CFD in a Pytho-cosm Assignment 1: Incompressible Navier-Stokes MECH6480: Computational Fluid Dynamics (S2, 2024) **Diffusion term:** $\frac{\partial^2 T}{\partial x^2}$ and $\frac{\partial^2 T}{\partial y^2}$ can be approximated using Finite Volume Methods (FVM):

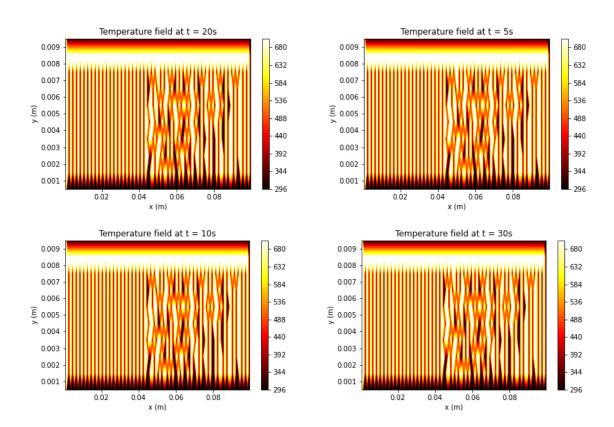
$$\frac{\partial^2 \mathbf{T}}{\partial \mathbf{x}^2} \approx \frac{\mathbf{T}_{i+1,j} - 2\mathbf{T}_{i,j} + \mathbf{T}_{i-1,j}}{dx^2}$$

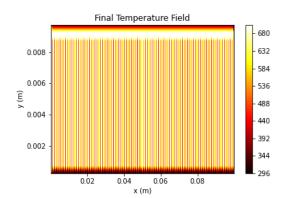
$$\frac{\partial^2 \mathbf{T}}{\partial \mathbf{y}^2} \approx \frac{\mathbf{T}_{i,j+1} - 2\mathbf{T}_{i,j} + \mathbf{T}_{i,j-1}}{dy^2}$$

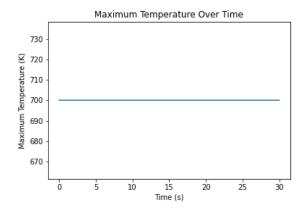
Convection term: For the convective term, a central difference scheme (linear interpolation) works as the flow is Poiseuille flow, which is stable with minimal numerical dissipation. In more complex or turbulent flows, an upwind scheme might be more accurate to handle sharp gradients or boundary layers, but for Poiseuille flow, linear interpolation is sufficient. In 2D:

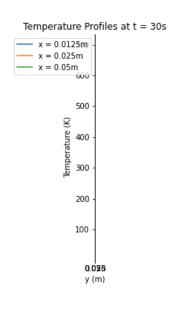
$$\mathsf{Convection}_{_{x}} \approx \frac{u_{_{i+1,j}}T_{_{i+1,j}} - u_{_{i-1,j}}T_{_{i-1,j}}}{2\mathsf{dx}}$$

$$\label{eq:convection} \text{Convection}_y \approx \frac{u_{i,j+1} T_{i,j+1} - u_{i,j-1} T_{i,j-1}}{2 \text{dy}}$$

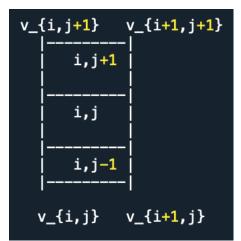








Task 2



Velocity Components:

 $v_{i,j} \& v_{i+1,j}$: Velocity components at the north and south faces of the control volume.

 $u_{i,j} \& u_{i,j+1}$: Velocity components at the east and west faces of the control volume.

Pressure:

 $p_{i,j}$: Pressure at the center of the control volume.

Discretisation of the y-Momentum Equation

The y-momentum equation is:

$$\frac{\partial v}{\partial t} + u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} = \frac{1}{\rho} \left(\frac{\partial}{\partial x} \left(\mu \frac{\partial v}{\partial x} \right) + \frac{\partial}{y \partial} \left(\mu \frac{\partial v}{\partial y} \right) \right)$$

2.1 Convection Term

Convection in the y-direction:

- North Face: The velocity v at i, j+1 and i, j is used.
- **South Face**: The velocity v at i, j and i, j-1 is used.

Approximating $\frac{\partial v}{\partial y}$:

$$\frac{\partial v}{\partial y} \approx \frac{v_{i,j+1} - v_{i,j-1}}{2\Delta y}$$

The convection term is:

Convection term =
$$[v_{i,j} \cdot \frac{v_{i,j+1} - v_{i,j-1}}{2\Delta y}]\Delta x$$

Here, $v_{i,j}$ is used to approximate $\frac{\partial v}{\partial y}$

2.2 Diffusion Term

Diffusion in the y-direction:

Approximating the second derivatives:

• In x-direction:

$$\frac{\partial^2 v}{\partial x^2} \approx \frac{v_{i+1,j} - 2v_{i,j} + v_{i-1,j}}{\Delta x^2}$$

• In y-direction:

$$\frac{\partial^2 v}{\partial y^2} \approx \frac{v_{i,j+1} - 2v_{i,j} + v_{i,j-1}}{\Delta y^2}$$

The diffusion term is:

$$Diffusion\ term = \frac{\mu}{\rho} \bigg[\frac{v_{i+1,j} - 2v_{i,j} + v_{i-1,j}}{\Delta x^2} + \frac{v_{i,j+1} - 2v_{i,j} + v_{i,j-1}}{\Delta y^2} \bigg]$$

Task 3

Boundary Conditions Implementation

No-slip Boundary Condition: The velocity components at the walls (north, south, east, and west) are set to make sure there is no slip at the boundaries. Setting the velocities at these boundaries to match the opposite of their neighbouring cells achieves this.

Driven Lid Boundary Condition: The velocity at the top boundary (north) is set to 1.0 m/s. This represents the moving lid, while the velocities at the other boundaries are put to zero.

Justification for Discretization Parameters

 Δx and Δy : The spatial discretisation parameters are determined by dividing the domain length L by the number of grid points N in each direction. This gives $\Delta x = \Delta y = L/N$ and for the given grid (NX=50, NY=50), the result is $\Delta x = \Delta y = 0.02$ meters. This discretisation gives accuracy and computational efficiency. A finer grid would increase accuracy however is not necessary as it increases computational cost.

 Δt : The time step Δt is chosen as 0.01 seconds. This value is small enough for numerical stability and convergence of the simulation. The time step should be sufficiently small to capture the dynamics of the flow while not encountering high computational cost.

Steady-State Determination: Steady-state is determined by checking whether the max change in the velocity fields, u and v, between successive iterations is below the threshold 1e-4. This chosen threshold makes sure that changes are minimal, and the system has converged to a steady state. The time to reach steady-state changes depending on the Re and grid resolution. Typically it takes several thousand iterations to reach steady-state.

