

# DoGPack Documentation File

<b>Directory:</b> apps/2d/advection/smooth_example
<b>Equation:</b> $q_{,t} + u q_{,x} + v q_{,y} = 0$

## Mathematics

Consider the space-time domain  $[0, T] \times \Omega$ , where  $\Omega \subseteq \mathbb{R}^2$ , and let  $t \in [0, T]$  and  $(x, y) \in \Omega$ . The dependent variable is the concentration of a passive tracer, denoted by  $q: \mathbb{R} \times \Omega \rightarrow \mathbb{R}$ , which is advected by the velocity field  $(u, v)$ , where  $u: \Omega \rightarrow \mathbb{R}$  is the  $x$ -component of the velocity field and  $v: \Omega \rightarrow \mathbb{R}$  is the  $y$ -component of the velocity field. The concentration then satisfies the following time-dependent advection equation:

$$q_{,t} + u q_{,x} + v q_{,y} = 0.$$

From the method of characteristics, we find that  $q(t, x, y)$  is constant along the characteristics that are defined by the velocity field:

$$q(t, x, y) = q(0, \xi, \eta), \quad \text{where} \quad \frac{d\xi}{dt} = u(\xi, \eta), \quad \frac{d\eta}{dt} = v(\xi, \eta) \quad \text{with} \quad \xi(0) = x, \quad \eta(0) = y.$$

The affect of boundary conditions can also be readily incorporated into the method of characteristics.

## Editing Basic Application Files

Below we describe all the basic files that can be edited to change basi

1. The initial conditions can be changed in the following file:

```
Shell] open $DOGPack/apps/2d/advection/smooth_example/QinitFunc.cpp
Shell]
```

2. The velocity field can be changed in the following file:

```
Shell] open $DOGPack/apps/2d/advection/smooth_example/AuxFunc.cpp
Shell]
```

3. The boundary conditions can be changed in the following file:

```
Shell] open $DOGPack/apps/2d/advection/smooth_example/SetBndValues.cpp
Shell]
```

4. The flux function can be changed in the following file:

```
Shell] open $DOGPack/apps/2d/advection/smooth_example/FluxFunc.cpp
Shell]
```

5. The wave speeds needed to determine the time-step can be changed in the following file:

```
Shell] open $DOGPack/apps/2d/advection/smooth_example/SetWaveSpd.cpp
Shell]
```

6. The projection onto the left and right eigenvectors can be done in the following two files (these are only needed if moment-limiters are used):

```
Shell] open $DOGPACK/apps/2d/advection/smooth_example/ProjectLeftEig.cpp
Shell] open $DOGPACK/apps/2d/advection/smooth_example/ProjectRightEig.cpp
Shell]
```

## Compilation

The example in this directory can be compiled as follows:

```
Shell session inside TeXmacs pid = 5559
Shell] cd $DOGPACK/apps/2d/advection/smooth_example/
Shell] make >/dev/null 2>&1
Shell] ls dog.exe
      dog.exe
Shell]
```

## Editing parameter file

The example parameters can be changed in the parameter file:

```
Shell] open $DOGPACK/apps/2d/advection/smooth_example/parameters.ini
Shell]
```

## Running the example

To run the example simply type:

```
Shell] cd $DOGPACK/apps/2d/advection/smooth_example/
Shell] dog.exe >/dev/null 2>&1
Shell]
```

## Plotting in Python

To plot the solution results in Python type the following:

```
Python] import os
Python] DOG = os.environ["DOGPACK"];
Python] wdir = "".join((DOG, "/apps/2d/advection/smooth_example"));
Python] os.chdir(wdir);
Python] import plotdog2np as pd
Python] pd.plotdog2np(4, 'output', 1, 1);

GridType = Cartesian
      points_per_dir = 4
      point_type = 1
      outputdir = output
      component_of_solution = 1
```

```
Finished creating file for FRAME = 0   filename = figure0000.jpg
Finished creating file for FRAME = 1   filename = figure0001.jpg
Finished creating file for FRAME = 2   filename = figure0002.jpg
Finished creating file for FRAME = 3   filename = figure0003.jpg
Finished creating file for FRAME = 4   filename = figure0004.jpg
Finished creating file for FRAME = 5   filename = figure0005.jpg
Finished creating file for FRAME = 6   filename = figure0006.jpg
Finished creating file for FRAME = 7   filename = figure0007.jpg
Finished creating file for FRAME = 8   filename = figure0008.jpg
Finished creating file for FRAME = 9   filename = figure0009.jpg
Finished creating file for FRAME = 10  filename = figure0010.jpg
```

Python]

## Sample Output (JPEG)

