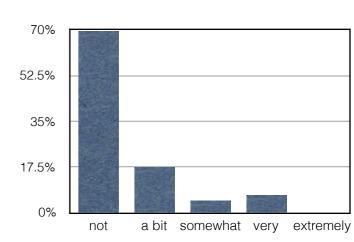
Muddiest Points from Class 04/03

- "In crank-nicholson/adams-bashforth methods, will we have to modify the explict convective term at the boundaries (for every time step) like we did for crank-nicholson ADI?"
- "I am still confused about how to deal with the Adams-Bashforth part if we want to code ADI. You said it can be calculated before
 each time step but the first term is in time level n as well."
 - The explicit convective terms (AB) remain frozen throughout the CN/ADI solve.
 - The explicit convective terms (AB) only involve known time levels n and n-1 and thus can be calculated at the beginning of the CN/ADI solve.
- "Will solutions to these problems ask for the data obtained at the cell centers and cell faces?"
 - Depends on the problem you are solving. You may have to interpolate to a specific point in space you are interested in.
- "What is the advantage of using staggered meshes? It seems like they would not give any more accuracy vs normal meshes."
 - We'll cover a major advantage when we finally solve Navier-Stokes. No advantage for Burger's equation really.
- "In the case the staggered mesh, we are using data from a 2-times finer mesh, here we have 2MN-M-N nodes corresponding to a MxN cell centered mesh. So would it be reasonable to code the mesh nodes as a 2Mx2N matrix with nodes where there are no nodes are kept blank or is there another way?"
 - DO NOT think about staggered meshes in this way. It will lead to a world of pain.
 - u and v are defined on "different meshes". More later today.
- "Is the method for coding these cell face meshes similar to how we code the alpha flux term in HW9?"
 - Yes
- "Is it possible to use the implicit in space method but still make use of the conservative from for a non-linear PDE like in Class22-Slide8?"
 - Yes, but similar time-lagging is required to linearize the equations



Burgers Equation on Staggered Mesh

need velocity boundary condition @ velocity locations!

Example: tangentially moving bottom wall

velocity in y-direction:

$$v_{i,\frac{1}{2}} = 0$$

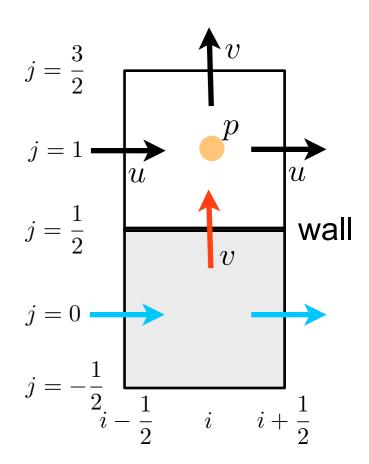
- what about x-direction velocity?
 - we don't have u velocities defined at the wall!
 - idea: let's define ghost cell velocities

$$u_{i+\frac{1}{2},0} = ?$$

- use ghost cell velocity to determine wall velocity

$$u_{wall} = \frac{1}{2} \left(u_{i + \frac{1}{2}, 1} + u_{i + \frac{1}{2}, 0} \right)$$

$$\Rightarrow u_{i+\frac{1}{2},0} = 2u_{wall} - u_{i+\frac{1}{2},1}$$



Burgers Equation on Staggered Mesh

need velocity boundary condition @ velocity locations!

Example: inlet in the bottom boundary

velocity in y-direction (normal to inlet):

$$v_{i,\frac{1}{2}} = f(x,t)$$

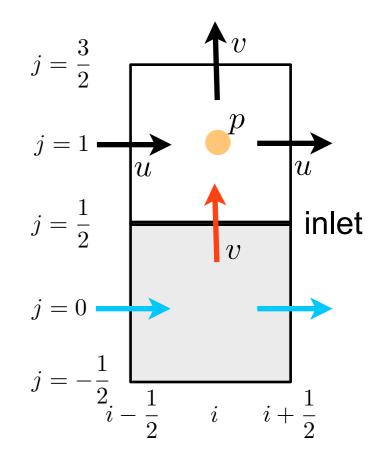
- what about x-direction velocity (tangential to inlet)?
 - again we don't have u velocities defined at the boundary!
 - again let's define ghost cell velocities

$$u_{i+\frac{1}{2},0} = ?$$

- use ghost cell velocity to determine inlet velocity

$$u_{inlet} = \frac{1}{2} \left(u_{i+\frac{1}{2},1} + u_{i+\frac{1}{2},0} \right)$$

$$\Rightarrow u_{i+\frac{1}{2},0} = 2 u_{inlet} - u_{i+\frac{1}{2},1}$$



- for flow only normal to the inlet, the tangential velocity is zero
- to have inflow at an angle to the boundary, use both normal and tangential components

Burgers Equation on Staggered Mesh

need velocity boundary condition @ velocity locations!

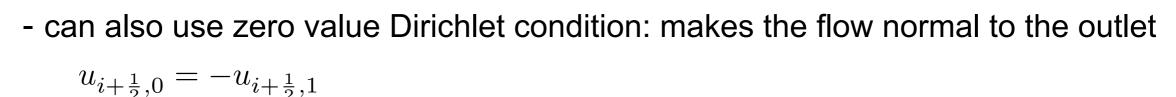
Example: outlet in the bottom boundary

- velocity should be set from information inside of the domain to respect direction of information transport (characteristics)
- idea: extrapolate velocity to the boundary

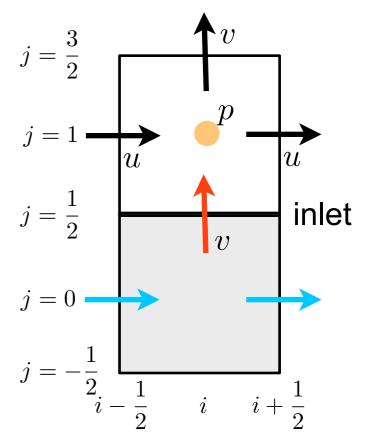
$$v_{i,\frac{1}{2}} = v_{i,\frac{3}{2}} \qquad \text{ or } \qquad v_{i,\frac{1}{2}} = 2v_{i,\frac{3}{2}} - v_{i,\frac{5}{2}}$$

- what about x-direction velocity (tangential to outlet)?
 - again we don't have u velocities defined at the boundary!
 - can use zero gradient Neumann condition

$$u_{i+\frac{1}{2},0} = u_{i+\frac{1}{2},1}$$



- no general rule which one is better: depends on the case, e.g., channels: Dirichlet



Burgers Equation on Staggered Mesh

some comments on coding:

- vector/array indices must be whole numbers, i.e. integers ⇒ cannot use i+1/2
- ullet you must decide what u(i,j) refers to: $u_{i+\frac{1}{2},j}$ or $u_{i-\frac{1}{2},j}$
- similar considerations apply to v(i,j)
- my suggestion:

$$u(i,j) = u_{i+\frac{1}{2},j}$$

$$v(i,j) = v_{i,j+\frac{1}{2}}$$

Comments on Programming

the following are some good practices, but do not replace a good programming class

use functions/subroutines to structure your program

```
call initialConditions(u,v,phi)
do while (t < tend)
  dt = calcTimeStep(u,v)
  call solveBurgers2D(u,v,...)
  t = t+dt
  istep = istep + 1
  call doPostProcessing(u,v,...)
end</pre>
```

- use variables for mesh sizes: M and N
- preallocate all vectors and arrays

```
M = 40; N = 20;
u = zeros(M+1,N+2);
v = zeros(M+2,N+1);
```

```
M = 40; N = 20;
allocate(u(0:M ,0:N+1))
allocate(v(0:M+1,0:N ))
```

Comments on Programming

the following are some good practices, but do not replace a good programming class

- in Matlab, arrays are matrices, where the first index is row# and the second column#
- can use Matlab functions transpose() (and/or flipud()) for plotting
- run times can be long, so to give peace of mind that your code is still running properly, output some diagnostics after a fixed number of time steps, for example, min/max velocities, etc.

```
if (mod(istep,100) == 0) then
    print some diagnostics
end if
```

- use Matlab's build in <u>debugger</u> to locate bugs!!!!
- test individual pieces of your code = subroutines/functions separately

Class 23

Comments on Programming

$$\frac{\partial u}{\partial t} + \frac{\partial (uu)}{\partial x} + \frac{\partial (uv)}{\partial y} = \nu \left(\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} \right)$$

$$\frac{\partial v}{\partial t} + \frac{\partial (uv)}{\partial x} + \frac{\partial (vv)}{\partial y} = \nu \left(\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2} \right)$$

- u and v have different array sizes for staggered meshes => solve them in separate loops
- for FTCS what's the stable time step in 2D?

hyperbolic part: use product rule / chain rule to bring hyperbolic parts into this form:

$$\frac{\partial u}{\partial t} + a \frac{\partial u}{\partial x} + b \frac{\partial u}{\partial y} = \dots$$
$$\Delta t_u = CFL \cdot \frac{\min(\Delta x, \Delta y)}{\max(|a|) + \max(|b|)}$$

$$\frac{\partial v}{\partial t} + c \frac{\partial v}{\partial x} + d \frac{\partial v}{\partial y} = \dots$$

$$\Delta t_v = CFL \cdot \frac{\min(\Delta x, \Delta y)}{\max(|c|) + \max(|d|)}$$
 careful if denominator = 0

$$\Delta t_{hyperbolic} = min(\Delta t_u, \Delta t_v)$$

$$Re_{u,c} = \frac{(\max(|a|) + \max(|b|)) \max(\Delta x, \Delta y)}{\nu}$$

$$Re_{v,c} = \frac{(\max(|c|) + \max(|d|)) \max(\Delta x, \Delta y)}{\nu}$$

parabolic part: $\Delta t_{parabolic} = CFL \cdot \frac{\Delta x^2 \Delta y^2}{2\nu \left(\Delta x^2 + \Delta y^2\right)}$

overall:
$$\Delta t = \min(\Delta t_{hyperbolic}, \Delta t_{parabolic})$$