

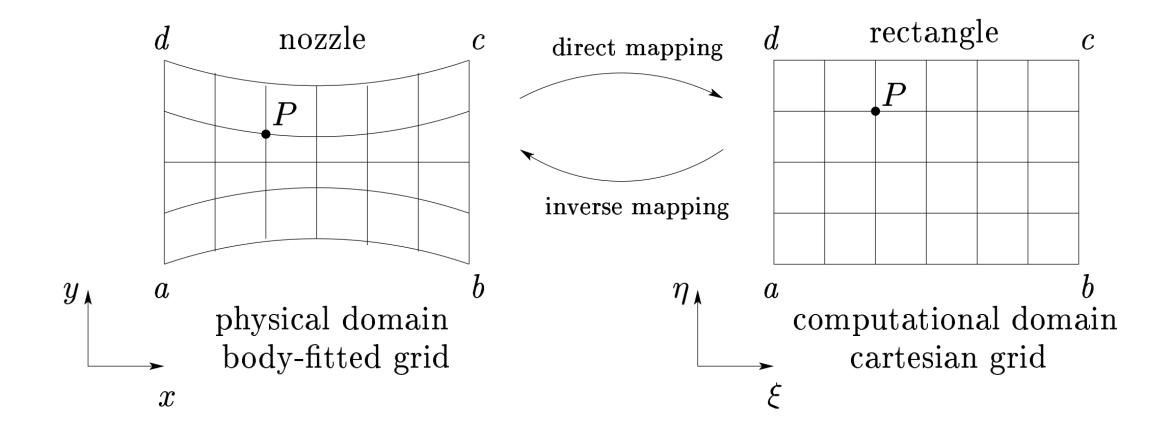
Curvilinear Operators

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Before we start...

- Mimetic operators for non-uniform, logically rectangular grids were already implemented into MOLE (1D, 2D and 3D)
- In 1D, non-uniform and curvilinear operators are identical

$$f = f(x),$$
 $a < x < b$
 $x = x(\xi),$ $0 < \xi < 1$
 $J = (x_{\xi}) = \left(\frac{dx}{d_{\xi}}\right)$



The original PDE must be rewritten in terms of (ξ, η) instead of (x, y) and discretized in the computational domain rather than the physical domain.

$$\frac{\partial u}{\partial x}, \frac{\partial u}{\partial y} \longrightarrow \frac{\partial u}{\partial \xi}, \frac{\partial u}{\partial \eta}$$
Difficult to
$$compute$$
Easy to
$$compute$$

Direct mapping:
$$\xi = \xi(x, y)$$
, $\eta = \eta(x, y)$

Inverse mapping:
$$x = x(\xi, \eta), \quad y = y(\xi, \eta)$$



By applying the chain rule:

$$\frac{\partial u}{\partial \xi} = \frac{\partial u}{\partial x} \frac{\partial x}{\partial \xi} + \frac{\partial u}{\partial y} \frac{\partial y}{\partial \xi}$$

$$\frac{\partial u}{\partial \eta} = \frac{\partial u}{\partial x} \frac{\partial x}{\partial \eta} + \frac{\partial u}{\partial y} \frac{\partial y}{\partial \eta}$$

Known metrics

In matrix form:

$$\begin{bmatrix} \frac{\partial u}{\partial \xi} \\ \frac{\partial \xi}{\partial \xi} \end{bmatrix} = \begin{bmatrix} \frac{\partial x}{\partial \xi} & \frac{\partial y}{\partial \xi} \\ \frac{\partial u}{\partial \eta} \end{bmatrix} \begin{bmatrix} \frac{\partial u}{\partial x} \\ \frac{\partial u}{\partial \eta} \end{bmatrix} \begin{bmatrix} \frac{\partial u}{\partial x} \\ \frac{\partial u}{\partial \eta} \end{bmatrix} \begin{bmatrix} \frac{\partial u}{\partial x} \\ \frac{\partial u}{\partial \eta} \end{bmatrix}$$

$$\begin{bmatrix} \frac{\partial \xi}{\partial x} & \frac{\partial \eta}{\partial x} \\ \frac{\partial \xi}{\partial y} & \frac{\partial \eta}{\partial y} \end{bmatrix}$$
Unknown metrics

$$\begin{bmatrix} \frac{\partial x}{\partial \xi} & \frac{\partial y}{\partial \xi} \end{bmatrix}^{-1} \begin{bmatrix} \frac{\partial u}{\partial \xi} \\ \frac{\partial z}{\partial \eta} & \frac{\partial y}{\partial \eta} \end{bmatrix}^{-1} \begin{bmatrix} \frac{\partial u}{\partial \xi} \\ \frac{\partial u}{\partial \eta} \end{bmatrix} = \begin{bmatrix} \frac{\partial u}{\partial x} \\ \frac{\partial u}{\partial y} \end{bmatrix}$$

$$\begin{bmatrix} \frac{\partial x}{\partial \xi} & \frac{\partial y}{\partial \xi} \\ \\ \frac{\partial x}{\partial \eta} & \frac{\partial y}{\partial \eta} \end{bmatrix}^{-1} = \frac{1}{\frac{\partial x}{\partial \xi} \frac{\partial y}{\partial \eta} - \frac{\partial x}{\partial \eta} \frac{\partial y}{\partial \xi}} \begin{bmatrix} \frac{\partial y}{\partial \eta} & -\frac{\partial y}{\partial \xi} \\ \\ -\frac{\partial x}{\partial \eta} & \frac{\partial x}{\partial \xi} \end{bmatrix}$$

$$\frac{1}{|J|} \begin{bmatrix} \frac{\partial y}{\partial \eta} & -\frac{\partial y}{\partial \xi} \\ -\frac{\partial x}{\partial \eta} & \frac{\partial x}{\partial \xi} \end{bmatrix} \begin{bmatrix} \frac{\partial u}{\partial \xi} \\ \frac{\partial u}{\partial \eta} \end{bmatrix} = \begin{bmatrix} \frac{\partial u}{\partial x} \\ \frac{\partial u}{\partial y} \end{bmatrix} \qquad \frac{\partial u}{\partial x} = \frac{1}{|J|} \begin{bmatrix} \frac{\partial y}{\partial \eta} \frac{\partial u}{\partial \xi} - \frac{\partial y}{\partial \xi} \frac{\partial u}{\partial \eta} \\ \frac{\partial u}{\partial \xi} - \frac{\partial y}{\partial \xi} \frac{\partial u}{\partial \eta} \end{bmatrix}$$

"The function of good software is to make the complex appear to be simple" -Grady Booch