Introducing Dynamic Walls into Integer Lattice Gas Simulations

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Introduction

- Explore interactions between gas and rigid shapes
- Build off of existing Lattice Gas Simulation Code

initial goals

- Non leaking dynamic walls
- Make complex shapes out of these dynamic walls
- Reproduce the Feynman tube experiment.

Method 1

Expected value of flow

$< \mathit{flow} >=$ particle density * wall velocity

$0 < \mathit{flow} <$ min particle density

```
    int tmp_0 = n[vx+x][y+vy][8-v];
int tmp = n[vx+x][y+vy][v];
    int max_random = 1;

    if(tmp > tmp_0){ max_random = tmp_0;}

    else{ max_random = tmp;}

    if(max_random > 0){ flow = (rand()%max_rando

    else{ flow = 0;}

n[x+vx][((y+vy)][v] = n[x][y][8-v] - flow;
n[x][y][8-v] = tmp + flow;
```

Results

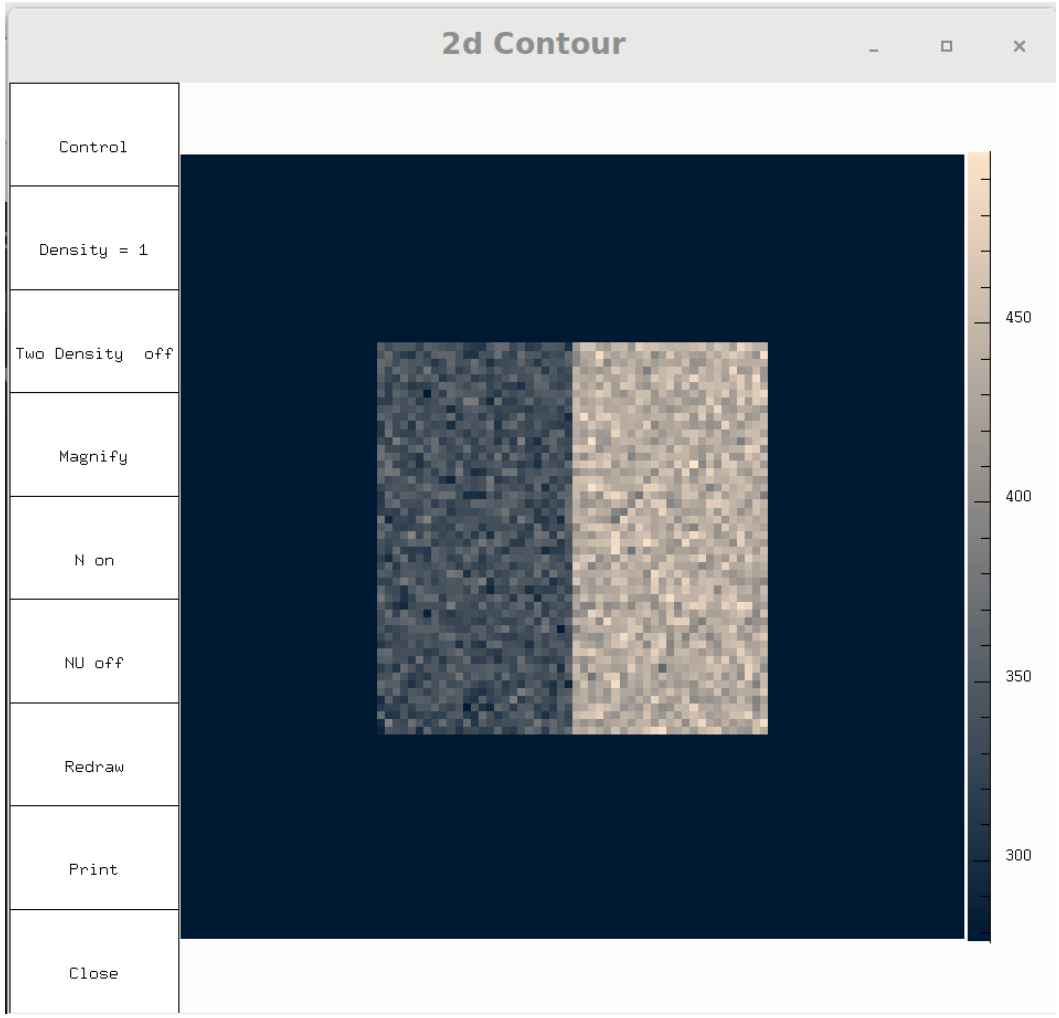

Figure 1:

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Results

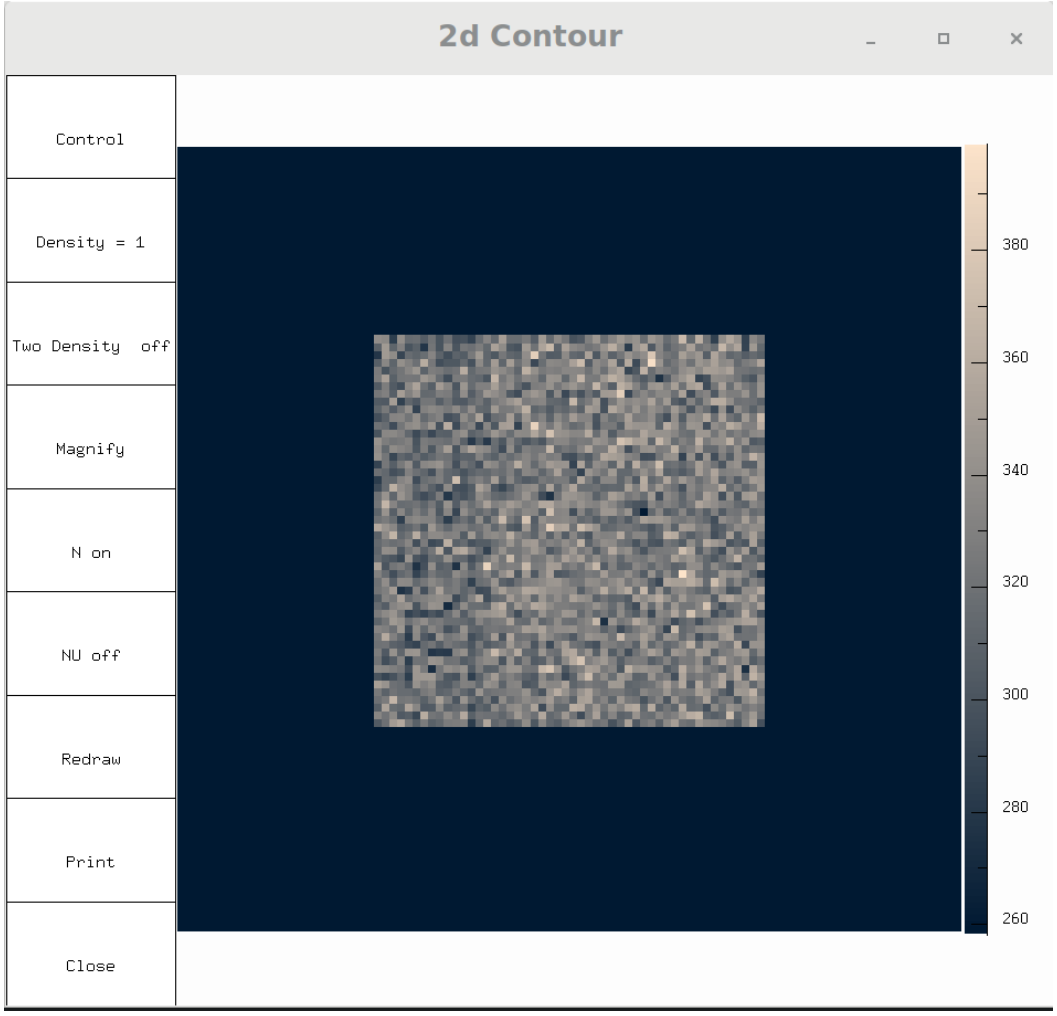

Figure 2:

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Results

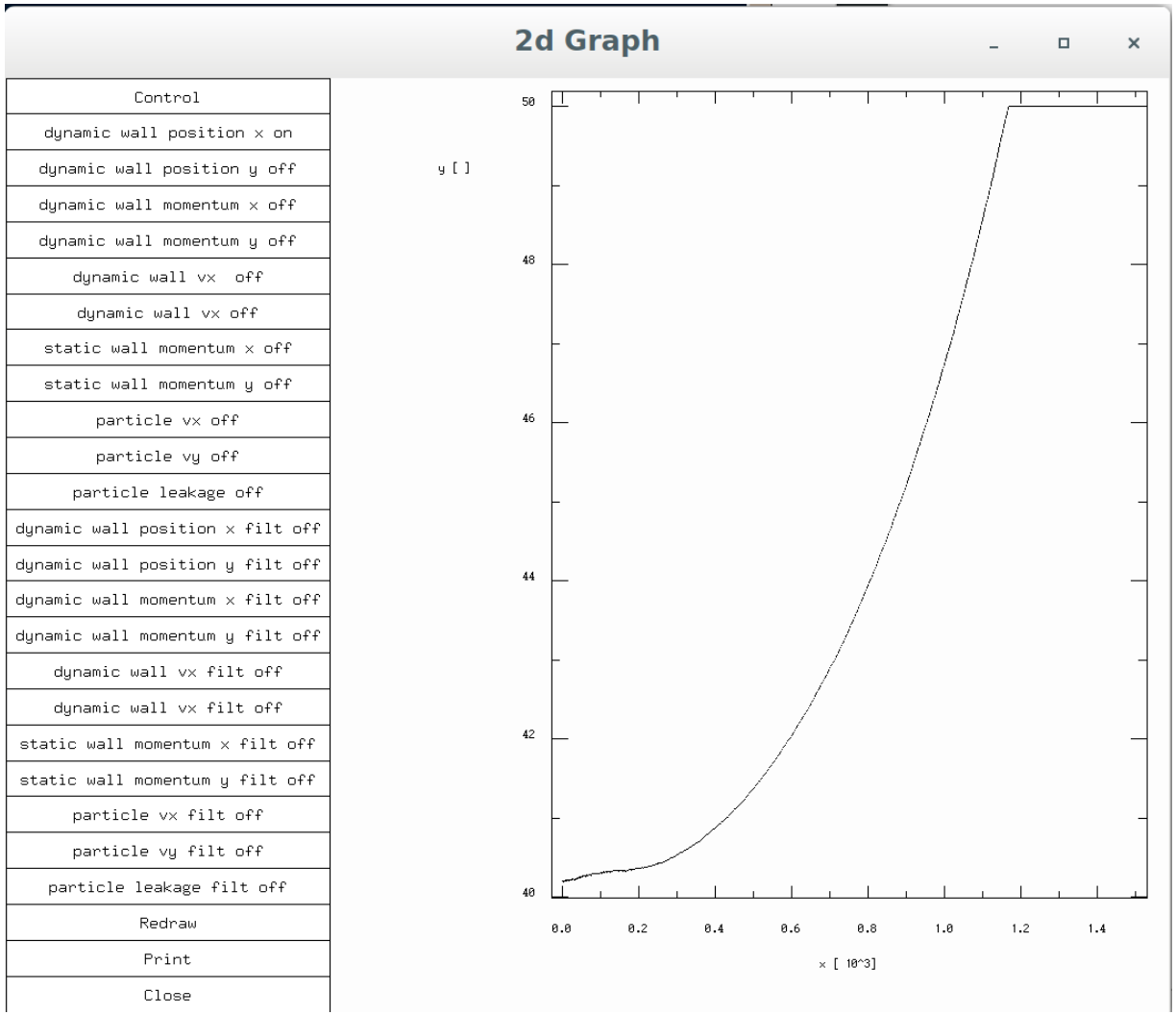

Figure 3:

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Results

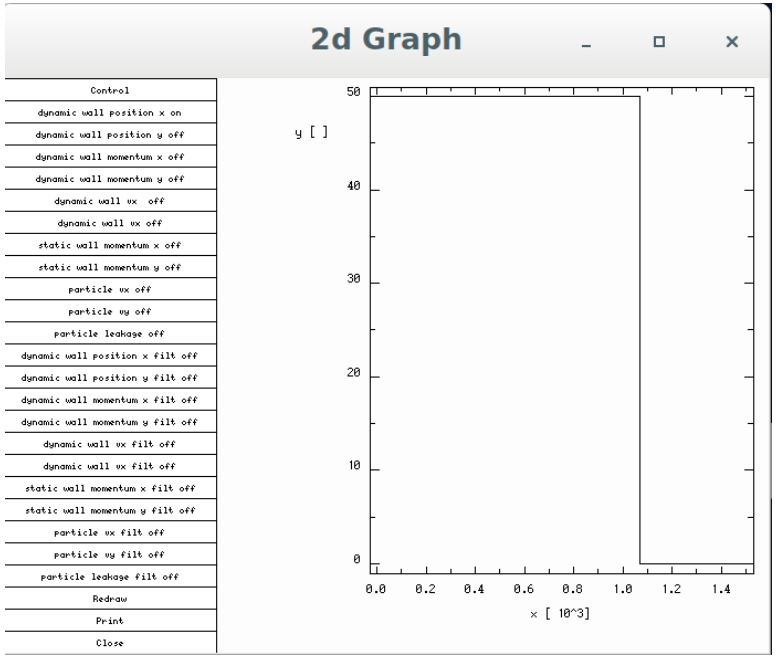

Figure 4:

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Results

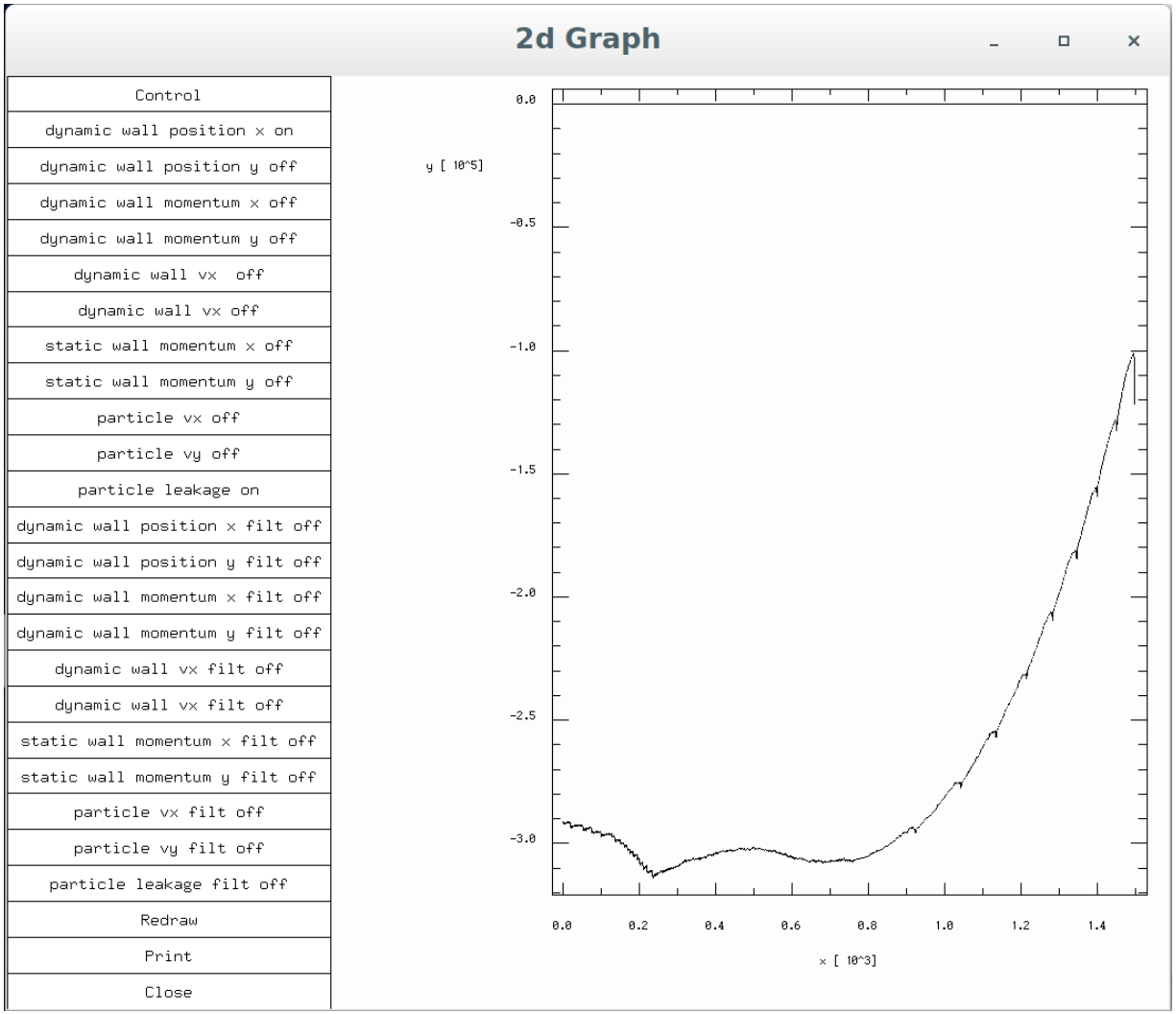

Figure 5:

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Method 2

In more detail, the probability that

$$pr * \text{particle density}$$

number of particles will be moved is

$$pr = \frac{\text{Wall Vx}}{1 - (\text{real(Wall x) - int(Wall x)})}$$

.

```
int tmp = n[x_v_b][y_v_b][v];
int iwp = dynamic_wall_position_x;//integer wall po
int flow = 0;//particles to be moved
double pr = dynamic_wall_vx/(1-(dynamic_wall_positio
if(rand()%1000 <= 1000*pr){
        flow = pr*n[x_b][y_b][v];
        n[x_b+1][y_b][v] +=flow;
        n[x_b][y_b][v] -=flow;}

n[x_v_b][y_v_b][v] = n[x_b][y_b][8-v];
n[x_b][y_b][8-v] = tmp;// + flow;
```

Results

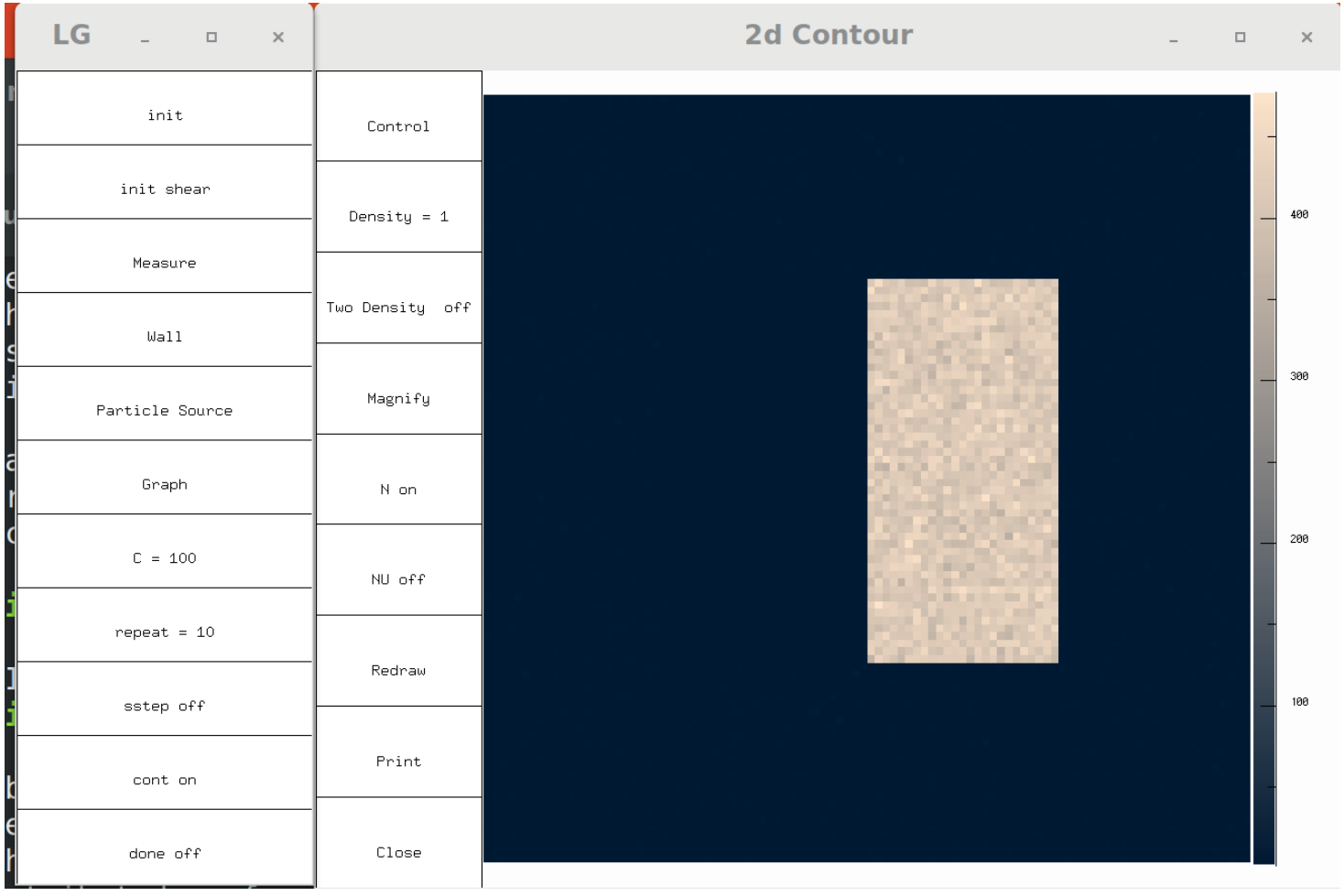

Figure 6:

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Results

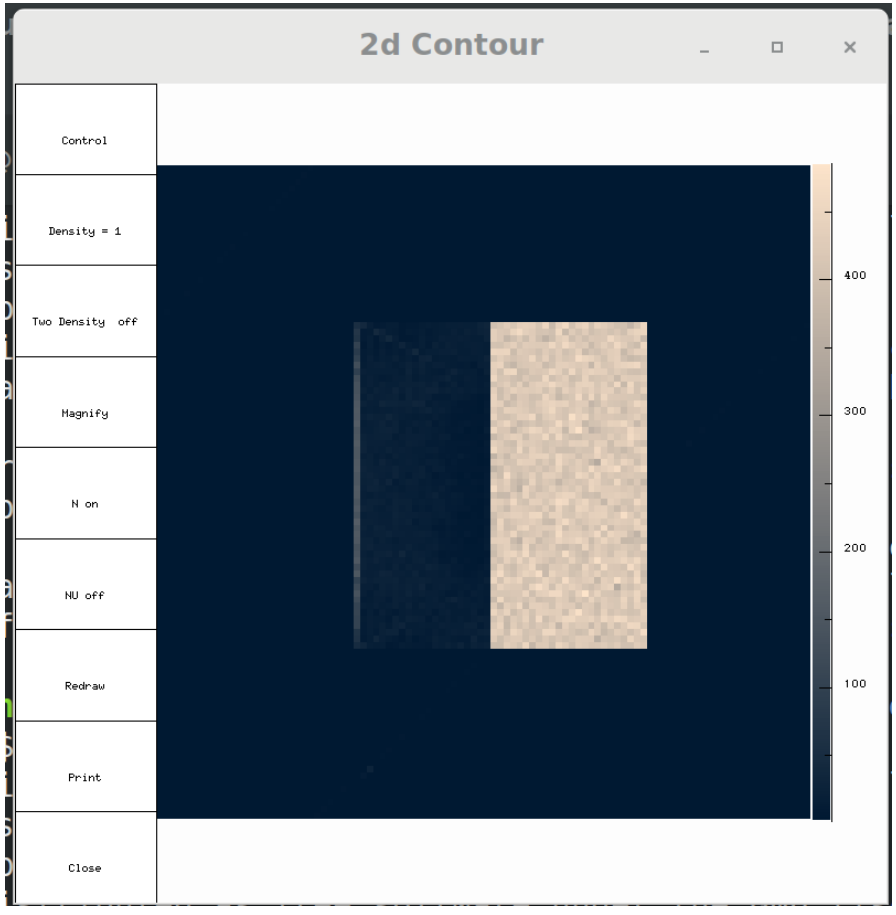

Figure 7:

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Results

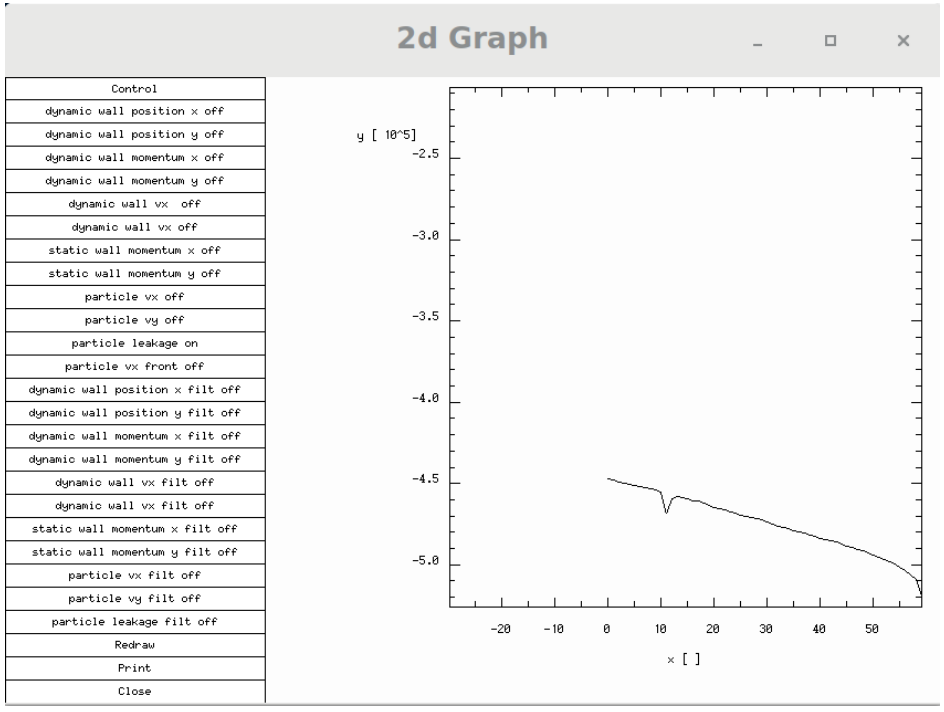

Figure 8:

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Results

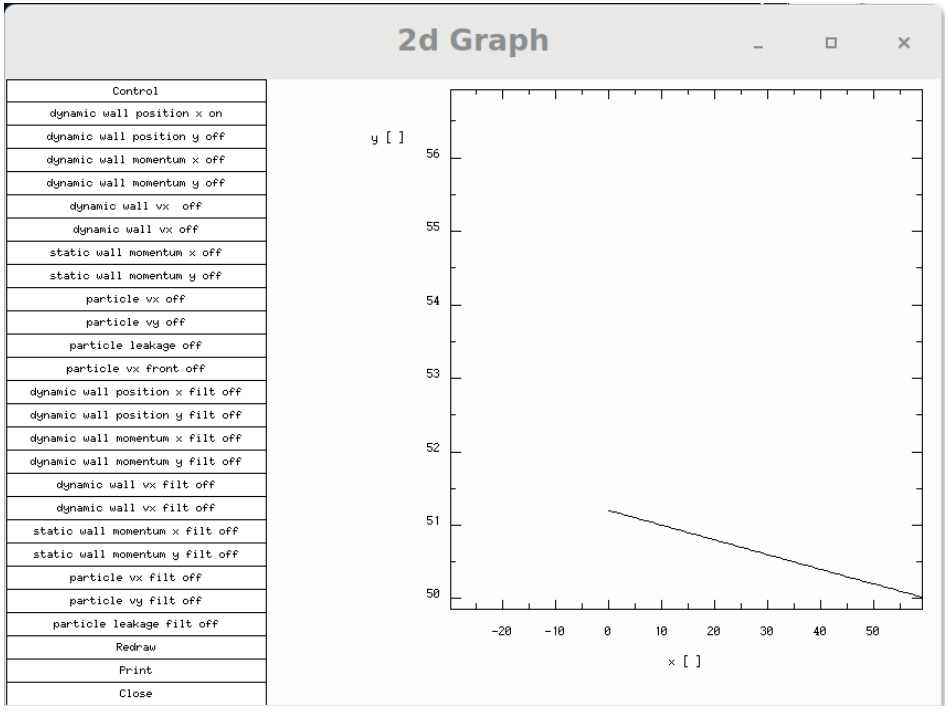

Figure 9:

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Method 3

$$\frac{\partial \rho}{\partial t} + \frac{\partial(\rho u_i)}{\partial x_i} = \nabla(\rho) + \upsilon * \nabla(\nabla(U) + (\nabla(U)T)) \tag{1}$$

The partial for ρ and ρu_i can be set to zero. This gives us:

$$0 = \nabla(\rho) + \upsilon * \nabla(\nabla(U) + (\nabla(U)T)) \tag{2}$$

$$\nabla(\rho) = F$$

$$0 = F + \upsilon * \nabla(\nabla(U_x)) \tag{3}$$

Solving the differential equation for

$$U_x$$

(mean velocity) above gives us:

$$U_x = \frac{F}{2 * \upsilon} * (x(x - L)) \text{Where L is the length of the tube in Lattice sites} \tag{4}$$

```
void moveParticles(){
for(int x = 0;x<xdim;x++){
 for(int y = 0;y<ydim;y++){
          int flip_parts = particle_flip_w*
          ((double)rand()/RAND_MAX)*n[x][y][5];
          n[x][y][3] += flip_parts;
          n[x][y][5] -= flip_parts;
          flip_parts = particle_flip_w*
          ((double)rand()/(double)RAND_MAX)*n[x][y][
          n[x][y][6] += flip_parts;
          n[x][y][8] -= flip_parts;
          flip_parts = particle_flip_w*
          ((double)rand()/(double)RAND_MAX)*n[x][y][
          n[x][y][0] += flip_parts;
          n[x][y][2] -= flip_parts;
        }
 }
}
```

Results

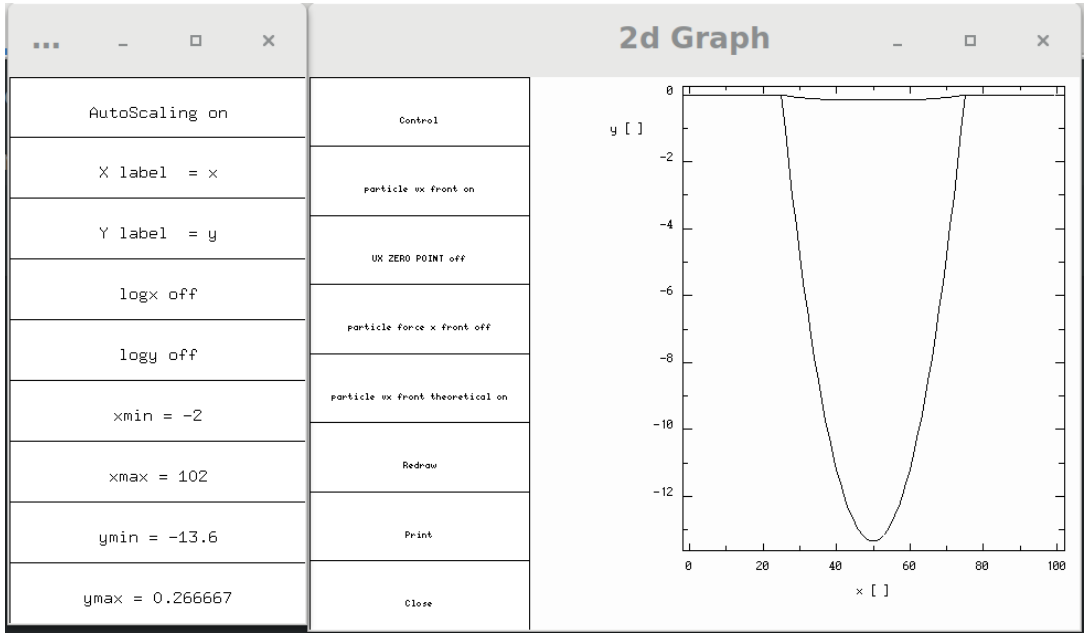

Figure 10:

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Results

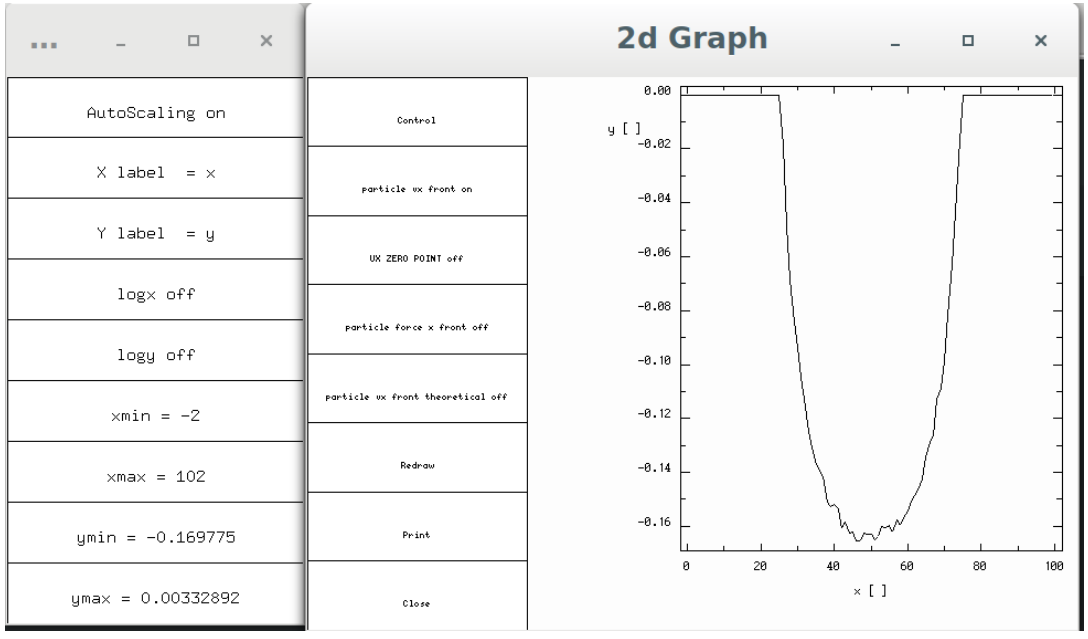

Figure 11:

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Results

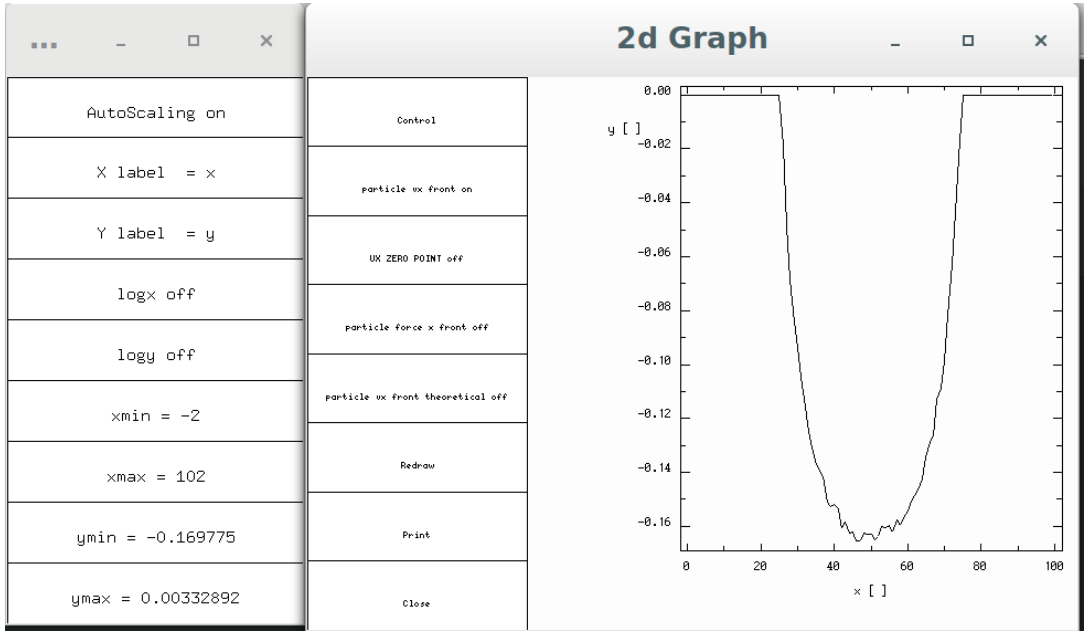

Figure 12:

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Conclusions and Final thoughts

- Significant leakage for most walls
- Partially working
- Problem depth and complexity
- Approach 3 Issue might be solvable