

# DUNE PDELab Tutorial 07 - Overview

Discontinuous Galerkin for Hyperbolic conservation laws

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# Motivation

Discontinuous Galerkin methods offer

- ▶ local mass conservation (Conforming FEM does not!)
- ▶ higher-order approximation (Finite Volume does not!)

# **First-Order Hyperbolic PDEs**

# Conservative Form

$$\partial_t u(x, t) + \nabla \cdot F(u(x, t), x, t) = g(u(x, t), x, t) \quad \text{in } U = \Omega \times \Sigma$$

with initial conditions

$$u(x, 0) = u_0(x)$$

- ▶ Spatial domain  $\Omega = \mathbb{R}^d$ ,  $d \in \mathbb{N}$ , temporal domain  $\Sigma = \mathbb{R}^+$
- ▶  $F(u, x, t)$  is called *flux function*
- ▶ Arises naturally from conservation laws (e.g. mass, energy, ...)

## Quasi-Linear Form

$$\partial_t u(x, t) + \sum_{j=1}^d B_j(u(x, t), x, t) \partial_{x_j} u(x, t) + \tilde{g}(u(x, t), x, t) = 0 \quad \text{in } \Omega \times \Sigma$$

with initial conditions

$$u(x, 0) = u_0(x)$$

- Derived from conservative form via chain rule (needs smoothness of flux function)

# Hyperbolicity Criterion

$$\partial_t u(x, t) + \sum_{j=1}^d B_j(u(x, t), x, t) \partial_{x_j} u(x, t) + \tilde{g}(u(x, t), x, t) = 0 \quad \text{in } \Omega \times \Sigma$$

- Is called *hyperbolic* if

$$B(u, x, t; y) = \sum_{j=1}^d y_j B_j(u, x, t)$$

is real diagonalizable (i.e. real eigenvalues, eigenvectors form basis)

- Property needed for theoretical and numerical treatment

## Examples

# Acoustic Wave Equation

Linearized conservation laws:

$$\partial_t \tilde{\rho} + \nabla \cdot (\bar{\rho} \tilde{\mathbf{v}}) = 0 \quad (\text{conservation of mass})$$

$$\partial_t (\bar{\rho} \tilde{\mathbf{v}}) + \nabla \tilde{p} = 0 \quad (\text{conservation of momentum})$$

- ▶ Describes propagation of acoustic waves through material
- ▶ Derived by linearizing mass/momentum conservation around background state
- ▶ Simplifying assumptions involved!



# Acoustic Wave Equation

As hyperbolic system:

$$\partial_t u(x, t) + \nabla \cdot F(u(x, t), x, t) = 0,$$

where

$$u = \begin{pmatrix} \varrho \\ q_1 \\ \vdots \\ q_d \end{pmatrix}, \quad F(u(x, t), x, t) = \begin{pmatrix} q_1 & q_2 & \dots & q_d \\ c^2 \rho & 0 & \dots & 0 \\ 0 & c^2 \rho & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & c^2 \rho \end{pmatrix} \in \mathbb{R}^{m \times d}$$

- Derived replacing momentum by  $\tilde{q} = \bar{\rho} \tilde{v}$

# Shallow Water Equations

$$\partial_t \begin{pmatrix} h \\ u_1 h \\ u_2 h \end{pmatrix} + \nabla \cdot \begin{pmatrix} u_1 h & u_2 h \\ u_1^2 h + \frac{1}{2} g h^2 & u_1 u_2 h \\ u_1 u_2 h & u_2^2 h + \frac{1}{2} g h^2 \end{pmatrix} = 0$$

- ▶ Describes water height  $h > 0$  and velocity  $u = (u_1, u_2)$
- ▶ Widely used for predictions of flooding, dam-breaks, tsunamis
- ▶ Nonlinear PDE, again derived from conservation law

# **Discontinuous Galerkin Methods**

# Finite Element Space

$$V_h^q = \left\{ v \in L^2(\Omega) : v|_e = p \circ \mu_e^{-1}, p \in \mathbb{P}^{q,d} \right\}$$

- ▶  $\mu_e : \hat{E} \rightarrow e$  maps reference element to mesh element
- ▶  $p \in \mathbb{P}^{q,d}$  polynomial space on ref. element
- ▶ Note: No continuity required  $\rightarrow$  nonconforming method!

# Discretization

For piecewise smooth test function  $v$ :

$$\begin{aligned} \int_{\Omega} \left[ \partial_t u + \sum_{j=1}^d \partial_{x_j} F_j(u, x, t) \right] \cdot v \, dx &= \\ &= d_t(u, v)_{\Omega} - \sum_{e \in \mathcal{E}_h} \int_e F(u, x, t) : \nabla v \, dx \\ &\quad + \sum_{f \in \mathcal{F}_h^i} \int_f \llbracket (F(u, s, t)n) \cdot v \rrbracket \, ds + \sum_{f \in \mathcal{F}_h^{\partial\Omega}} \int_f (F(u, s, t)n) \cdot v \, ds. \end{aligned}$$

- ▶  $\llbracket v \rrbracket(x) = v^-(x) - v^+(x)$  denotes jump across interface
- ▶ Need single-valued approximation of  $F \cdot n$

# Numerical Fluxes

$$\Phi : \mathbb{R}^d \times U \times U \rightarrow \mathbb{R},$$

approximating  $F \cdot n$  on interfaces, fulfilling

- ▶ Consistency: Approximation exact if solution locally continuous
- ▶ Conservation:  $\Phi(n_1, u_1, u_2) + \Phi(n_2, u_2, u_1) = 0$

## **Implementation in DUNE**

# Implementation in DUNE

- ▶ Define particular numerical flux
- ▶ Define DG method's spatial and temporal local operators
- ▶ Use a `DGLocalFiniteElementMap`

Otherwise, same as any other instationary method!