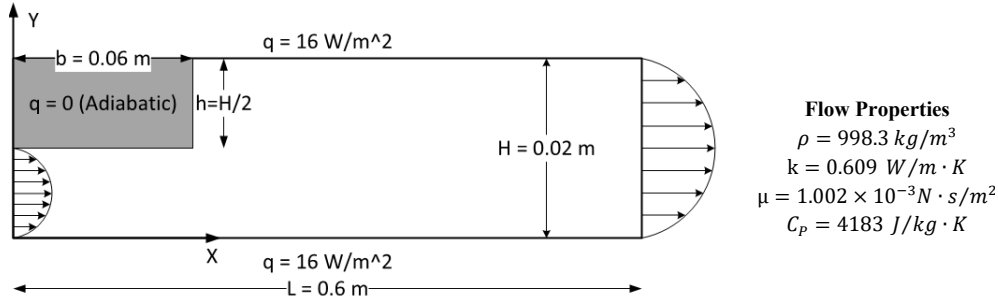


# MEEN 644 - Final Exam

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## 1 Problem statement



Consider an incompressible steady laminar flow over a backward facing step shown above. The properties of the fluid and geometric conditions are also given above. The bottom and top walls are maintained at constant heat flux boundary condition.

The inlet velocity is defined as

$$u(y) = u_{\max} \left( \frac{4y}{H} \right) \left( 2 - \frac{4y}{H} \right), \quad \text{where } 0.01 > y > 0,$$

and the inlet temperature profile is defined as

$$\frac{T(y) - T_w}{T_{\max} - T_w} = \left( \frac{4y}{H} \right) \left( 2 - \frac{4y}{H} \right), \quad \text{where } 0.01 > y > 0,$$

where  $T_w = 0$ ,  $T_{\max} = 1.5$ , and the Reynolds number is based on step height, i.e.,  $\text{Re} = \rho u_{\max} h / \mu$ .

Write a finite volume code to predict flow and temperature fields. Represent the solution to the 1-D convection-diffusion equation by the Power Law. Link velocity and pressure fields using the SIMPLE algorithm. Declare convergence when  $R_u, R_v, R_p$ , and  $R_T \leq 10^{-6}$ .

In this exam, the following tasks are performed:

- (60 points)** Make calculations using  $\text{Re} = 200$  using  $160 \times 30$ ,  $160 \times 50$ ,  $160 \times 70$ , and  $160 \times 90$  CVs, respectively. Calculate reattachment length for each grid size and print in a tabular form. For the  $160 \times 90$  CV case, plot the following figures:
  - Plot the temperature profile at  $(x - b)/H = 6, 12$  and  $24$ .
  - Plot both upper and lower wall temperature along the wall length.
  - Plot Nusselt number for both upper and lower wall along the channel length.
- (40 points)** Calculate reattachment length for  $\text{Re} = 100, 300$ , and  $400$ . Use  $160 \times 70$  CVs. Compare your results with the experimental data in the reference. Print your comparison results in tabular form. For each Reynolds number, plot the  $u$  and  $v$ -velocity profiles at  $(x - b)/H = 6, 12$ , and  $24$ .

## 2 Preliminaries

See Homeworks 4 and 5 for discussion of the solving methodology. The only difference between the methods used in said two homeworks was the implementation of variable material properties for  $k$  and  $\mu$ . At initialization, these properties were set at the CV centroids as

$$k_p^{T_{i,j}} = \begin{cases} 10^{-99} \text{ W/m} \cdot \text{k} & x^{T_{i,j}} \leq b \text{ and } y^{T_{i,j}} \geq h \\ 0.609 \text{ W/m} \cdot \text{k} & \text{otherwise} \end{cases}, \quad (1)$$

$$\mu_p^{u_{i,j}} = \begin{cases} 10^{99} \text{ N} \cdot \text{s/m}^2 & x^{u_{i,j}} \leq b \text{ and } y^{u_{i,j}} \geq h \\ 1.002 \times 10^{-3} \text{ N} \cdot \text{s/m}^2 & \text{otherwise} \end{cases}, \quad (2)$$

$$\mu_p^{v_{i,j}} = \begin{cases} 10^{99} \text{ N} \cdot \text{s/m}^2 & x^{v_{i,j}} \leq b \text{ and } y^{v_{i,j}} \geq h \\ 1.002 \times 10^{-3} \text{ N} \cdot \text{s/m}^2 & \text{otherwise} \end{cases}, \quad (3)$$

where  $x^{\phi_{i,j}}$  represents the  $x$ -position of node  $\phi_{i,j}$ , and  $y^{\phi_{i,j}}$  represents the  $y$ -position of node  $\phi_{i,j}$ .

The harmonic mean is then utilized to obtain the material properties at the CV edges. This is arbitrarily defined for material property  $m$  of variable  $\phi$  as

$$m_n^{\phi_{i,j}} = \frac{2m_p^{\phi_{i,j}} m_p^{\phi_{i,j+1}}}{m_p^{\phi_{i,j}} + m_p^{\phi_{i,j+1}}}, \quad (4)$$

$$m_e^{\phi_{i,j}} = \frac{2m_p^{\phi_{i,j}} m_p^{\phi_{i+1,j}}}{m_p^{\phi_{i,j}} + m_p^{\phi_{i+1,j}}}, \quad (5)$$

$$m_s^{\phi_{i,j}} = \frac{2m_p^{\phi_{i,j}} m_p^{\phi_{i,j-1}}}{m_p^{\phi_{i,j}} + m_p^{\phi_{i,j-1}}}, \quad (6)$$

$$m_w^{\phi_{i,j}} = \frac{2m_p^{\phi_{i,j}} m_p^{\phi_{i-1,j}}}{m_p^{\phi_{i,j}} + m_p^{\phi_{i-1,j}}}. \quad (7)$$

The method of an arbitrarily large  $\mu$  and arbitrarily small  $k$  within the step was utilized to implement the solid-fluid interface.

## 3 Results

For all the results that follow, the following experimental correlation from Goldstein is used as the “experimental” comparison, given that the experimental results are not given for a specific  $\text{Re}$ :

$$x_r = h \times (2.13 + 0.021 \text{ Re}).$$

### 3.1 Problem 1: $\text{Re} = 200$

The results requested follow in Table 1 and Figures 1, 2, and 3.

Table 1: Comparison of reattachment lengths for each grid size with  $Re = 200$ .

Grid size	Numerical	Experimental	Difference
$160 \times 30$	0.0592	0.0633	6.46%
$160 \times 50$	0.0597		5.74%
$160 \times 70$	0.0598		5.53%
$160 \times 90$	0.0599		5.45%

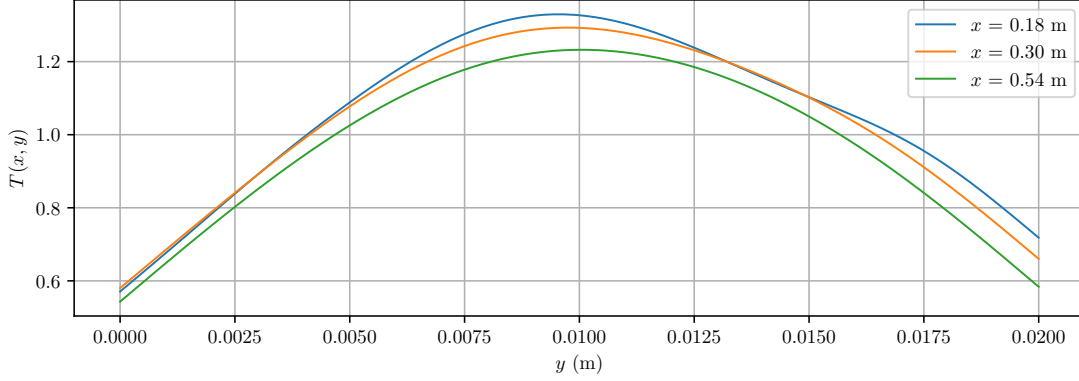


Figure 1: The  $y$ -temperature profile at various points in the channel for the  $160 \times 90$  CV case with  $Re = 200$ .

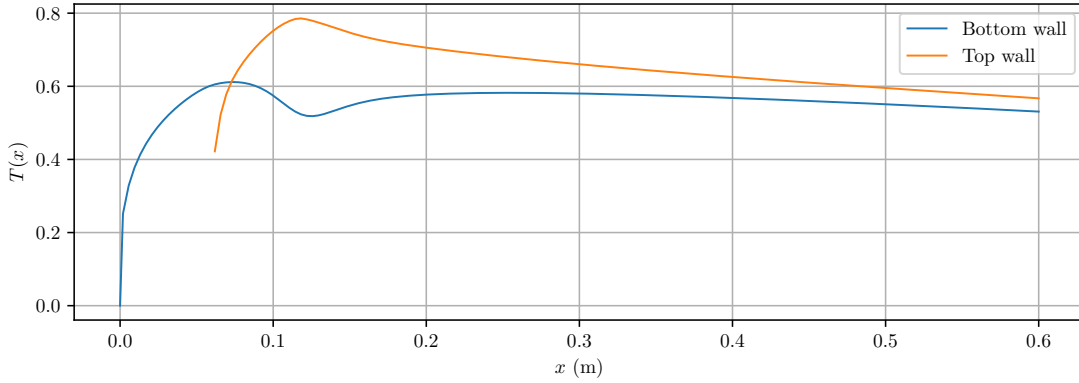


Figure 2: The wall temperature profiles for the  $160 \times 90$  CV case with  $Re = 200$ .

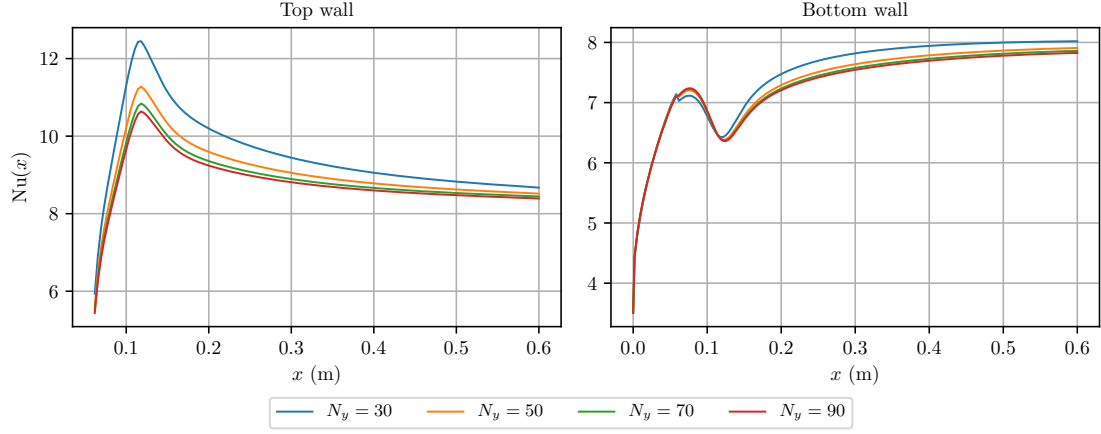


Figure 3: The wall Nusselt numbers for the  $160 \times 90$  CV case with  $Re = 200$ .

### 3.2 Problem 2: $Re = 100, 300$ , and $400$

The results requested follow in Table 2 and Figures 4 and 5.

Table 2: Comparison of reattachment lengths with  $160 \times 70$  CVs.

Re	Numerical	Experimental	Difference
100	0.0358	0.0423	15.3%
300	0.0773	0.0843	8.33%
400	0.0829	0.1053	21.3%

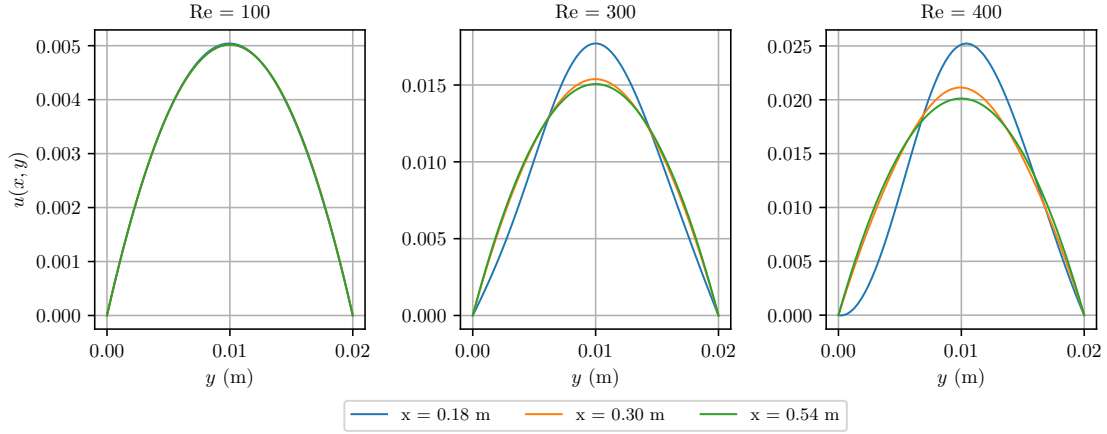


Figure 4: The  $u$ -velocity profiles at various points in the channel for the  $160 \times 70$  CV case.

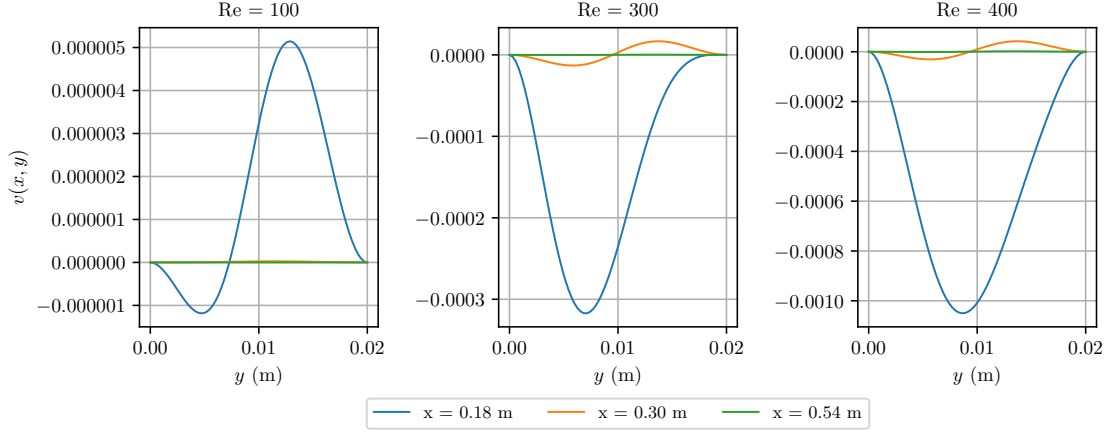


Figure 5: The  $v$ -velocity profiles at various points in the channel for the  $160 \times 70$  CV case.

## Code listing

For the implementation, we have the following files:

- **Makefile** – Allows for compiling the `c++` project with **make**.
- **final.cpp** – Contains the `main()` function that is required by C that runs the cases requested in this problem set.
- **Problem.h** – Contains the header for the **Problem** class which is the main driver for a **Flow2D::Problem**.
- **Variable.h** – Contains the **Flow2D::Variable** class, which is a storage container for a single variable (i.e.,  $u$ ).
- **Problem.cpp** – Contains the `run()` functions that executes a **Problem**.
- **Problem\_coefficients.cpp** – Contains the functions for solving coefficients in a **Problem**.
- **Problem\_corrections.cpp** – Contains the functions for correcting solutions in a **Problem**.
- **Problem\_residuals.cpp** – Contains the functions for computing residuals in a **Problem**.
- **Problem\_solvers.cpp** – Contains the functions for sweeping and solving in a **Problem**.
- **Matrix.h** – Contains the **Matrix** class which provides storage for a matrix with various standard matrix operations.
- **TriDiagonal.h** – Contains the **TriDiagonal** class which provides storage for a tri-diagonal matrix including the TDMA solver found in the member function `solveTDMA()`.
- **Vector.h** – Contains the **Vector** class for one-dimensional vector storage.
- **postprocess.py** – Produces the plots and tables in this report.

## Makefile

```
src = $(wildcard *.cpp)
obj = $(src:.cpp=.o)
CXXFLAGS = -std=c++14
CCLFLAGS = $(CXXFLAGS)

final-opt: $(obj)
        clang++ -o $@ $^

.PHONY: clean
clean:
        rm -f $(obj) final-opt
```

## final.cpp

```
#include "Problem.h"

using namespace Flow2D;
using namespace std;

void
run(const double Re, const unsigned int Nx, const unsigned int Ny)
{
    const double Lx = 0.6;
    const double Ly = 0.02;
    const double cp = 4183;
    const double k = 0.609;
    const double rho = 998.3;
    const double mu = 0.001002;
    const double q_val = -64;
    const double Sx = 0.06;
    const double Sy = 0.5 * Ly;
    const double T_max = 1.5;
    const double T_w = 0;
    const double u_max = 2 * mu * Re / (rho * Ly);

    // Function to fill a material with v outside of the step and vs inside the step
    auto step_mat = [Sx, Sy](const double v, const double vs, const vector<double> p) -> double {
        // Inside of step
        if (p[0] <= Sx && p[1] >= Sy)
            return vs;
        // Outside of step
        else
            return v;
    };

    // Function to fill u initial condition
    auto u_ic = [u_max, Ly, Sy, Ny](const vector<double> p) -> double {
        // Left side and from 0 < y < Ly / 2
        if ((p[0] == 0) && (p[1] < Sy))
            return u_max * (4 * p[1] / Ly) * (2 - (4 * p[1] / Ly));
        // Zero otherwise
        else
            return 0;
    };

    // Function to fill v initial condition (all zero)
    auto v_ic = [] (const vector<double> p) -> double { return 0; };

    // Function to fill T initial condition
    auto T_ic = [T_max, T_w, Ly, Sy, Ny](const vector<double> p) -> double {
        // Left side and from 0 < y < Ly / 2
        if ((p[0] == 0) && (p[1] < Sy))
            return (T_max - T_w) * (4 * p[1] / Ly) * (2 - (4 * p[1] / Ly)) + T_w;
        // Zero otherwise
        else
            return 0;
    };

    // Function to fill heat flux
    auto q = [q_val, Ly, Sx](const vector<double> p) -> double {
        // Bottom plate or top plate right of step
        if (p[1] == 0 || ((p[1] == Ly) && (p[0] > Sx)))
            return q_val;
        // Zero otherwise
    };
}
```

```

        else
            return 0;
    };

    // Standard inputs
    InputArguments input;
    input.Lx = Lx;
    input.Ly = Ly;
    input.k = [step_mat, k](const vector<double> p) { return step_mat(k, 1E-99, p); };
    input.mu = [step_mat, mu](const vector<double> p) { return step_mat(mu, 1E99, p); };
    input.rho = rho;
    input.cp = cp;
    input.L_ref = Lx;
    input.q = q;
    input.u_ic = u_ic;
    input.v_ic = v_ic;
    input.T_ic = T_ic;
    input.u_ref = u_max;

    Problem problem(Nx, Ny, input);
    problem.run();

    const string prefix = "Re" + to_string((int)Re) + "_Nx" + to_string(Nx) + "_Ny" + to_string(Ny);
    problem.save(Variables::u, "results/" + prefix + "_u.csv");
    problem.save(Variables::v, "results/" + prefix + "_v.csv");
    problem.save(Variables::T, "results/" + prefix + "_T.csv");
}

int
main()
{
    // Problem 1
    for (const unsigned int Ny : {30, 50, 70, 90})
    {
        cout << "Problem 1: Re = 200, 160x" << to_string(Ny) << endl << " ";
        run(200, 160, Ny);
    }

    // Problem 2
    for (const double Re : {100, 300, 400})
    {
        cout << "Problem 2 - Re = " << to_string((int)Re) << ", 160x60" << endl << " ";
        run(Re, 160, 70);
    }
}

```

## Problem.h

```
#ifndef PROBLEM_H
#define PROBLEM_H

#include <cmath>
#include <ctime>
#include <functional>
#include <iomanip>
#include <iostream>
#include <map>

#include "Variable.h"

namespace Flow2D
{
    using namespace std;

    struct InputArguments
    {
        double Lx, Ly;
        double L_ref, u_ref;
        function<double(const vector<double>)> u_ic, v_ic, T_ic, q;
        function<double(const vector<double>)> k, mu;
        double cp, rho;
        bool debug = false;
        double alpha_p = 0.7;
        double alpha_uv = 0.4;
        unsigned int max_main_its = 10000;
        unsigned int max_aux_its = 1000;
        double tol = 1.0e-6;
    };

    class Problem
    {
    public:
        Problem(const unsigned int Nx, const unsigned int Ny, const InputArguments & input);

        void run();

        // Public access to printing and saving variable results
        void print(const Variables var,
                  const string prefix = "",
                  const bool newline = false,
                  const unsigned int pr = 5) const
        {
            variables.at(var).print(prefix, newline, pr);
        }
        void save(const Variables var, const string filename) const { variables.at(var).save(filename); }

    private:
        void fillMaterial(Matrix<Coefficients> & m,
                        function<double(const vector<double> &)> func,
                        const Variable & var);

        // Problem_corrections.cpp
        void correctMain();
        void correctAux();
        void pCorrect();
        void pBCCorrect();
        void TBCCorrect();
        void uCorrect();
        void uBCCorrect();
        void vCorrect();

        // Problem_coefficients.cpp
        void fillCoefficients(const Variable & var);
        void pcCoefficients();
        void TCoefficients();
        void uCoefficients();
        void vCoefficients();
        void fillPowerLaw(Coefficients & a,
                        const Coefficients & D,
                        const Coefficients & F,
                        const double & b = 0);

        // Problem_residuals.cpp
        void computeMainResiduals();
    };
}
```



```

void computeAuxResiduals();
double pResidual() const;
double TResidual() const;
double velocityResidual(const Variable & var) const;

// Problem_solvers.cpp
void solveMain();
void solveAux();
void solve(Variable & var);
void sweepColumns(Variable & var, const bool west_east = true);
void sweepRows(Variable & var, const bool south_north = true);
void sweepColumn(const unsigned int i, Variable & var);
void sweepRow(const unsigned int j, Variable & var);
void solveVelocities();

// Quicker v^5 for velocityCoefficients() (yes, it's actually much faster...)
static const double pow5(const double & v) { return v * v * v * v * v; }

protected:
// Number of pressure CVs
const unsigned int Nx, Ny;

// Geometry [m]
const double Lx, Ly, dx, dy;

// Non-constant material properties
Matrix<Coefficients> k, mu_u, mu_v;
// Constant material properties
const double rho, cp;
// Residual references
const double L_ref, u_ref;
// Heat flux boundary condition
function<double(const vector<double>)> q;

// Enable debug mode (printing extra output)
const bool debug;

// Maximum iterations
const unsigned int max_main_its, max_aux_its;
// Iteration tolerance
const double tol;
// Pressure relaxation
const double alpha_p;
// Number of iterations completed
unsigned int main_iterations = 0;
unsigned int aux_iterations = 0;

// Variables
Variable u, v, pc, p, T;
// Variable map
map<const Variables, const Variable &> variables;

// Whether or not we converged
bool main_converged = false;
bool converged = false;
// Run start time
clock_t start;
};

} // namespace Flow2D
#endif /* PROBLEM_H */

```

## Variable.h

```
#ifndef VARIABLE_H
#define VARIABLE_H

#include "Matrix.h"
#include "TriDiagonal.h"
#include "Vector.h"

#include <functional>

namespace Flow2D
{
    using namespace std;

    // Storage for coefficients for a single CV
    struct Coefficients
    {
        double p = 0, n = 0, e = 0, s = 0, w = 0, b = 0;
        void print(const unsigned int pr = 5) const
        {
            cout << setprecision(pr) << scientific << "n = " << n << ", e = " << e << ", s = " << s
                << ", w = " << w << ", p = " << p << ", b = " << b << endl;
        }
    };

    // Enum for variable types
    enum Variables
    {
        u,
        v,
        pC,
        p,
        T
    };

    // Conversion from variable type to its string
    static string
    VariableString(Variables var)
    {
        switch (var)
        {
            case Variables::u:
                return "u";
            case Variables::v:
                return "v";
            case Variables::pC:
                return "pC";
            case Variables::p:
                return "p";
            case Variables::T:
                return "T";
        }
    }

    // General storage structure for primary and auxiliary variables
    struct Variable
    {
        // Constructor for a primary variable
        Variable(const Variables name,
                const unsigned int Nx,
                const unsigned int Ny,
                const double dx,
                const double dy,
                const double alpha,
                function<double>(const vector<double>>> ic = [] (const vector<double> p) { return 0; })
                : name(name),
                string(VariableString(name)),
                Nx(Nx),
                Ny(Ny),
                dx(dx),
                dy(dy),
                Mx(Nx - 1),
                My(Ny - 1),
                w(1 / alpha),
                a(Nx, Ny),
                phi(Nx, Ny),
                Ax(Nx - 2),
```

```

    Ay(Ny - 2),
    bx(Nx - 2),
    by(Ny - 2)
{
    for (unsigned int i = 0; i <= Mx; ++i)
    {
        phi(i, 0) = ic(point(i, 0));
        phi(i, My) = ic(point(i, My));
    }
    for (unsigned int j = 0; j <= My; ++j)
    {
        phi(0, j) = ic(point(0, j));
        phi(Mx, j) = ic(point(Mx, j));
    }
}

// Constructor for an auxiliary variable (no solver storage)
Variable(const Variables name,
          const unsigned int Nx,
          const unsigned int Ny,
          const double dx,
          const double dy,
          function<double>(const vector<double>> ic = [] (const vector<double> p) { return 0; })
: name(name),
  string(VariableString(name)),
  Nx(Nx),
  Ny(Ny),
  dx(dx),
  dy(dy),
  Mx(Nx - 1),
  My(Ny - 1),
  phi(Nx, Ny)
{
    for (unsigned int i = 0; i <= Mx; ++i)
    {
        phi(i, 0) = ic(point(i, 0));
        phi(i, My) = ic(point(i, My));
    }
    for (unsigned int j = 0; j <= My; ++j)
    {
        phi(0, j) = ic(point(0, j));
        phi(Mx, j) = ic(point(Mx, j));
    }
}

// Solution matrix operations
void operator=(const double v) { phi = v; }
const double & operator()(const unsigned int i, const unsigned int j) const { return phi(i, j); }
double & operator()(const unsigned int i, const unsigned int j) { return phi(i, j); }
void print(const string prefix = "", const bool newline = false, const unsigned int pr = 5) const
{
    phi.print(prefix, newline, pr);
}
void save(const string filename) const { phi.save(filename); }
void reset() { phi = 0; }

// Get the point in space associated with an i, j for this CV
const vector<double> point(const unsigned int i, const unsigned int j) const
{
    const double id = (double)i, jd = (double)j;
    vector<double> pt = {dx * (i != 0) * (id - 0.5 * (1 + (i == Mx))),
                        dy * (j != 0) * (jd - 0.5 * (1 + (j == My)))};
    if (name == Variables::u)
        pt[0] = id * dx;
    if (name == Variables::v)
        pt[1] = jd * dy;
    return pt;
}

// Coefficient debug
void printCoefficients(const string prefix = "",
                      const bool newline = false,
                      const unsigned int pr = 5) const
{
    for (unsigned int i = 1; i < Nx - 1; ++i)
        for (unsigned int j = 1; j < Ny - 1; ++j)
        {
            cout << prefix << "(" << i << ", " << j << "): ";
            a(i, j).print(pr);
        }
    if (newline)

```

```

        cout << endl;
    }

    // Variable enum name
    const Variables name;
    // Variable string
    const string string;
    // Variable size
    const unsigned int Nx, Ny;
    // Mesh size
    const double dx, dy;
    // Maximum variable index that is being solved
    const unsigned int Mx, My;
    // Relaxation coefficient used in solving linear systems
    const double w = 0;
    // Matrix coefficients
    Matrix<Coefficients> a;
    // Variable solution
    Matrix<double> phi;
    // Linear system LHS for both sweep directions
    TriDiagonal Ax, Ay;
    // Linear system RHS for both sweep directions
    Vector<double> bx, by;
}; // namespace Flow2D

} // namespace Flow2D
#endif /* VARIABLE_H */

```

## Problem.cpp

```
#include "Problem.h"

namespace Flow2D
{
    Problem::Problem(const unsigned int Nx,
                     const unsigned int Ny,
                     const InputArguments & input)
    : // Number of pressure CVs
      Nx(Nx),
      Ny(Ny),
      // Domain sizes
      Lx(input.Lx),
      Ly(input.Ly),
      dx(Lx / Nx),
      dy(Ly / Ny),
      // Residual references
      L_ref(input.L_ref),
      u_ref(input.u_ref),
      // Heat flux boundary condition
      q(input.q),
      // Initialize material properties
      k(Nx + 1, Ny + 1),
      mu_u(Nx, Ny + 1),
      mu_v(Nx + 1, Ny),
      rho(input.rho),
      cp(input.cp),
      // Enable debug
      debug(input.debug),
      // Solver properties
      max_main_its(input.max_main_its),
      max_aux_its(input.max_aux_its),
      tol(input.tol),
      alpha_p(input.alpha_p),
      // Initialize variables for u, v, pc (solved variables)
      u(Variables::u, Nx + 1, Ny + 2, dx, dy, input.alpha_uv, input.u_ic),
      v(Variables::v, Nx + 2, Ny + 1, dx, dy, input.alpha_uv, input.v_ic),
      pc(Variables::pc, Nx + 2, Ny + 2, dx, dy, 1),
      T(Variables::T, Nx + 2, Ny + 2, dx, dy, 1, input.T_ic),
      // Initialize aux variables
      p(Variables::p, Nx + 2, Ny + 2, dx, dy)
    {
        // Add into variable map for access outside of class
        variables.emplace(Variables::u, u);
        variables.emplace(Variables::v, v);
        variables.emplace(Variables::pc, pc);
        variables.emplace(Variables::p, p);
        variables.emplace(Variables::T, T);

        // Fill non-constant materials
        fillMaterial(k, input.k, T);
        fillMaterial(mu_u, input.mu, u);
        fillMaterial(mu_v, input.mu, v);
    }

    void
    Problem::run()
    {
        // Store start time
        start = clock();

        // Solve main variables
        for (unsigned int l = 0; l < max_main_its; ++l)
        {
            solveMain();
            correctMain();
            computeMainResiduals();

            // Break out if we've converged
            if (main_converged)
                break;
        }

        // Ensure main variables converged
        if (!main_converged)
            cout << "Main variables did not converge after " << max_main_its << " iterations!" << endl;
    }
}
```

```

// Solve aux variables
for (unsigned int l = 0; l < max_aux_its; ++l)
{
    solveAux();
    correctAux();
    computeAuxResiduals();

    // Exit if everything is converged
    if (converged)
        return;
}

// Oops. Didn't converge
cout << "Aux variables did not converge after " << max_aux_its << " iterations!" << endl;
}

void
Problem::fillMaterial(Matrix<Coefficients> & m,
                    std::function<double(const std::vector<double> &)> func,
                    const Variable & var)
{
    // First, fill the variable everywhere (p, n, e, s, w)
    for (unsigned int i = 1; i < var.Mx; ++i)
        for (unsigned int j = 1; j < var.My; ++j)
            m(i, j).p = func(var.point(i, j));

    // And now fill with the harmonic mean at the interior edges
    for (unsigned int i = 1; i < var.Mx; ++i)
        for (unsigned int j = 1; j < var.My; ++j)
        {
            if (j != var.My - 1)
                m(i, j).n = 2 * m(i, j).p * m(i, j + 1).p / (m(i, j).p + m(i, j + 1).p);
            else
                m(i, j).n = m(i, j).p;
            if (i != var.Mx - 1)
                m(i, j).e = 2 * m(i, j).p * m(i + 1, j).p / (m(i, j).p + m(i + 1, j).p);
            else
                m(i, j).e = m(i, j).p;
            if (j != 1)
                m(i, j).s = 2 * m(i, j).p * m(i, j - 1).p / (m(i, j).p + m(i, j - 1).p);
            else
                m(i, j).s = m(i, j).p;
            if (i != 1)
                m(i, j).w = 2 * m(i, j).p * m(i - 1, j).p / (m(i, j).p + m(i - 1, j).p);
            else
                m(i, j).w = m(i, j).p;
        }
}
} // namespace Flow2D

```

## Problem\_coefficients.cpp

```
#include "Problem.h"

namespace Flow2D
{
    void
    Problem::fillCoefficients(const Variable & var)
    {
        if (var.name == Variables::pc)
            pcCoefficients();
        else if (var.name == Variables::T)
            TCoefficients();
        else if (var.name == Variables::u)
            uCoefficients();
        else if (var.name == Variables::v)
            vCoefficients();

        if (debug)
        {
            cout << var.string << " coefficients: " << endl;
            var.printCoefficients(var.string, true);
        }
    }

    void
    Problem::pcCoefficients()
    {
        for (unsigned int i = 1; i < pc.Mx; ++i)
            for (unsigned int j = 1; j < pc.My; ++j)
            {
                Coefficients & a = pc.a(i, j);

                if (i != 1)
                    a.w = rho * dy * dy / u.a(i - 1, j).p;
                if (i != pc.Mx - 1)
                    a.e = rho * dy * dy / u.a(i, j).p;
                if (j != 1)
                    a.s = rho * dx * dx / v.a(i, j - 1).p;
                if (j != pc.My - 1)
                    a.n = rho * dx * dx / v.a(i, j).p;
                a.p = a.n + a.e + a.s + a.w;
                a.b = rho * (dy * (u(i - 1, j) - u(i, j)) + dx * (v(i, j - 1) - v(i, j)));
            }
    }

    void
    Problem::TCoefficients()
    {
        for (unsigned int i = 1; i < T.Mx; ++i)
            for (unsigned int j = 1; j < T.My; ++j)
            {
                Coefficients D, F;

                // Diffusion coefficient
                D.n = k(i, j).n * dx / dy * (j == T.My - 1 ? 2.0 : 1.0);
                D.e = k(i, j).e * dy / dx * (i == T.Mx - 1 ? 2.0 : 1.0);
                D.s = k(i, j).s * dx / dy * (j == 1 ? 2.0 : 1.0);
                D.w = k(i, j).w * dy / dx * (i == 1 ? 2.0 : 1.0);

                // Heat flows
                F.n = dx * cp * rho * v(i, j);
                F.e = dy * cp * rho * u(i, j);
                F.s = dx * cp * rho * v(i, j - 1);
                F.w = dy * cp * rho * u(i - 1, j);

                // Compute and store power law coefficients
                fillPowerLaw(T.a(i, j), D, F);
            }
    }

    void
    Problem::uCoefficients()
    {
        for (unsigned int i = 1; i < u.Mx; ++i)
            for (unsigned int j = 1; j < u.My; ++j)
            {
                Coefficients D, F;
            }
    }
}
```

```

// Width of the cell
const double W = dx * (i == 1 || i == u.Mx - 1 ? 1.5 : 1.0);
// North/south distances to pressure nodes
const double dy_pn = dy * (j == u.My - 1 ? 0.5 : 1.0);
const double dy_ps = dy * (j == 1 ? 0.5 : 1.0);

// Diffusion coefficients
D.n = mu_u(i, j).n * W / dy_pn;
D.e = mu_u(i, j).e * dy / dx;
D.s = mu_u(i, j).s * W / dy_ps;
D.w = mu_u(i, j).w * dy / dx;

// East and west flows
F.e = rho * dy * (i == u.Mx - 1 ? u(u.Mx, j) : 0.5 * (u(i + 1, j) + u(i, j)));
F.w = rho * dy * (i == 1 ? u(0, j) : 0.5 * (u(i - 1, j) + u(i, j)));

// North and south flows
if (i == 1) // Left boundary
{
    F.n = rho * W * (v(0, j) + 3.0 * v(1, j) + 2.0 * v(2, j)) / 6.0;
    F.s = rho * W * (v(0, j - 1) + 3.0 * v(1, j - 1) + 2.0 * v(2, j - 1)) / 6.0;
}
else if (i == u.Mx - 1) // Right boundary
{
    F.n = rho * W * (2.0 * v(i, j) + 3.0 * v(i + 1, j) + v(i + 2, j)) / 6.0;
    F.s = rho * W * (2.0 * v(i, j - 1) + 3.0 * v(i + 1, j - 1) + v(i + 2, j - 1)) / 6.0;
}
else // Interior (not left or right boundary)
{
    F.n = rho * W * 0.5 * (v(i, j) + v(i + 1, j));
    F.s = rho * W * 0.5 * (v(i, j - 1) + v(i + 1, j - 1));
}

// Pressure RHS
const double b = dy * (p(i, j) - p(i + 1, j));

// Compute and store power law coefficients
fillPowerLaw(u.a(i, j), D, F, b);

// Explicitly set outflow condition
if (i == u.Mx - 1)
{
    u.a(i, j).p -= u.a(i, j).e;
    u.a(i, j).e = 0;
}
}

void
Problem::vCoefficients()
{
    for (unsigned int i = 1; i < v.Mx; ++i)
        for (unsigned int j = 1; j < v.My; ++j)
        {
            Coefficients D, F;

            // Height of the cell
            const double H = dy * (j == 1 || j == v.My - 1 ? 1.5 : 1.0);
            // East/west distances to pressure nodes
            const double dx_pe = dx * (i == v.Mx - 1 ? 0.5 : 1.0);
            const double dx_pw = dx * (i == 1 ? 0.5 : 1.0);

            // Diffusion coefficient
            D.n = mu_v(i, j).n * dx / dy;
            D.e = mu_v(i, j).e * H / dx_pe;
            D.s = mu_v(i, j).s * dx / dy;
            D.w = mu_v(i, j).w * H / dx_pw;

            // North and east flows
            F.n = rho * dx * (j == v.My - 1 ? v(i, v.My) : 0.5 * (v(i, j + 1) + v(i, j)));
            F.s = rho * dx * (j == 1 ? v(i, 0) : 0.5 * (v(i, j - 1) + v(i, j)));
            // East and west flows
            if (j == 1) // Bottom boundary
            {
                F.e = rho * H * (u(i, 0) + 3.0 * u(i, 1) + 2.0 * u(i, 2)) / 6.0;
                F.w = rho * H * (u(i - 1, 0) + 3.0 * u(i - 1, 1) + 2.0 * u(i - 1, 2)) / 6.0;
            }
            else if (j == v.My - 1) // Top boundary
            {
                F.e = rho * H * (2.0 * u(i, j) + 3.0 * u(i, j + 1) + u(i, j + 2)) / 6.0;
            }
        }
}

```



```

        F.w = rho * H * (2.0 * u(i - 1, j) + 3.0 * u(i - 1, j + 1) + u(i - 1, j + 2)) / 6.0;
    }
    else // Interior (not top or bottom boundary)
    {
        F.e = rho * H * 0.5 * (u(i, j) + u(i, j + 1));
        F.w = rho * H * 0.5 * (u(i - 1, j) + u(i - 1, j + 1));
    }

    // Pressure RHS
    const double b = dx * (p(i, j) - p(i, j + 1));

    // Compute and store power law coefficients
    fillPowerLaw(v.a(i, j), D, F, b);
}

void
Problem::fillPowerLaw(Coefficients & a,
                    const Coefficients & D,
                    const Coefficients & F,
                    const double & b)
{
    a.n = D.n * fmax(0, pow5(1 - 0.1 * fabs(F.n / D.n))) + fmax(-F.n, 0);
    a.e = D.e * fmax(0, pow5(1 - 0.1 * fabs(F.e / D.e))) + fmax(-F.e, 0);
    a.s = D.s * fmax(0, pow5(1 - 0.1 * fabs(F.s / D.s))) + fmax(F.s, 0);
    a.w = D.w * fmax(0, pow5(1 - 0.1 * fabs(F.w / D.w))) + fmax(F.w, 0);
    a.p = a.n + a.e + a.s + a.w;
    a.b = b;
}

} // namespace Flow2D

```

## Problem\_corrections.cpp

```
#include "Problem.h"

namespace Flow2D
{
    void
    Problem::correctMain()
    {
        uCorrect();
        vCorrect();
        pCorrect();
        pBCCorrect();
        uBCCorrect();
    }

    void
    Problem::correctAux()
    {
        TBCCorrect();
    }

    void
    Problem::pCorrect()
    {
        for (unsigned int i = 1; i < pc.Mx; ++i)
            for (unsigned int j = 1; j < pc.My; ++j)
                p(i, j) += alpha_p * pc(i, j);

        // Set pressure correction back to zero
        pc.reset();

        if (debug)
            p.print("p corrected = ", true);
    }

    void
    Problem::pBCCorrect()
    {
        // Apply the edge values as velocity is set
        for (unsigned int i = 0; i <= pc.Mx; ++i)
        {
            p(i, 0) = p(i, 1);
            p(i, pc.My) = p(i, pc.My - 1);
        }
        for (unsigned int j = 0; j <= pc.My; ++j)
        {
            p(0, j) = p(1, j);
            p(pc.Mx, j) = p(pc.Mx - 1, j);
        }

        if (debug)
            p.print("p boundary condition corrected = ", true);
    }

    void
    Problem::TBCCorrect()
    {
        for (unsigned int j = 0; j <= T.My; ++j)
            T(T.Mx, j) = (3 * T(T.Mx - 1, j) - T(T.Mx - 2, j)) / 2;

        for (unsigned int i = 1; i < T.Mx; ++i)
        {
            T(i, 0) = T(i, 1) + q(T.point(i, 0)) * dy / (2 * k(i, 1).p);
            T(i, T.My) = T(i, T.My - 1) + q(T.point(i, T.My)) * dy / (2 * k(i, T.My - 1).p);
        }
    }

    void
    Problem::uCorrect()
    {
        for (unsigned int i = 1; i < u.Mx; ++i)
            for (unsigned int j = 1; j < u.My; ++j)
                u(i, j) += dy * (pc(i, j) - pc(i + 1, j)) / u.a(i, j).p;

        if (debug)
            u.print("u corrected = ", true);
    }
}
```

```

void
Problem::uBCCorrect()
{
    double m_in = 0, m_out = 0;
    for (unsigned int j = 1; j < u.My; ++j)
    {
        m_in += rho * dy * u(0, j);
        m_out += rho * dy * u(u.Mx - 1, j);
    }
    for (unsigned int j = 0; j <= u.My; ++j)
        u(u.Mx, j) = m_in * u(u.Mx - 1, j) / m_out;

    if (debug)
        u.print("u boundary condition corrected = ", true);
}

void
Problem::vCorrect()
{
    for (unsigned int i = 1; i < v.Mx; ++i)
        for (unsigned int j = 1; j < v.My; ++j)
            v(i, j) += dx * (pc(i, j) - pc(i, j + 1)) / v.a(i, j).p;

    if (debug)
        v.print("v corrected = ", true);
}

} // namespace Flow2D

```

## Problem\_residuals.cpp

```
#include "Problem.h"

namespace Flow2D
{
    void
    Problem::computeMainResiduals()
    {
        const double Rp = pResidual();
        const double Ru = velocityResidual(u);
        const double Rv = velocityResidual(v);

        if (Ru < tol && Rv < tol && Rp < tol)
        {
            if (debug)
                cout << "Main variables converged in " << main_iterations << " iterations" << endl;
            main_converged = true;
        }
    }

    void
    Problem::computeAuxResiduals()
    {
        double RT = TResidual();

        // Still not converged
        if (RT > tol)
            return;

        // Converged, finish up
        converged = true;

        // Print the result
        const double Rp = pResidual();
        const double Ru = velocityResidual(u);
        const double Rv = velocityResidual(v);
        cout << "Converged in " << noshowpos << fixed << setprecision(3)
              << 1.0 * (clock() - start) / CLOCKS_PER_SEC << " sec in " << main_iterations << " main and "
              << aux_iterations << " aux iterations: ";
        cout << noshowpos << setprecision(1) << scientific;
        cout << "p = " << Rp;
        cout << ", u = " << Ru;
        cout << ", v = " << Rv;
        cout << ", T = " << RT << endl;
    }

    double
    Problem::pResidual() const
    {
        double numer = 0;
        for (unsigned int i = 1; i < pc.Mx; ++i)
            for (unsigned int j = 1; j < pc.My; ++j)
                numer += abs(dy * (u(i - 1, j) - u(i, j)) + dx * (v(i, j - 1) - v(i, j)));
        return numer / (u_ref * L_ref);
    }

    double
    Problem::TResidual() const
    {
        double numer, numer_temp, denom = 0;
        for (unsigned int i = 1; i < T.Mx; ++i)
            for (unsigned int j = 1; j < T.My; ++j)
            {
                const Coefficients & a = T.a(i, j);
                numer_temp = a.p * T(i, j);
                denom += abs(numer_temp);
                numer_temp -= a.n * T(i, j + 1) + a.e * T(i + 1, j);
                numer_temp -= a.s * T(i, j - 1) + a.w * T(i - 1, j);
                numer += abs(numer_temp);
            }
        return numer / denom;
    }

    double
    Problem::velocityResidual(const Variable & var) const
    {
        double numer, numer_temp, denom = 0;
    }
}
```

```

for (unsigned int i = 1; i < var.Mx; ++i)
  for (unsigned int j = 1; j < var.My; ++j)
  {
    const Coefficients & a = var.a(i, j);
    numer_temp = a.p * var(i, j);
    denom += abs(numer_temp);
    numer_temp -= a.n * var(i, j + 1) + a.e * var(i + 1, j);
    numer_temp -= a.s * var(i, j - 1) + a.w * var(i - 1, j) + a.b;
    numer += abs(numer_temp);
  }
return numer / denom;
}

} // namespace Flow2D

```

## Problem\_solvers.cpp

```
#include "Problem.h"

namespace Flow2D
{
    void
    Problem::solveMain()
    {
        ++main_iterations;
        if (debug)
            cout << endl << "Main iteration " << main_iterations << endl << endl;

        solve(u);
        solve(v);
        solve(pc);
    }

    void
    Problem::solveAux()
    {
        ++aux_iterations;
        if (debug)
            cout << endl << "Aux iteration " << aux_iterations << endl << endl;

        solve(T);
    }

    void
    Problem::solve(Variable & var)
    {
        if (debug)
            cout << "Solving variable " << var.string << endl << endl;

        // Fill the coefficients
        fillCoefficients(var);

        // Solve west to east
        sweepColumns(var);
        // Solve south to north
        sweepRows(var);
        // Solve east to west
        sweepColumns(var, false);

        if (debug)
            var.print(var.string + " sweep solution = ", true);
    }

    void
    Problem::sweepRows(Variable & var, const bool south_north)
    {
        if (debug)
            cout << "Sweeping " << var.string << (south_north ? " south to north" : " north to south")
                << endl;

        // Sweep south to north
        if (south_north)
            for (int j = 1; j < var.My; ++j)
                sweepRow(j, var);
        // Sweep north to south
        else
            for (int j = var.My - 1; j > 0; --j)
                sweepRow(j, var);
    }

    void
    Problem::sweepColumns(Variable & var, const bool west_east)
    {
        if (debug)
            cout << "Sweeping " << var.string << (west_east ? " east to west" : " west to east") << endl;

        // Sweep west to east
        if (west_east)
            for (int i = 1; i < var.Mx; ++i)
                sweepColumn(i, var);
        // Sweep east to west
        else
            for (int i = var.Mx - 1; i > 0; --i)
```

```

        sweepColumn(i, var);
    }

void
Problem::sweepColumn(const unsigned int i, Variable & var)
{
    if (debug)
        cout << "Solving " << var.string << " column " << i << endl;

    auto & A = var.Ay;
    auto & b = var.by;

    // Fill for each cell
    for (unsigned int j = 1; j < var.My; ++j)
    {
        const Coefficients & a = var.a(i, j);
        b[j - 1] = a.b + a.w * var(i - 1, j) + a.e * var(i + 1, j);
        if (var.w != 1)
            b[j - 1] += a.p * var(i, j) * (var.w - 1);
        if (j == 1)
        {
            A.setTopRow(a.p * var.w, -a.n);
            if (var.name != Variables::pc)
                b[j - 1] += a.s * var(i, j - 1);
        }
        else if (j == var.My - 1)
        {
            A.setBottomRow(-a.s, a.p * var.w);
            if (var.name != Variables::pc)
                b[j - 1] += a.n * var(i, j + 1);
        }
        else
            A.setMiddleRow(j - 1, -a.s, a.p * var.w, -a.n);
    }

    if (debug)
    {
        A.print("A =");
        b.print("b =");
    }

    // Solve
    A.TDMA(b);

    if (debug)
        b.print("sol =", true);

    // Store solution
    for (unsigned int j = 1; j < var.My; ++j)
        var(i, j) = b[j - 1];
}

void
Problem::sweepRow(const unsigned int j, Variable & var)
{
    if (debug)
        cout << "Solving " << var.string << " row " << j << endl;

    auto & A = var.Ax;
    auto & b = var.bx;

    // Fill for each cell
    for (unsigned int i = 1; i < var.Mx; ++i)
    {
        const Coefficients & a = var.a(i, j);
        b[i - 1] = a.b + a.s * var(i, j - 1) + a.n * var(i, j + 1);
        if (var.w != 1)
            b[i - 1] += a.p * var(i, j) * (var.w - 1);
        if (i == 1)
        {
            A.setTopRow(a.p * var.w, -a.e);
            if (var.name != Variables::pc)
                b[i - 1] += a.w * var(i - 1, j);
        }
        else if (i == var.Mx - 1)
        {
            A.setBottomRow(-a.w, a.p * var.w);
            if (var.name != Variables::pc)
                b[i - 1] += a.e * var(i + 1, j);
        }
        else

```

```

        A.setMiddleRow(i - 1, -a.w, a.p * var.w, -a.e);
    }

    if (debug)
    {
        A.print("A =");
        b.print("b =");
    }

    // Solve
    A.TDMA(b);

    if (debug)
        b.print("sol =", true);

    // Store solution
    for (unsigned int i = 1; i < var.Mx; ++i)
        var(i, j) = b[i - 1];
}

} // namespace Flow2D

```



## Matrix.h

```
#ifndef MATRIX_H
#define MATRIX_H

#define NDEBUG
#include <cassert>
#include <fstream>
#include <vector>

using namespace std;

/**
 * Class that holds a N x M matrix with common matrix operations.
 */
template <typename T>
class Matrix
{
public:
    Matrix() {}
    Matrix(const unsigned int N, const unsigned int M) : N(N), M(M), A(N, vector<T>(M)) {}

    // Const operator for getting the (i, j) element
    const T & operator()(const unsigned int i, const unsigned int j) const
    {
        assert(i < N && j < M);
        return A[i][j];
    }
    // Operator for getting the (i, j) element
    T & operator()(const unsigned int i, const unsigned int j)
    {
        assert(i < N && j < M);
        return A[i][j];
    }
    // Operator for setting the entire matrix to a value
    void operator=(const T v)
    {
        for (unsigned int j = 0; j < M; ++j)
            setRow(j, v);
    }

    // Prints the matrix
    void print(const string prefix = "", const bool newline = false, const unsigned int pr = 5) const
    {
        if (prefix.length() != 0)
            cout << prefix << endl;
        for (unsigned int j = 0; j < M; ++j)
        {
            for (unsigned int i = 0; i < N; ++i)
                cout << showpos << scientific << setprecision(pr) << A[i][j] << " ";
            cout << endl;
        }
        if (newline)
            cout << endl;
    }
    // Saves the matrix in csv format
    void save(const string filename, const unsigned int pr = 12) const
    {
        ofstream f;
        f.open(filename);
        for (unsigned int j = 0; j < M; ++j)
        {
            for (unsigned int i = 0; i < N; ++i)
            {
                if (i > 0)
                    f << ",";
                f << setprecision(pr) << A[i][j];
            }
            f << endl;
        }
        f.close();
    }

    // Set the j-th row to v
    void setRow(const unsigned int j, const T v)
    {
        assert(j < M);
        for (unsigned int i = 0; i < N; ++i)
            A[i][j] = v;
    }
};
```

```

    }
    // Set the i-th column to v
    void setColumn(const unsigned int i, const T v)
    {
        assert(i < N);
        for (unsigned int j = 0; j < M; ++j)
            A[i][j] = v;
    }

private:
    // The size of this matrix
    const unsigned int N = 0, M = 0;

    // Matrix storage
    vector<vector<T>> A;
};

#endif /* MATRIX_H */

```

## TriDiagonal.h

```
#ifndef TRIDIAGONAL_H
#define TRIDIAGONAL_H

#define NDEBUG
#include <cassert>
#include <fstream>
#include "Vector.h"

using namespace std;

/**
 * Class that holds a tri-diagonal matrix and is able to perform TDMA in place
 * with a given RHS.
 */
class TriDiagonal
{
public:
    TriDiagonal() {}
    TriDiagonal(const unsigned int N, const double v = 0) : N(N), A(N, v), B(N, v), C(N - 1, v) {}

    // Setters for the top, middle, and bottom rows
    void setTopRow(const double b, const double c)
    {
        B[0] = b;
        C[0] = c;
    }
    void setMiddleRow(const unsigned int i, const double a, const double b, const double c)
    {
        assert(i < N - 1 && i != 0);
        A[i] = a;
        B[i] = b;
        C[i] = c;
    }
    void setBottomRow(const double a, const double b)
    {
        A[N - 1] = a;
        B[N - 1] = b;
    }

    // Prints the matrix
    void print(const string prefix = "", const bool newline = false, const unsigned int pr = 6) const
    {
        if (prefix.length() != 0)
            cout << prefix << endl;
        for (unsigned int i = 0; i < N; ++i)
            cout << showpos << scientific << setprecision(pr) << (i > 0 ? A[i] : 0) << " " << B[i] << " "
                << (i < N - 1 ? C[i] : 0) << endl;
        if (newline)
            cout << endl;
    }

    // Saves the matrix in csv format
    void save(const string filename, const unsigned int pr = 12) const
    {
        ofstream f;
        f.open(filename);
        for (unsigned int i = 0; i < N; ++i)
        {
            if (i > 0)
                f << setprecision(pr) << A[i] << ",";
            else
                f << "0"
                    << ",";
            f << setprecision(pr) << B[i] << ",";
            if (i != N - 1)
                f << setprecision(pr) << C[i] << endl;
            else
                f << 0 << endl;
        }
        f.close();
    }

    void TDMA(Vector<double> & d)
    {
        // Forward sweep
        double tmp = 0;
        for (unsigned int i = 1; i < N; ++i)
        {

```

```

        tmp = A[i] / B[i - 1];
        B[i] -= tmp * C[i - 1];
        d[i] -= tmp * d[i - 1];
    }

    // Backward sweep
    d[N - 1] /= B[N - 1];
    for (unsigned int i = N - 2; i != numeric_limits<unsigned int>::max(); --i)
    {
        d[i] -= C[i] * d[i + 1];
        d[i] /= B[i];
    }
}

protected:
    // Matrix size (N x N)
    unsigned int N = 0;

    // Left/main/right diagonal storage
    vector<double> A, B, C;
};

#endif /* TRIDIAGONAL_H */

```

## Vector.h

```
#ifndef VECTOR_H
#define VECTOR_H

#define NDEBUG
#include <cassert>
#include <fstream>
#include <vector>

using namespace std;

/**
 * Class that stores a 1D vector and enables printing and saving.
 */
template <typename T>
class Vector
{
public:
    Vector(const unsigned int N) : v(N), N(N) {}
    Vector() {}

    const T & operator()(const unsigned int i) const
    {
        assert(i < N);
        return v[i];
    }
    T & operator()(const unsigned int i)
    {
        assert(i < N);
        return v[i];
    }
    const T & operator[](const unsigned int i) const
    {
        assert(i < N);
        return v[i];
    }
    T & operator[](const unsigned int i)
    {
        assert(i < N);
        return v[i];
    }

    // Prints the vector
    void print(const string prefix = "", const bool newline = false, const unsigned int pr = 6) const
    {
        if (prefix.length() != 0)
            cout << prefix << endl;
        for (unsigned int i = 0; i < v.size(); ++i)
            cout << showpos << scientific << setprecision(pr) << v[i] << " ";
        cout << endl;
        if (newline)
            cout << endl;
    }

    // Saves the vector
    void save(const string filename, const unsigned int pr = 12) const
    {
        ofstream f;
        f.open(filename);
        for (unsigned int i = 0; i < v.size(); ++i)
            f << scientific << v[i] << endl;
        f.close();
    }

private:
    vector<T> v;
    const unsigned int N = 0;
};

#endif /* VECTOR_H */
```

## postprocess.py

```
import numpy as np
import matplotlib.pyplot as plt
import glob
import os

plt.rc('text', usetex=True)
plt.rc('font', family='serif')

Lx = 0.6
Ly = 0.02
b = 0.06
q = -64
rho = 998.3
k = 0.609
cp = 4183
mu = 0.001002
h = Ly / 2

x_r = lambda Re: (2.13 + 0.021 * Re) * h

#####
# Problem 1

Ny_vals = [30, 50, 70, 90]
Nx = 160
dx = Lx / Nx

# Reattachment lengths, u sampled at T points
xr, T, Nu_top, Nu_bot = {}, {}, {}, {}
for Ny in Ny_vals:
    dy = Ly / Ny
    u = np.loadtxt('results/Re200_Nx160_Ny{}_u.csv'.format(Ny), delimiter=',').T
    T[Ny] = np.loadtxt('results/Re200_Nx160_Ny{}_T.csv'.format(Ny), delimiter=',').T
    # Reattachment lengths
    u_top = u[:, Ny]
    for i in range(int(np.floor(b / dx)) + 1, Nx):
        if u_top[i] > 0:
            m = (u_top[i] - u_top[i - 1]) / dx
            xr[Ny] = i * dx - (u_top[i] / m) - b
            break
    # u at T points
    uT = np.zeros(T[Ny].shape)
    for i in range(1, T[Ny].shape[0] - 1):
        for j in range(u.shape[1]):
            uT[0, j] = u[0, j]
            uT[u.shape[0], j] = u[u.shape[0] - 1, j]
            uT[i, j] = (u[i - 1, j] + u[i, j]) / 2
    # Nusselt numbers
    Nu_bot[Ny] = []
    Nu_top[Ny] = []
    T_bulk_denom = 0
    for j in range(u.shape[1]):
        T_bulk_denom += cp * dy * u[0, j] * rho
        # T_bulk_denom += cp * dy * uleft * rho
    for i in range(T[Ny].shape[0]):
        T_bulk = 0
        for j in range(1, T[Ny].shape[1] - 1):
            if i * dx <= b and j * dy >= Ly / 2:
                continue
            T_bulk += rho * uT[i, j] * cp * T[Ny][i, j] * dy
        T_bulk /= T_bulk_denom
        T_bot, T_top = T[Ny][i, 0], T[Ny][i, Ny + 1]
        Nu_bot[Ny].append(2 * Ly * q / (k * (T_bot - T_bulk)))
        if i > b / dx:
            Nu_top[Ny].append(2 * Ly * q / (k * (T_top - T_bulk)))

print('Problem 2 reattachment (160xNy grid, Re = 200):')
for Ny, val in xr.items():
    exp = x_r(200)
    err = (val - exp) / exp * 100
    print(' Ny = {}, x_r = {:.4f}, exp = {:.4f}, err = {:.2f}%'.format(Ny, val, exp, err))

# Problem 1a
dy = Ly / 90
T_y = np.hstack(((), (np.linspace(dy / 2, Ly - dy / 2, num = T[90].shape[1] - 2)), Ly))
fig, ax = plt.subplots(1)
fig.set_figwidth(8)
```

```

fig.set_figheight(3)
for x in (Ly * np.array([6, 12, 24]) + b):
    i_mid = x / dx + 0.5
    i_min, i_max = int(np.floor(i_mid)), int(np.ceil(i_mid))
    ax.plot(T_y, (T[90][i_min, :] + T[90][i_max, :]) / 2, label='$x$ = {:.2f} m'.format(x), linewidth=1)
plt.xlabel('$y$ (m)')
plt.ylabel('$T(x, y)$')
plt.legend()
plt.grid()
plt.tight_layout()
fig.savefig('results/1a_Ty.pdf')

# Problem 1b
T_x = np.hstack((0, (np.linspace(dx / 2, Lx - dx / 2, num = T[90].shape[0] - 2)), Lx))
fig, ax = plt.subplots(1)
fig.set_figwidth(8)
fig.set_figheight(3)
after_step = np.where(T_x >= b)[0][0]
ax.plot(T_x, T[90][:, 0], label='Bottom wall', linewidth=1)
ax.plot(T_x[after_step:], T[90][after_step:, -1], label='Top wall'.format(Ly), linewidth=1)
plt.xlabel('$x$ (m)')
plt.ylabel('$T(x)$')
plt.legend()
plt.grid()
plt.tight_layout()
fig.savefig('results/1b_Twall.pdf')

# Problem 1c
fig, ax = plt.subplots(1, 2)
fig.set_figwidth(8)
fig.set_figheight(3)
colors = ['#1f77b4', '#ff7f0e', '#2ca02c', '#d62728']
i = 0
for Ny in Ny_vals:
    ax[0].plot(T_x[np.where(T_x > b)], Nu_top[Ny], label='$N_y = {}'.format(Ny), linewidth=1)
    ax[1].plot(T_x, Nu_bot[Ny], linewidth=1)
ax[0].set_xlabel('$x$ (m)')
ax[1].set_xlabel('$x$ (m)')
ax[0].set_ylabel('$Nu(x)$')
ax[0].set_title('Top wall', fontsize=10)
ax[1].set_title('Bottom wall', fontsize=10)
ax[0].grid()
ax[1].grid()
handles, labels = ax[0].get_legend_handles_labels()
lgd = ax[0].legend(handles, labels, loc='lower center', bbox_to_anchor=(1.0, -0.37),
                    ncol=4, fontsize=9)
fig.tight_layout()
fig.savefig('results/1c_Nu.pdf', bbox_inches='tight', bbox_extra_artists=(lgd,))

#####
# Problem 2

Ny = 70
dx = Lx / 160
dy = Ly / Ny

x_vals = (Ly * np.array([6, 12, 24]) + b)
Re_vals = [100, 300, 400]
xr = {}
u_cut, v_cut = {}, {}
for Re in Re_vals:
    u = np.loadtxt('results/Re{}_Nx160_Ny70_u.csv'.format(Re), delimiter=',').T
    v = np.loadtxt('results/Re{}_Nx160_Ny70_v.csv'.format(Re), delimiter=',').T
    # Cut along various xcome
    u_cut[Re], v_cut[Re] = {}, {}
    for x in x_vals:
        u_i = x / dx
        v_i = x / dx + 0.5
        u_i_min, u_i_max = int(np.ceil(u_i)), int(np.ceil(u_i))
        v_i_min, v_i_max = int(np.ceil(v_i)), int(np.ceil(v_i))
        u_cut[Re][x] = (u[u_i_min, :] + u[u_i_max, :]) / 2
        v_cut[Re][x] = (v[v_i_min, :] + v[v_i_max, :]) / 2
    # Reattachment length
    u_top = u[:, Ny]
    for i in range(int(np.floor(b / dx)) + 1, Nx):
        if u_top[i] > 0:
            m = (u_top[i] - u_top[i - 1]) / dx
            xr[Re] = i * dx - (u_top[i] / m) - b
            break
print('Problem 2 reattachment (160x70 grid):')
for Re, val in xr.items():

```

```

exp = x_r(Re)
err = (val - exp) / exp * 100
print(' Re = {}, x_r = {:.4f}, exp = {:.4f}, err = {:.2f}%'.format(Re, val, exp, err))

u_y = np.hstack((0, (np.linspace(dy / 2, Ly - dy / 2, num = len(u_cut[Re][x]) - 2)), Ly))
v_y = np.linspace(0, Ly, num=len(v_cut[Re][x]))

# u velocity profile
fig, ax = plt.subplots(1, 3)
fig.set_figwidth(8)
fig.set_figheight(3)
i = 0
for Re in Re_vals:
    for x in x_vals:
        ax[i].plot(u_y, u_cut[Re][x], label='x = {:.2f} m'.format(x), linewidth=1)
        ax[i].set_title('Re = {}'.format(Re), fontsize=10)
        ax[i].set_xlabel('$y$ (m)')
        ax[i].grid()
        i += 1
ax[0].set_ylabel('$u(x, y)$')
handles, labels = ax[1].get_legend_handles_labels()
lgd = ax[1].legend(handles, labels, loc='lower center', bbox_to_anchor=(0.5, -0.37),
                    ncol=3, fontsize=9)
fig.tight_layout()
fig.savefig('results/2-u.pdf', bbox_inches='tight', bbox_extra_artists=(lgd,))

# v velocity profile
fig, ax = plt.subplots(1, 3)
fig.set_figwidth(8)
fig.set_figheight(3)
i = 0
for Re in Re_vals:
    for x in x_vals:
        ax[i].plot(v_y, v_cut[Re][x], label='x = {:.2f} m'.format(x), linewidth=1)
        ax[i].set_title('Re = {}'.format(Re), fontsize=10)
        ax[i].set_xlabel('$y$ (m)')
        ax[i].grid()
        i += 1
ax[0].set_ylabel('$v(x, y)$')
handles, labels = ax[1].get_legend_handles_labels()
lgd = ax[1].legend(handles, labels, loc='lower center', bbox_to_anchor=(0.5, -0.37),
                    ncol=3, fontsize=9)
fig.tight_layout()
fig.savefig('results/2-v.pdf', bbox_inches='tight', bbox_extra_artists=(lgd,))

```