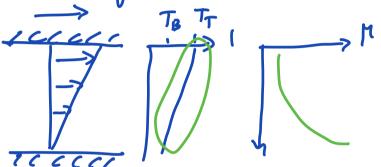
Lecture 25: Discrete Stokes with variable viscosity

Logistics: - HW9 du Th

- may have to cancel does Thursday

Last time: Couelte flow with versionable viscosity



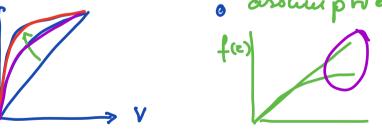
· Arrhenious dependence



· Reduces to D problem

$$-\frac{3}{5}z\left[\mu(T(z))\frac{3}{5}z\right] + \frac{3}{5}z = 0$$

$$\frac{7}{5}z\left[\mu(T(z))\frac{3}{5}z\right] + \frac{3}{5}z = 0$$
orsumphy



Today: - Numerical discretization with variable viscosity

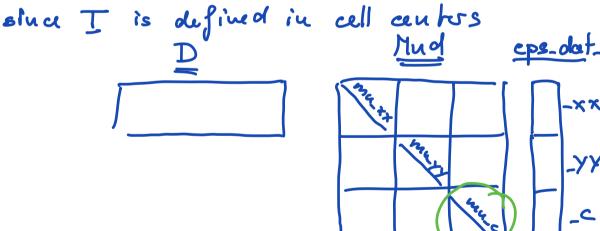
Stolus with variable viscosity

Governing equs:

1i'u. wew.:
$$-\nabla \cdot \left[\mu(T) \left(\nabla \underline{v} + \nabla^T \underline{v} \right) \right] + \nabla \pi = 0$$
wew:
$$\nabla \cdot \underline{v} = 0$$

Discrete system

Mud is diagonal matrix similer to Kel that contains the appropriate enverage of $\mu(T)$.

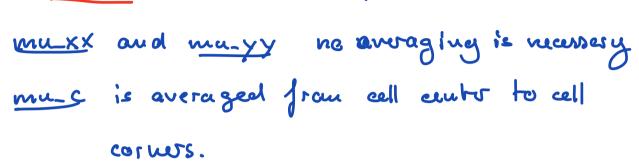


Mud has three diagonal blocks containind the nechoss

- · mu_xx cell ceuhr

 · mu_y

 · mu_c cell ceuhr

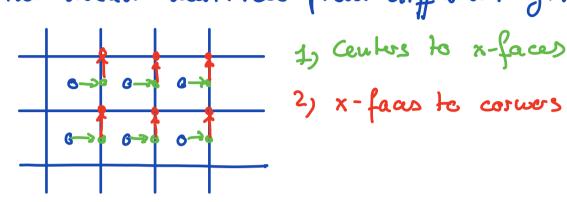


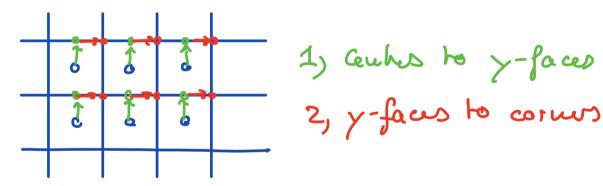
Averaging to cell corners

lu interior we average 4 surrounding cell center values Ou boundory we average two closest cell center values

nued a new averaging matrix He (c=corm) Me is Ne by N matrix averaging from eell een tos to cell corws $N_0 = (N_X + I)(N_V + I)$

This matrix can be built by composing Hu mean matrices from different grids



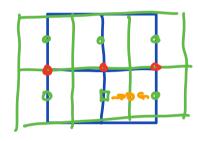


Both give the same He matrix We choose x-faces

build_stohes_ops.m we have Me mean matrix on primary/pressure griq Mx mean malrix on x-vel. grid

Mex = Mp[1: Grid.p. Ufx, !]

averaged from cell centers to x-faces



ble can get cornerellus from x-face values usind

$$\overline{\mathbb{A}}^{\times} = \left[\overline{\mathbb{A}^{\times}} \right]$$

Mxy averages from x-faces (primary gried) to est corms of primary gried.

Te = Mxy Tx = Mxy Hpx I = Mc I

Ne. N Ne. Nfx Nfx . N

Me calculates values on corners from values in the center?

Two options:

- 1) Evaluate first then average
 - <u>mu-ceu</u> = mu (I) viscosity in edlanto
 - · Mud = compmean (mucen, Mc, ±1,...)
 - ⇒ similar to how we treat K
- 2) Average first then evaluate
 - Tc = compuner (T, Mc, 1,...)
 but this blows up if we evaluable

mu (Is) beause of O's.

Instead: Te = Me T

this is a vector

- · Mud = spaliags (Te, O, Ne, Ne)
- => apparently second option is best.

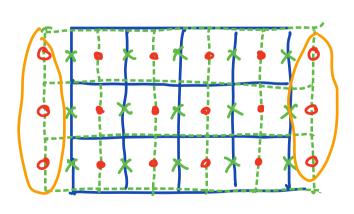
Full Mud matrix

Me is only one of the three blocks in Mud

爭		
	뙈	
		Me

But there is a problem, beause it turses out <u>eps_dot_xx</u> and <u>eps_dot_yx</u> are not beugth N.

Consider our standard griel



Nx = 4 Ny = 3

eps_dot_xx = Gxx · vx

Additional entries

on xunin & xunax

bud of x-velocity gaid

There additional entries are typically eliminated by dirichlet BC's.

Weed to come up with an "identity matrix" that coptes closlest T's into these extra cells.