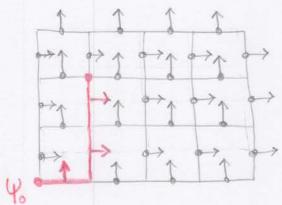
Computing streamlines from streamfunction

Definition: 4(x,y) = 40(x0,y0) - 5 vy(x1/0) dx + 5 vx(x0,y1) dy



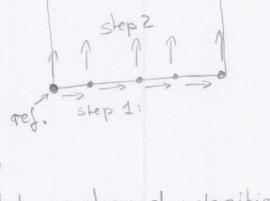
Given the location of the velocities on the faces, where is the natural location to evaluate 4, given the definition of Wabove?

To compute if we need to integrate

Vx & vy aloud cell boundaries > evaluate 2) at cell corners ? Note, there is no need for numerical integration, because vx and vy are constant along each face.

- Hinrs on implementation: . The simple Riemann sum required to evaluate the integral is best implemented as a cumulative sum, available as cumsum.m
- · Cum sum works also on matrices and you can specify the direction, ie. sows or columns
- > First you integrate along one boundary with a ID cum sam

Then you integrate from the boal into the domain along all faces at the same time by applying cumsum



to a matrix of appropriately reshaped velocities.

· Implemetation does not require solution of linear system > fast.

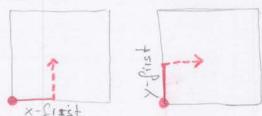
We have shown that 4 is uniquely defined, up to a constant 4.

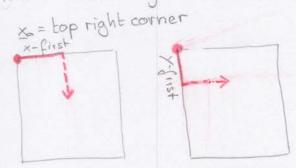
In our numerical calculation we have to choose

1) Starting point x.

2) integration pall, ie. first in x-dir then in y-dir or vice versa.

Xe = bottom left cornet





The choice of the starting point, xo, affects the constant, 40, if there is flow accross the boundary.

The choice of the integration path does not => path independence.

Once 4 is known, the streamlines are easily plotted as contours of the streamfunction. Use evenly spaced contours so that the spacing of the streamlines represents the velocity of the flow.

Finally, if you have an interesting flow field plot the actual stream function, it is often instructive.