

Figure 1: Vortex Torus with ring axis in blue

# Simulation of Toroidal Vortex Ring(From Ghoniem's paper[1])

## 0.1 Geometry and Initial Vorticity Distribution

Here we look at a toroidal vortex ring with an initial vorticity distribution modeled by a third order Gaussian function:

$$\omega(\mathbf{x}) = \frac{1}{a\sigma^2} \exp(-r_{\mathbf{x}}^3/\sigma^3) \mathbf{e}_{\theta} \quad (1)$$

The vorticity is along the direction  $\mathbf{e}_{\theta}$  which is tangential to the ring axis (shown in the figure). The ring axis is the circle,  $x^2 + y^2 = R^2$  on the plane  $z = z_i$ . The magnitude of the total vorticity is independent of  $\theta$  where  $(\rho, \theta, z)$  are represent coordinates in the cylindrical coordinate system.

The cross section of the ring, which is circular, has a radius,  $\sigma = 0.275R$ . In the figure,  $R = 1$  and  $z_i = 0.5$ .

In a particular cross section,

- $r$  is the radial distance measured from the centre of the core of the ring or the centre of a cross section. For all  $\mathbf{x}$  within the ring,  $0 \leq r_{\mathbf{x}} \leq \sigma$ .

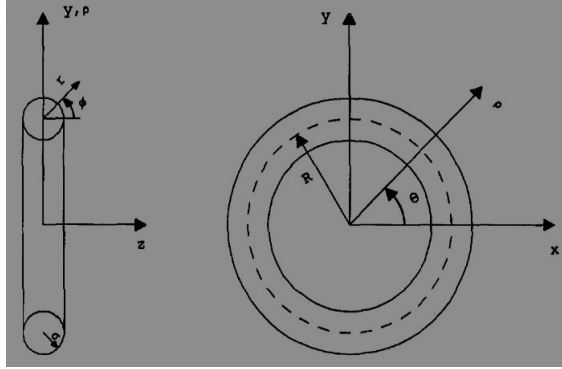


Figure 2: From [?]

- $\phi$  is the angle measured, at every cross section, from the line passing through the centre of the cross section and parallel to the  $z$  axis.

## 0.2 Discretization of the Ring

The toroidal ring is divided into many small vortex tubes. Here, we make an equi-spaced mesh found in the third position on the third row of Fig.11 b of the paper[1]. The ring is discretized at  $N_c$  cross sections and each cross-section is discretized at  $N_{per\_theta}$  locations in total.

Of these  $N_{per\_theta}$  locations,  $N_\theta$  points are at each radial location and there are  $N_r$  radial locations per cross section.

In the code,  $N_r = 3$  and  $N_\theta$  is a multiple of 6. Hence, there are  $N_{per\_theta} = 1 + 6 + 12 + 18 = 37$  elements (including one at the centre) in total per cross section.

Therefore, the ring is divided into  $N_c \times N_{per\_theta}$  vortex tubes in total. In the code,  $N_c = 120$ . Hence, we have 4440 vortex elements which are part of  $N_{per\_theta}$  different vortex tubes.

## 0.3 Evaluating Strength Vectors

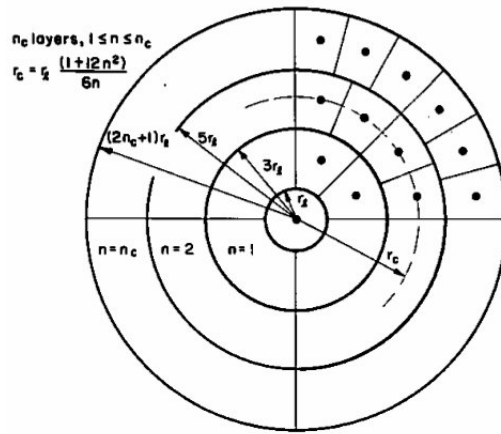


Figure 3: From [2]

# Bibliography

- [1] *Omar M. Knio and Ahmed F. Ghoniem*, Numerical Study of a Three Dimensional Vortex Method, Journal of Computational Physics, 1990
- [2] *G.S. Wincklemans and A. Leonard* , Contributions to Vortex Particle Methods for the Computation of Three-Dimensional Incompressible Flows, Journal of Computational Physics, 1993.