

2018 Summer Undergraduate Research Project

UTSD equation & Hyperdiffusion equaiton

Khang Ee Pang
Supervised by Lennon Ó Náraigh & Andrew Gloster

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Background - Triple Point Paradox

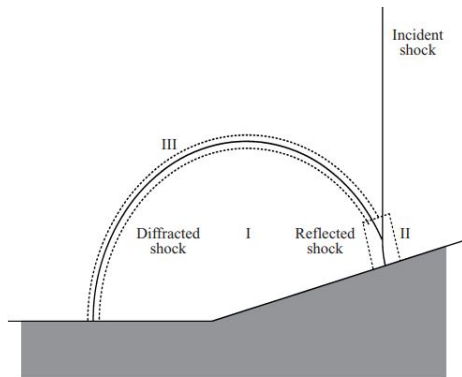


Figure: Triple point of weak shock reflection off a thin wedge. Image obtained from Hunter and Brio (2000).

Background - Triple Point Paradox

J. Fluid Mech. (2000), vol. 410, pp. 235–261. Printed in the United Kingdom
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Weak shock reflection

By JOHN K. HUNTER¹ AND MOYSEY BRIO²

¹Department of Mathematics and Institute of Theoretical Dynamics, University of California,
Davis, CA 95616, USA

²Department of Mathematics, University of Arizona, Tucson, AZ 85721, USA

Hunter and Brio provide a numerical solutions for what now known as the UTSD equation. They suggest that there is a supersonic patch behind the triple point which resolves the paradox.

UTSD Equation

The Unsteady Transonic Small-Disturbance (UTSD) equation is used to describe the shock structure when a sufficiently weak shock reflects off a wedge.

$$\frac{\partial^2 u}{\partial x \partial t} + \frac{\partial^2 F}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = 0$$

Discretization

we use a spatial discretization of (5.4) of the form

$$\begin{aligned}
 u_{i,j}^{n+1} - \sigma(u_{i,j+1}^{n+1} - 2u_{i,j}^{n+1} + u_{i,j-1}^{n+1}) \\
 = u_{i+1,j}^{n+1} + u_{i,j}^n - u_{i+1,j}^n + v(f_{i+3/2,j}^n - f_{i+1/2,j}^n - f_{i-1/2,j}^n + f_{i-3/2,j}^n), \quad (5.5)
 \end{aligned}$$

where

$$v = \frac{\Delta t}{\Delta x}, \quad \sigma = \frac{\Delta t \Delta x}{\Delta y^2}.$$

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where

$$v = \frac{\Delta t}{\Delta x}, \quad \sigma = \frac{\Delta t \Delta x}{\Delta y^2}.$$

Does not support parallelization.

Discretization

Discretize UTSD in time (same approach)

$$\frac{\partial}{\partial x} \left(\frac{u^{n+1} - u^n}{\Delta t} \right) + \frac{\partial^2 F^n}{\partial x^2} + \frac{\partial^2 u^{n+1}}{\partial y^2} = 0$$

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Re-arrange

$$\frac{\partial u^{n+1}}{\partial x} + \Delta t \frac{\partial^2 u^{n+1}}{\partial y^2} = Q^n(x, y), \quad Q^n(x, y) = \frac{\partial u^n}{\partial x} - \Delta t \frac{\partial^2 F^n}{\partial x^2}$$

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We need to solve a backwards heat equation for every timestep.

Backwards heat equation

Solving this with Fourier transform (with the appropriate initial and boundary condition) we get

$$\psi(x, y) = \sum_{n=0}^{\infty} \hat{\psi}_n(x) \Psi_n(y) + b(x)f(y)$$

where

$$\hat{\psi}_n(x) = \hat{\psi}_n(L) e^{-\kappa k_n^2(L-x)} - \int_x^L e^{-\kappa k_n^2(x'-x)} \hat{q}_n(x') dx'$$

and $\Psi_n(y)$ is the orthogonal function. And support parallelization.

UTSD equation

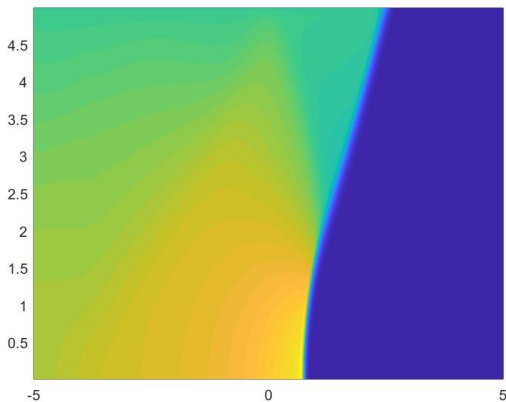


Figure: Neumerical simulation after 400 timestep.

Discrete Cosine Transform

Recall the backwards heat equation

$$\frac{\partial u^{n+1}}{\partial x} + \Delta t \frac{\partial^2 u^{n+1}}{\partial y^2} = Q^n(x, y)$$

We need to transform $Q^n(x, y)$ at each timestep.

Discrete Cosine Transform

Recall the backwards heat equation

$$\frac{\partial u^{n+1}}{\partial x} + \Delta t \frac{\partial^2 u^{n+1}}{\partial y^2} = Q^n(x, y)$$

We need to transform $Q^n(x, y)$ at each timestep.
Which is given by

$$X_k = \sum_{n=0}^{N-1} x_n \cos \left[\frac{\pi}{N} \left(n + \frac{1}{2} \right) \left(k + \frac{1}{2} \right) \right], \quad k = 0, 1, 2, \dots, N-1$$

for each row of $Q^n(x, y)$.

Discrete Cosine Transform

Original approach:

- Matrix multiplication
- Storage size: N
- Operation count: $O(N^2)$

Discrete Cosine Transform

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- Matrix multiplication
- Storage size: N
- Operation count: $O(N^2)$

Alternative approach:

- Fast Cosine Transform (FCT)
- Storage size: $2\sqrt{N}$
- Operation count: $O(N \log_2 N)$

Discrete Cosine Transform

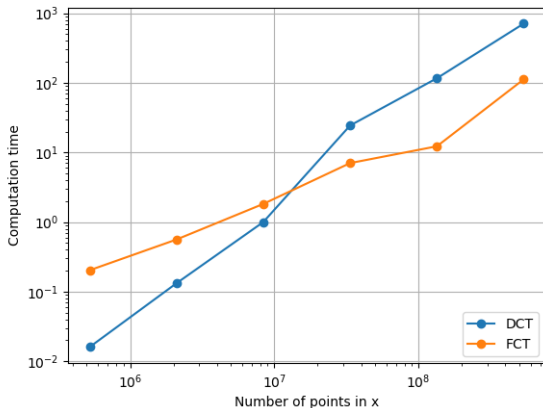


Figure: Speed comparison of DCT and FCT.

Conclusion

Conclusion

- Support parallel computing
- Implement Fast Cosine Transform
- Improve accuracy: uses analytic solution*
- Produce MATLAB code for above implimentation

Further improvement

- Better approach to resolve discontinuity

Background

Cahn-Hilliard equation

$$\frac{\partial C}{\partial t} = D \nabla^2 (C^3 - C - \gamma \nabla^2 C), \quad t > 0$$

Application in polimer physics and interfacial flows.

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Cahn-Hilliard equation

$$\frac{\partial C}{\partial t} = D \nabla^2 (C^3 - C - \gamma \nabla^2 C), \quad t > 0$$

Application in polymer physics and interfacial flows.

This boils down to solving the hyperdiffusion equation

$$\frac{\partial C}{\partial t} = -\gamma D \nabla^4 C, \quad t > 0$$

Periodic pentadiagonal matrix

Crank-Nicholson scheme

$$\begin{pmatrix}
 c & d & e & 0 & & & 0 \\
 b & c & d & e & 0 & & \\
 a & b & c & d & e & 0 & \\
 0 & a & b & c & d & e & 0 \\
 & \ddots & \ddots & \ddots & \ddots & \ddots & \ddots \\
 & & 0 & a & b & c & d \\
 0 & & & 0 & a & b & c \\
 \hline
 e & 0 & & & 0 & a & b \\
 d & e & 0 & & & 0 & a
 \end{pmatrix}
 \begin{pmatrix}
 C_1^{n+1} \\
 C_2^{n+1} \\
 C_3^{n+1} \\
 C_4^{n+1} \\
 \vdots \\
 C_{N-3}^{n+1} \\
 C_{N-2}^{n+1} \\
 C_{N-1}^{n+1} \\
 C_N^{n+1}
 \end{pmatrix}
 =
 \begin{pmatrix}
 d_1^n \\
 d_2^n \\
 d_3^n \\
 d_4^n \\
 \vdots \\
 d_{N-3}^n \\
 d_{N-2}^n \\
 d_{N-1}^n \\
 d_N^n
 \end{pmatrix}$$

LU factorization

For a generic equation

$$Ax = b$$

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We factorize A into $L \times U$

$$LUx = b$$

where L is lower triangular and U is upper triangular matrix.

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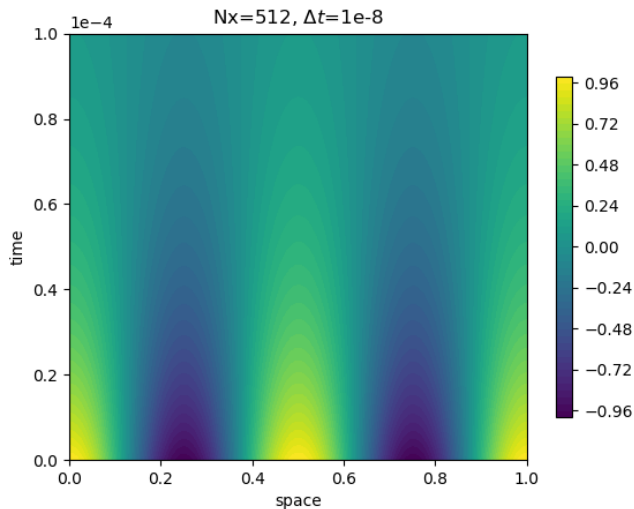
$$LUx = b$$

where L is lower triangular and U is upper triangular matrix.
Use forward and backward substitution to invert L and U respectively

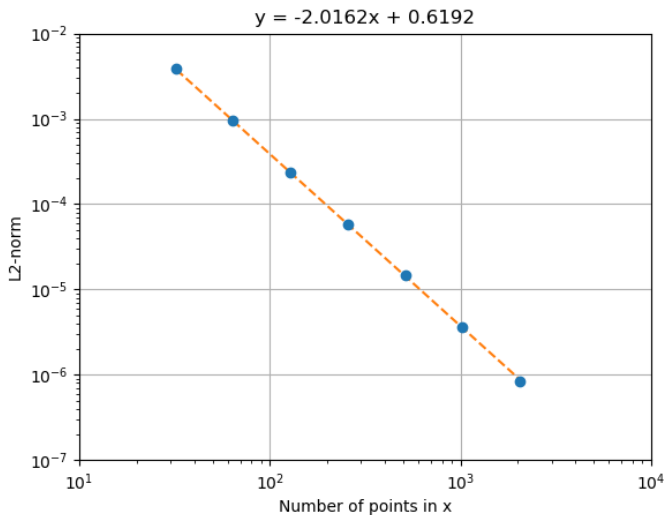
$$Ux = L^{-1}b$$

$$x = U^{-1}L^{-1}b$$

Hyperdiffusion equation



Convergence analysis



2D Hyperdiffusion equation

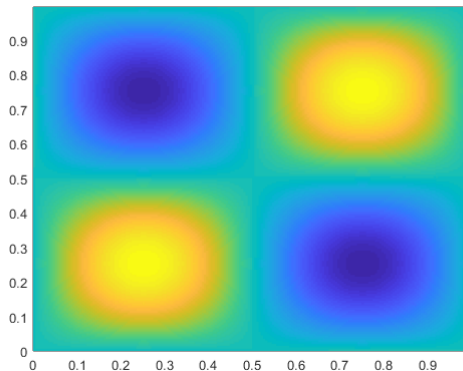


Figure: Neumerical simulation after 2000 timestep

Conclusion

- Improve algorithm for solving the hyperdiffusion equation
- Produce serial code in C to solve 1D hyperdiffusion equation in batch
- Produce serial code in C to solve 2D hyperdiffusion equation

Reference

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