

Answers to theory questions LB

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1 Pros and cons of LB

1.1 Pros

- Explicit update rule, no system of equations to solve.
 - Done by doing a trick. Introduce a new distribution function and see that the sum over states give the same global quantities.
- Easy to parallelize.
 - Each cell only depend locally on the neighbouring cells in the streaming step and only on itself in the collision.
- Simulating mesoscale
 - Unlike NS, LB looks at distributions of "bunches" of particles. May catch behaviour too fine for NS to detect.
- Can handle multiphase flows relatively easy.
 - Usually done by modifying the collision operator.

1.2 Cons

- Explicit update rule
 - Need small timesteps.
 - Finite propagation speed of information.
- Only using a square grid can be limiting.

2 Convective-/viscous term

Consider the boltzmann equation,

$$\frac{\delta f}{\delta t} + \vec{v} \cdot \nabla f = -\Delta(f - f^{eq}), \quad (1)$$

and the BGK approximation

$$\Delta(f - f^{eq}) = -\frac{1}{\tau}(f - f^{eq}) \quad (2)$$

3 Linear LBM to non-linear NSE

In the LBM we have a linear update rule,

$$f_i(\vec{x} + \vec{c}_i dt, t + dt) = f_i(\vec{x}, t) - \frac{1}{\tau}(f_i(\vec{x}, t) - f_i^{eq}), \quad (3)$$

which gives us the updated distribution of particles with velocity \vec{c}_i at position $\vec{x} + \vec{c}_i dt$ and time $t + dt$. $i = 0 : Q - 1$ where Q is the size of our velocity space.

3.1 Heuristic argument

The NSE solves a global system on a macroscale. To get the macroscopic velocities from the LBM velocities we need to integrate the velocity density distribution over the velocity set. We hence introduce nonlinearity.

4 Conservation of mass and momentum in the collision rule

Collision rule:

$$f_i^*(\vec{x}, t) = f_i(\vec{x}, t) - \frac{1}{\tau}(f_i(\vec{x}, t) - f_i^{eq}(\vec{x}, t)) \quad (4)$$

Approximation to the equilibrium state which holds when the distribution is close to equilibrium:

$$f_i^{eq}(\vec{x}, t) \approx w_i \rho \left[1 + \frac{\vec{c}_i \cdot \vec{u}}{c_s^2} + \frac{(\vec{c}_i \cdot \vec{u})^2}{c_s^4} - \frac{\vec{u} \cdot \vec{u}}{c_s^2} \right]. \quad (5)$$

Properties on w_i (there are more, but only these are needed here):

$$c_s^2 = \sum_{i=0}^{Q-1} w_i \cdot c_i^2, \quad (6)$$

$$\sum_{i=0}^{Q-1} w_i = 1, \quad (7)$$

$$\sum_{i=0}^{Q-1} w_i \cdot c_i^\alpha = 0 \quad \alpha = x, y, z. \quad (8)$$

Before the collision step we have the density

$$\rho = \sum_{i=0}^{Q-1} f_i(\vec{x}, t). \quad (9)$$

After the collision the density is

$$\rho^* = \sum_{i=0}^{Q-1} f_i^*(\vec{x}, t). \quad (10)$$

Lets first look at the sum over the equilibrium distribution:

$$\sum_{i=0}^{Q-1} f_i^{eq}(\vec{x}, t) = \sum_{i=0}^{Q-1} \left(w_i \rho \left[1 + \frac{\vec{c}_i \cdot \vec{u}}{c_s^2} + \frac{(\vec{c}_i \cdot \vec{u})^2}{c_s^4} - \frac{\vec{u} \cdot \vec{u}}{c_s^2} \right] \right). \quad (11)$$

By virtue of eq. 6, 7 and 8 eq. 11 becomes after some calculation

$$\sum_{i=0}^{Q-1} f_i^{eq}(\vec{x}, t) = \rho. \quad (12)$$

Hence the after collision density becomes

$$\rho^* = \rho, \quad (13)$$

and we have mass conservation.

5 Conservation of mass and momentum in the streaming rule