

# Numerical Modelling in **FORTRAN** day 7

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# Today' s Goals

1. Learn about **pointers**, **generic procedures** and **operators**
2. Learn new things about **iterative** solvers
3. Combine advection-diffusion and Poisson solvers to make a **convection simulation program**

# Pointers

- Point to either
  - (i) data stored by a variable declared as a **target**, or
  - (ii) another pointer, or
  - (iii) an area of allocated memory
- (i) and (ii) are mainly useful for creating interesting data structures (like linked lists); for us (iii) will be the most useful.
- “=>” is used to point a pointer at something
- See examples next slide
- Functions can also return pointers (“**pointer functions**”)

# Pointers to scalar variables

```
program pointless
  implicit none
  real,pointer:: p
  real,target:: a=3.1,b=4.7

  p=>a           ! point p to a
  print*,p        ! prints 3.1 (value of a)
  p=4.0          ! changes a to 4.0
  print*,a        ! prints 4.0
  p=>b           ! now points to b
  print*,b        ! prints 4.7
  print*,associated(p) ! test status: prints true
  nullify(p)      ! points p at nothing
  print*,associated(p) ! prints false
end program pointless
```

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# Pointers to array or array section

```
program pointarray
  implicit none
  integer,parameter:: n=10
  real,target:: T(n,n)
  real,pointer:: bot_boundary(:), &
    top_boundary(:), center4(:, :)

  top_boundary => T(:,1)
  bot_boundary => T(:,n)
  center4 => T(n/2:n/2+1,n/2:n/2+1)

  call random_number(T)
  top_boundary = 0.0 ! easy way to do
  bot_boundary = 1.0 ! boundary conditions
  center4 = 1.0

  print*,T
end program pointarray
```

# Pointers in defined types

similar to allocatable array (i.e., not pointing to a variable)

```
program pointertype
  implicit none
```

```
  type array2D
    real, pointer :: a(:, :) ! 2D array
  end type array2D
```

```
  type(array2D), allocatable :: T(:) ! 1D array of 2D arrays
  integer i, n, ng
```

```
  print '(a,$)', "Number of multigrid levels:"
  read*, ng
  allocate (T(ng)) ! allocate number of grids
  do i = 1, ng
    n = 2**(i+1) ! #grid points in this grid
    print*, 'Allocating grid', n, n
    allocate (T(i)%a(n, n)) ! each grid
  end do
```

```
  !.... rest of program
```

```
end program pointertype
```

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者03中  
→

# Hint: arrays in subprograms

- Arrays that are declared using subroutine arguments have a limited size, e.g.

```
Subroutine do_something (n,m)
Integer,intent(in):: n,m
Real:: local_array(n,m)           Define a local array
```

- Better to use allocatable arrays

```
Subroutine do_something (n,m)
Integer,intent(in):: n,m
Real,allocatable:: local_array(:,:)
allocate(local_array(n,m))
```

# Generic procedures

(i.e., using a generic name to access different procedures)

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- e.g., the intrinsic (built-in) **sqrt** function. There are several versions: **sqrt**(real), **dsqrt**(double precision), **csqrt**(complex). Use the generic name and the correct one will automatically be used.
- You can define the same thing. Define similar sets of procedures then define a generic **interface** to them (see example next slide).
- Easiest way: in a **module**



generic  
interface  
**apbxc**

to functions  
**rapbxc** and  
**iapbxc**

Program  
using this  
generic  
function

```
module goodstuff
  implicit none

  interface apbxc ! define generic interface
    module procedure rapbxc,iapbxc
  end interface

contains

  real function rapbxc(a,b,c) ! actual function
    real,intent(in):: a,b,c
    rapbxc = a+b*c
  end function rapbxc

  integer function iapbxc(a,b,c)
    integer,intent(in):: a,b,c
    iapbxc = a+b*c
  end function iapbxc

end module goodstuff
!-----
program generic
  use goodstuff
  implicit none
  real:: a=1.2,b=3.4,c=5.6
  integer:: i=2,j=3,k=4

  print*,apbxc(a,b,c) ! real arguments
  print*,apbxc(i,j,k) ! integer argumnts

end program generic
```

# Overloading

- **Overloading** means that one operator or procedure name is used to refer to several procedures: which one is used depends on the variable types.
- Examples
  - **apbxc** is overloaded with **rapbxc** and **iapbxc**
  - **\*,+,-,/** are overloaded with integer,real,complex versions in different precisions
- You can overload existing operators, or define new overloaded operators or procedures


# Overloading existing + and –

Useful for  
defined types

```
module coordstuff
  implicit none

  type point                ! defined type
    real:: x,y,z
  end type point

  interface operator (+)    ! new version of +
    module procedure pointplus
  end interface
  interface operator (-)    ! new version of -
    module procedure pointminus
  end interface
```



```
contains
  function pointplus(a,b)
    type(point):: pointplus
    type(point),intent(in):: a,b
    pointplus%x = a%x + b%x
    pointplus%y = a%y + b%y
    pointplus%z = a%z + b%z
  end function pointplus

  function pointminus(a,b)
    type(point):: pointminus
    type(point),intent(in):: a,b
    pointminus%x = a%x - b%x
    pointminus%y = a%y - b%y
    pointminus%z = a%z - b%z
  end function pointminus
end module coordstuff
```

```
program test
  use coordstuff
  type(point):: p1,p2,p3
  p1%x=1.2; p1%y=0. ; p1%z=3.1
  p2%x=0. ; p2%y=1.2; p2%z=1.7

  p3 = p1 - p2      ! using overloaded -
  print*,p3
  p3 = p1 + p2      ! using overloaded +
  print*,p3
end program test
```

# Defining new operator .distance.

always begin with .

```
module coordsagain
  implicit none

  type point                                ! defined type
    real:: x,y,z
  end type point

  interface operator (.distance.) ! new operator
    module procedure pointseparation
  end interface

contains

  real function pointseparation(a,b)
    type(point),intent(in):: a,b
    pointseparation = sqrt( &
      (a%x-b%x)**2+(a%y-b%y)**2+(a%z-b%z)**2)
  end function pointseparation

end module coordsagain
!-----
program test
  use coordsagain
  type(point):: p1,p2
  real:: d
  p1%x=1.2; p1%y=0. ; p1%z=3.1
  p2%x=0. ; p2%y=1.2; p2%z=1.7

  d = p1.distance.p2      ! using new operator
  print*,d
end program test
```

distance between the two points



## Overloading “=”.

Useful for  
conversion  
between different  
types: in this case  
point to real.

Must use  
subroutine with  
1st argument  
intent(out) and  
2nd argument  
intent(in).

```
module coords3
  implicit none

  type point                      ! defined type
    real:: x,y,z
  end type point

  interface assignment (=)       ! new "="
    module procedure absvec      ! converts
  end interface                  ! point to real

contains

  subroutine absvec(a,b)          ! calculates distance
    real,intent(out):: a         ! from origin
    type(point),intent(in):: b
    a = sqrt(b%x**2+b%y**2+b%z**2)
  end subroutine absvec

end module coords3
!-----
program test
  use coords3
  type(point):: p1
  real:: d
  p1%x=1.2; p1%y=0. ; p1%z=3.1

  d = p1                        ! using new =,
  print*,d
end program test
```

Now back to iterative  
solvers...

# Goal for today' s exercise: Calculate velocity field from temperature field **=>convection**

e.g., for highly viscous flow (e.g., Earth' s mantle) with constant viscosity (P=pressure, Ra=Rayleigh number):

$$-\nabla P + \nabla^2 \vec{v} = -Ra.T\hat{y} \quad (\text{y points up})$$

Substituting the streamfunction for velocity, we get:

$$\left( v_x, v_y \right) = \left( \frac{\partial \psi}{\partial y}, -\frac{\partial \psi}{\partial x} \right) \quad \nabla^4 \psi = Ra \frac{\partial T}{\partial x}$$

writing as 2 Poisson equations:

$$\nabla^2 \psi = \omega \quad \nabla^2 \omega = Ra \frac{\partial T}{\partial x}$$

the **streamfunction-vorticity** formulation

# Mathematical aside

$-\nabla P + \nabla^2 \vec{v} = -Ra.T\hat{y}$  Is a vector equation with x and y parts:

$$-\frac{\partial P}{\partial x} + \nabla^2 v_x = 0 \quad (1) \quad -\frac{\partial P}{\partial y} + \nabla^2 v_y = -Ra.T \quad (2)$$

$$\text{Take } \frac{\partial(1)}{\partial y} - \frac{\partial(2)}{\partial x} \Rightarrow \nabla^2 \left( \frac{\partial v_x}{\partial y} - \frac{\partial v_y}{\partial x} \right) = Ra \frac{\partial T}{\partial x}$$

$$\text{Use streamfunction: } \nabla^2 \left( \frac{\partial^2 \psi}{\partial y^2} + \frac{\partial^2 \psi}{\partial x^2} \right) = \nabla^2 \nabla^2 \psi = Ra \frac{\partial T}{\partial x}$$

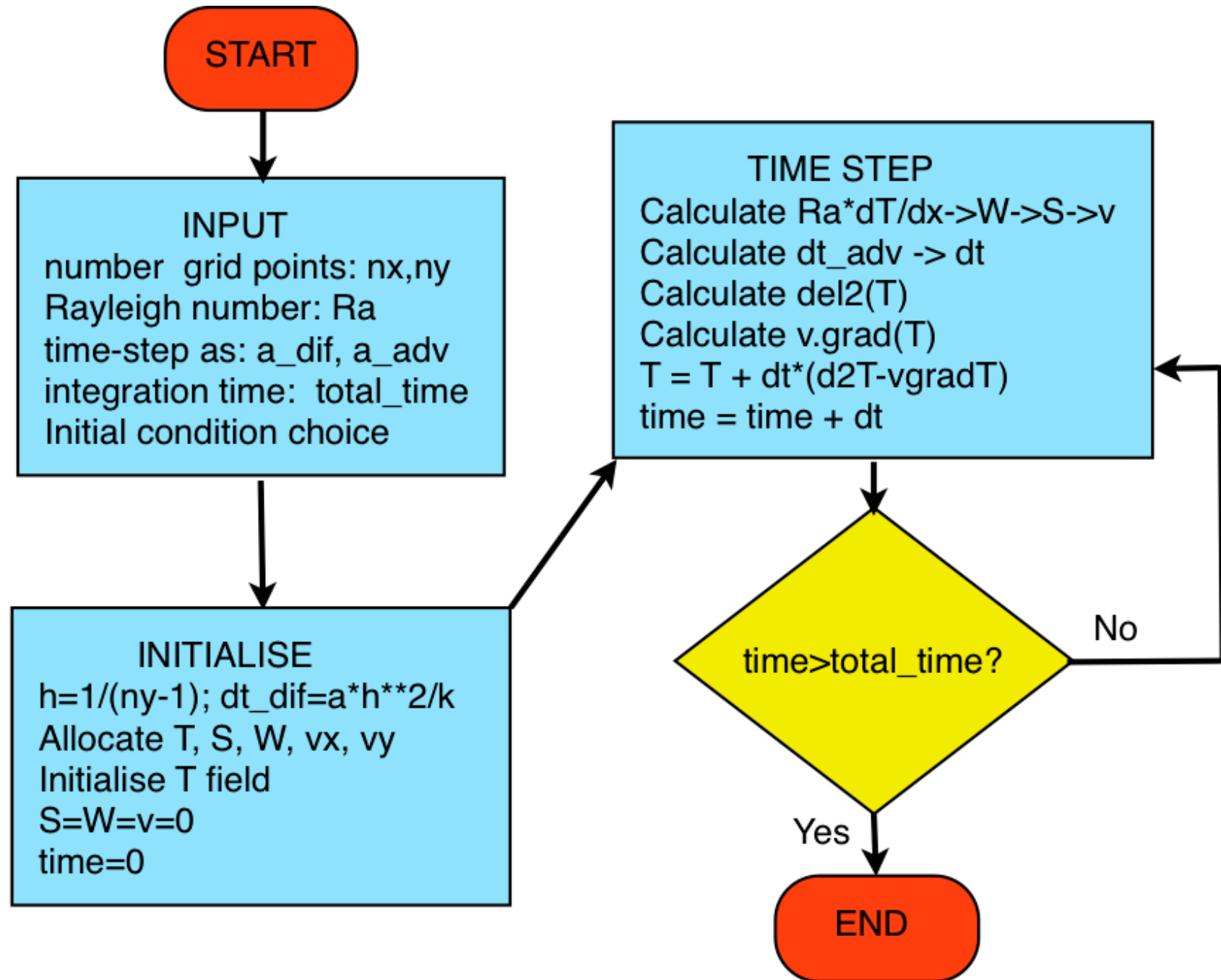
This is the z-component of the curl of the momentum equation:

$$\nabla \times \mathbf{F} = \left( \frac{\partial F_z}{\partial y} - \frac{\partial F_y}{\partial z} \right) \hat{\mathbf{x}} + \left( \frac{\partial F_x}{\partial z} - \frac{\partial F_z}{\partial x} \right) \hat{\mathbf{y}} + \left( \frac{\partial F_y}{\partial x} - \frac{\partial F_x}{\partial y} \right) \hat{\mathbf{z}}$$



# Combine advection-diffusion and Poisson solver routines

- Initialise
    - $T = \text{random or spike or ...}$
    - $S, W = 0$
    - grid spacing  $h = 1/n_y$  and diffusive timestep
  - Timestep until desired time is reached
    - calculate right-hand side  $= -Ra \cdot dT/dx$
    - Poisson solve to get  $W$  from rhs
    - Poisson solve to get  $S$  from  $W$
    - calculate  $V$  from  $S$
    - calculate advective timestep and  $\min(\text{adv}, \text{diff})$
    - take advection and diffusion time step
    - $t = t + dt$ : have we finished? If not, loop again.
- Use multigrid solver
- Use existing adv-diff routines



# Program definition

- Input parameters:
  - $n_x, n_y$  : number of grid points ( $y$ =vertical, grid spacing is the same, i.e.,  $dx=dy=h$ )
  - $Ra$ : Rayleigh number (typical range  $1e3-1e7$ )
  - `total_time`: large enough to reach stable state
- Boundary conditions
  - $T$ : as before,  $T=1$  at bottom,  $0$  at top,  $dT/dx=0$  at sides
  - $S$  and  $W$ :  $0$  at all boundaries
- Example structure
  - Module with Poisson solver routines
  - Module with `2_deriv`, `v_gradT`, `S_to_V` routines
  - main program
- Try to write frames at different times and make an animation!

# Exercise

- Get everything together and run a test case with
  - $nx=257$ ,  $ny=65$  (i.e., aspect ratio 4)
  - $Ra=1e5$
  - $total\_time=0.1$
  - $err=1.e-3$
  - Random initial T field
- Email code, plots and parameter file for this case.

Should look something like this

