



Faculty of Science



Computational Astrophysics

2a. Hydrodynamics

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Topics today

- ❑ Overview of hydrodynamics
 - ❑ Shocks and artificial viscosity
 - ❑ A simple solver based on advection
 - ❑ Godunov method
 - ❑ Riemann solvers
-
- ❑ **Assignment 2a:**
 - Play around with the very simplest HD: Soundwaves



Hydrodynamics

- ❑ Hydrodynamics describes the evolution of a fluid.
- ❑ Many formulations exist depending on the subject, but in astrophysics we normally consider the compressible Euler equations
- ❑ These are governed by three conservations principles for mass, momentum, and energy

$$\partial_t \rho + \nabla \cdot [\rho \mathbf{v}] = 0$$

$$\partial_t \rho \mathbf{v} + \nabla \cdot [\rho \mathbf{v} \otimes \mathbf{v} + P\mathbf{I}] = 0$$

$$\partial_t E + \nabla \cdot [(E + P) \mathbf{v}] = 0$$

- ❑ E is the total energy: $E = \rho e_{int} + \frac{1}{2} \rho v^2$
- ❑ The difficulty with solving these equations comes predominantly from the Navier-Stokes equation that is non-linear in the velocity. This is what generates the rich structure seen in e.g. turbulent flows and enables shocks.



Hydrodynamics

- ❑ The problem with hydrodynamics is that the equations allow not only for transport of material (advection)
- ❑ HD also support the propagation of waves
- ❑ The basic wave, working through an interaction between density, pressure, and velocity is a soundwave
- ❑ This modifies both the flux and the Courant conditions. Basically information can be transported with the three speeds:

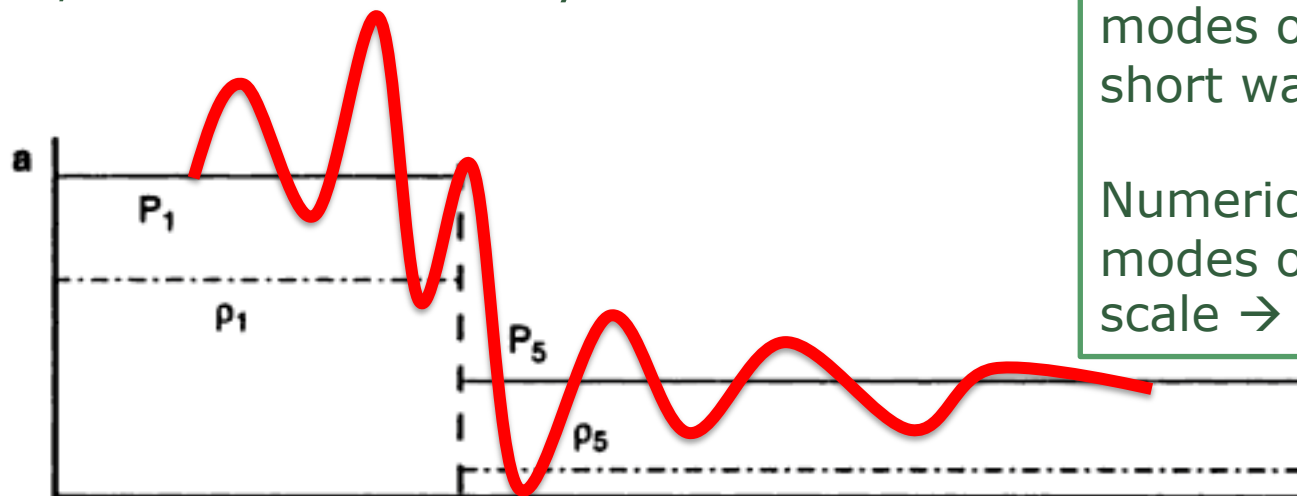
$$u - c_{\text{sound}}, u, u + c_{\text{sound}}$$

and we have to modify the courant condition correspondingly



Solving Hydrodynamics I – artificial viscosity

- ❑ Many different solvers exist in the literature.
- ❑ One option is to consider a finite difference formulation
- ❑ This turns out to be inherently unstable near large discontinuities, such as shocks (c.f. exercise 1c)
- ❑ A solution to this problem is artificial viscosity as discussed in chapter 6.1.4. This has historically been very popular, but is less so today

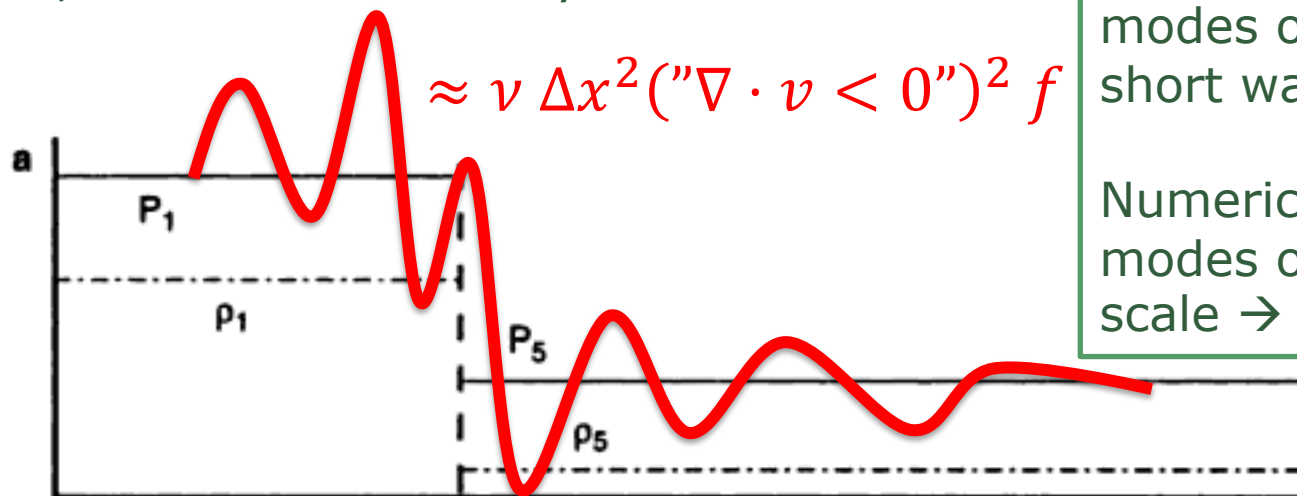


A step function has modes on infinitely short wavelengths.

Numerically we get modes on the grid scale → ringing

Solving Hydrodynamics I – artificial viscosity

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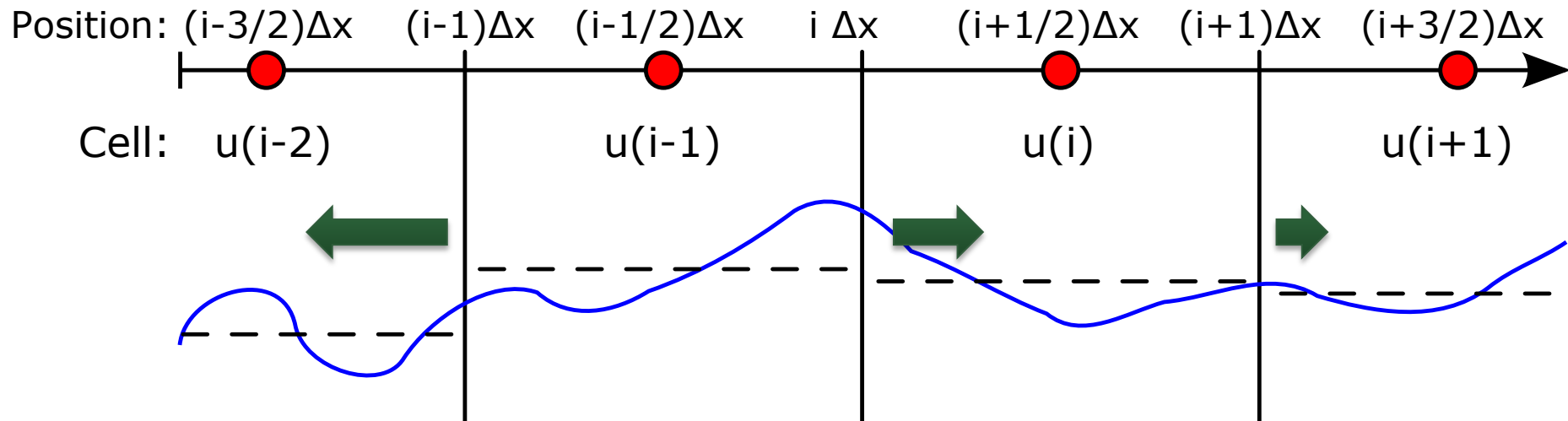


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Finite Volume Method – viz from last week

- One popular approach to solve hydrodynamics is to use the finite volume method:



- $u(x_i, t)$ is the average value in the interval $[x_{i-1/2}, x_{i+1/2}]$ at time t
- To find the solution to the volume average we have to consider the **flux through the surface** of each cell, resulting in the **master equation**

$$u_i^{n+1} - u_i^n = -\frac{\Delta t}{\Delta x} \left(\tilde{F}_{i+1/2}^{n+1/2} - \tilde{F}_{i-1/2}^{n+1/2} \right), \quad \tilde{F}_{i+1/2}^{n+1/2} = \frac{1}{\Delta t} \int_t^{t+\Delta t} dt F_{i+1/2}[q(x_{i+1/2})]$$

Solving Hydrodynamics II – van Leer advection

- If we would like to use our advection skills from last week, we can reformulate the system of equations, such that it looks like an advection problem (see 6.3.4)

$$\begin{aligned}\partial_t \rho + \nabla \cdot [\rho v] &= 0 \\ \partial_t \rho v + \nabla \cdot [\rho v \otimes v] &= -\nabla P \\ \partial_t E + \nabla \cdot [Ev] &= -\nabla \cdot [Pv]\end{aligned}$$

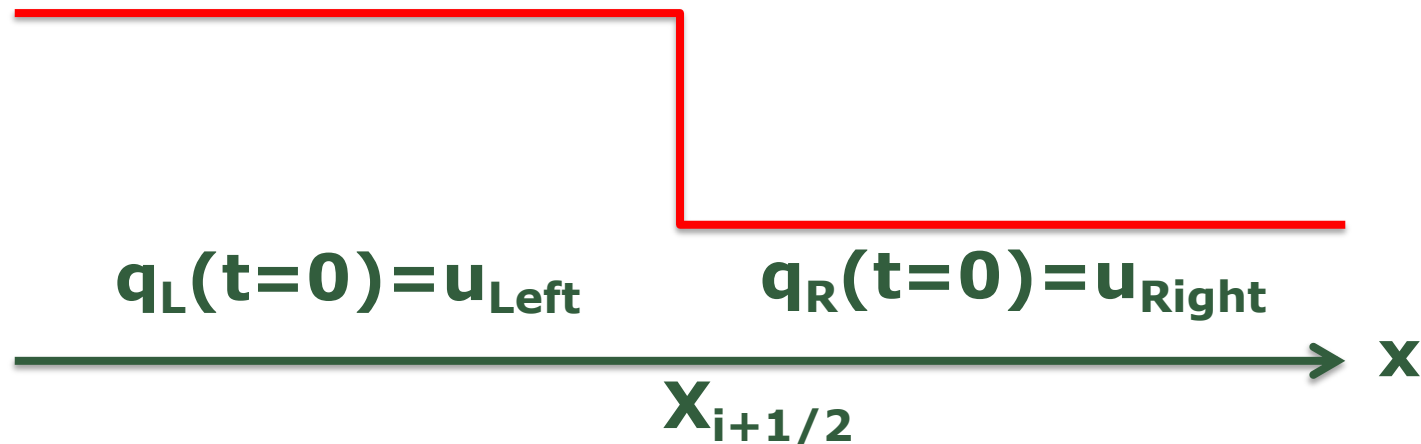
- The pressure term is now a source for momentum and energy.
→ limits precision if there is a detailed balance f.x. soundwave
- We can solve the equation if we remember our flux formulation including sources:

$$u_i^{n+1} - u_i^n = -\frac{\Delta t}{\Delta x} \left(\Delta x \tilde{S}_i^{n+1/2} + \tilde{F}_{i+1/2}^{n+1/2} - \tilde{F}_{i-1/2}^{n+1/2} \right)$$



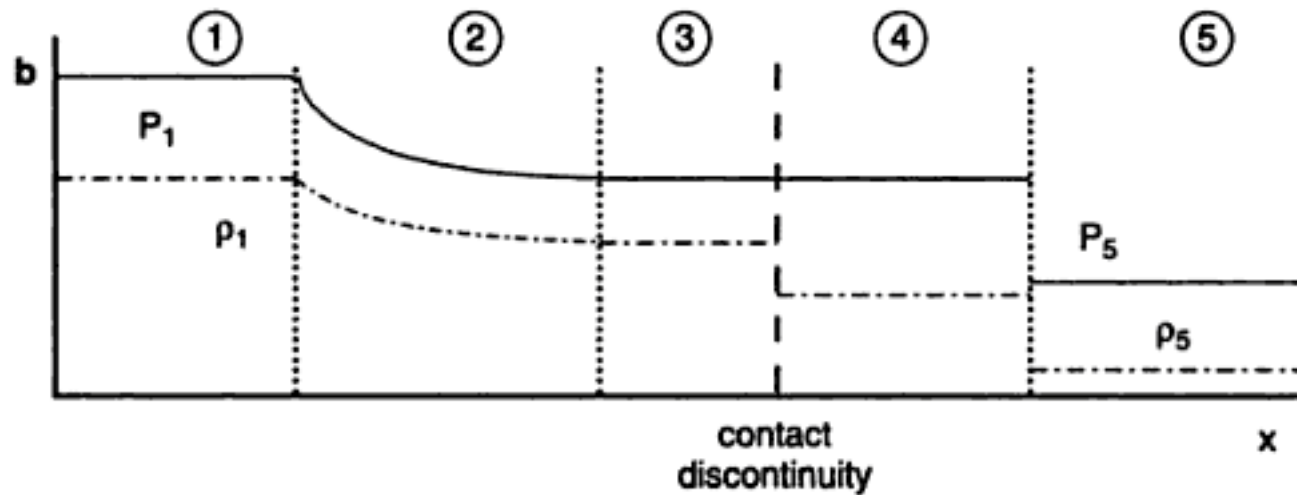
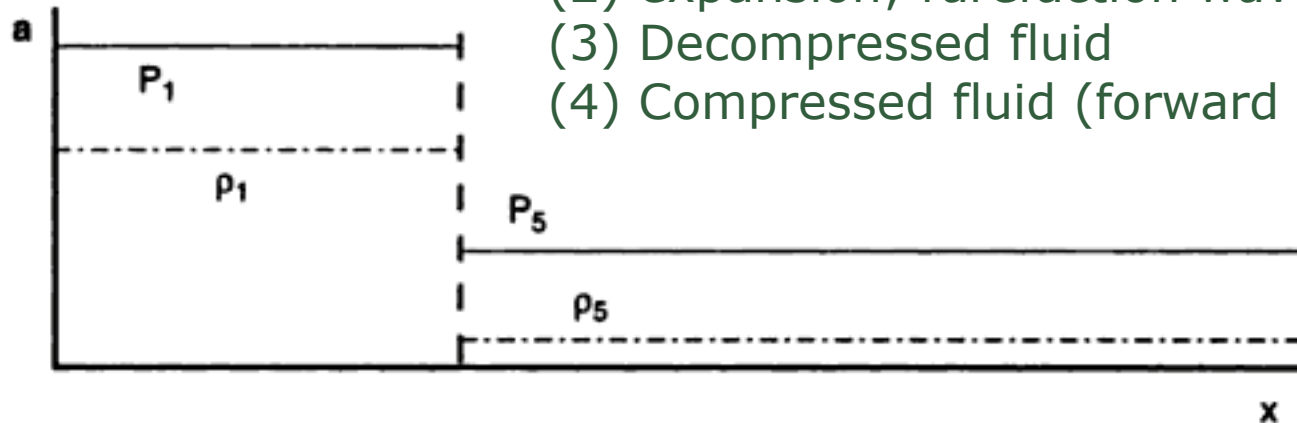
Solving Hydrodynamics III – Godunov method

- ❑ Modern methods use instead an approach based on exploiting the wave nature and full conservation properties of the equations
- ❑ These are known as Godunov methods (due to Sergei Godunov) and rely on solving the *Riemann problem* at each cell interface.
- ❑ This is related to finding the flux through a cell interface



HD shock structure in general (between two cells)

- (1)+(5) undisturbed fluid
- (2) expansion; rarefaction wave (reverse shock)
- (3) Decompressed fluid
- (4) Compressed fluid (forward shock)



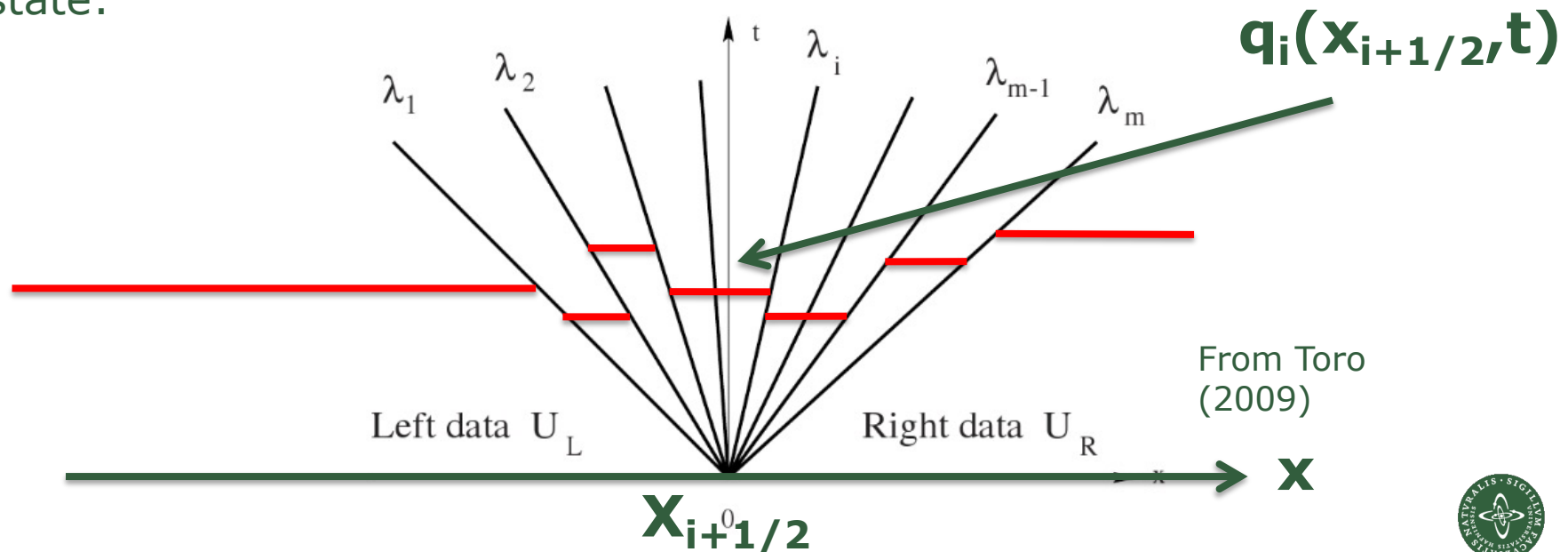
(see also fig. 6.5 in the book)

The Riemann Problem

- The problem is to find an expression for the time averaged fluxes

$$\tilde{F}_{i+1/2}^{n+1/2} = \frac{1}{\Delta t} \int_t^{t+\Delta t} dt F_{i+1/2}[q(x_{i+1/2})]$$

- For a general system of equations there will be several wave speeds apart from advection (HD 3, MHD 7). Compute to find interface state:



The Riemann problem

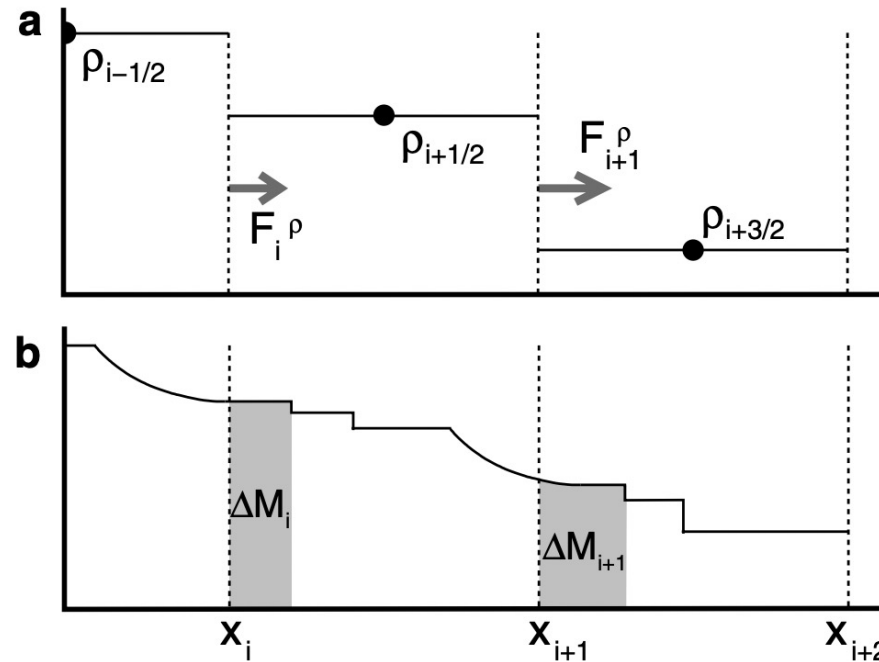


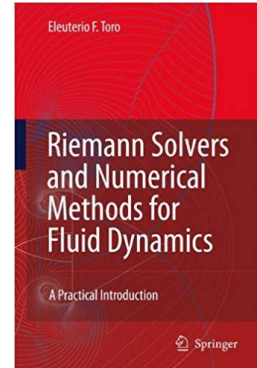
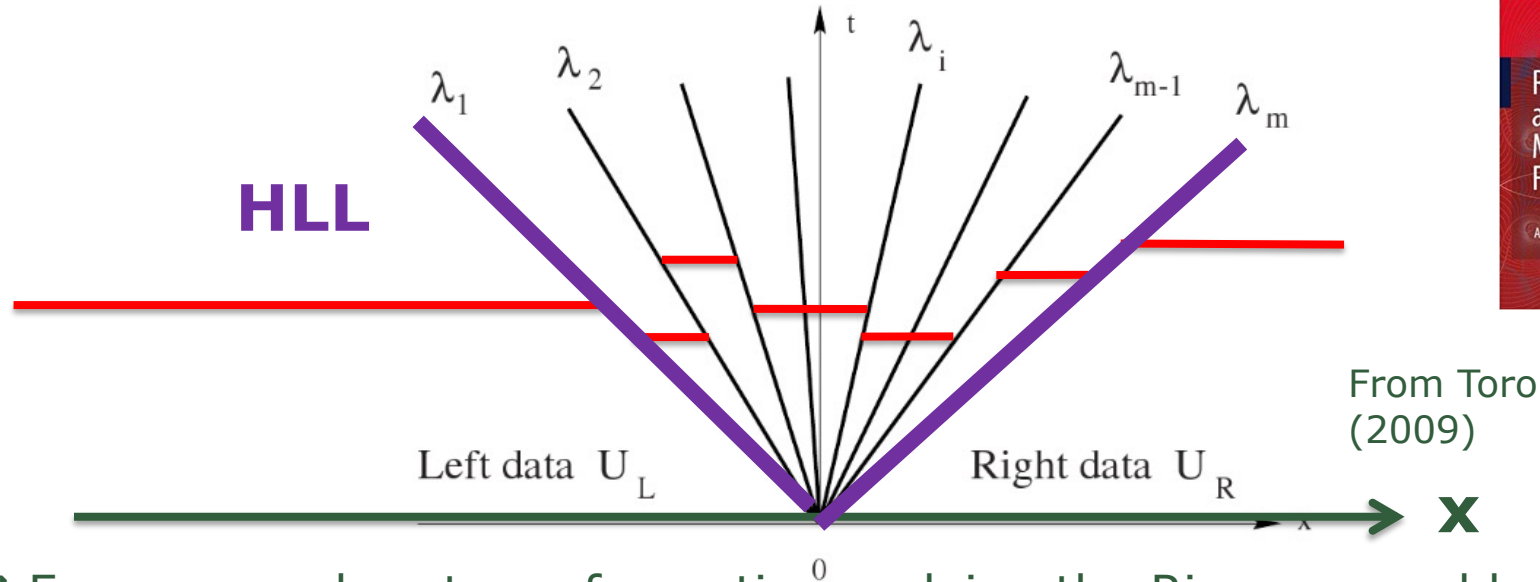
FIGURE 6.5 Advection of mass in Godunov schemes. Based on initial states (a), the Riemann problem is solved at each x_i (b). Once the solution is obtained, the amounts of mass ΔM_i and ΔM_{i+1} can be found that, within the time step, have flowed, respectively, into and out of the grid cell located between x_i and x_{i+1} . Alternatively, fluxes \mathcal{F}_i^ρ and \mathcal{F}_{i+1}^ρ can be calculated, where $\Delta M_i = \Delta t \mathcal{F}_i^\rho$. The same scheme is applied to each advected quantity.

Solving Hydrodynamics III – Godunov method

- ❑ While this method works, it has to be complemented by using slope reconstruction, otherwise it will be very diffusive
- ❑ For the time evolution a popular choice is the so-called MUSCL scheme:
 1. Given an initial state $U = (\rho, \rho v, E_{tot})$ use slope reconstruction to find interface values – this can be done in U or it can be done using *primitive variables* $q = (\rho, v, P)$
 2. To make the integral time centered advance the cell-centered solution half a timestep using a simple predictor. Either in q or in U .
 3. Now solve the Riemann problem and compute fluxes at the interfaces
- ❑ You will explore the MUSCL method in the exercise



The Riemann Problem II



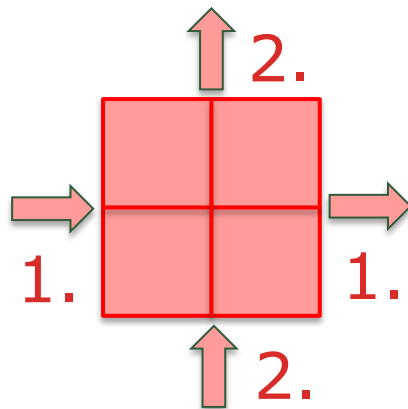
- ❑ For a general system of equations solving the Riemann problem is not easy, and for many systems the exact solution is either unknown, or results in transcendental equations requiring iterative solvers
- ❑ This has to be done for each and every interface!!
- ❑ As an alternative to this, what are called approximate solvers have been developed. They are fast but smears out the states to keep them stable.
- ❑ Two examples are included in the exercise notebook: LLF, HLL. See the *Riemann bible* by Toro (2009) for more complicated schemes
- ❑ On Thursday we will talk more about the HLL scheme



Higher dimensionalities

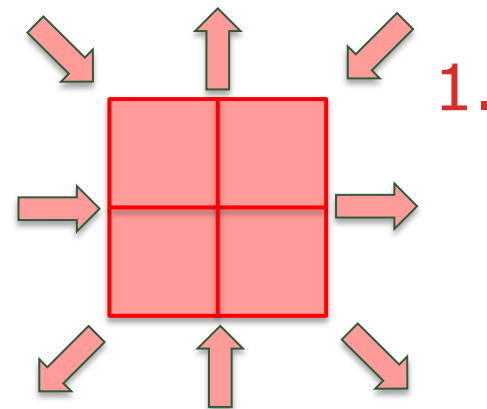
(non)-split fluxes:

- Compute fluxes sequentially through each edge (face) in 2D (3D).
- Problem is overadvection where density or pressure becomes negative
- Solution also not manifestly isotropic
- Can induce so-called *carbuncle* instabilities



Higher dimensionality fluxes:

- Compute fluxes through each edge and corner (face, edge) in 2D (3D).
- This is much more isotropic
- Super complicated to solve Riemann problem.
- Done only by few groups. Implementation papers are small books.



Assignment 2a:

- ❑ Using an approximate Riemann solver you will play around with a 1D soundwave, and implement the energy equation yourself in to the solver
- ❑ This is a warmup for Thursday where we will continue with hydrodynamical shock waves

