

Homework 2: Vorticity-Streamfunction Equations

The time evolution of the vorticity $\omega(x, y, t)$ and streamfunction $\psi(x, y, t)$ are given by the governing equations:

$$\omega_t + [\psi, \omega] = \nu \nabla^2 \omega \quad (1)$$

where $[\psi, \omega] = \psi_x \omega_y - \psi_y \omega_x$, $\nabla^2 = \partial_x^2 + \partial_y^2$, and the streamfunction satisfies

$$\nabla^2 \psi = \omega \quad (2)$$

Initial Conditions: Assume a Gaussian shaped mound of initial vorticity for $\omega(x, y, 0)$. In particular, assume that the vorticity is elliptical with a ratio of 4:1 or more between the width of the Gaussian in the x- and y-directions. I'll let you pick the initial amplitude (one is always a good start).

Diffusion: In most applications, the diffusion is a small parameter. This fact helps the numerical stability considerably. Here, take $\nu = 0.001$.

Boundary Conditions: Assume periodic boundary conditions for both vorticity and streamfunction. Also, I'll let you experiment with the size of your domain. One of the restrictions is that the initial Gaussian lump of vorticity should be well-contained within your spatial domains.

Numerical Integration Procedure: Discretize (2nd order) the vorticity equation and use ODE45 to step forward in time.

(a) Solve these equations where for the streamline ($\nabla^2 \psi = \omega$) use a Fast Fourier Transform.

(b) Solve these equations where for the streamline ($\nabla^2 \psi = \omega$) use the following methods:

- A/b
- LU decomposition
- BICGSTAB
- GMRES

Compare all of these methods with your FFT routine developed in part (a) (check out the CPUTIME command for MATLAB). In particular, keep track of the computational speed of each method. Also, for BICGSTAB and GMRES, for the first few times solving the streamfunction equations, keep track of the residual as a function of the number of iterations needed to converge to the solution. Note that you should adjust the tolerance settings in BICGSTAB and GMRES to be consistent with your accuracy in the time-stepping. Experiment with the tolerance to see how much more quickly these iteration schemes converge.

(c) Try out these initial conditions with your favorite/fastest solver on the streamfunction equations.

- Two oppositely “charged” Gaussian vortices next to each other, i.e. one with positive amplitude, the other with negative amplitude.
- Two same “charged” Gaussian vortices next to each other.
- Two pairs of oppositely “charged” vortices which can be made to collide with each other.
- A random assortment (in position, strength, charge, ellipticity, etc.) of vortices on the periodic domain. Try 10-15 vortices and watch what happens.

(d) Make a 2-D movie of the dynamics. Color and coolness are key here. (MATLAB command: movie, getframe). I would very much like to see everyone's movies.