

# A Fully Lagrangian Advection Scheme

M. Ali Yassaei, John C. Bowman, and Anup Basu  
University of Alberta

May 19, 2006

[www.math.ualberta.ca/~bowman/talks](http://www.math.ualberta.ca/~bowman/talks)

# Outline

- 2D Advection–Diffusion
- Passive Advection
- Casimir Invariants
- Lagrangian Rearrangement
  - Weighted Brensenham Algorithm
- Average Complexity
- Operator Splitting
  - Diffusion
  - Self-advection
- Energy Decay Rate
- Conclusions

# Introduction

- 2D advection–diffusion:

$$\frac{\partial \mathbf{U}}{\partial t} + \mathbf{v} \cdot \nabla \mathbf{U} = D \nabla^2 \mathbf{U}.$$

- $\mathbf{U} = (\omega, C)$  represents
  - Scalar vorticity  $\omega = \hat{\mathbf{z}} \cdot \nabla \times \mathbf{v}$ ,
  - Concentration field  $C$ .
- The velocity  $\mathbf{v}$  is incompressible:  $\nabla \cdot \mathbf{v} = 0$ .
- Diffusion matrix  $\mathbf{D} = \text{diag}(\nu, D)$ :

$\nu$  = fluid viscosity,

$D$  = diffusion constant for concentration field.

# Eulerian vs. Lagrangian

- Passive advection without diffusion:

$$\frac{\partial C}{\partial t} + \mathbf{v} \cdot \nabla C = 0.$$

- Finite difference:

$$\frac{C_i^{n+1} - C_i^n}{\tau} = -v \frac{C_{i+1}^n - C_{i-1}^n}{2h}.$$

- Problems with Eulerian methods:
  - Instability;
  - Upwinding and Lax schemes: numerical diffusion.

# Method of Characteristics

- Solution to passive advection problem without diffusion:

$$C(\mathbf{x}, t) = C(\boldsymbol{\xi}_0(\mathbf{x}, t), 0).$$

- Introduce **Lagrangian position**

$$\boldsymbol{\xi}(t) = \boldsymbol{\xi}_0 + \int_0^t \mathbf{v}(\boldsymbol{\xi}(\tau), \tau) d\tau,$$

where  $\boldsymbol{\xi}(t) = \mathbf{x}$  and  $\boldsymbol{\xi}_0 = \boldsymbol{\xi}_0(\mathbf{x}, t)$  is the initial parcel position.

- Problem of viewing solution on grid: new Lagrangian positions may not lie on grid points.

- Solutions:

- interpolate (semi-Lagrangian): numerical diffusion;
- **Lagrangian rearrangement**: project advected parcel centroids onto **rearrangement manifold**.

# Casimir Invariants

- Conservation equation:

$$\frac{dC(\mathbf{x}(t), t)}{dt} = \frac{d\mathbf{x}}{dt} \cdot \nabla C + \frac{\partial C}{\partial t} = \mathbf{v} \cdot \nabla C + \frac{\partial C}{\partial t} = 0,$$

where  $\mathbf{v} = d\mathbf{x}/dt$ .

- For any  $C^1$  function  $f$  of concentration (or vorticity) field:

$$\begin{aligned} \frac{d}{dt} \int f(C) d\mathbf{x} &= \int f'(C) \frac{\partial C}{\partial t} d\mathbf{x} = - \int f'(C) \mathbf{v} \cdot \nabla C d\mathbf{x} \\ &= - \int \mathbf{v} \cdot \nabla f(C) d\mathbf{x} = \int f(C) \nabla \cdot \mathbf{v} d\mathbf{x} = 0. \end{aligned}$$

- Proposition: enforce a discrete analog of this exact infinitesimal property:

$$\frac{d}{dt} \sum_{i,j} f(C_{i,j}) = 0.$$

# Parcel Centroid

- Advection map is continuous and area-preserving  $\Rightarrow$  rearrangement into distinct nonoverlapping parcels.
- Represent solution as finite union of piecewise constant functions.
- The resulting discrete constraint

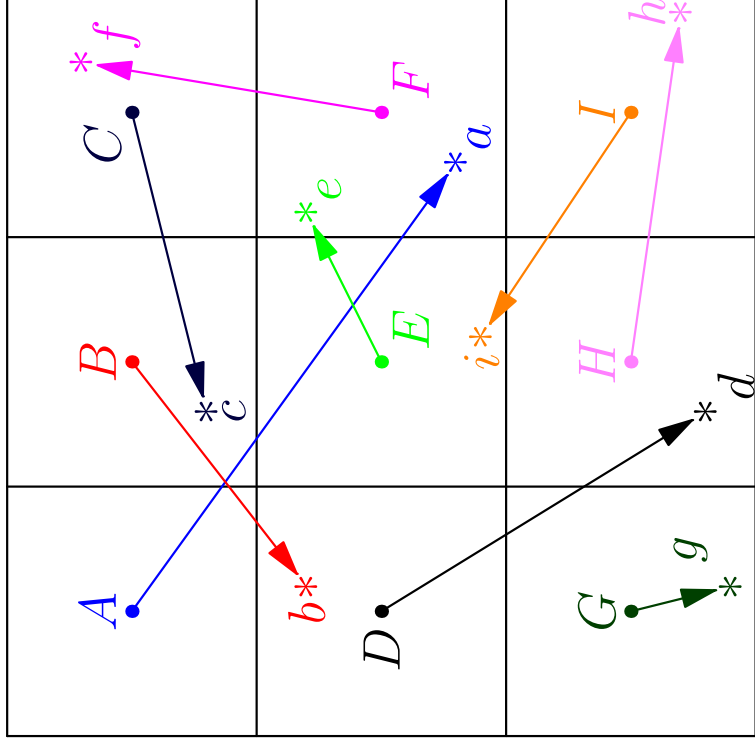
$$\frac{d}{dt} \sum_{i,j} f(C_{i,j}) = 0$$

is equivalent to imposing parcel rearrangement.

- Use RK4 to advect the parcel centroids.
- Under this linear map, centroid of parcel maps to centroid of advected parcel.
- For passive advection without diffusion: only evolve parcel centroids (no need to actually evolve the quadrilateral vertices).

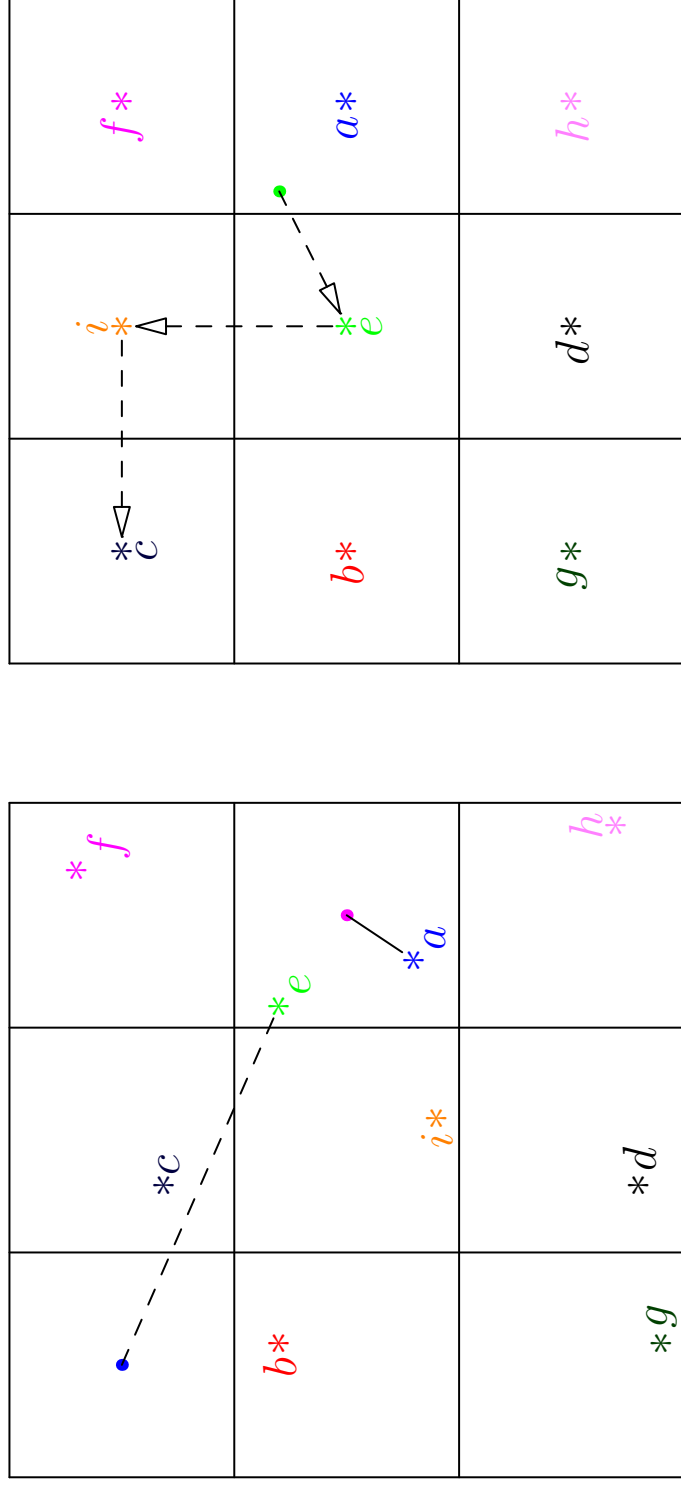
# Lagrangian $\rightarrow$ Eulerian Projection

- Advection in Lagrangian frame  $\Rightarrow$  piles and holes.
- New state must be a rearrangement of initial state to conserve Casimir invariants.
- How to map excess parcels to holes?



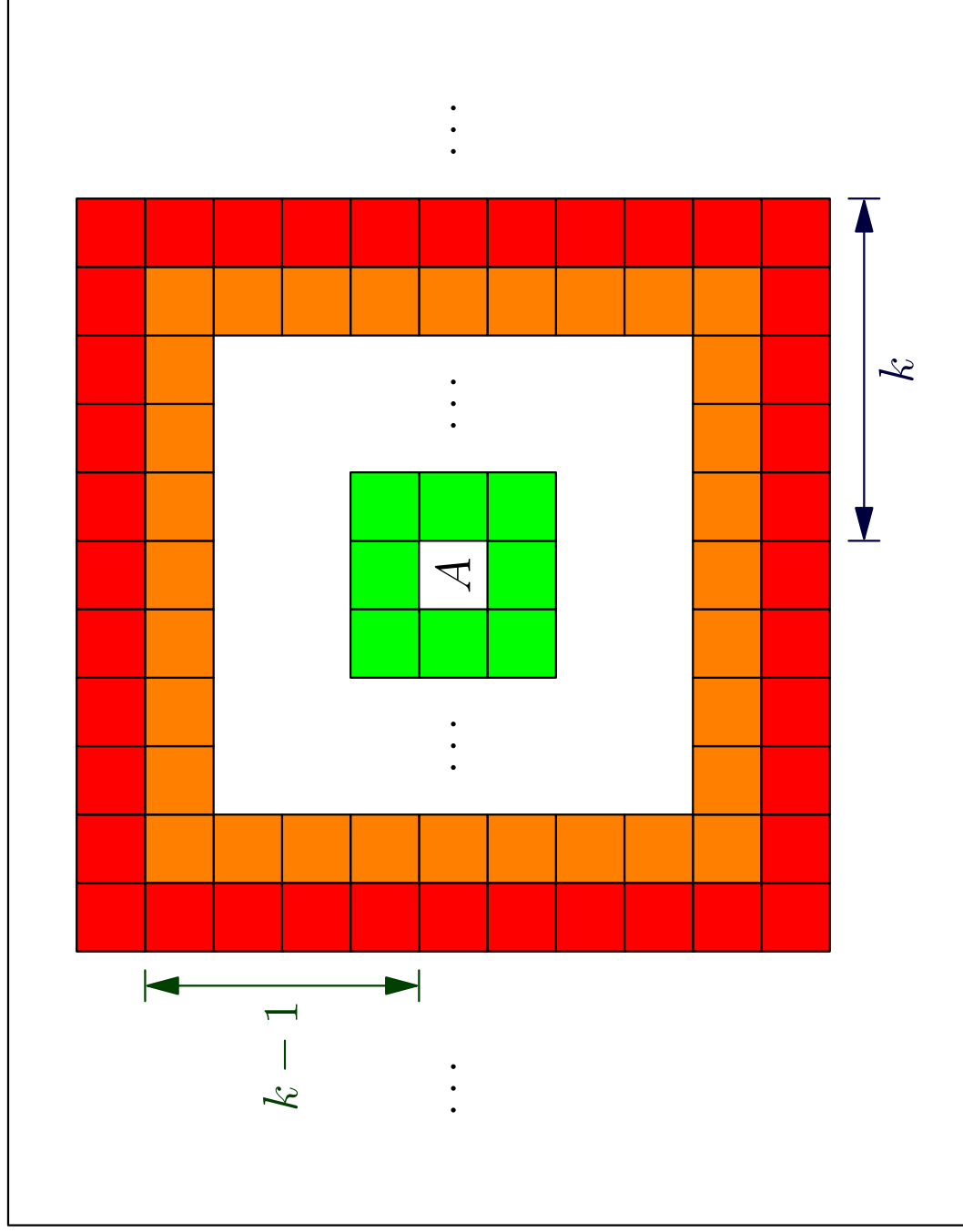


# Lagrangian Rearrangement



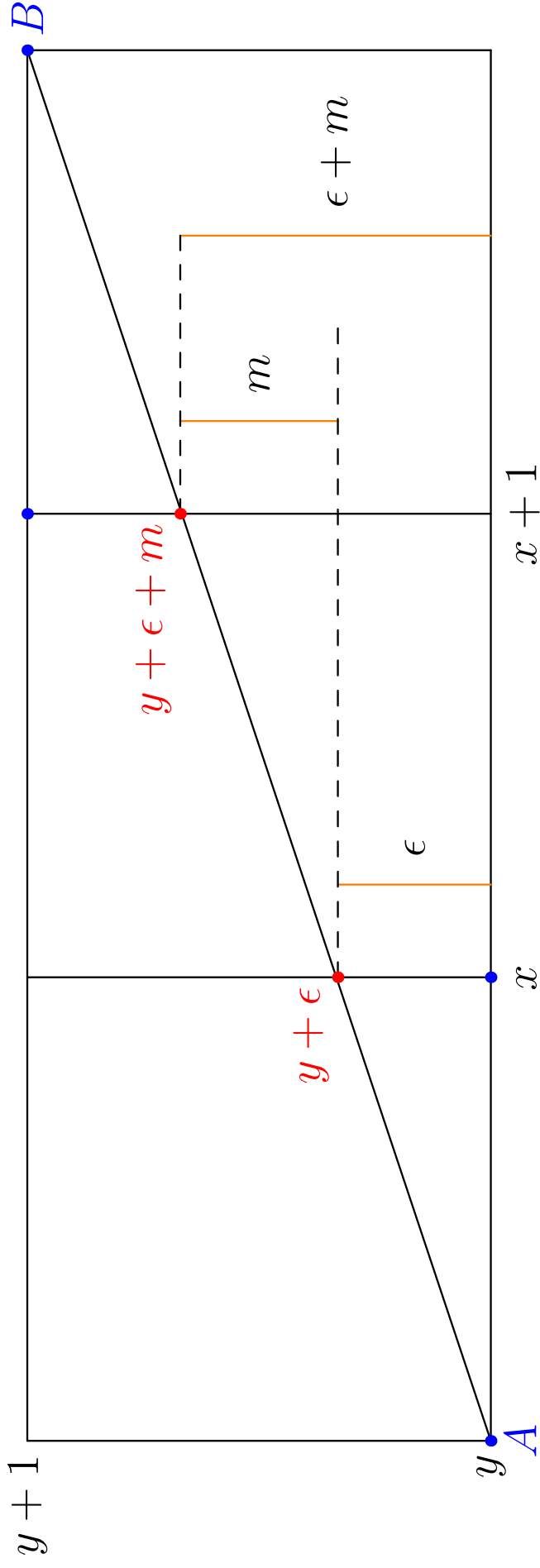
- Start with cells with most parcels.
- Find nearest hole (search in rectangular shells about pile).
- Discretize path from pile to hole.
- Push chain of parcels toward hole.

# Searching $k$ th Rectangular Shell



# Bresenham Algorithm

- Discretize path from pile to hole:
  - Reduce to case  $0 \leq m \leq 1$ .
  - Choose  $(x + 1, y)$  or  $(x + 1, y + 1)$ .



- Problem: multiple pushing of parcels  $\Rightarrow$  visible streaks.

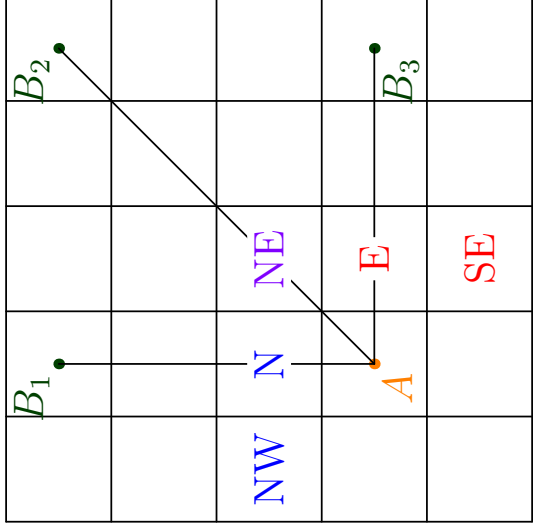
# Weighted Bresenham Algorithm

- Randomize path:

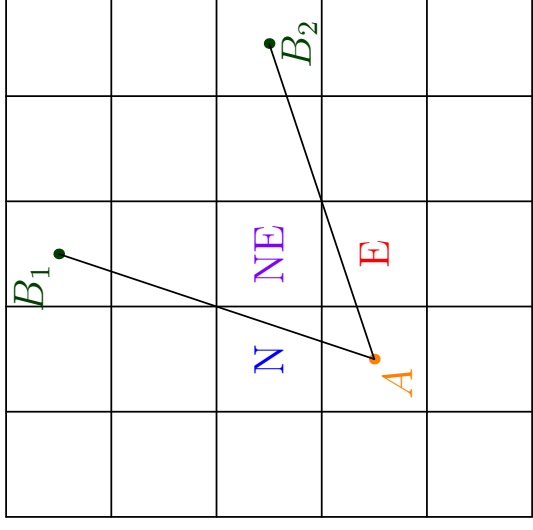
0	1	8	4	2	3	7	6	9	4	4	6	3	0	4	1	8	3	5	2	4
5	8	3	3	8	9	3	3	7	9	5	4	4	8	4	1	1	4	3	6	3
2	0	0	9	8	7	2	4	5	1	4	1	7	2	6	7	3	6	5	0	6
4	1	6	6	7	0	3	9	2	5	9	2	7	7	4	6	6	5	1	6	2
7	3	5	0	4	1	3	0	4	2	5	9	9	4	5	6	0	2	9	3	6
0	8	9	8	9	8	5	1	1	6	2	7	6	4	4	0	6	2	8	5	5
7	6	5	9	1	2	3	5	3	2	4	2	5	0	7	2	0	8	6	5	5
4	5	1	5	4	7	2	6	3	8	3	3	9	5	1	1	3	2	6	3	3
9	7	1	9	0	9	6	6	9	5	6	5	8	8	9	5	6	6	5	6	0
4	8	9	3	2	0	1	1	8	8	1	8	2	4	6	5	7	8	7	8	0
1	0	6	3	9	2	5	4	7	4	5	9	6	5	5	0	2	8	4	7	9
6	8	3	8	0	9	7	0	2	6	0	9	3	9	1	6	0	0	9	0	4
6	4	0	4	8	8	0	0	6	0	2	6	4	2	1	8	2	0	8	1	1
1	8	6	6	6	3	2	9	2	6	1	4	6	8	0	4	2	6	5	3	2
7	1	5	4	2	8	8	2	3	4	8	4	5	1	4	3	0	9	1	3	
0	7	6	3	4	0	1	0	5	4	2	3	7	8	9	6	3	8	7	2	0
6	7	7	0	9	7	8	7	3	4	4	3	1	2	1	4	7	4	9	7	9
8	3	3	9	7	5	0	4	9	1	1	3	6	1	5	3	8	6	8	1	2
9	7	8	6	0	6	0	9	5	8	7	1	4	0	1	6	7	4	9	4	8
7	1	9	3	9	7	0	8	6	0	0	9	8	0	9	3	3	6	5	7	2
4	5	9	6	8	7	4	4	4	1	0	1	3	4	4	7	5	7	2	3	0
8	7	1	7	3	5	4	8	5	3	8	3	2	6	0	5	0	7	4	5	3
2	3	7	3	6	8	3	7	8	3	9	9	8	1	8	4	9	3	9	1	4
2	0	4	6	2	9	7	9	0	6	8	1	1	1	0	2	8	1	4	1	7
1	9	4	6	5	1	9	3	7	7	5	5	8	4	3	5	4	6	7	0	8
9	0	4	5	2	2	4	4	0	5	5	9	9	2	6	5	5	3	5	2	2
1	7	3	2	5	6	8	2	0	6	1	3	9	9	8	2	6	2	2	6	6
1	7	4	2	9	5	8	3	4	9	7	9	3	5	9	1	0	3	7		
0	1	3	1	6	9	2	9	6	5	9	3	0	3	3	8	0	8	1	7	9
1	6	5	9	3	1	1	4	7	5	5	1	6	0	8	3	4	6	0	3	9
3	6	7	7	7	5	3	5	0	5	7	2	3	1	4	1	8	2	8	3	3

- Find quasi-optimal local path based on Lagrangian position.

- **Theorem 1:** *The weighted Bresenham algorithm produces a finite path between any two points on a regular lattice. For a unit square lattice, at most  $\lceil 1.82x \rceil$  steps are needed to connect two points a distance  $x$  apart.*



(a)



(b)

- Parcel chains: select parcels with minimal weight.
- Multiple holes in same shell: minimize the error.

# Average Complexity

- Probability analysis:
  - There are  $n$  cells, each with area  $1/n$ .
  - Probability that a cell contains a **given parcel** is  $1/n$ .
  - Binomial probability of a cell containing  $k$  parcels:

$$P(k) = \binom{n}{k} \left(\frac{1}{n}\right)^k \left(1 - \frac{1}{n}\right)^{n-k}.$$

- **Probability of having a hole:**
$$P(0) = \left(1 - \frac{1}{n}\right)^n \rightarrow e^{-1} \text{ as } n \rightarrow \infty.$$
- Level  $k$  reached if **no holes** are found in first  $k - 1$  shells.
- Multiple holes in a shell  $\Rightarrow$  multiple Bresenham search.

# Approximate Cost/Chain

- Searching for hole:

$$\sum_{k=1}^{\infty} 8k \left(1 - \frac{1}{e}\right)^{4k(k-1)} \approx 8.4.$$

- Identifying the path:

$$1.82 \sum_{k=1}^{\infty} k\sqrt{2} \left(1 - \frac{1}{e}\right)^{4k(k-1)} \left(\frac{1}{e}\right)^{\frac{8k}{1 - (1 - \frac{1}{e})^{8k}}} \approx 8.6.$$

- Pushing a chain of parcels:

$$1.82 \sum_{k=1}^{\infty} k\sqrt{2} \left(1 - \frac{1}{e}\right)^{4k(k-1)} \approx 2.7.$$

## Diffusion

$$\frac{\partial \mathbf{U}}{\partial t} + \mathbf{v} \cdot \nabla \mathbf{U} = D \nabla^2 \mathbf{U}.$$

- Use **operator splitting** to include diffusion:

$$\mathbf{U}(t) = \mathbf{U}(t_1, t_2)$$

$$\frac{\partial \mathbf{U}}{\partial t_1} = -\mathbf{v} \cdot \nabla \mathbf{U}, \quad \frac{\partial \mathbf{U}}{\partial t_2} = D \nabla^2 \mathbf{U}$$

$$\Rightarrow \Delta \mathbf{U} = -\mathbf{v} \cdot \nabla \mathbf{U} \Delta t_1 + D \nabla^2 \mathbf{U} \Delta t_2.$$

- **Crank–Nicholson** scheme solves for diffusive part:  
$$\frac{\mathbf{U}(t + \tau) - \mathbf{U}(t)}{\tau} = D \frac{\nabla^2 \mathbf{U}(t + \tau) + \nabla^2 \mathbf{U}(t)}{2}.$$

- In the advection equation  $\partial \tilde{\mathbf{U}} / \partial t = -\mathbf{v} \cdot \nabla \tilde{\mathbf{U}}$ :



– Calculate  $\tilde{\mathbf{U}}$ , interpolate to Eulerian grid.

• Finite difference:

$$\frac{\mathbf{U} - \tilde{\mathbf{U}}}{\tau} = \mathbf{D}\nabla^2 \left( \frac{\mathbf{U} + \tilde{\mathbf{U}}}{2} \right).$$

• Multigrid:

$$- \text{Let } \mathcal{L} = \mathbf{1} + \frac{\tau}{2}\mathbf{D}\nabla^2 \quad \Rightarrow \quad \mathcal{L}(-\tau)\mathbf{U} = \mathcal{L}(\tau)\tilde{\mathbf{U}}.$$

• Contribution of diffusion to the Lagrangian solution:

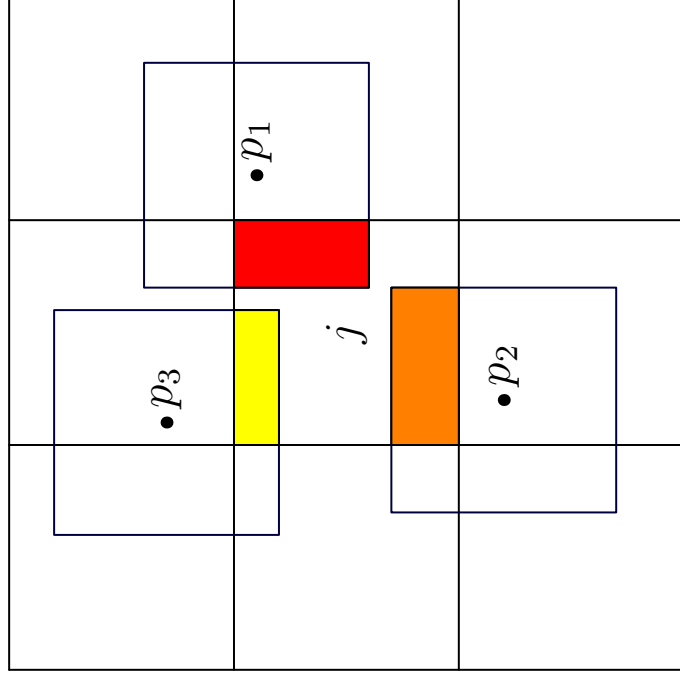
– Calculate  $\mathbf{U} - \tilde{\mathbf{U}}$ .

– Project to Lagrangian frame.

– Add to parcel values.

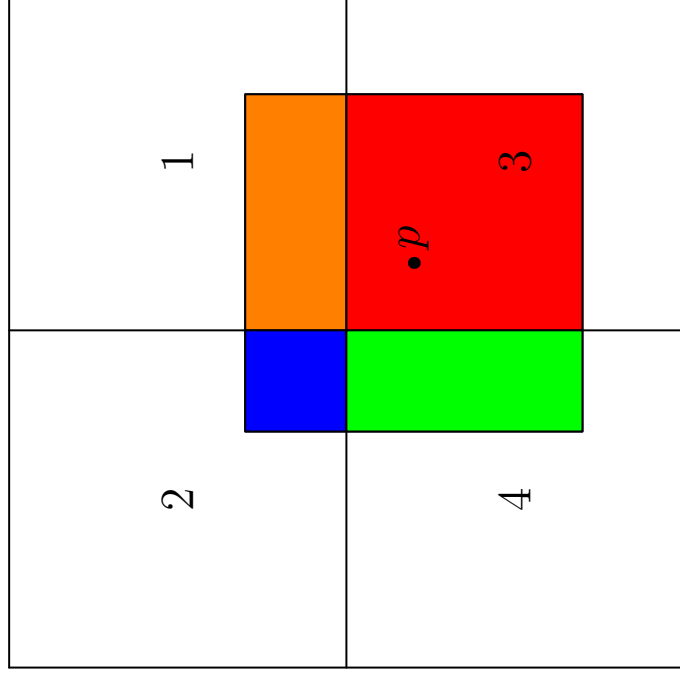
# Area-Weighted Interpolation

Lagrangian  $\rightarrow$  Eulerian



$$U_j = \frac{\sum_i A_{ij} p_i}{\sum_i A_{ij}}$$

Eulerian  $\rightarrow$  Lagrangian



$$p = \sum_j A_j U_j$$

## Self-Advection

- Velocity is now a functional of  $\mathbf{U}$  determined by 2D vorticity equation:

$$\frac{\partial \omega}{\partial t} + \mathbf{v} \cdot \nabla \omega = D \nabla^2 \omega.$$

- Use multigrid solver: compute stream function  $\psi = \nabla^{-2} \omega$ .
- Calculate  $\mathbf{v} = \hat{\mathbf{z}} \times \nabla \psi$  from  $\psi$ .
- **Problem:** calculating  $\mathbf{v}$  from rearranged  $\omega \Rightarrow$  pushing errors accumulate:
  - Propagation of error *via* advection term  $\mathbf{v} \cdot \nabla \omega$ .
  - Introduces large gradients in  $\omega$  and  $C \Rightarrow$  excessive diffusion.
- **Solution:** use interpolated rather than rearranged values:  $\mathbf{v}_I \cdot \nabla \omega$ ,  $\nu \nabla^2 \omega_I$ , and  $D \nabla^2 C_I$ .
- This interpolation does not destroy the conservation of Casimirs: velocity need not be a rearrangement.



## Simulations: 2 Test Cases

- Semi-Lagrangian solution vs. Lagrangian rearrangement:
- Grid scale  $h = 1.95 \times 10^{-3}$ , time step  $\tau = 1.95 \times 10^{-2}$ .
- Initial condition:

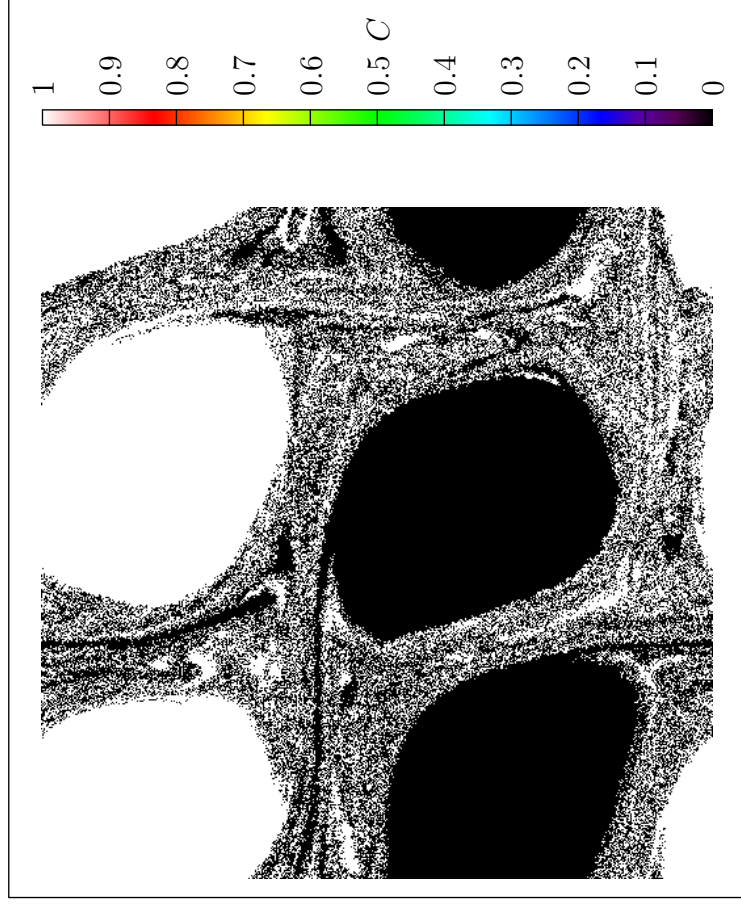
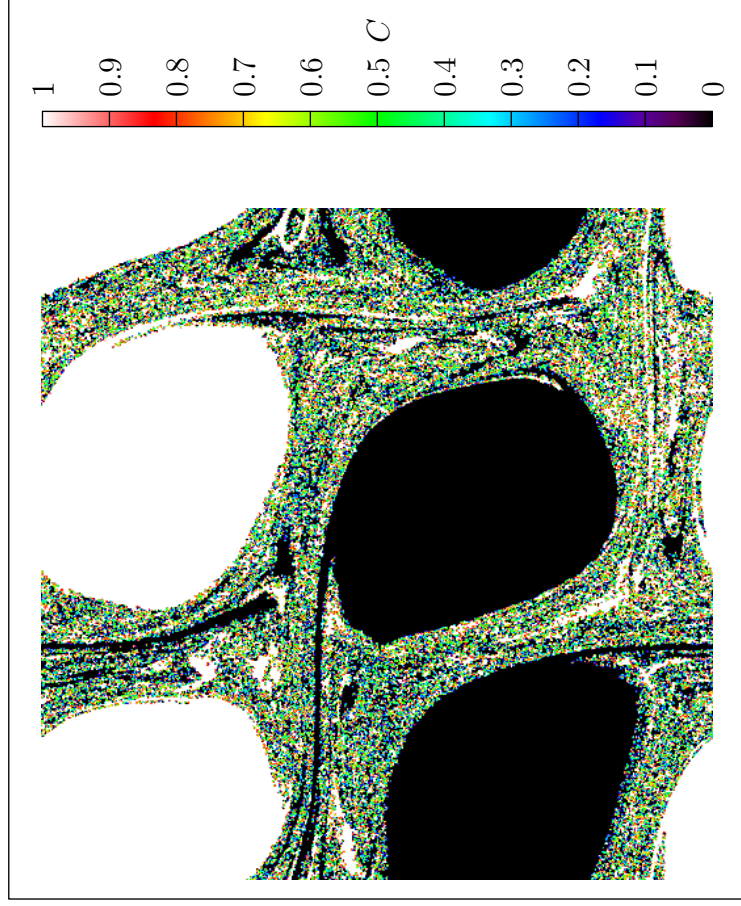
$$v_x = \sin(2\pi x) \cos(2\pi y), \quad v_y = -\cos(2\pi x) \sin(2\pi y).$$

- Self-advection **with no diffusion**:
  - 0 (black) and 1 (white) initial condition for  $C$ .
- Self-advection **with diffusion**:

$$D = \nu = 2 \times 10^{-6}.$$

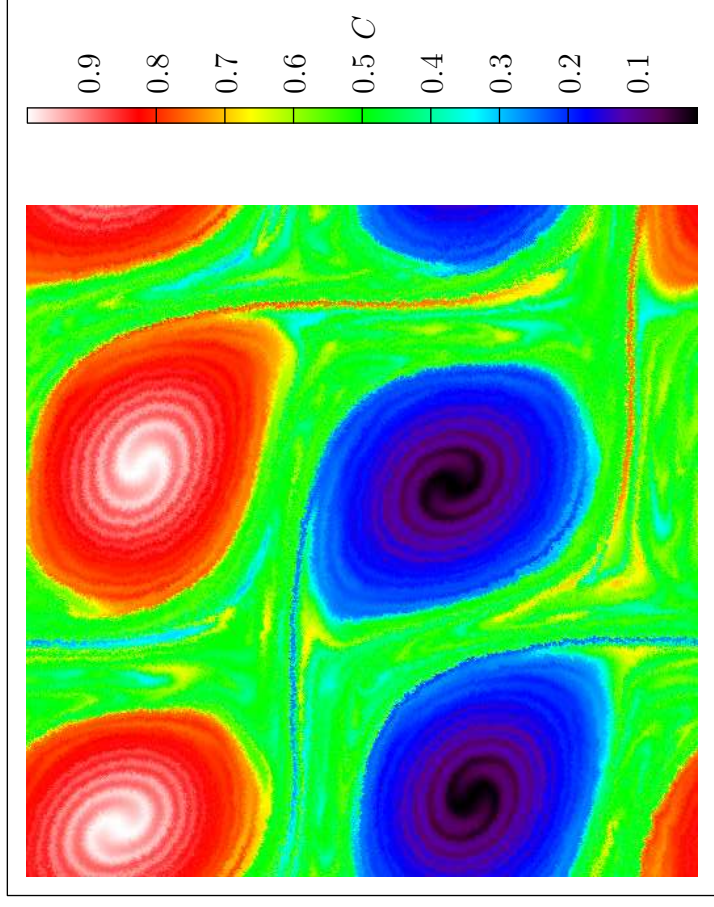
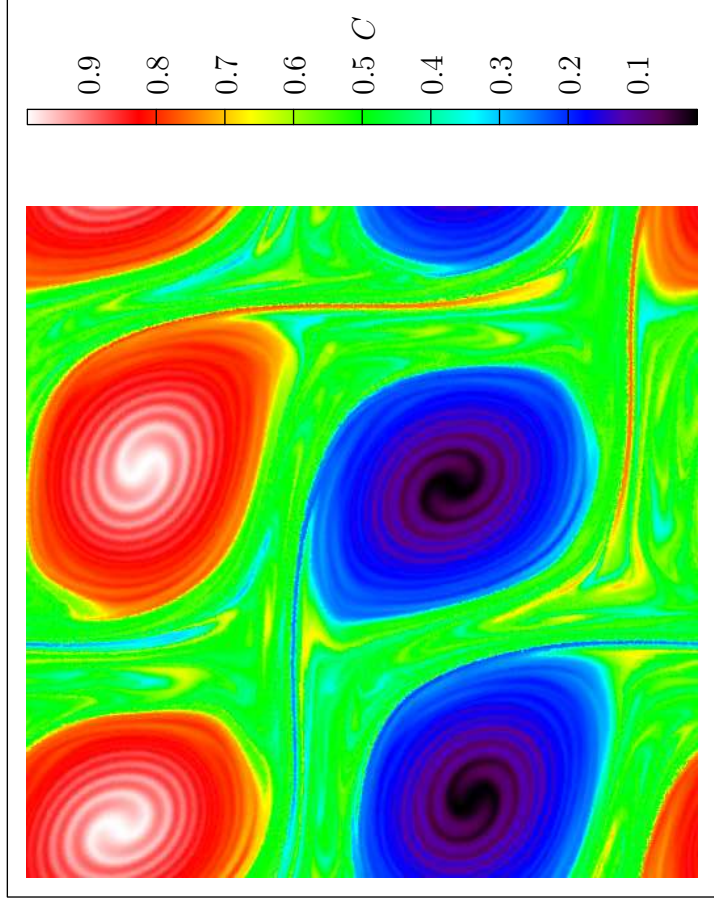
# Semi-Lagrangian vs. Lagrangian Rearrangement

## After 750 Time Steps ( $D = 0$ )



# Semi-Lagrangian vs. Lagrangian Rearrangement

## After 750 Time Steps ( $D \neq 0$ )



# Energy Decay Rate

$$\frac{\partial C}{\partial t} + \mathbf{v} \cdot \nabla C = D \nabla^2 C.$$

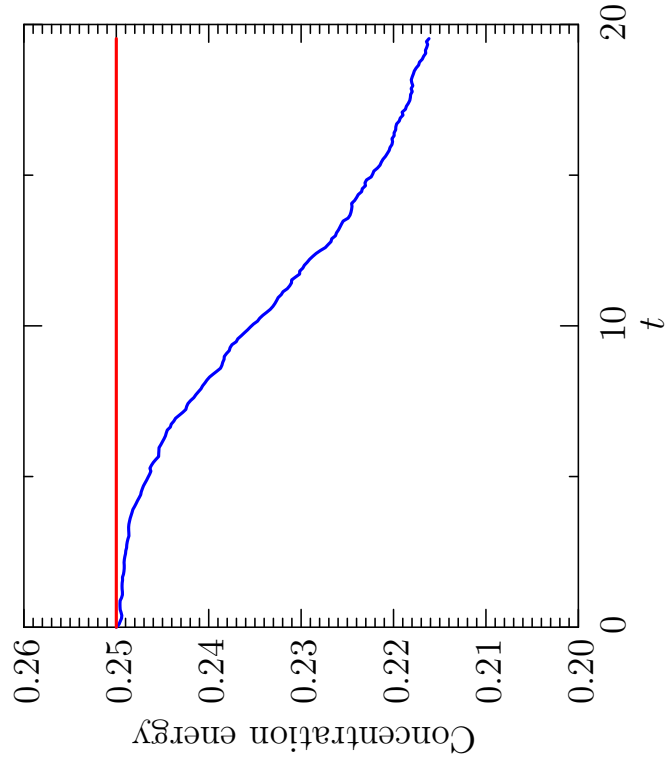
- Evolution of concentration energy:

$$\frac{1}{2} \frac{\partial}{\partial t} \int C^2 d\mathbf{x} = -D \int |\nabla C|^2 d\mathbf{x}.$$

- Compare

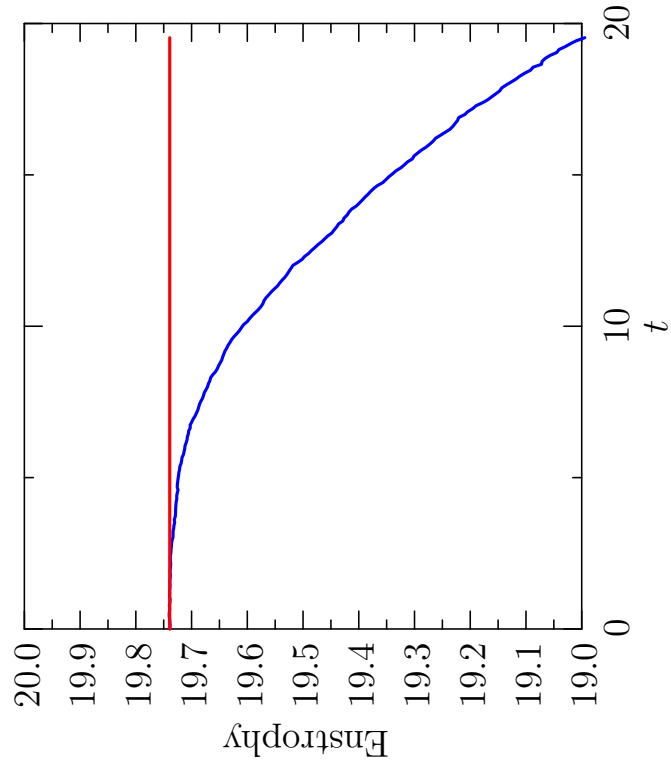
$$\frac{\frac{\partial}{\partial t} \int C^2 d\mathbf{x}}{\int C^2 d\mathbf{x}} \quad \text{and} \quad \frac{-2D \int |\nabla C|^2 d\mathbf{x}}{\int C^2 d\mathbf{x}}.$$





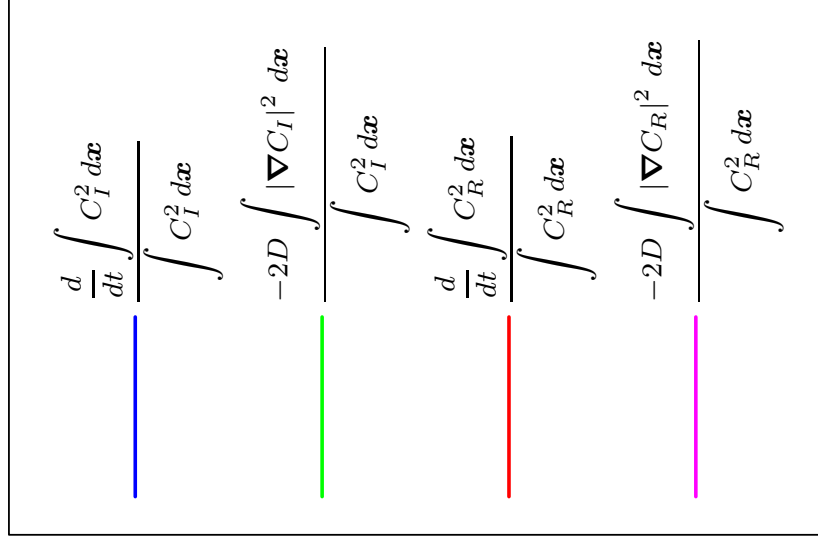
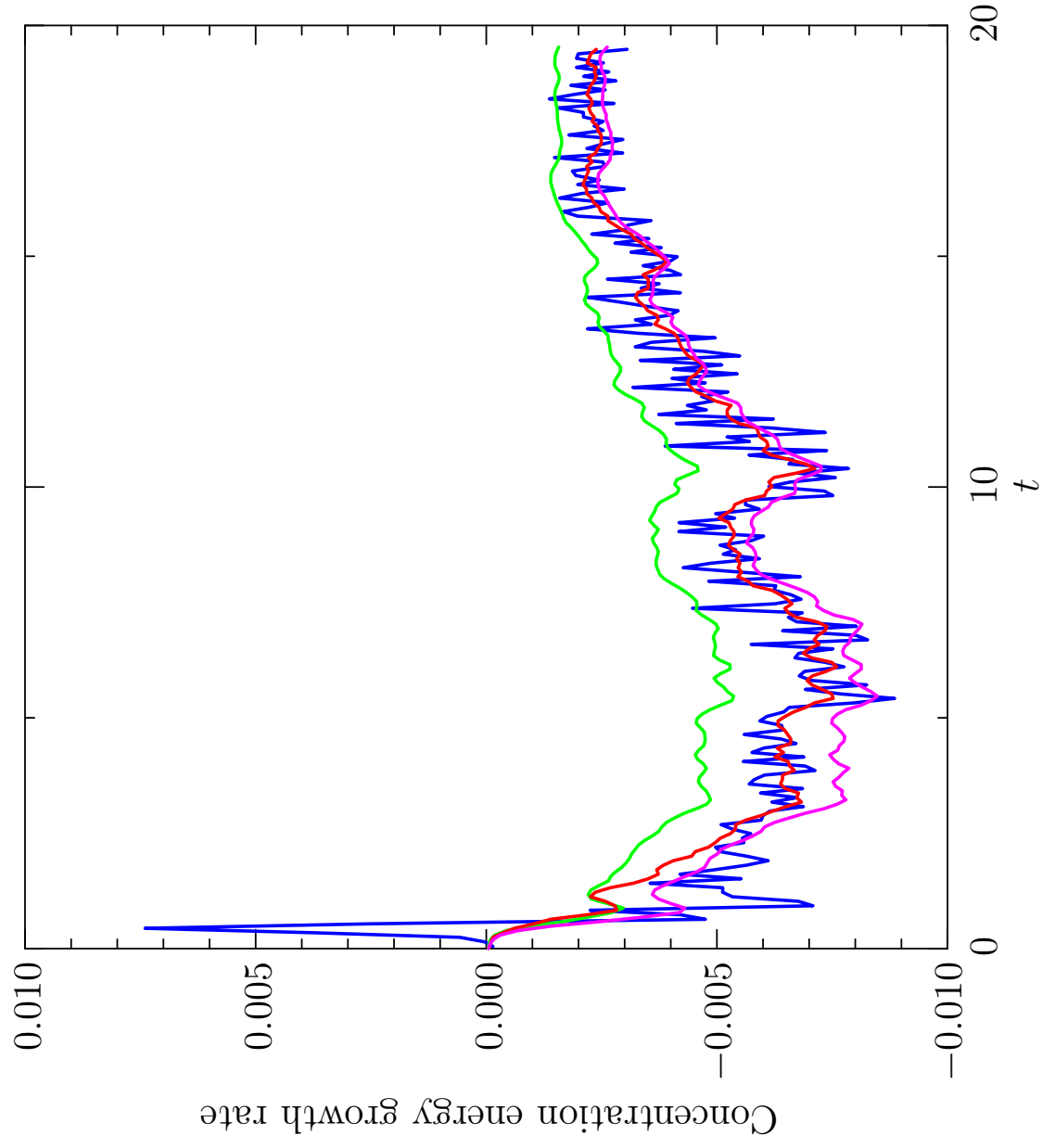
$$\frac{1}{2} \int C_I^2 dx$$

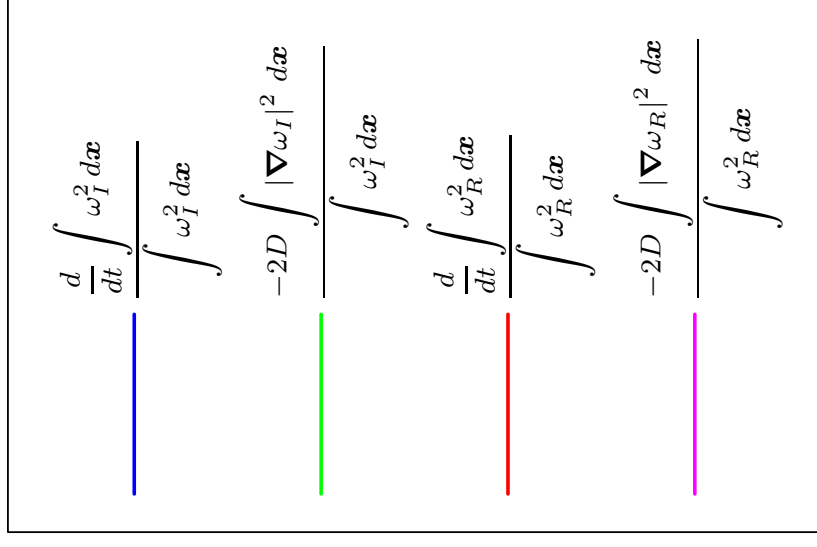
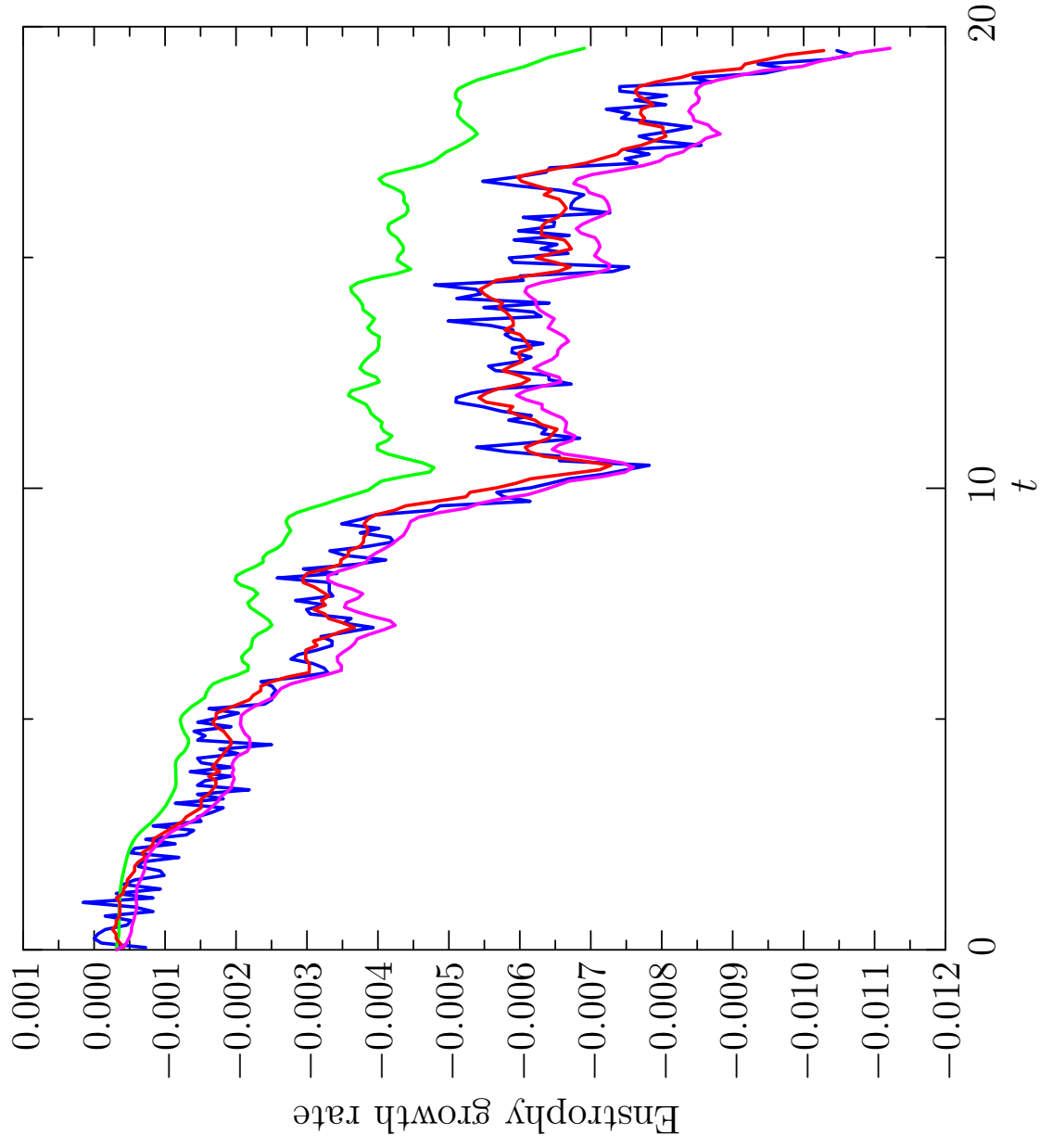
$$\frac{1}{2} \int C_R^2 dx$$



$$\frac{1}{2} \int \omega_I^2 dx$$

$$\frac{1}{2} \int \omega_R^2 dx$$

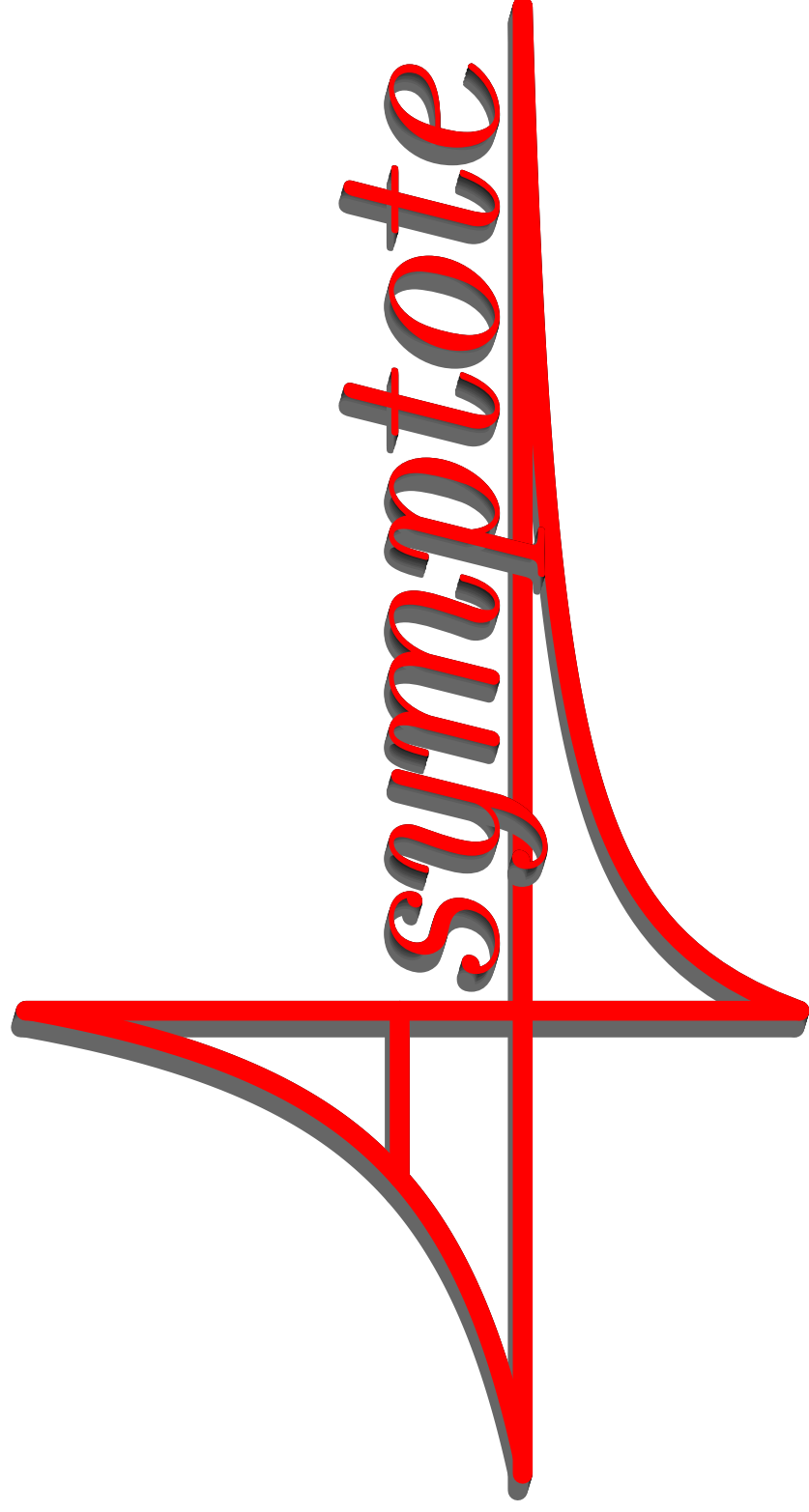




# Conclusions

- New numerical method **Lagrangian rearrangement** respects Casimir invariants.
- Based on a weighted Bresenham Lagrangian-to-Eulerian projection algorithm.
- Fully Lagrangian:
  - Projected solution is used only for viewing;
  - Error does not propagate to future time steps.
- Can combine with:
  - Diffusion  
( $\Rightarrow$  more consistent energy behaviour than interpolation);
  - Self-advected flow.
- Complexity  $\mathcal{O}(n)$ .

# Asymptote: The Vector Graphics Language



<http://asymptote.sf.net>

(freely available under the GNU public license)