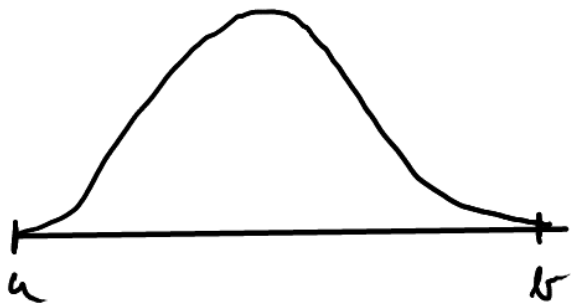


Grid generation 6.1-6.3

1D-Care $\Omega = [a, b]$

Uniform grid, Choose $N \in \mathbb{N}$, $h = \frac{b-a}{N}$

$$x_i = a + ih \quad i=0, \dots, N$$



Variable step size $h_i = x_{i+1} - x_i$

Given a spacing function

$$H(x) > 0 \text{ on } [a, b]$$

$$H : [a, b] \rightarrow \mathbb{R}$$

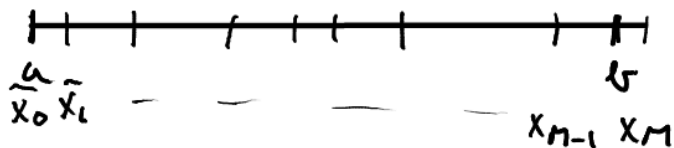
$$\text{Want } h_i \approx H(x_i)$$

Algorithm

$$\tilde{x}_0 = a$$

for $i=1, 2, \dots$

$$\tilde{x}_i = \tilde{x}_{i-1} + H(\tilde{x}_{i-1})$$



stop when $x_i > b$ and $x_{i-1} < b$

If $x_M - b < b - x_{M-1}$ then $N=M$ otherwise $N=M-1$
(i.e. choose point closer to b)

$$\text{let } \xi = \frac{b - x_{N-1}}{x_N - x_{N-1}}$$

for $i=1, \dots, N$

$$x_i = \tilde{x}_i + \xi H(\tilde{x}_i)$$

end

(Move them slightly so that the last one hits b exactly)

Boundary value problem method (BVP)

Given $\Omega = [a, b]$

Want to distribute $N+1$ gridpoints in Ω ,

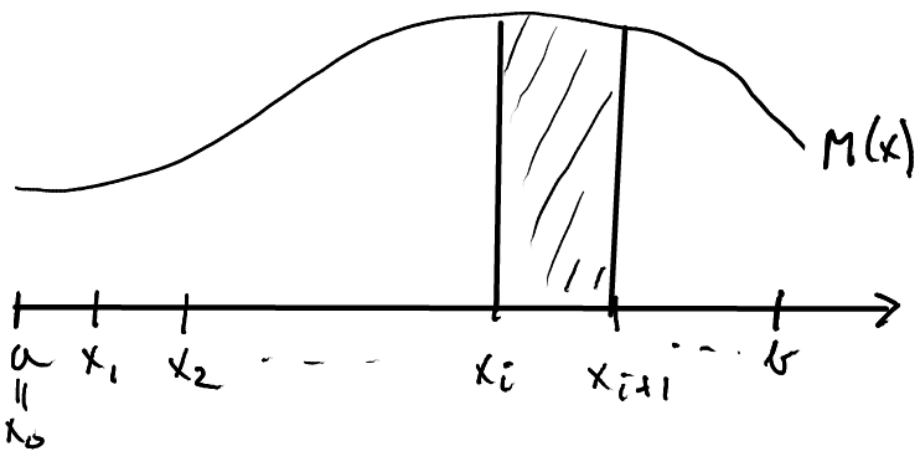
$$x_0 = a \quad x_N = b$$

Define a monitor function $M: \Omega \rightarrow \mathbb{R}$

Example: Given u or some approximation

$$M = \sqrt{1 + u_x^2}$$

$\int_{\Omega} M dx = \text{length of the curve } (x, u(x)) \text{ in } \mathbb{R}^2.$



Equidistribution principle:

Find x_i such that

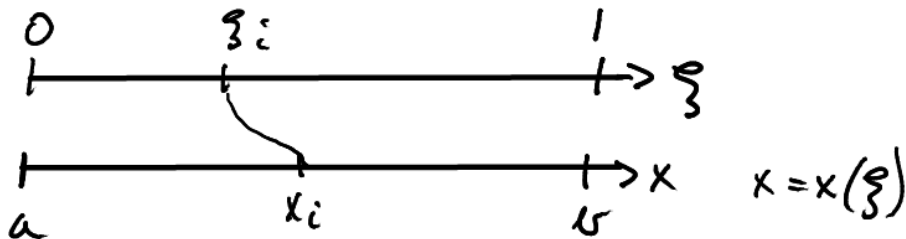
$$\int_{x_i}^{x_{i+1}} M(x) dx = \frac{1}{N} \int_a^b M(x) dx$$

Non-discrete version

$$\int_a^x M(\tau) d\tau = \xi \int_a^b M(x) dx \quad \xi \in [0, 1]$$

Computational domain ξ

Physical domain x $x = x(\xi)$



Uniform grid on computational domain

Remember $x = x(\xi)$. Differentiate twice w.r.t ξ

$$\frac{\partial}{\partial \xi} \left(M(x(\xi)) \frac{\partial x}{\partial \xi} \right) = 0 \quad x(0) = a, \quad x(1) = b \quad (\text{BVP})$$

Solve (BVP) with some finite difference method.

$$\Delta = \frac{1}{N} \quad \begin{array}{c} | \quad \Delta \quad | \quad \Delta \quad | \\ \xi_{i-1} \quad \xi_i \quad \xi_{i+1} \end{array}$$

$$\frac{1}{\Delta} \left[\frac{M_{i+1} + M_{i-1}}{2} \frac{x_{i+1} - x_i}{\Delta} - \frac{M_i + M_{i-1}}{2} \frac{x_i - x_{i-1}}{\Delta} \right] = 0 \quad i=1, \dots, N-1$$

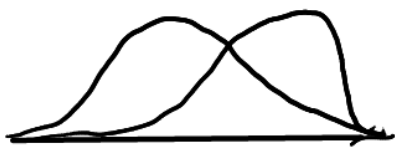
$$M_i = M(x_i)$$

Moving mesh

For example

$$\frac{\partial u}{\partial t} = f(u)$$

$$\frac{\partial u}{\partial t} = \varepsilon \frac{\partial^2 u}{\partial x^2} - \frac{1}{2} \frac{\partial}{\partial x} (u^2) \quad u(0) = u(1) = 0$$



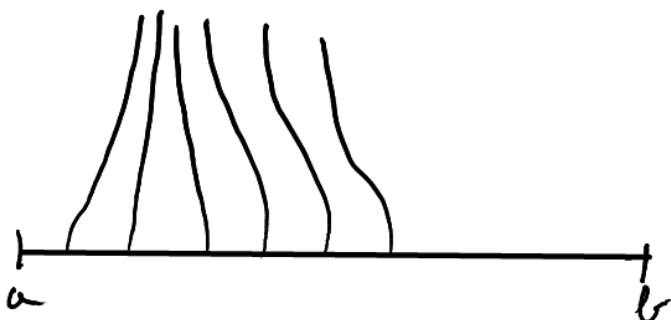
$u(x, t)$

x_i are equidistributed,

Try to solve (BVP)

Construct a parabolic equation which has $x(\xi)$ as a stationary solution. $x = x(\xi, t)$

$$\frac{\partial x}{\partial t} = \frac{1}{\tau} (M(x(\xi)))_{\xi} \quad \tau > 0$$



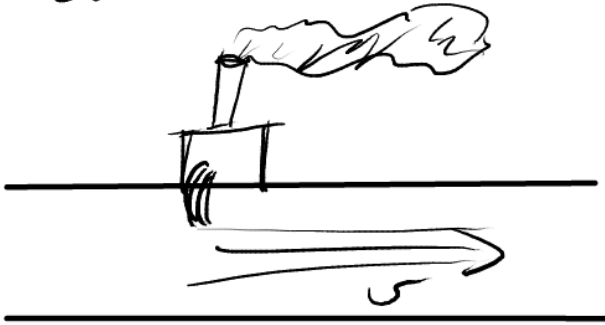
Moves towards the correct solution

Now $u = u(x(\xi, t), t)$

$$\frac{du}{dt} = \frac{\partial u}{\partial x} \frac{\partial x}{\partial t} + \frac{\partial u}{\partial t}$$

$$\frac{du}{dt} - \frac{\partial u}{\partial x} \frac{\partial x}{\partial t} = f(u) \quad \frac{\partial x}{\partial t} = \frac{1}{\tau} (M \times \xi) \xi$$

Discretize this in space. Solve the remaining ODE's.

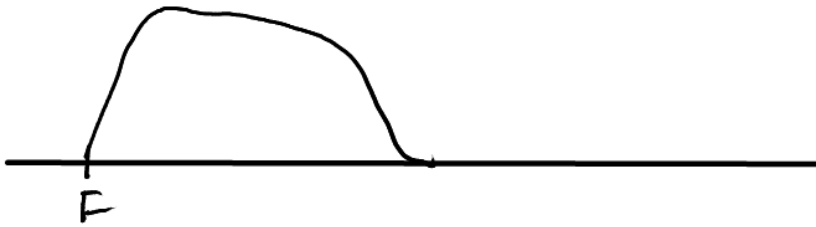


Pollution concentration

$$p_t = \epsilon_p p_{xx} - v p_x + f_p(p, g) + g$$

Oxygen concentration

$$g_t = \epsilon_g g_{xx} - v g_x + f_g(p, g)$$



In MATLAB: Example Burgers equation

DOC BURGERSODE

Huang, Ren, Rurrel 1994

Grid generation in 2D

Domain $\Omega \subseteq \mathbb{R}^d$, polygon domain

Triangulation: $\mathcal{T}_h = \{K \subseteq \mathbb{R}^d, \text{closed, polygons}\}$

subdividing

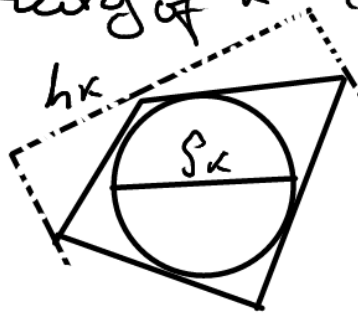
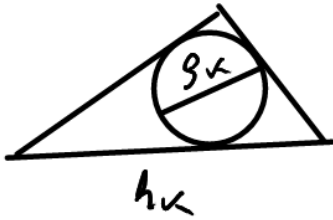
$$a) \bigcup_{K \in \tilde{T}_h} K = \Omega$$

$$b) K \neq \emptyset \quad K \in \tilde{T}_h$$

$$c) K \cap L = \emptyset \quad \forall K, L \in \tilde{T}_h$$

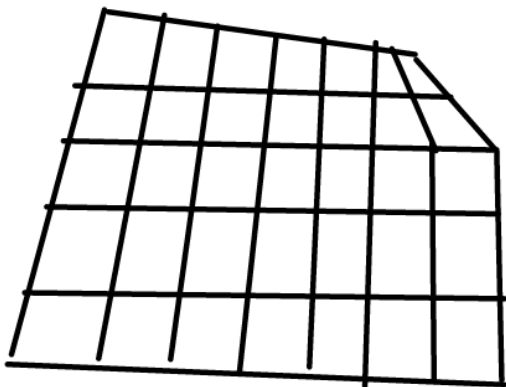
d) If $F = K \cap L$, then F is either \emptyset , a complete edge or a vertex ($K \neq L \in \tilde{T}_h$) (Conforming grid)

e) $\frac{h_K}{\rho_K} < \delta$ ($\exists \delta > 0$)
 $h_K = \text{diameter of } K$
 $\rho_K = \text{rphericity of } K$ (Regular grid)



Structured grids

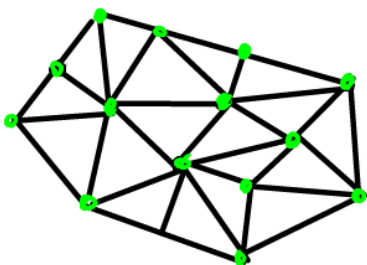
- Roughly speaking "Nice" mapping from a uniform grid on a square to the grid on Ω
- Usually quadrilateral elements.



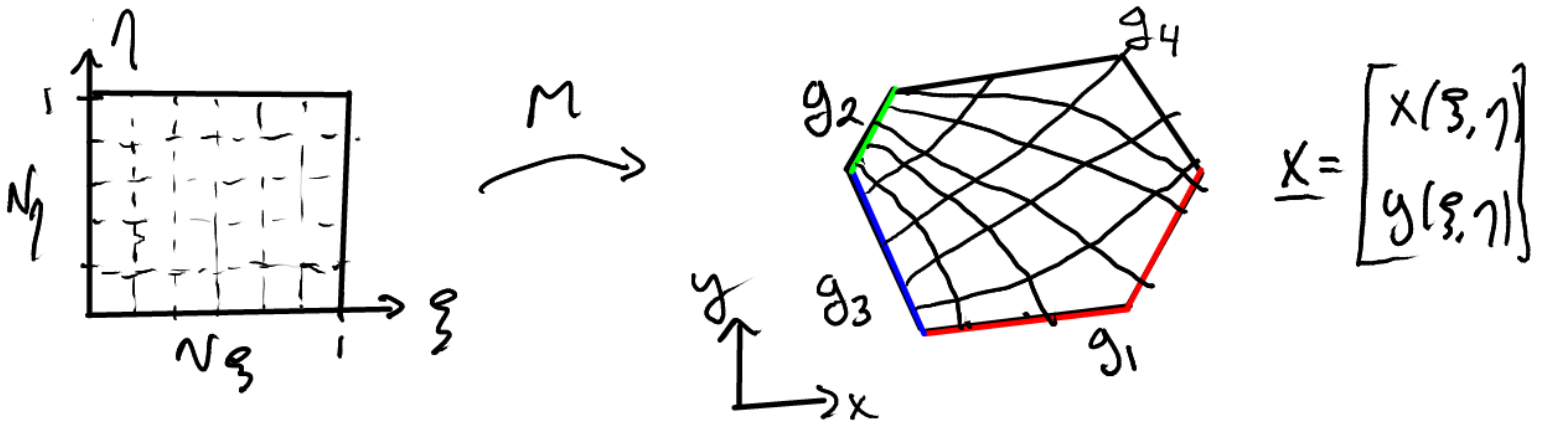
Advantages:

- Easy to use
 - Easy to generate
- ### Disadvantages:
- Less flexible.

Unstructured grid



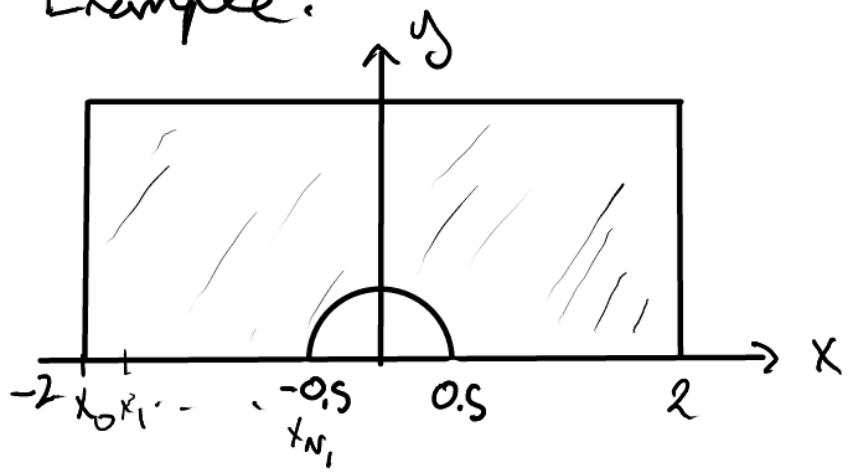
More complicated to use, but more flexible.



Define $\underline{x}(\xi, 0) = g_1(\xi)$ $\underline{x}(\xi, 1) = g_2(\xi)$ $\underline{x}(0, \eta) = g_3(\eta)$
 $\underline{x}(1, \eta) = g_4(\eta)$

Solve $-\Delta \underline{x} = 0$ or 2 independent equations
 Solve it by some FD-method.
 Works nice on a convex domain.

Example:



g_2, g_3, g_4 obvious.

Boundary g_1 : $s = 3 + 0.5\pi$ (length)

Choose N_x, N_y .

$$N_1 = \lceil \frac{1.5}{s} N_x \rceil \quad x_i = -2 + i \frac{1.5}{N_1} \quad 0, \dots, N_1, \quad y_i = 0$$

$$\begin{cases} x_i = x_{N_1+i} = -0.5 \cos\left(i \cdot \frac{\pi}{N_2}\right), & N_2 = N_x - 2N_1 \\ y_i = \sin\left(i \cdot \frac{\pi}{N_2}\right) \cdot 0.5 \end{cases}$$

Similarly for the last part

This does not work too well without making some changes.