FYS-GEO 4500 6 Sep 2010

Before we start:
Questions over the reading?
Problems installing Clawpack?

The problem set

Where we are today

	week number	date	Topic	Chapter in LeVeque
1	35	30. aug. 2010	introduction to conservation laws, Clawpack	1 & 2
2	36	6. sep. 2010	the Riemann problem, characteristics	3 & 5
3	37	13. sep. 2010	finite volume methods for linear systems	4
4	38	20. sep. 2010	high resolution methods	6
5	*40*	*4. okt. 2010*	boundary conditions, accuracy, variable coeff.	7,8, part 9
6	*40*	*5. Oct 2010*	nonlinear conservation laws, finite volume methods	11 & 12
7	41	11. okt. 2010	nonlinear equations & systems	13 & 14
8	42	18. okt. 2010	finite volume methods for nonlinear systems	14 & 15
9	43	25. okt. 2010	source terms and multidimensions	16,17,18,19
10	44	1. nov. 2010	multidimensional systems	20 & 21
11	45	8. nov. 2010	capacity functions, source terms, project plans	
12	46	15. nov. 2010	student presentations	
13	47	22. nov. 2010	student presentations	
14	48	6. des. 2010	FINAL REPORTS DUE	

Review: conservation law and advection

The fundamental conservation law in one spatial dimension, expressed in differential form, is:

$$q_t(x,t) + f(q(x,t))_x = 0.$$

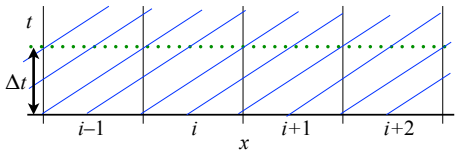
The advection equation, the simplest hyperbolic differential equation,

$$q_t(x,t) + uq_x(x,t) = 0,$$

is a conservation law with the flux function $f(x,t) = uq(x,t)$. Its solution is

$$q(x,t) = q(x - ut, 0),$$

and this function is constant along rays in space-time (*characteristics*) with $x–ut$ = constant.



Review: Linear acoustics in a stationary gas

The acoustic equations are:

$$p_t(x,t) + Ku_x(x,t) = 0$$
$$u_t(x,t) + \tfrac{1}{\rho} p_x(x,t) = 0.$$

Expressed in linear form, with matrix notation:

$$q_t(x,t) + Aq_x(x,t) = 0 \qquad q = \begin{bmatrix} p \\ u \end{bmatrix}, \; A = \begin{bmatrix} 0 & K \\ \frac{1}{\rho_0} & 0 \end{bmatrix}.$$

This can be resolved into the eigensystem $Ar = \lambda r$,

with eigenvalues $\lambda^{1,2} = \pm c = \pm\sqrt{\dfrac{K}{\rho}}$ and eigenvectors $r^{1,2} = \begin{bmatrix} \pm\sqrt{K\rho} \\ 1 \end{bmatrix}$.

The eigenvalues are the wave speeds, and the eigenvectors express relations between the components of the solution q.

FYS-GEO4500
The Riemann Problem
(Chapter 3 in Leveque)

Resolution to the eigensystem is the key to the solution

Our linear hyperbolic system of equations is written as

$$q_t + Aq_x = 0.$$

Since it is hyperbolic, we can resolve it into eigenvalues and eigenvectors

$$Ar^p = \lambda^p r^p \text{ for } p = 1,2,\ldots,m.$$

The next step will be to show that we can form a series of new equations

$$w_t^p + \lambda^p w_x^p = 0 \text{ for } p = 1,2,\ldots,m$$

that are equivalent to the original system, and from which we can assemble the solution vector q.

Notice that these new equations are simply advection equations!

Boundary Conditions for a System

The Initial-Boundary Value Problem for the advection equation required us to set inflow boundary conditions, either at left or right, depending on the sign of the velocity.

For a system with multiple characteristics, some boundary conditions must be set at *left* and some at *right*. In the decoupled advection equations

$$w_t^p + \lambda^p w_x^p = 0,$$

boundary conditions on $w^p(x,t)$ are specified on the left if $\lambda^p > 0$, and on the right if $\lambda^p < 0$.

In fact, however, boundary conditions are usually set on the *physical variables* and not on the characteristics. We'll see how this is done later.

Superposition of waves

But if we are to assemble the solution vector q from the p eigenvalue advection equations, we have to believe that we can superimpose the waves resulting from all of them.

This has to be proven eventually, but first a demonstration in a simple case.

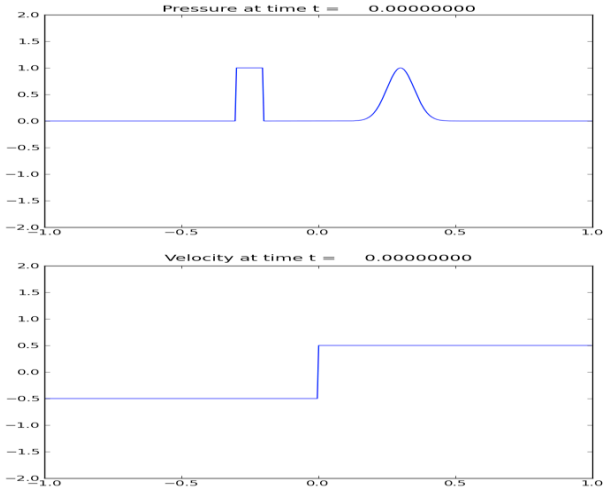
The solution to the acoustic equations in one dimension,

$$p_t(x,t) + Ku_x(x,t) = 0$$
$$u_t(x,t) + \tfrac{1}{\rho} p_x(x,t) = 0,$$

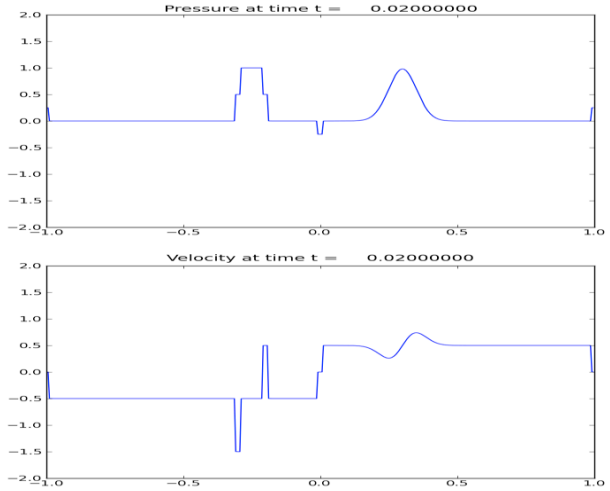
is a pair of sound waves, propagating away from the source with velocity

$$\pm c = \pm\sqrt{\frac{K}{\rho}}.$$

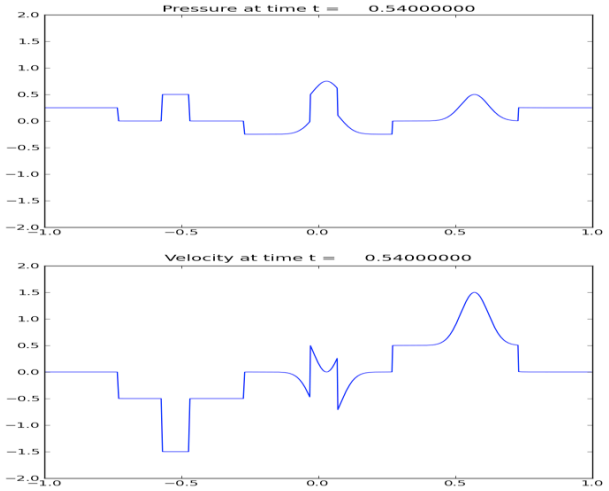
Superposition demonstration - initial conditions:



Superposition demonstration - just after starting

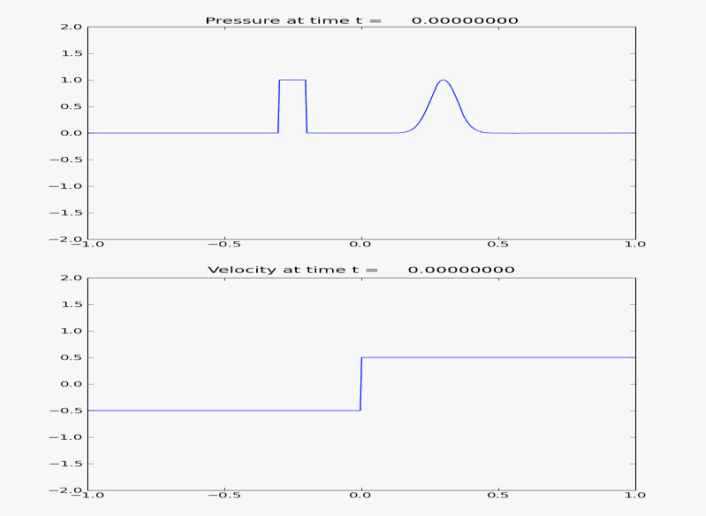


… and a little later on …



But superposition really works!

But superposition really works!



The Riemann problem

The Riemann problem is simply the hyperbolic equation being studied, plus special boundary data representing a single jump discontinuity:

$$q(x,0) = \begin{cases} q_l & \text{if } x < 0 \\ q_r & \text{if } x > 0 \end{cases}$$

This is fundamental for understanding the theory of hyperbolic equations and fundamental for finite volume solutions of these equations.

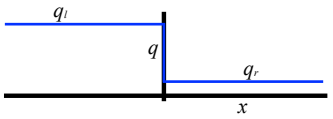
In developing numerical solutions, we will solve the Riemann problem repeatedly, at every cell border, and use these problems to advance the overall solution to the next time step.

Over the course of a full simulation, the Riemann problem may be solved millions or hundreds of millions of times so it is important to do it correctly and efficiently.

The Riemann problem for the advection equation

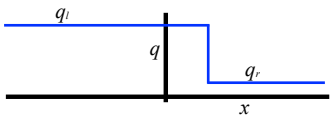
For the advection equation, $q_t + uq_x = 0$, with initial discontinuous data

$$q(x,0) = \begin{cases} q_l & \text{if } x < 0 \\ q_r & \text{if } x > 0 \end{cases}$$



The solution is

$$q(x,t) = q(x-ut,0) = \begin{cases} q_l & \text{if } x < ut \\ q_r & \text{if } x > ut \end{cases}$$

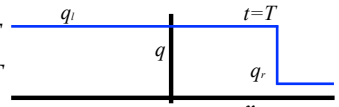


The discontinuity simply propagates with speed u. The discontinuity does not diffuse or disperse.

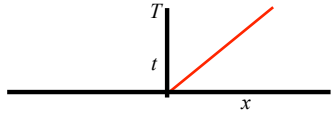
The Riemann problem for the advection equation

The *characteristic* tracks the position x of the discontinuity with time t

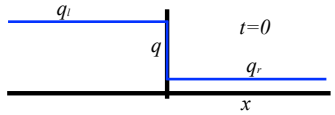
$$q(x,T) = q(x-uT,0) = \begin{cases} q_l & \text{if } x < uT \\ q_r & \text{if } x > uT \end{cases}$$



The characteristic:



$$q(x,0) = \begin{cases} q_l & \text{if } x < 0 \\ q_r & \text{if } x > 0 \end{cases}$$



Remember the discontinuity!

Strictly speaking, the Riemann solution is *not* a solution of the partial differential equation $q_t + uq_x = 0$ because the derivatives are infinite at the jump.

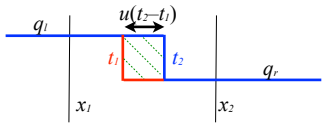
But it *is* a solution of the integral form:

$$\frac{d}{dt}\int_{x_1}^{x_2} q(x,t)\,dx = uq(x_1,t) - uq(x_2,t)$$

Proof: integrate in time to get

$$\int_{x_1}^{x_2} q(x,t_2)\,dx - \int_{x_1}^{x_2} q(x,t_1)\,dx = \int_{t_1}^{t_2} \big(uq(x_1,t) - uq(x_2,t)\big)\,dt$$

Both sides are zero if the interval does not bridge the jump; both sides are equal to $u(q_l - q_r)(t_2 - t_1)$ if it does.



We can apply the Riemann problem to systems of equations as well…

But first we must do some preliminary work.

You'll see why the advection equation is important!

Characteristics for a system of equations

For the linear $m \times m$ hyperbolic system of equations $q_t + f'(q)q_x = 0$, the Jacobian is

$$A = f'(q) = \begin{bmatrix} \frac{\partial f^1}{\partial q^1} & \cdots & \frac{\partial f^1}{\partial q^m} \\ \vdots & \ddots & \vdots \\ \frac{\partial f^m}{\partial q^1} & \cdots & \frac{\partial f^m}{\partial q^m} \end{bmatrix}.$$

It has m eigenvectors and eigenvalues found from $Ar^p = \lambda^p r^p$.

The matrix of eigenvectors $R = \left[r^1 \middle| r^2 \middle| \ldots \middle| r^m \right]$ has an inverse R^{-1}

So we can form the matrix

$$R^{-1}AR = \Lambda = \begin{bmatrix} \lambda^1 & & & \\ & \lambda^2 & & \\ & & \ddots & \\ & & & \lambda^m \end{bmatrix}$$

Characteristics for a system of equations

With the original Jacobian

$$A = \begin{bmatrix} \frac{\partial f^1}{\partial q^1} & \cdots & \frac{\partial f^1}{\partial q^m} \\ \vdots & \ddots & \vdots \\ \frac{\partial f^m}{\partial q^1} & \cdots & \frac{\partial f^m}{\partial q^m} \end{bmatrix}$$

now in diagonal form,

$$R^{-1}AR = \Lambda = \begin{bmatrix} \lambda^1 & & & \\ & \lambda^2 & & \\ & & \ddots & \\ & & & \lambda^m \end{bmatrix}$$

and defining $w(x,t) \equiv R^{-1}q(x,t)$, so $Rw(x,t) = q(x,t)$,

we can rewrite the system $q_t + Aq_x = 0$ as $w_t + \Lambda w_x = 0$.

$$Rw_t + ARw_x = 0$$

$$\left(R^{-1}R\right)w_t + \left(R^{-1}AR\right)w_x = 0$$

Characteristics for a system of equations

Since the matrix Λ is diagonal, the system becomes *m independent advection equations*:

$$w_t^p + \lambda^p w_x^p = 0 \quad \text{for } p = 1,...,m$$

The system then has *m distinct* characteristic waves travelling at the speeds given by the eigenvalues λ^p. The system is *strictly hyperbolic* because it has a full set of distinct eigenvalues.

Note we have so far assumed the matrix $A = f'$ is constant. We'll generalise later.

Assembling the solution

Starting with the constant-coefficient system $q_t + Aq_x = 0$, we have found we can write it as

$$w_t + \Lambda w_x = 0,$$

where Λ is the matrix of eigenvalues. The vector w (sometimes called the vector of *characteristic variables*) is found from

$$w(x,t) = R^{-1} q(x,t),$$

where $R = \left[r^1 \middle| r^2 \middle| ... \middle| r^m \right]$ is the matrix of right eigenvectors.

Hence the problem is resolved into the m independent advection equations

$$w_t^p + \lambda^p w_x^p = 0 \quad \text{for } p = 1,...,m,$$

each of which has a solution of the form

$$w^p(x,t) = w^p(x - \lambda^p t, 0).$$

Assembling the solution

To get the solution to the full Riemann problem, we simply superimpose the waves

$$w^p(x,t) = w^p(x - \lambda^p t, 0),$$

and the full solution is therefore

$$q(x,t) = Rw(x,t) = \sum_{p=1}^{m} w^p(x,t) r^p.$$

p-characteristics, superposition of waves

The solution to the Riemann problem for a linear $m \times m$ system of equations is

$$q(x,t) = Rw(x,t) = \sum_{p=1}^{m} w^p(x,t) r^p,$$

a superposition of waves, each of strength w^p and moving at speed λ^p.

The functions $w^p(x,t)$ are called *characteristic variables*, whose initial values $w^p(x,0)$ are simply advected at speed λ^p along the curves

$$X(t) = x_0 + \lambda^p t.$$

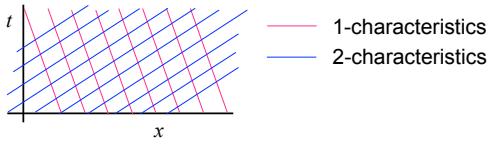
Each such curve is called a p-characteristic.

Conventionally the eigenvalues and their characteristics are ordered in increasing value of the speed λ^p and labelled with the index p.

The characteristics cover space-time

Every point in the x–t plane is crossed by *all* the characteristics, if the problem is strictly hyperbolic.

In this diagram for a 2x2 system, the red lines are characteristics of the p=1 family, the blue of the p=2 family.



So the exact solution, *everywhere*, consists of a superposition of right states moving to the left along the red lines and left states moving to the right along the blue lines. The solution is defined in all of space-time by simply adding the appropriate right and left states. This can be extended to any $m \times m$ system, and to multiple dimensions as well.

It's easy! Now we'll go over it again, slightly differently…

The Riemann problem for a system of equations

The Riemann problem is simply the hyperbolic equation being studied, plus special boundary data, piecewise constant, with a single jump discontinuity:

$$q(x,0) = \begin{cases} q_l & \text{if } x < 0 \\ q_r & \text{if } x > 0 \end{cases}$$

This discontinuity will propagate along the characteristic curves. But note that q will now be considered to be a vector.

We can solve the Riemann problem for a linear $m \times m$ system of equations using the mathematics we've already developed.

For a nonlinear system, the solution will have a similar structure, but we defer that discussion for later.

We start by writing $q_l = \sum_{p=1}^{m} w_l^p r^p$ and $q_r = \sum_{p=1}^{m} w_r^p r^p$

Right and Left Eigenvectors

We construct the matrix R from the eigenvectors of the Jacobian of the PDE system. These are the *right eigenvectors* of the system:

$$R = \left[r^1 \middle| r^2 \middle| \ldots \middle| r^m \right] \qquad A r^p = \lambda^p r^p$$

The rows of the matrix inverse of R form the *left eigenvectors*:

$$L = R^{-1} = \begin{bmatrix} l^1 \\ l^2 \\ \vdots \\ l^m \end{bmatrix} \qquad l^p A = \lambda^p l^p$$

We can therefore rewrite our w vector as

$$w(x,t) = R^{-1} q(x,t) = L q(x,t)$$
$$w^p(x,t) = l^p q(x,t)$$

This vector satisfies the advection equation: $w_t + \Lambda w_x = 0$ with Λ the diagonal matrix of eigenvalues.

The solution to the system of equations

We obtained the m advection equations $w_t^p + \lambda^p w_x^p = 0$

whose solutions are $w^p(x,t) = w^p(x - \lambda^p t, 0)$.

Now we combine all the w^p into the vector w and write the solution to the original problem:

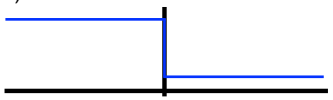
$$\begin{aligned} q(x,t) &= R w(x,t) \\ &= \sum_{p=1}^{m} w^p(x,t) r^p \\ &= \sum_{p=1}^{m} \left[l^p q(x - \lambda^p t, 0) \right] r^p \end{aligned}$$

The solution is a superposition of m waves, each moving at its own characteristic speed.

Solving the Riemann problem

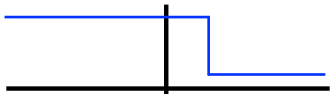
Then each advection equation has initial (Riemann) data:

$$w^p(x,0) = \begin{cases} w_l^p & \text{if } x < 0 \\ w_r^p & \text{if } x > 0 \end{cases}$$



And the discontinuity in each component propagates with its own speed λ^p:

$$w^p(x,t) = \begin{cases} w_l^p & \text{if } x - \lambda^p t < 0 \\ w_r^p & \text{if } x - \lambda^p t > 0 \end{cases}$$



The solution

$$q(x,t) = \sum_{p=1}^{m} w^p(x,t) r^p$$

is then a mixture of left and right states, the mixture changing with time and space because the speeds λ^p are different.

Solving the Riemann problem

We assume that the eigenvalues λ^p have been ordered with increasing (positive) speeds at higher index p, and separate the sum into two pieces according as λ^p is less than or greater than x/t.

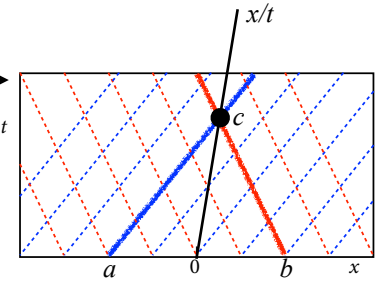
$$q(x,t) = \sum_{p:\lambda^p < x/t} w_r^p r^p + \sum_{p:\lambda^p > x/t} w_l^p r^p$$

In this two-equation system, the solution at the point c is the sum of:

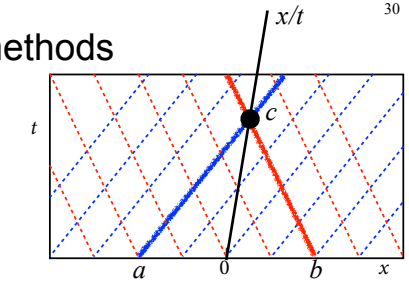
the left-going (blue, $\lambda^2 > x/t$) wave from a

and

the right-going (red, $\lambda^1 < x/t$) wave from b.



Explicit *versus* implicit methods



For hyperbolic equations in general:

Note that (in the linear case) the solution at c depends *only* on the points a and b

In a nonlinear equation, it may depend on a bounded *interval,* but not on the entire real line.

This is because information propagates at *finite speed*. Explicit methods, where the future point c is simply predicted from a and b (or the appropriate interval) can therefore be used efficiently.

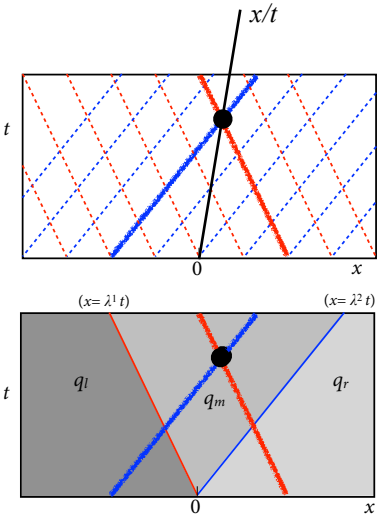
Parabolic and elliptic equations, on the other hand, frequently require implicit methods.

Look at it from the origin:

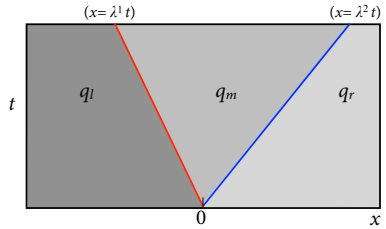
Because there are two waves, a simple discontinuity at the origin divides to produce two new discontinuities.

The left and right states persist on the left and right sides of the characteristics from the origin and a new intermediate state develops between them.

The state at the black dot is the intermediate state, in common with other points in the region.



Riemann diagram for a two-equation system



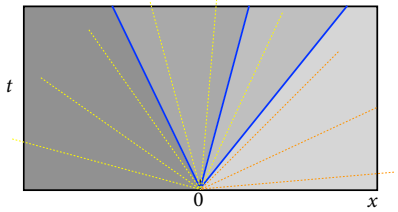
For a linear two-equation Riemann problem with left and right states q_l and q_r, the discontinuity at the origin divides. Two waves (characteristics) propagate away from the origin with constant speeds λ^1 and λ^2.

As the waves separate, a new constant state develops in the middle with

$$q_m = w_r^1 r^1 + w_l^2 r^2$$

At any later time, there are two discontinuities, whose sum makes up the original one.

Similarity solutions



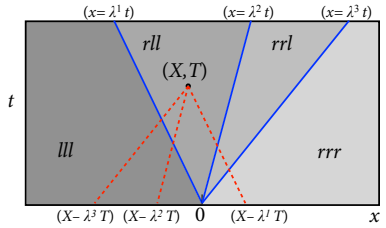
Riemann diagram valid for a *constant-coefficient linear* 3 equation system

The Riemann problem for a linear system results in *self-similar* solutions: the solution depends on $\frac{x}{t}$ and not on x or t separately. The solution is thus constant within the wedges defined by the characteristics.

And remember:

For any hyperbolic system, the domain of dependence is bounded.

Constructing the solution for a 3×3 system



The red dashed lines connect the points that influence the point (X,T); the blue solid lines connect the points affected by the origin.

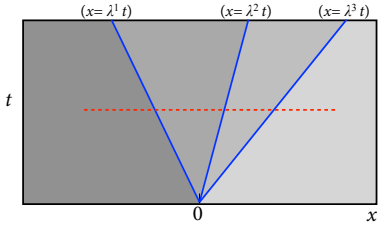
In the wedge where point (X,T) sits, the solution can be denoted rll, short for

$$q(X,T) = w_r^1 r^1 + w_l^2 r^2 + w_l^3 r^3$$

and so on for the other wedges. Across each characteristic, the solution has a jump discontinuity, and the solution is constant within each wedge.

The jumps between wedges are each eigenvectors of the system.

Decomposing the jump



Generalise to an $m \times m$ system.

Along the red dashed line (i.e. at any time after t=0), the original jump discontinuity has been broken up into a linear combination of the eigenvectors of the system matrix A.

$$q_l - q_r = \alpha^1 r^1 + \alpha^2 r^2 + \ldots + \alpha^m r^m \quad \text{where} \quad \alpha^p = (w_r^p - w_l^p)$$

We solve for the jump coefficients α by:

$$R\alpha = q_l - q_r$$
$$\alpha = R^{-1}(q_l - q_r)$$
$$\alpha^p = l^p (q_l - q_r)$$

The solution for $q(x,t)$ can then be written

$$q(x,t) = q_l + \sum_{p=1}^{m} H(x - \lambda^p t)\alpha^p r^p \quad \text{where} \quad H(x) = \begin{cases} 0 & \text{if } x \le 0 \\ 1 & \text{if } x > 0 \end{cases}$$

The wave notation

A useful notation is to denote the jump in q across the p^{th} wave in the Riemann solution as $\mathcal{W}^p$ where

$$\mathcal{W}^p = \alpha^p r^p$$

These are called *waves*.

Then the solution to the Riemann problem can be written

$$q(x,t) = q_l + \sum_{p=1}^{m} H(x - \lambda^p t)\mathcal{W}^p$$

where H is the Heaviside function $H(x) = \begin{cases} 0 & \text{if } x \le 0 \\ 1 & \text{if } x > 0 \end{cases}$

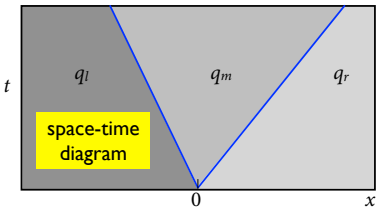
Phase plane for the two-equation system

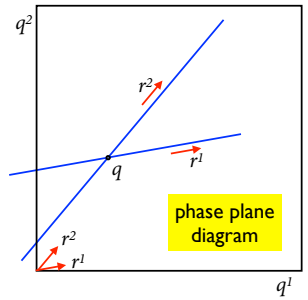
In a two-equation system, one can construct a phase plane of the components of q=(q^1,q^2) (below).

The only states that can be connected to a given state q by a single discontinuity must lie along lines parallel to the eigenvectors r^1 and r^2.

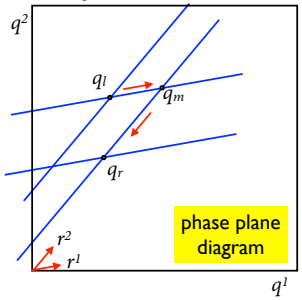
Each of these lines is known as the *Hugoniot locus* of states that differ from q by the jump of either a 1-wave or a 2-wave.

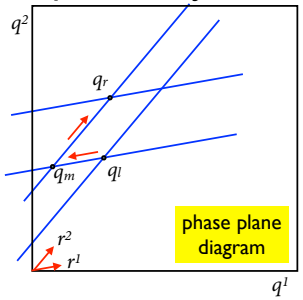
Using the phase plane is a key technique for solving Riemann problems.





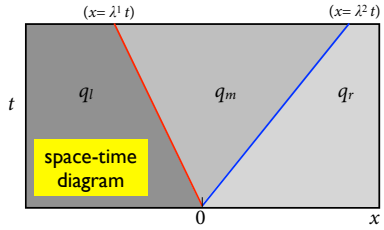
Phase plane for the two-equation system





Place points corresponding to right and left states in the phase plane, and draw lines parallel to the eigenvectors r^1 and r^2 through each point.

The middle state q_m is at one of the two intersections. You determine which by comparing the two eigenvalues. Since $\lambda^1 < \lambda^2$ the jump from q_l to q_m must go parallel to r^1.



Some examples: Burger's Equation

The simplest nonlinear partial differential equation is Burger's equation:

$$u_t + \left(\frac{1}{2}u^2\right)_x = 0$$

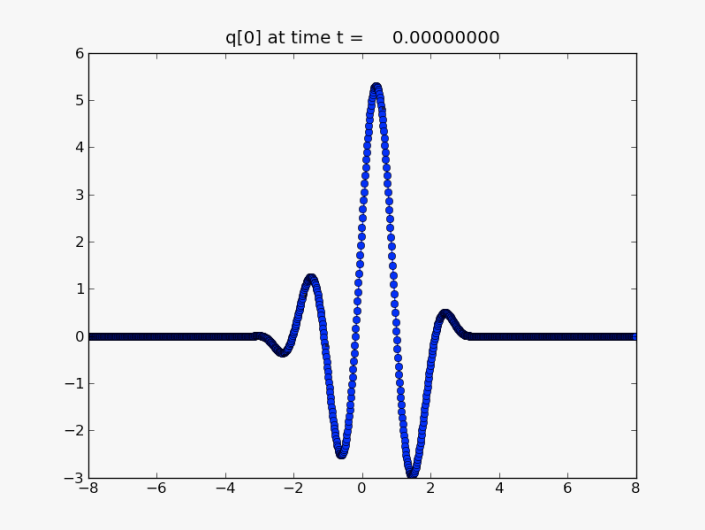
$$u_t + uu_x = 0.$$

As the second form explicitly shows, it is in conservation form, and it is everywhere hyperbolic, with variable eigenvalue u, though nonlinear.

This is the simplest differential equation which demonstrates the development of discontinuities and so proves the differential form inadequate!

Demonstration of Burger's Equation

Demonstration of Burger's Equation



Example: the Euler equations of gas dynamics

Recall the equations of continuity and momentum for the motion of a fluid:

$$\rho_t + (\rho u)_x = 0$$
$$(\rho u)_t + \left(\rho u^2 + p\right)_x = 0$$

To these we add an equation for the conservation of energy E:

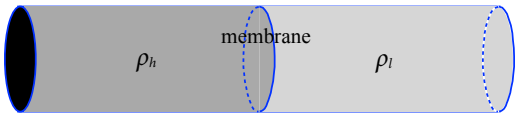
$$E_t + \left(u(E+p)\right)_x = 0$$

And we must supplement with an equation of state, $p = P(\rho, E)$, but we won't worry about the details for now.

Here it is sufficient to recognise that this system of 3 equations gives rise to 3 distinct characteristic waves. It is a *nonlinear* system, however.

We'll see how this works in a one-dimensional shock tube.

The shock tube:



The shock tube is a closed tube filled with gas, separated by a membrane into sections with different densities.

The membrane is suddenly removed, and the gas is now free to move from one section to the other.

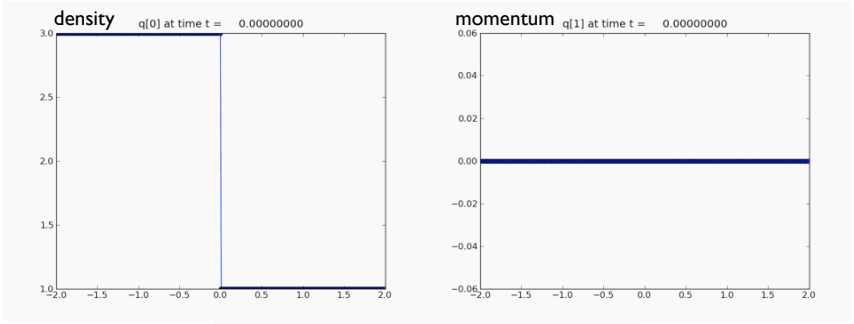
What happens?

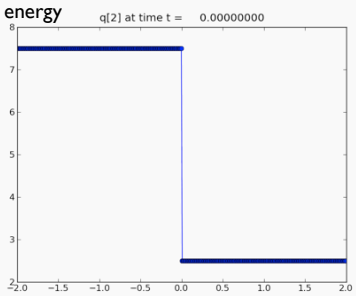
How many waves are there, and which way do they propagate?

density momentum

energy

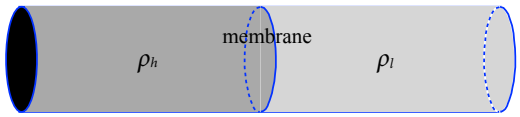
Shock Tube solved with Clawpack





Shock Tube solved with Clawpack

The shock tube



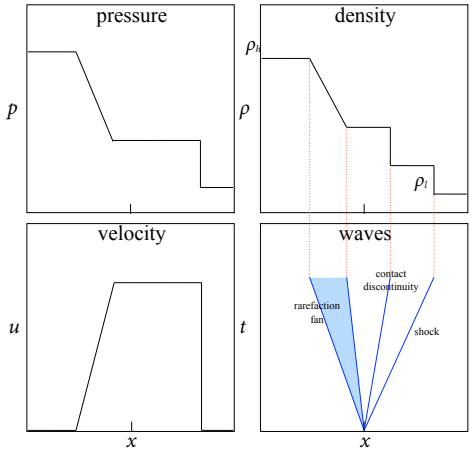
A closed tube filled with gas, separated by a membrane into sections with different densities.

The membrane is suddenly removed, and the gas starts moving from the high-density region into the lower density region.

Three waves develop: a *shock wave*, a *contact discontinuity*, and a *rarefaction wave* (or *fan*). The first two travel to the right, the third to the left.

At the shock, velocity, pressure and density are all discontinuous. At the contact, only density is discontinuous. In the rarefaction fan, all variables are continuous, but their derivatives are not.

The third wave is not a sharp discontinuity because of the problem's nonlinearity.



Review of the Riemann problem

The Riemann problem is the original system of equations, $q_t + f(q)_x = 0$ plus the special initial condition consisting of a jump discontinuity:

$$q(x,0) = \begin{cases} q_l & \text{if } x < 0 \\ q_r & \text{if } x > 0 \end{cases}$$

In the linear hyperbolic system, we have $q_t + f'(q)q_x = 0$ and the Jacobian can be diagonalised into the form

$$f'(q) = \begin{bmatrix} \frac{\partial f^1}{\partial q^1} & \cdots & \frac{\partial f^1}{\partial q^m} \\ \vdots & \ddots & \vdots \\ \frac{\partial f^m}{\partial q^1} & \cdots & \frac{\partial f^m}{\partial q^m} \end{bmatrix} \qquad \Lambda = \begin{bmatrix} \lambda^1 & & & \\ & \lambda^2 & & \\ & & \ddots & \\ & & & \lambda^m \end{bmatrix}.$$

with the eigenvalues λ^p , since the system is hyperbolic.

Review of the Riemann problem

The solution vector is resolved or projected onto the eigenvectors r^p,

$$q(x,t) = \sum_{p=1}^{m} w^p(x,t) r^p$$

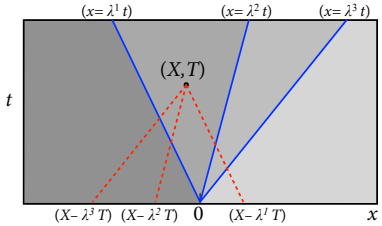
and the system is replaced by the equivalent m advection equations

$$w_t^p + \lambda^p w_x^p = 0,$$

with the solution $w^p(x,t) = w^p(x - \lambda^p t, 0)$. The initial left-right discontinuity is split among the eigenvectors

$$q_l - q_r = \sum_{p=1}^{m} \alpha^p r^p = \sum_{p=1}^{m} \left(w_l^p - w_r^p\right) r^p.$$

The solution at a later time is a mixture of these left and right states, depending on whether x is to the left or the right of the corresponding characteristic.

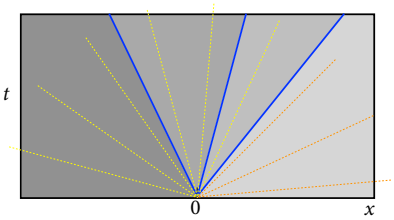


Review of the Riemann problem

If we define the waves $\mathcal{W}^p \equiv \alpha^p r^p = (w_l^p - w_r^p)$ then the solution to the Riemann problem can be written

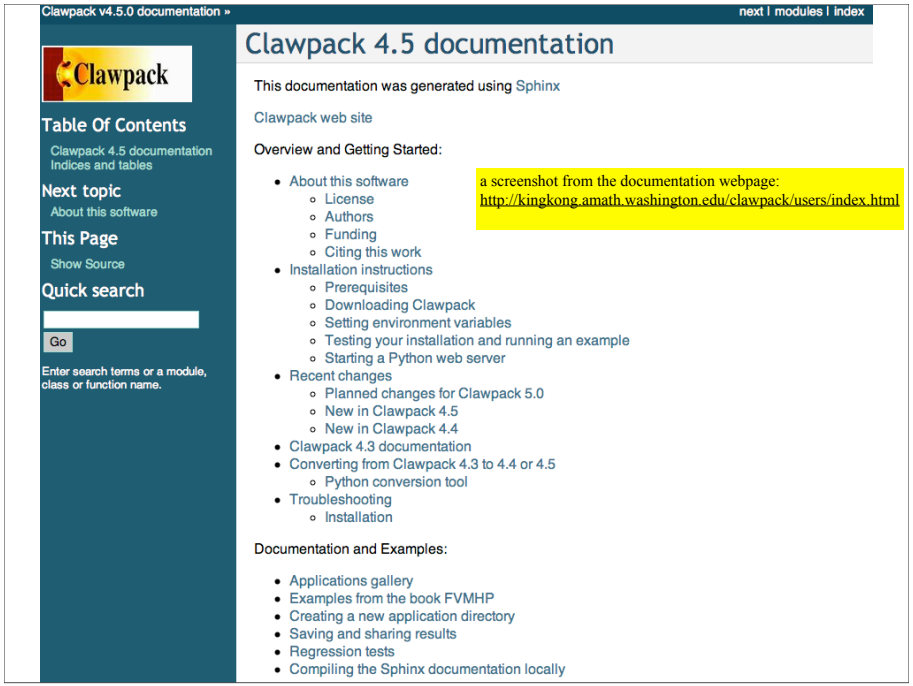
$$q(x,t) = q_l + \sum_{p=1}^{m} H(x - \lambda^p t)\mathcal{W}^p$$

where H is the Heaviside function $H(x) = \begin{cases} 0 & \text{if } x \le 0 \\ 1 & \text{if } x > 0 \end{cases}$.



The Riemann solution for a linear system is a *similarity solution*: it depends on x/t and not on x or t separately.

Guide to Clawpack



a screenshot from the documentation webpage: http://kingkong.amath.washington.edu/clawpack/users/index.html

Fortran and Python codes:

- Fortran version
- Python Hints
- Clawpack Makefiles
- Pyclaw
- Specifying run-time parameters in *setrun.py*
- The mapc2p function
- AMRClaw

Plotting:

- Plotting using Matlab
- Plotting options in Python
- Using setplot.py to specify the desired plots
- current_data
- Plotting examples in 1d
- Plotting examples in 2d
- Plotting hints and FAQ
- GeoClaw plotting tools

Advanced features:

- Gauges

Extensions to the standard Clawpack codes:

- AMRClaw
- GeoClaw

Bibliography

Indices and tables

Currently only Pyclaw is decently indexed thanks to the auto-document features of Python. Better indexing of the rest of this documentation is a future task.

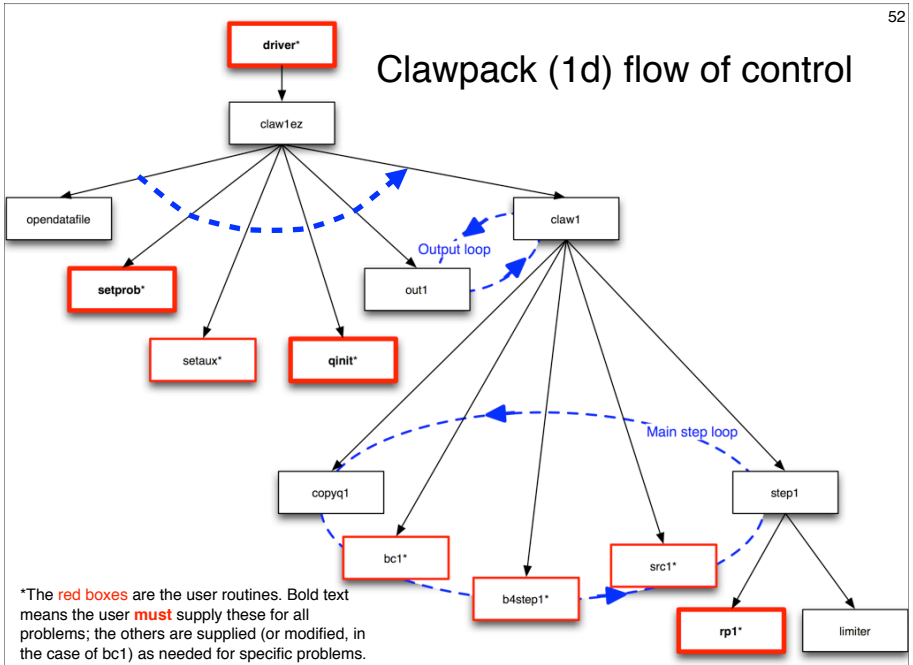
- *Index*
- *Module Index*

Program flow -1d - Fortran version

```
driver
    call claw1ez
      call opendatafile
      call setprob*
      call setaux*
      call qinit*
      call out1
      loop on output steps
        call claw1
          loop on single steps
            call copyq1 (if variable time step)
            call bc1*
            call b4step1*
            call src1* (if using Strang splitting)
            call step1
              call rp1*
              call limiter
            call src1* (if needed)
            call copyq1 (if needed)
          end loop on single steps
        call out1
      end loop on output steps
    end
end
```

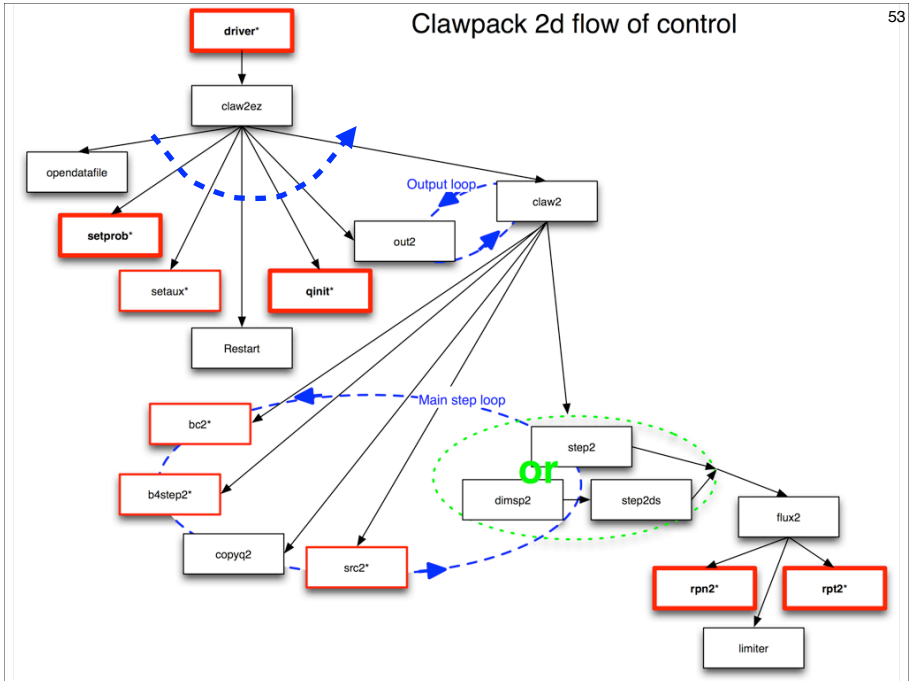
*The red names are the user routines. **Bold text** means the user must supply these for all problems, others are supplied (or modified, in the case of bc1) as needed for specific problems.

Clawpack (1d) flow of control

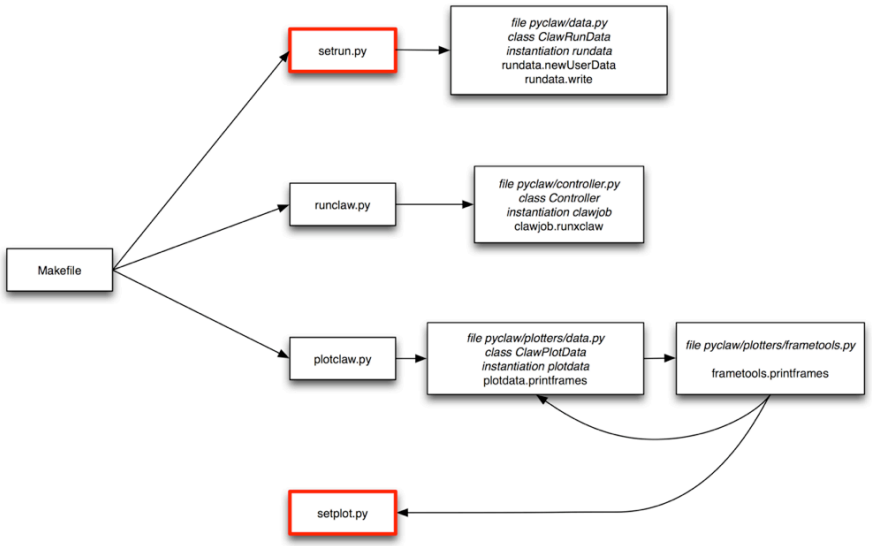


*The red boxes are the user routines. Bold text means the user **must** supply these for all problems; the others are supplied (or modified, in the case of bc1) as needed for specific problems.

Clawpack 2d flow of control



What Makefile does



Your Makefile must point to the appropriate source code files

```
#
# List of sources for this program:
#
CLAW_SOURCES = \
  driver.f \
  qinit.f \
  rpn2.f \
  rpt2.f \
  setprob.f

# Clawpack library to be used:
CLAW_LIB = $(CLAW)/clawpack/2d/lib

CLAW_LIBSOURCES = \
  $(CLAW_LIB)/claw2ez.f \
  $(CLAW_LIB)/bc2.f \
  $(CLAW_LIB)/setaux.f \
  $(CLAW_LIB)/b4step2.f \
  $(CLAW_LIB)/claw2.f \
  $(CLAW_LIB)/step2.f \
  $(CLAW_LIB)/step2ds.f \
  $(CLAW_LIB)/dimsp2.f \
  $(CLAW_LIB)/flux2.f \
  $(CLAW_LIB)/copyq2.f \
  $(CLAW_LIB)/limiter.f \
  $(CLAW_LIB)/philim.f \
  $(CLAW_LIB)/src2.f\
  $(CLAW_LIB)/out2.f\
  $(CLAW_LIB)/restart2.f\
  $(CLAW_LIB)/opendatafile.f
```

These are the files you write (or change) yourself. Include other files like bc2.f, b4step2.f, src2.f, and so on as needed. These should be in your run directory under $CLAW/myclaw (as this Makefile is).

These are the files you use from the Clawpack library referenced in the line above (2d or 1d are available now; 3d will come later).

If you want to make changes to any of these, make a copy first and move the copy to your run directory under `$CLAW/myclaw`. You may change it there, but to use it you must add its name to the list above and remove it from this list.

What Makefile does

In $CLAW/util/Makefile.common (which should be invoked by every Clawpack Makefile):

```
#       Makefile for the clawpack code:
#
#       For this help summary, type:            make .help
#
#       To make all object files, type:         make .objs
#
#       To compile a single file.f:             make file.o
#
#       To make the executable, type:           make .exe
#
#       To make data files by running
#       setrun.py:                              make .data
#
#       To make and run code putting results
#       in subdirectory named output:           make .output
#
#       To make and run code and then plot
#       results from subdirectory output
#       into subdirectory named plots:          make .plots
#
#       To create html files from the program
#       and data files using clawcode2html:     make .htmls
#
#       To clean up files created by make:      make clean
#       Deletes *.o, x*, .htmls
#
#       To clean up output and graphics files:  make clobber
#
```

setrun.py

setplot.py

What Makefile does

In $CLAW/util/Makefile.common:

```
# Executable:
.objs: $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS)
$(CLAW_EXE): $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS)
     $(LINK) $(LFLAGS) $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS) -o $(CLAW_EXE)
.exe: $(CLAW_EXE) ;

# Make data files needed by Fortran code:
.data: $(CLAW_setrun_file) ;
     python $(CLAW_setrun_file) $(CLAW_PKG)
     touch .data

# Run the code and put fort.* files into subdirectory named output:
# runclaw will execute setrun.py to create data files and determine
# what executable to run, e.g. xclaw or xamr.
.output: $(CLAW_EXE) .data;
     python $(CLAW)/python/pyclaw/runclaw.py  $(CLAW_EXE) $(CLAW_OUTDIR)
     @echo $(CLAW_OUTDIR) > .output

# Rule to make the plots into subdirectory specified by CLAW_PLOTDIR,
# using data in subdirectory specified by CLAW_OUTDIR and the plotting
# commands specified in CLAW_setplot_file.
.plots: .output $(CLAW_setplot_file) ;
     $(PLOTCMD) $(CLAW_OUTDIR) $(CLAW_PLOTDIR) $(CLAW_setplot_file)
     @echo $(CLAW_PLOTDIR) > .plots

CLAW_PKG = Classic                  # Clawpack package to use
CLAW_EXE = xclaw                    # Executable to create
CLAW_setrun_file = setrun.py        # File containing function to make data
CLAW_OUTDIR = _output               # Directory for output
CLAW_setplot_file = setplot.py      # File containing function to set plots
CLAW_PLOTDIR = _plots               # Directory for plots
PLOTCMD := python $(CLAW)/python/pyclaw/plotters/plotclaw.py
```

What Makefile does

In $CLAW/util/Makefile.common:

```
# Executable:
.objs: $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS)
$(CLAW_EXE): $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS)
     $(LINK) $(LFLAGS) $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS) -o $(CLAW_EXE)
.exe: $(CLAW_EXE) ;

# Make data files needed by Fortran code:
.data: $(CLAW_setrun_file) ;
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.plots: .output $(CLAW_setplot_file) ;
     $(PLOTCMD) $(CLAW_OUTDIR) $(CLAW_PLOTDIR) $(CLAW_setplot_file)
     @echo $(CLAW_PLOTDIR) > .plots

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CLAW_PLOTDIR = _plots               # Directory for plots
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```

Rule

Target Requirements

What Makefile does

In $CLAW/util/Makefile.common:

```
# Executable:
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$(CLAW_EXE): $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS)
     $(LINK) $(LFLAGS) $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS) -o $(CLAW_EXE)
.exe: $(CLAW_EXE) ;

# Make data files needed by Fortran code:
.data: $(CLAW_setrun_file) ;
     python $(CLAW_setrun_file) $(CLAW_PKG)
     touch .data

# Run the code and put fort.* files into subdirectory named output:
# runclaw will execute setrun.py to create data files and determine
# what executable to run, e.g. xclaw or xamr.
.output: $(CLAW_EXE) .data;
     python $(CLAW)/python/pyclaw/runclaw.py  $(CLAW_EXE) $(CLAW_OUTDIR)
     @echo $(CLAW_OUTDIR) > .output

# Rule to make the plots into subdirectory specified by CLAW_PLOTDIR,
# using data in subdirectory specified by CLAW_OUTDIR and the plotting
# commands specified in CLAW_setplot_file.
.plots: .output $(CLAW_setplot_file) ;
     $(PLOTCMD) $(CLAW_OUTDIR) $(CLAW_PLOTDIR) $(CLAW_setplot_file)
     @echo $(CLAW_PLOTDIR) > .plots

CLAW_PKG = Classic                  # Clawpack package to use
CLAW_EXE = xclaw                    # Executable to create
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```

Rule

What Makefile does

In $CLAW/util/Makefile.common:

```
# Executable:
.objs: $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS)
$(CLAW_EXE): $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS)
     $(LINK) $(LFLAGS) $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS) -o $(CLAW_EXE)
.exe: $(CLAW_EXE) ;

# Make data files needed by Fortran code:
.data: $(CLAW_setrun_file) ;
     python $(CLAW_setrun_file) $(CLAW_PKG)
     touch .data

# Run the code and put fort.* files into subdirectory named output:
# runclaw will execute setrun.py to create data files and determine
# what executable to run, e.g. xclaw or xamr.
.output: $(CLAW_EXE) .data;
     python $(CLAW)/python/pyclaw/runclaw.py  $(CLAW_EXE) $(CLAW_OUTDIR)
     @echo $(CLAW_OUTDIR) > .output

# Rule to make the plots into subdirectory specified by CLAW_PLOTDIR,
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# commands specified in CLAW_setplot_file.
.plots: .output $(CLAW_setplot_file) ;
     $(PLOTCMD) $(CLAW_OUTDIR) $(CLAW_PLOTDIR) $(CLAW_setplot_file)
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CLAW_PKG = Classic                  # Clawpack package to use
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CLAW_PLOTDIR = _plots               # Directory for plots
PLOTCMD := python $(CLAW)/python/pyclaw/plotters/plotclaw.py
```

Command

Rule

What Makefile does

In $CLAW/util/Makefile.common:

```
# Executable:
.objs: $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS)
$(CLAW_EXE): $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS)
     $(LINK) $(LFLAGS) $(CLAW_OBJECTS) $(CLAW_LIBOBJECTS) -o $(CLAW_EXE)
.exe: $(CLAW_EXE) ;

# Make data files needed by Fortran code:
.data: $(CLAW_setrun_file) ;
     python setrun.py   Classic
     touch .data

# Run the code and put fort.* files into subdirectory named output:
# runclaw will execute setrun.py to create data files and determine
# what executable to run, e.g. xclaw or xamr.
.output: $(CLAW_EXE) .data;
     python $CLAW/python/pyclaw/runclaw.py    xclaw    _output
     @echo $(CLAW_OUTDIR) > .output

# Rule to make the plots into subdirectory specified by CLAW_PLOTDIR,
# using data in subdirectory specified by CLAW_OUTDIR and the plotting
# commands specified in CLAW_setplot_file.
.plots: .output $(CLAW_setplot_file) ;
     python $CLAW/python/pyclaw/plotters/plotclaw.py    _output    _plots    setplot.py
     @echo $(CLAW_PLOTDIR) > .plots

CLAW_PKG = Classic                  # Clawpack package to use
CLAW_EXE = xclaw                    # Executable to create
CLAW_setrun_file = setrun.py        # File containing function to make data
CLAW_OUTDIR = _output               # Directory for output
CLAW_setplot_file = setplot.py      # File containing function to set plots
CLAW_PLOTDIR = _plots               # Directory for plots
PLOTCMD := python $(CLAW)/python/pyclaw/plotters/plotclaw.py
```

What Makefile does

In $CLAW/util/Makefile.common:

```
setrun.py and setplot.py should be defined in the run directory and can be changed by you

runclaw.py and plotclaw.py are defined in $CLAW/python/pyclaw and should not be changed
```

```
# Make data files needed by Fortran code:
.data: $(CLAW_setrun_file) ;
     python setrun.py   Classic
     touch .data
```

```
# Run the code and put fort.* files into subdirectory named output:
# runclaw will execute setrun.py to create data files and determine
# what executable to run, e.g. xclaw or xamr.
.output: $(CLAW_EXE) .data;
     python $CLAW/python/pyclaw/runclaw.py    xclaw    _output
     @echo $(CLAW_OUTDIR) > .output
```

```
# Rule to make the plots into subdirectory specified by CLAW_PLOTDIR,
# using data in subdirectory specified by CLAW_OUTDIR and the plotting
# commands specified in CLAW_setplot_file.
.plots: .output $(CLAW_setplot_file) ;
     python $CLAW/python/pyclaw/plotters/plotclaw.py    _output    _plots    setplot.py
     @echo $(CLAW_PLOTDIR) > .plots
```

```
CLAW_PKG = Classic                  # Clawpack package to use
CLAW_EXE = xclaw                    # Executable to create
CLAW_setrun_file = setrun.py        # File containing function to make data
CLAW_OUTDIR = _output               # Directory for output
CLAW_setplot_file = setplot.py      # File containing function to set plots
CLAW_PLOTDIR = _plots               # Directory for plots
PLOTCMD := python $(CLAW)/python/pyclaw/plotters/plotclaw.py
```


What about Python?
Directory structure of $CLAW/python/pyclaw:

Makefile
README.txt

__init__.py
controller.py
data.py
runclaw.py
solution.py
util.py

} controllers, etc., for Fortran **or** Python version of clawpack

evolve
- __init__.py
- clawpack.py
- limiters.py
- solver.py
- rp
  - __init__.py
  - rp_acoustics.py
  - rp_advection.py
  - rp_burgers.py
  - rp_euler.py
  - rp_shallow.py

} Python version of clawpack

io
- __init__.py
- ascii.py
- hdf5.py
- netcdf.py

} input/output routines for Python version of clawpack

plotters
- __init__.py
- fplotclaw.py
- colormaps.py
- data.py
- frametools.py
- multiframetools.py
- plotclaw.py
- plotpages.py
- TODO

} plotting routines for Fortran **or** Python version of clawpack

More information about using Clawpack with Python and Makefiles is available from:

http://kingkong.amath.washington.edu/clawpack/users/index.html

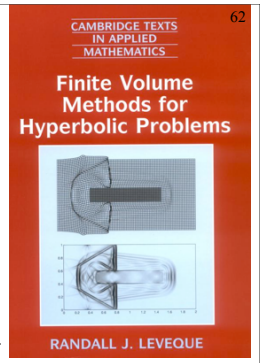
http://kingkong.amath.washington.edu/clawpack/users/plotting.html

And if you have trouble with using Unix or shells, please see

http://kingkong.amath.washington.edu/uwamath583/sphinx/notes/html/shells.html

and there is lots more information available on the vast internet!

Assignment for next time



Read all of Chapter 3.

Pay careful attention to the examples 3.1, 3.2, 3.3, and 3.4.

Work problems 3.1, 3.2, and 3.4. For extra credit, do 3.7. We will discuss these on Friday, but hand them in to me by next Monday, 30 August.

Read Chapter 5, but note that our version of Clawpack differs in how it is structured, and in how to install and run it. For those aspects, use the documentation on the Clawpack website. The bulk of the information in Chapter 5 remains valid for the current version.

Next: Finite Volume Methods for Linear Systems (Ch 4)