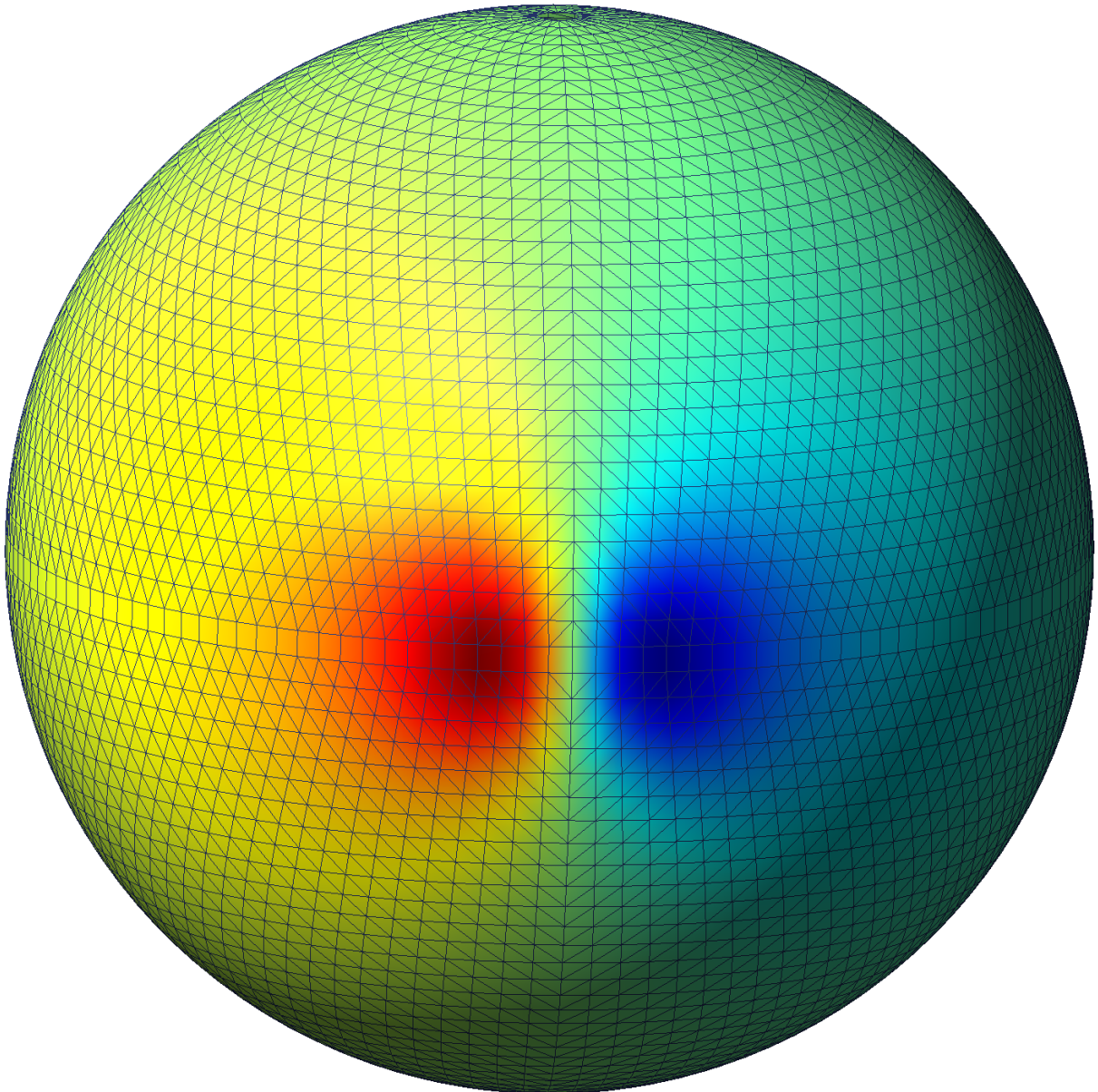


# Elliptic Solver Dwarf

Hands-on exercises for the course  
Advanced Numerical Methods



# Introduction

We study in these exercises the three dimensional version of the elliptic solver dwarf. This code solves a potential flow over a Gaussian-shaped hill.

## Configuration File

The following table gives a short explanation of the different parameters in the configuration file under the section "general":

| name               | description  | default value |
|--------------------|--|---------------|
| grid: { name : ? } | the letters at the beginning of this value determine the type of the mesh that is used for the simulation. Possible values are: "O" for octahedral mesh and "Slat" for longitude-latitude mesh. The number at the end of the value determines the resolution. This number gives the number of latitudes in one hemisphere. The default value "O32" for example uses an octahedral mesh with 32 latitudes in one hemisphere. This is approximately one quarter of the number of grid cells along the equator. | O32           |
| nb_levels          | number of levels in the vertical direction   | 51            |
| dz                 | vertical resolution in meters  | 800           |
| planet_radius      | radius of the planet in meters   | 6.37122e+06   |
| hill_radius        | radius of the hill in meters   | 3.0e+06       |
| hill_height        | height of the hill in meters   | 4000          |
| vstretch           | 0: no stretching (vertical resolution is constant), 1: with stretching (vertical resolution becomes finer towards the bottom. The parameter dz describes in this case the average vertical resolution)   | 1             |
| vx0                | wind speed in m/s of the ambient velocity field along the equator  | 20.0          |
| nb_precon_iter     | number of preconditioner iterations  | 3             |
| eps0               | iterative solution is stopped if the residuum is smaller than this tolerance eps0  | 1.0e-8        |
| kord               | order of the method  | 3             |
| itmn               | minimum number of iterations   | 1             |
| itmx               | maximum number of iterations   | 60            |

# Exercises

## 1. Running the code

Open the Terminal on the virtual machine and go to the following folder with

```
cd /home/student/NMcourse/elliptic-solver
```

You can now run the code with the command

```
./run out
```

This command runs the code and writes the log messages that are shown on screen also to the file out.

The setup of the simulation can be changed by editing the file `config.yaml` inside this folder `ellipticSolver`. If you have no favourite editor we recommend to open the file with

```
mousepad config.yaml &
```

Please remember to save the file after making changes. You can plot the convergence stored in previously used output-files `out1`, `out2`, ... with

```
./plot_resid.py out1 out2 ...
```

The code writes different `*.msh` files while running:

| filename           | description   |
|--------------------|---|
| field_rho.msh      | density   |
| field_zcr.msh      | vertical coordinate                                     |
| field_terrain.msh  | orography   |
| field_solution.msh | resulting potential after computing the elliptic solver |

If you use the virtual machine through X2Go you can plot these fields with one of the following two commands:

```
./plot mesh3d.msh field_solution.msh
```

This command creates a 3D sphere which you can rotate with the mouse. The other command is

```
./plot mesh2d.msh field_solution.msh
```

This creates a 2D lat-lon plot of the field.

This plot is created with a software called `gms`. This software does not work when accessing the virtual machine through `ssh`. You can still do the exercises by using the `plot_resid.py` script which should also work through `ssh`.

By default gmsh displays all height levels. You can hide them all by clicking on "Post-processing" in the left column. After this you can display one height level by clicking on one of the entries under the Post-processing section. The levels are ordered from bottom to the top.

Familiarise yourself with running the code, plotting the convergence and with the data that is shown on the screen while running the code.

## **2. Accuracy**

Change the accuracy threshold "eps0" and see how it impacts the number of iterations required to converge to that threshold?

## **3. Hill height**

Change the mountain height "hill\_height" and see how it impacts convergence. What do you observe for a zero hill height?

## **4. Vertical resolution**

How does the convergence change if you reduce the height of the atmosphere by reducing "dz"?

## **5. No preconditioner**

Switch off the preconditioner by setting "nb\_precond\_iter" to 0. What do you observe?

## **6. Small planet**

While keeping the preconditioner switched off and the vertical resolution at 800m, what do you observe if you reduce the radius of the planet down to ~50km (keep in mind that the mountain width needs to be adjusted accordingly)?

## **7. More information about the elliptic solver dwarf**

More information about the elliptic solver dwarf can be found in Section 4.2 of the dwarf documentation which can be found at: <http://goo.gl/s65ojl>