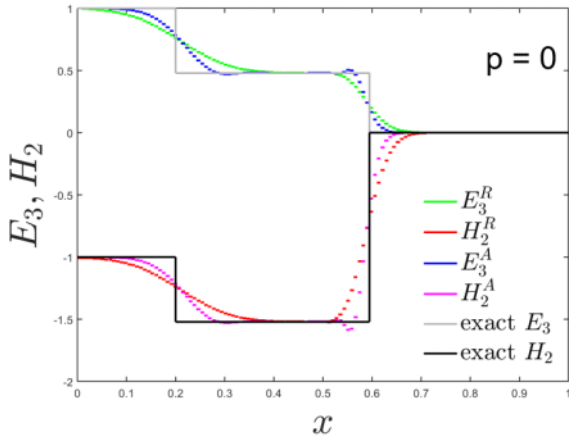
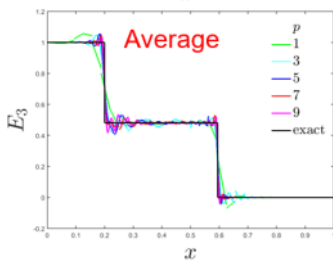
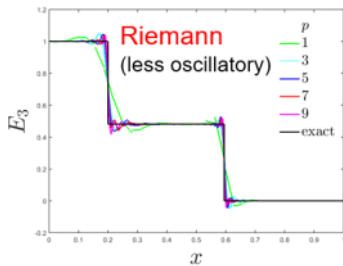


Some notes I forgot before:
Riemann solution is more dissipative



Riemann solutions: More dispersive (especially for low p)



Continuing from the last time:

$$\frac{D}{Dt} F = \frac{d}{dt} \int_{\omega} f_t dV = - \int_{\partial\omega} f_{t,n} ds + \int_{\omega} s dV$$

\downarrow temporal flux density of balanced quantity
 \downarrow outward spatial flux density (1 tensor order higher)

Balanced quantity (PE)

\uparrow

Deriving spacetime form of balance law source term

$$\frac{d}{dt} \int_{\omega} f_t dV = \int_{\partial\omega} f_x \cdot n_x ds + \int_{\omega} r dV$$

$$\int_{\omega} f_t dV \Big|_{t=t_1} - \int_{\omega} f_t dV \Big|_{t=t_0} = - \int_{t_0}^{t_1} \int_{\partial\omega} f_x \cdot n_x ds + \int_{t_0}^{t_1} \int_{\omega} r dV$$

$$\int_{\partial\Omega^+} \begin{bmatrix} f_x \\ f_t \end{bmatrix} \cdot \begin{bmatrix} 0 \\ 1 \end{bmatrix} dS + \int_{\partial\Omega^-} \begin{bmatrix} f_x \\ f_t \end{bmatrix} \cdot \begin{bmatrix} 0 \\ -1 \end{bmatrix} dS = - \int_{\partial\Omega} \begin{bmatrix} f_x \\ f_t \end{bmatrix} \cdot \begin{bmatrix} n_x \\ 0 \end{bmatrix} dS \quad \Omega = \omega \times [t_0, t_1]$$

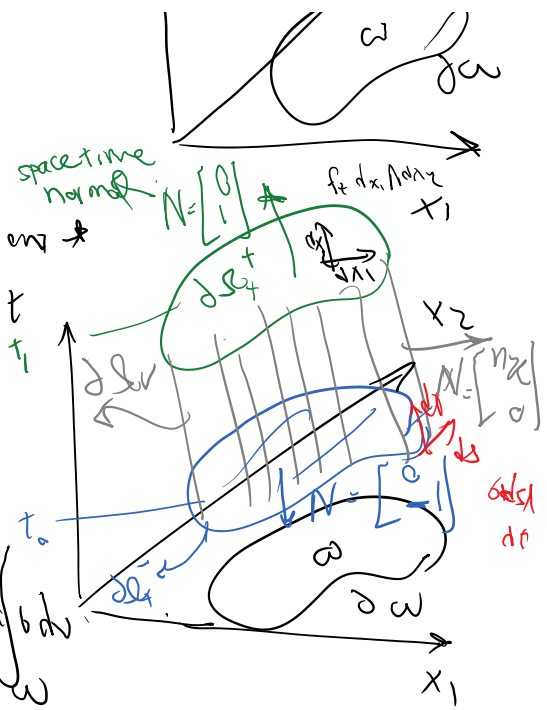
$$F = \begin{bmatrix} f_x \\ f_t \end{bmatrix}$$

spacetime flux density

$$N = \begin{bmatrix} n_x \\ n_t \end{bmatrix}$$

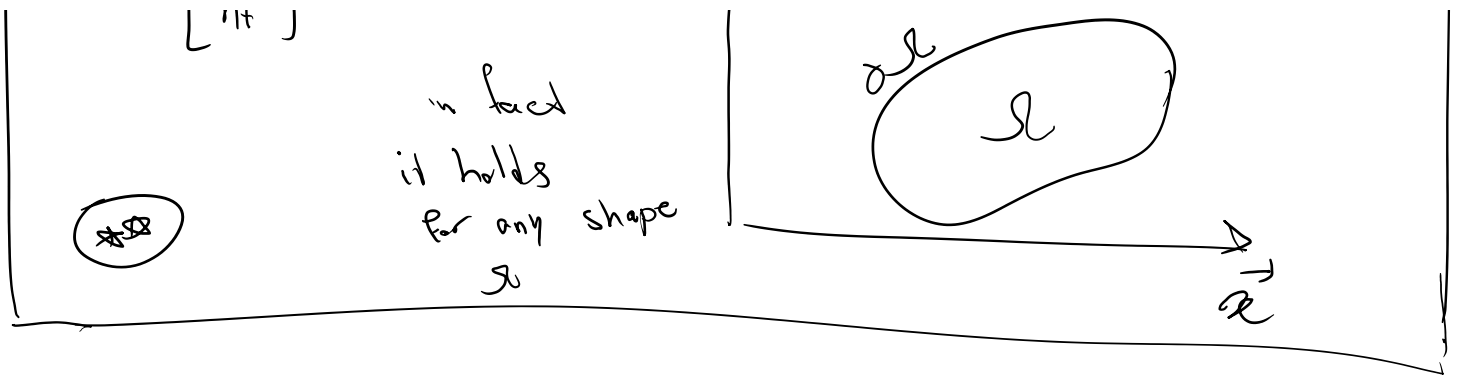
spacetime normal

$$\int_{\partial\Omega^+} F \cdot N dS + \int_{\partial\Omega^-} F \cdot N dS + \int_{\partial\Omega} F \cdot N dS = \int_{\Omega} r dV$$



$$F = \begin{bmatrix} f_x \\ f_t \end{bmatrix} \quad \int_{\partial\Omega} F \cdot N dS = \int_{\Omega} r dV$$

$$N = \begin{bmatrix} \vec{n}_x \\ n_t \end{bmatrix}$$



Although we derived (**) (spacetime form) from (*), (**) is a more general statement of balance laws and should be the starting point.

There is, however, a problem in (**) as we use the notation of normal vector in spacetime. The problem is that we don't have a metric in spacetime.

Remedies:

- Multiply the time axis by a scale of velocity (e.g. light speed for electromagnetics, etc.) so all axes have the unit of space ...
- Language of differential forms: This is the common approach in relativity

what's the next step after spacetime balance law

Balance law $\int_{\partial\Omega} F \cdot N ds = \int_{\Omega} r dV$

for $\Omega \subseteq \mathcal{D}$

the solution is smooth enough F to be C^1

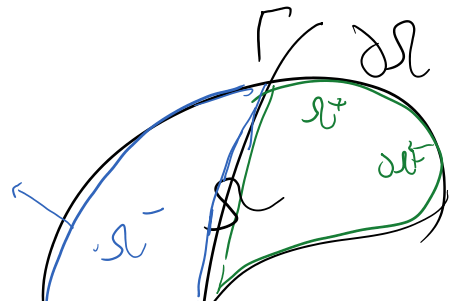
$\int_{\Omega} \nabla_{st} \cdot F dV = \int_{\Omega} r dV$

arbitrary Ω localization $\int_{\Omega} (\nabla_{st} \cdot F - r) dV = 0 \Rightarrow \nabla_{st} \cdot F - r = 0$ PDE

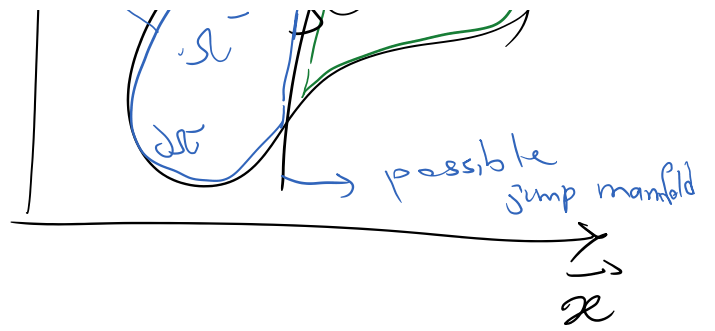
What else do we get from Balance law

$$\textcircled{+} \int_{\partial\Omega} F \cdot N ds = \int_{\Omega} r dV$$

$$\rightarrow \int_{\partial\Omega} F \cdot N ds = \int_{\Omega} r dV$$



$$\textcircled{2} \int_{\partial \Omega^+} F \cdot N \, dS = \int_{\Omega^+} r \, dV$$

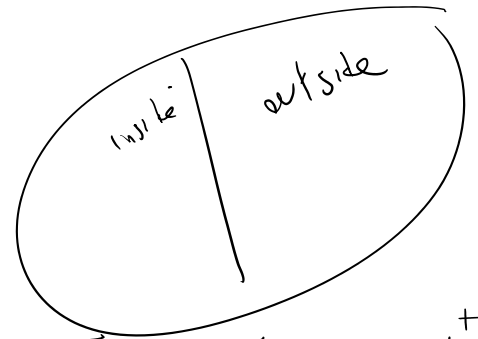


$$\textcircled{3} \int_{\partial \Omega} F \cdot N \, dS = \int_{\Omega} r \, dV$$

$$\forall \Omega \int_{\partial \Omega} (F \cdot N^- + F \cdot N^+) \, dS = 0 \quad \text{er abzahn}$$

$$F \cdot N^- + F \cdot N^+ = 0$$

$$[F] = 0$$



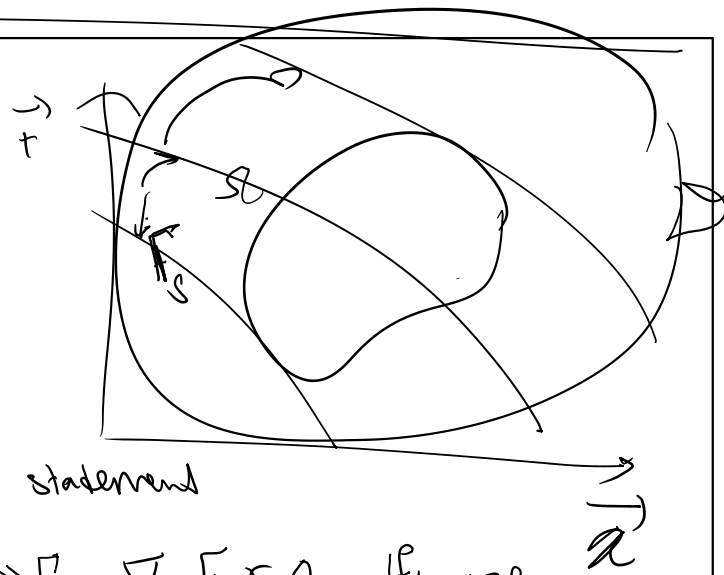
$$[F] = F_{\text{outside}} - F_{\text{inside}} = F \cdot F^-$$

$$[F] \cdot N^- = 0$$

Summary

Balance law

$$\forall \Omega \int_{\partial \Omega} (F \cdot N)_x \, dS = \int_{\Omega} r \, dV$$



strong statement

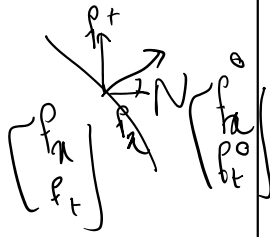
$$\left\{ \begin{array}{l} \textcircled{1} \text{ PDE } \forall x \in \Omega \quad \nabla_{S^1} \cdot F - r = 0 \quad ; \quad \frac{dF}{dt} + \nabla_x \cdot F = r \\ \textcircled{2} \text{ Jump conditions } \quad [F] \cdot N^- + F \cdot N^+ = 0 \end{array} \right.$$

(2) Jump conditions

$$\forall n \in D \cap \Gamma_S \quad [F] = F^- n^- + F^+ n^+ = 0$$

$$(f_x^- - f_x^+) \cdot n_x + (f_t^- - f_t^+) n_t = 0$$

Also called Rankine Hugoniot jump conditions

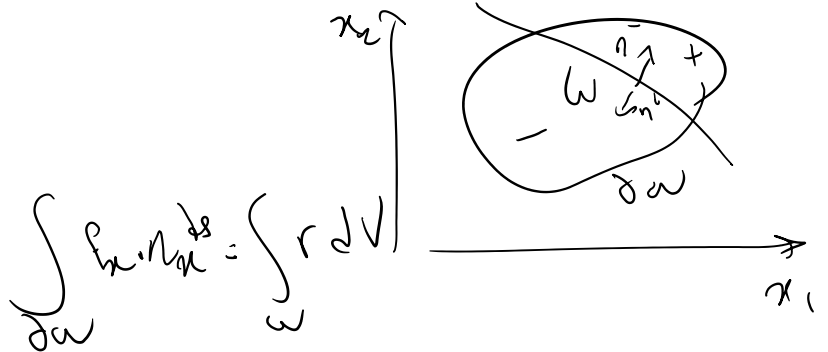


More discussion on the jump conditions

Solid mechanics

$$f_x = -\sigma$$

$$f_t = \rho v = P$$



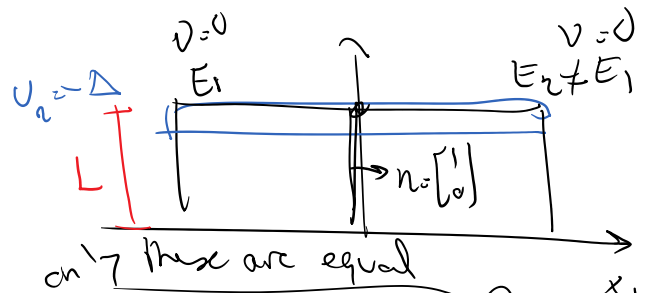
$$\int_{\partial \omega} f_x \cdot n_x \, ds = \int_{\omega} f \, dV$$

$$\rightarrow [f_x] = f_x^- n_x^- + f_x^+ n_x^+ = 0$$

$$-\left(\delta^- \cdot \begin{bmatrix} 1 \\ \delta^- \end{bmatrix} \right) - \delta^+ \begin{bmatrix} 1 \\ \delta^+ \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$\tau^- - \tau^+ = 0$$

$\delta^- \neq \delta^+$ in general

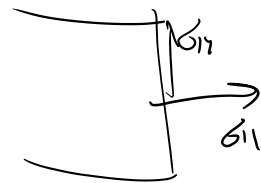


only these are equal

$$\begin{pmatrix} \delta^- & \delta^- \\ \delta^- & \delta^- \end{pmatrix} \quad \begin{pmatrix} \delta^+ & \delta^+ \\ \delta^+ & \delta^+ \end{pmatrix}$$

$$\delta_{22}^- = \frac{-\Delta}{L} E_1 \quad \delta_{22}^+ = \frac{-\Delta}{L} E_2$$

$$\delta_{11}^- \neq \delta_{22}^+$$



$$F = \begin{pmatrix} f_x \\ f_t \end{pmatrix} \quad [F] = F^- n^- + F^+ n^+ = 0$$

$$F = \begin{pmatrix} T_x \\ F_x \end{pmatrix} \quad [F] = F^+ N^- + F^- N^+ = 0$$

$$(F^+ - F^-) \cdot N^- = 0$$

But $F^+ - F^-$ is not generally zero

Jump conditions are more interesting in dynamics

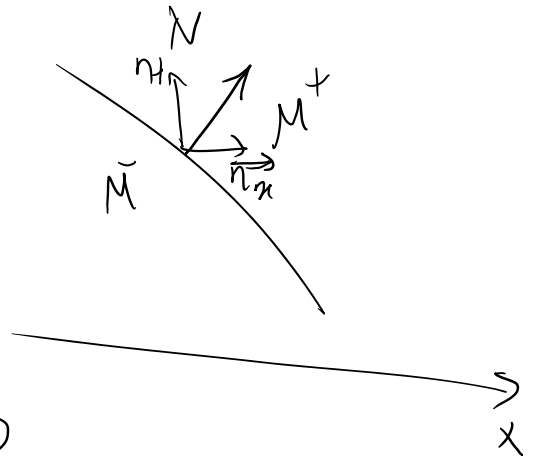
Electrodynamics

$$M = \begin{bmatrix} -\delta \\ P \end{bmatrix}$$

↓
spatial linear momentum density

$$[[g]] = g^+ - g^-$$

$$\begin{bmatrix} [[-\delta]] \\ [[P]] \end{bmatrix} \cdot \begin{bmatrix} M_x \\ n_t \end{bmatrix} = 0$$

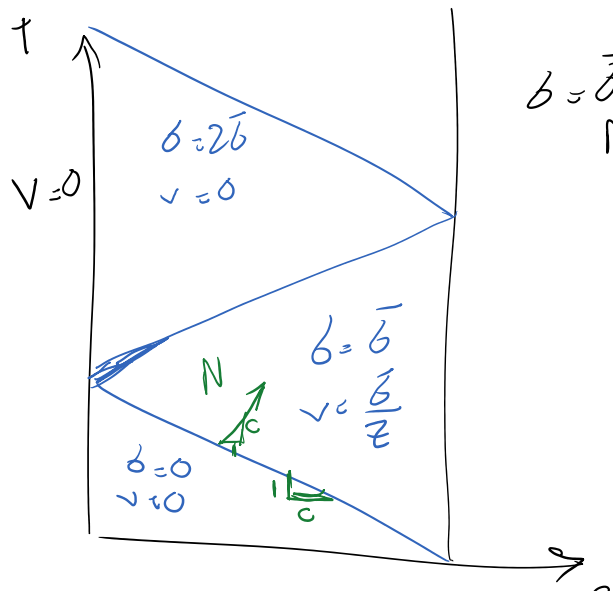


$$-[[\delta]] M_x + [[P]] n_t = 0$$

each one can be non zero

Example

Dirichlet $\rightarrow V=0$



$\delta = \bar{\delta}$
Neuman

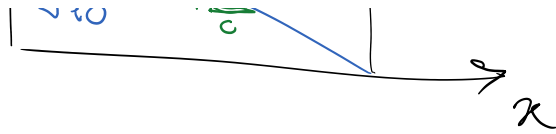
$$M_x = \frac{1}{\sqrt{1+c^2}}$$

$$n_t = \frac{c}{\sqrt{1+c^2}}$$

$$Z = c\rho$$

$$c = \sqrt{\frac{\epsilon}{\mu}}$$

$$n_t = \frac{c}{\sqrt{1+c^2}}$$



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$$[b] = (\bar{\delta} - 0) = \bar{\delta}$$

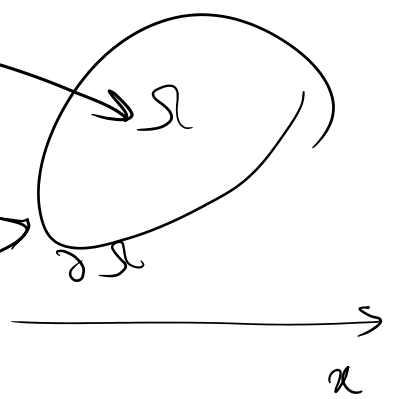
$$p \in \mathcal{S}V \quad [P] = \int \frac{\bar{\delta}}{Z} - 0 = \int \frac{\bar{\delta}}{Z}$$

$$-n_x [b] + n_t [P] = \frac{-1}{\sqrt{1+c^2}} \bar{\delta} + \frac{c}{\sqrt{1+c^2}} \int \frac{\bar{\delta}}{Z} = 0$$

$$[b], [V], [P] \neq 0$$

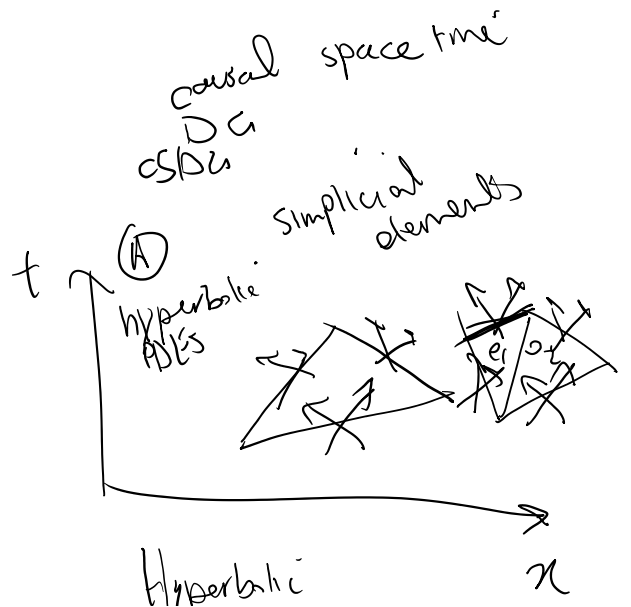
Formulating a spacetime discontinuous Galerkin method

$$\begin{cases} \nabla_{st} \cdot f - \delta = 0 & \text{PDE} \\ [F] \cdot N = 0 & \text{Jump condn} \end{cases}$$



Ω 's will become elements

There are two classes of elements



similar to implicit time marching
via spacetime slab needs

↳ similar to implicit time marching
↳ the entire spacetime slab needs
to be solved at once

