

Lecture 2

Euler's equations *

Recall $u =$ velocity vector field

$$\begin{cases} u_t + u \cdot \nabla u + \nabla p = 0 \\ \nabla \cdot u = 0 \end{cases} \quad \text{in } \mathbb{R}^d$$

From $\mathbb{R}^2 \rightarrow$ additional auxiliary functions

a) stream function $\psi: \mathbb{R}^2 \rightarrow \mathbb{R}$

b) velocity potential $\phi: \mathbb{R}^2 \rightarrow \mathbb{R}$

Conformal setting

Restrict to a domain $\Omega(t) \subset \mathbb{R}^2$, and try to understand *

* will change, because boundary conditions are needed!
Depending on the problem, we have the following types of bdd conds:

(a) impermeable bdd conds.

(b) free surface bdd conds. (they are the hardest)

Types of flows that lead to water waves are irrotational, incompressible, irrotational flows.

fixed bdd

(a) $u \cdot n = 0$ on $\partial\Omega$ "no-flow" condition and states that no fluid goes through the bdd.
obs: an inviscid fluid can slide. \therefore $\nabla \cdot u = 0$ is a tangential component of the velocity vector field.

obs: For Navier-Stokes.

$$u = 0 \text{ on } \partial\Omega.$$

\therefore viscous fluid there, it "sticks" to the boundary.

obs: If the boundary is not fixed, and moves with velocity V , then these bdd conds $\begin{cases} \rightarrow \text{Euler: } u \cdot n = V \cdot n \\ \rightarrow \text{N-S: } u = V. \end{cases}$

Obs: N-S eq contain second-order spatial derivatives and therefore they require additional bdd conds.

$\Omega \subset \mathbb{R}^2$. IBVP for $u: \Omega \times \mathbb{R} \rightarrow \mathbb{R}^2$. velocity vector field.
 $p: \Omega \times \mathbb{R} \rightarrow \mathbb{R}$. pressure.

$$(a) \left\{ \begin{array}{l} u_t + u \cdot \nabla u + \nabla p = 0 \text{ in } \Omega \\ \nabla \cdot u = 0 \text{ in } \Omega \\ u \cdot n = 0 \text{ on } \partial \Omega. \\ u(t_0, x) = u_0 \rightarrow : \Omega \rightarrow \mathbb{R}^2 \text{ a given divergence free initial velocity.} \end{array} \right.$$

Here $p(t, x)$ is not unique as one can absorb init functions in t and still get a solution.

(b) On the free surface bdd. Def: A free surface is a bdd. whose location is not known a priori. \rightarrow this is very difficult to deal with.

Many free surface problems arise in fluid dynamics.

\rightarrow Stefan problem: melting ice problem.

\rightarrow Hele-Shaw problem: flow in a porous medium

\rightarrow we will deal with free surface that comes where the water meets the air. \rightarrow water waves.

In water waves there are 2 free surface bdd cond

\rightarrow kinematic boundary conditions = free surface moves with the fluid

\rightarrow dynamic boundary conditions = balance of forces across the interface

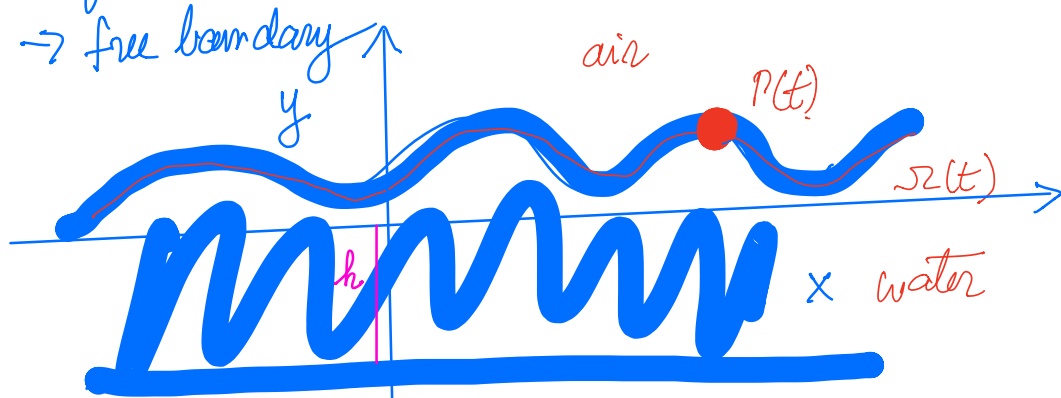
We work in 2D: The 2D water wave problems are different than 3D water waves in many ways and here is a short list:

- setting is different
- mathematical analysis (i.e. tools) are very different

Common feature that the 2D and 3D water waves share is the large set of problems one might want to investigate

Setting: inviscid, incompressible flow (recast of incompressible Euler eqs)

- gravity and/or surface tension
- finite bottom. (2D) $y = -h$, $h > 0$
- free boundary



Comments:

- $z(t)$ domain of the water.
- u describes the velocity of the fluid in this region.
- $P(t)$ is the interface.
- impose the corresponding bdd condition.
 - kinematic bdd cond (particle ϵ on $P(t)$ are staying on $P(t)$)

$$D_t = \partial_t + u \cdot \nabla$$
 is always tangent to $P(t)$

● dynamical bdd. conds

$$\rightarrow P = P_0 - \sigma H$$

water pressure

air pressure

$\rightarrow \sigma$ is the surface tension coefficient

$\rightarrow H$ is the mean curvature on $\Gamma(t)$.

Now we want to go to water waves and here is where we need to take advantage and use the irrotationality. ($\omega = 0$, where $\omega = \nabla \times u$)

$$\underline{\underline{\omega}} = \text{vorticity} = \text{curl } u = \nabla \times u.$$

$$\omega_t + u \cdot \nabla \omega = 0 \text{ in } 2D \text{ (different evaluation eq for } \omega \text{ in } 3D)$$

Now introduce the velocity potential, $\phi: \Omega(t) \rightarrow \mathbb{R}$.

$u = \nabla \phi$, and using all given information

$$\text{we have } \left[\text{i.e. } (\nabla \cdot u = 0) + (\nabla \times u = 0) \right] \Rightarrow \Delta \phi = 0 \text{ in } \Omega(t)$$

- Velocity potential will help to reduce the to the bdd. (hence reduce the space dimensions)
- Since all hypothesis are invariant with respect to rotation, it is not hard to see that.

$$\frac{\partial \phi}{\partial n} = 0 \text{ on the bottom.}$$

$n = \text{normal unit vector to } \Gamma(t)$

Note!

Knowing $\phi|_{\Gamma(t)}$ IMPLIES KNOWING $\phi|_{\Omega(t)}$

Now we can restrict ourselves to $\Gamma(t)$ and hence getting closer to the water wave eqs.

The goal is to avoid tracking the entire fluid body and just focus on $\Gamma(t)$:

- (i) one variable is the interface $\Gamma(t, x)$
- (ii) the second variable is $\phi|_{\Gamma(t)}$

Knowing the solution to this system (assuming for now that we have one) should allow you to compute u at any given time t .

Our variables are:

- $y = \underline{\eta(t, x)}$ y represent the height

- $\psi(t, x) = \phi|_{\Gamma(t)}$

$(\eta, \psi) \Rightarrow$ evolution described by them.

↓
here a big hole is paired by the $\overline{\Gamma}$ kinematic dynamic.

$$u = \nabla \phi$$

$$\psi|_a = \phi|_{\Gamma(t_0)}$$

give you this initial data.

| this info is not enough: I need

the $\frac{\partial \phi}{\partial n}$ of $\phi|_{\Gamma(t)}$

Dirichlet to Neumann operator = pseudo-differential operator of order 1

$$\begin{cases} \eta_t - G(\eta)\psi = 0 \\ \psi_t + g\eta - \nabla H(\eta) + \frac{1}{2} |\nabla\psi|^2 - \frac{1}{2} \frac{(\nabla\eta \cdot \nabla\psi + G(\eta)\psi)^2}{1 + |\nabla\eta|^2} = 0 \end{cases}$$

$$G(\eta) = \sqrt{1 + |\nabla\eta|^2} (\nabla\phi \cdot \alpha)$$

$$H(\eta) = \nabla \cdot \left(\frac{\nabla\eta}{1 + |\nabla\eta|^2} \right) \quad \uparrow \quad \underline{\text{Zakharov formulation}}$$

$\rightarrow \quad \underline{G(\eta) \approx |D| = \text{H.o.D.}}$

Next we will go over the derivation of Zakharov formulation and move further to our final "setting"