

**Computational Fluid Dynamics**  
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**Module No. # 07**

**Dealing with complexity of geometry of the flow domain**

**Lecture No. # 40**

**Need for special Methods for dealing with irregular flow geometry**

**Outline of the Body-fitted grid approach**

**Coordinate transformation to a general, 3-D curvilinear system**

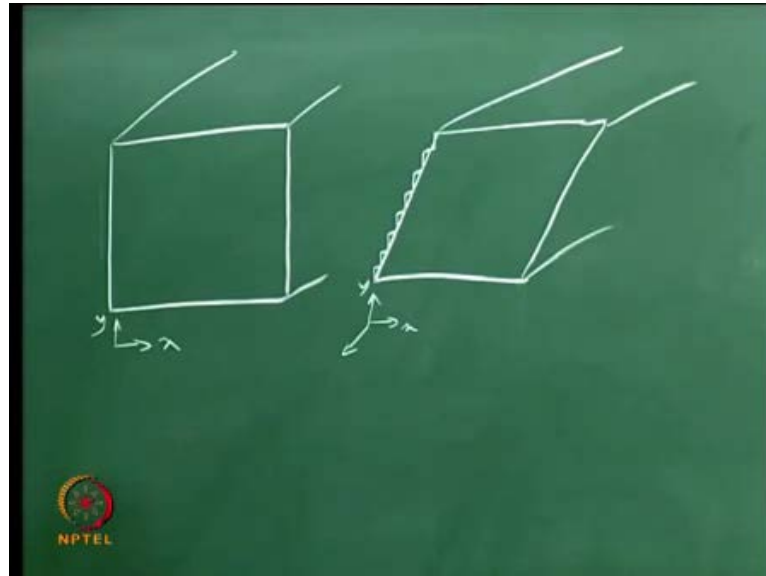
We now are at a stage where we can say that we know what equation to solve for a general three-dimensional incompressible chemically reacting non-isothermal flow. So, using the time averaged approach, we can solve for a fairly complicated flow problem, but we still are saddled with difficulty that our flow domain has to be very simple. Because we have so far considered only rectangular dimensions. And it is fairly straight forward to extend this to say polar coordinates, where we have flow through a pipe or flow in the annulus space between two pipes; two circular pipes or even for the case of flow over a perfectly spherical ball.

So, in all these cases one can use appropriate cartesian coordinate system or a polar coordinate system or a spherical coordinate system to represent the flow domain. And as long as we do that we are quite with whatever techniques that we have learnt, but if you are looking at a more complicated case. For example, if you are looking at a cricket ball where you have specific stitch pattern that you would like to take care of. Then you have a difficulty in describing the stitch pattern in a spherical coordinate system. If you are looking at a conical surface, if you are looking at a flow through a converging diverging duct. Then you cannot represent the whole flow domain in exactly polar coordinate system.

We are looking at a flow domain which can be described in terms of constant. In which the boundaries of the flow domain lie along constant values of the coordinate **coordinates**, for example constant  $x$ , constant  $y$ , constant  $z$ , constant  $r$ , constant  $\theta$ , constant  $\phi$ . So, these are all the kind of orthogonal coordinate frames of constant

coordinated directions, which can be easily represented using the techniques of c f t that we have learnt.

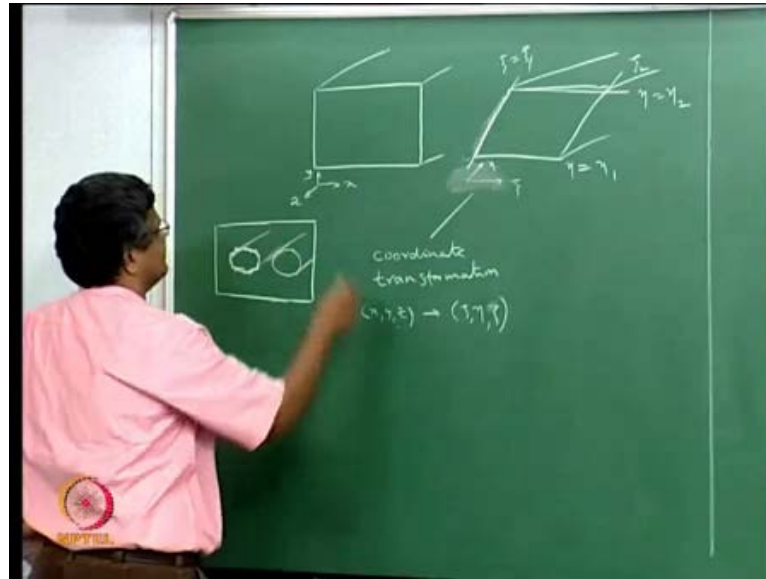
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But if you have for example a simple case of a flow domain, which is not really like this, which we already considered that a duct like this. Here, this particular wall if you want to describe this in terms of  $x$  and  $y$  coordinate system. This wall is along constant  $y$  line and this wall is along constant  $x$  line and this surface is along constant  $z$  and so on. But if you consider, if you want to describe the same thing in terms of  $x$   $y$   $z$  coordinate thing one which is like this then; obviously, this wall is not along constant  $y$  line. So, it is this does not fall into the general kind of technique that we have dealt with and you can break it up into something like constant  $x$ , constant  $y$  like that, but that is not a true representation of the surface.

You have a surface, which is coming up like that and if you **if you** are very conscious of the nature of the surface then you; obviously, cannot have this stair case kind of pattern to represent an inclined wall. For example, if you looking at the effect of the seam of **of** the **the** seam on the cricket ball. And the effect on that on the aerodynamics thing then; obviously, you cannot treat that seam to be in this stair case pattern.

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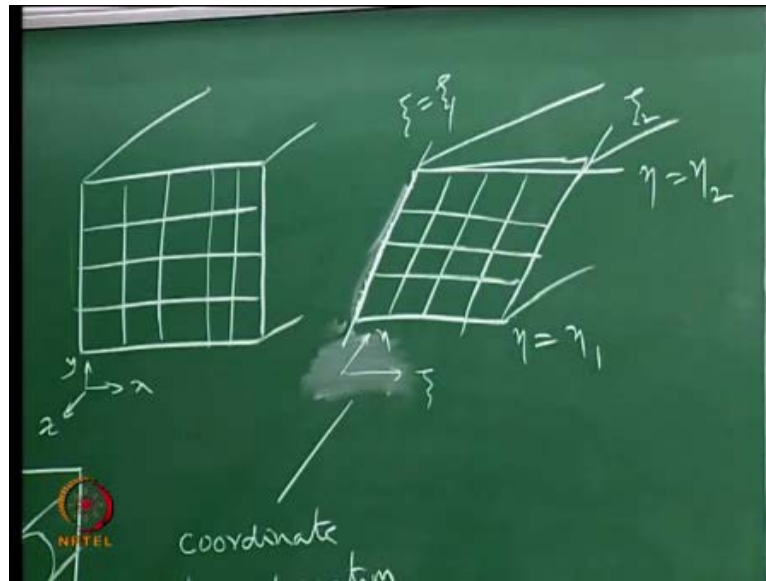
You would like to be a smooth surface and if you consider another case, where you have a rectangular duct with two tubes which are placed. And then you have flow going over these tubes and so, in such a case. You cannot represent this wall here using a Cartesian coordinate system. Again you would have to use something like this stair case kind of approach with this. So, this in these kind of cases, where it is difficult to represent the bounding surfaces on constant  $x$ , constant  $y$ , constant  $z$  or constant  $r$  the planes like that. Then we have a difficulty in using the conventional  $c f t$  that we have so far considered.

We have to go from here, we have to tackle these kind of geometries in a different way. We have to treat them in a such a way that either we have a system thereby. We cannot treat the bounding surfaces as the constant coordinate lines not necessarily  $x y z$  that is one approach. And the other approach is to treat them using finite volume or finite element kind of methods. So, when we talk about geometry like this. We have the possibility of using coordinate transformation (no audio from 05:54 to 06:04) from  $x y z$ , which is what we are using here to  $\psi$   $\tau$  something like this. Where this is our regular coordinate system and this is a different coordinate system and constant lines of  $\psi$   $\tau$  and  $\zeta$  here will represent the values here the bounding domains here.

For example, we know that, we cannot represent this is a constant  $x$  or constant  $y$  line in this, but if you had  $\psi$   $\tau$  these coordinate lines is that. This is  $\psi$  and this is  $\tau$  let me put it  $\psi$   $\eta$   $\psi$  like this. So, if this is let us work in two dimension. This is our  $\psi$

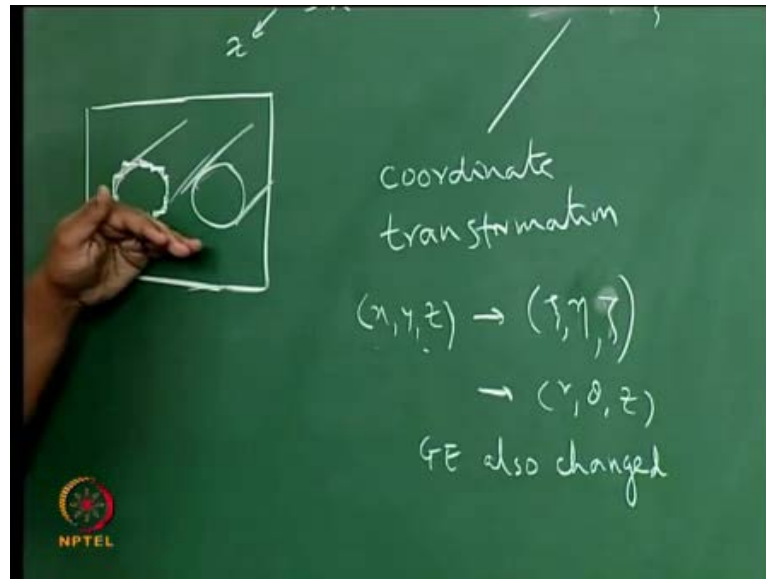
here and this is our eta. So, that this corresponds to eta equal to eta 1. And this line this surface corresponds to eta equal to eta 2. And this coordinate line corresponds to psi equal to psi 1. And this corresponds to psi equal to psi 2. Then these surfaces the bounding surfaces can be described as being a coordinate constant plane like that. So, in this case we can then do the discretization.

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So, we have a grid lines here, which are parallel to the coordinate lines. (no audio from 08:06 to 08:10) In this case, we can have grid lines which are parallel to these coordinate lines. And these are not along this direction both y and x are changing. So, in that sense this is not either constant x or constant psi line constant y line, but this is a constant psi line and this is a constant eta line. So, by going by doing a coordinate transformation from the x y z into a different coordinate frame in which the bounding surfaces are along constant values of these coordinate directions. We can tackle a complex geometry and the simplest example of this is going from x y z to theta z.

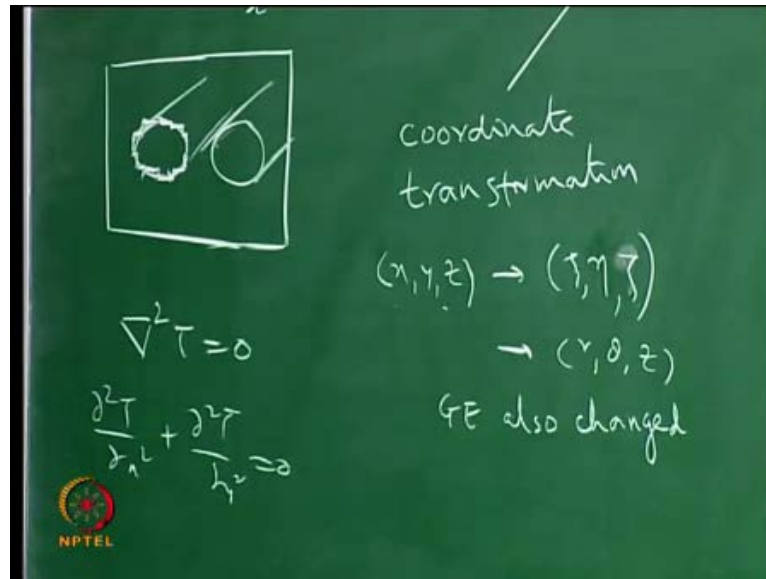
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For example when you want to look at flow through a pipe. You do not represent the corresponding situation in  $x, y, z$ . You would use an  $r, \theta, z$  coordinate system. And so, you are going from  $x$  to  $r$  and  $y$  to  $\theta$ . So, you have changed we have done a coordinate transformation. And in the process what we also know is that the governing equations also are changed. (no audio from 09:31 to 09:37) So, in this approach although we can describe the **the** domain. Although we are consume in  $x, y, z$  coordinate system the typical cartesian coordinate system. We actually do not write down the equations in cartesian coordinate system.

Because it is easier to write them down in a cylindrical polar coordinate system. So, we go away from  $x, y, z$  coordinate system to  $r, \theta, z$  coordinate system. And we deal with a transformed equations representing the same consideration.

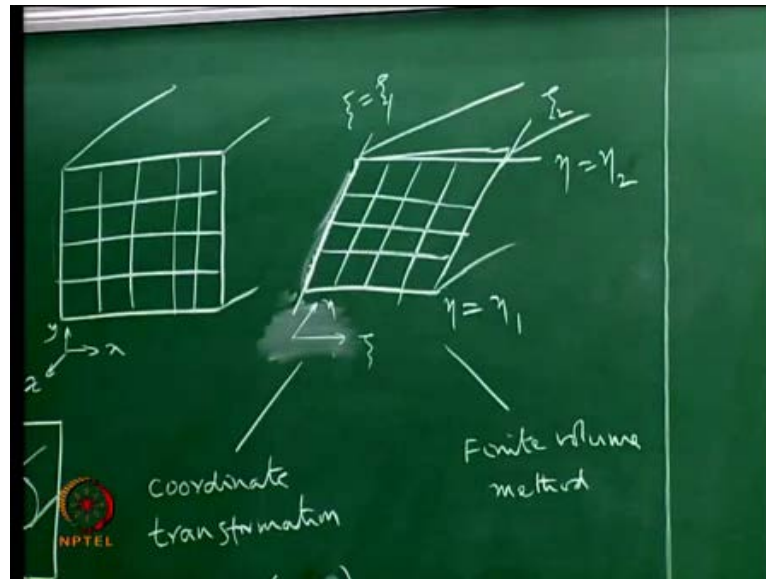
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Example of a square  $T = 0$  is a heat conduction problem. It represents a heat conduction and this **this** is applicable in any geometry, when we are dealing with a rectangular geometry. We write it as Laplace's equation  $\nabla^2 T = 0$  in  $x, y$  coordinates but if the same thing where **in** polar coordinates **in** a circular pipe. We will write the radial coordinate equation for this depending on whether it is  $r, \theta, z$  or  $r, \theta, \phi$ . There it can be in many different two-dimensional combinations of that. So, one approach is to move away from the restriction of  $x, y, z$  or  $r, \theta, z$  or  $r, \theta, \phi$  type of transform coordinate frames.

That we are very familiar with into an **arbitrary** arbitrarily defined coordinate system  $\psi, \eta, \zeta$ . Such that the domains of the bounding surfaces on, which we want to apply the boundary condition will lie along parts of constant  $\psi, \eta$  and  $\zeta$  lines. And in this way we can take proper account to the shape of the **of the** flow domain. And it is restriction boundaries and **and** therefore, we can take proper account to the boundary conditions and so, this is one approach.

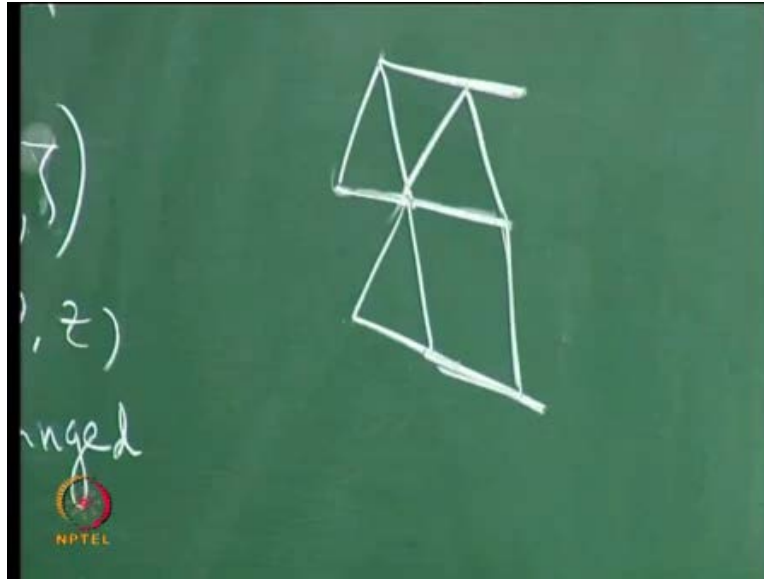
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The other approach is to use for example the finite volume method, which can be considered as a variation of the finite element method, where you do not deal with a structure grid. But we try to write down the consideration equations in each of these in a specific form. And thereby divided defined equations for the variables and how they change from point to point and all that. So, the finite volume method is much more flexible.

It does not enforce on you that, you must have a structure grid. For example, with four faces in a two dimensional coordinate system. The moment you say it is constant  $\eta$  lies and constant  $\xi$  lies here, every control volume has four faces. And that is a structured grid in two dimensions in a finite volume method. You do not need to have only four faces you can have more number of faces.

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So, if you have a domain like this. You can make up a control volume; you can make up your own using you can have a control volume. In which you start your equations either having a four-sided thing or a three-sided thing and any-sided. You can even make a this whole thing to be one control volume. And thereby you can tackle any complicated geometry, where you readily use this **using the** finite volume method. So, there are two different ways of doing this two different approaches both are tactics and both have their advantages and disadvantages. What we will do is we will try to take a look at the principles of each of these. And try to understand what is involved in **in** doing this once; we understand this approach and this approach.

Then we can choose one of these two approaches and tackle any complicated geometry. And one would say that being able to deal with the coordinate transformation and being able to deal with **with** non-orthogonal (no audio from 14:25 to 14:31) coordinate system. Satisfactorily has led to the example the explosion of the use of CFD further range of practical problems. So, this is **this can** considered as this has happened in the early eighties in a way. And that is when people have started using this even in process industries in real earnest because one is not restricted to tackling these simple geometries.

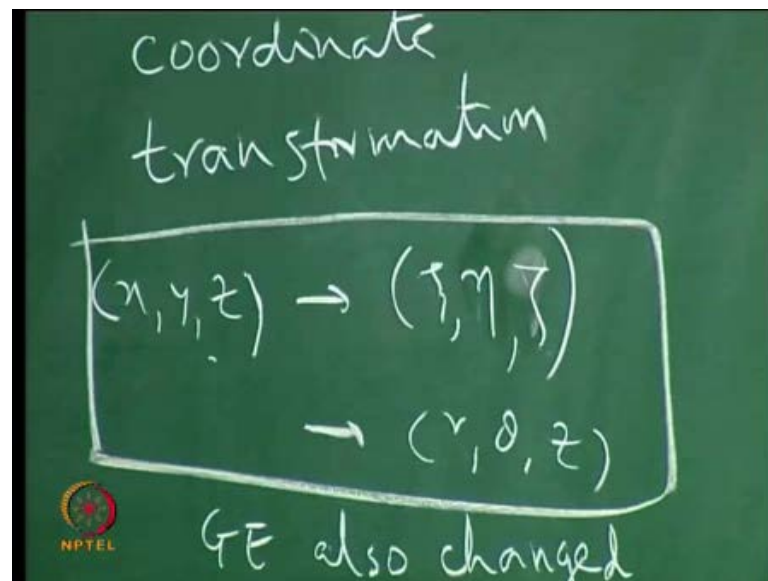
One could consider the full complexity of the flow domain. And then the corresponding flow changes modifications associated with that. And finite volume method has also led to a similar kind of explosion and it has led to a lot more ease of competition. And some of the a lot more user friendliness into the use of computer course has been brought in by finite volume and finite element methods. And this has also led to a great development



in the usage of c f d. And now, a days both have practiced to such an extent that one can say that any complicated flow in any complicated geometry can be attacked using the c f d techniques.

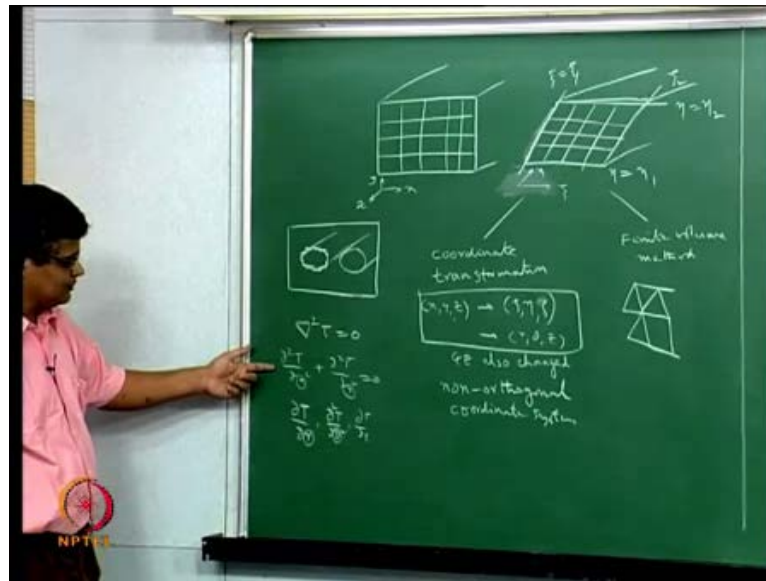
Of course there are lots and lots of areas in problems, where c f d cannot be readily applied and used but the range where one can say with confidence, **yes** This is a problem that I can attempt and I can do solve. Using c f d that range of problems has tremendously increased with these two methods, which will enable us to tackle realistic geometries that are often found in practice. So, let us try to understand first this and then this approach to tackling a non-standard geometry, which involved it into either of the cartesian or cylindrical or spherical coordinate system. So, what we are looking at is that the approach that is followed in this that as given in this example.

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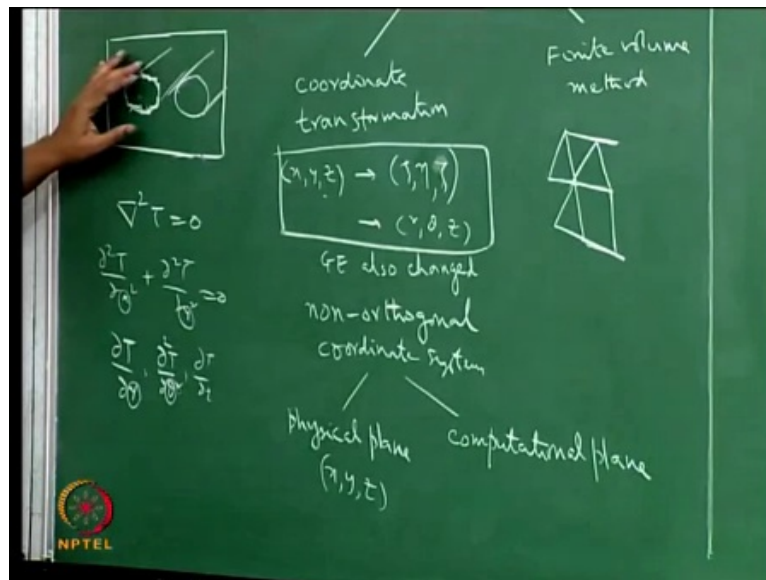
We abandon or attempt to describe the flow domain in x y z coordinate system. And we move on to a more convenient coordinate system. In which the bounding surfaces or along constant coordinate lines. And along with the process, where the moment we abandon x y z. And use this we have to represent the variation of a parameter of interest not in x and y.

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But in terms of  $\nabla^2 T$  by  $\nabla^2 r$  for example, if it is  $r$  then  $\nabla^2 T$  by  $\nabla^2 \theta$  square and  $\nabla^2 T$  by  $\nabla^2 z$  or let so, in the sense we move away from  $x$  and  $y$ . And we write it in terms of  $r$  and  $\theta$ . So, we have to change transform or coordinate system from here to here.

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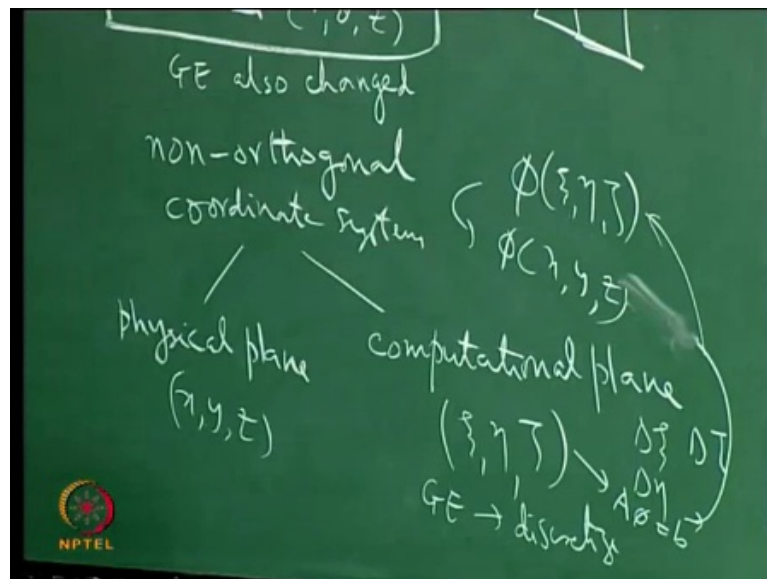


So, this is where the idea of two grid approach comes into picture it is not a multi grid. We are looking at a physical plane and a computational plane (no audio from 18:18 to 18:26) physical plane is the plane in which we describe our system. For example, this is

our domain and if this cylinder is placed here; and in this cylinder is placed here; with a center of **of** this and this radius is this and so, on. So, this is an  $x y z$  plane, but we do not solve the equations in this plane. We transform from this physical plane into  $\psi, \eta, \zeta$  here. And then we transform our equations also from here into this.

We compute the solution so, in that computational plane here. And then transform the solution back into the physical plane. So, we have an identification of where we want to have the variables of interest here. And we **we** export them into the computational plane, which is in described in terms of  $\psi, \eta, \zeta$ . And we write the governing equations in this plane we discretize this.

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So, we are talking about  $\Delta\psi, \Delta\eta$  and  $\Delta\zeta$  being used to write express these things. So, from these we convert the governing equation into  $A\phi = b$ , where  $A$  consists of these instead of  $\Delta x, \Delta y, \Delta z$ . We have now  $\Delta\psi, \Delta\eta$  and all these things and then we finally, get by solving this. We get  $\phi$  at every  $\psi, \eta, \zeta$  that we wanted to do. Now, we have an understanding of which point of  $x y z$  corresponds to which point of  $\psi, \eta, \zeta$ . So, once we have this  $\phi$  at many **many** points on the computation domain.

We say that since this point there is a one to one mapping between the computation plane and the physical plane. Then we say that this point, which is computational plane of  $\psi$  naught and  $\eta$  naught and  $\zeta$  naught here has a corresponding physical space location,

which when we say that  $x, y, z$ . So, there is a one-to-one mapping between a point in the physical plane and point in the computational plane. We do all the computations that is starting of the governing equation is discretization analysis. And converting into a  $\phi$  equal to  $b$  solution of the simultaneous equation.

And all that is done and finally, we get **we get** the solution of  $\phi$  in the computational plane. And since will have what point this corresponds to in the physical plane. We say that at this point in the computational plane the  $\phi$  is this and therefore, at the corresponding point the value of  $\phi$  is here. So, only the solution is **is** given back is mapped from the computational plane and physical plane. So, in the process we have a mapping of the physical plane. The geometry in the physical plane into the computational plane and using that mapping.

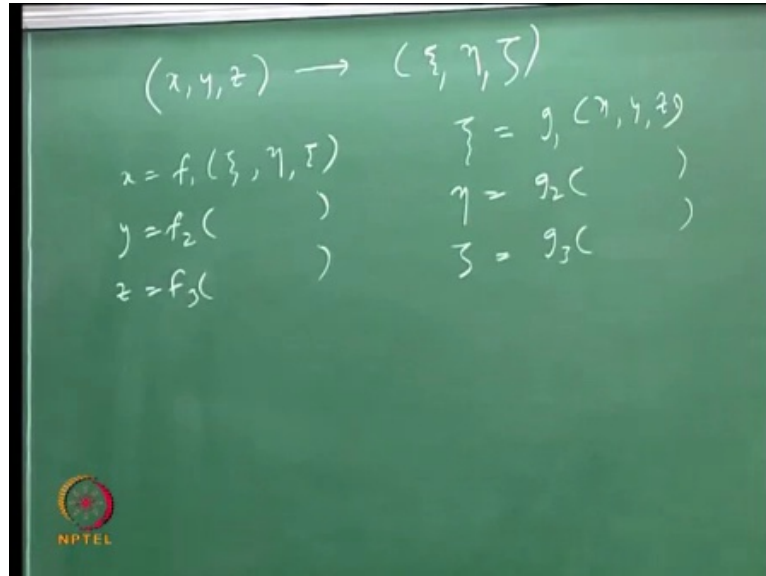
We transform the governing equations, which are described in physical space in terms of  $x, y, z$  into computational plane. And the transformed governing equations are discretized and solved in the computational plane to get the solution in the computational plane. And using that mapping between the physical space and the computational space. We **we** map the solution back from computational plane into physical plane. So, we have somebody else doing all the computations and giving us the solution. And that somebody else does not; obviously, work in  $x, y, z$  he works in a coordinate frame of his own interest.

So, associated with this approach is the idea of deriving a mapping between  $x, y, z$  between the physical plane and the computational plane. And transforming the computational plane the governing equations into equations, which are applicable in the computational plane. Once it is done, it becomes same as our mathematical problem. We have certain derivatives, which we try to approximate using a Taylor's series expansion and so, on. We put them together we do analysis for consistency and stability. And then we choose a discretization scheme, which was good and then we that becomes matrix equation.

We have several such matrix equations and we solve them using either Gauss-Seidel or multi-grid or whichever, which we think is the important thing is the most appropriate and then you get the solution here. So, in this approach what we need to understand in addition is to this transformation of physical and computational plane. And

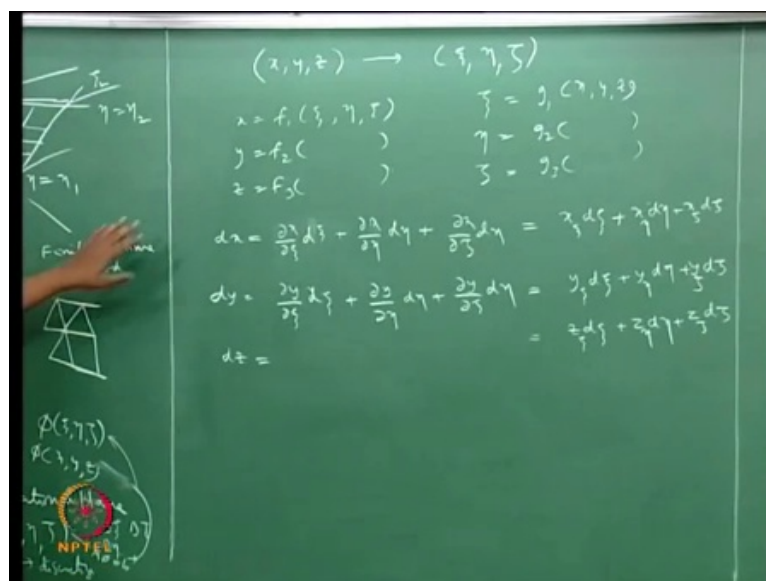
transformation with boundary conditions and we will see what is involved in **in** this process.

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First we will look at transformation from x y z into psi, eta, zeta here. And we notice that because of this x is a function of psi, eta, zeta. And y is also function of this z is also function of this. And similarly, psi is a function of x y z; eta is a function of x y z and zeta is also a function of x y z in the general case.

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So, we can write  $x$  is a function of these things. So, we can write  $dx$  equal to (no audio from 25:06 to 25:39) this is a function of (no audio from 25:42 to 25:49)  $dx$  by  $dx$  times  $d\eta$ . And similarly, we can write  $dy$ , which is a function of those three variables can be written as the specific derivatives here. Depend on what kind of transformation we have (no audio from 26:13 to 26:24). And we can **wecan** introduce a small simplification of notation here this  $dx$  by  $dx$   $\psi$  here.

We write as  $x$  subscript  $\psi$  this indicates a differentiation of this with respect to  $\psi$  here. So, we can write this  $x$  sub  $\eta$  (no audio from 26:51 to 26:59) this is a change of notation otherwise it is nothing. Plus  $y$   $\eta$   $d\eta$   $y$   $\psi$   $y$   $\zeta$   $d\zeta$  and similarly I can write  $dz$  to be by the same equal to  $z$   $\psi$   $d\psi$  plus  $z$   $\eta$   $d\eta$  plus  $z$   $\zeta$   $d\zeta$ .

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The image shows a green chalkboard with handwritten mathematical derivations. At the top, it says  $z = f_3(x, y)$ . Below that, the total differentials are calculated:

$$dx = \frac{\partial x}{\partial \xi} d\xi + \frac{\partial x}{\partial \eta} d\eta + \frac{\partial x}{\partial \zeta} d\zeta = x_\xi d\xi + x_\eta d\eta + x_\zeta d\zeta$$

$$dy = \frac{\partial y}{\partial \xi} d\xi + \frac{\partial y}{\partial \eta} d\eta + \frac{\partial y}{\partial \zeta} d\zeta = y_\xi d\xi + y_\eta d\eta + y_\zeta d\zeta$$

$$dz = \frac{\partial z}{\partial \xi} d\xi + \frac{\partial z}{\partial \eta} d\eta + \frac{\partial z}{\partial \zeta} d\zeta = z_\xi d\xi + z_\eta d\eta + z_\zeta d\zeta$$

Then, these are written in matrix notation:

$$\begin{bmatrix} d\xi \\ d\eta \\ d\zeta \end{bmatrix} = \begin{bmatrix} x_\xi & x_\eta & x_\zeta \\ y_\xi & y_\eta & y_\zeta \\ z_\xi & z_\eta & z_\zeta \end{bmatrix} \begin{bmatrix} dx \\ dy \\ dz \end{bmatrix}$$

An NPTEL logo is visible in the bottom left corner of the chalkboard image.

And so, we can write therefore, we can also write from here  $d\psi$ , which is function of  $x$   $y$   $z$  can be written. Similarly, as  $\psi$   $dx$  plus  $\psi$   $dy$  plus  $\psi$   $dz$   $d\eta$  can be written as  $\eta$   $dx$   $\eta$   $dy$  plus  $\eta$   $dz$  at finally,  $d\zeta$  can be written as  $\zeta$   $dx$  this; obviously, means  $dx$  by  $dx$  as per our notation and  $\psi$   $dy$  plus  $\psi$   $dz$ , which we can write in matrix notation as  $\psi$   $x$   $\psi$   $y$   $\psi$   $z$  and  $\eta$   $x$   $\eta$   $y$   $\eta$   $z$   $\zeta$   $x$   $\zeta$   $y$   $\zeta$   $z$ . So, we can combine all these things here and say that this is equal to  $d\psi$   $d\eta$  and  $d\zeta$ .

What it means is that the **the** total differential of  $\psi$  is now; a sum of differentials with respect to different coordinates that of, which this is a function here. And this transformation the differentials the total differentials  $dx$   $dy$   $dz$  can also be express like

this. We can also write (no audio from 30:08 to 30:19) equal to here. We come  $x$   $\psi$   $x$   $\eta$   $x$   $\zeta$   $y$   $\psi$   $y$   $\eta$   $y$   $\zeta$   $z$   $\psi$   $z$   $\eta$   $z$   $\psi$  times  $d$   $\psi$   $d$   $\eta$  and  $d$   $\zeta$ .

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So, we can substitute this for  $dx$   $dy$   $dz$  here in this. And therefore, write  $\psi$   $d$   $\eta$   $d$   $\zeta$  equal to  $\psi$   $x$   $\psi$   $y$   $\psi$   $z$   $\eta$   $x$   $\eta$   $y$   $\eta$   $z$   $\zeta$   $x$   $\zeta$   $y$   $\zeta$   $z$  times. We substitute for this **this** thing here  $x$   $\psi$   $x$   $\eta$   $x$   $\zeta$   $y$   $\psi$   $y$   $\eta$   $y$   $\zeta$   $z$   $\psi$   $z$   $\eta$   $z$   $\zeta$  times  $d$   $\psi$   $d$   $\eta$   $d$   $\zeta$ . So, from this we have this here and this here. So, obviously, these two should give us the identity matrix the multiplication of these two identity matrix.

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And therefore, we can write a very useful result  $\psi_x \psi_y \psi_z \eta_x \eta_y \eta_z \zeta_x \zeta_y \zeta_z$  equal to inverse of  $\psi_x \psi_y \psi_z \eta_x \eta_y \eta_z \zeta_x \zeta_y \zeta_z$  inverse and this can be written as  $J$  which is a Jacobian. We can  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$ . So, these two minus these two. So, that is the first term and then here we have minus  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  minus  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$ . So, these are the three elements here and here we have three more  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  minus  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  minus  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  minus  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$ . And  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  minus  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  and finally,  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$ .

So, the matrix of the transformation. So, that is  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  by  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  by  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  y all these things are given in this. Where  $J$  is known as Jacobian of the transformation (no audio from 36:03 to 36:19) is this the determinant of  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  and  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$ . And this can also be written as  $1$  by  $J$  inverse of the transformation.

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where  $J = \frac{\partial(x, y, z)}{\partial(\xi, \eta, \zeta)} = \begin{vmatrix} \xi_x & \xi_y & \xi_z \\ \eta_x & \eta_y & \eta_z \\ \zeta_x & \zeta_y & \zeta_z \end{vmatrix}$

$= \frac{1}{J^{-1}} = \frac{\partial(\xi, \eta, \zeta)}{\partial(x, y, z)} = \begin{vmatrix} \xi_x & \xi_y & \xi_z \\ \eta_x & \eta_y & \eta_z \\ \zeta_x & \zeta_y & \zeta_z \end{vmatrix}$

$J = \xi_x(\eta_y \zeta_z - \eta_z \zeta_y) - \xi_y(\eta_x \zeta_z - \eta_z \zeta_x) + \xi_z(\eta_x \zeta_y - \eta_y \zeta_x)$

So, this is  $1$  by  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$ . So, this is  $1$  by  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  and finally, this is equal to  $1$  by (no audio from 37:28 to 37:44) minus  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  minus  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  times  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$ . So, this is what  $J$  is and what this actually tells us is that this matrix each of this  $\eta_x \eta_y \eta_z \psi_x \psi_y \psi_z \zeta_x \zeta_y \zeta_z$  is given by  $J$  times this here. And similarly, this is given  $J$  times this and this given by  $J$  times this and so, on. And together these relations define the how we can evaluate the matrix of the



transformation these matrix are important because these matrixes appear in the, when we transform our governing equations from  $x y z$  to  $\psi \eta \zeta$  like this.

So, we need to be able to evaluate this and these relations and the corresponding relation for  $x$  and all these things tell us that if  $\psi$  for example, in doing this. If we know the relation of how  $x y z$  are related to this. If we know this then we can immediately differentiate this with respect to  $\psi \eta$  and  $\zeta$ . And evaluate the  $x$  these matrix and from this we can get the Jacobian. And these are already derivable from the known transformation here. So, we can therefore, get the corresponding matrix of  $\psi$   $y$  and  $\psi$   $z$  like this.

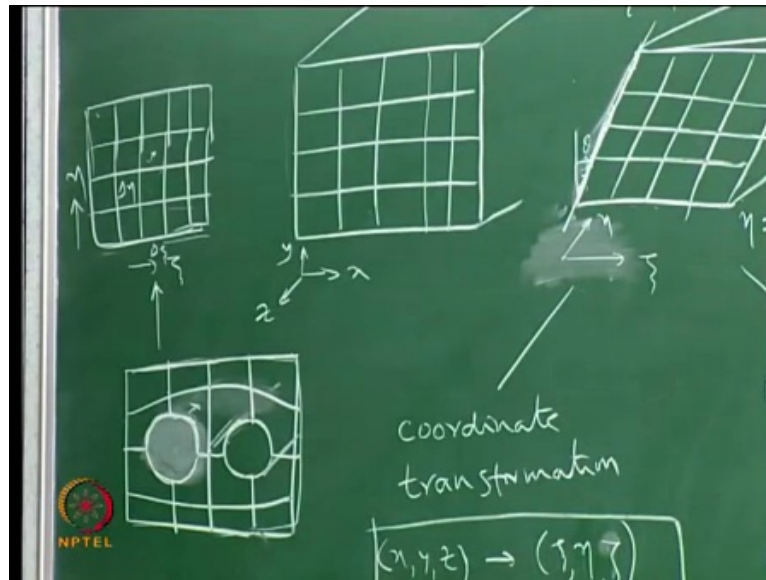
So, either we should know this or we should know this, if you know this. Then we can get  $x$   $\psi$  and all these things **all these things** from similar relation or if you know this. Then we can get the corresponding matrix in this now, the why we want to do this is at when we are doing computations in the computational plane. We are going to write derivatives with respect to derivatives of the parameters of in case with respect to with respect to  $\psi \eta$  and  $\zeta$ . So, we want express things in terms of  $\psi$   $\eta$   $\zeta$  by  $\psi$   $\eta$   $\zeta$  like that and so, that what is going to appear. And that is where this **this** information comes. And here what we have is this is the mapping that we are looking at in terms of  $x$  in terms of  $\psi$  and all these things.

So, how for example, if we can express this in terms of  $x$  and  $y$  then, we get a transformation like this. And if you express the corresponding this line in terms of these two things then we get a transformation like this. So, when we start about doing the problem like this. We want to have a coordinate system in which these lines here correspond to constant  $x$  and constant  $\psi$  lines. So, from finding the transformation one is for one way finding with transformation come out with some analytical thing for example, we can say that.

This line if this is  $\theta$  here then we can say that this is equal to this divided by  $\tan \theta$  or something like  $\cos \theta$  is what this **this** will give us. So, we can have this kind of algebraic trigonometric expression between the  $x$  and the corresponding  $x y z$  and the corresponding  $\psi \eta \zeta$  lines. Otherwise in the general case, we have to come up with a numerical description of this kind of transformation. So, that is where these transformation relations will actually will be helpful these will be **(( ))** using this.

One can come up with a coordinate frame, coordinate transformation numerically for an arbitrary coordinate for an arbitrarily complicated geometry like this. So a geometry, which is described in this physical plane like this can be transformed into a corresponding computational plane description.

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In which we have for example,  $\psi$  here and  $\eta$  here and lines in this computational plane. We have lines, which are straight and easy and described in terms of constant  $\Delta\psi$  and constant  $\Delta\eta$  like this, but this line here. In reality that is in the  $x, y$  plane may correspond to something like this. And this line may correspond to something like this. And thereby we can expect one more here and this line here corresponds to this line. Corresponds to this and this line corresponds to this. So, you have this line here corresponding to this and these lines may correspond to something like this.

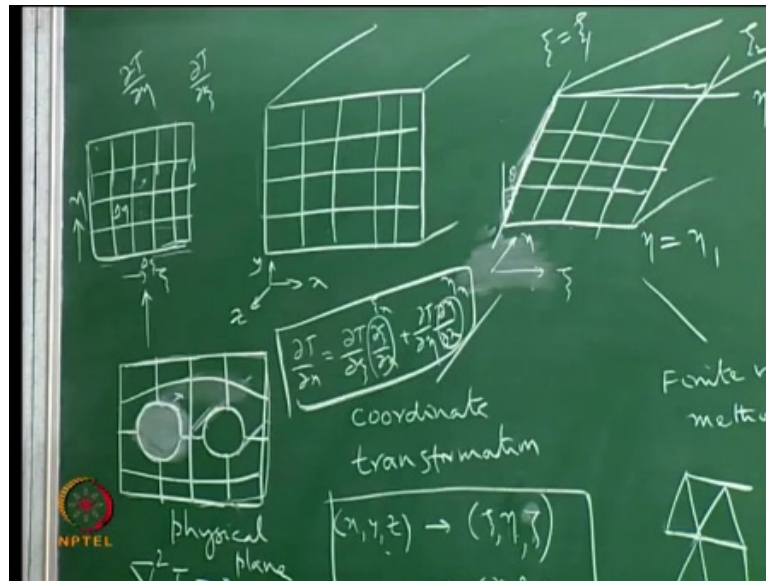
So, what is a rectangle here, with  $\Delta\psi$  and  $\Delta\eta$  as a two dimensions in physical plane. It is actually like this represents that particular volume. So, this transformation from a physical plane. So, the shape in computational plane is nice and easy, but the same thing is may to correspond to the real complicated shape in the physical domain. So, as a result of this, we may get something like the velocity or something at this point. And that point corresponds to in the physical plane to some here. So, we can get this value by doing the computations in this and getting the value here.

And then same that this control volume corresponds to this. So, this centroid corresponds to this and this where I have the points. So, we are there is a certain relation between what this coordinate lines are in computational plane. And what the coordinate lines are in the physical plane. So, in the physical plane the  $\psi$   $\eta$   $\zeta$  lines are curved. And they are allow to curve in such a way they go through **they also go through** at least some of them will go through the bounding surfaces here, but in the computational plane for ease of discretization.

These are lines you constant  $\psi$  and constant  $\eta$ . So, that you have just a square matrix a rectangular matrix with rectangular domain with  $\Delta\psi$  and  $\Delta\eta$ . So, in this is the kind of relation, we are looking at by this is the advantage also. That we are getting by doing this transformation a complicated shape here with curved boundaries is made to represent in the computational plane a rectangular boundary. And the treatment of these rectangular boundaries is very easy in our computational domain, but the treatment in the physical domain is more complicated.

So, instead of doing all the derivatives and all these things in the physical plane along curved boundaries. We do it in the computational plane along simple grid kind of approach. And then we come back into **into** the physical plane and in the process. If we say that this represents this corresponding variation of  $T$   $\frac{\partial T}{\partial x}$  here corresponds to something else in terms of  $\frac{\partial T}{\partial \psi}$  and  $\frac{\partial T}{\partial \eta}$ , because now  $x$  is a function of both  $\psi$  and  $\eta$  here.

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So,  $\frac{\partial T}{\partial x}$  now becomes a function of  $\frac{\partial T}{\partial \eta}$  and also  $\frac{\partial T}{\partial \xi}$ . So, one can say that this is equal to  $\frac{\partial T}{\partial \xi} \frac{\partial \xi}{\partial x} + \frac{\partial T}{\partial \eta} \frac{\partial \eta}{\partial x}$  and one can see that this is our  $\frac{\partial T}{\partial \xi}$  and this is our  $\frac{\partial T}{\partial \eta}$ . So, these are the metrics of the transformation that we are expressing here. So, and that is how we **we** make the relation between we do the whole computation for this complicated shape. We get a relation we get a transformation between  $x, y, z$  space, and  $\xi, \eta, \zeta$  space and using this **this** kind of chain rule of differentiation.

We convert  $\frac{\partial T}{\partial x}$ ,  $\frac{\partial T}{\partial y}$ ,  $\frac{\partial T}{\partial z}$  all those derivatives into derivatives in terms of  $\frac{\partial T}{\partial \xi}$ ,  $\frac{\partial T}{\partial \eta}$ . And in the process we have to make use of we have to come up with these metrics of the geometric transformation. And these will compute from the corresponding variation of  $y$  with respect to  $\eta$ , and  $z$  with respect to  $\zeta$  like this. And then using this transformation rules we get the metrics of the transformation.

And that will give us over all discretized equation in terms of the derivatives of the variable with respect to  $\xi, \eta, \zeta$  and the metrics. So, the metrics are known from the physical grid generation. So, that we have now a discretized equation having only the derivatives as the unknown variables. So, those derivatives are approximated with different approximations. And then, the result in partial differential equation is  $\nabla^2 \phi = b$  and then you solve finally, for  $\phi$  of  $\xi, \eta, \zeta$  here. And then from

this centroid you go back to here. And say that this is the value of  $\phi$  in the physical plane.

So, this is the approach that we solve that we use here. We have done only part of this we have seen how we can get the metrics of this kind of transformation from a knowledge of variation of  $x$  with respect to this **this** physical mapping. We will also look at how to do the transformation and what this transformation enters in terms of the solution. We will see that in the process of this transformation additional complexities are raised. We will look at this **(( ))** complexities and then take a complete view of this approach for dealing with complicated geometries that is the approach where we have to do a coordinate transformation and then carry out the solution.