

Diffusion processes in discontinuous media: numerical algorithms and benchmark tests

Antoine Lejay, Géraldine Pichot, Lionel Lenôtre

▶ To cite this version:

Antoine Lejay, Géraldine Pichot, Lionel Lenôtre. Diffusion processes in discontinuous media: numerical algorithms and benchmark tests. Workshop Validation approaches for multiscale porous media models., Jul 2018, Nottingham, United Kingdom. hal-01900609

HAL Id: hal-01900609 https://inria.hal.science/hal-01900609

Submitted on 22 Oct 2018

HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers. L'archive ouverte pluridisciplinaire **HAL**, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d'enseignement et de recherche français ou étrangers, des laboratoires publics ou privés. *Workshop* Validation approaches for multiscale porous media models Nottingham, July 16, 2018

Diffusion processes in discontinuous media: numerical algorithms and benchmark tests

G. Pichot, Project Team Inria SERENA Collaborative work with A. Lejay, Project Team Inria TOSCA and L. Lenôtre

Innin

Outline

1D Diffusion problem

Constant time steps SBM algorithms

Benchmark test cases

Inría

1D Diffusion problem



$$\begin{cases} \partial_t f(t, y) = \partial_y \left(D(y) \partial_y f(t, y) \right), \\ f(t, \cdot) \xrightarrow[t \to 0]{} \nu, \end{cases} \\ \text{For reflecting BC at } -L \text{ and } L: D(-L) \partial_y f(t, -L) = D(L) \partial_y f(t, L) = 0, \\ \text{For periodic BC: } f(t, -L) = f(t, L), \\ \text{For reflecting BC at } -L \text{ and absorbing BC at } L: \begin{cases} D(-L) \partial_y f(t, -L) = 0 \\ f(t, L) = 0 \end{cases} \end{cases}$$

with D the diffusion coefficient, assumed homogeneous in time.

Motivation: to solve this problem using particle tracking techniques.

Settings:

- The particles are initially distributed according to the measure ν ,
- At time t, they are distributed with the density $f(t, \cdot)$,
- The positions of the particles are defined by the paths of a stochastic process $(X_t)_{t\geq 0}$ on the probability space $(\Omega, \mathcal{F}, \mathbb{P})$,

Linear equation \Rightarrow the particles move independently.



1D Diffusion problem

Kolmorogov Forward equation Approximation of $(X_t)_{t>0}$

• Markov property \Rightarrow Simulate, for t > s, X_t when $X_s = x$ is known.

The density transition function q: Diffusivity is homogeneous in time \Rightarrow the density $y \rightarrow q(t, x, y)$ of X_{s+t} given $X_s = x$ is solution to the Fokker-Planck (or Kolmogorov forward) equation:

$$\begin{cases} \partial_t \mathfrak{q}(t, x, y) = \partial_y (D(y) \partial_y \mathfrak{q}(t, x, y)), \\ \mathfrak{q}(t, x, y) \xrightarrow[t \to 0]{\text{weakly}} \delta_x(y), \\ \mathfrak{q}(t, x, \cdot) \text{ satisfies absorbing, reflecting or periodic BC} \end{cases}$$

q is called the fundamental solution (or Green function).

The density f(t, y) is then equal to

$$f(t,y) = \int_{-L}^{L} \nu(\mathrm{d} x) \mathfrak{q}(t,x,y).$$

Symmetry property

▶ If the BC at -L is the same as the BC at L, then q(t, x, y) = q(t, y, x) for any t > 0 and $x, y \in [-L, L]$.



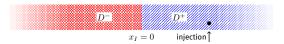
Case of an infinite medium: Constant diffusion coefficient:

▶ If $D = \frac{1}{2}$, the stochastic process X is the *Brownian motion* and q(t, x, y) is the Gaussian kernel:

$$\mathfrak{g}(t, y-x) = \frac{1}{\sqrt{2\pi t}} \exp\left(-\frac{(x-y)^2}{2t}\right)$$

Piecewise constant diffusion coefficient:

• With
$$D(x) = D^+$$
 if $x \ge 0$ and D^- if $x < 0$,



the density transition function of the process X is

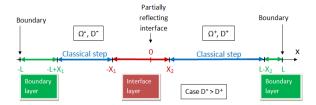
$$\mathfrak{q}(t,x,y) = \frac{1}{\sqrt{2D(y)}}\mathfrak{p}_{\theta}\left(t,\frac{x}{\sqrt{2D(x)}},\frac{y}{\sqrt{2D(y)}}\right), \quad \text{with: } \theta = \frac{\sqrt{D^+} - \sqrt{D^-}}{\sqrt{D^+} + \sqrt{D^-}},$$

and $\mathfrak{p}_{\theta}(t, x, y)$ the density transition function of the Skew Brownian Motion (SBM) of parameter θ defined by

$$\mathfrak{p}_{\theta}(t, x, y) = \mathfrak{g}(t, y - x) + \operatorname{sgn}(y)\theta\mathfrak{g}(t, |y| + |x|).$$



Case of a finite medium when D is discontinuous



Interface layer $[-X_1, X_2]$ with $X_1 = d_\alpha \sqrt{2D^- dt}$ and $X_2 = d_\alpha \sqrt{2D^+ dt}$, with $d_\alpha = 4$ so that if $x \notin [-X_1, X_2]$, the next step has very small chance (0.006%) to reach the interface layer.

 $\frac{\text{Outside the interface layer and outside the boundary layers: classical step}}{X(t+dt) = x + \xi c_{\alpha}\sqrt{2D^{-}dt}} \text{ on the left } x \in [-L + X_{1}, -X_{1}]}$ $X(t+dt) = x + \xi c_{\alpha}\sqrt{2D^{+}dt} \text{ on the right } x \in [X_{2}, L - X_{2}]$

Inside the interface layer Scaling: $\Phi(x) = \frac{x}{\sqrt{2D(x)}}$ $X(t+dt) = \Phi^{-1}(Y(dt))$ with $x \in [-X_1, X_2]$, with Y(dt) a Skew Brownian motion with parameter θ , at time dt, starting from $Y(0) = \Phi(x)$



Inside the interface layer: algorithms with constant time steps

General principle:

Data: Starting position X_t at time t, a time step dt and a diffusion coefficient D. **Result:** The position X_{t+dt} at time t + dt of the particle. **Algorithm:**

1. Scaling: Let
$$Y_t = \frac{X_t}{\sqrt{2D(X_t)}}$$
. Y_t is a SBM of parameter $\theta = \frac{\sqrt{D^+} - \sqrt{D^-}}{\sqrt{D^+} + \sqrt{D^-}}$

- 2. **SBM scheme:** Compute Y_{t+dt} using the constant time steps scheme of your choice
- 3. New position: $X_{t+dt} = \sqrt{2D(Y_{t+dt})}Y_{t+dt}$ (Scaling)

Some SBM schemes:

- ▶ Uffink: approximation method proposed by Uffink, PhD thesis, 1990 ⇒ single step, Uniform steps $\xi \sim U(-1, 1)$, $c_{\alpha} = \sqrt{3}$
- ▶ HMYLA: approximation method proposed by Hoteit *et al.*, Math. Geology, 2002 ⇒ two-steps, Uniform steps, $\xi \sim U(-1, 1)$, $c_{\alpha} = \sqrt{3}$
- ▶ SBM: exact density-based algorithm proposed by Lejay & Pichot, JCP, 2014 ⇒ two-steps, Gaussian steps $\xi \sim \mathcal{N}(0, 1)$, $c_{\alpha} = 1$
- SBMlin: exact density-based algorithm with a linear interpolation for the time in case of crossing, Lejay & Pichot, JCP, 2014 ⇒ two-steps, Gaussian steps ξ ~ N(0, 1), c_α = 1

One step method - Method 1: Uffink, PhD thesis, 1990

```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
if x + H1 < 0 then
```

-X₁ x 0 X₂



One step method - Method 1: Uffink, PhD thesis, 1990

```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Compute H1 = \sqrt{6D^- dt} and H2 = \sqrt{6D^+ dt}:
if x + H1 < 0 then
```

 $-X_1 \times 0 X_2$



One step method - Method 1: Uffink, PhD thesis, 1990

```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Compute H1 = \sqrt{6D^- dt} and H2 = \sqrt{6D^+ dt}:
if x + H1 < 0 then
      /*the interface is not crossed: uniform step;
else
end
return X(t + dt);
```

-X₁ x x+H1 0 X₂



One step method - Method 1: Uffink, PhD thesis, 1990

Data: Initial position $X_t = x$, a time dt > 0 and interface at 0. Case x < 0**Result:** Next position X_{t+dt} at time t + dt of the particle. Compute $H1 = \sqrt{6D^- dt}$ and $H2 = \sqrt{6D^+ dt}$: if x + H1 < 0 then /*the interface is not crossed: uniform step; $X_{t+dt} = x + H1 U(-1, 1);$ else end return X(t + dt);

 $-X_1 \times X_0(t+dt)$ 0 X_2



One step method - Method 1: Uffink, PhD thesis, 1990

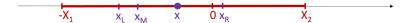
Data: Initial position $X_t = x$, a time dt > 0 and interface at 0. Case x < 0**Result:** Next position X_{t+dt} at time t + dt of the particle. Compute $H1 = \sqrt{6D^- dt}$ and $H2 = \sqrt{6D^+ dt}$: if x + H1 < 0 then /*the interface is not crossed: uniform step; $X_{t+dt} = x + H1 \mathcal{U}(-1, 1);$ else /*the interface is crossed: biased step; end return X(t + dt); -X₁ 0 x+H1 х Χ, nnia

July 16th, 2018 - 8

Validation approaches for multiscale porous media models

One step method - Method 1: Uffink, PhD thesis, 1990

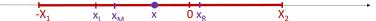
Data: Initial position $X_t = x$, a time dt > 0 and interface at 0. Case x < 0**Result:** Next position X_{t+dt} at time t + dt of the particle. Compute $H1 = \sqrt{6D^- dt}$ and $H2 = \sqrt{6D^+ dt}$: if $x + H1 \le 0$ then /*the interface is not crossed: uniform step; $X_{t+dt} = x + H1 \mathcal{U}(-1, 1);$ else /*the interface is crossed: biased step; Compute special points and P_{II} : ; xL = x - H1;xM = -x - H1: xR = (x + H1) * (H2/H1); $P_U = \frac{1}{2 H_1} * (xM - xL);$ end return X(t + dt);





One step method - Method 1: Uffink, PhD thesis, 1990

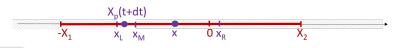
Data: Initial position $X_t = x$, a time dt > 0 and interface at 0. Case x < 0**Result:** Next position X_{t+dt} at time t + dt of the particle. Compute $H1 = \sqrt{6D^- dt}$ and $H2 = \sqrt{6D^+ dt}$: if $x + H1 \le 0$ then /*the interface is not crossed: uniform step; $X_{t+dt} = x + H1 \mathcal{U}(-1, 1);$ else /*the interface is crossed: biased step; Compute special points and P_{II} : ; xL = x - H1;xM = -x - H1: xR = (x + H1) * (H2/H1); $P_U = \frac{1}{2 H_1} * (xM - xL);$ Generate $U \sim \mathcal{U}([0, 1])$: if $U < P_{II}$ then Generate $X_{t\perp dt} \sim \mathcal{U}([xL, xM])$; else end end return X(t + dt);





One step method - Method 1: Uffink, PhD thesis, 1990

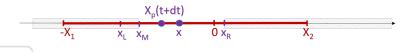
```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Compute H1 = \sqrt{6D^- dt} and H2 = \sqrt{6D^+ dt};
if x + H1 \le 0 then
       /*the interface is not crossed: uniform step;
      X_{t+dt} = x + H1 \mathcal{U}(-1, 1);
else
       /*the interface is crossed: biased step;
      Compute special points and P_{II}: ;
      xL = x - H1;
      xM = -x - H1:
      xR = (x + H1) * (H2/H1);
      P_U = \frac{1}{2H^1} * (xM - xL);
      Generate U \sim \mathcal{U}([0, 1));
      if U < P_{II} then
             Generate X_{t+dt} \sim \mathcal{U}([xL, xM]);
      else
       end
end
return X(t + dt):
```





One step method - Method 1: Uffink, PhD thesis, 1990

```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Compute H1 = \sqrt{6D^- dt} and H2 = \sqrt{6D^+ dt};
if x + H1 \le 0 then
       /*the interface is not crossed: uniform step;
      X_{t+dt} = x + H1 \mathcal{U}(-1, 1);
else
       /*the interface is crossed: biased step;
      Compute special points and P_{II}: ;
      xL = x - H1;
      xM = -x - H1:
      xR = (x + H1) * (H2/H1);
      P_U = \frac{1}{2H^1} * (xM - xL);
      Generate U \sim \mathcal{U}([0, 1));
      if U < P_{II} then
              Generate X_{t+dt} \sim \mathcal{U}([xL, xM]);
      else
              Generate X_{t+dt} \sim \mathcal{U}([xM, xR]);
      end
end
return X(t + dt):
```





nnía

Two steps methods - Numerical simulation of the first hitting time au

Brownian bridge

The Brownian path $(W_t)_{t \in [0, dt]}$ between $x = W_0$ and $y = W_{dt}$ is the Brownian bridge. When x < 0, there are two cases: y > 0 and y < 0.

When the bridge crosses the interface: x < 0 and y > 0

The path hits the interface at time τ given by $\tau = dt\xi/(1+\xi)$ with $\xi \sim \mathcal{IG}(-x/y, x^2/dt)$, inverse Gaussian distribution The time τ can be approximated by a linear interpolation when dt is small: $\tau \simeq dt|x|/(|x|+|y|)$

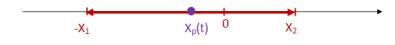
When the bridge does not cross the interface: x < 0 and y < 0

The path may cross the interface with the probability $P_c = \exp(-2xy/dt)$ If such, again, the first hitting time is given by an inverse Gaussian distribution Else it does not cross the interface and $\tau = dt$

The time τ can be approximated by $\tau = dt$ because the probability P_c is small

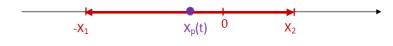


```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
```



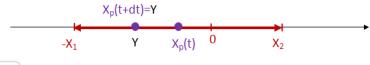


```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Generate Y \sim \sqrt{6D^- dt} \mathcal{U}(-1, 1);
```



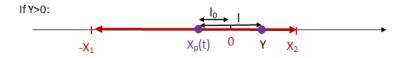


```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Generate Y \sim \sqrt{6D^- dt} \mathcal{U}(-1, 1);
if Y < 0 then
      X_{t+dt} = Y
else
end
return X_p(t+dt);
```



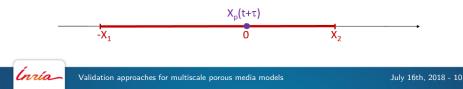


```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Generate Y \sim \sqrt{6D^- dt} \mathcal{U}(-1, 1);
if Y < 0 then
      X_{t+dt} = Y;
else
      Compute l_0 = |X_t| and l = |Y - X_t|; \ \tau = \frac{l_0}{l} \ dt; /* Linear hitting time
                                                                                                                         */
end
return X_p(t+dt);
```

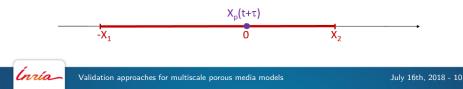




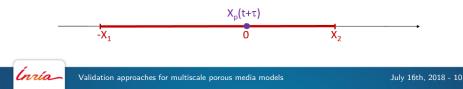
```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Generate Y \sim \sqrt{6D^- dt} \mathcal{U}(-1, 1);
if Y < 0 then
      X_{t+dt} = Y;
else
      Compute l_0 = |X_t| and l = |Y - X_t|; \tau = \frac{l_0}{l} dt; /* Linear hitting time
                                                                                                                        */
       Move the particle at 0: X_{t+\tau} = 0, dt_2 = dt - \tau;
end
return X_p(t+dt);
```



```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Generate Y \sim \sqrt{6D^- dt} \mathcal{U}(-1, 1);
if Y < 0 then
       X_{t+dt} = Y;
else
       Compute I_0 = |X_t| and I = |Y - X_t|; \tau = \frac{I_0}{I} dt; /* Linear hitting time
                                                                                                                                */
        Move the particle at 0: X_{t+\tau} = 0, dt_2 = dt - \tau;
       Compute the transmission probability: P_H = \frac{1-\theta}{2} = \frac{\sqrt{D^-}}{\sqrt{D^+} \pm \sqrt{D^-}};
end
return X_p(t+dt);
```

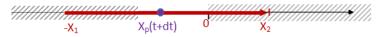


```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Generate Y \sim \sqrt{6D^- dt} \mathcal{U}(-1, 1);
if Y < 0 then
       X_{t+dt} = Y;
else
       Compute I_0 = |X_t| and I = |Y - X_t|; \tau = \frac{I_0}{I} dt; /* Linear hitting time
                                                                                                                                */
        Move the particle at 0: X_{t+\tau} = 0, dt_2 = dt - \tau;
       Compute the transmission probability: P_H = \frac{1-\theta}{2} = \frac{\sqrt{D^-}}{\sqrt{D^+} \pm \sqrt{D^-}};
       Generate U \sim \mathcal{U}([0, 1));
       if U < P_H then
       else
       end
end
return X_p(t+dt);
```

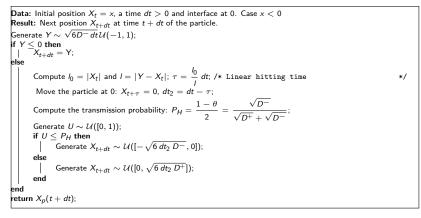


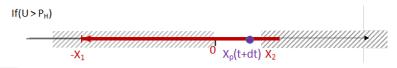
```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
Generate Y \sim \sqrt{6D^- dt} \mathcal{U}(-1, 1):
if Y < 0 then
       X_{t+dt} = Y;
else
       Compute l_0 = |X_t| and l = |Y - X_t|; \tau = \frac{l_0}{l} dt; /* Linear hitting time
                                                                                                                                  */
        Move the particle at 0: X_{t+\tau} = 0, dt_2 = dt - \tau;
       Compute the transmission probability: P_H = \frac{1-\theta}{2} = \frac{\sqrt{D^-}}{\sqrt{D^+} + \sqrt{D^-}};
       Generate U \sim \mathcal{U}([0, 1));
       if U < P_H then
               Generate X_{t+dt} \sim \mathcal{U}([-\sqrt{6 dt_2 D^-}, 0]);
       else
       end
end
return X_p(t+dt);
```

$If(U \le P_H)$











Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014

```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0

Result: Next position X_{t+dt} at time t + dt of the particle.

SBM (\tau, y) \leftarrow \text{ExactHittingTime}(t, x, dt, D^-);

If \tau < dt then

| /* A \ crossing \ occurred: biased step

Generate a random variate U \in \sim U(0, 1);

Generate a random variate G_2 \sim \mathcal{N}(0, 1);

if U < (1 + \theta)/2 then

| return \sqrt{2D^+(dt - \tau)}|G_2|

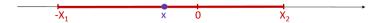
else

| return - \sqrt{2D^-(dt - \tau)}|G_2|

end

else

| /* \text{ No crossing occurred} */
```

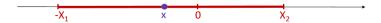




July 16th, 2018 - 11

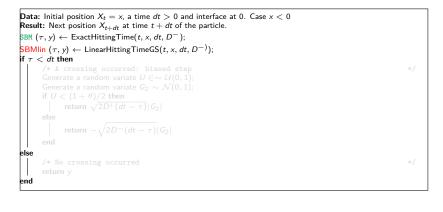
Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014

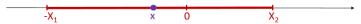
```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
SBM (\tau, y) \leftarrow \text{ExactHittingTime}(t, x, dt, D^-);
SBMIin (\tau, y) \leftarrow LinearHittingTimeGS(t, x, dt, D^{-});
```





Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014

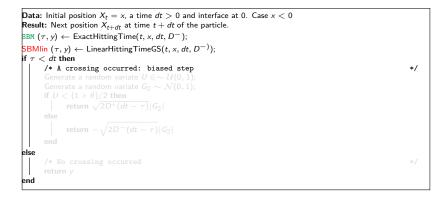


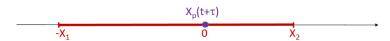




July 16th, 2018 - 11

Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014

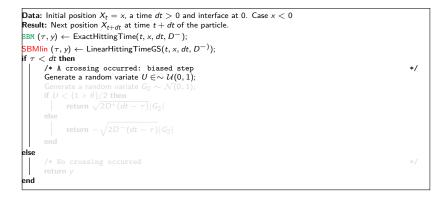


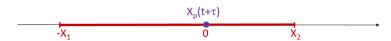




July 16th, 2018 - 11

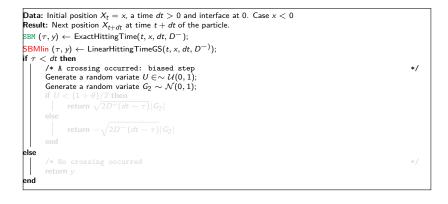
Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014

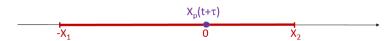






Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014

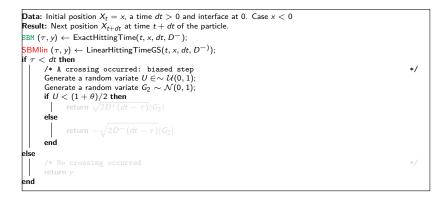


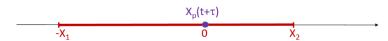




Validation approaches for multiscale porous media models

Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014

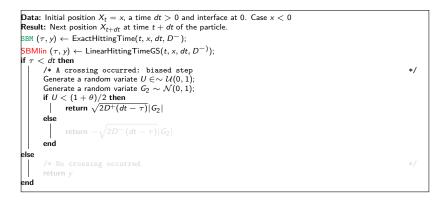






July 16th, 2018 - 11

Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014







Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014

```
Data: Initial position X_t = x, a time dt > 0 and interface at 0. Case x < 0
Result: Next position X_{t+dt} at time t + dt of the particle.
SBM (\tau, y) \leftarrow \text{ExactHittingTime}(t, x, dt, D^{-});
SBMlin (\tau, y) \leftarrow LinearHittingTimeGS(t, x, dt, D^{-});
if \tau < dt then
      /* A crossing occurred: biased step
                                                                                                                          */
      Generate a random variate U \in \mathcal{U}(0, 1);
      Generate a random variate G_2 \sim \mathcal{N}(0, 1);
      if U < (1+\theta)/2 then
              return \sqrt{2D^+(dt-\tau)}|G_2|
      else
              return -\sqrt{2D^{-}(dt-\tau)}|G_2|
      end
else
end
```

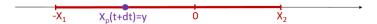




July 16th, 2018 - 11

Constant time steps SBM algorithms

Two steps method - Method 3 and 4: SBM and SBMlin, Lejay & Pichot, JCP, 2014





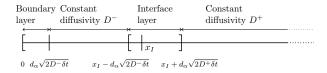
July 16th, 2018 - 11

Design of the benchmarks tests

- The tests we proposed are designed to discriminate between the possible bias and the Monte Carlo error. They give the fine behavior of schemes and do not aim at being realistic. The bias is the error induced by the approximation schemes. The smaller, the better.
- A test is *passed* if one cannot distinguish the bias from the Monte Carlo error. Otherwise the test *failed*.
- A good benchmark test dedicated to emphasize the bias of schemes must have a domain size and a time step chosen accordingly so as to maximize the number of crossing of the interfaces.
- In the benchmark tests, the size of the domain is chosen so that we can easily test new schemes and change the boundary conditions independently.
- Invalidating a scheme does not means it should be ruled out. A scheme could be fair enough for computing some macroscopic parameters but not for dealing with microscopic ones.



Three kinds of zones



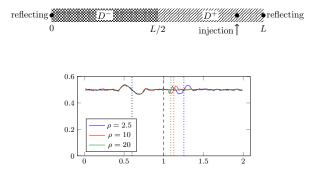
Algorithms in the boundary layer

- absorbing BC: the hitting time may be computed either exactly or with a linear approximation
- periodic BC: reinject the particle into the medium in a periodic way.
- reflecting BC: perform a reflection around the boundary point.



Caution: Combination of algorithms

Since Uffink and HMYLA rely on uniform approximations, they should be coupled with schemes relying on uniform approximations to avoid bad behavior when the particle is moved from one zone to another.

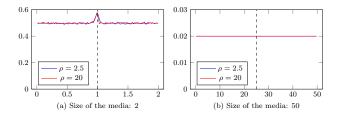


Histograms of the positions of 2×10^6 particles at time T = 10 (dt = 0.001) with L = 2 for HMYLA coupled with GaussianStep outside the interface layer for three values of $\rho = \frac{D^-}{D^+}$ nría Validation approaches for multiscale porous media models

July 16th. 2018 - 14

Parameters settings

- ► Number of particles: Simulate the dynamic of N particles until the final time T is reached. Large number of particles so that the Monte Carlo error, in general of order O(N^{-1/2}), is small. N chosen from 10⁵ to 10 × 10⁶ particles.
- Size of the domain, for a given time step: the input time step dt determines the size of the domain so as to maximize the number of passage through the interface layer by maximizing the relative size of the interface layer within the medium.

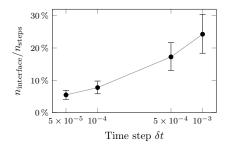


Increasing the size of the domain without changing the time step hides artificially the potential bias of the scheme which appears only when the particle is in the interface layer. Test case with dt = 0.001, T = 10, Bimaterial medium, SBMlin.



Parameters settings

Time step, for a given domain size: the time step must be chosen so as to keep a large amount of particles that cross the interface layer. A caution must be observed if the time step is decreased while leaving the medium unchanged.



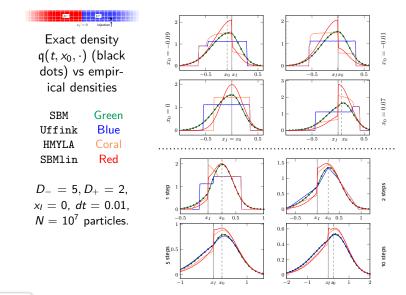
Mean proportion of steps performed in the interface layer as a function of the time step. Example with a bimaterial medium with reflecting BC and $D^- = 5$, $D^+ = 0.25$ ($\rho = 20$) for SBM, L = 2 and $x_l = 1$, T = 10 and N = 10,000 particles, initially uniformly distributed.

Remark (not shown): the mean proportion of steps in the interface layer varies from 32 % for $\rho = 2.5$ to 25 % for $\rho = 750$.

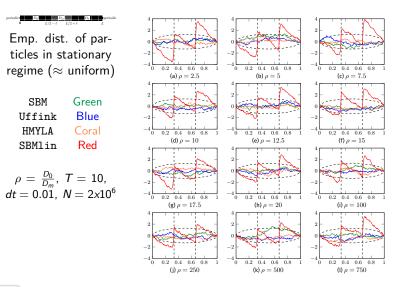


Benchmark test DENSITIES

Ínría

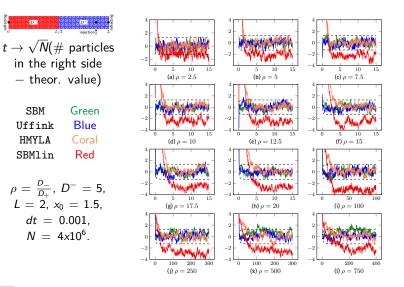


Benchmark test LAYER



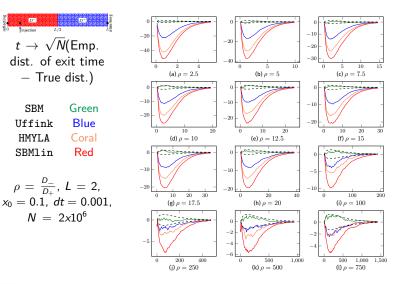


Benchmark test BIMATERIAL



Validation approaches for multiscale porous media models

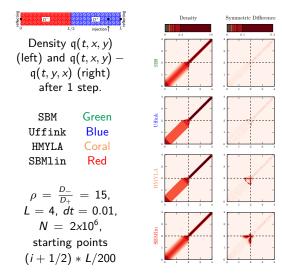
Benchmark test ABSORBING





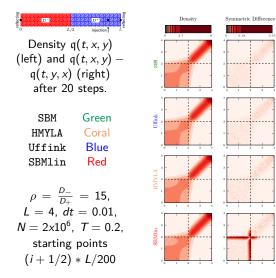
July 16th, 2018 - 20

Benchmark test SYMMETRY





Benchmark test SYMMETRY



(nría_

Conclusion

- We have tested 4 methods on several benchmark tests, 2 relying on Gaussian type steps, and 2 on Uniform type steps.
- **SBMIin** failed all the tests!
- SBM, HYMLA, Uffink show adequate results in steady state regime.
- ▶ In transient regime, SBM \geq Uffink \geq HYMLA.
- Exit time are overestimated with Uffink and HYMLA.
- The lack of preservation of symmetry may explain the failure of SBMlin which however introduce less approximation than HYMLA.

Symmetry \implies preservation of mass transfer A good scheme shall keep this physical property.



Packaging the sbm library (APP registration, July 2018). New scheme for diffusion + convection (Preprint hal-01806465)

Applying it to other schemes.

Thanks a lot for your attention!

Workshop Validation approaches for multiscale porous media models

Nottingham, July 16, 2018

Innía