

Reaction-Diffusion with Alternate-Direction Implicit

High Performance Computing for Science and Engineering

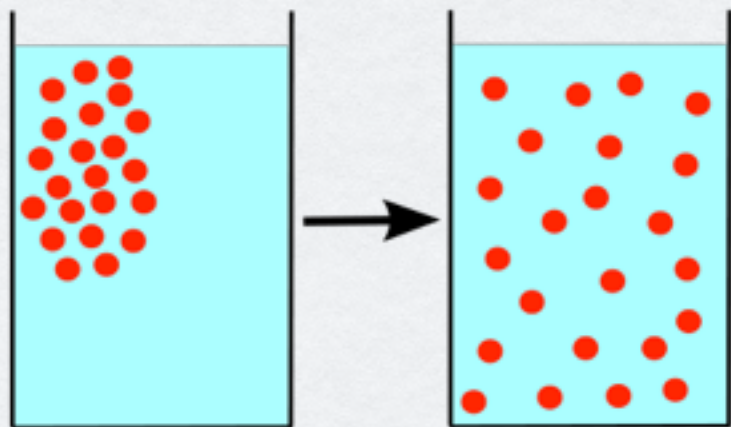
Diffusion

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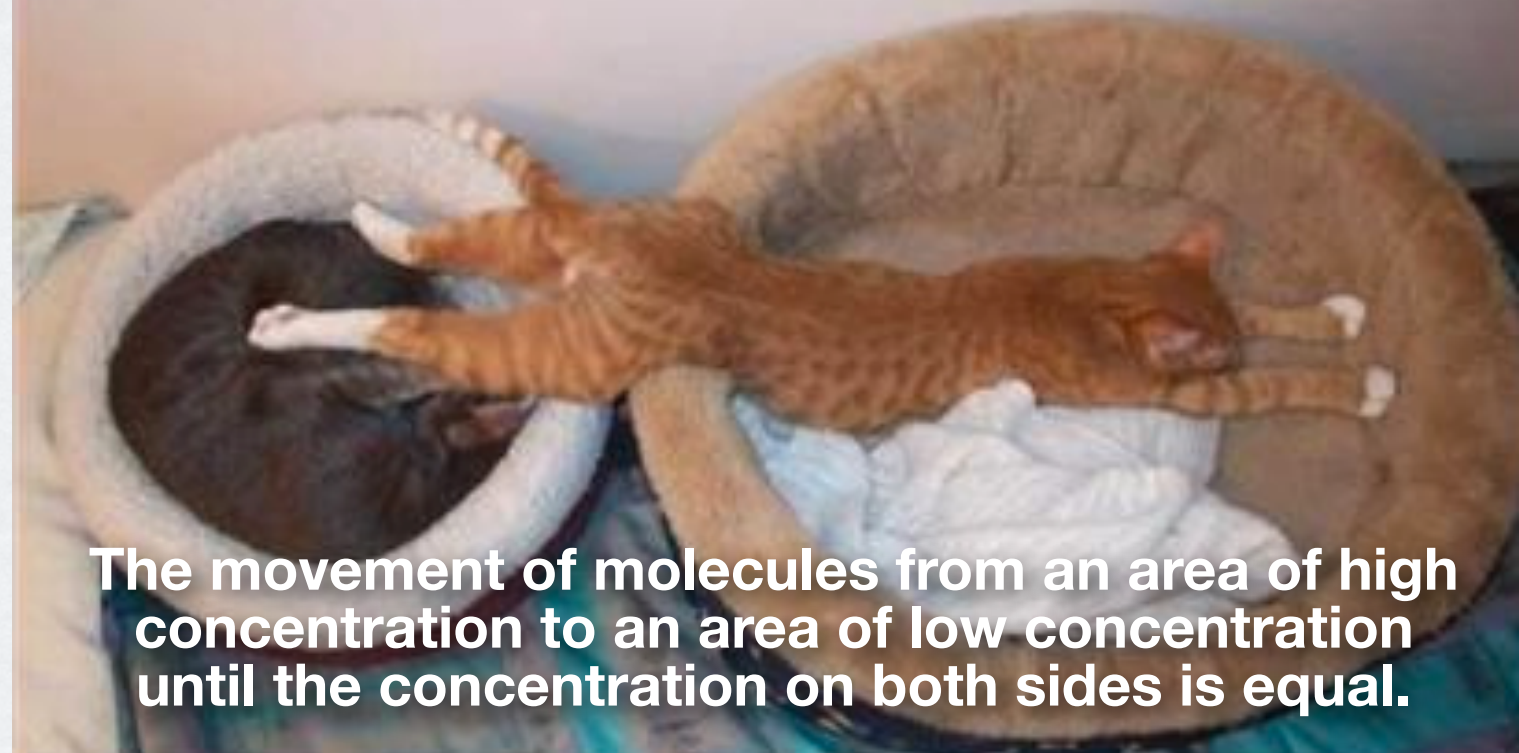
► describes spread of the quantity driven by its concentration gradient towards regions with lower density

Examples:

- distribution of heat in given region
- drop of ink in the glass of water
- teabag diffusion



Diffusion



Diffusion Equation

- Diffusion of quantity ρ (e.g. heat flow) can be described by diffusion equation of the form:

$$\frac{\partial \rho(\mathbf{r}, t)}{\partial t} = D \nabla^2 \rho(\mathbf{r}, t) \quad \text{in } \Omega \quad (1)$$

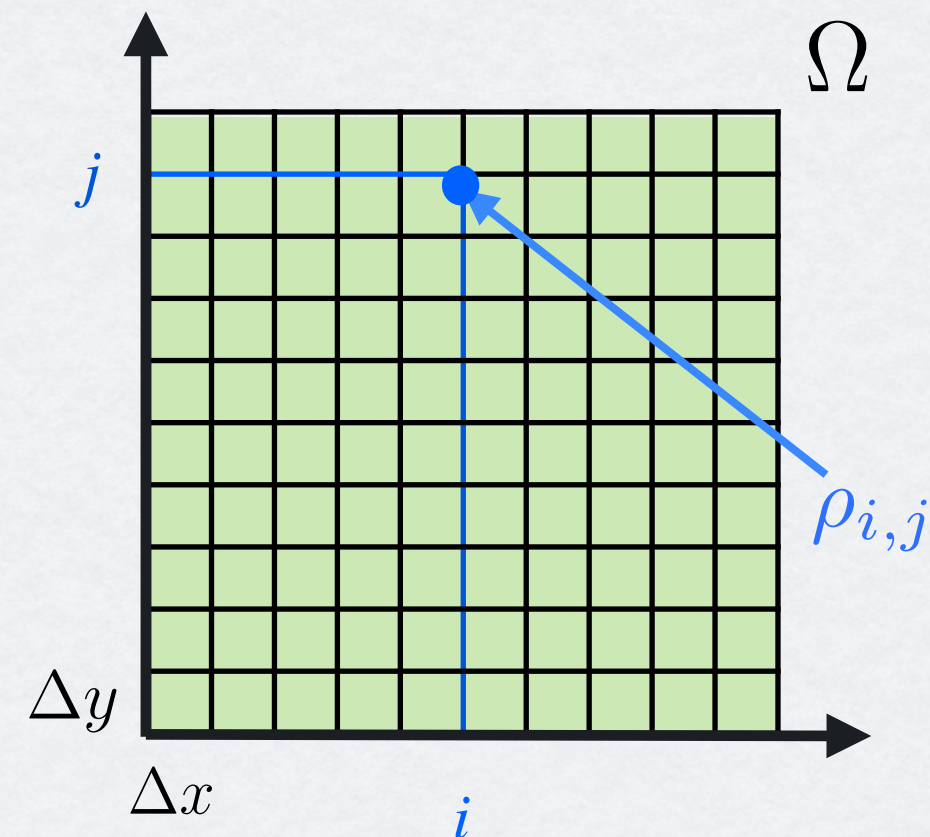
$\rho(r, t)$ - measure for the amount of heat at position $r=(x, y)$ and time t

D - diffusion coefficient (constant here)

- Discretizing eq. (1) using forward Euler in time and central differences in space yields:

$$\frac{\rho_{i,j}^{(n+1)} - \rho_{i,j}^{(n)}}{\Delta t} = D \left(\frac{\rho_{i+1,j}^{(n)} - 2\rho_{i,j}^{(n)} + \rho_{i-1,j}^{(n)}}{\Delta x^2} + \frac{\rho_{i,j+1}^{(n)} - 2\rho_{i,j}^{(n)} + \rho_{i,j-1}^{(n)}}{\Delta y^2} \right)$$

- where n is the index of time step: $t_n = n \cdot \Delta t$
- i, j are indices of spatial discretization: $x_i = i \cdot \Delta x$
 $y_j = j \cdot \Delta y$
- and $\rho_{i,j}^n = \rho(x_i, y_j, t_n)$



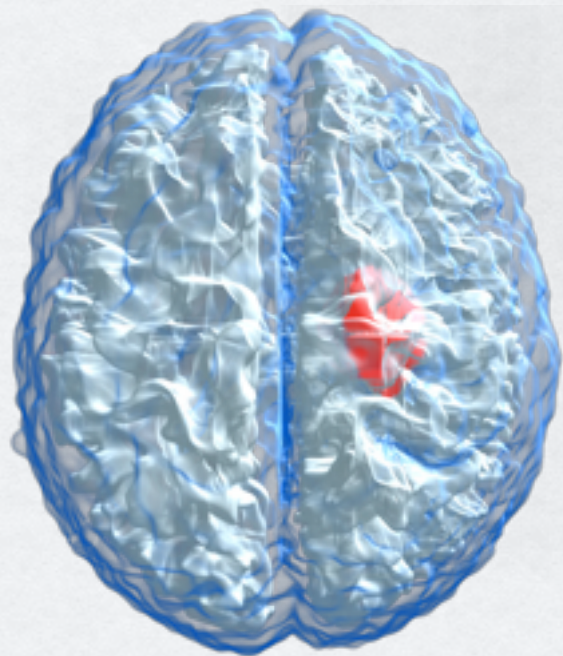
Reaction-Diffusion

Reaction-Diffusion Processes

describe evolution of concentration of one or more substances whose

- state is modified by *reactions*
- movement is governed by *diffusion*

- reaction = “cell proliferation”
e.g. brain cancer



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e.g. pattern formation
- reaction = “cell proliferation”
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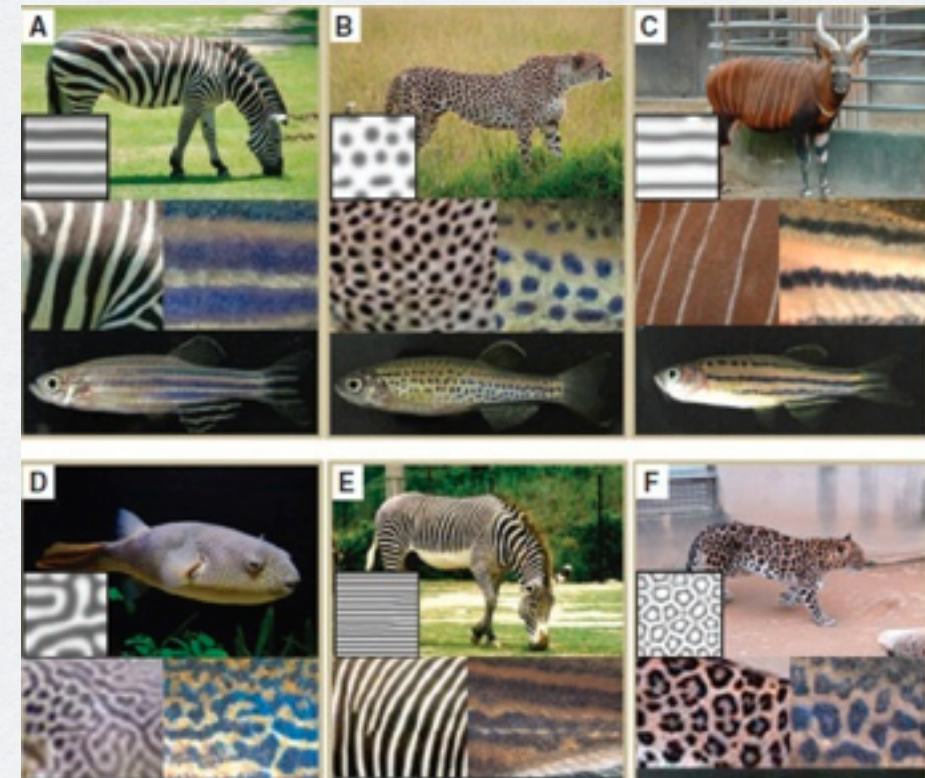
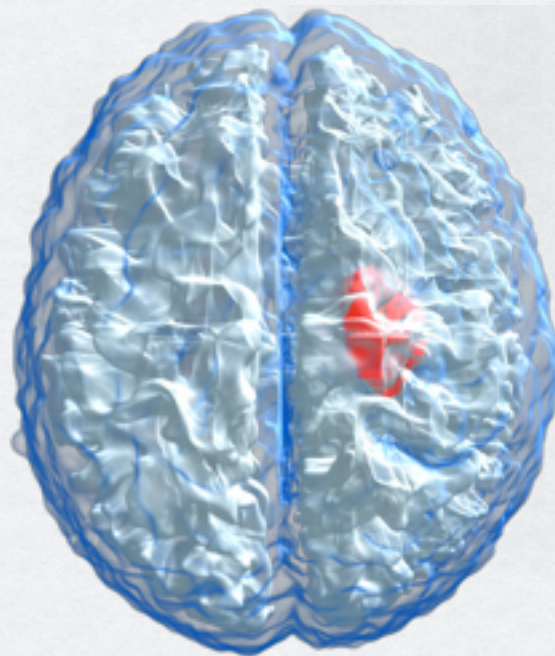


Figure: Watanabe M, Kondo S.
Pigment Cell Melanoma Res. 2012 Feb 7. doi: 10.1111/j.
1755-148X.2012.00984.x.

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- reaction = “chemical reaction”
e.g. pattern formation
- reaction = “interaction”
e.g. predator-prey model
- reaction = “cell proliferation”
e.g. brain cancer

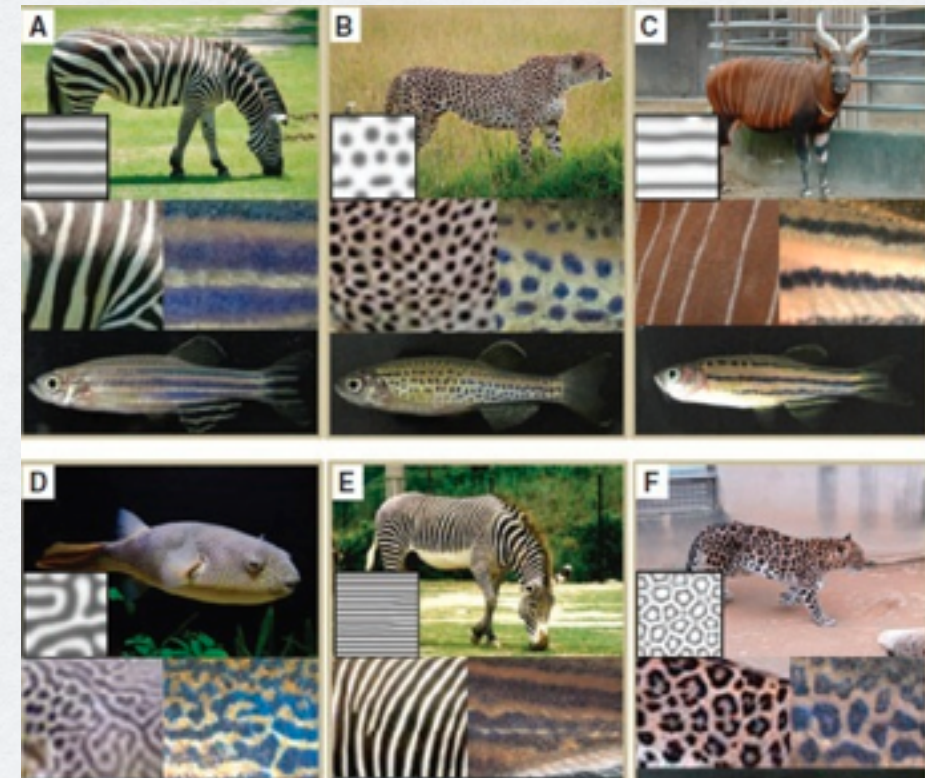
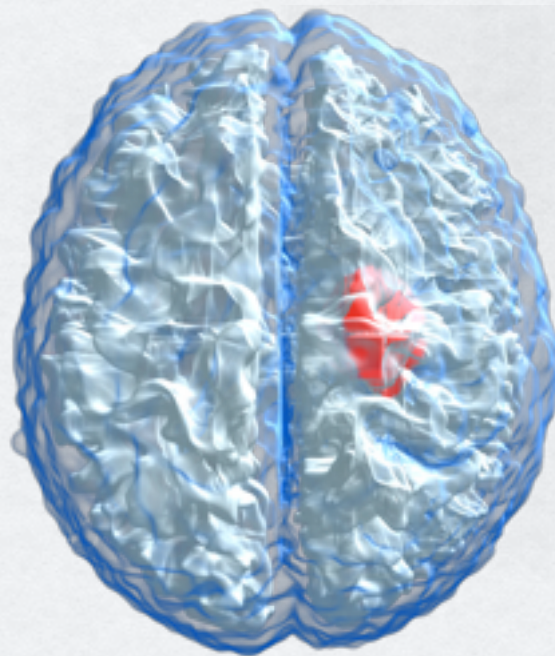


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Reaction-Diffusion Equation

Reaction-diffusion equation for M different species with respective

- concentrations u_i and
- diffusion terms D_i

$$\frac{\partial u_i}{\partial t} = D_i \Delta u_i + f_i(\mathbf{u}), \quad \forall i = 1 \dots M.$$

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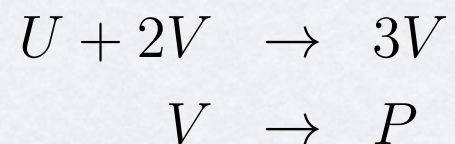
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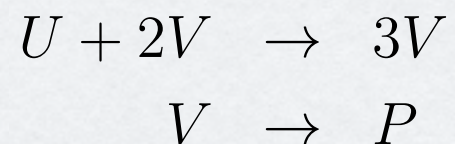
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corresponding dimensionless RD equations:

$$\begin{aligned} \frac{\partial u}{\partial t} &= D_u \Delta u - uv^2 + F(1 - u) \\ \frac{\partial v}{\partial t} &= D_v \Delta v + uv^2 - (F + k)v \end{aligned}$$

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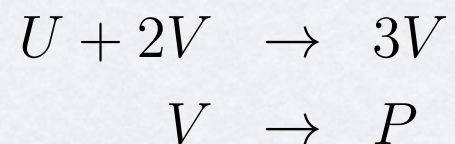
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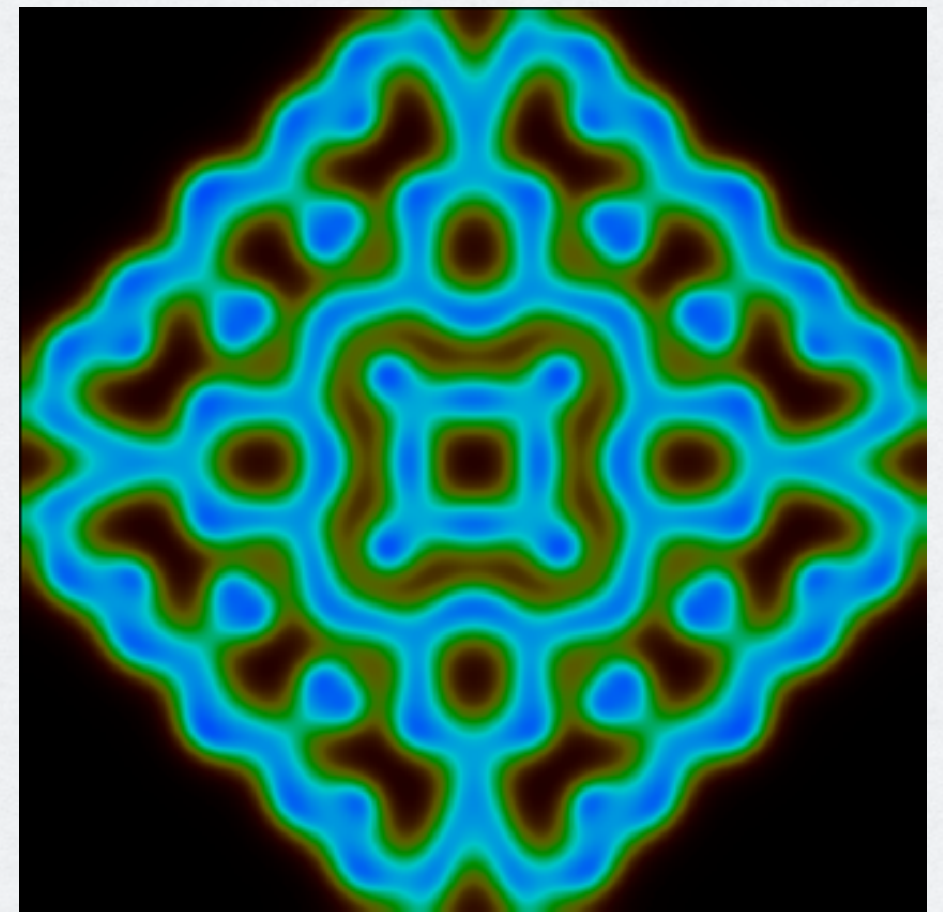
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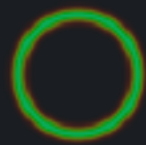
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Gray-Scott
 $F=0.04, k = 0.06$

Gray-Scott Pattern Formation



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Gray-Scott Pattern Formation

Gray-Scott model result in pattern formation including:

- spots
- stripes
- mixed spot-stripes
- traveling waves
- labyrinth stripes
- chaos

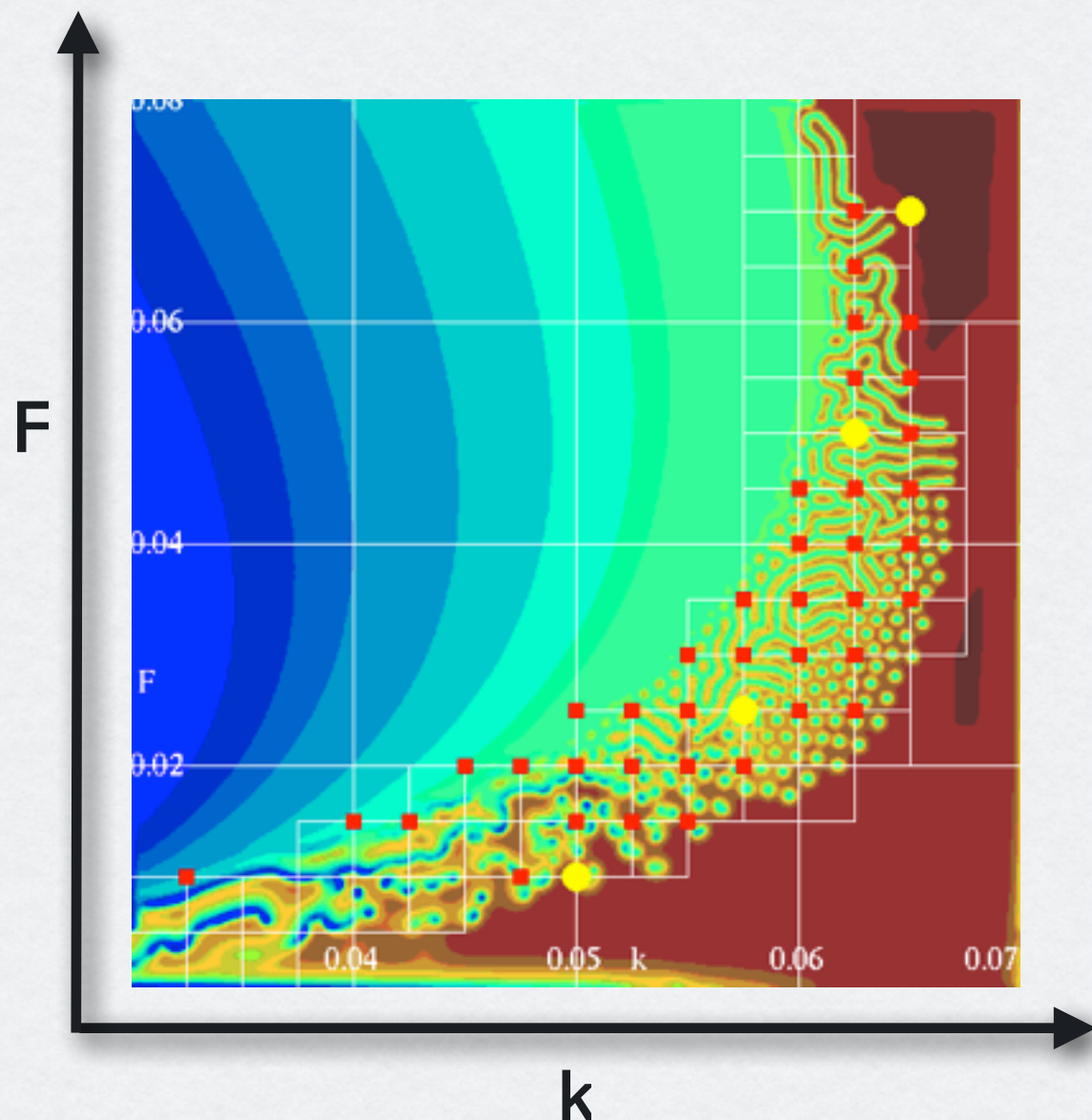
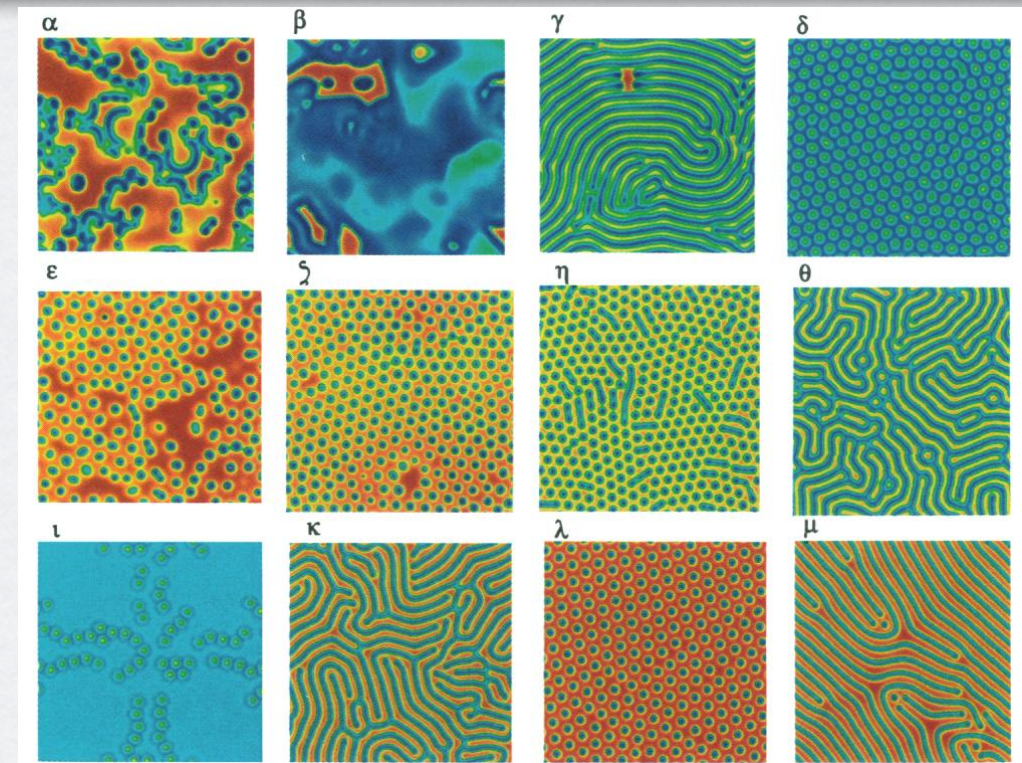
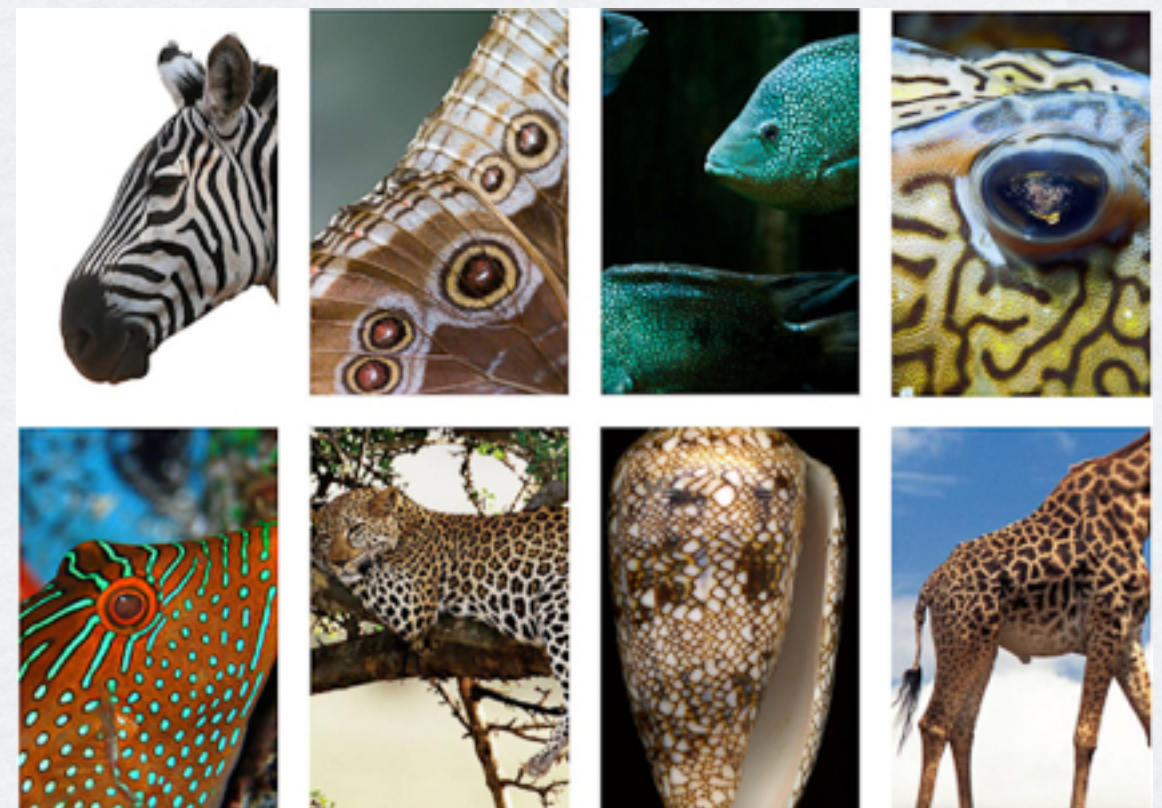


Figure source: <http://www.aliensaint.com/uo/java/rd/>



J.E. Pearson “[Complex patterns in a simple system](#)” arXiv preprint [patt-sol/9304003](#)



<http://n-e-r-v-o-u-s.com/education/simulation/ethworkshop.php>

Alternate Direction Implicit

Explicit Euler

- Forward Euler is very easy to implement, requires few computations and often has acceptable accuracy.
- The main drawback of FE is *instability* – though the local errors are small, the divergence of the numerical solution from the exact one will exponentially grow over time.
- The condition on time-step size for *stability* is very strong:

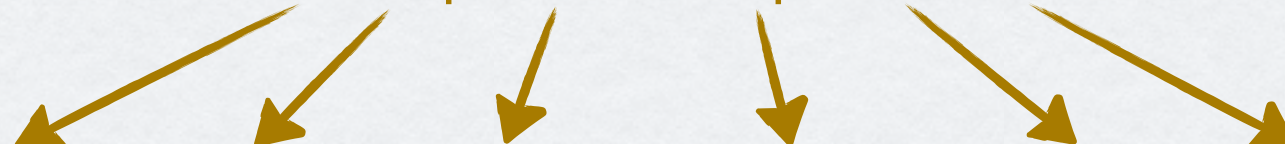
$$\Delta t < \frac{\Delta x^2 \Delta y^2}{D (\Delta x^2 + \Delta y^2)}$$

- This means that for $\Delta x \simeq h, \Delta y \simeq h$ we get $\Delta t = \Theta(h^2)$

Implicit Euler

- To overcome the issue of instability implicit Euler can be used:

Note the difference compared to Explicit Euler

$$\frac{\rho_{i,j}^{(n+1)} - \rho_{i,j}^{(n)}}{\Delta t} = D \left(\frac{\rho_{i-1,j}^{(n+1)} - 2\rho_{i,j}^{(n+1)} + \rho_{i+1,j}^{(n+1)}}{\Delta x^2} + \frac{\rho_{i,j-1}^{(n+1)} - 2\rho_{i,j}^{(n+1)} + \rho_{i,j+1}^{(n+1)}}{\Delta y^2} \right)$$


- It is always stable
- The difficulty now is to evaluate one iteration.
- You have to solve a system of linear equations with sparse but not regular matrix (note that in 1D case the matrix is just tridiagonal)

Alternating Direction Implicit

- The idea of ADI is to split one iteration into two steps in order to separate the “implicitness” of X and Y dimensions
- Smart splitting gives you not only a stable and easy to evaluate method, but also the second order of accuracy in time
- The method is read like this:

$$\begin{aligned}\frac{\rho_{i,j}^{(n+1/2)} - \rho_{i,j}^{(n)}}{\Delta t/2} &= D \left(\frac{\rho_{i-1,j}^{(n+1/2)} - 2\rho_{i,j}^{(n+1/2)} + \rho_{i+1,j}^{(n+1/2)}}{\Delta x^2} + \frac{\rho_{i,j-1}^{(n)} - 2\rho_{i,j}^{(n)} + \rho_{i,j+1}^{(n)}}{\Delta y^2} \right) \\ \frac{\rho_{i,j}^{(n+1)} - \rho_{i,j}^{(n+1/2)}}{\Delta t/2} &= D \left(\frac{\rho_{i-1,j}^{(n+1/2)} - 2\rho_{i,j}^{(n+1/2)} + \rho_{i+1,j}^{(n+1/2)}}{\Delta x^2} + \frac{\rho_{i,j-1}^{(n+1)} - 2\rho_{i,j}^{(n+1)} + \rho_{i,j+1}^{(n+1)}}{\Delta y^2} \right)\end{aligned}$$

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Note the different time indices

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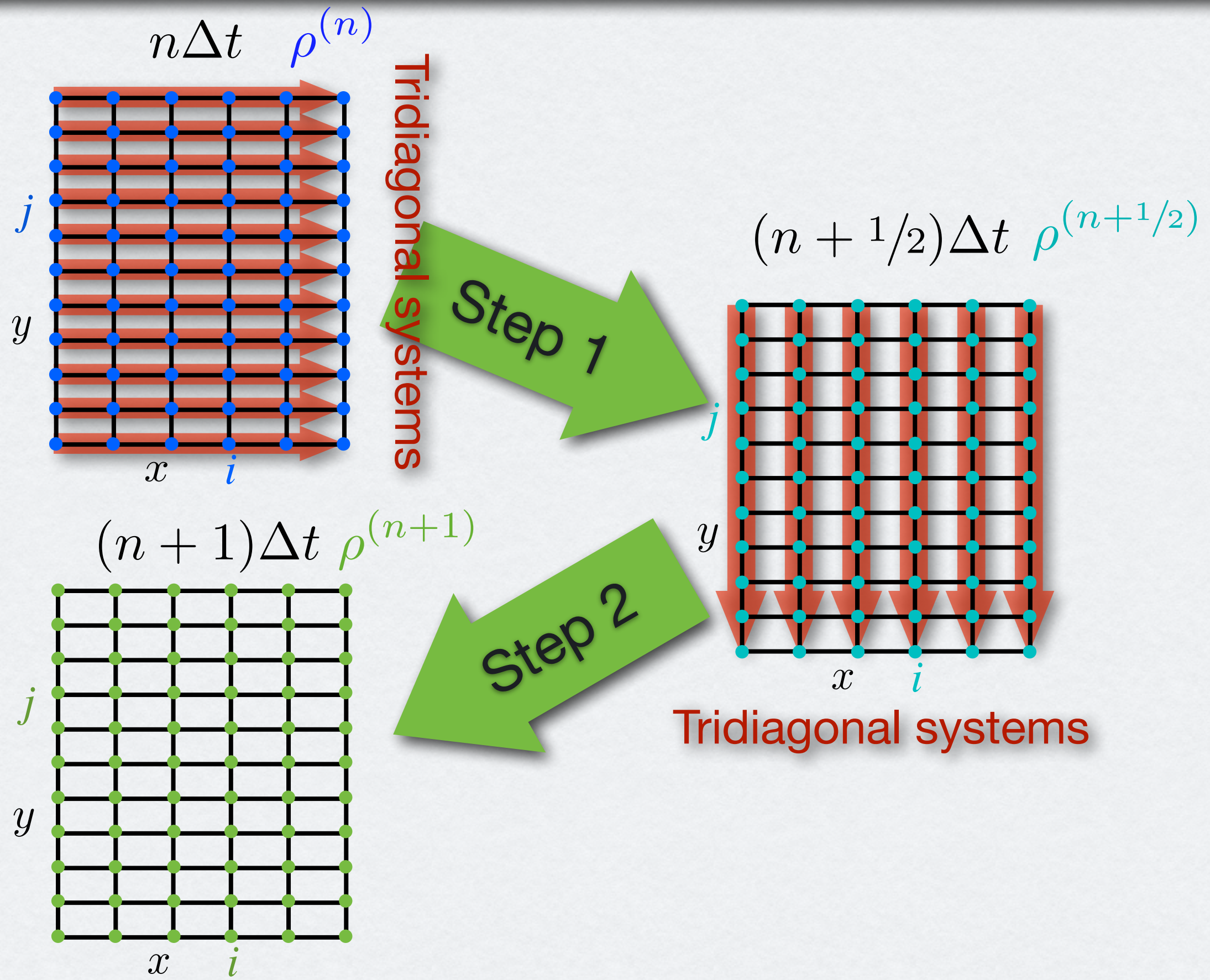
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 \end{aligned}$$

Tridiagonal systems

Alternating Direction Implicit



Tridiagonal system and Thomas algorithm

We look now into solving a linear system $A\mathbf{x} = \mathbf{v}$ with a tridiagonal matrix:

$$A = \begin{pmatrix} b_0 & c_0 & 0 & 0 & \cdots & 0 & 0 & 0 \\ a_1 & b_1 & c_1 & 0 & \cdots & 0 & 0 & 0 \\ 0 & a_2 & b_2 & c_2 & \cdots & 0 & 0 & 0 \\ \cdots & \cdots & \cdots & \cdots & \cdots & \cdots & \cdots & \cdots \\ 0 & 0 & 0 & 0 & \cdots & a_{n-2} & b_{n-2} & c_{n-2} \\ 0 & 0 & 0 & 0 & \cdots & 0 & a_{n-1} & b_{n-1} \end{pmatrix}$$

We first eliminate the sub-diagonal elements a_i and obtain a system $A'\mathbf{x} = \mathbf{v}'$

$$A' = \begin{pmatrix} b'_0 & c_0 & 0 & 0 & \cdots & 0 & 0 & 0 \\ 0 & b'_1 & c_1 & 0 & \cdots & 0 & 0 & 0 \\ 0 & 0 & b'_2 & c_2 & \cdots & 0 & 0 & 0 \\ \cdots & \cdots & \cdots & \cdots & \cdots & \cdots & \cdots & \cdots \\ 0 & 0 & 0 & 0 & \cdots & 0 & b'_{n-2} & c_{n-2} \\ 0 & 0 & 0 & 0 & \cdots & 0 & 0 & b'_{n-1} \end{pmatrix}, \mathbf{v}' = \begin{pmatrix} v'_0 \\ v'_1 \\ v'_2 \\ \vdots \\ v'_{n-2} \\ v'_{n-1} \end{pmatrix},$$

$$b'_i = b_i - c_{i-1} \frac{a_i}{b'_{i-1}}, \quad i = 1..n-1$$

$$v'_i = v_i - v_{i-1} \frac{a_i}{b'_{i-1}}, \quad i = 1..n-1$$

Now we can easily solve the new system:

$$x_{n-1} = \frac{v'_{n-1}}{b'_{n-1}}$$

$$x_i = \frac{1}{b'_i} (v'_i - c_i x_{i+1}), \quad i = (n-2) .. 0$$