

Ge263_outline_09.txt
Ge263: Computational Geophysics
Winter, 2009

Instructors:

Jean-Paul Ampuero ampuero@gps.caltech.edu
Rob Clayton, clay@gps.caltech.edu
Mike Gurnis, gurnis@gps.caltech.edu

TA:

Xiangan Tian, xytian@gps.caltech.edu

Meeting Place/time:

TTh 1-2:30 PM, South Mudd 162a

Grading:

Homework, 100%

Prerequisites: an introductory class in geophysics, class in partial differential equations, ability to program in some language.

Description:

Finite-difference, finite-element and spectral-element methods will be presented and applied to a number of geophysical problems including heat flow, deformation and wave propagation. Students will program simple versions of the methods.

Syllabus

1) Finite-Difference Methods

- a) approximating 1st and 2nd derivatives

- b) combining approximations to solve a partial differential eqn. - centering
- c) stability analysis
- d) initial (source) and boundary conditions
- e) application to the heat-flow (diffusion) equation (Crank-Nicolson method)
 - *programming example*
- f) application to the acoustic wave equation
 - *programming example*
- g) staggered-grid 4th order elastic wave equation

2) Finite-Element Methods

- a) Weak and strong forms of governing equations, boundary conditions, sources
- b) Mesh design, quadrilateral elements
- c) Integration over an element
- d) Discretization of the weak form
- e) Assembly
- f) Heat-flow equation
 - *programming example*
- g) Advection-Diffusion equation
 - *programming example*
- h) Incompressible viscous flow equation

3) Discrete Element Method

- a) Family of discrete methods (cellular automata, SPH)
- b) Applications to tectonics and collisions

4) Spectral-Element Methods

- a) Weak and strong forms of governing equations, boundary conditions, sources

- b) Mesh design, quadrilateral and hexahedral elements
- c) Interpolation over an element
- d) Integration over an element
- e) Discretization of the weak form
- f) Dispersion and stability analysis.
- g) Time marching
- h) Heat-flow equation
 - *programming example*
- i) Acoustic wave equation
 - *programming example*