

# A comparison of numerical methods and implementation algorithms for the direct numerical simulation in fluid dynamics

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In this paper we consider the Runge-Kutta discontinuous Galerkin method [1] with the polynomials of  $k$ -order,  $k = \overline{0, 4}$  and three-stage strong stability preserving Runge-Kutta scheme [2], resulting in the  $k + 1$  order of accuracy in space and third order of accuracy in time at the smooth solutions [1]. For the high-performance implementation of the numerical method, two approaches are supposed. First is the theory of locally-recursive non-locally asynchronous algorithms of implementation [3]. It is designed for the structured hexahedral grids and helps to increase the computational intensity of memory-bound stencil computations closer to the compute-bound ones. Second is the adaptive mesh refinement technique, which simply reduces the number of numerical cells where the high grid resolution is not necessary [4]. Optimal solver parameters concerning both the scheme and the algorithm are studied. The work is supported by Russian Science Foundation, grant 18-71-10004.

[1] Cockburn B and Shu C W 2001 *J. Sci. Comput.* **16** 173–261

[2] Gottlieb S, Shu C W and Tadmor E 2001 *SIAM review* **43** 89–112

[3] Korneev B and Levchenko V 2018 Simulating three-dimensional unsteady viscous compressible flow on GPU using the DiamondTorre algorithm *Preprint* 105 (Keldysh Institute of Applied Mathematics, Russian Academy of Sciences)

[4] Korneev B, Zakirov A and Levchenko V 2021 Simulation of shock-body interactions using the Runge-Kutta discontinuous Galerkin method with adaptive mesh refinement implemented on graphic accelerators *Journal of Physics: Conference Series* vol 1787 p 012042