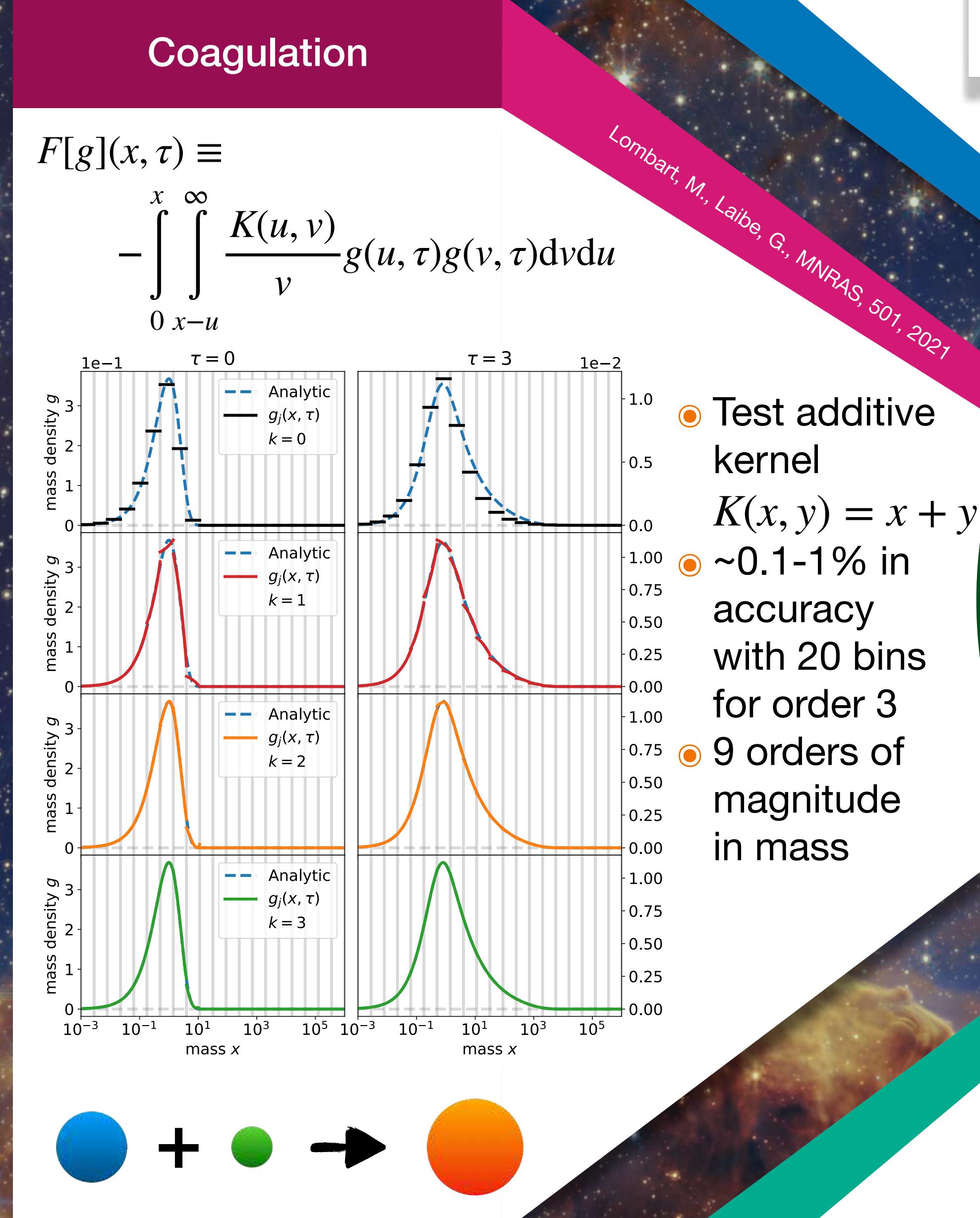
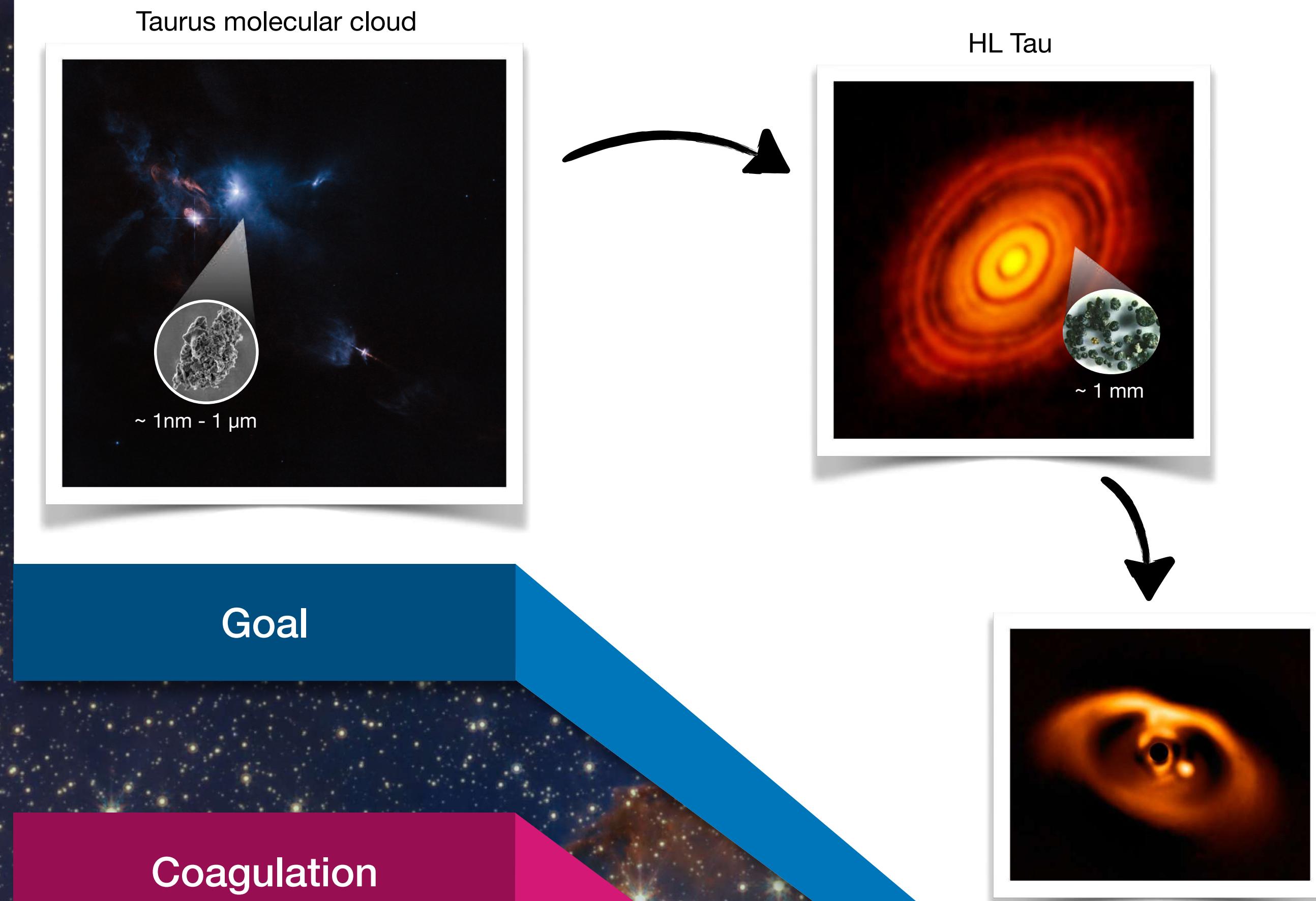


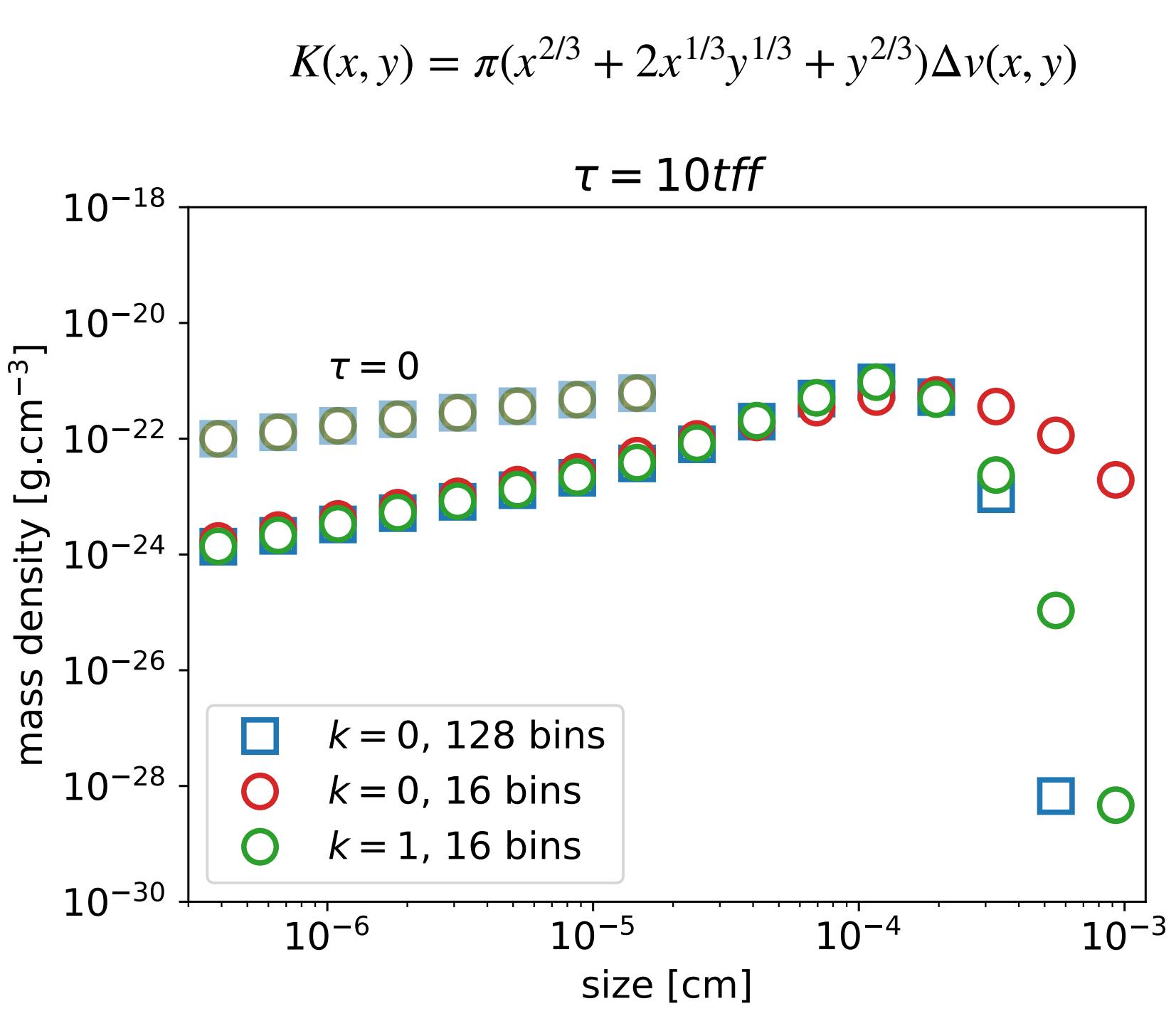
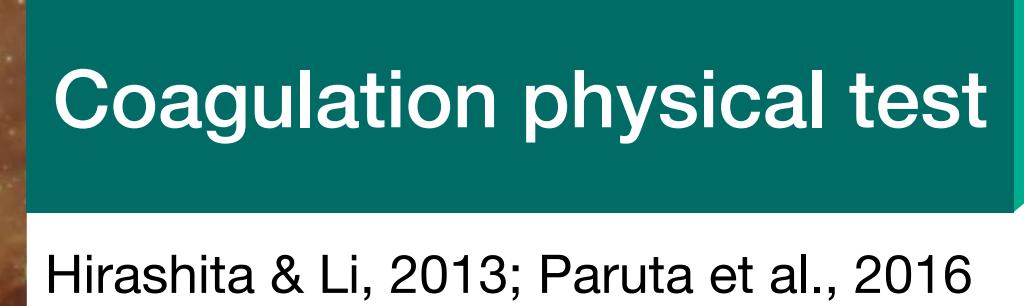
High-order discontinuous Galerkin scheme for coagulation/fragmentation equation

Maxime Lombart¹, Mark Hutchison², Yueh-Ning Lee¹, Guillaume Laibe³
maxime.lombart@gapps.ntnu.edu.tw

How can microscopic dust grains grow to form planet in less than 1 Myr ?

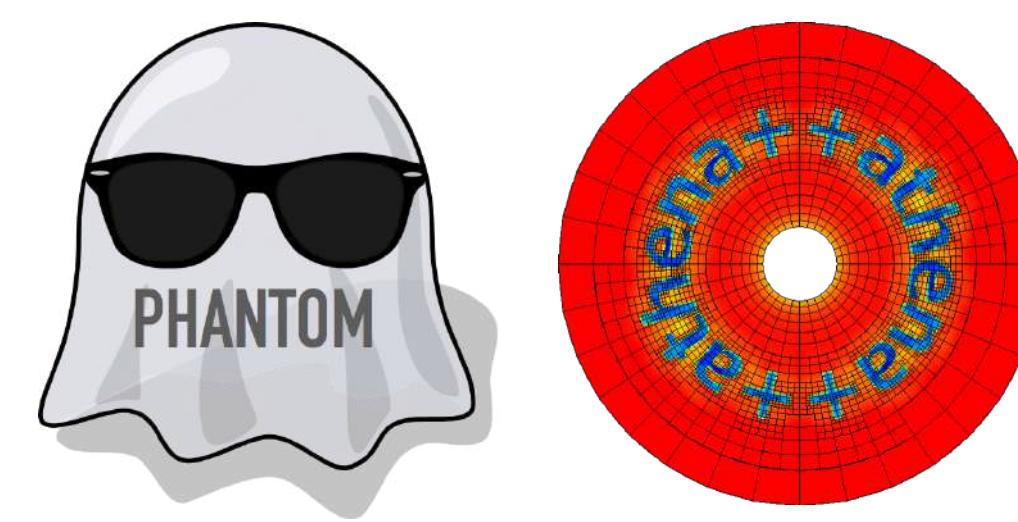


THE DISCONTINUOUS GALERKIN METHOD
 $\frac{\partial g(x, \tau)}{\partial \tau} + \frac{\partial F[g](x, \tau)}{\partial x} = 0$
WITH COALA



Coagulation and fragmentation for 3D hydrodynamics codes:

- How to reach ~0.1-1% in accuracy with at maximum 20 dust sizes by spanning 12 orders of magnitudes in mass (grains from μm to mm)?
- How to design the solver to be computationally fast ?



RAMSES
FARGO3D

Numerical obstacles

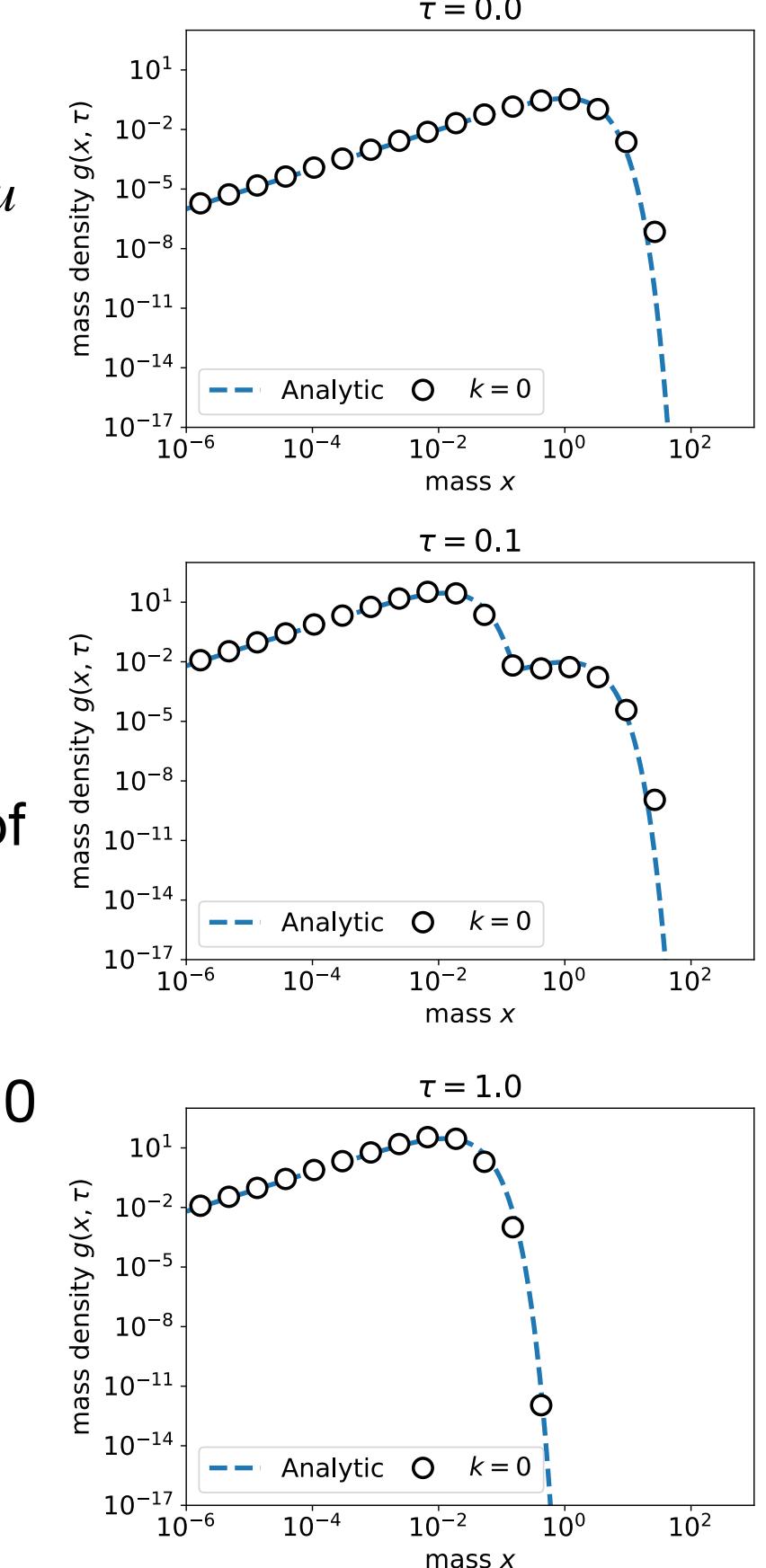
General non-linear fragmentation

Work in progress

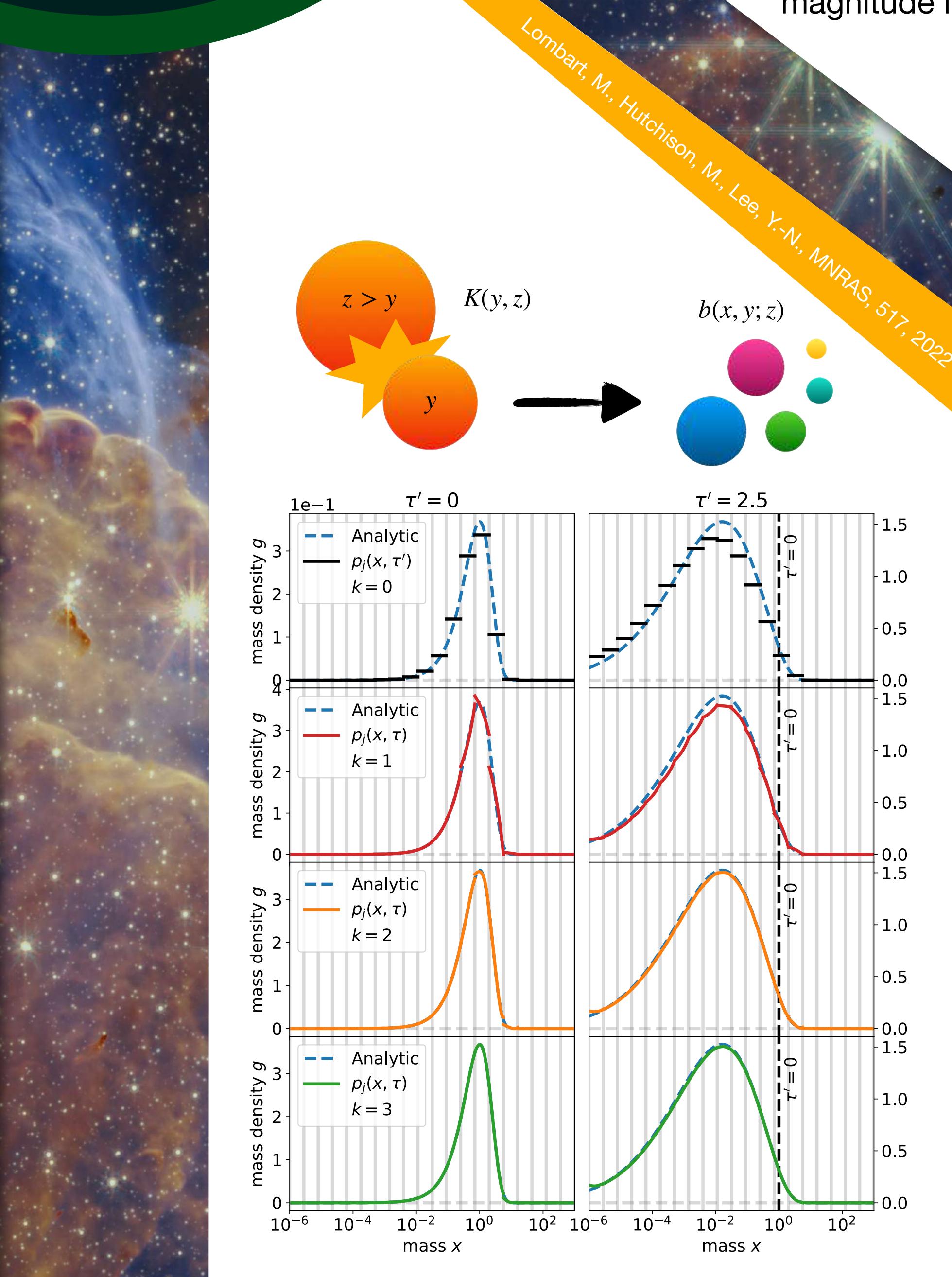
NEW

$$F[g](x, \tau) \equiv \int_{0}^{x-u} \int_{-\infty}^{\infty} \frac{K(u, v)}{v} g(u, \tau) g(v, \tau) dv du - \frac{1}{2} \int_{0}^{x-u} \int_{0}^{\infty} \int_{0}^{\infty} \mathbf{1}_{u+v \geq x} \frac{w}{uv} b(w, u, v) K(u, v) g(u, \tau) g(v, \tau) dw du dv$$

- Test constant kernel $K(y, z) = 1$ and distribution of fragments $b(x, y, z) = \gamma^2(y + z)e^{-\gamma x}$
- Test with 20 bins order 0
- 9 orders of magnitude in mass



Non-linear fragmentation



The DG scheme solves efficiently and accurately the coagulation and fragmentation equations to be implemented in 3D gas/dust hydrodynamics codes.

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