## **Steady oscillations in kinetic model of aggregation** process with collisional fragmentation

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#### Introduction

In this work, we study a kinetic model of aggregation process with collisional fragmentation



aggregation shattering Particle size distribution at t = 10 for the ballistic kernel

$$K_{i,j} = (i^{1/3} + j^{1/3})^2 \sqrt{\frac{1}{i} + \frac{1}{j}}$$

For Monte-Carlo algorithms initial number of particles is  $N = 10^5$ . Finite-difference scheme step size  $\Delta t = 10^{-3}$ . Results agree very-well



the governing equations can be read as

$$\begin{cases} \frac{dn_1}{dt} = -n_1 \sum_{i=1}^N K_{1,i} n_i + \lambda \sum_{i=2}^N \sum_{j=2}^N (i+j) K_{i,j} n_i n_j + \lambda n_1 \sum_{j=2}^N j K_{1,j} n_j \\ \frac{dn_k}{dt} = -\frac{1}{2} \sum_{i=1}^{k-1} K_{i,k-i} n_i n_{k-i} - (1+\lambda) n_k \sum_{i=1}^N K_{k,i} n_i, \qquad k = \overline{2, N}. \end{cases}$$

We study them with use of two efficient implementations of numerical methods: • direct simulation Monte Carlo

• finite-difference scheme exploiting the low-rank matrix representations [3]

#### **Main Objectives**

- Extension of DSMC methods to case of aggregation with collisional fragmentation,
- Validation of the steady oscillations in aggregation-shattering processes with stochastic modelling,
- Extension of the performed analysis for the case of time-dependent shattering parameter  $\lambda(t).$

### **DSMC** simplest algorithm

The algorithm is

Algorithm 1 Acceptance-rejection method

1: Generate random number  $r \in (0, 1)$ 

2: Choose random pair 
$$(i, j)$$

#### Oscillations

For the generalized Brownian coefficients

 $K_{i,j} = \left(\frac{i}{j}\right)^a + \left(\frac{j}{i}\right)^a$ 

with a > 0.5 steady oscillations have been discovered recently with use of only the finitedifference methods [2]. Now we can present a cross validation of those oscillations with use of Acceptance-Rejection approach



```
3: If r < \frac{K_{s(i),s(j)}}{K_{\max}}
4: add particle of size s(i) + s(j) into array of particles (and delete two old),
5: t = t + \tau,
6: update \tau, K_{\text{max}} and probabilities
7: Go to step 1
8: Else
9: t = t + \tau,
10: Go to step 1
```

One only needs to generate samples for the initial conditions. They are obvious for the mono-disperse case. We also tried the Fast DSMC approach [1].

#### Validation results

For the ballistic kenrnel we provided the numerical valiadation of our results



Here we show the oscillations of the total density for a = 0.95,  $\lambda = 0.005$ . The results are very preliminary but qualitatively correct!

#### Conclusions

#### • We apply DSMC sccessfully for aggregation kinetics with collisional fragmentation.

- Demonstrate the cross-validation of numerical simulations for the ballistic kernel.
- Demonstrate the preliminary qualitative agreement of steady oscillatory solutions with finite-difference method.

#### References

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