

Implementing a Point Source

Introduction

Consider Poisson's equation on the unit circle with a point source at the origin. Its formal expression is:

$$\begin{cases} -\nabla \cdot (\nabla u) = \delta \ \Omega \\ u = 0 \ \partial \Omega \end{cases}$$

where δ is the Dirac δ distribution located at the origin. The exact solution to this boundary value problem is $-(1/2\pi)\log(r)$, which has a singularity at the origin. You can model the point source by adding a **Point Source** node to your COMSOL Multiphysics model.

Application Library path: COMSOL_Multiphysics/Equation_Based/point_source

Modeling Instructions

From the File menu, choose New.

NEW

In the New window, click 🕙 Model Wizard.

MODEL WIZARD

- I In the Model Wizard window, click **2D**.
- 2 In the Select Physics tree, select Mathematics>Classical PDEs>Laplace's Equation (lpeq).
- 3 Click Add.
- 4 Click \bigcirc Study.
- 5 In the Select Study tree, select General Studies>Stationary.
- 6 Click M Done.

GEOMETRY

Circle | (c|)In the **Geometry** toolbar, click \bigcirc Circle.

Point I (ptl)

I In the Geometry toolbar, click • Point.

2 In the Settings window for Point, click 📳 Build All Objects.

LAPLACE'S EQUATION (LPEQ)

Dirichlet Boundary Condition I

- I In the Model Builder window, under Component I (compl) right-click Laplace's Equation (lpeq) and choose Dirichlet Boundary Condition.
- **2** In the Settings window for Dirichlet Boundary Condition, locate the Boundary Selection section.
- **3** From the Selection list, choose All boundaries.

Point Source 1

- I In the Physics toolbar, click Points and choose Point Source.
- 2 Select Point 3 only.
- 3 In the Settings window for Point Source, locate the Source Term section.
- **4** In the *f* text field, type 1.

STUDY I

Step 1: Stationary

- I In the Model Builder window, under Study I click Step I: Stationary.
- **2** In the **Settings** window for **Stationary**, click to expand the **Adaptation and Error Estimates** section.
- 3 From the Adaptation and error estimates list, choose Adaptation and error estimates.
- **4** In the **Home** toolbar, click **= Compute**.

RESULTS

- I In the Settings window for 2D Plot Group, locate the Color Legend section.
- 2 Select the Show maximum and minimum values check box.

Height Expression 1

I In the Model Builder window, expand the 2D Plot Group I node.

2 Right-click Surface I and choose Height Expression.

The height plot appears directly.



Cut Line 2D I

- I In the **Results** toolbar, click \frown **Cut Line 2D**.
- 2 In the Settings window for Cut Line 2D, locate the Data section.
- 3 From the Dataset list, choose Study I/Adaptive Mesh Refinement Solutions I (sol2).
- 4 Locate the Line Data section. In row Point 1, set X to 0.02.



ID Plot Group 2

I In the Results toolbar, click \sim ID Plot Group.

- 2 In the Settings window for ID Plot Group, locate the Data section.
- 3 From the Dataset list, choose Cut Line 2D I.
- 4 From the Parameter selection (Refinement level) list, choose Last.

Line Graph I

- I Right-click ID Plot Group 2 and choose Line Graph.
- 2 In the Settings window for Line Graph, locate the y-Axis Data section.
- **3** In the **Expression** text field, type $u + \log(x^2)/(4*pi)$.

4 In the ID Plot Group 2 toolbar, click 💿 Plot.

The resulting plot shows the error in the solution.



Surface Integration 1

- I In the Results toolbar, click ^{8,85}_{e-12} More Derived Values and choose Integration> Surface Integration.
- 2 In the Settings window for Surface Integration, locate the Data section.
- 3 From the Dataset list, choose Study I/Adaptive Mesh Refinement Solutions I (sol2).
- 4 From the Parameter selection (Refinement level) list, choose Last.
- **5** Select Domain 1 only.
- **6** Locate the **Expressions** section. In the table, enter the following settings:

Expression	Unit	Description
$abs(u+log(sqrt(x^2+y^2))/(2*pi))$		

7 Click **= Evaluate**.

TABLE

I Go to the Table window.

The result of this integration shows that the error is small.

6 | IMPLEMENTING A POINT SOURCE

7 | IMPLEMENTING A POINT SOURCE

8 | IMPLEMENTING A POINT SOURCE