#### Progress with the adaptive code



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#### Suzuki test case

Rectangular wing, finite thickness, Re = U\_tip \* B / nu = 100 (very viscous)





## **Flusi solution**



Some key numbers for the Fourier solution of the problem: these are the numbers we're used to. The Flusi solution:

- Equidistant grid
- Domain size: 3 x 3 x 3R, rather small
- Perfectly incompressible fluid

We performed two simulations:

- 512 x 512 x 512, C\_eta=1.25e-4, Nt=34 881, cost: 5709 CPUh on 1024 cores, memory 25 GB walltime: 5.5h
- 1024 x 1024 x 1024, C\_eta=3.125e-5, Nt=59 240, cost: 147k CPUh on 4096 cores, memory 200 GB walltime: 36.4h + 16h waiting

Fourier solutions have remarkable CPU efficiency (FLOP/Mbyte) and can be highly parallelized

## **Flusi solution**

Comparison of forces for 512 (- -) and 1024 (–) with Suzuki et al. 2015 and Sahin et al. 2018



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## Wabbit solution

 We use the method of artificial compressibility (ACM) with a finite pseudo-speed of sound c0

$$\partial_{t}\underline{u} = -(\underline{u}\cdot\nabla)\underline{u} - \nabla p + \nu\nabla^{2}\underline{u} - \frac{\chi}{C_{\eta}}(\underline{u}-\underline{u}_{s}) - \frac{\chi_{sp}}{C_{sp}}(\underline{u}-\underline{u}_{\infty})$$
(1)  
$$\partial_{t}p = -c_{0}^{2}\nabla\cdot\underline{u} - \gamma p - \frac{\chi_{sp}}{C_{sp}}(p-p_{\infty}).$$
(2)

- The traditional volume penalization method (red) is combined with a non-reflecting sponge term (blue) that removes the periodicity.
- Our computational approach is to use blocks of the same size (Bs^D)
- Parameters:
  - Speed of sound c\_0
  - Porosity (penalization) c\_eta
  - Maximum refinement level J
  - Multiresolution threshold epsilon
- Impulsively started motion, p=0 at the beginning
- RK4 replaced by  $3^{rd}$  order RK4 (Ralstons scheme)  $\rightarrow$  cost neutral



**Influence of eps** 

Eps controls how many fine details are retained in the representation

Eps=5e-6



Eps=1e-4







#### Visualization of the influence of J for a 2D cylinder flow.







Visualization of the influence of J for a cylinder flow.







Visualization of the influence of J for a cylinder flow.







Visualization of the influence of J for a cylinder flow.







Visualization of the influence of J for a cylinder flow.



![](_page_12_Picture_0.jpeg)

![](_page_12_Picture_2.jpeg)

Visualization of the influence of J for a cylinder flow.

![](_page_12_Figure_5.jpeg)

![](_page_13_Picture_0.jpeg)

![](_page_13_Picture_2.jpeg)

Visualization of the influence of J for a cylinder flow.

![](_page_13_Figure_5.jpeg)

## Wabbit solution (best)

- Jmax=8, c0=50 (but that does not matter) Ceta=2.78e-5
- Cost: ~10 747 CPUh on 96 cores

![](_page_14_Figure_3.jpeg)

# Wabbit convergence for suzuki

![](_page_15_Figure_1.jpeg)

- Eps does not play a role (fixed to eps0=1e-3 here) → no turbulence
- The reference is the flusi 1024 solution because I trust it the most
- Error is computed:

$$e_{i} = \frac{\int_{T0}^{T1} |f_{i} - f_{i,ref}| dt}{\int_{T0}^{T1} |f_{i,ref}| dt}$$
$$e = \sqrt{\sum_{i=1}^{3} e_{i}}$$

The interval is subject to changes as some simulations are still running.

- J=6: minimum, then error increases again (loss of regularity). For J=8 we have different values of c0.
- J=9 is not ready yet.

## Wabbit convergence for suzuki

![](_page_16_Figure_1.jpeg)

- Eps does not play a role (fixed to eps0=1e-3 here) → no turbulence
- The reference is the flusi 1024 solution because I trust it the most
- Error is computed:

$$e_{i} = \frac{\int_{T0}^{T1} |f_{i} - f_{i,ref}| dt}{\int_{T0}^{T1} |f_{i,ref}| dt}$$
$$e = \sqrt{\sum_{i=1}^{3} e_{i}}$$

The interval is subject to changes as some simulations are still running.

- J=6: minimum, then error increases again (loss of regularity). For J=8 we have different values of c0.
- J=9 is not ready yet.

# Wabbit convergence for suzuki

![](_page_17_Figure_1.jpeg)

- Eps does not play a role (fixed to eps0=1e-3 here) → no turbulence
- The reference is the flusi 1024 solution because I trust it the most
- Error is computed:

$$e_{i} = \frac{\int_{T0}^{T1} |f_{i} - f_{i,ref}| dt}{\int_{T0}^{T1} |f_{i,ref}| dt}$$
$$e = \sqrt{\sum_{i=1}^{3} e_{i}}$$

The interval is subject to changes as some simulations are still running.

- J=6: minimum, then error increases again (loss of regularity). For J=8 we have different values of c0.
- J=9 is not ready yet.

![](_page_18_Figure_0.jpeg)

![](_page_18_Figure_1.jpeg)

ceta=1.29e-04 c0= 40 err=4.77e-02 ceta=1.67e-05 c0= 40 err=1.16e-01 8 8 6 6 4 4 2 2 · 0 0 -2 -2 --4 -4 0.7 0.8 0.9 0.6 0.5 1.0 0.7 0.8 0.6 0.9 0.5 1.0

![](_page_19_Picture_0.jpeg)

## Wabbit parameter study

• Eps does not play a role (fixed to eps0=1e-3 here)  $\rightarrow$  no turbulence

![](_page_19_Figure_3.jpeg)

![](_page_20_Picture_0.jpeg)

![](_page_20_Picture_1.jpeg)

![](_page_20_Picture_2.jpeg)

- Divergence inside the solid??
- divergence of penalization term
- Mach-number coupling unstable
- Show nblocks as a function of J: scaling very different from equidistant codes

## Fruit fly (Maeda-test)

![](_page_21_Figure_1.jpeg)

## Key numbers flusi simulation

- Nu = 0.0113 (for suzuki it was nu=0.0366)
- L = 3.2
- Nx = 640
- C\_eta = 1.15e-4
- Cost: ~15k CPUh
- Floor boundary condition (which was unfortunately missing in wabbit simulations right now)

![](_page_22_Picture_7.jpeg)

## **Comparison: isovor 25**

![](_page_23_Picture_1.jpeg)

![](_page_24_Figure_0.jpeg)

![](_page_25_Figure_0.jpeg)

![](_page_26_Figure_0.jpeg)

![](_page_27_Figure_0.jpeg)

![](_page_28_Figure_0.jpeg)

![](_page_28_Figure_1.jpeg)

![](_page_28_Figure_2.jpeg)

![](_page_29_Figure_0.jpeg)

![](_page_30_Figure_0.jpeg)

![](_page_30_Figure_1.jpeg)

![](_page_30_Picture_2.jpeg)

![](_page_31_Figure_0.jpeg)

![](_page_31_Figure_1.jpeg)

![](_page_31_Figure_2.jpeg)

## **CPU time comparison**

- Flusi: 15 100 CPUh on 1024 cores
- Wabbit: 1 968 CPUh on 96 cores

Next steps:

- Compute bumblebee with wabbit (turbulence: now eps plays a role), conclude validation (~2 weeks)
- For a SISC paper, a fancy test would be to simulate the fractal tree together with a bumblebee