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4th DualSPHysics Users Workshop

Application of DualSPHysics in assessment and design of a wave absorbing caisson

**Bonaventura TAGLIAFIERRO, José DOMÍNGUEZ, José GONZÁLEZ-CAO,
Alejandro CRESPO, Moncho GÓMEZ-GESTEIRA, Universidade de Vigo, SPAIN**

Corrado ALTOMARE, Ghent University, BELGIUM

José SANDE, Raquel COSTAS, Enrique PEÑA, Universidade da Coruña, SPAIN

OUTLINE

1- NUMANTIA PROJECT. HARBOUR IN PUNTA LANGOSTEIRA

2- NUMERICAL MODELLING OF THE ANTI-REFLECTIVE CAISSON

3- SPH MODELLING WITH DUALSPHYSICS. MULTIGPU

4- RESULTS WITH DUALSPHYSICS: VALIDATION AND ANALYSIS

5- CONCLUSIONS

1 - NUMANTIA Project

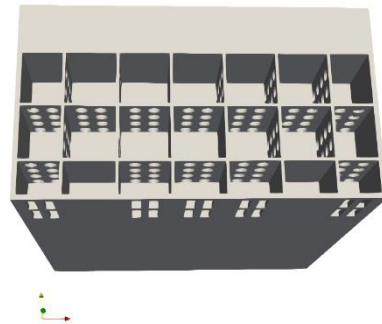
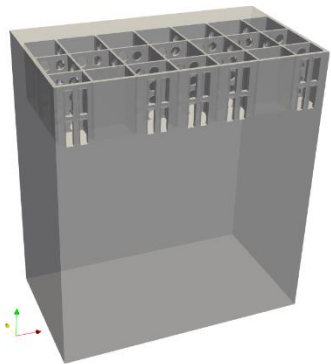
OBJECTIVE: Numerical design of low-wave-reflective quay wall **caissons** in the new harbour of Punta Langosteira.

Punta Langosteira is in A Coruña, Northwest of SPAIN



1 - Harbour in Punta Langosteira

- Main function of harbours is to provide sheltered waters for the moorage of ships.
- Quay walls are usually built with vertical paraments, but they almost entirely reflect the incident wave.
- A frequent solution is to equippe the parament with a **casson-type wave-energy absorbing**.



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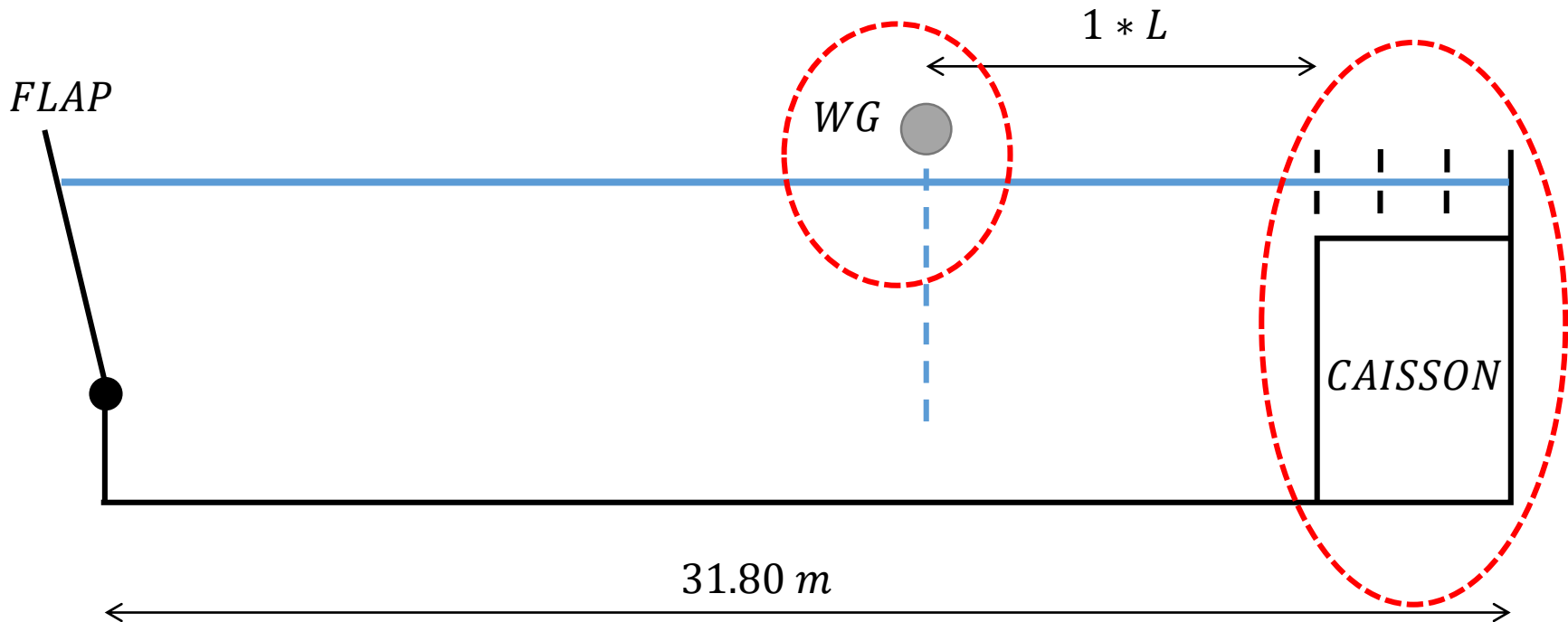
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2 - Numerical modelling of the caisson

- OBJECTIVE: Performance of the **CAISSON**
- PARAMETER: **WAVE REFLECTION COEFFICIENT** (at $1 * L$)

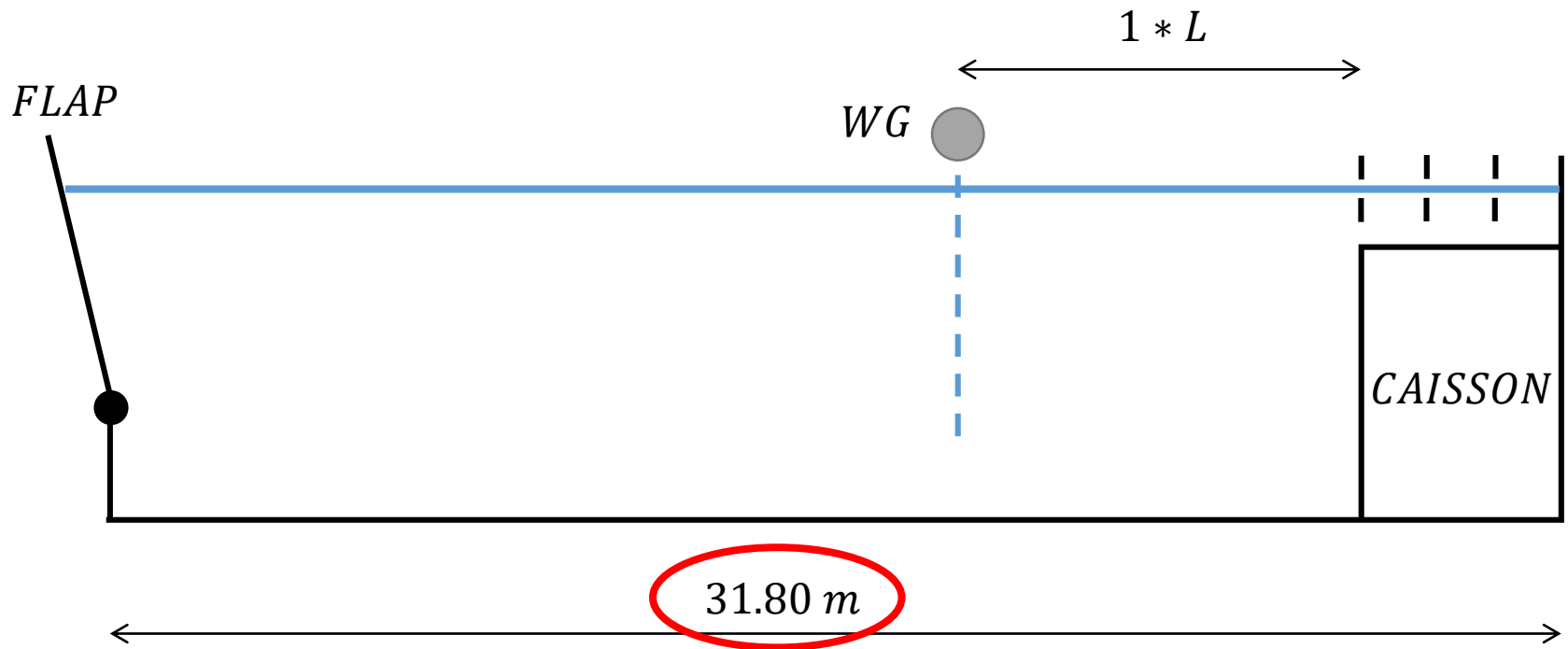


SCHEME OF THE WAVE FLUME

2 - Numerical modelling of the caisson

Experimental campaign at CITEEC (Universidad da Coruña)
with a prototype of the actual caisson and real wave conditions

Wave conditions (Regular waves)			
H [m]	T [s]	d [m]	L [m]
0.025 – 0.05	1.5 – 2.8	1.36, 1.51	3.5 - 10



SCHEME OF THE WAVE FLUME

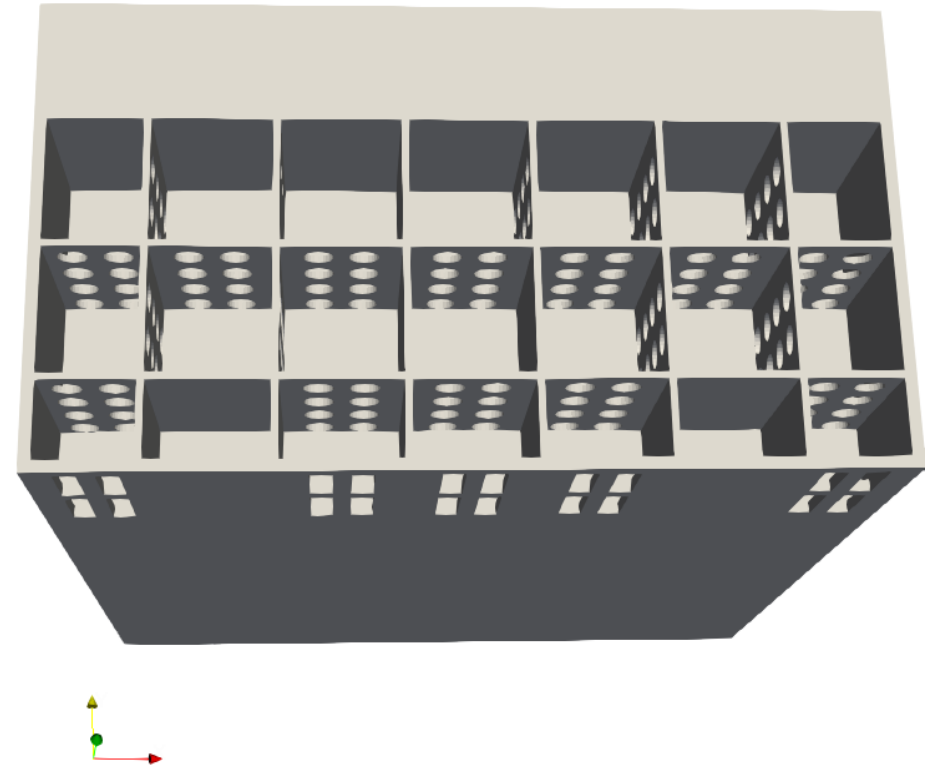
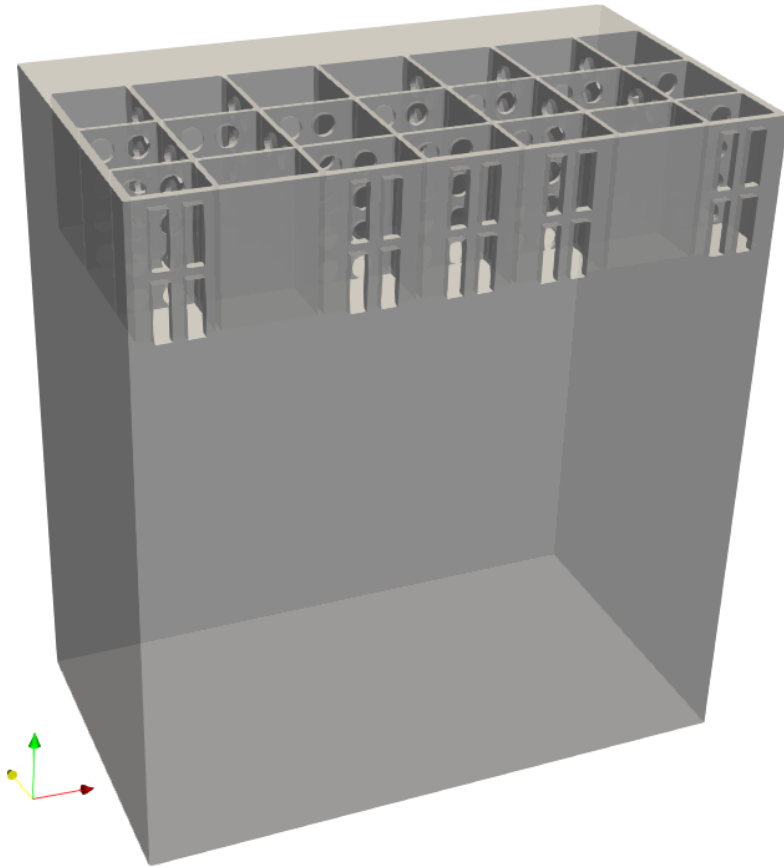
2 - Numerical modelling of the caisson

Experimental campaign at CITEEC (Universidad da Coruña)
with a prototype of the actual **CAISSON**



2 - Numerical modelling of the caisson

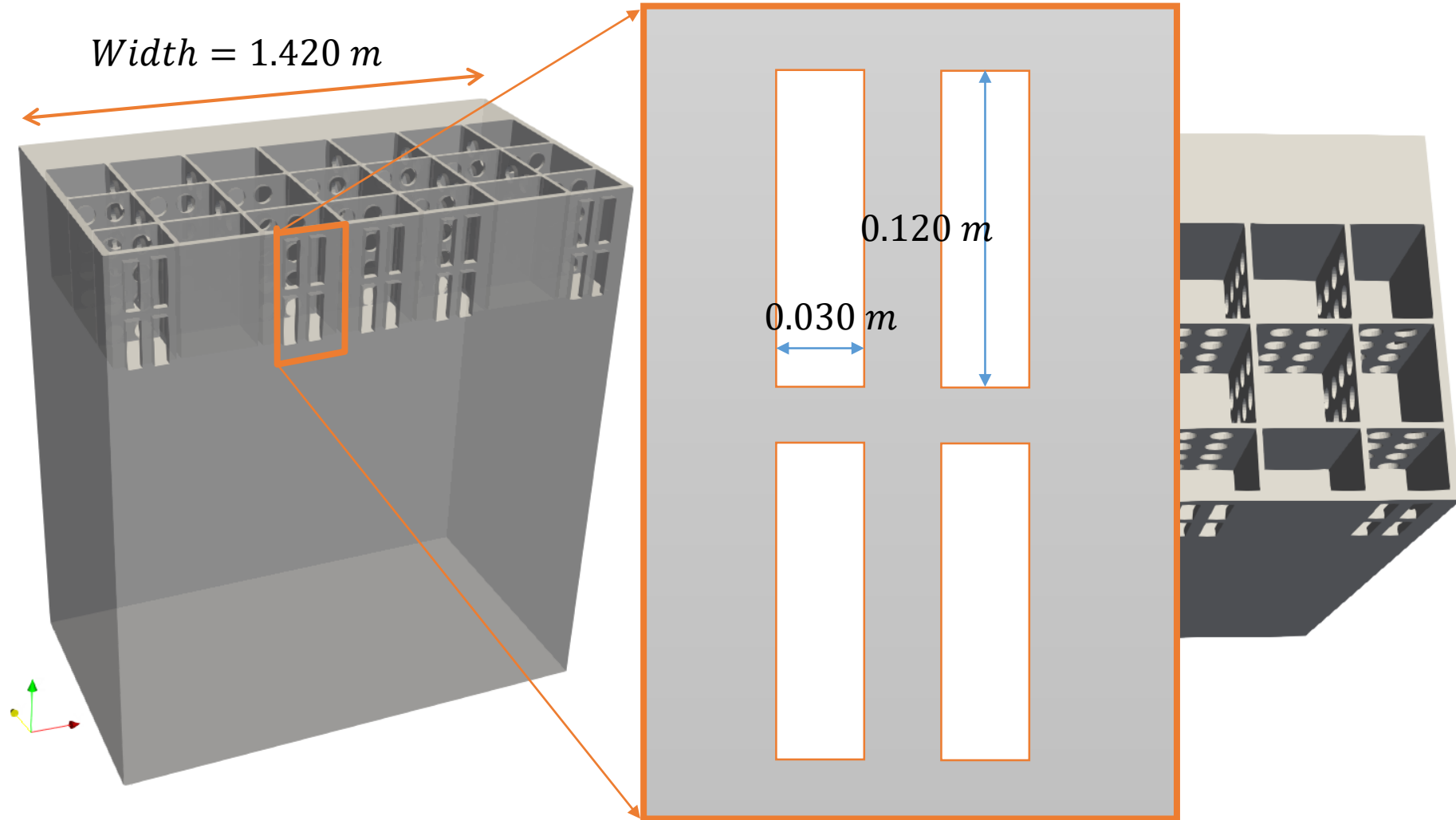
Experimental campaign at CITEEC (Universidad da Coruña)
with a prototype of the actual **CAISSON**



3D MODEL OF THE CAISSON

2 - Numerical modelling of the caisson

Experimental campaign at CITEEC (Universidad da Coruña)
with a prototype of the actual **CAISSON**



3D MODEL OF THE CAISSON

2 - Numerical modelling of the caisson

The problem under study is ideal to be solved using a mesh-based model
For NUMANTIA project, OpenFOAM is used for numerical modelling

Open  FOAM

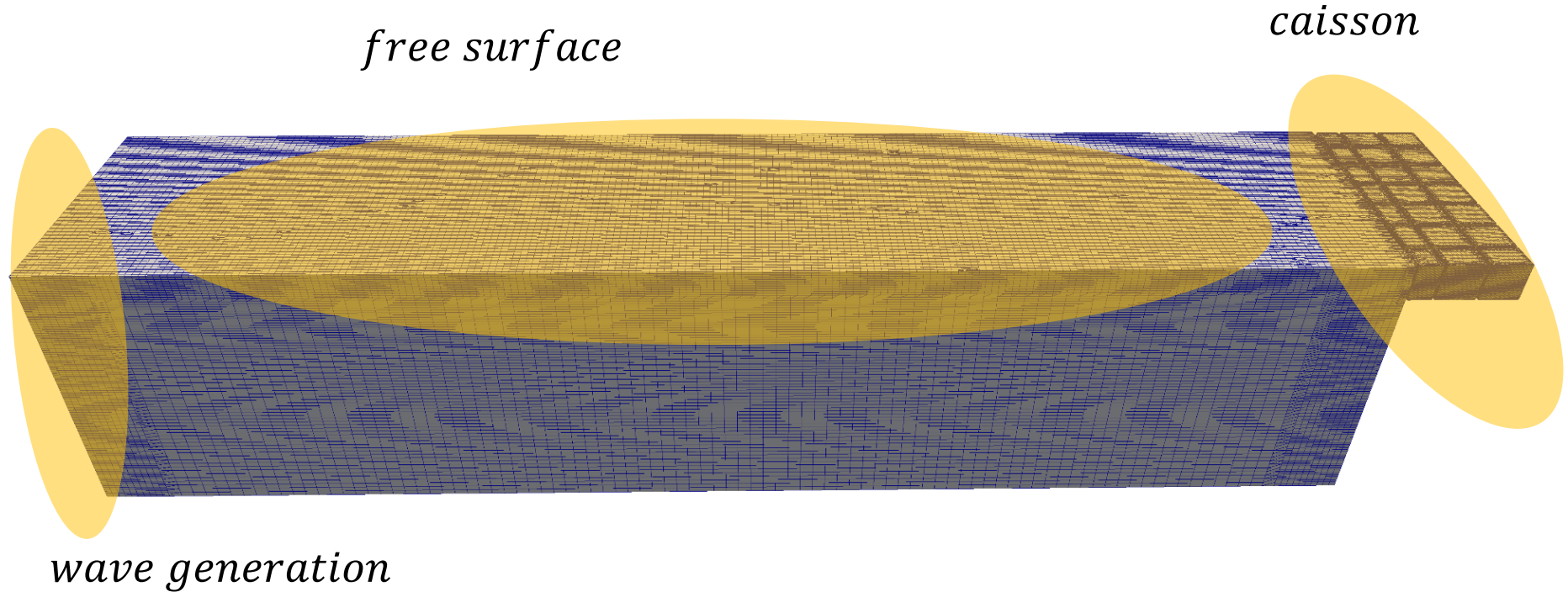
- No moving boundary condition
- Low Reynolds number
- No use of **Turbulence model**
- Geometrical multi-scale

WHY OPENFOAM?

2 - Numerical modelling of the caisson

The problem under study is ideal to be solved using a mesh-based model
For NUMANTIA project, OpenFOAM is used for numerical modelling

Open  FOAM



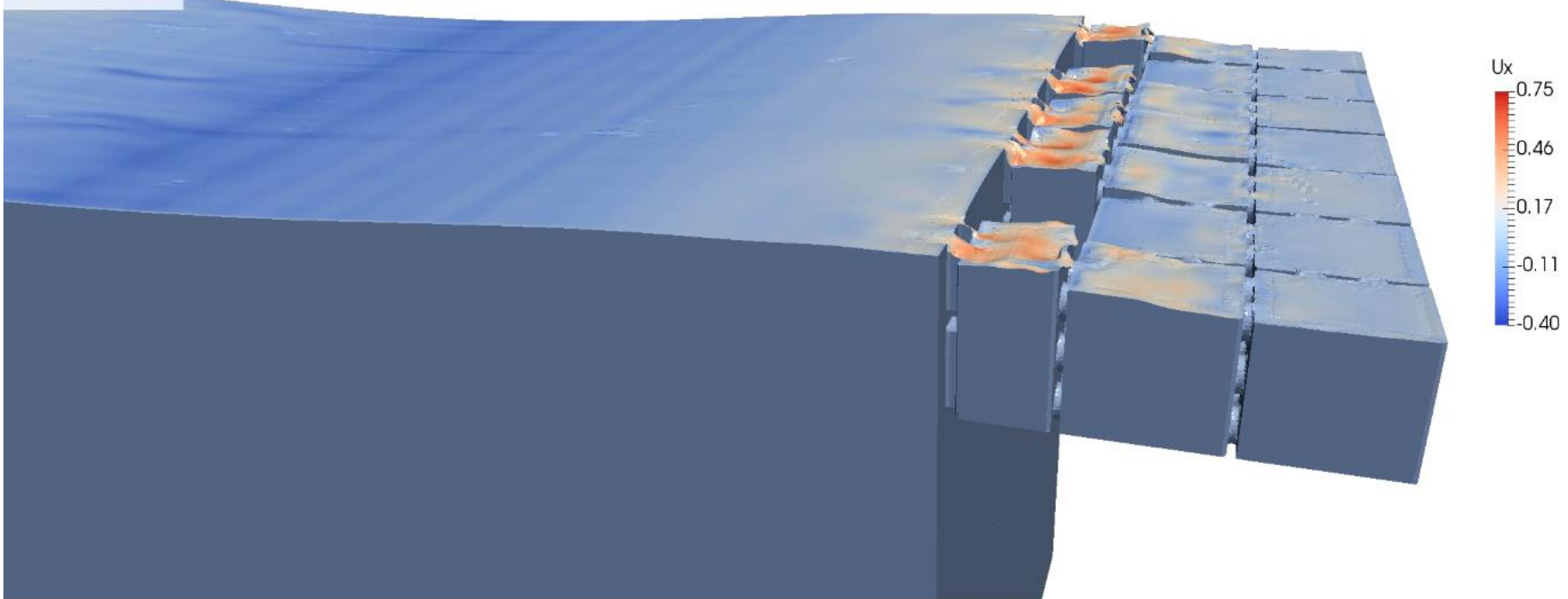
3D VIEW OF THE MESH

2 - Numerical modelling of the caisson

The problem under study is ideal to be solved using a mesh-based model
For NUMANTIA project, OpenFOAM is used for numerical modelling

Open  FOAM

time= 3.45 s



3D ANIMATION WITH OPENFOAM

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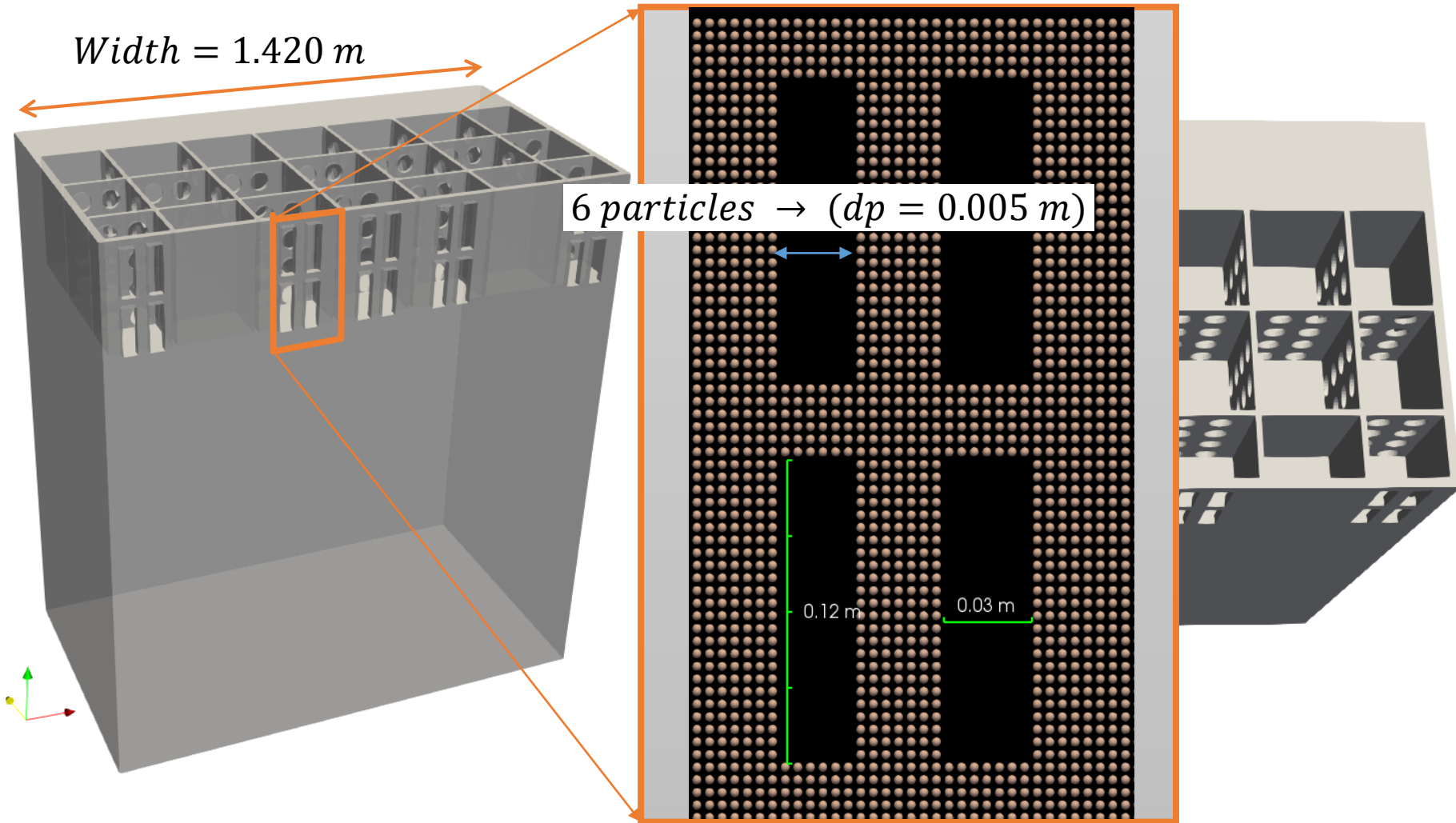
3 - SPH modelling with DualSPHysics



- ULTIMATE PURPOSE: design of new, efficient internal geometries of the CAISSON

3 - SPH modelling with DualSPHysics

How many particles can we simulate?



3D MODEL OF THE CAISSON

3 - SPH modelling with DualSPHysics



How many particles can we simulate?

Wave conditions (Regular waves)			
H [m]	T [s]	d [m]	L [m]
0.025 – 0.05	1.5 – 2.8	1.36, 1.51	3.5 - 10

Following **Altomare et al., 2015** it is recommended that $\frac{H}{dp} > 10$

Hence, we should use $dp \approx 0.004 m$





The therefore number of particles will be

$$N_p = \frac{\text{length} * \text{depth} * \text{width}}{dp^3} \approx 550,000,000$$



3 - SPH modelling with DualSPHysics





Available implementation in DualSPHysics to reduce the domain size:

- Inlet/Outlet (not fully tested to absorb waves) 
- Coupling with other model (e.g. SWASH) 
- Relaxation Zone (Altomare et al., 2018) 
- Piston with AWAS (wave conditions at a certain point) 

Available implementation in DualSPHysics to optimize the number of particles:

- Combining different dp using variable resolution:
 - Vacondio et al., SPHERIC 2015: Not efficient 
 - Leonardi et al., SPHERIC 2018: Only for 2D cases 

Hardware acceleration with DualSPHysics:

- SingleGPU: Limited by memory space ($\approx 30M$) 
- MultiGPU of 2013 (MPI version): NO double precision 

3 - SPH modelling with DualSPHysics



How many particles can we simulate?

- PISTON with AWAS at 2L from the caisson
- Execution with MultiGPU 2013 (MPI version)

$$N_p \approx 200,000,000$$

3 - SPH modelling with DualSPHysics



How many particles can we simulate?

WE WILL CREATE A REDUCED NUMERICAL DOMAIN FOR THIS WORK:

- T is reduced, L is reduced, domain length is reduced
- Width of the tank is reduced
- Depth is reduced (1/3)
- With same dp, the total number of particles is **12M**
- **There is no issue with precision now**

THAT NEW REDUCED DOMAIN CAN BE SIMULATED WITH:

- **One GPU (memory space enough)**
- **MultiGPU 2013 (only single precision)**

WE WILL VALIDATE SPH RESULTS vs OPENFOAM

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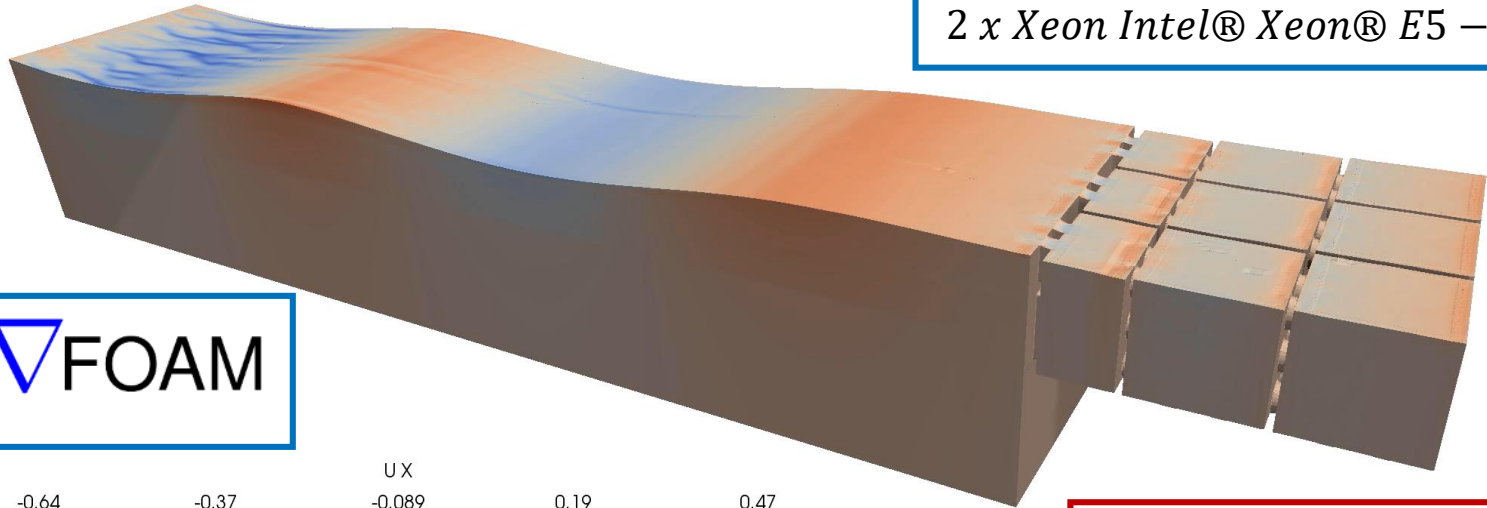
5- CONCLUSIONS

4 - SPH modelling with DualSPHysics

VALIDATION

Wave condition: $T = 1.00m$, $H = 0.05m$, $d = 1.36m$

time= 4.13 s



Open  FOAM

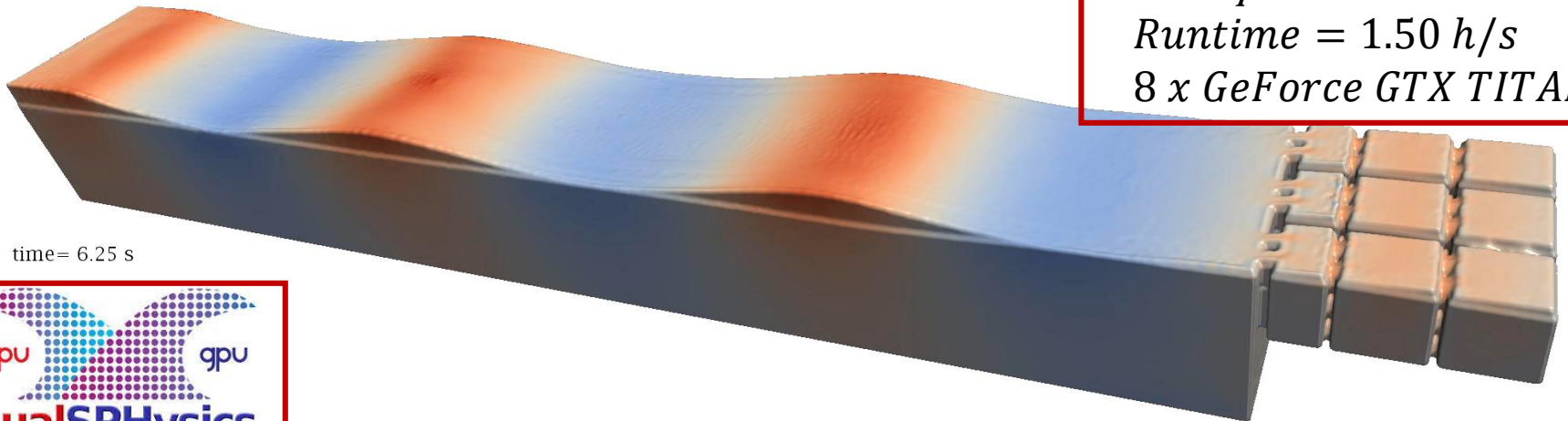


2.4 M cells

Runtime = 0.65 h/s

2 x Xeon Intel® Xeon® E5 – 2650 v3

time= 6.25 s



12 M particles

Runtime = 1.50 h/s

8 x GeForce GTX TITAN

 DualSPHysics

4 - SPH modelling with DualSPHysics

VALIDATION

Wave condition: $T = 1.00m$, $H = 0.05m$, $d = 1.36m$

The validation has been carried out by means of the **WAVE REFLECTION COEFFICIENT**

$$K_r = \frac{H_r}{H_i}$$

HEALY's method, for regular waves, leads to

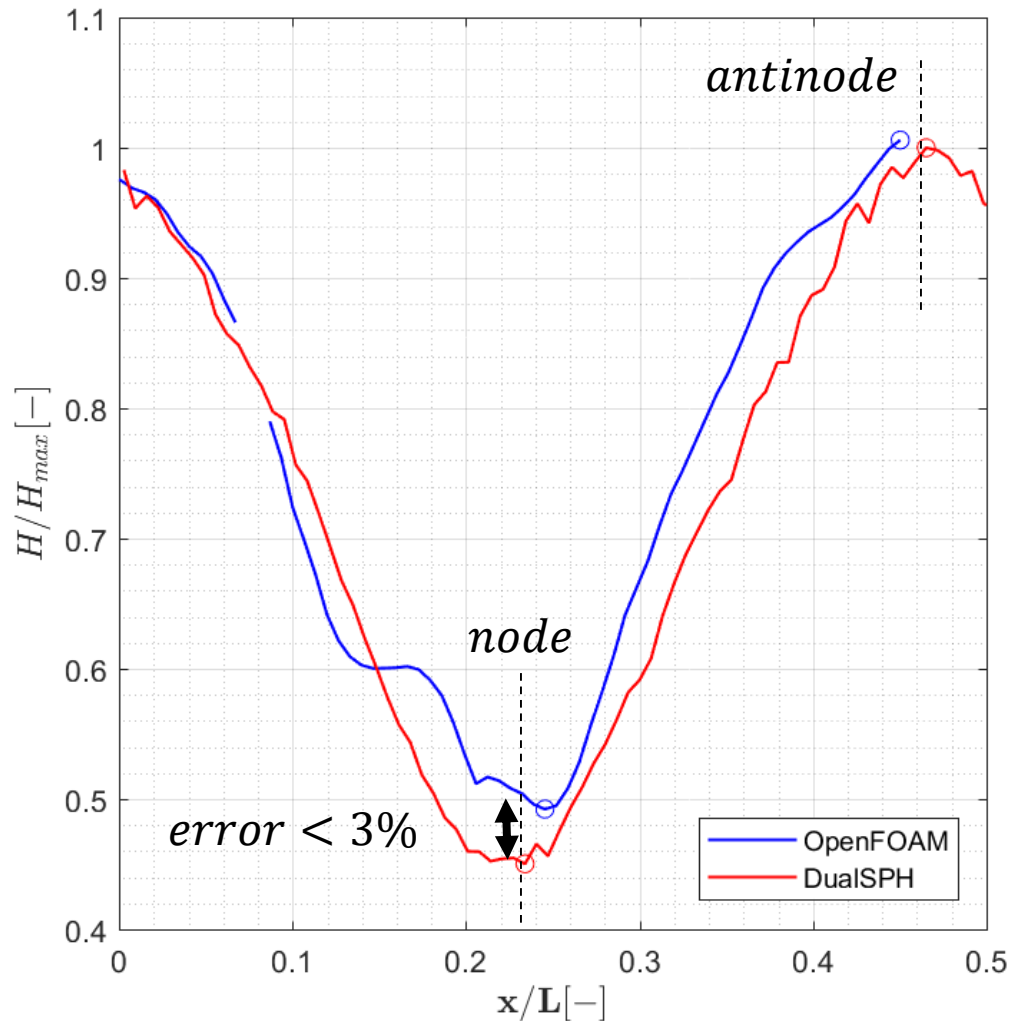
$$K_r = \frac{H_{antinode} - H_{node}}{H_{antinode} + H_{node}}$$

4 - SPH modelling with DualSPHysics

VALIDATION

Wave condition: $T = 1.00m$, $H = 0.05m$, $d = 1.36m$

REFLECTION COEFFICIENT of the caisson is computed either for OPENFOAM and SPH results



OpenFOAM



4 - SPH modelling with DualSPHysics

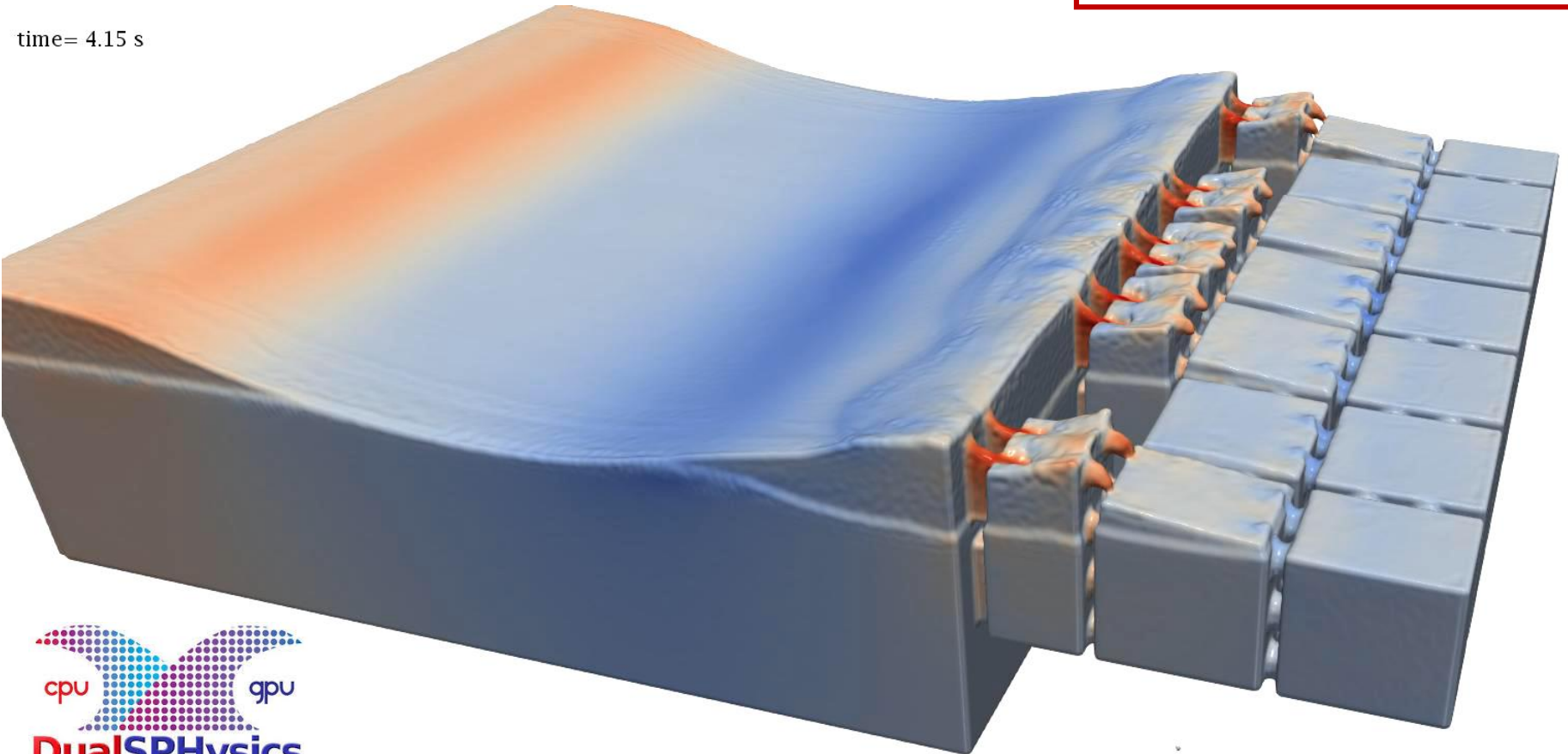
ANALYSIS

Wave condition: $T = 1.00m$, $H = 0.05m$, $d = 1.36m$

ANIMATION $dp = 0.0035 m$;

24 M particles
Runtime = 4.70 h/s
8 x GeForce GTX TITAN

time= 4.15 s



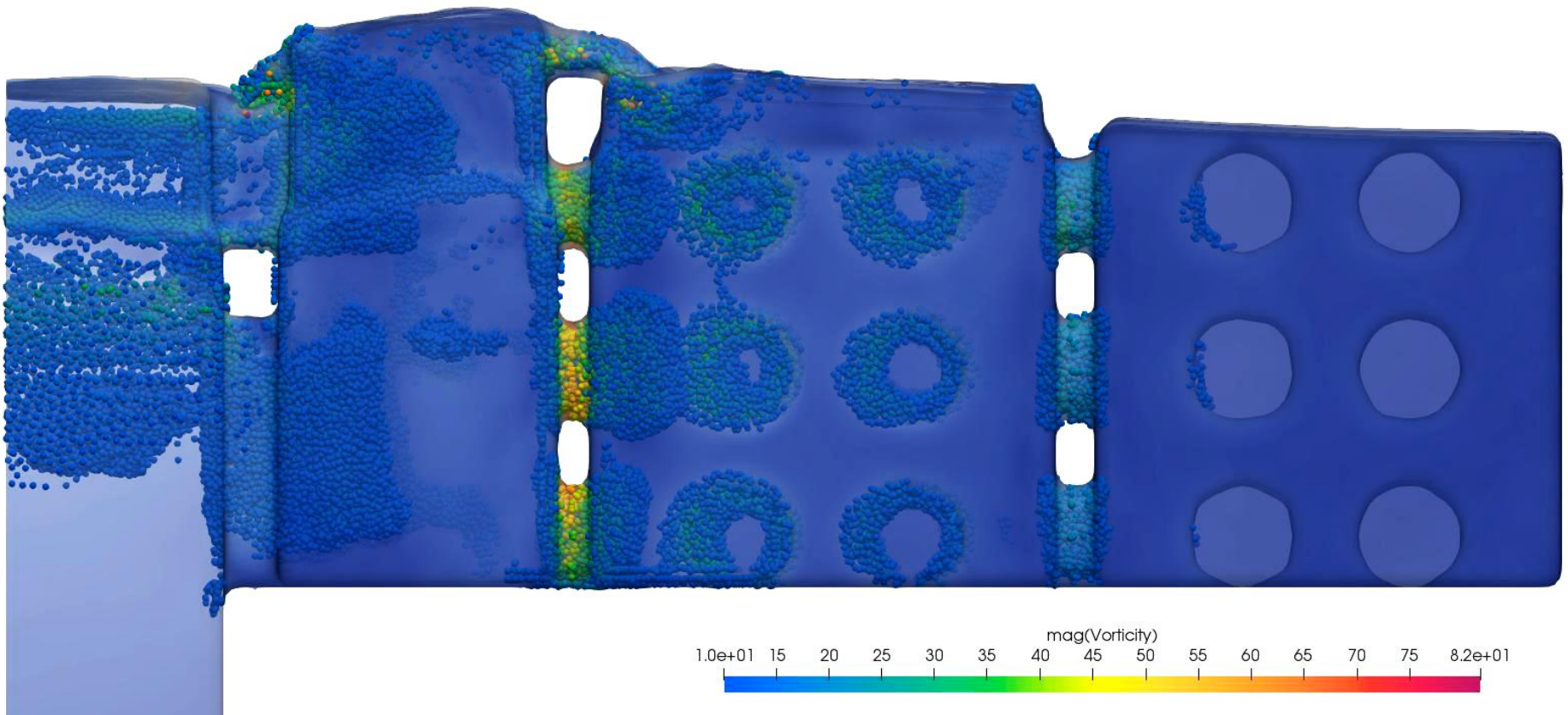
4 - SPH modelling with DualSPHysics

ANALYSIS

Wave condition: $T = 1.00m$, $H = 0.05m$, $d = 1.36m$

ANIMATION $dp = 0.0035 m$

time= 4.25 s

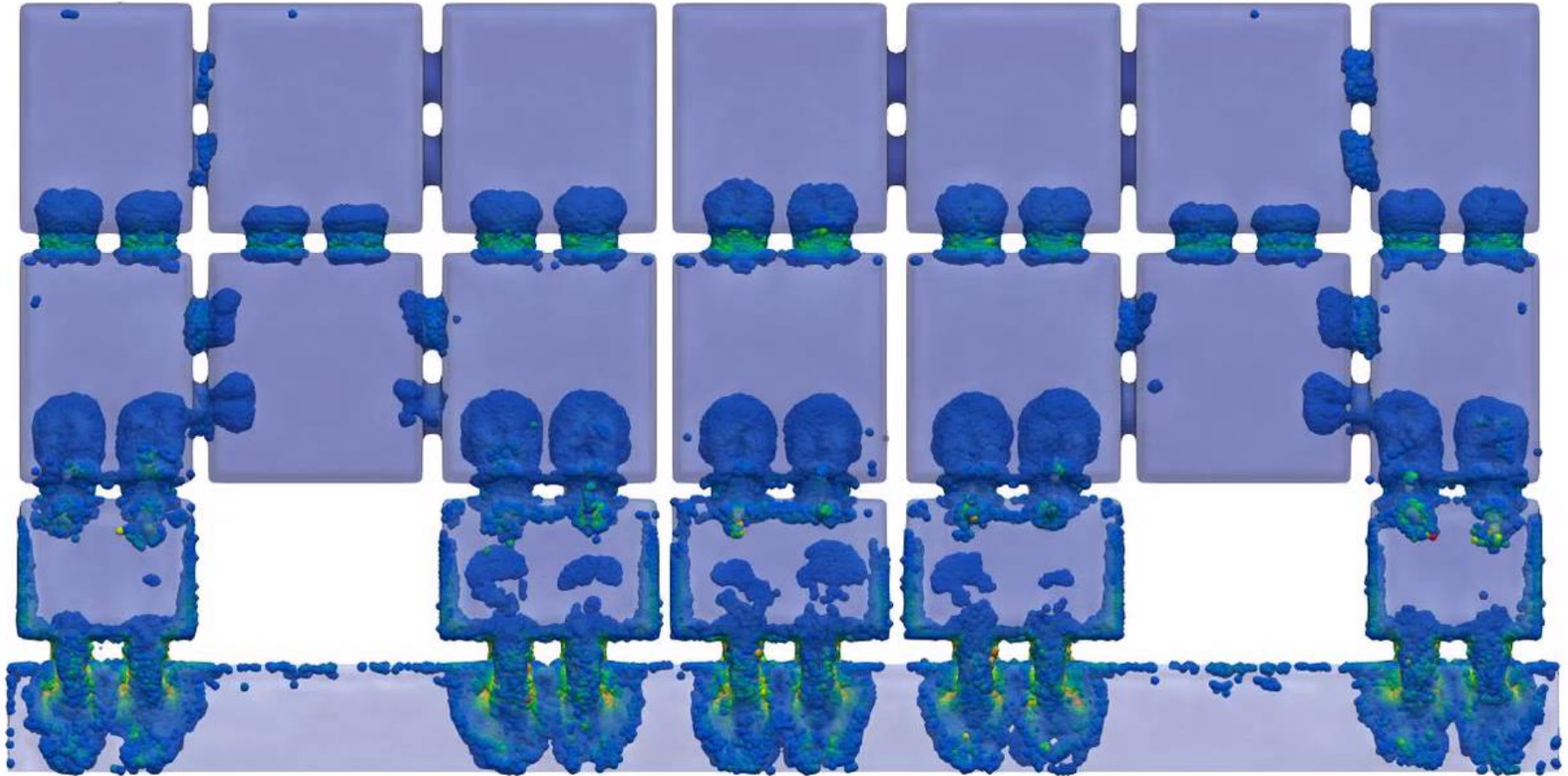


FREE SURFACE AND VORTICITY (LATERAL VIEW)

4 - SPH modelling with DualSPHysics

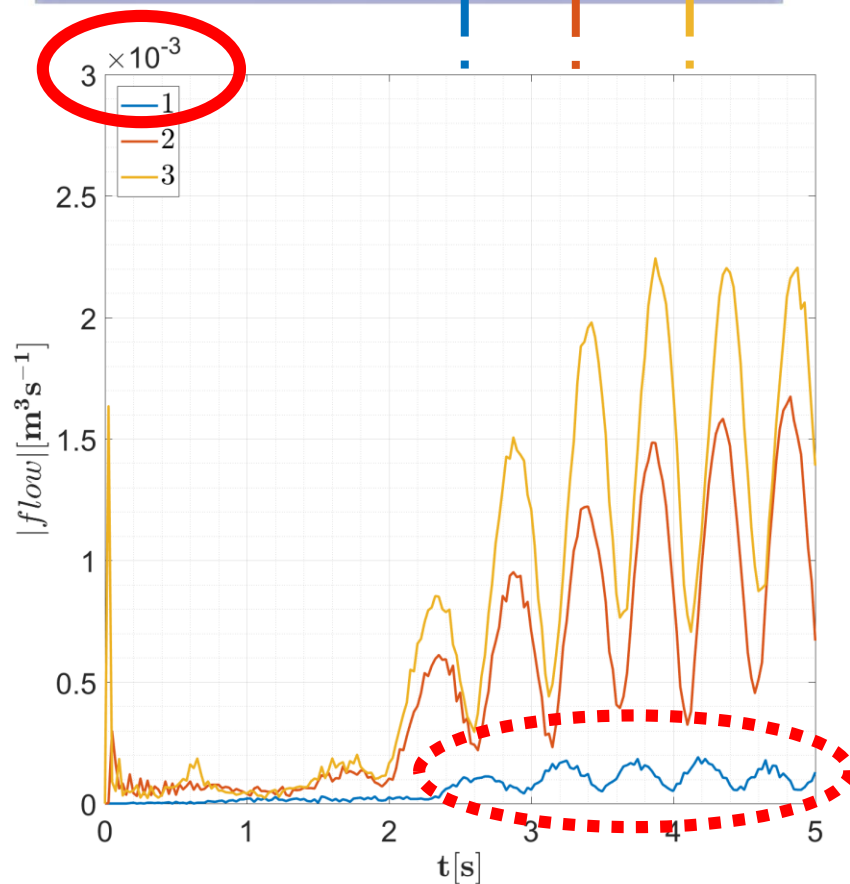
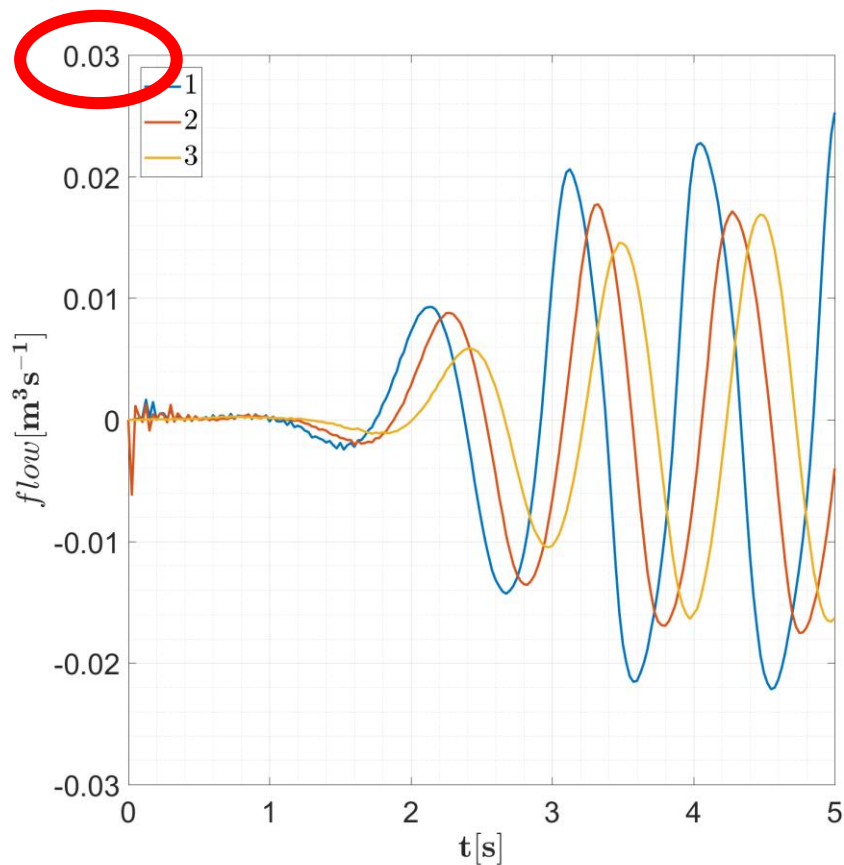
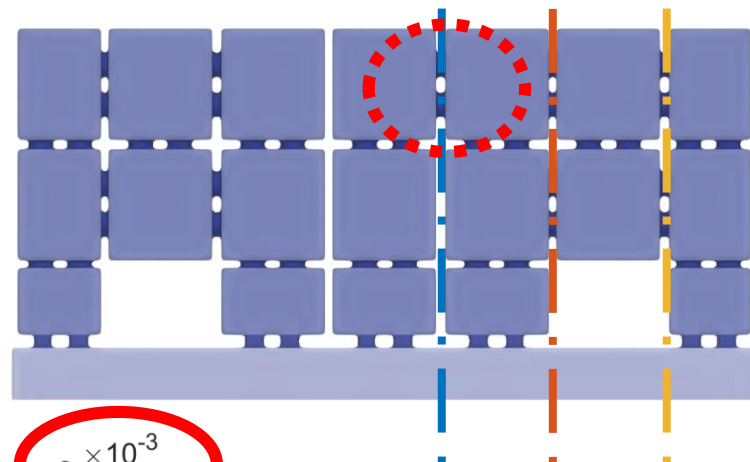
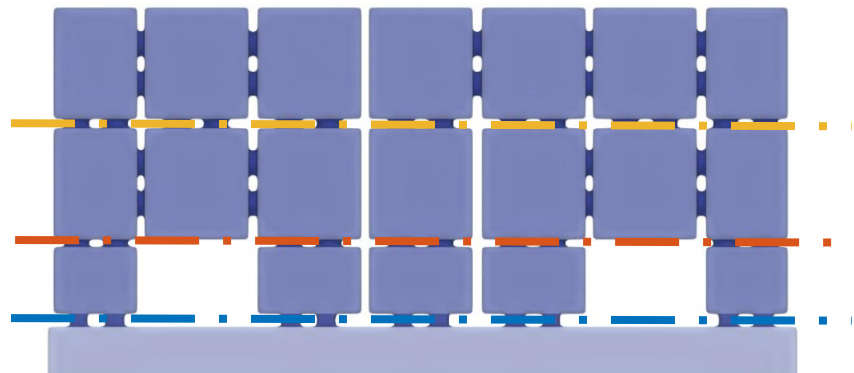
time= 3.53 s

Wave condition: $T = 1.00m$, $H = 0.05m$, $d = 1.36m$



FREE SURFACE AND VORTICITY (TOP VIEW)

4 - SPH modelling with DualSPHysics



FLOW RATES WITH DUALSPHYSICS

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5 - CONCLUSIONS

GOOD NEWS

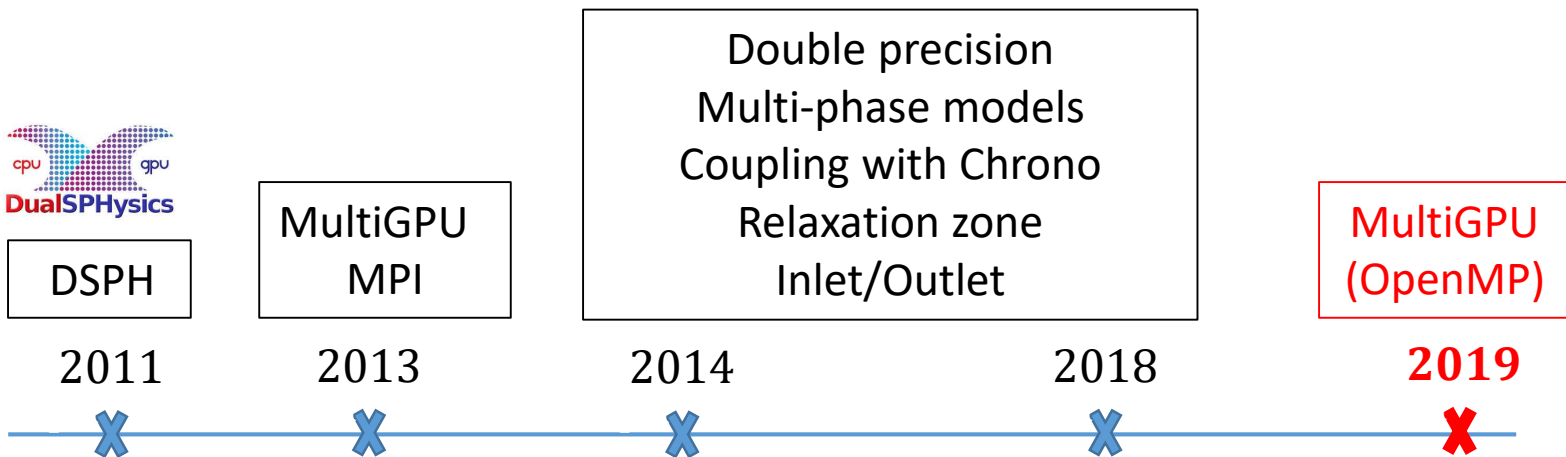
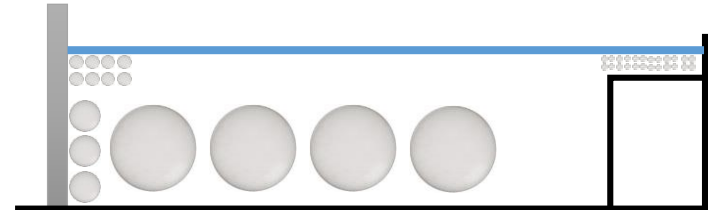
- The problem could have been solved with SPH method.

BAD NEWS

- It came up against the model limits.

We need now to improve the code:

- **Variable resolution (optimization)**
- **MultiGPU**



Thanks for your attention

