

# Coupling with MoorDyn library and with Project Chrono

ALEJANDRO J. C. CRESPO  
IVÁN MARTÍNEZ-ESTÉVEZ  
**UNIVERSIDADE DE VIGO**

# OUTLINE

## Motivation

### Coupling of DualSPHysics with MoorDyn

- MoorDyn library
- Formulation/Functionalities/Implementation
- Validation & examples

### Coupling of DualSPHysics with Project Chrono

- Project Chrono library
- Formulation/Functionalities/Implementation
- Validation & examples

## Main developers

## Work in progress

# MOTIVATION

DualSPHysics has proven to simulate with accuracy wave-floater interactions

Validation of a floating box interacting with waves



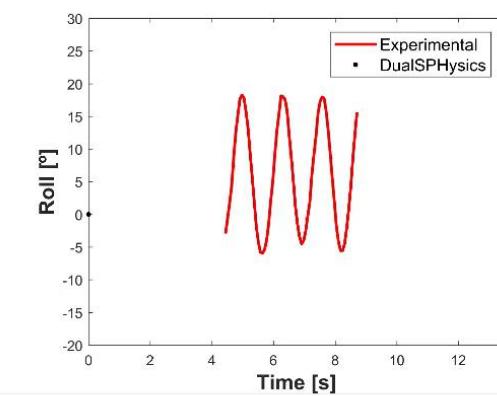
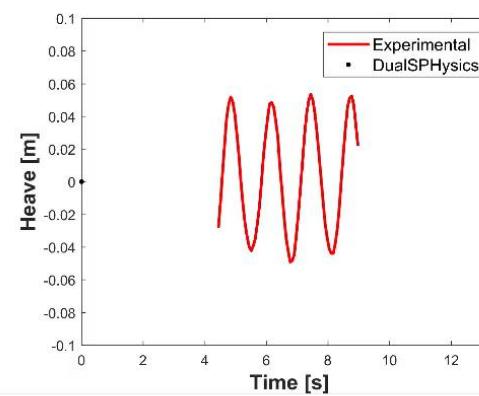
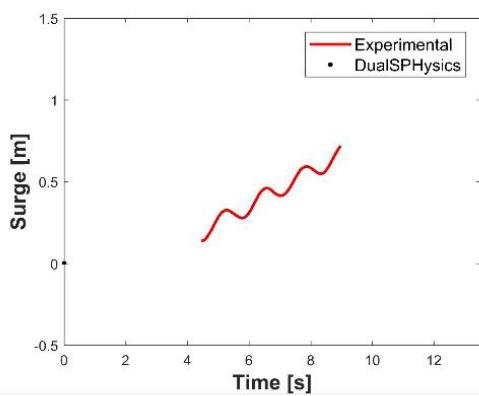
Regular waves:  
 $H=0.1\text{m}$ ,  $T=1.2\text{s}$ ,  $d=0.4\text{m}$



Box dimensions:  
0.3m x 0.2m

Wave absorption

Time: 0.00 s



# OUTLINE

## Motivation

### Coupling of DualSPHysics with MoorDyn

- MoorDyn library
- Formulation/Functionalities/Implementation
- Validation & examples

### Coupling of DualSPHysics with Project Chrono

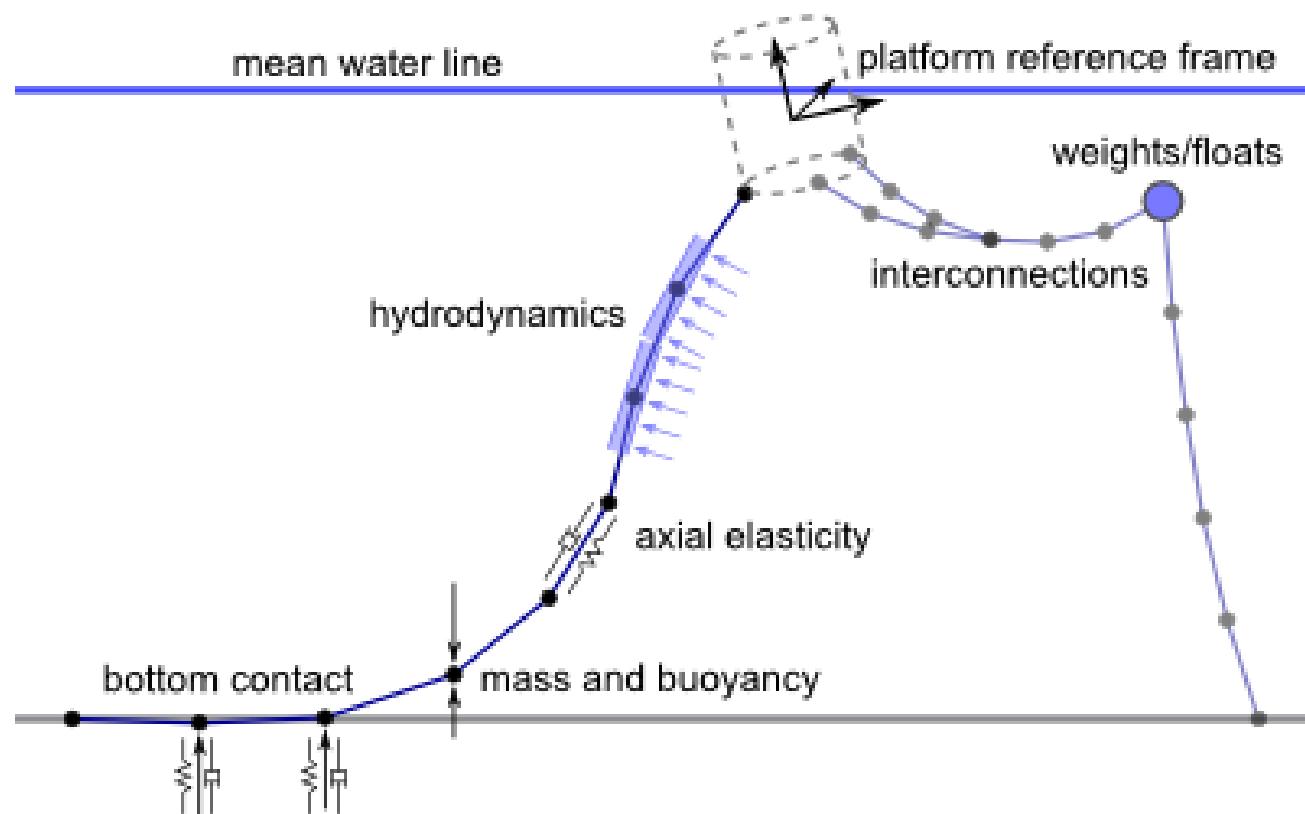
- Project Chrono library
- Formulation/Functionalities/Implementation
- Validation & examples

## Main developers

## Work in progress

# MOORDYN LIBRARY

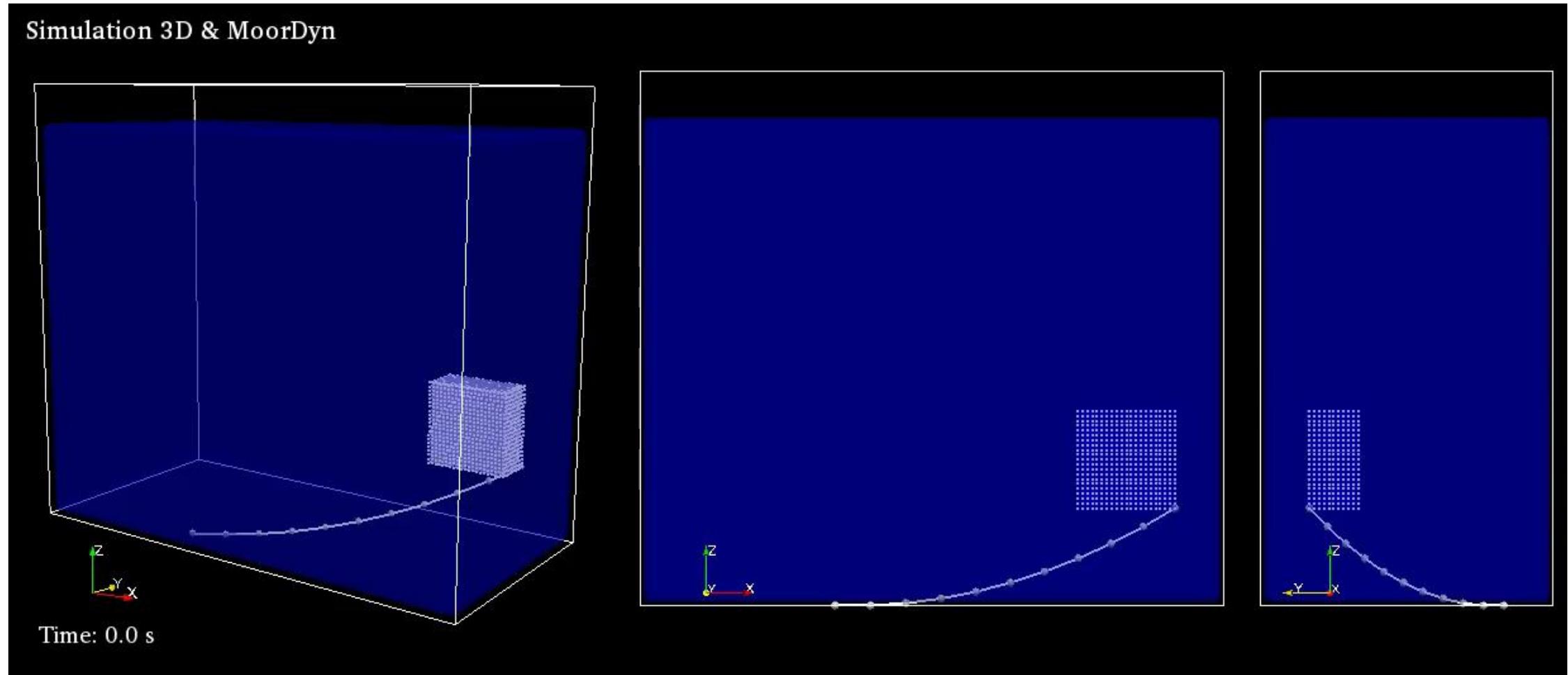
MoorDyn is an open-source dynamic mooring line model that uses a lumped-mass formulation for modelling axial elasticity, hydrodynamics, and bottom contact (Hall, 2018).



<http://www.matt-hall.ca/moordyn/>

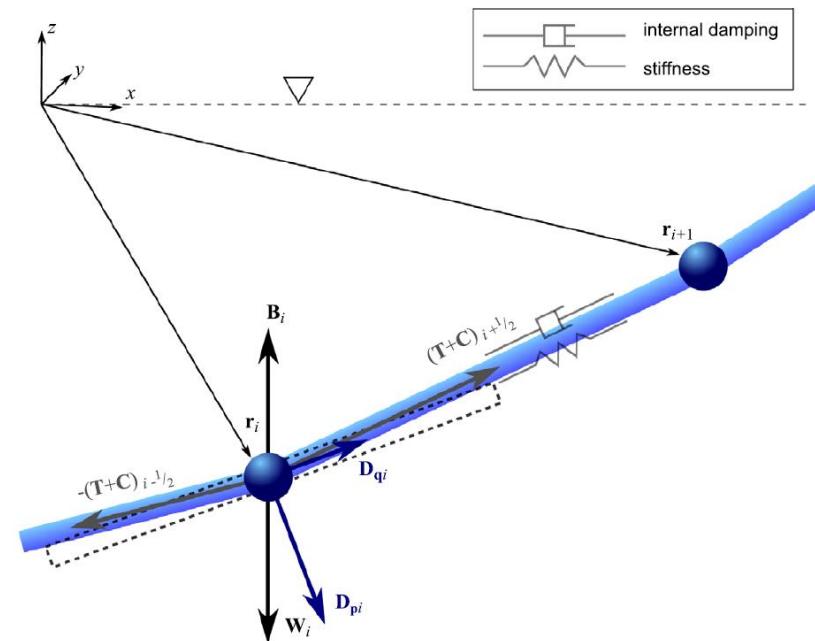
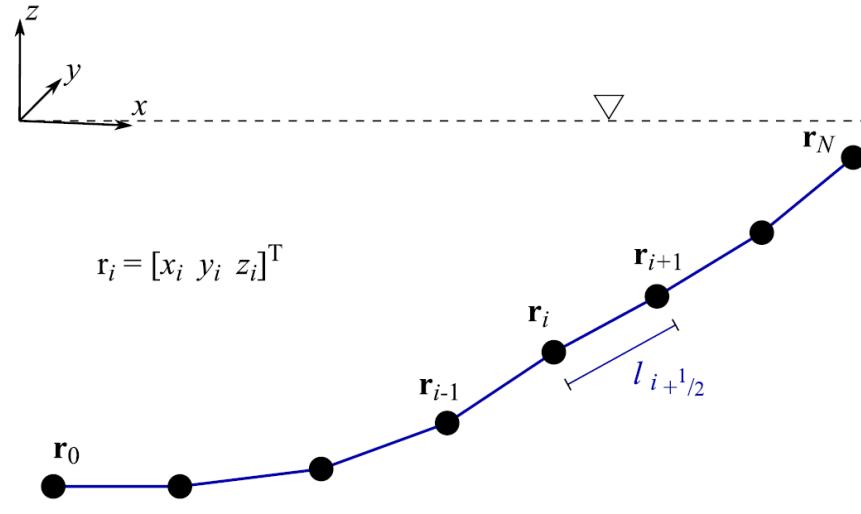
# MOORDYN LIBRARY

**MoorDyn** is an open-source dynamic mooring line model that uses a lumped-mass formulation for modelling axial elasticity, hydrodynamics, and bottom contact (Hall, 2018).



## Formulation

It discretizes mooring lines as point masses (nodes  $i$ ) connected by linear spring-damper segments to provide elasticity in the axial direction.



If  $\mathbf{r}_i$  and  $\mathbf{r}_{i+1}$  represent the absolute position vectors of two adjacent nodes, the strain in the segment connecting them ( $i+1/2$ ) is calculated as

where  $l$  is the segment unstretched length.

$$e_{i+1/2} = \left( \frac{\|\mathbf{r}_{i+1} - \mathbf{r}_i\|}{l} - 1 \right)$$

## Formulation

The total equation of motion for each node along a **mooring line *i***:

$$(\mathbf{m}_{\text{node},i} + \mathbf{a}_i) \frac{\partial^2 \mathbf{r}_i}{\partial t^2} = \mathbf{T}_{i+\frac{1}{2}} - \mathbf{T}_{i-\frac{1}{2}} + \mathbf{C}_{i+\frac{1}{2}} - \mathbf{C}_{i-\frac{1}{2}} + \mathbf{W}_{\text{sub},i} + \mathbf{B}_i + \mathbf{D}_{ni} + \mathbf{D}_{ti}$$

$\mathbf{m}_{\text{node}}$	node mass
$\mathbf{a}$	added mass on each node
$\mathbf{W}_{\text{sub}}$	submerged weight
$\mathbf{T}$	tension force due to material stiffness
$\mathbf{C}$	tension force due to internal damping
$\mathbf{B}$	vertical seabed contact forces
$\mathbf{D}_n$	drag force in the transverse direction
$\mathbf{D}_t$	drag force in the tangential direction

# MOORDYN LIBRARY

## Functionalities

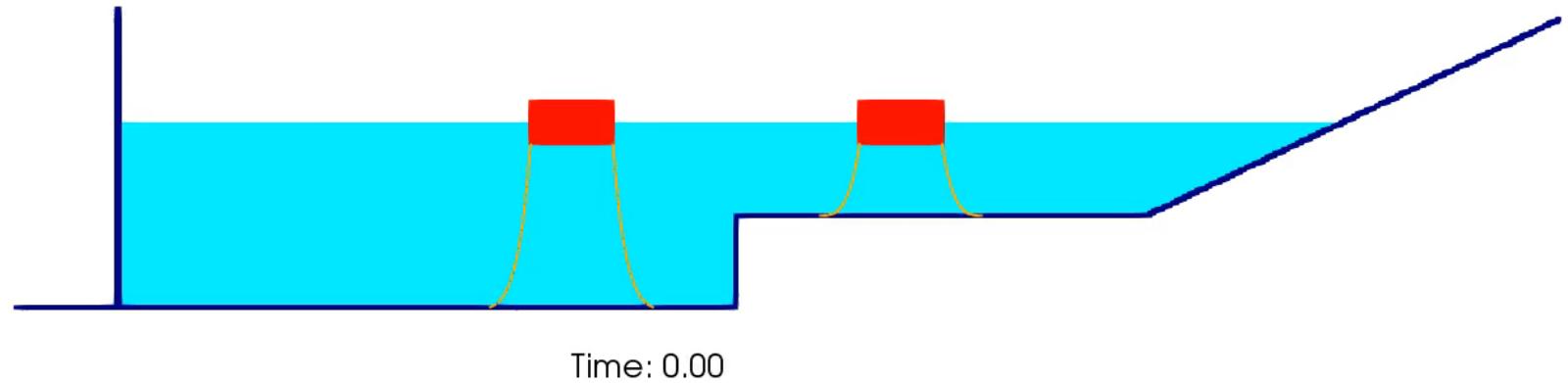
### MoorDyn+

- Solves catenary equation
- Considers axial stiffness and friction with the bottom
- Bugs in MoorDyn are solved
- Robust control of exceptions
- Option to include more than one moored floating objects
- Use of different water depths in the same simulation
- Mooring connected to more than one floating object
- Define a maximum value of tension for the mooring lines

<https://github.com/imestevez/MoorDynPlus>

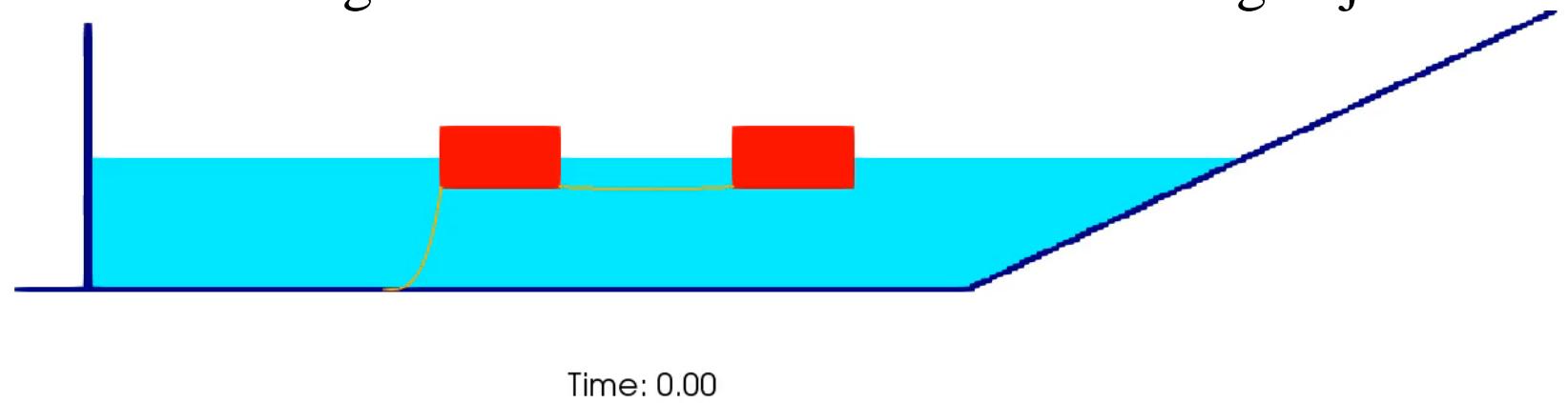
## Functionalities

Use of different water depths in the same simulation



MoorDyn+

Mooring connected to more than one floating object



<https://github.com/imestevez/MoorDynPlus>

# MOORDYN LIBRARY

## Functionalities

# MoorDyn+

<MOORDYN+> Copyright (c) 2020  
Ivan Martinez Estevez and Jose M. Dominguez (Universidade de Vigo, Spain)  
Matt Hall (github.com/mattEhall)

This file is part of MoorDyn+. MoorDyn+ is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

Linking the MoorDyn+ library statically or dynamically with other modules is making a combined work based on this library. Thus, the terms and conditions of the GNU General Public License cover the whole combination. As a special exception, the copyright holders of MoorDyn+ give you permission to dynamically link this library with the program DualSPHysics to produce a combined model featuring the capabilities of both DualSPHysics and MoorDyn+. This exception is strictly limited to linking between the compiled MoorDyn+ library and DualSPHysics. It does not extend to other programs or the use of the MoorDyn+ source code beyond the stipulations of the GPL. When the exception is used, this paragraph must be included in the copyright notice.

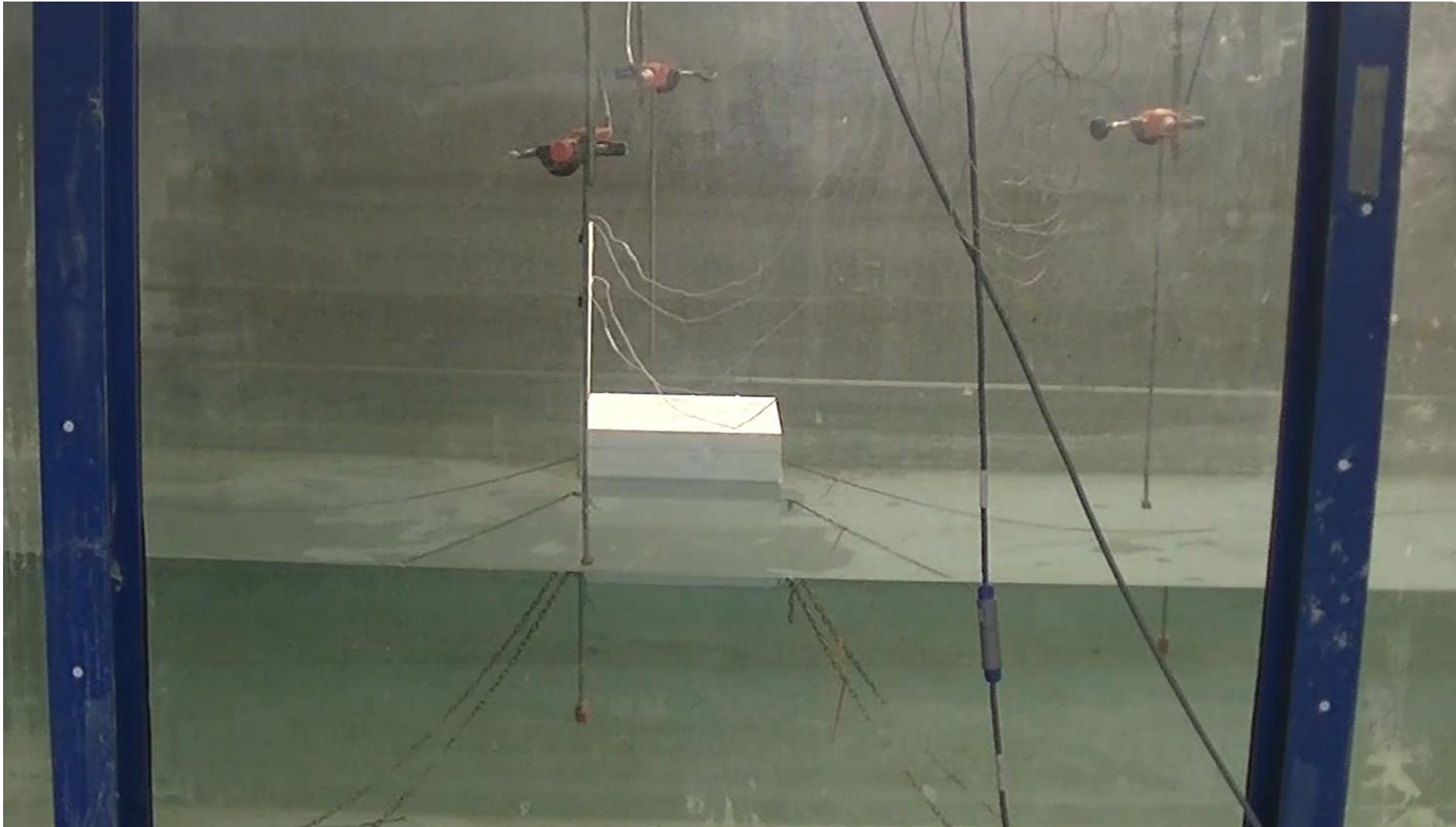
MoorDyn+ is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for details.

You should have received a copy of the GNU General Public License along with MoorDyn+. If not, see <<http://www.gnu.org/licenses/>>.

<https://github.com/imestevez/MoorDynPlus>

# COUPLING DUALSPHYSICS+MOORDYN

## Validation



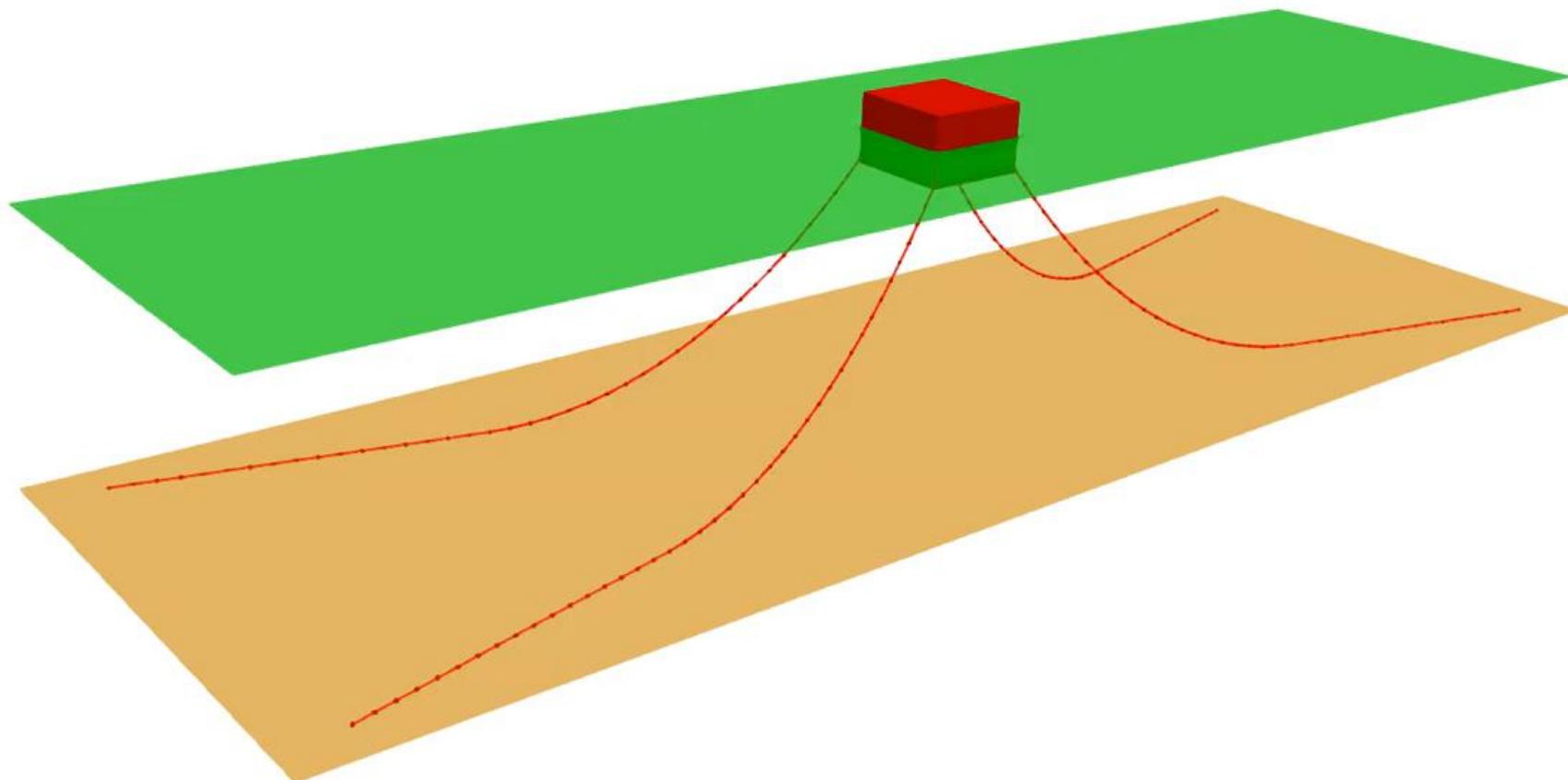
# COUPLING DUALSPHYSICS+MOORDYN

## Validation

Floating moored BOX

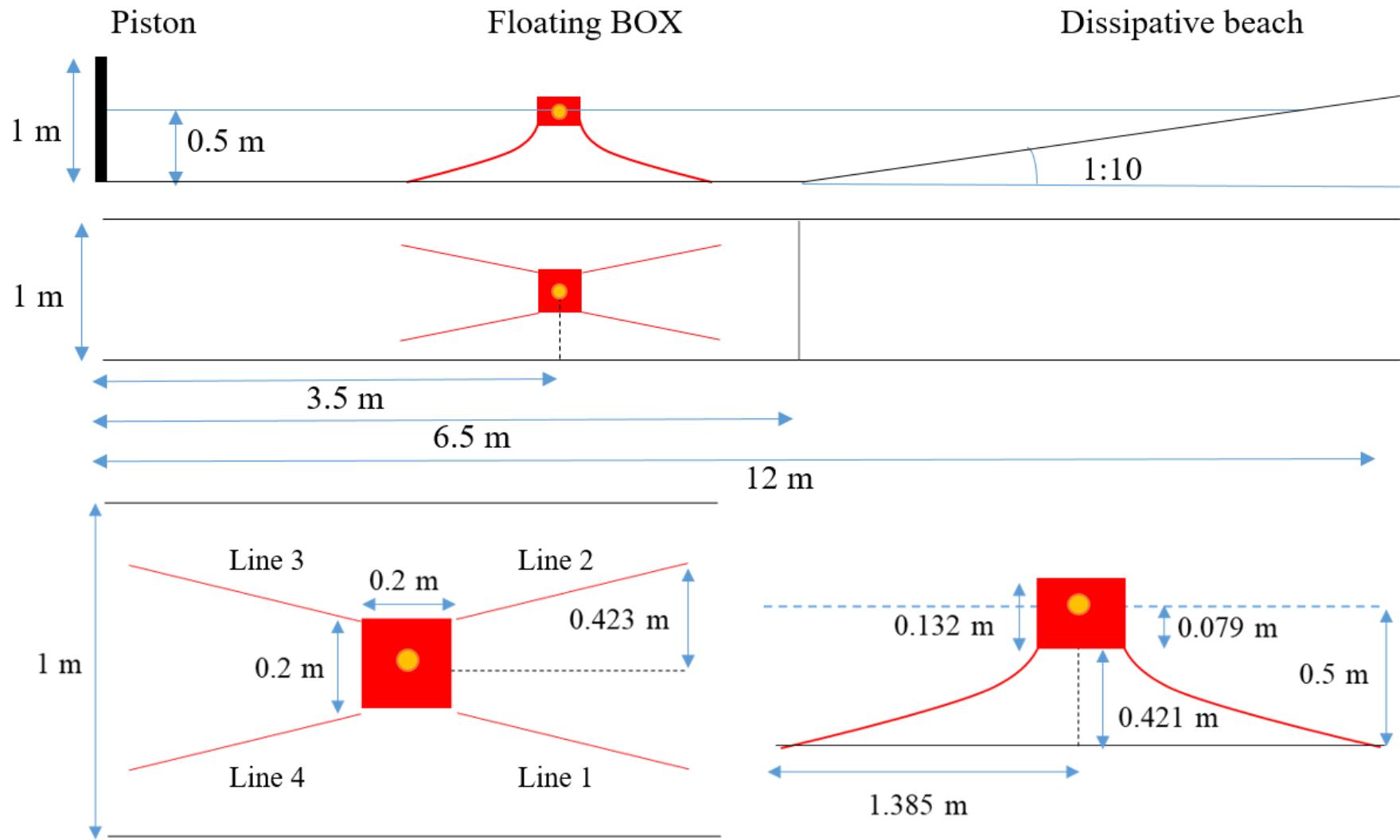
Regular waves;  $H=0.12\text{ m}$ ,  $T=1.6\text{s}$ ,  $d=0.5\text{m}$

Time: 0.00 s



# COUPLING DUALSPHYSICS+MOORDYN

## Validation



# COUPLING DUALSPHYSICS+MOORDYN

## Validation

WAVES

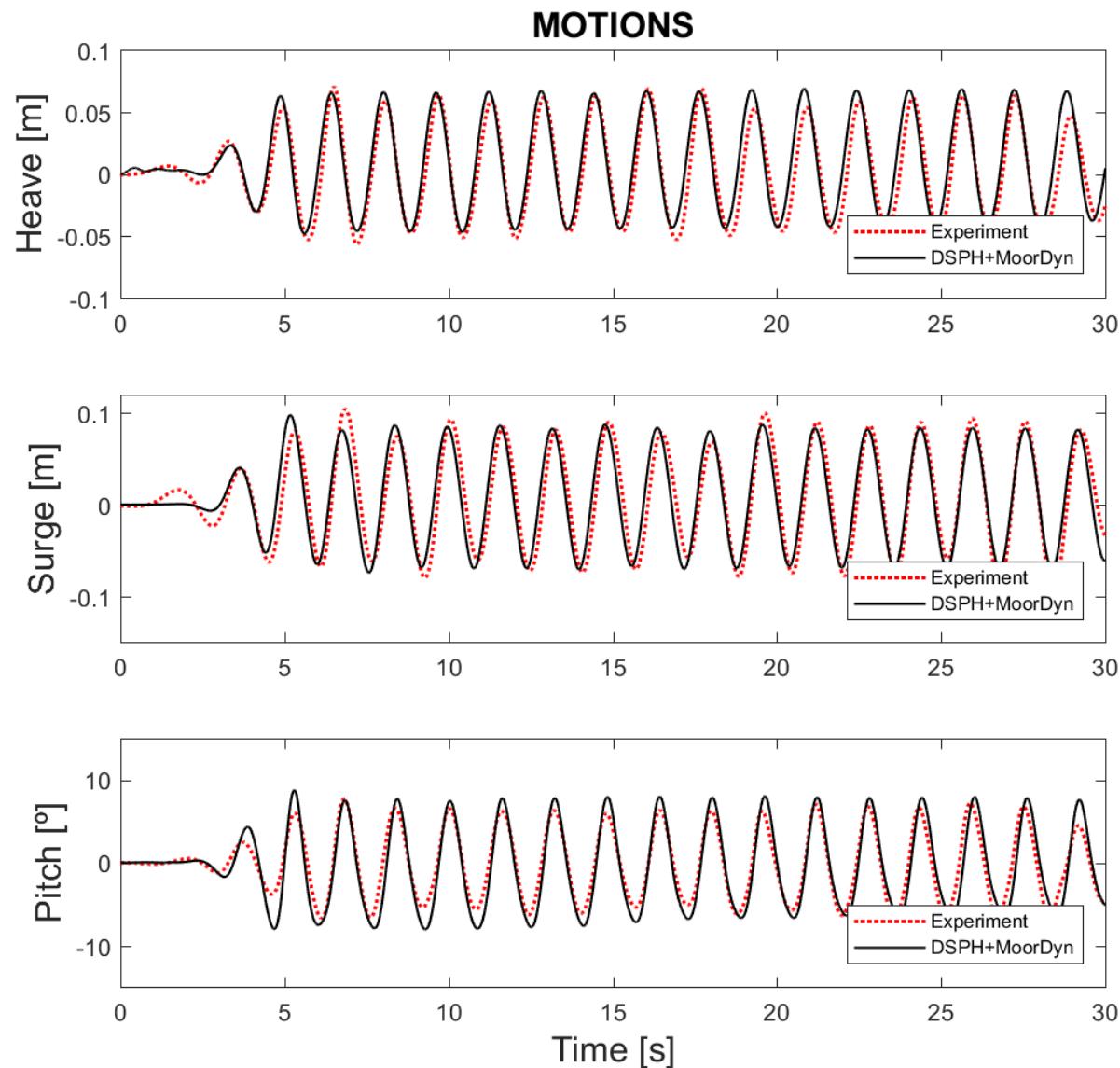
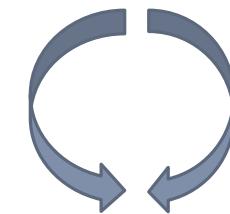
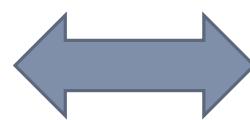
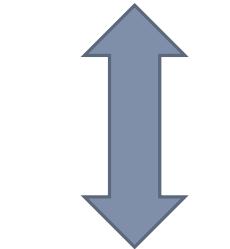
ID name	<i>T</i> (s)	<i>H</i> (m)	<i>d</i> (m)	<i>L</i> (m)	<i>H/L</i>
Case1	1.60	0.12	0.5	3.100	0.039
Case2	1.80	0.12	0.5	3.615	0.033
Case3	2.00	0.12	0.5	4.116	0.029

INPUT  
DATA

Parameter	Value
box length	20 cm
box width	20 cm
box height	13.2 cm
box weight (+ connections)	3.6 kg
centre of gravity of the box (X,Y,Z)	(0, 0, -1.26) cm
box lip draught	7.86 cm
mooring diameter	3.656 mm
mooring weight (per length)	0.607 g/cm
mooring length	145.5 cm

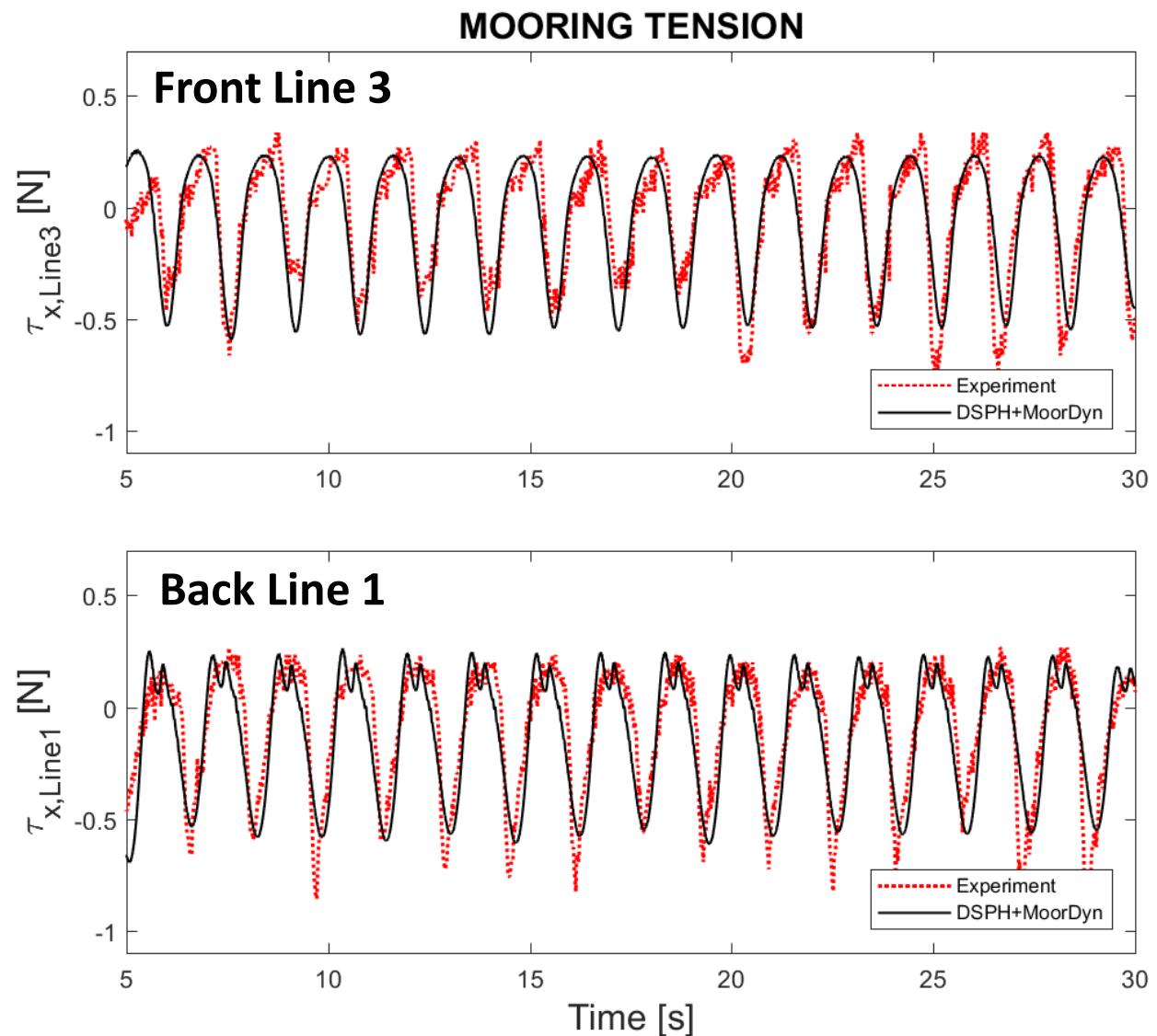
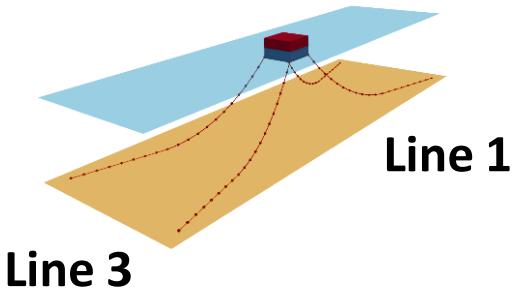
# COUPLING DUALSPHYSICS+MOORDYN

## Validation



# COUPLING DUALSPHYSICS+MOORDYN

## Validation



# COUPLING DUALSPHYSICS+MOORDYN

## Validation

Domínguez et al., 2019 CENG

Domínguez JM, Crespo AJC, Hall M, Altomare C, Wu M, Stratigaki V, Troch P, Cappietti L, Gómez-Gesteira M. 2019. SPH simulation of floating structures with moorings. Coastal Engineering, 153, 103560.  
[doi: 10.1016/j.coastaleng.2019.103560.](https://doi.org/10.1016/j.coastaleng.2019.103560)

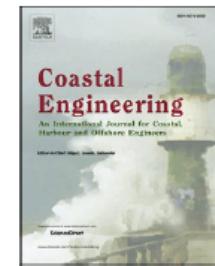
Coastal Engineering 153 (2019) 103560



Contents lists available at [ScienceDirect](#)

Coastal Engineering

journal homepage: <http://www.elsevier.com/locate/coastaleng>



SPH simulation of floating structures with moorings

José M. Domínguez <sup>a</sup>, Alejandro J.C. Crespo <sup>a,\*</sup>, Matthew Hall <sup>b</sup>, Corrado Altomare <sup>c,d</sup>,  
Minghao Wu <sup>d</sup>, Vasiliki Stratigaki <sup>d</sup>, Peter Troch <sup>d</sup>, Lorenzo Cappietti <sup>e</sup>, Moncho Gómez-Gesteira <sup>a</sup>

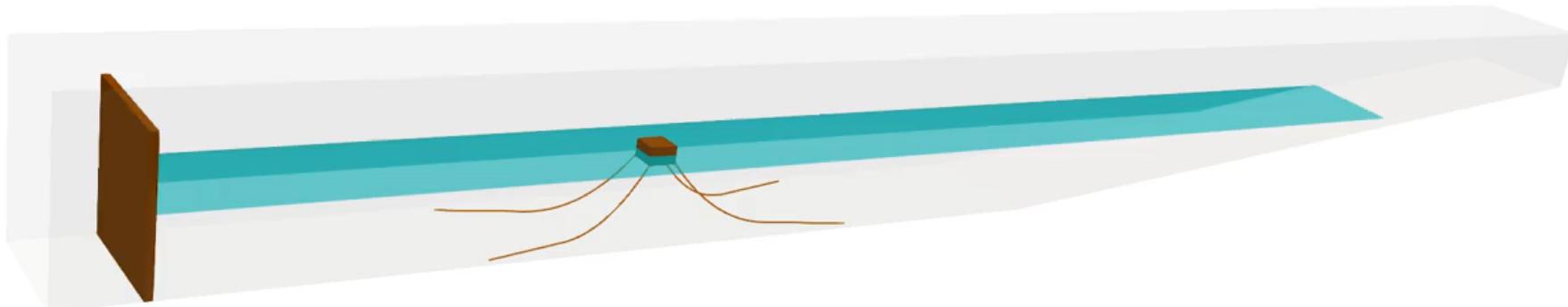


# COUPLING DUALSPHYSICS+MOORDYN

## Validation

### CaseMoorings3D

Examples included in DualSPHysics\_v5.0



Particles: 4,833,204

Physical time: 10 s

Runtime (GeForce RTX 2080): 4.63 hours

Time: 0.00 s

# COUPLING DUALSPHYSICS+MOORDYN

## XML FILE

```
<special>
  <moorings>
    <savevtk_moorings value="true" />
    <savecsv_points value="true" />
    <savevtk_points value="false" />
    <mooredfloatings>
      <floating mkbound="45" />
      <floating mkbound="50" />
    </mooredfloatings>
    <moordyn file="moordyn.xml" />
  </moorings>
</special>
```

**mkbound** of the moored objects

Configuration for the MoorDyn+ library can be defined in:

A) a new separated XML file

```
<moordyn file="moordyn.xml" comment="MoorDyn configuration"/>
```

B) in the same XML including this sections:

```
<moordyn>
  <solverOptions>
  <bodies>
  <lines>
  <output>
</moordyn>
```

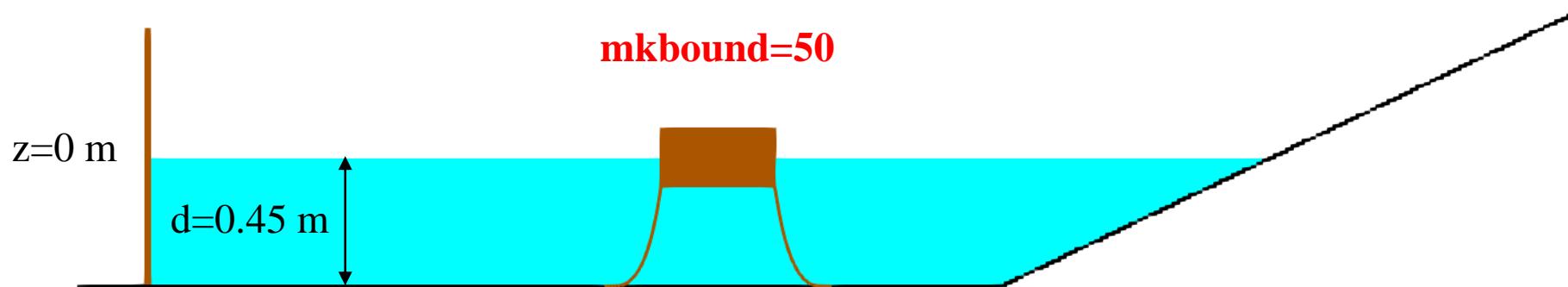
# COUPLING DUALSPHYSICS+MOORDYN

## XML FILE

```
<moordyn comment="MoorDyn configuration">
  <solverOptions>
    <bodies>
      <body ref="50" /> 
    </bodies>
    <lines>
    </lines>
    <output>
  </moordyn>
```

**ref** indicates which fluid-driven object will be moored  
**ref==mkbound**

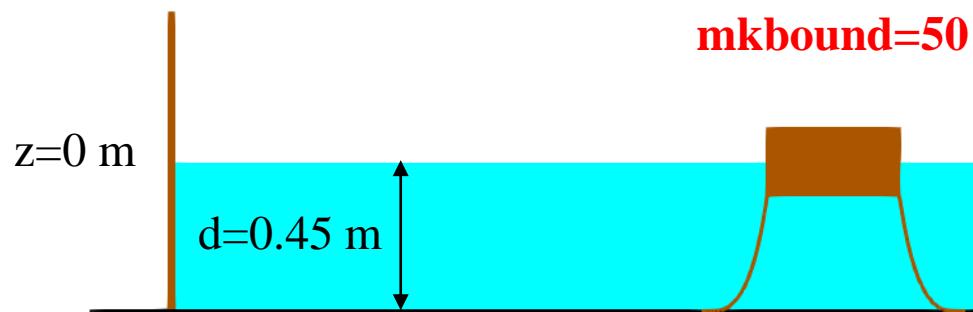
Fluid-driven object to attach mooring lines:  
**mkbound=50**



# COUPLING DUALSPHYSICS+MOORDYN

## XML FILE

```
<moordyn comment="MoorDyn configuration">
  <solverOptions>
  <bodies>
  <lines>
    <linedefault>
      <ea value="2.9e3" />
      <diameter value="3.656e-3" />
      <massDenInAir value="0.0607" />
      <ba value="-0.8" />
      <can value="1.0" />
      <cat value="0.0" />
      <cdn value="1.6" />
      <cdt value="0.05" />
      <breaktension value="500" />
      <outputFlags value="pv" />
    </linedefault>
    <line> %line 0
    <line> %line 1
  </lines>
  <output>
</moordyn>
```



## Shared properties for each line

**ea:** line stiffness (N)

**diameter:** volume-equivalent diameter (m)

**massDenInAir:** mass per unit length (kg/m)

**ba:** internal damping (Ns)

**can:** transverse added mass coefficient

**cat:** tangential added mass coefficient

**cdn:** transverse drag coefficient

**cdt:** tangential drag coefficient

**breaktension:** Maximum value of tension (N)



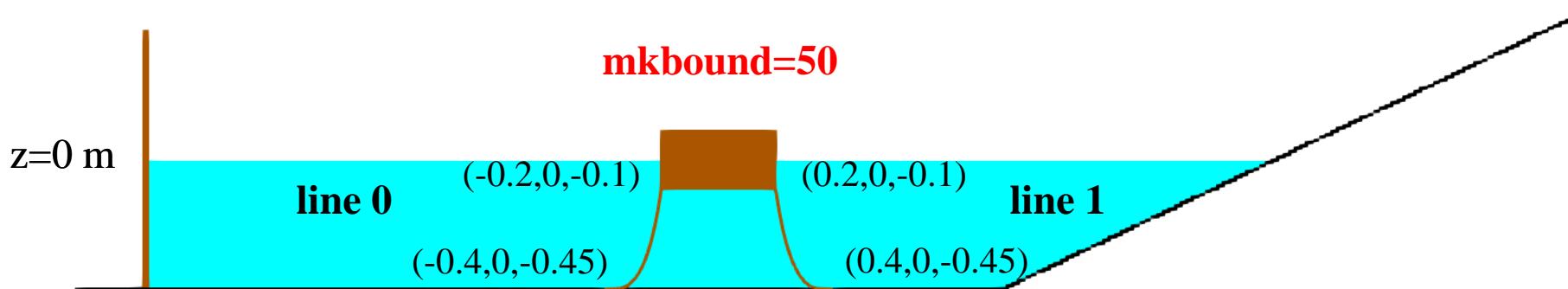
# COUPLING DUALSPHYSICS+MOORDYN

## XML FILE

```
<line> %line 0
  <vesselconnection bodyref="50" x="-0.2" y="0.0" z="-0.1" />
  <fixconnection x="-0.4" y="0.0" z="-0.45" />
  <length value="0.45" />
  <segments value="40" />
  <breaktension value="300" />
</line>
<line> %line 1
  <vesselconnection bodyref="50" x="0.2" y="0.0" z="-0.1" />
  <fixconnection x="0.4" y="0.0" z="-0.45" />
  <length value="0.45" />
  <segments value="40" />
  <breaktension value="350" />
</line>
```

Connects the line to a fluid-driven object

vesselconnection is attached to the body with ref=50

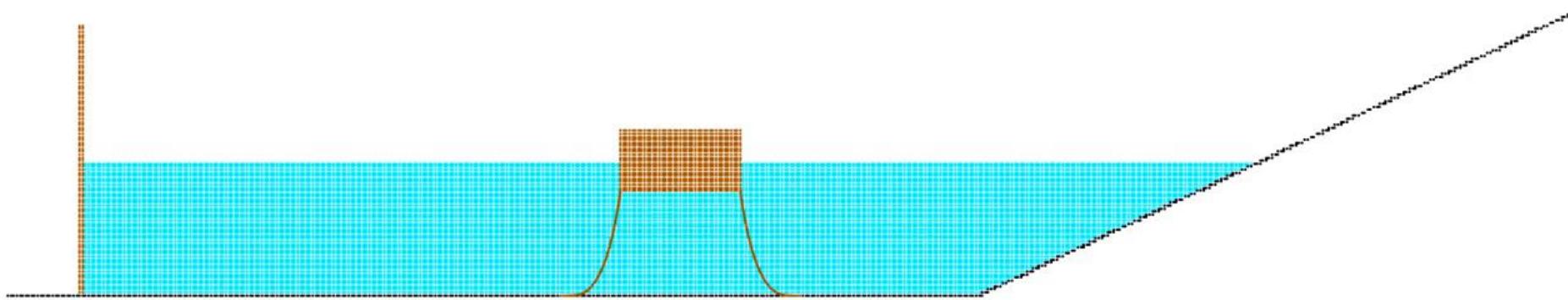


# COUPLING DUALSPHYSICS+MOORDYN

XML FILE

CaseMoorings2D

Examples included in DualSPHysics\_v5.0



Particles: 16,423

Physical time: 10 s

Runtime (GeForce RTX 2080): 916 s

Time: 0.00 s

# OUTLINE

## Motivation

### Coupling of DualSPHysics with MoorDyn

- MoorDyn library
- Formulation/Functionalities/Implementation
- Validation & examples

### Coupling of DualSPHysics with Project Chrono

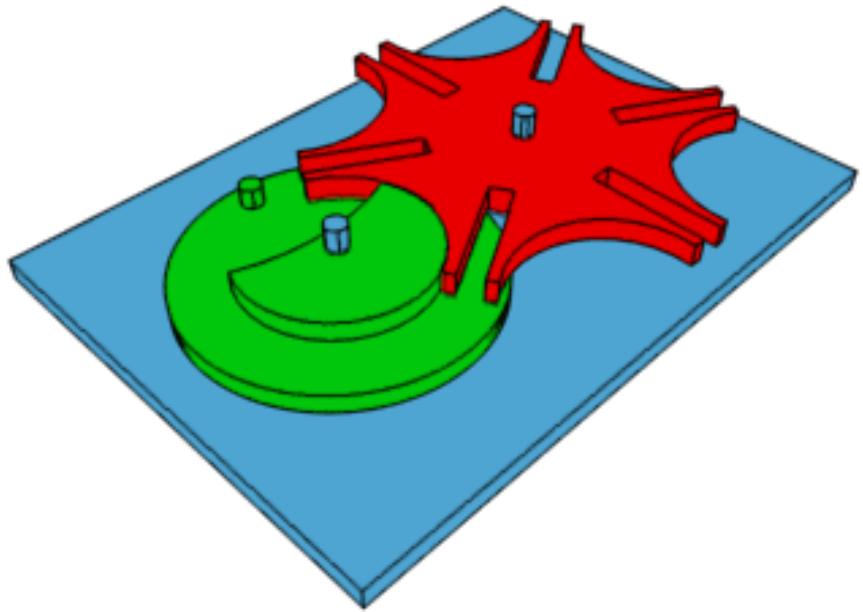
- Project Chrono library
- Formulation/Functionalities/Implementation
- Validation & examples

## Main developers

## Work in progress

# PROJECT CHRONO LIBRARY

Project Chrono is an open-source **multi-physics** simulation engine



<http://projectchrono.org>

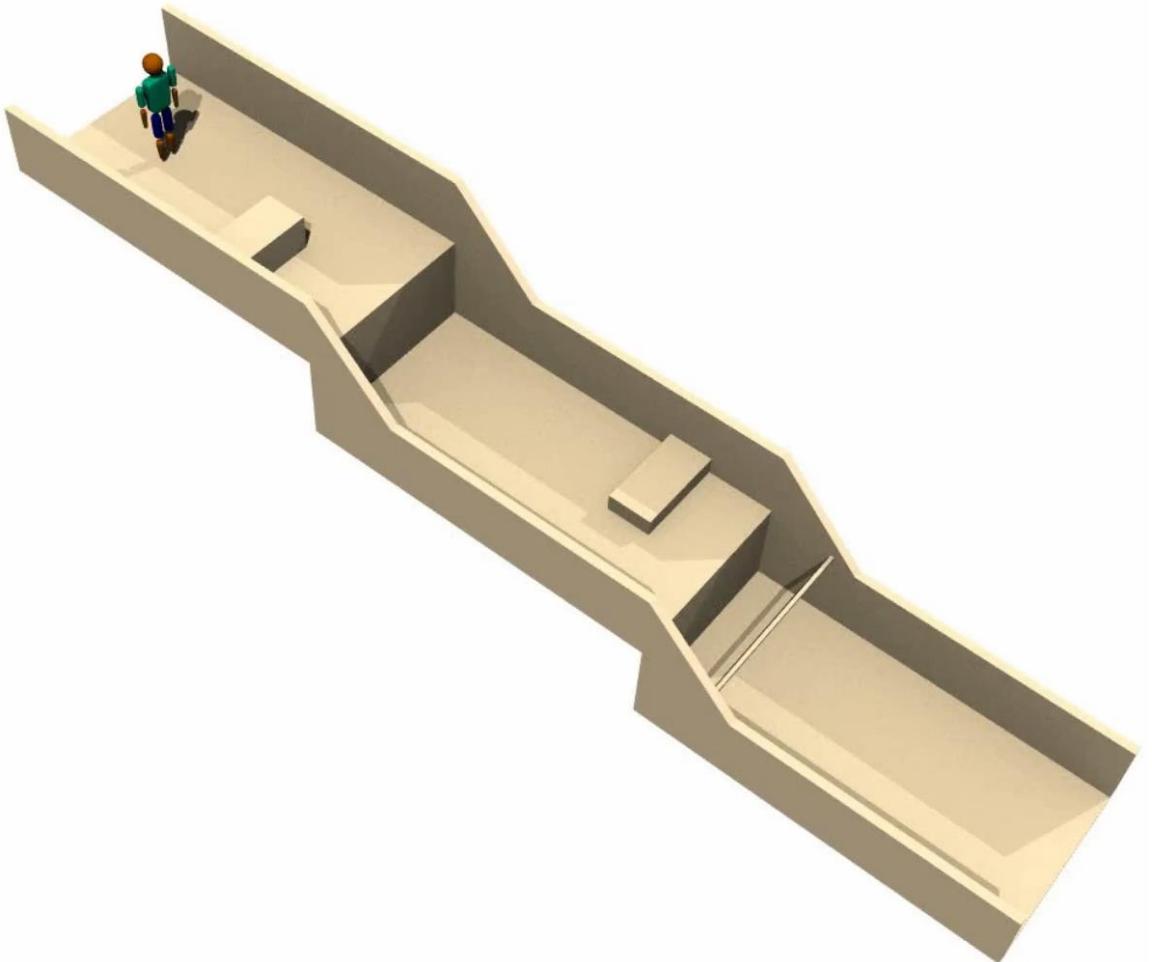
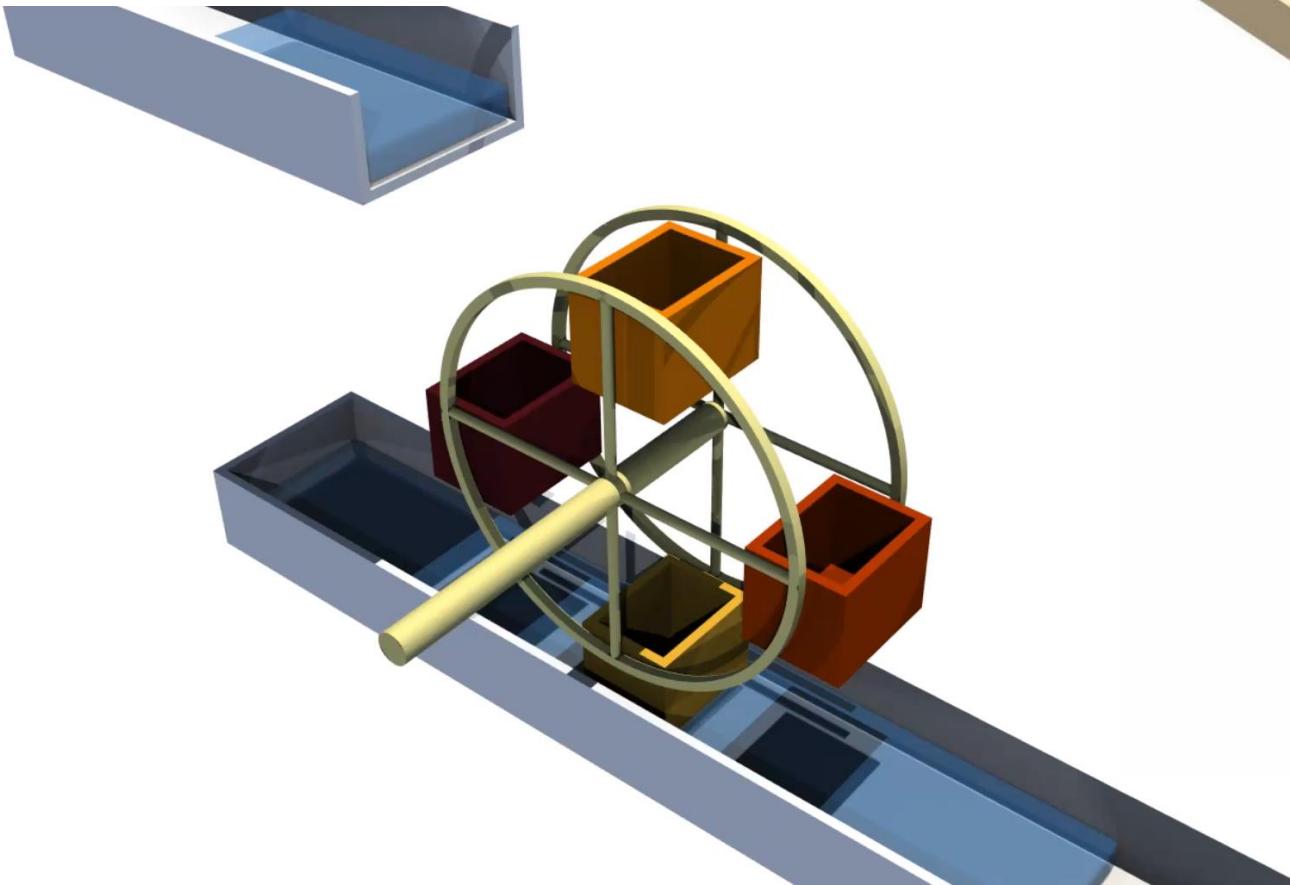
## COLLISIONS:

- Non-smooth contacts (NSC)
- Smooth contacts (SMC)

## RESTRICTIONS:

- Spring with stiffness and damping
- Spring using Coulomb damping
- Hinge along an axis
- Spherical hinge on a point
- Sliding along an axis
- Pulley

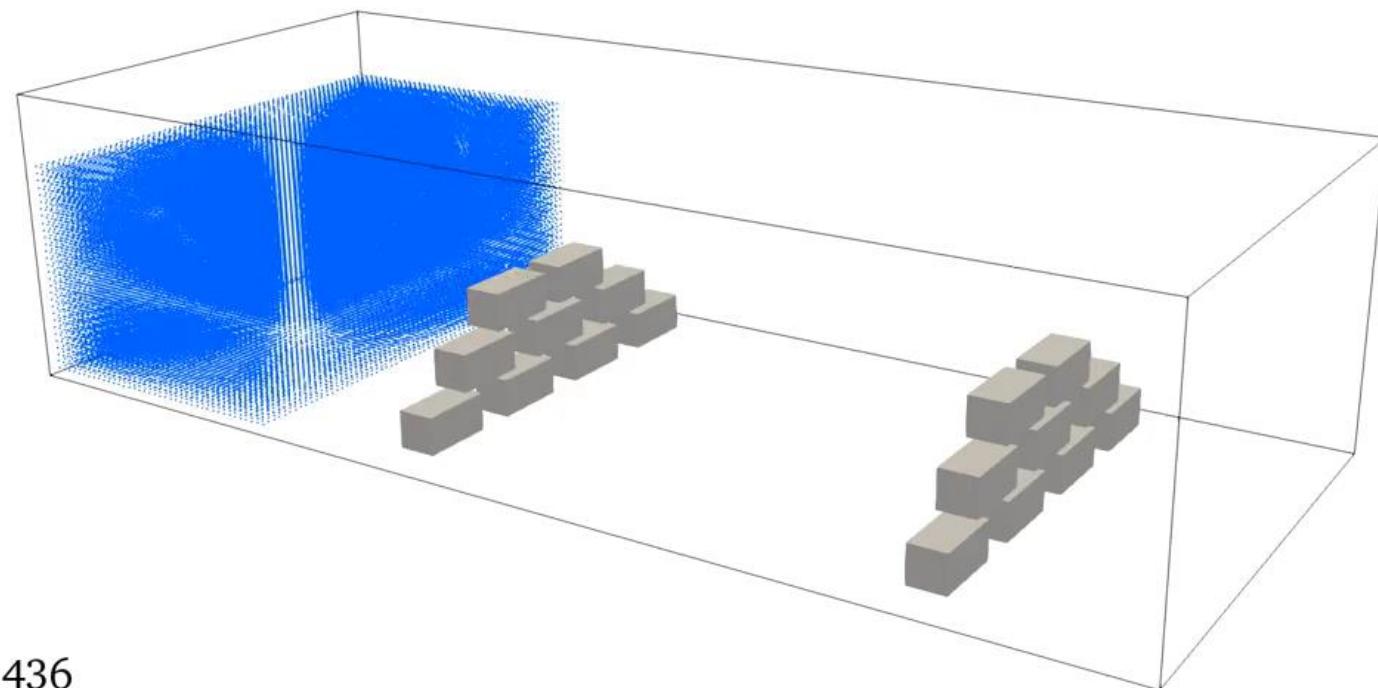
# PROJECT CHRONO LIBRARY



### Functionalities

#### CaseSolidsCHRONO

Examples included in DualSPHysics\_v5.0



Particles: 115,436

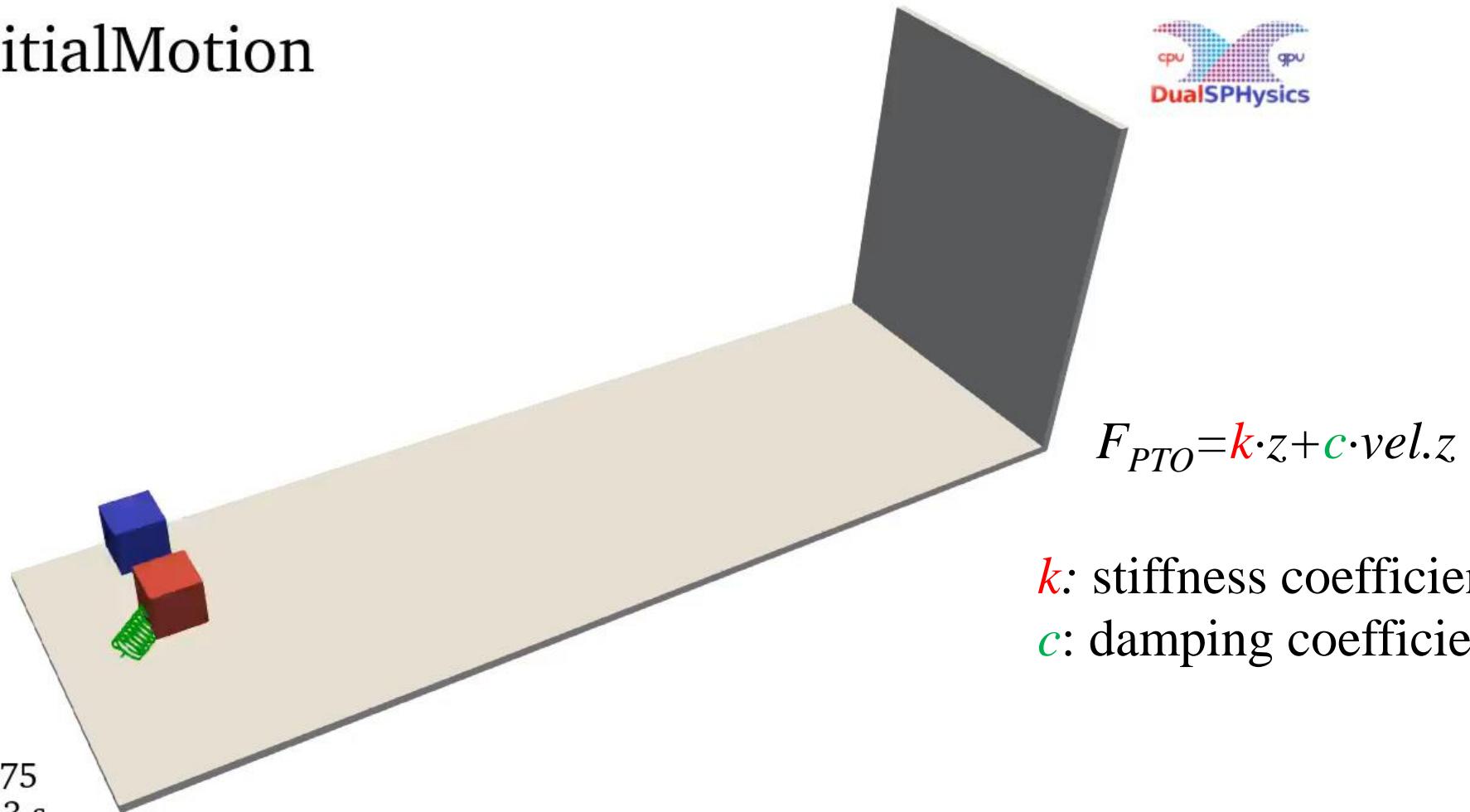
Physical time: 1.5 s

Runtime (GeForce RTX 2080): 347 s

Time: 0.00 s

### Functionalities

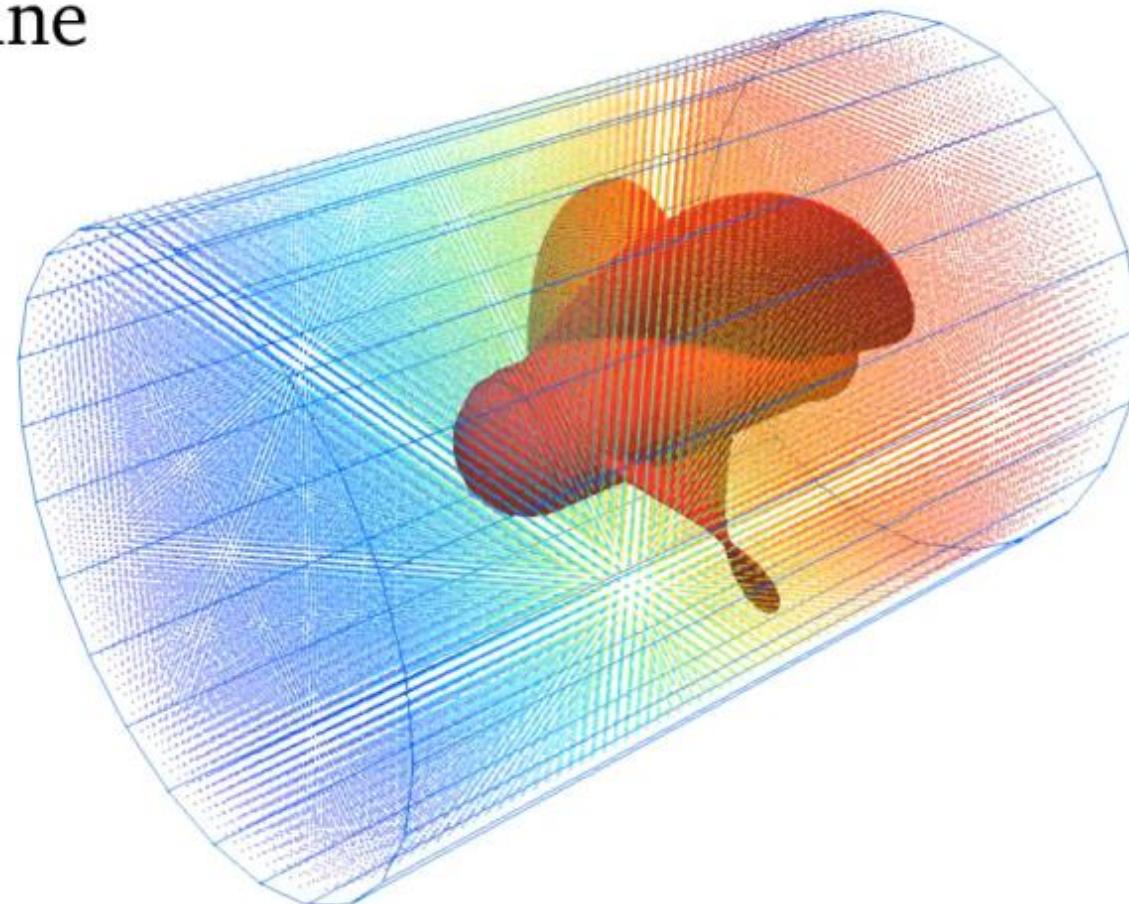
#### CaseInitialMotion



### Functionalities

#### CaseTurbine

Examples included in DualSPHysics\_v5.0



Particles: 127,331

Physical time: 5 s

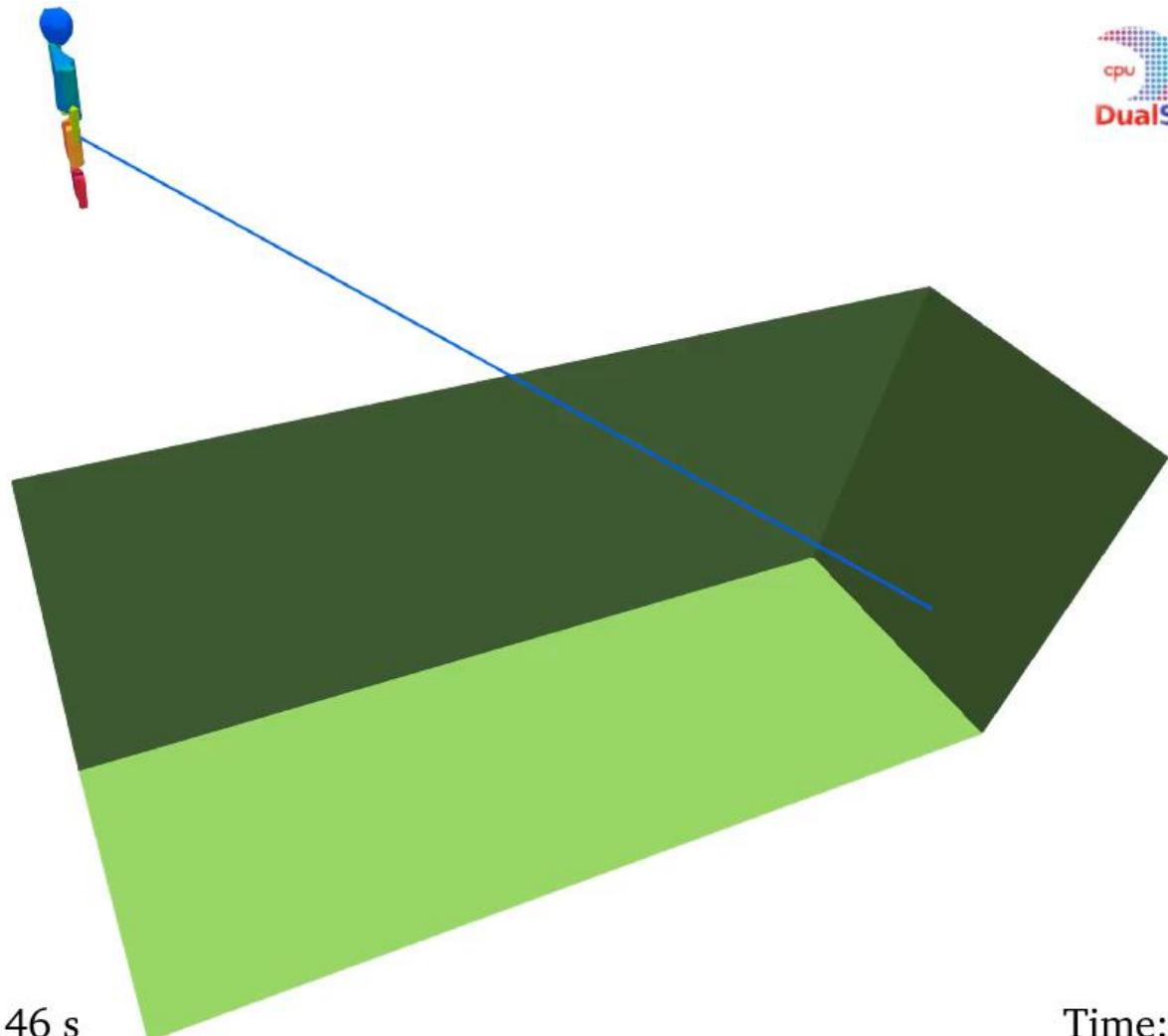
Runtime (GTX TITAN Black): 208 s

Time: 0.00 s

### Functionalities

#### CaseZipLine

Particles: 32,142  
Physical time: 3.5 s  
Runtime (GTX Titan Black): 146 s



Examples included in DualSPHysics\_v5.0

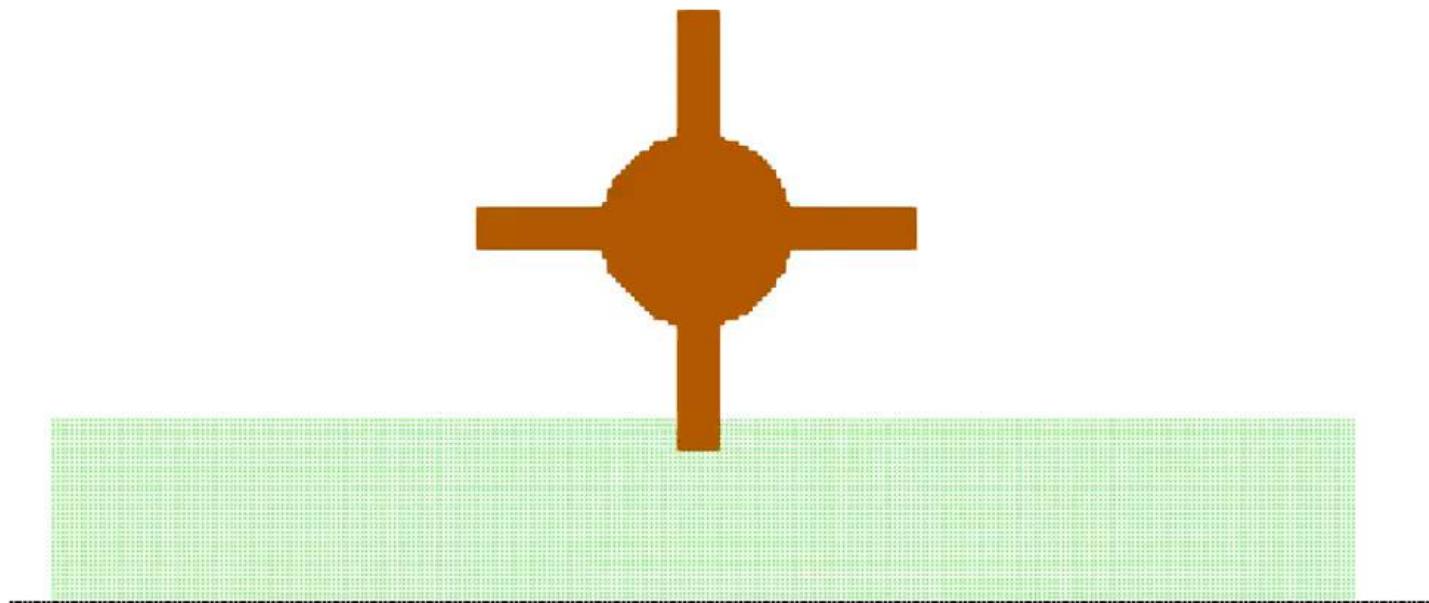


# PROJECT CHRONO LIBRARY

## PULLEY

### Functionalities

#### CurrentWheelPulley



Particles: 13,574

Physical time: 4 s

Runtime (GeForce RTX 2080): 444 s

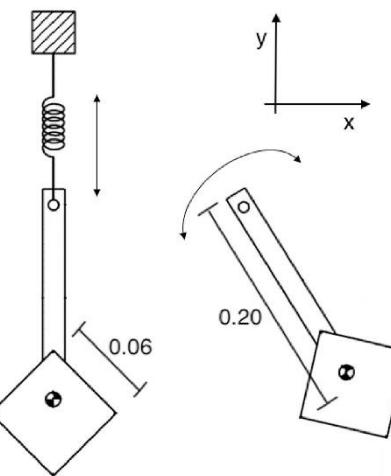
Time: 0.00 s

Examples included in DualSPHysics\_v5.0



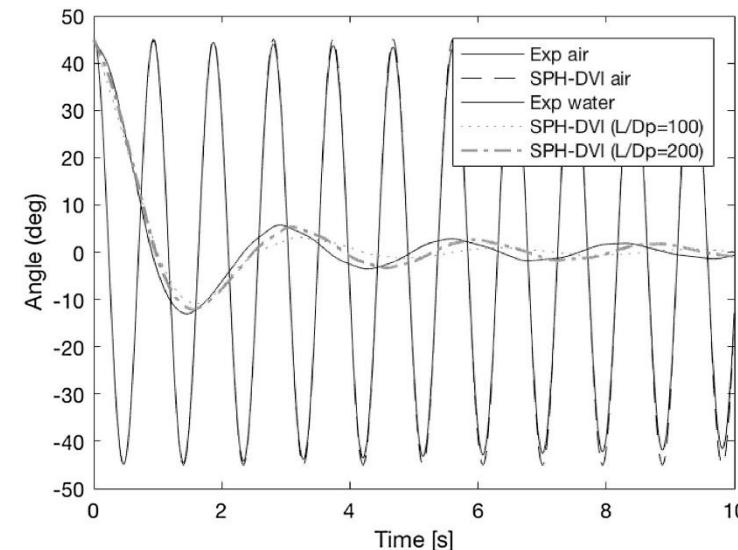
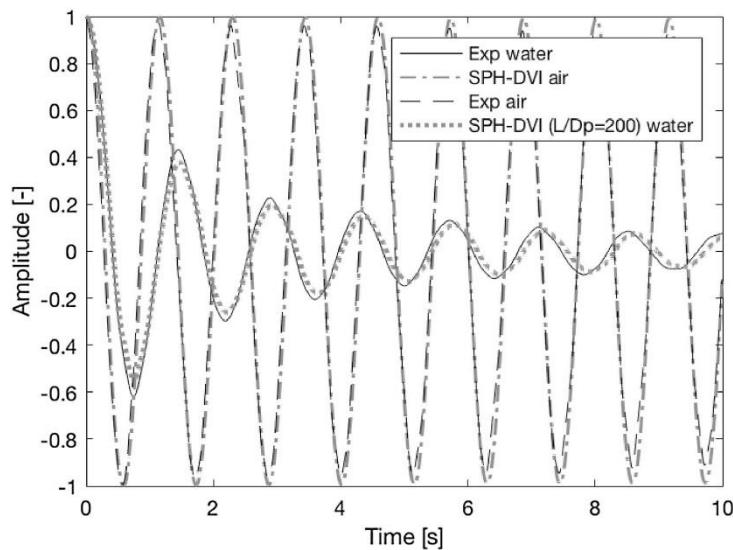
## Validation

Spring pendulum



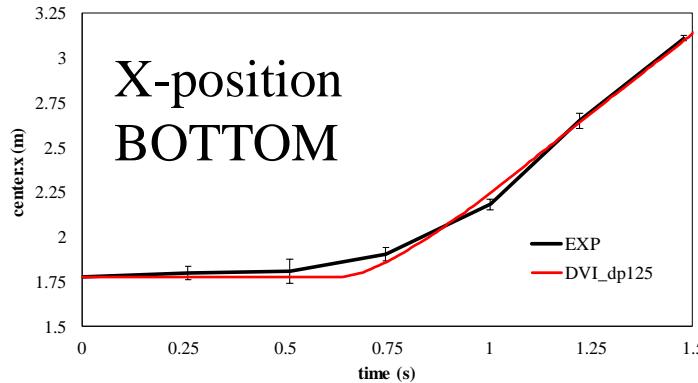
Gravity pendulum

Comparison between numerical and experimental rotation angle of **spring pendulum** in air and water and **gravity pendulum** in air and water

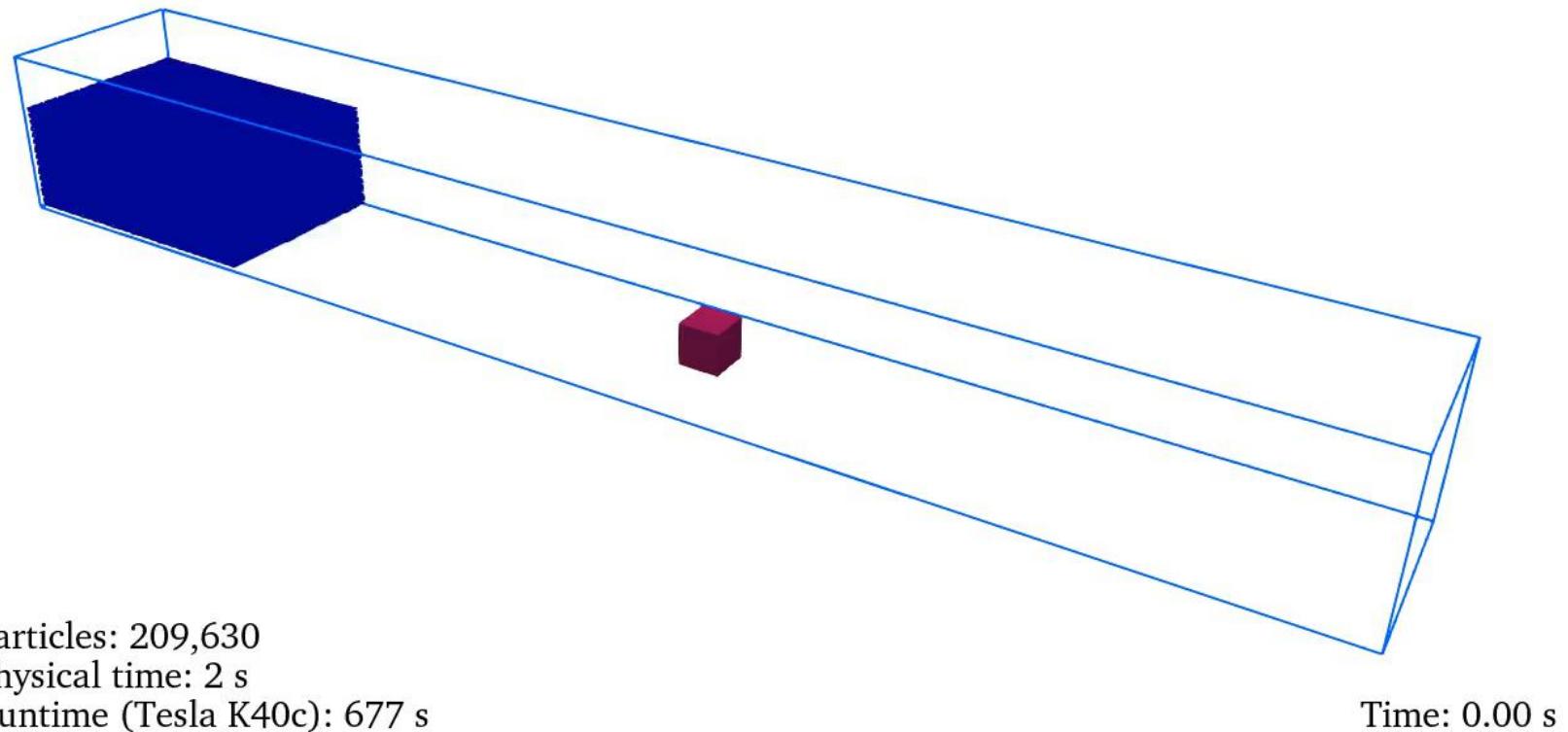


# COUPLING DUALSPHYSICS+CHRONO

## Validation

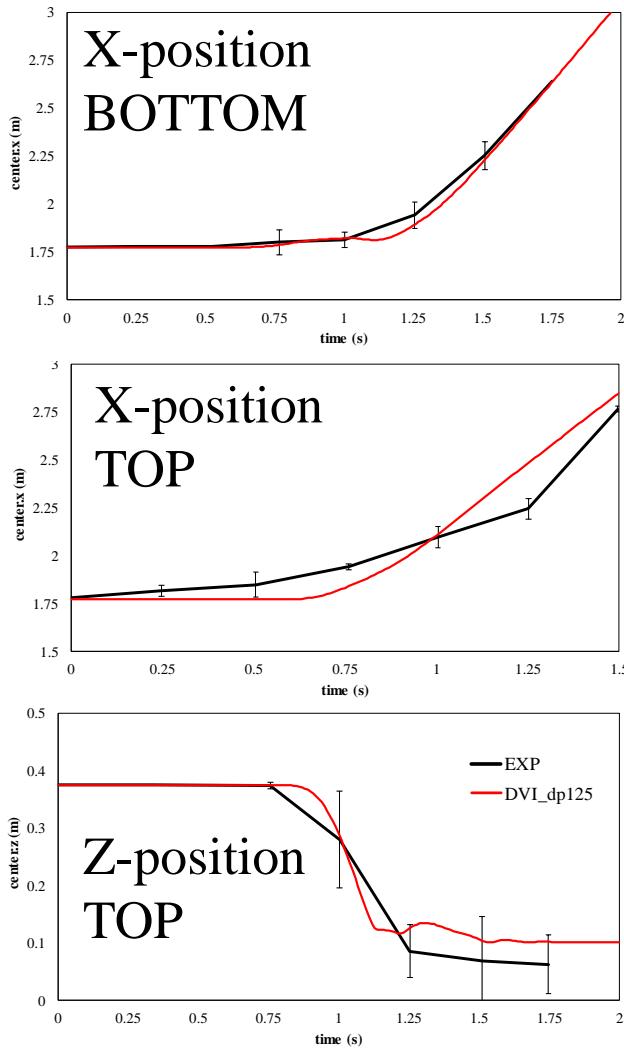


## DamBreak1Cube

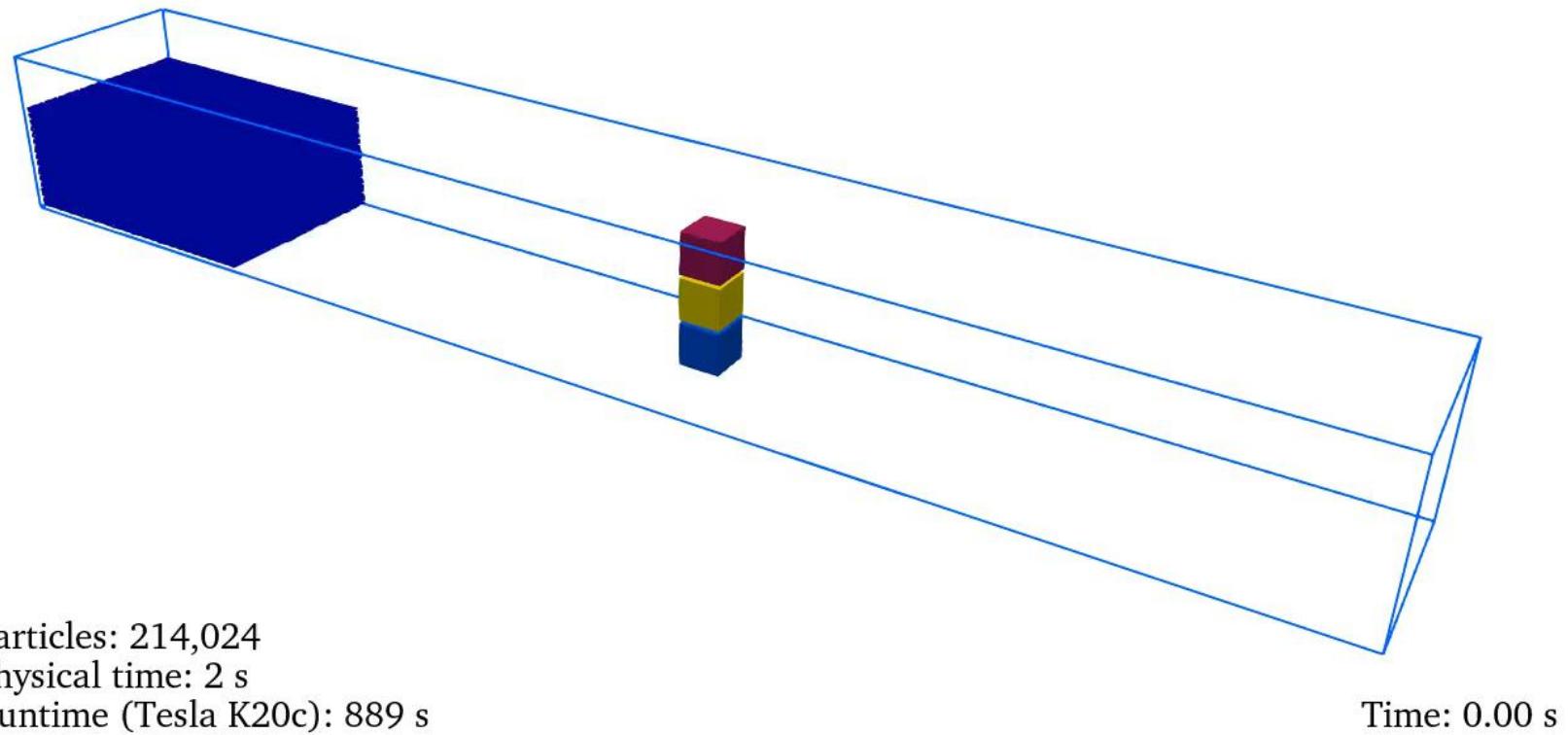


# COUPLING DUALSPHYSICS+CHRONO

## Validation



## DamBreak3Cubes



# PROJECT CHRONO LIBRARY

## COLLISIONS

### XML FILE

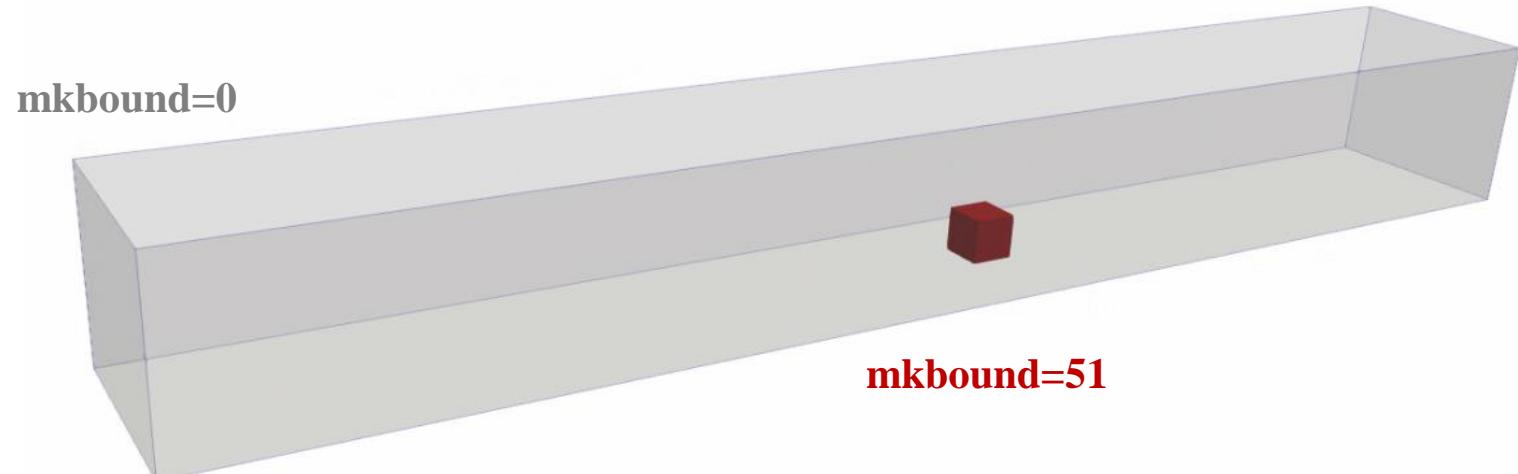
**mkbond=51** is a floating object made of “pvc”

**mkbond=0** is a fixed tank made of “steel”

```
<floatings>
    <floating mkbond="51" property="pvc" >
        <massbody value="2.7" />
    </floating>
</floatings>

<properties>
    <propertyfile file="Floating_Materials.xml" path="materials" />
    <links>
        <link mkbond="0" property="steel" />
    </links>
</properties>
```

```
<property name="steel">
    <Young_Modulus value="210000000000.0" comment="Young Modulus (N/m2)" />
    <PoissonRatio value="0.35" comment="Poisson Ratio (-)" />
    <Restitution_Coefficient value="0.80" comment="Restitution Coefficient (-)" />
    <Kfric value="0.35" comment="Kinetic friction coefficient" />
</property>
<property name="pvc">
    <Young_Modulus value="3000000000.0" comment="Young Modulus (N/m2)" />
    <PoissonRatio value="0.30" comment="Poisson Ratio (-)" />
    <Restitution_Coefficient value="0.60" comment="Restitution Coefficient (-)" />
    <Kfric value="0.15" comment="Kinetic friction coefficient" />
</property>
```



# PROJECT CHRONO LIBRARY

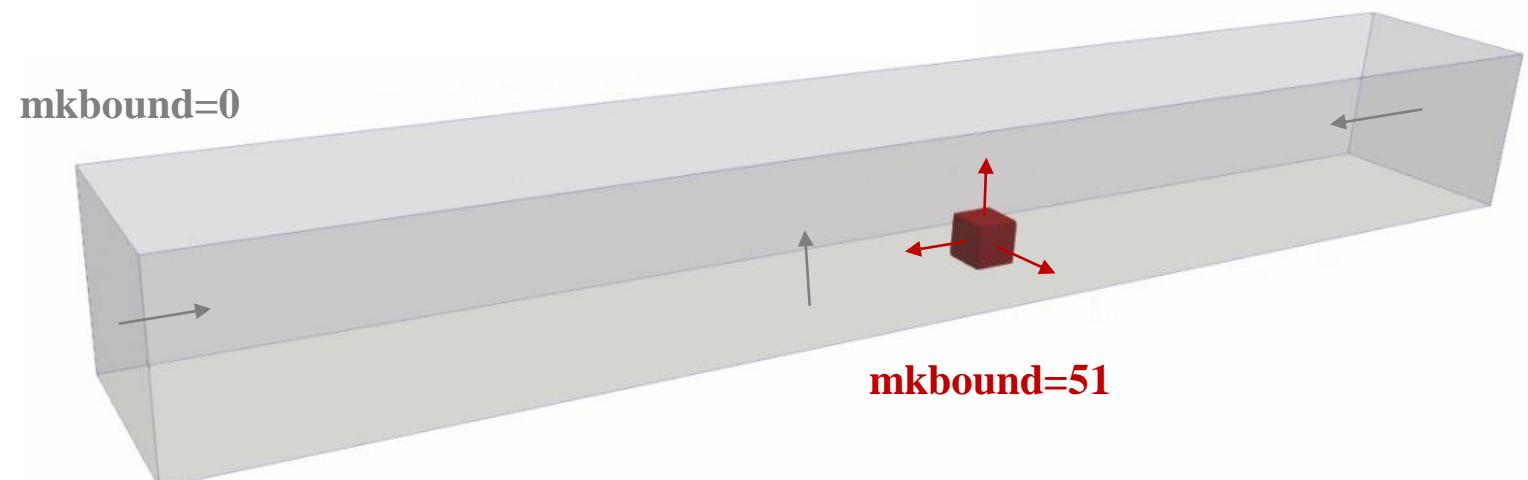
## COLLISIONS

### XML FILE

**activate:true** To activate the functionality to solve collisions  
**distancedp:0.5** Allowed collision overlap according to “dp” ( $0.5 \times dp$ )  
**ompthreads:1** Number of threads by host for parallel execution. 0:Multi-Core, 1:Single-Core  
**contactmethod:0** Contact method type. 0:NSC (Non Smooth Contacts), 1:SMC (Smooth Contacts)

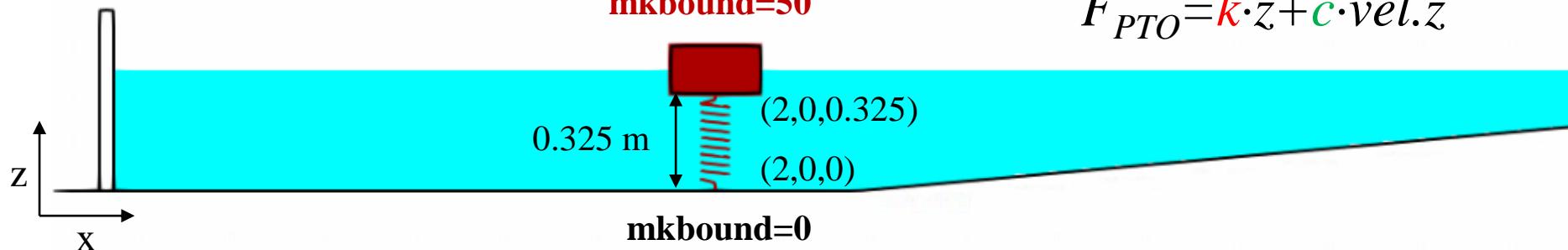
```
<special>
  <chrono>
    <savedata value="0.01" />
    <schemescale value="1" />
    <collision activate="true">
      <distancedp value="0.5" />
      <ompthreads value="1" />
      <contactmethod value="0" />
    </collision>
    <bodyfloating id="cube" mkbound="51" modelfile="AutoActual" />
    <bodyfixed id="tank" mkbound="0" modelfile="AutoActual" modelnormal="invert" />
  </chrono>
</special>
```

Creates the objects in  
**Case\_out/chrono\_objs:**  
*cube\_mkb0051.obj*  
*tank\_mkb0000.obj*



# PROJECT CHRONO LIBRARY

## XML FILE



```
<chrono>
  <savedata value="0.05" />
  <schemescale value="1" />
  <bodyfixed id="Bottom" mkbound="0" />
  <bodyfloating id="Floater" mkbound="50" />
  <link_linearspring idbody1="Bottom" idbody2="Floater">
    <point_fbl x="2.0" y="0.0" z="0.0" />
    <point_fb2 x="2.0" y="0.0" z="0.325" />
    <stiffness value="100.0" />
    <damping value="500.0" />
    <rest_length value="0.325" />
    <savevtk>
      <nside value="16" />
      <radius value="5.0" />
      <length value="3.0" />
    </savevtk>
  </link_linearspring>
</chrono>
```

A spring will connect two bodies:  
- Body 1: "Bottom" (mkbound=0)  
- Body 2: "Floater" (mkbound=50)

**point\_fbl:** Point in body 1

**point\_fb2:** Point in body 2

**k:** Stiffness [N/m]

**c:** Damping [Ns/m]

$$F_{PTO} = k \cdot z + c \cdot vel.z$$

**rest\_length:** Spring equilibrium length [m]

VTK for visualisation: *Case\_out/SpringVtk/Chrono\_Springs\_xxxx.vtk*

**nside:** number of sections for each revolution

**radius:** spring radius

**length:** length of each revolution

## LINEAR SPRING

$$F_{PTO} = k \cdot z + c \cdot vel.z$$



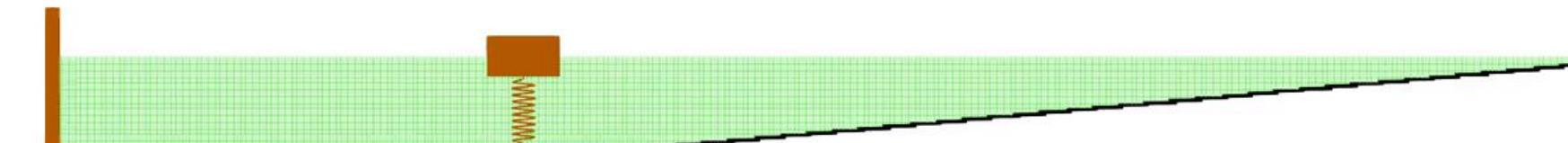
# PROJECT CHRONO LIBRARY

## LINEAR SPRING

### XML FILE

CasePointAbsorberSpring

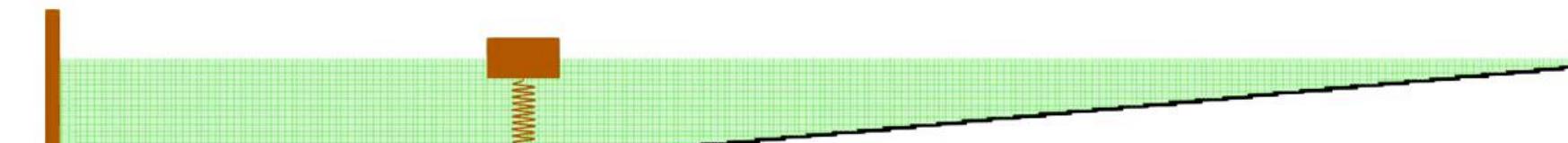
Examples included in DualSPHysics\_v5.0



$$F_{PTO} = k \cdot z + c \cdot \text{vel.z}$$

Runtime (GeForce RTX 2080): 497 s

CasePointAbsorberCoulomb



$$F_{PTO} = -\text{sign}(\text{vel.z}) \cdot F_b$$

Particles: 19,897

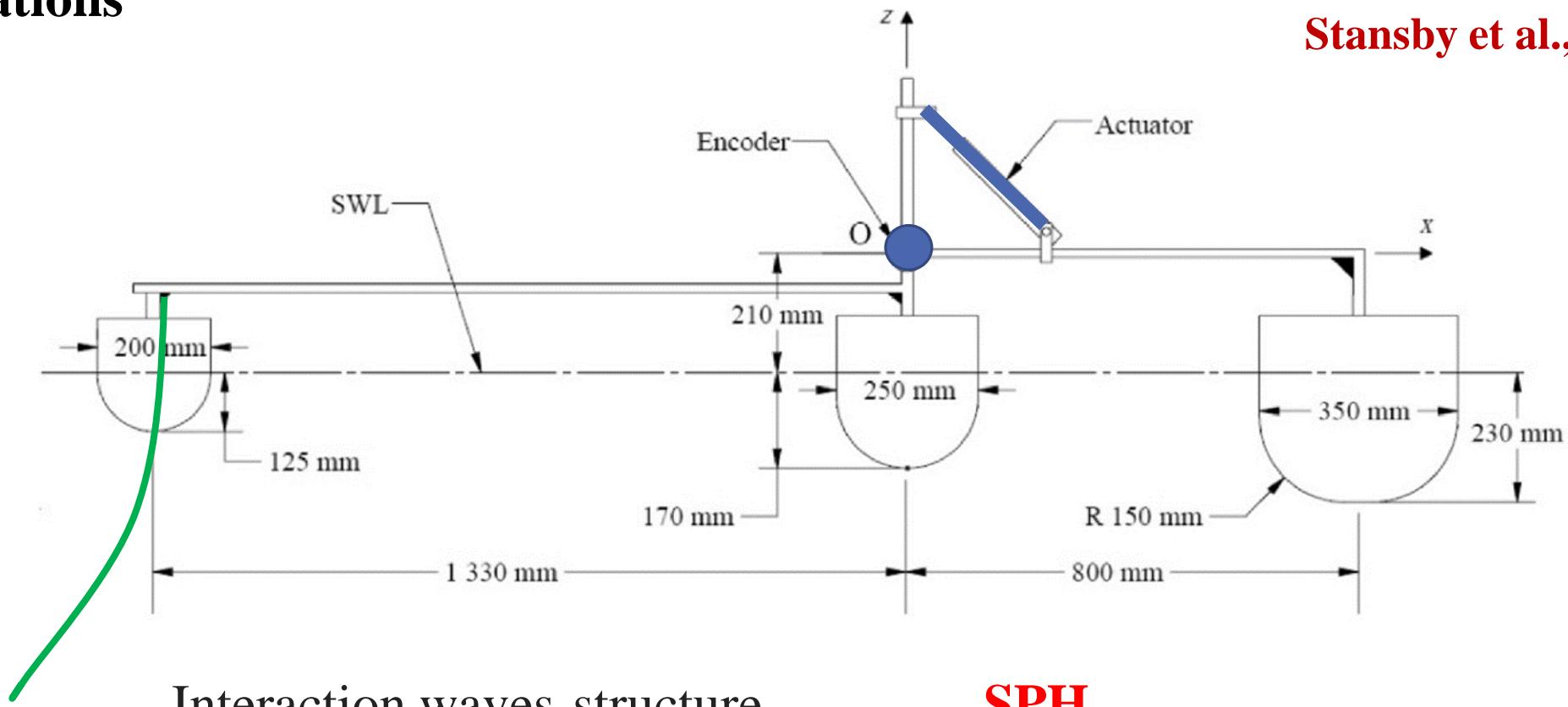
Physical time: 10 s

Runtime (GeForce RTX 2080): 520 s

Time: 0.00 s

## Applications

Stansby et al., 2017 APOR

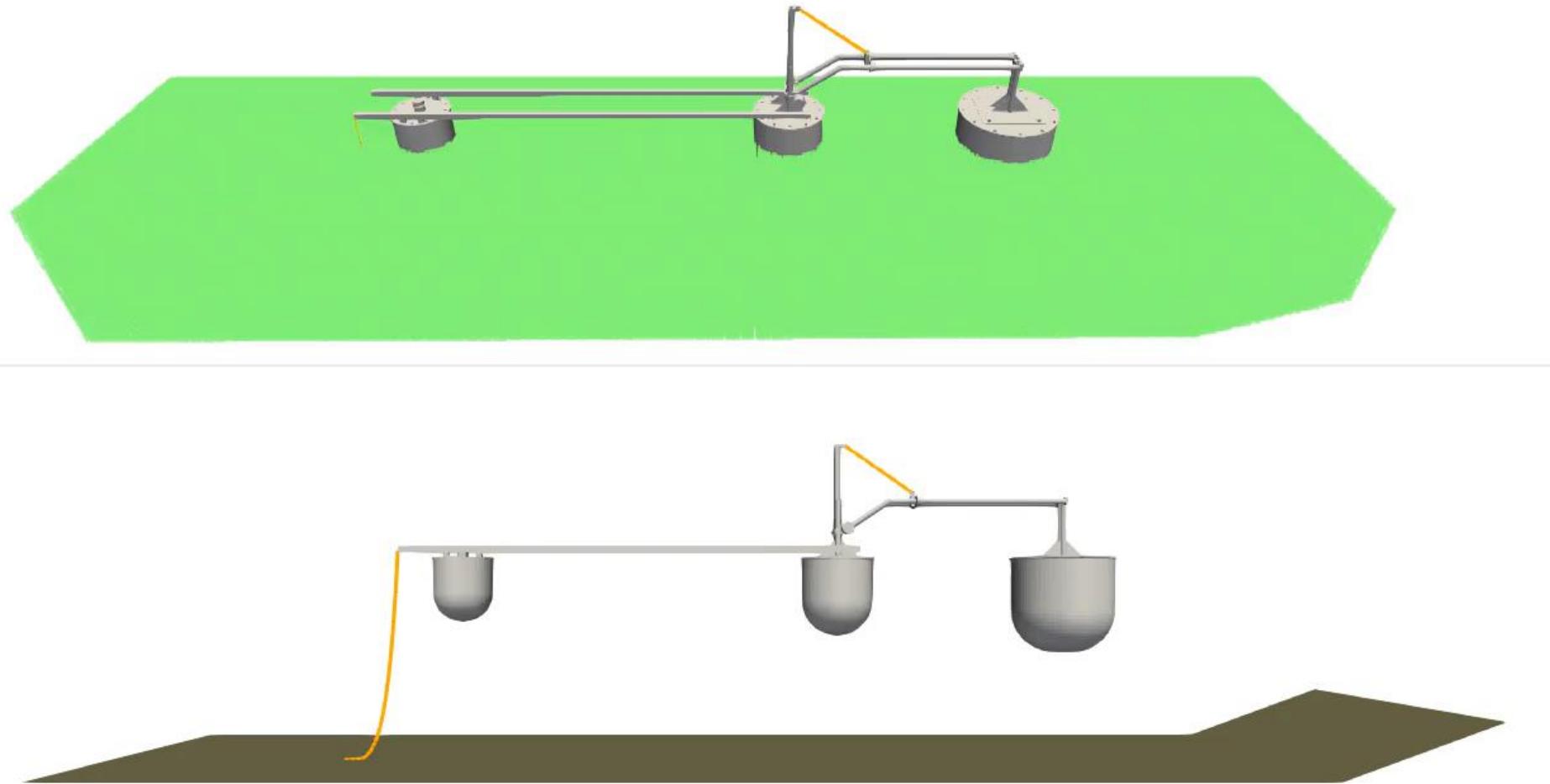


Interaction waves-structure  
Mechanical constraint “hinge”  
Pneumatic actuator or damper  
Mooring line

**SPH**  
**CHRONO**  
**CHRONO**  
**MOORDYN**

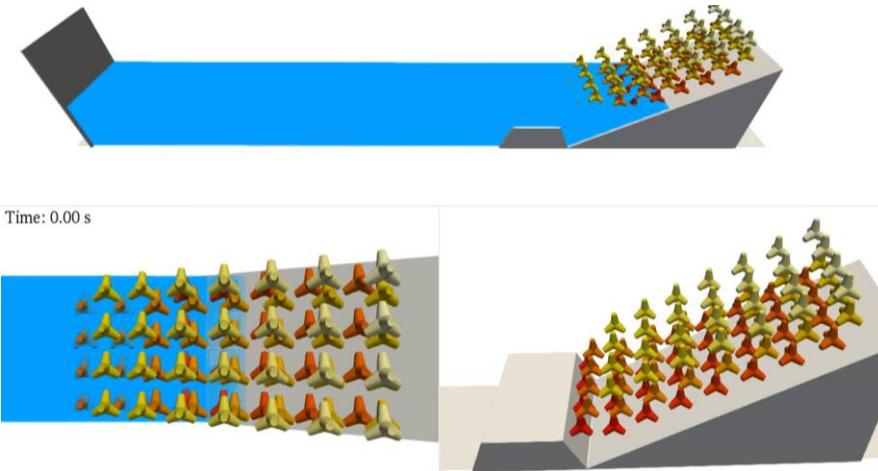
## Applications

Stansby et al., 2017 APOR

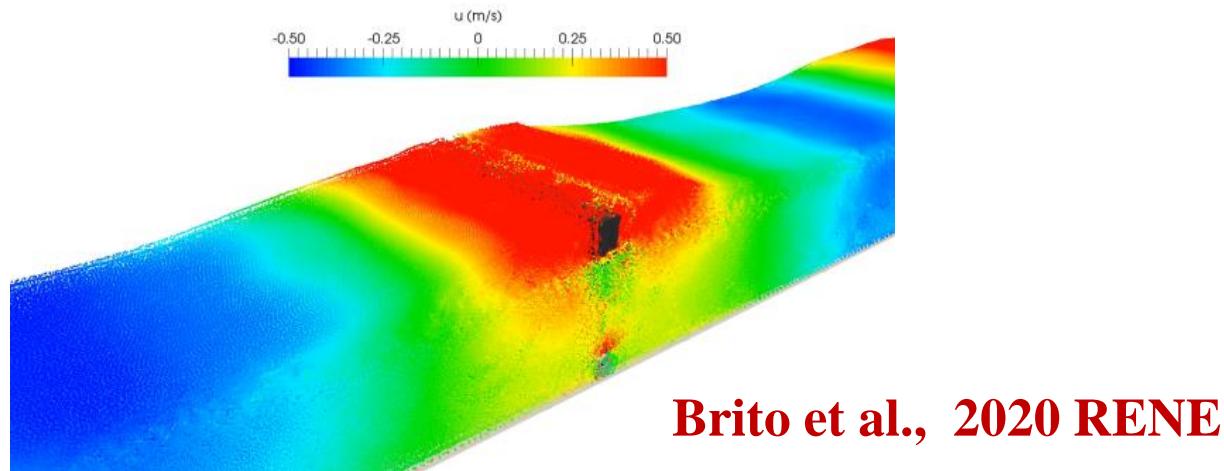


# COUPLING DUALSPHYSICS+CHRONO

## A) Design of coastal structures with moving units



## B) Design of Wave Energy Converters (WEC)



Jun Mitsui (tetrapods)  
Takashi Yamamoto (HC- and ST-blocks)

Bonaventura Tagliafierro (point absorber)  
Daniel Clemente (E-motions)  
Nicolas Hanousek (CarBine)  
Francisco Bernardo (WEHC)  
Nicolas Quartier (OWC)  
*Giacomo Viccione (Pelton turbine)*

# OUTLINE

## Motivation

### Coupling of DualSPHysics with MoorDyn

- MoorDyn library
- Formulation/Functionalities/Implementation
- Validation & examples

### Coupling of DualSPHysics with Project Chrono

- Project Chrono library
- Formulation/Functionalities/Implementation
- Validation & examples

## Main developers

## Work in progress

# MAIN DEVELOPERS



Universidade de Vigo

## Instituto Superior Técnico, Lisbon, Portugal

Dr Ricardo Canelas

- Coupling with DEM
- Coupling with Project Chrono

Dr Moisés Brito

- Simulation of OWSC



## Universidade de Vigo, Spain

Dr José Manuel Domínguez Alonso

Dr Orlando García Feal

Iván Martínez Estévez

- Coupling with MoorDyn+
- New coupling with Project Chrono



# OUTLINE

## Motivation

### Coupling of DualSPHysics with MoorDyn

- MoorDyn library
- Formulation/Functionalities/Implementation
- Validation & examples

### Coupling of DualSPHysics with Project Chrono

- Project Chrono library
- Formulation/Functionalities/Implementation
- Validation & examples

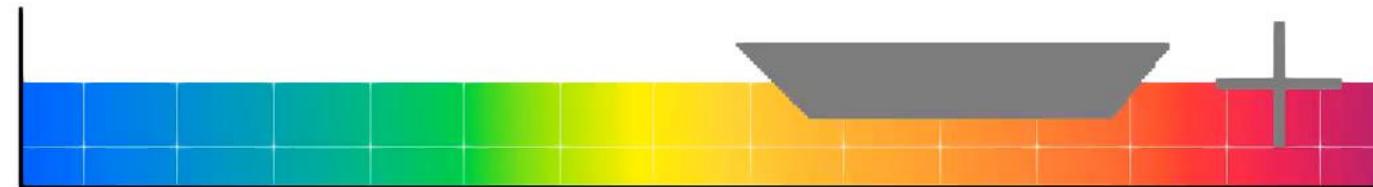
## Main developers

## Work in progress

# WORK IN PROGRESS

External motion can be imposed to floaters in combination with CHRONO

CaseShip



Particles: 12,791

Physical time: 10 s

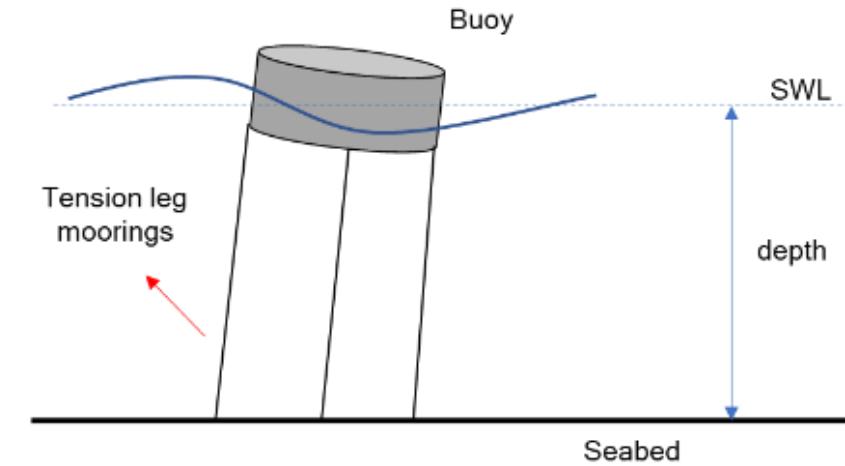
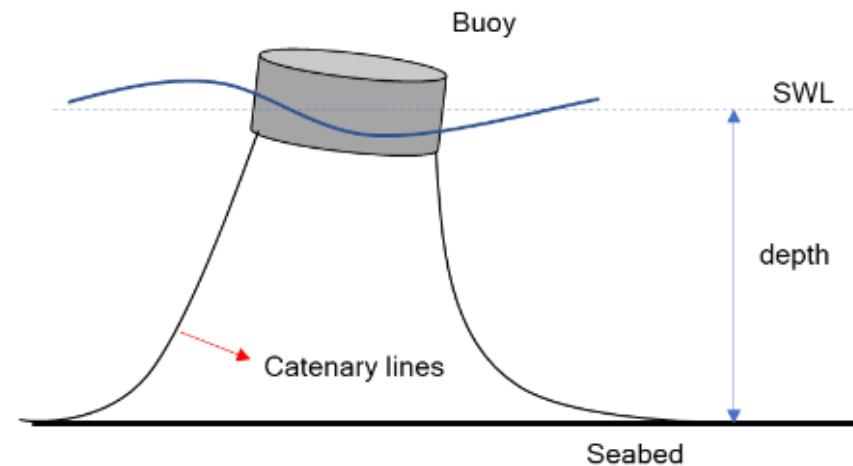
Runtime (GeForce RTX 2080): 681 s

Time: 0.00 s

# WORK IN PROGRESS

External motion can be imposed to floaters in combination with CHRONO

Different type of moorings lines: catenary and tension moorings



# WORK IN PROGRESS

**External motion can be imposed to floaters in combination with CHRONO**

**Different type of moorings lines: catenary and tension moorings**

**New version of Project Chrono v6 (current version is coupled with v4)**

# WORK IN PROGRESS

**External motion can be imposed to floaters in combination with CHRONO**

**Different type of moorings lines: catenary and tension moorings**

**New version of Project Chrono v6 (current version is coupled with v4)**

**Coupling with FEA module to simulate flexible structures**



**Joe El Rahi (FEA coupling)**

# MORE INFORMATION

**DualSPHysics\_v5.0\doc\guides\XML\_GUIDE\_MOORDYN.pdf**

**DualSPHysics\_v5.0\examples\moordyn**

- |                   |                   |
|-------------------|-------------------|
| 01_MooredBox      | 02_WavesMooring2D |
| 03_WavesMooring3D | 04_ConnectedBoxes |
| 05_SteppedTank    |                   |

**DualSPHysics\_v5.0\doc\guides\XML\_GUIDE\_CHRONO.pdf**

**DualSPHysics\_v5.0\examples\chrono**

- |                  |                       |                     |
|------------------|-----------------------|---------------------|
| 01_Pendulum      | 02_Spring             | 03_FlexibleGate     |
| 04_Pelamis       | 05_OWSC               | 06_ZipLine          |
| 07_DamBreakCubes | 08_WaterMill          | 09_Turbine          |
| 10_PointAbsorber | 11_CurrentWheelPulley | 12_ExternalVelocity |



# Coupling with MoorDyn library and with Project Chrono

ALEJANDRO J. C. CRESPO  
IVÁN MARTÍNEZ-ESTÉVEZ  
**UNIVERSIDADE DE VIGO**