

The University of Manchester



Overview of version 5.0

Benedict D. Rogers The University of Manchester

5th DualSPHysics Users Workshop

15-17th March 2021

DualSPHysics v5.0 Overview: Contents

- 1. DualSPHysics Software: code, team, validation process
- 2. New features of v5.0
- 3. Performance characteristics
- 4. New capabilities

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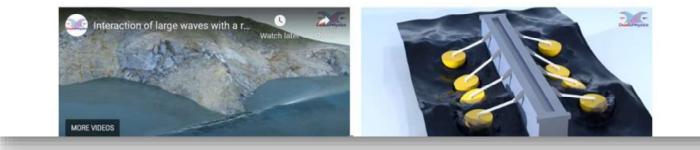
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Contact References ~

DualSPHysics is based on the Smoothed Particle Hydrodynamics model named SPHysics (www.sphysics.org). The code is developed (GNU Lesser General Public License) to study free-surface flow phenomena where Eulerian methods can be difficult to apply. DualSPHysics is a set of C++ and CUDA codes designed to deal with real-life engineering problems.



www.dual.sphysics.org

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Industrial interest:

NASA JSC, BAE Systems, Volkswagen AG, Forum NOKIA, NVIDIA, AECOM, HDR Engineering, ABPmer, DLR, CFD-NUMERICS, BMT Group, Oak Ridge National Laboratory, Rainpower Norway, Shell Company, ABB, FEMTO Engineering National Nuclear Laboratory, ...

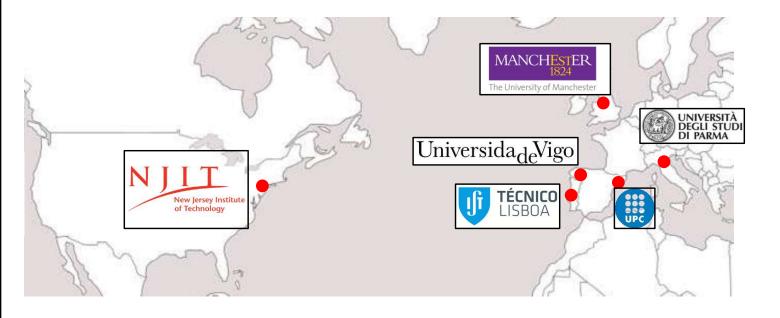
Wave energy companies:

American Wave Machines, Carnegie Clean Energy Ltd, Maine Marine Composites, National Renewable Energy Laboratory in U.S.A., Atria Power Corporation Ltd., Global Hydro Energy, WavePower

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DEVELOPERS:

Universidade de Vigo, Spain The University of Manchester, UK Instituto Superior Tecnico, Lisbon, Portugal Università degli studi di Parma, Italy Universitat Politècnica de Catalunya, Spain New Jersey Institute of Technology, USA



COLLABORATORS:

. . .

Flanders Hydraulics Research , Belgium Universidad Politécnica de Madrid, Spain TECNALIA. Inspiring Business, Spain Imperial College London, UK Universiteit Gent, Belgium University of Salerno, Italy Universidad de Guanajuato, Mexico

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LGPL (Lesser General Public License) can be used in **commercial** applications

Software can be incorporated into both:

- free software and
- proprietary software



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Up to 20 million particles on a single GPU

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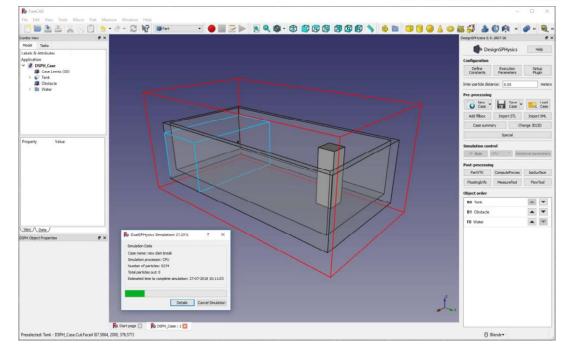
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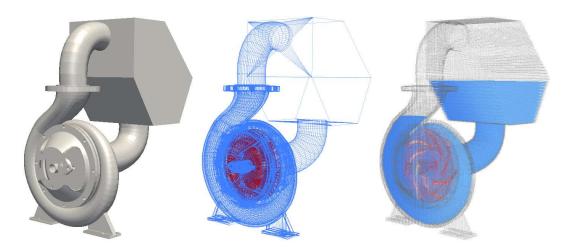
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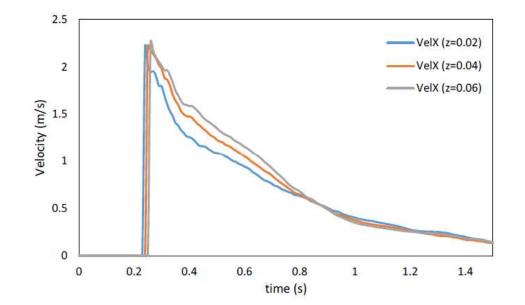
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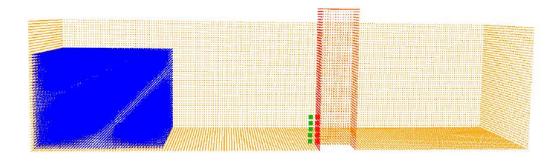
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MEASURETOOL, FLOW TOOL



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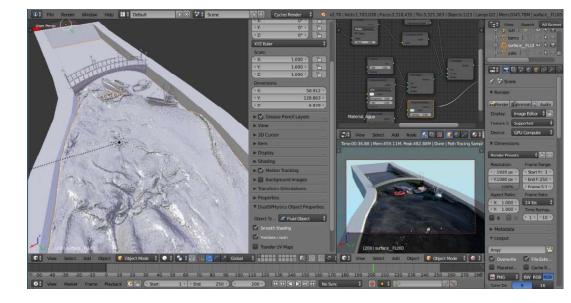
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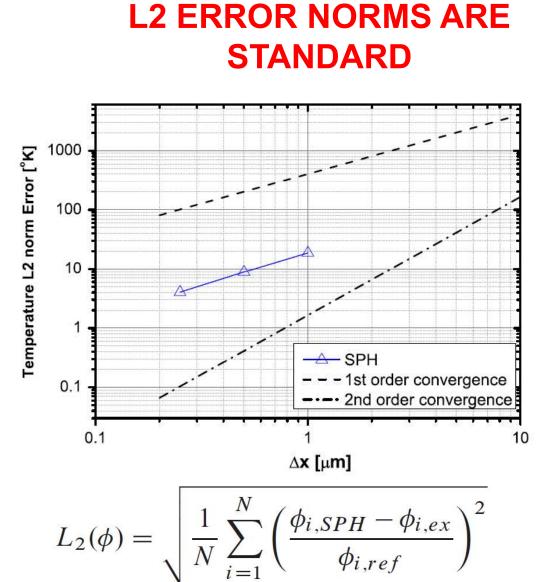
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DualSPHysics Validation Workflow

- 1. Motivation for new work: e.g. new application / idea
- 2. Development work: 2-3 years PhD/Postdoc
- 3. Validation work: comparing with reference data (experiment/analytical solution)
- 4. Publish work in peer-reviewed journal papers (6 months 2 years)
- 5. Prepare for release (see later)

Current capabilities (and many others):

Pre-processing:

- DesignSPHysics Fully integrated GUI with the option of scripting (eXtensible Markup Language)
- CAD design import tools (for VTK, PLY or STL)
- Binary file generation for use with million of particles
- Velocity, position transformations
- Impose forces, acceleration and motion to objects
- Large number of options for input, output and geometry generation and manipulations

Acceleration:

- State-of-the-art GPU acceleration on Nvidia GPUs
- OpenMP acceleration

Solvers:

- Single phase free-surface flow solver
- Discrete element method coupled with SPH
- Coupled with Project Chrono
- Non-Newtonian/Newtonian multi-phase solver
- Multi-phase gas-liquid solver
- Multi-phase liquid-granular material solver

Free-surface flows and wave mechanics

- Wave generation
 - Regular waves
 - Irregular waves
 - Solitary waves
 - Piston or flap generator
- Active wave absorption
- Passive wave absorption
- Multi-layer pistons (with/out AWAS)
- Relaxation zones
- Numerical gauge system
- Coupling with frequency and time domain solvers

Features and BCs (that favour speed and/or accuracy)

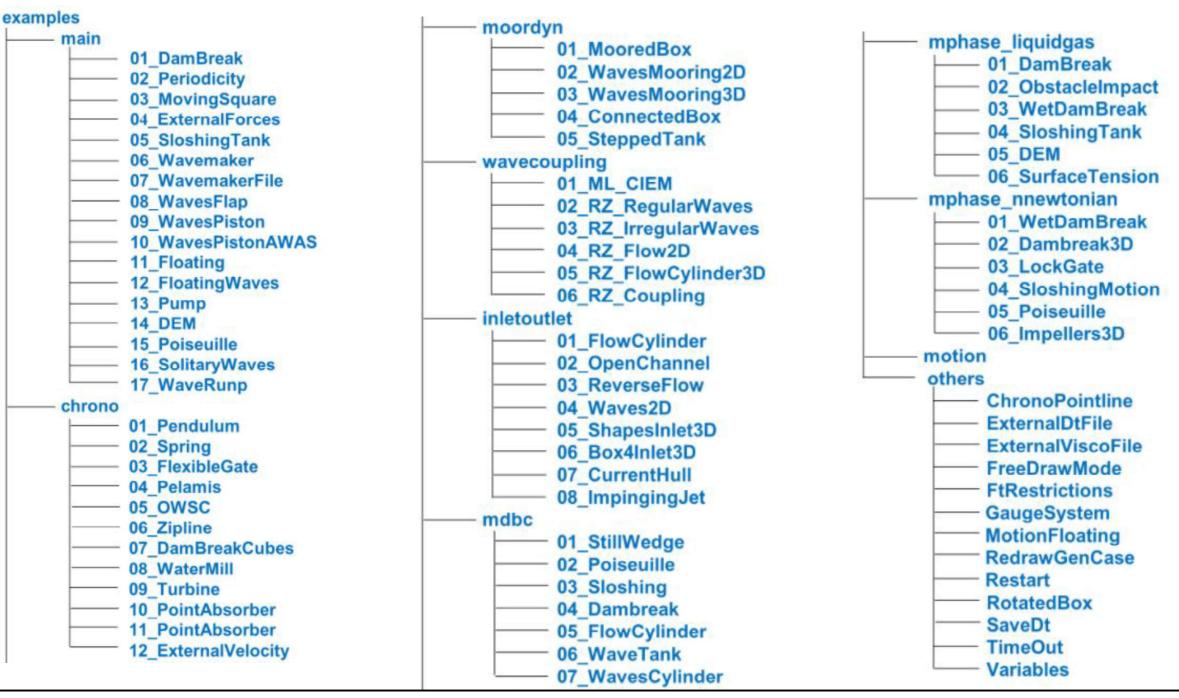
- Two wall boundary conditions
- Periodic conditions (with height change)
- Inflow-outflow boundary conditions
- Two viscosity formulation (including LES)
- Advanced density dissipation terms
- Two time integrators
- Advanced time-marching controls
- Advanced shifting options (per zone/type, etc.)
- Three smoothing kernel functions
- Two rigid interaction algorithms (plus Chrono)
- · Single, mixed and double precision solver

Post-processing tools:

A number of post-processing and visualisation tools are available in DualSPHysics

- *Metrics* such as "time for end of simulation", computational times per feature, etc., restart checkpoints.
- PartVTK (VTK, ASCII)
 - Fluid, boundary, or any other type of particle
 - Any field variable (pressure, velocity, vorticity, etc)
 - Choice between fixed, moving, floating, type, mk, etc.
 - Excluded particles
- BoundaryVTK
 - As above, exclusively for boundary particles
- **MeasureTool** Analysis of numerical measurements
 - Measure any field variable at any position
 - Fixed in space
 - Changes with time
 - Detection of free surface flow

- ComputeForces
 - Calculate the forces exerted on an object
 - Calculate moments about an axis
 - Fixed in space
 - Changes with time
- FloatingInfo Obtain different data of the floating objects
 - Linear velocity, angular velocity,
 - Displacement of the centre,
 - Motions and angles of rotation
- **IsoSurface** Creation of iso-surfaces for visualising large number of particles
- FlowTool
 - Flow rate computations
- VisualSPHysics
 - Visualisation plug-in specifically created for using Blender with DualSPHysics



Test Cases with validation

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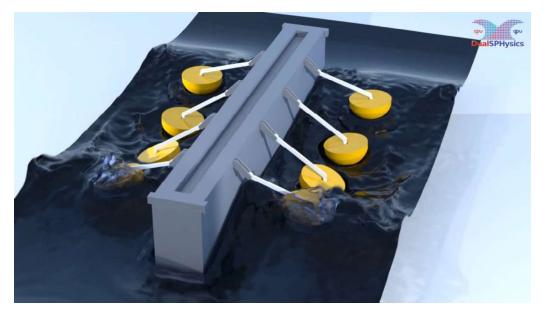
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DualSPHysics Package http://dual.sphysics.org

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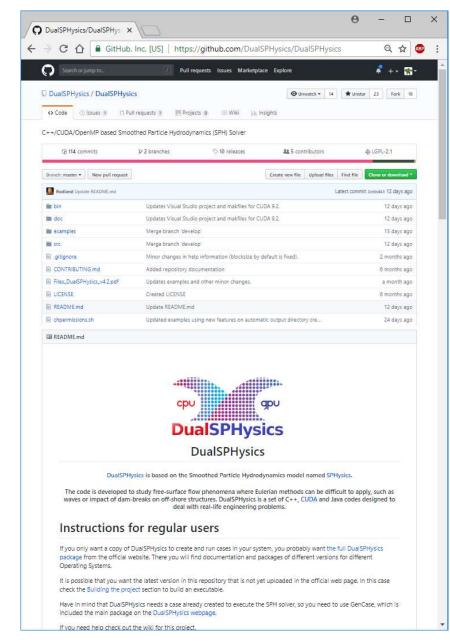
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DualSPHysics Code on GitHub https://github.com/DualSPHysics/DualSPHysics



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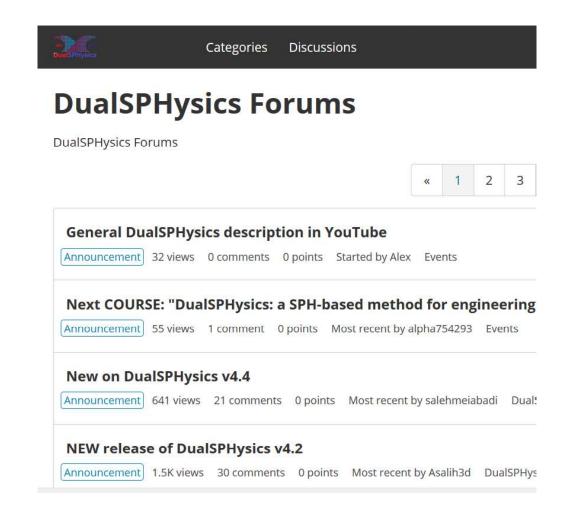
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DualSPHysics Development Strategy

- 1. Use code repositories continually:
 - a. GitHub (public)
 - b. GitLab (private for core developers only)
- 2. With multiple streams/threads, this requires constant communication: meetings, visits, Zoom calls, WhatsApp
- 3. Documentation Online & in the past using Doxygen, properly commented
- 4. Clean code for Beta version
- 5. Plan Beta Code Releases to coincide with the DualSPHysics Users Workshops
- 6. Release Code
- 7. Version Numbers: Major releases (e.g. 5.0) Minor releases (e.g. 4.4)

Collaboration example: Inflow/Outflow: U-Parma + NYU + U-Vigo

MORE...

International DualSPHysics Users Workshop

1st DualSPHysics Users Workshop, University of Manchester, U.K., 8-9 September 2015 2nd DualSPHysics Users Workshop, University of Manchester, U.K., 6-7 December 2016 3rd DualSPHysics Users Workshop, University of Parma, Italy, 13-15 November 2017 4th DualSPHysics Users Workshop, Instituto Superior Técnico, Lisboa, 22-24 October 2018

5th DualSPHysics Users Workshop, Universitat Politècnica de Catalunya, Barcelona, March, 2021

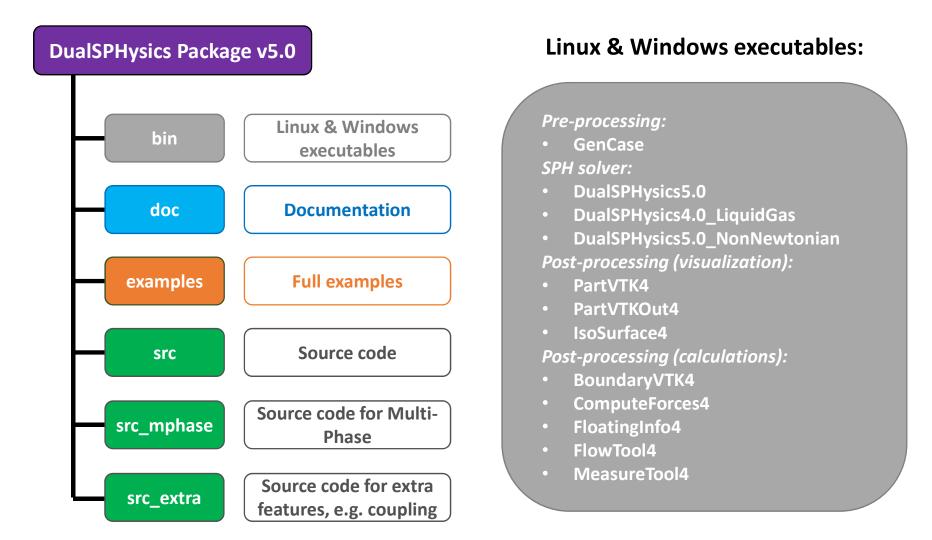


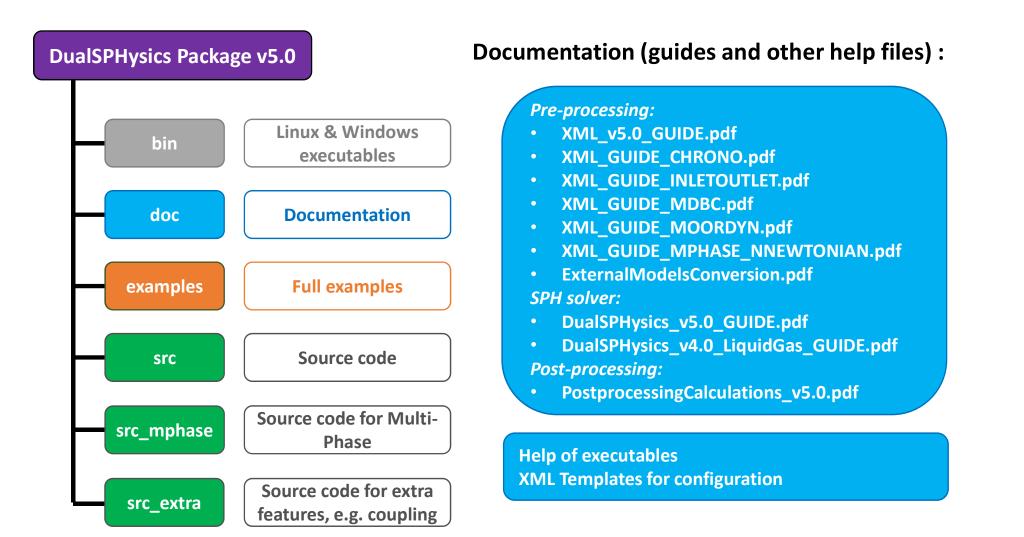
MORE...

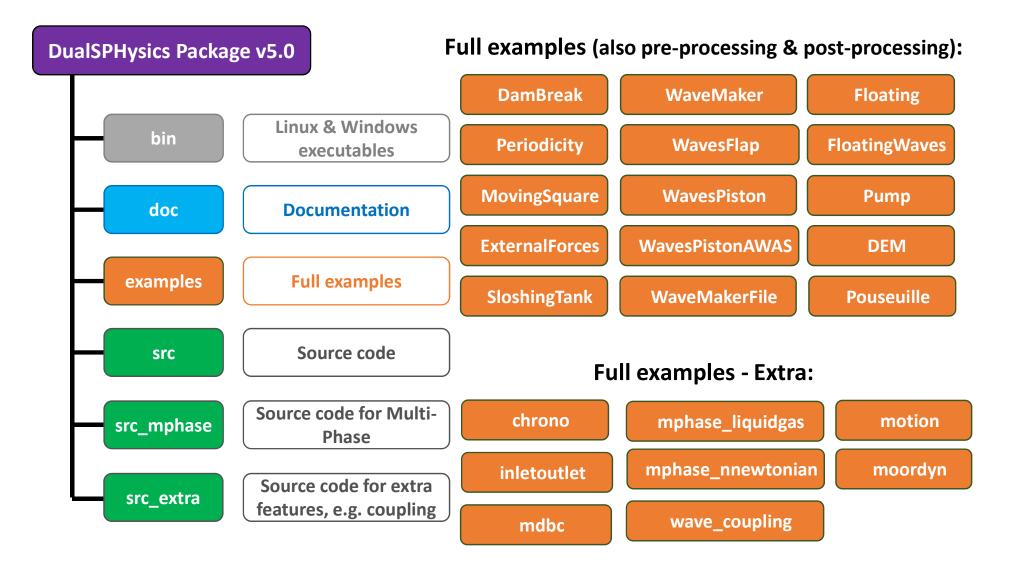
Conference and courses where the <u>practical session</u> was organized using DualSPHysics

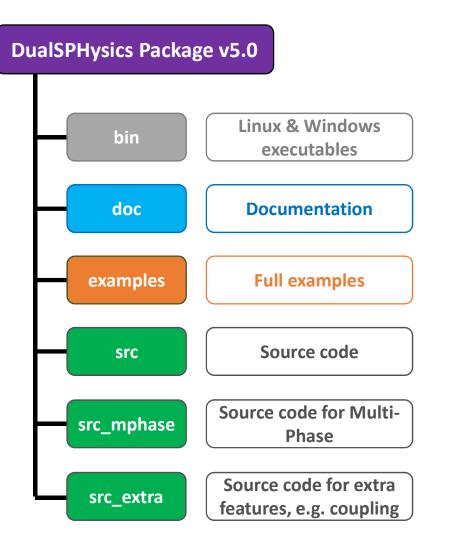
NEXT: Barcelona, Spain, March 2021

22-23/01/2020: Numerical modelling of WEC using SPH models, Ourense, Spain 5-6/09/2019: DualSPHysics: SPH-based method for engineering, Salerno, Italy 20/02/2019: Smoothed Particle Hydrodynamics numerical methods, Parma, Italy 29/02/2019: Introduction to Smoothed Particle Hydrodynamics & DualSPHysics, Uni. Nac. Autónoma, México 13/12/2018: Introduction to SPH & DualSPHysics, Mälardalen University, **Sweden** 22/10/2018: 4th DualSPHysics Users Workshop, Instituto Superior Tecnico, Lisbon, Portugal 27/09/2018: Short Course on "CFD for Free Surface Flows by SPH", University of Florence, Italy 25/06/2018: 13th SPHERIC Workshop, National University of Ireland, Galway, Ireland 19/06/2018: DualSPHysics: Numerical tool in coastal engineering and marine energy, CEDEX, Madrid 10/04/2018: SPH 2-day CPD Course, University of Manchester, **United Kingdom** 13/11/2017: 3rd DualSPHysics Users Workshop, University of Parma, Italy 17/10/2017: 1st SPHERIC Workshop in Asia. Beijing, China 12/06/2017: 12th SPHERIC Workshop, Universidade de Vigo, Ourense 15/06/2015: 10th SPHERIC Workshop, Parma University, Parma, Italy 07/02/2014: SPH Workshop held at Flanders Hydraulics Research, Antwerp, **Belgium** 02/06/2014: 9th SPHERIC Workshop, Conservatoire National des Arts et Métiers in Paris, France 03/06/2013: 8th SPHERIC Workshop, SINTEF, Trondheim, Norway









Source code ready to compile:

Codes:

- DualSPHysics v5.0
- DualSPHysics v4.0 LiquidGas
- ToVTK (data usage example) Precompiled libraries:
- Linux (gcc4 & gcc5)
- Windows (Visual Studio 2015) *Compiling:*
- Makefiles for Linux
- Project for Visual Studio 2015
- CMake file

DualSPHysics Novelties of 5.0

Pre-processing tools:

- New mode to create particles at free positions
- Definition of XML variables generating of complex cases
- Computation of normal vectors for boundary particles
- Option to create several layers of boundary particles

Fluid-driven objects:

- Problems dealing with objects with density very different from water are solved
- Floating objects can be combined with imposed linear and angular velocity

New SPH formulations:

- Density Diffusion Term (DDT) [Fourtakas et al. 2019]
- Modified Dynamic Boundary Conditions (mDBC) [English et al. 2019]

New coupling with MoorDyn++ library

- Mooring lines can be simulated modelling axial elasticity and bottom friction
- Several mooring lines can be connected to a floating device and a mooring line can be connected to different floating devices
- Numerical tensions are solved at fairleads and anchor points
- Maximum breaking tension can be also defined by the user

Improvements in performance

- Both CPU and GPU implementations use now double precision for arrays of position and for updating magnitudes
- GPU executions are more efficient using relative position of the particles instead of absolute position
- Greater robustness, usability and efficiency of the inlet/outlet implementation

New functionalities in coupling with Project Chrono

- Collisions can be solved using non-smooth contacts or smooth contacts
- Multicore implementation is now available for collisions
- Springs can be simulated as linear dampers or Coulomb friction
- New constraints such as "pulleys" are now possible

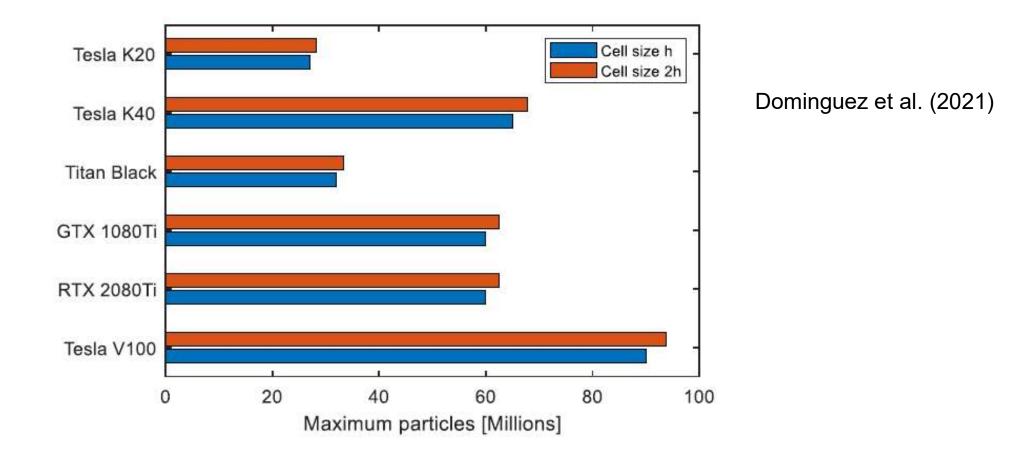
New rheology models, non-Newtonian formulations and multiphase flows

- Velocity gradients calculated by (FDM) or an SPH gradient
- Explicit calculation of shear rates and apparent
- Viscous forces modelled by the [Morris et al. 1997] operator or the SPH deviatoric stress tensor
- Combination of Newtonian and non-Newtonian fluids (Newtonian, dilatant and pseudo-plastic)
- Power law, Bingham and any other non-linear fluid
- Platform for implementation of any non-Newtonian formulation
- Up to 9 different phases per simulation

DualSPHysics Performance

Maximum number of particles:

GPU memories have increased significantly over recent years:

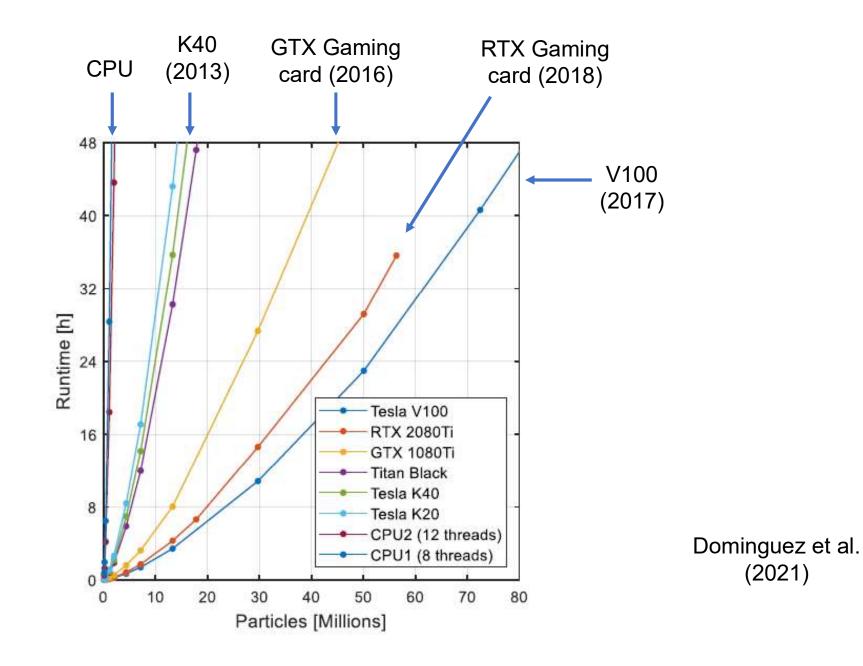


Maximum number of particles according to the memory size of each GPU model.

DualSPHysics Performance

Simulation speeds:

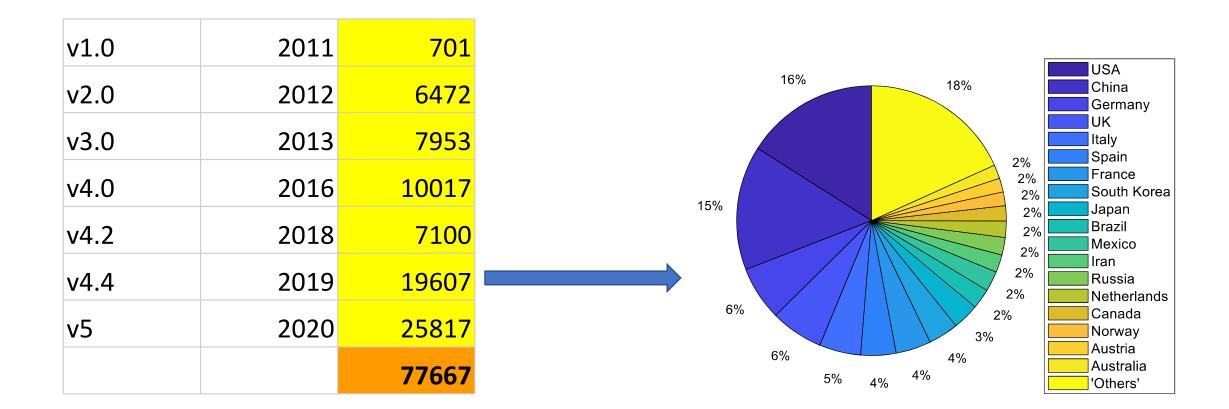
The code and gpus are getting faster



DualSPHysics v5.0 Downloads

Download data of:

Approximately: 75% windows, 25% linux



DualSPHysics v5.0 new capabilities

Highlighted new capabilities:

New density diffusion term

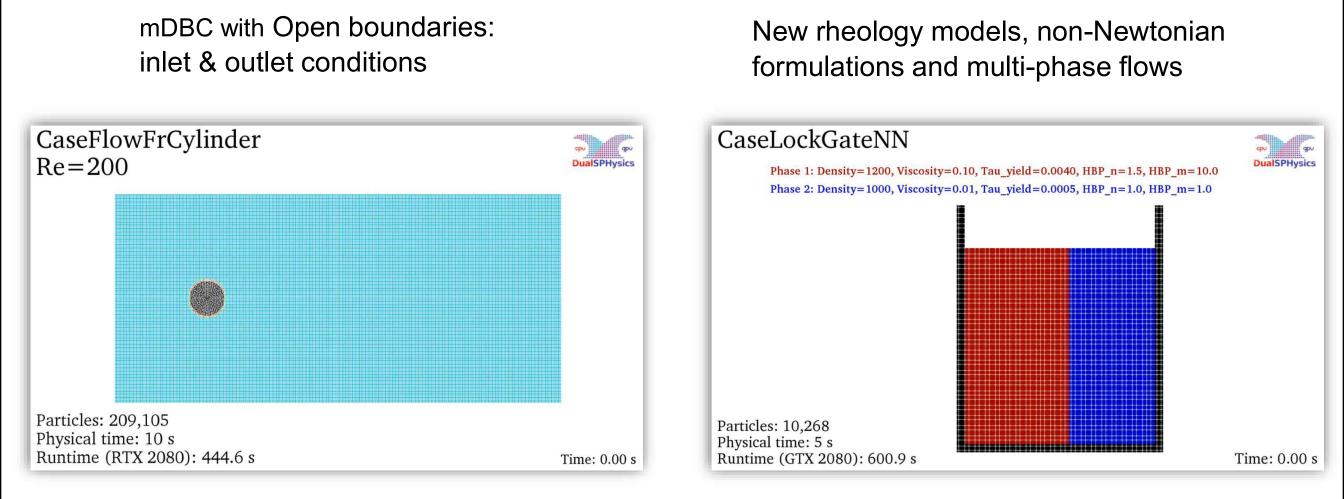
New pre-processing tool & Boundary Conditions

New rheology models, non-Newtonian formulations and multi-phase flows

Open boundaries: inlet & outlet conditions

Coupling with MoorDyn library & Project Chrono

DualSPHysics v5.0 new capabilities



DualSPHysics v5.0 New Features to be presented here

Presentations:

New density diffusion term

New pre-processing tool & Boundary Conditions

New rheology models, non-Newtonian formulations and multi-phase flows

Open boundaries: inlet & outlet conditions

Coupling with MoorDyn library & Project Chrono

Dr Renato Vacondio

Dr José Domínguez

Dr Georgios Fourtakas

Dr Angelo Tafuni

Dr Alex Crespo