Hamburg University of Technology Institute for Fluid Dynamics and Ship theory

Consistent kernel-based approximations and variable resolution schemes in SPH model

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Outline

Objectives and Motivations

2 Existing Strategies

- 3 Explicit Consistency Corrections
- 4 Variable Resolution Approach

5 Results

6 Concluding Remarks



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Consistency is a key issue

Convergence requires consistency (and not only ... Lax-Richtmyer)

• Order of consistency depends on **degree of polynomial** that can be reproduced by the kernel approximation.



0th order:
$$f(x) = a$$

1st order: $f(x) = ax + b$
2nd order: $f(x) = ax^2 + bx + c$
 $\sum V_j | W_{ij} | \Delta x_{ji}^{\alpha} = 0$
 $\sum V_j | W_{ij} | \Delta x_{ji}^{\alpha} = 0$
 $\sum V_j | W_{ij} | \Delta x_{ji}^{\alpha} \Delta x_{ji}^{\beta} = 0$
 $\sum V_j | W_{ij} | \Delta x_{ji}^{\alpha} \Delta x_{ji}^{\beta} = 0$
...

• Different (moment) criteria evolve depending on the operator that is observed (function, gradients, second derivatives, etc.)



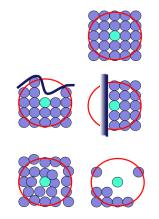
Consistency problems are associated to level of anti-symmetry of the **discrete** kernel sampling.

Practical relevance

- Truncated kernel supports (e.g. boundaries or free surfaces);
- Isolated particles;
- Irregular particle distributions.

Life can be hard!

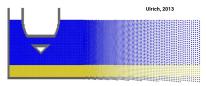
Problems related to many famous SPH topics with many famous work-arounds and models.





Variable Resolution

Many marine/coastal engineering problems (e.g. a ship hull in a full-scale water basin) require a lot of particles.



Practical relevance

- Large computational domains;
- Domains in which a confined region requires higher resolution;
- No high-perfomance computing avalaible.



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Manipulate/regularise discretisation/particle samples. shift particles, introduce ghost/fixed wall particles, ...

Manipulate kernel-based approximation.

- Apply **Shepard** normalisation (0th-order consistency) of kernels. Limited impact since function approximations are rare in PDEs.;
- Correct kernel + gradients following a minimization procedure (MLS);
- Correct kernel + gradients + higher derivatives from Max.Entropy option (Ortiz and Sukumar);
- Correct kernel + gradients + higher derivatives with weitghed residuals (Liu², Chen and Beraun);

• ...



Manipulate/regularise discretisation/particle samples.

shift particles, introduce ghost/fixed wall particles, ...

Manipulate kernel-based approximation.

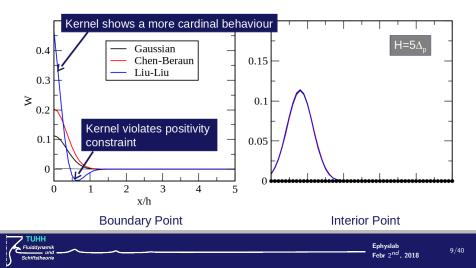
with MLS, MaxEnt, weighted residuals...

Disadvantages

- limited success for FS flows, due to violation of positivity constraint;
- conflict between conservation on particle level and consistency;
- significant computational effort to satisfy constraints (implicit 4X4 [10X10] systems at each point and time for order 1[2]).

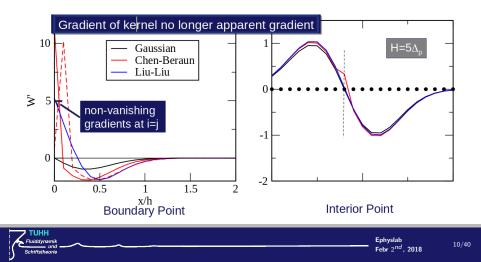


Apparent kernels (1st order)





Apparent kernel gradients (1st order)



Variable Resolution

Inhomogeneous particle distribution in the domain (e.g. Omidvar et al.) NOT DYNAMIC: Retaining of particles properties/number during simulation time. Not suitable for violent dynamics and big deformations.

Merging/Splitting variable resolution techniques (e.g. Barcarolo, Feldman, Vacondio et al.)

DYNAMIC: Particles number, properties and locations change in time (in compliance with conservation of mass and momentum).



Wishful thinking

We desire

- Cheap, preferably explicit correction;
- Focus on gradient approximation;
- Directly applied in discrete space (inherently adjust to actual sampling);
- Easy and natural access to Dirichlet and Neumann conditions;
- Build from familiar kernels and Re-castable into familiar frame (apparent W_{ij} and W'_{ij}).

We also desire

- Coupling of consistent SPH approximations with a variable resolution scheme;
- A dynamic (or partially dynamic) variable resolution approach.



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Desired achievable order

- 1st order sufficient for most cases;
- 2nd order has debatable features (jumps and inevitable loss of positivity).

Focal point

• is on the gradient rather than functions (no need); build from standard kernels

Design principle

- 3 conditions can be implemented explicitly in discrete space (+3 loops);
- this is sufficient to perform 3 x 1D up to 2_{nd} order but not 1_{st} order 3D;
- correction refer to kernel counterparts (symmetrical unsymmetrical);
- priority given to robustness (mollified correction) rather than accuracy.



Kernel Gradient Correction (example)

Gradient is anti-symmetric - thus correction is symmetric (= kernel) (Truncation of W' strives for symmetry - truncation of W strives for opposite) As opposed to Chen and Beraun the correction is mollified around the focal point

$$\tilde{W}'_{ij} = W'_{ij} + \alpha W_{ij}$$

Conditions (3 X 1D, i.e. ignore symmetry conditions normal to differentiation)

$$\sum_{j}V_{j}\tilde{W}'_{ij}=0$$
 $\sum_{j}V_{j}\tilde{W}'_{ij}(x_{j}-x_{i})=1$ $\sum_{j}V_{j}\tilde{W}'_{ij}(x_{j}-x_{i})^{2}=0$

Normalisation conditions are always implemented at the end.



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Start with 1_{st} order Consistency

$$\beta = \sum_{j} V_{j} W'_{ij} \qquad \gamma = \sum_{j} V_{j} W_{ij} \qquad \rightarrow \qquad \hat{W}'_{ij} = W'_{ij} - \frac{\beta}{\gamma} W_{ij}$$



Kernel Gradient Correction (example)

Gradient is anti-symmetric - thus correction is symmetric (= kernel) (Truncation of W' strives for symmetry - truncation of W strives for opposite)

As opposed to Chen and Beraun the correction is mollified around the focal point

$$ilde{\mathcal{W}}_{ij}^{\prime} = \mathcal{W}_{ij}^{\prime} + lpha \mathcal{W}_{ij}$$

Conditions (3 X 1D)

$$\sum_{j} V_{j} \tilde{W}'_{ij} = 0 \qquad \left| \sum_{j} V_{j} \tilde{W}'_{ij} (x_{j} - x_{i}) = 1
ight| \qquad \sum_{j} V_{j} \tilde{W}'_{ij} (x_{j} - x_{i})^{2} = 0$$

Perform final normalisation which does not alter previous constraints

$$\tilde{W}_{ij}^{'} = \frac{\hat{W}_{ij}^{'}}{\sum_{j} V_{j} \hat{W}_{ij}^{'}(x_{j} - x_{i})}$$



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ight|$$

Also 2_{nd} Order Consistency can be derived in a similar way.

$$\zeta = \sum_{j} V_{j} W_{ij} (x_{j} - x_{i})^{2} \qquad \psi = \sum_{j} V_{j} W'_{ij} (x_{j} - x_{i})^{2} \qquad \rightarrow \qquad \hat{W}'_{ij} = W'_{ij} - \frac{\psi}{\zeta} W_{ij}$$



Kernel Gradient Correction (example)

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Conditions (3 X 1D)

$$\sum_j V_j ilde{\mathcal{W}'_{ij}} = 0 \qquad \left[\sum_j V_j ilde{\mathcal{W}'_{ij}}(x_j-x_i) = 1
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Perform final normalisation which does not alter previous constraints

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Conditions (3 X 1D)

$$\sum_{j} V_{j} \tilde{W}_{ij}' = 0 \qquad \sum_{j} V_{j} \tilde{W}_{ij}'(x_{j} - x_{i}) = 1 \qquad \sum_{j} V_{j} \tilde{W}_{ij}'(x_{j} - x_{i})^{2} = 0$$

 0_{th} -order condition implemented at focal point W'_{ii} since this has no influence on second order constraint (unmollified correction)

$$ilde{W}_{ii}^{'}=-\sum_{j
eq i} ilde{W}_{ij}^{'}$$



Explicit Consistency Correction - 1st order

Kernel Function

Kernel Gradient

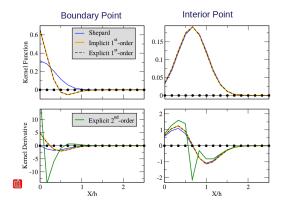
$$\begin{split} \tilde{W_{ij}} &= W_{ij} + \alpha W_{ij}' & \tilde{W'_{ij}} = W'_{ij} + \alpha W_{ij} \\ \sum_{j} V_{j} \hat{W_{ij}}(x_{j} - x_{i}) &= 0 \to \alpha = -\frac{\sum_{j} V_{j} W_{ij}(x_{j} - x_{i})}{\sum_{j} V_{j} W_{ij}'(x_{j} - x_{i})} & \sum_{j} V_{j} \hat{W'_{ij}} = 0 \to \alpha = -\frac{\sum_{j} V_{j} W'_{ij}}{\sum_{j} V_{j} W_{ij}} \\ \sum_{j} V_{j} \tilde{W_{ij}} = 1 \to \tilde{W_{ij}} = \frac{\hat{W_{ij}}}{\sum_{j} V_{j} \tilde{W_{ij}}} & \sum_{j} V_{j} \tilde{W'_{ij}}(x_{j} - x_{i}) = 1 \to \tilde{W'_{ij}} = \frac{\hat{W'_{ij}}}{\sum_{j} V_{j} \tilde{W'_{ij}}(x_{j} - x_{i})} \end{split}$$

Key idea: to bias a (sufficient) quantity α of an even function in case of an uneven function, and vice versa.

The consistency constraints (0th, 1st and 2nd-order conditions) give a measure of the needed α .



Comparison of different approaches





Some remarks

- Kernel,kernel gradient and higher-order correction are performed individually in the discrete space;
- there is no simple formal link between these properties anymore;
- Kernel function symmetry / kernel gradient anti-symmetry is lost. Conservation is also lost;
- Negative kernel values occur;
- Neumann condition can be imposed by means of equivalent Dirichlet condition

$$\overline{f}'_{i} = \sum_{j \neq i} V_{j} \widetilde{W}'_{ij} f_{j} + V_{i} \widetilde{W}'_{ii} f_{i} \qquad \rightarrow \qquad \left[f_{i} = \frac{\overline{f'_{i}} - \sum_{j \neq i} V_{j} \widetilde{W}'_{ij} f_{j}}{V_{i} \widetilde{W}'_{ii}} \right]$$



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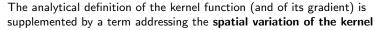
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Variable Resolution

Eulerian Variable Resolution Scheme

Following a route by Ulrich et al.

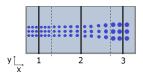


$$W_{ij}(r, [h]) \qquad \nabla W_{ij} = \frac{\partial W_{ij}}{\partial r} \nabla r + \frac{\partial W_{ij}}{\partial h} \nabla h$$

The Navier-Stokes equation are also supplemented with appropriate source terms, accounting for the **variation of particle masses**

$$S_{CE} = \sum_{j=1}^{N} V_j v_j^{\alpha} \frac{\partial \rho_j}{\partial x_j^{\alpha}} W_{ij} = \sum_{j=1}^{N} v_j^{\alpha} \frac{\partial m}{\partial x_j^{\alpha}} W_{ij} \qquad \qquad S_{ME} = -\sum_{j=1}^{N} \frac{v_i^{\alpha}}{m_i} \frac{m_j}{\rho_j} \left(v_j^{\beta} \frac{\partial m}{\partial x_j^{\beta}} W_{ij} \right)$$





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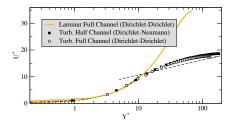
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Validation

Channel flow (laminar and turbulent $Re_{\tau} = 170$)

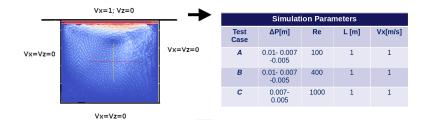
Different condition on the upper side of the turbulent channel flow (Dirichlet vs. Neumann; different inhomogeneous particle distributions)







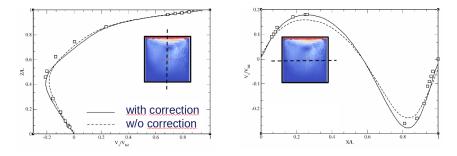
Lid Driven Cavity Flow (2D, with 3 different Re numbers)





Lid Driven Cavity Flow at Re = 100

Comparison of vertical and horizontal profiles at t = 54 s



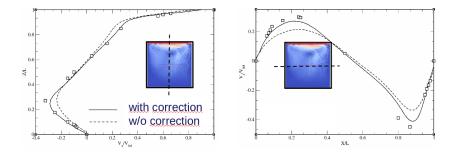
vertical





Lid Driven Cavity Flow at Re = 400

Comparison of vertical and horizontal profiles at t = 54 s



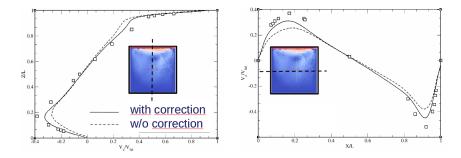
vertical





Lid Driven Cavity Flow at Re = 1000

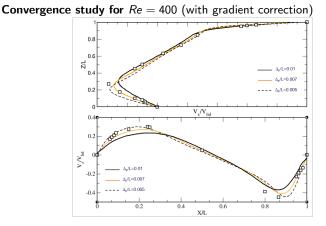
Comparison of vertical and horizontal profiles at t = 54 s



vertical



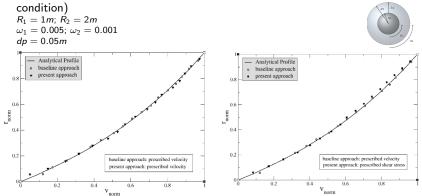






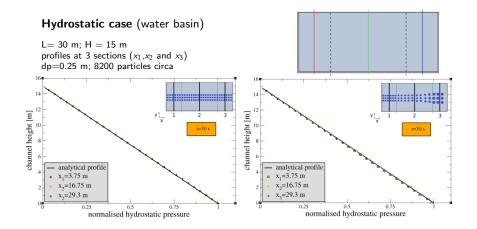
Validation

Axisymmetric Couette flow (with and without application of Neumann





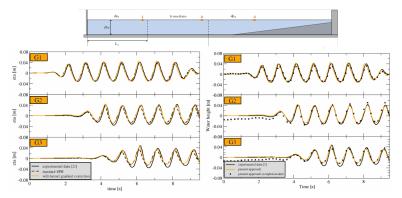
Validation -coupling-





Verification -coupling-

Wavemaker test case (comparison with experimental data)





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Remarks

- Significant response to kernel gradient correction on preliminary validation 1D and 2D test cases. → The consistency of the kernel gradient has been increased at a low computational cost (max 3 loops);
- It is possible to apply Neumann boundary condition \rightarrow gradient of the kernel function is not 0 in the focal point!
- No additional row of particles have been used to mimic the wall, as remedy to boundary truncation;
- The coupling of KGC with VR delivered **good results** with both hydrostatic and dynamic cases;
- The use of VR reduces significantly the total amount of particles needed (circa 50 percent).



Future Developments

- It will be will be tested using **3D test cases/more complex** geometries;
- Improvement of **Pre-** and **Postprocessing procedures** (slightly different from standard DualSHysics tools, due to variable resolution);
- Upgrade to the last version of DualSPHysics is planned.



Thank you for your kind attention!



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