

WaLBerla: Massively Parallel Lattice Boltzmann Simulations

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Motivation



Widely Applicable Lattice Boltzmann Solver from Erlangen

- Massively Parallel LB Framework
- Designed to
 - support a wide range of functionalities required by CFD applications
 - minimize the integration effort of new functionality

Outline

Requirements

- Fluidization processes
- Nanofluids

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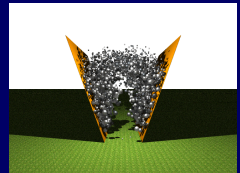
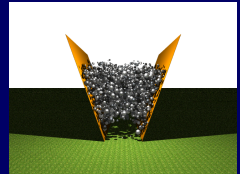
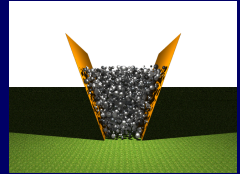
Motivation

Fluidization Processes

- Solid particles will behave like fluid
- Important in chemical engineering
- Limited understanding of fluidization behavior
- Number of particles for a representative setup $> 100K - 1M$

Objective

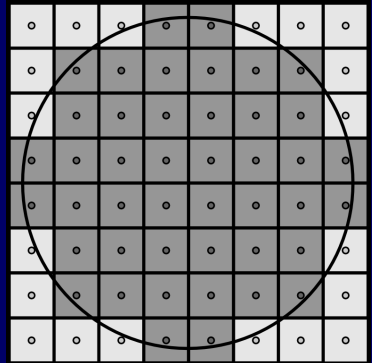
Simulate the **motion** of up to **one million fully resolved particles** to gain a deeper understanding of the **fluidization behavior**



Particulate Flows

LBM Scheme for Particulate Flows

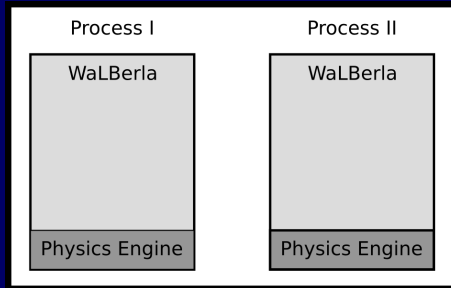
- Fully resolved particles
- Using “LB in fluid” for the particle treatment
- Second order velocity bounce back boundary conditions applied at the particle surface
- Calculation of hydrodynamic forces with the momentum exchange method
- Single relaxation time operator, D3Q19



Particulate Flows

Time Loop

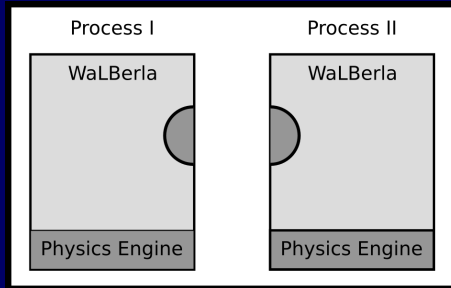
- Mapping of the particles and application of the boundary conditions
- LBM stream and collide (**Communicate PDFs**)
- Determine hydrodynamic forces (**Synchronize forces**)
- Move and collide particles (**Communicate contacts, positions and velocities**)



Particulate Flows

Time Loop

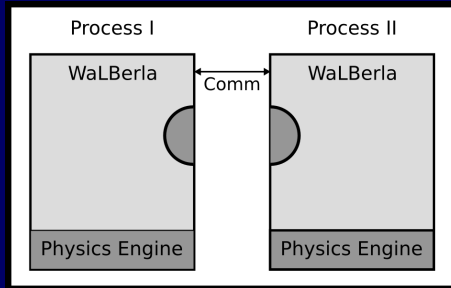
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Particulate Flows

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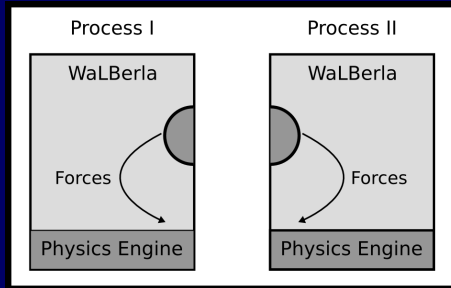
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Particulate Flows

Time Loop

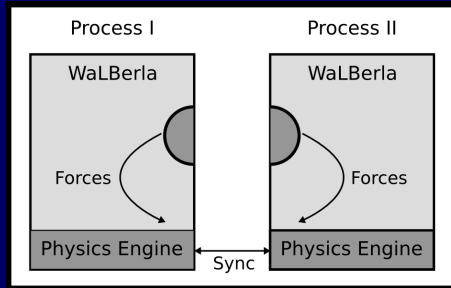
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Particulate Flows

Time Loop

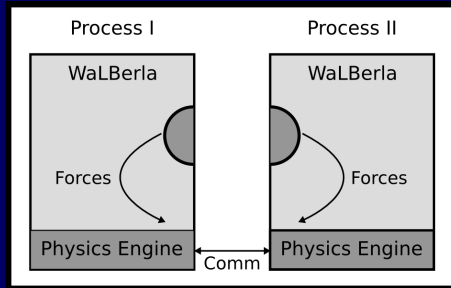
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Particulate Flows

Time Loop

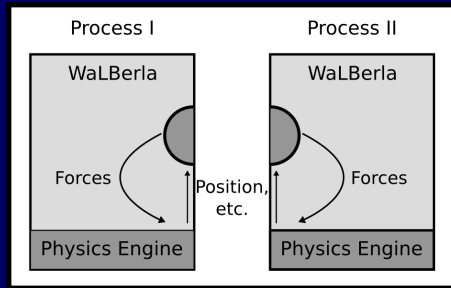
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Particulate Flows

Time Loop

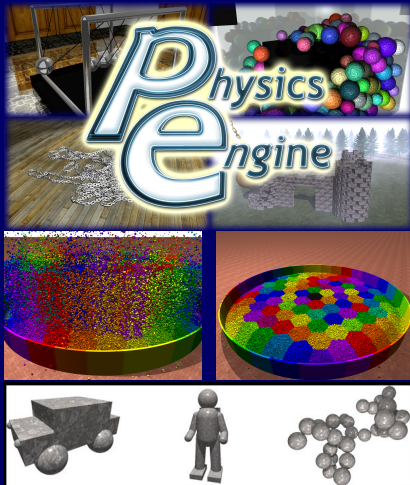
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Particulate Flows

The Pe Physics Engine - Features

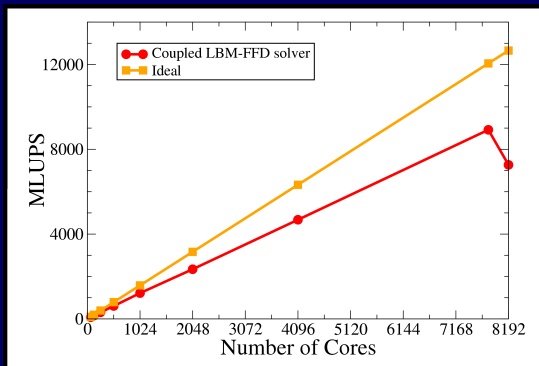
- Massively parallel framework for multi body simulations
- Several predefined primitive geometries
- Volumetric objects, not point masses
- Compound geometries
- Frictional collision response:
 - Parallel fast frictional dynamics
 - Strictly local collision response calculation
 - Perfectly suited for parallelization
- Largest multi body simulation:
1.1 billion rigid bodies



Particulate Flows

Weak Scaling Results

- Measurements conducted on HLRB-2, Leibniz Supercomputing Center, Garching, Germany, 9728 cores, Itanium 2 (Montecito)
- 8 M lattice nodes and 2100 spherical particles per process
- Serial performance of 1.5 MLUPS
- We can simulate: $3.7 \cdot 10^7$ bodies, $6.6 \cdot 10^{10}$ nodes on 8192 cores



Outline

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Motivation

Nanofluids

- Colloidal suspensions of particles in the nanometer range [1 - 100 nm]
- Interesting properties: enhanced energy transfer, reduced sedimentation, reduced erosion in flow systems, etc.

Reference	System	ϕ	Size nm	Δk_{eff}
Eastman et al. (1997)	CuO-Water	5.0%	36	60%
Eastman et al. (2001)	Cu-EG	0.3%	< 10	40%
Patel et al. (2003)	Au-Water	0.00026%	15	21%

- Temperature and particle size dependence

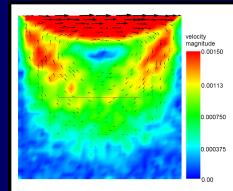
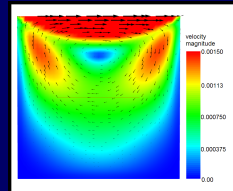
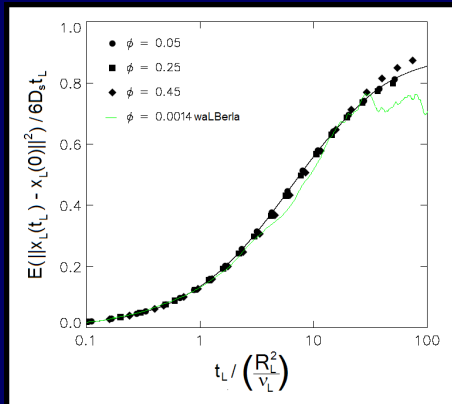
Objective

Determine the contribution of **Brownian motion** on nanofluid **transport properties**

Nanofluids

Fluctuating LBM

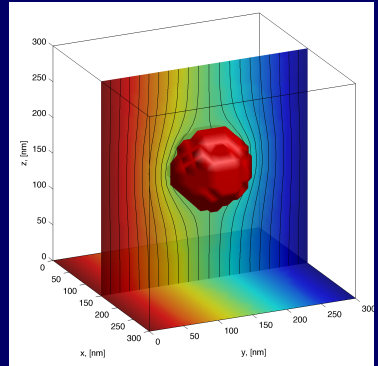
- Introduction of thermal fluctuations to the fluid
- Method based on work reported by Dünweg et al., Phys. Rev. E., 2007
- MRT scheme with additional statistical noise
- Self-diffusion results published by Ladd, Phys. Rev. L., 1992



Nanofluids

Temperature

- Hybrid approach:
 - **Fluid and Particle motion:** Fluctuating Lattice Boltzmann Method
 - **Energy Transport:** Implicit Finite Volume



Acknowledgments

THANK YOU FOR YOUR ATTENTION !

