

# FURTHER DEVELOPMENTS ON THE GEOMETRIC IMMERSED BOUNDARIES (GIB)

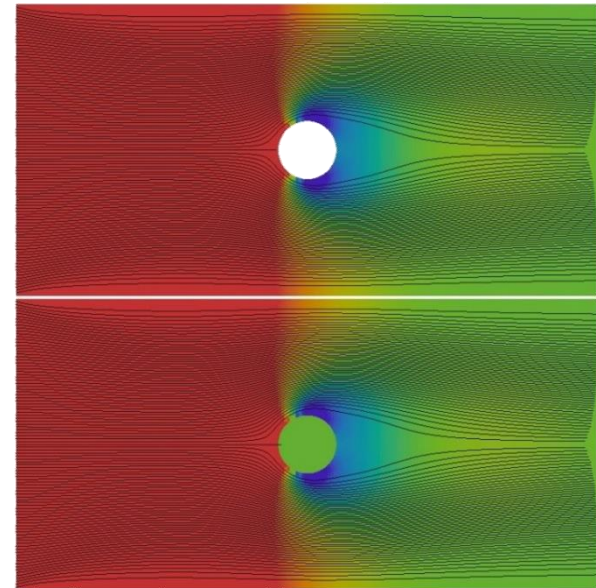
*OpenFOAM Workshop 2016*

*26<sup>th</sup> – 20<sup>th</sup> June*

*Guimarães, Portugal*

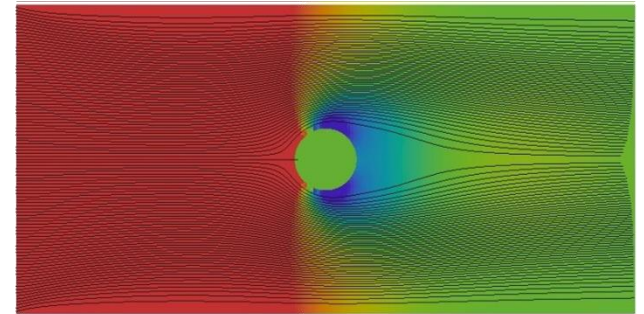
Georgios Karpouzas, ENGYS Ltd.

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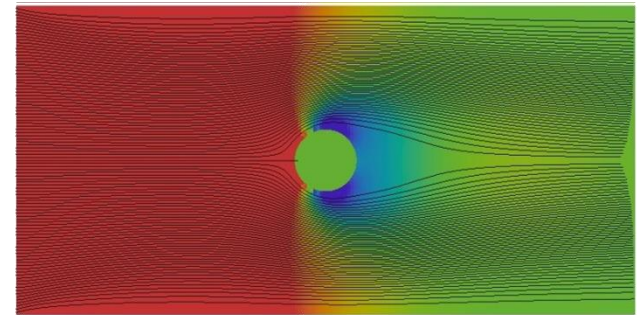
# Contents

- Motivation
- Methodology
- Validation
- Applications
- Closing Comments



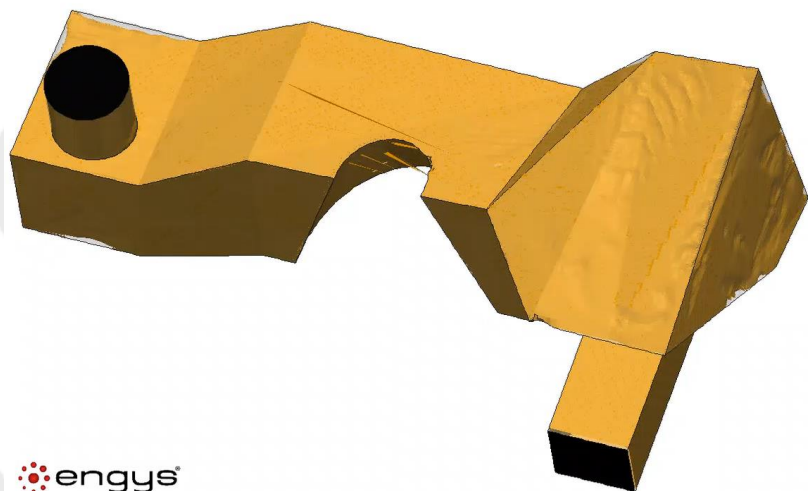
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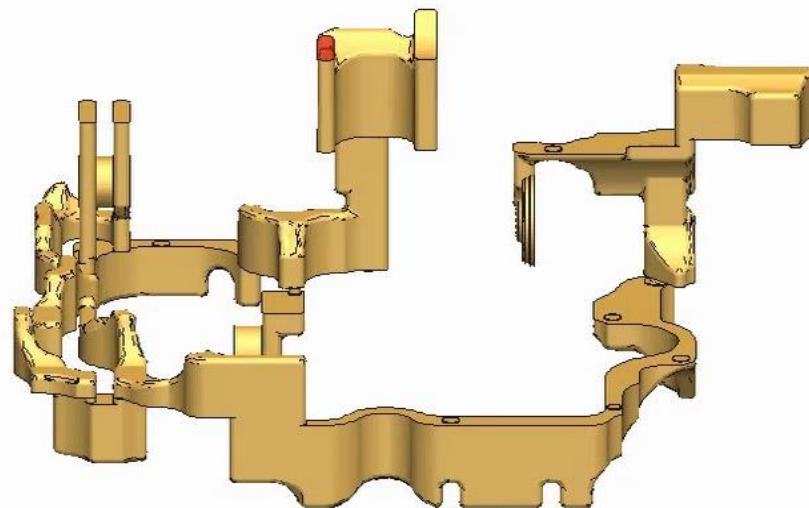


# Motivation

- Topology optimization
- Level-set coupled with the continuous adjoint method



**53.5% power losses reduction**

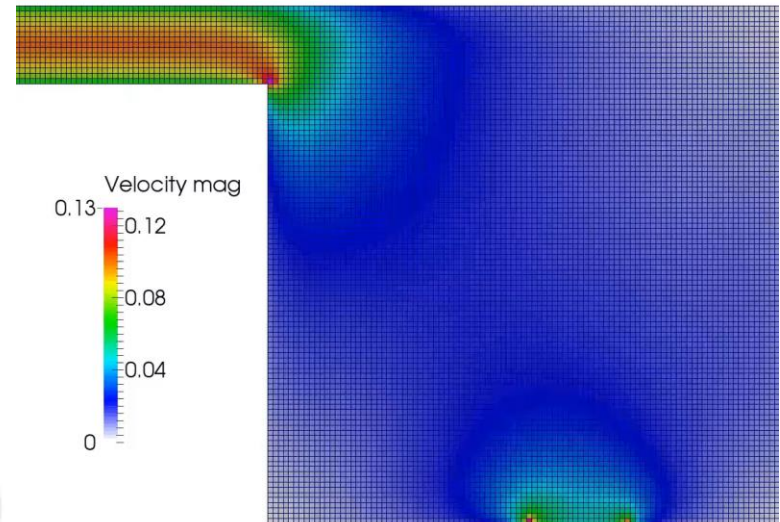


**~30% power losses reduction**

- G.K. Karpouzas, E.M. Papoutsis-Kiachagias, T. Schumacher, E. de Villiers, K.C. Giannakoglou, C. Othmer. **“Adjoint Optimization for Vehicle External Aerodynamics”**, JSAE 2016
- G.K. Karpouzas, E De Villiers, **“Level-set based topology optimization using the Continuous Adjoint Method”**, OPTi2014, 2014, Kos, Greece
- I.S. Kavvadias, G.K. Karpouzas, E.M. Papoutsis-Kiachagias, D.I. Papadimitriou, K.C. Giannakoglou: **“Optimal Flow Control and Topology Optimization Using the Continuous Adjoint Method in Unsteady Flows”**, EUROGEN 2013

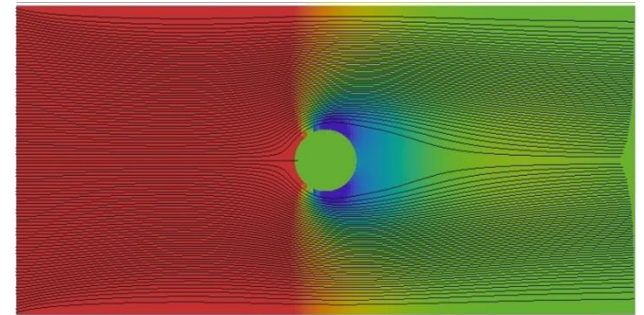
# Motivation – Current Problems

- Currently simple immersed boundaries (IB) are applied on the fluid-solid interface
- Resistance/porosity is added to the solid cells of the matrix which blocks the velocity
- Lacks of accuracy especially in the turbulent cases
- In-situ IB primal results do not exactly match boundary fitted equivalent
- Results in approximate objective/optimal
- Solution: Implement immersed boundaries with the same accuracy as a real boundary



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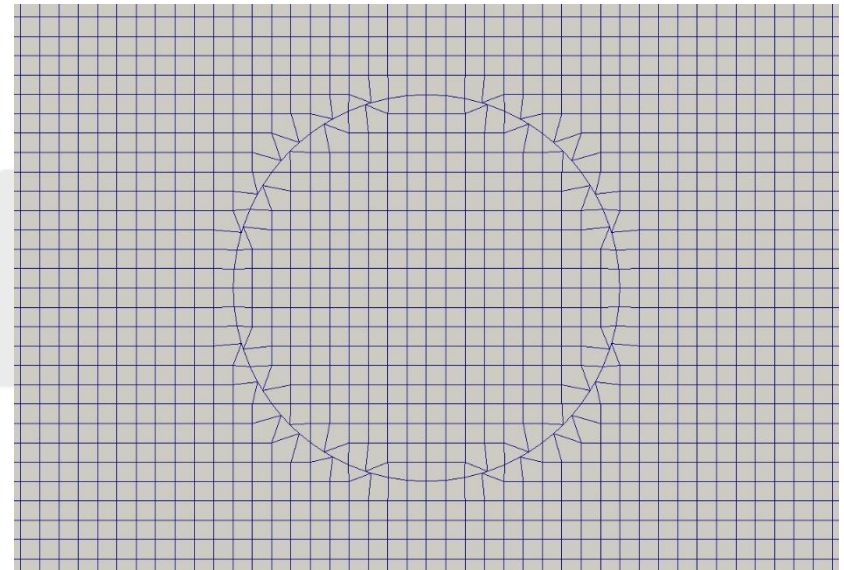
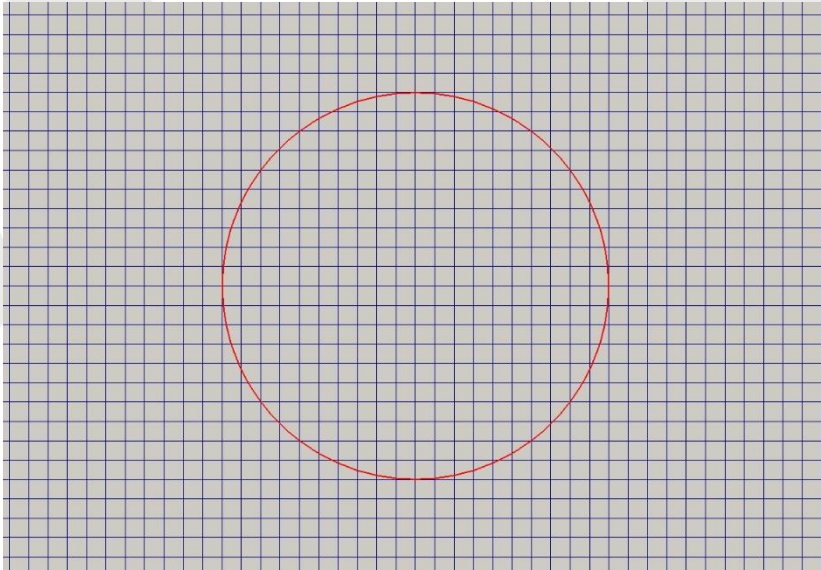


# Methodology | Goals

- Same accuracy as body fitted meshes
- Automation: Work with every
  - solver (compressible/incompressible)
  - operation (field operations, implicit/explicit, etc)
- Apply the existing boundary conditions (diriclet, Neumann...) on the immersed boundaries
- Same interface as the other boundaries
- No double coding allowed

# Methodology | Concept

- Perform snapping on the interface (LS, .stl, etc.)
- After snapping some of the faces are located on the interface.
- All the quantities needed from the finite volume are updated
- Problem: There is not a code structure in OpenFOAM® to apply boundary conditions in internal faces.



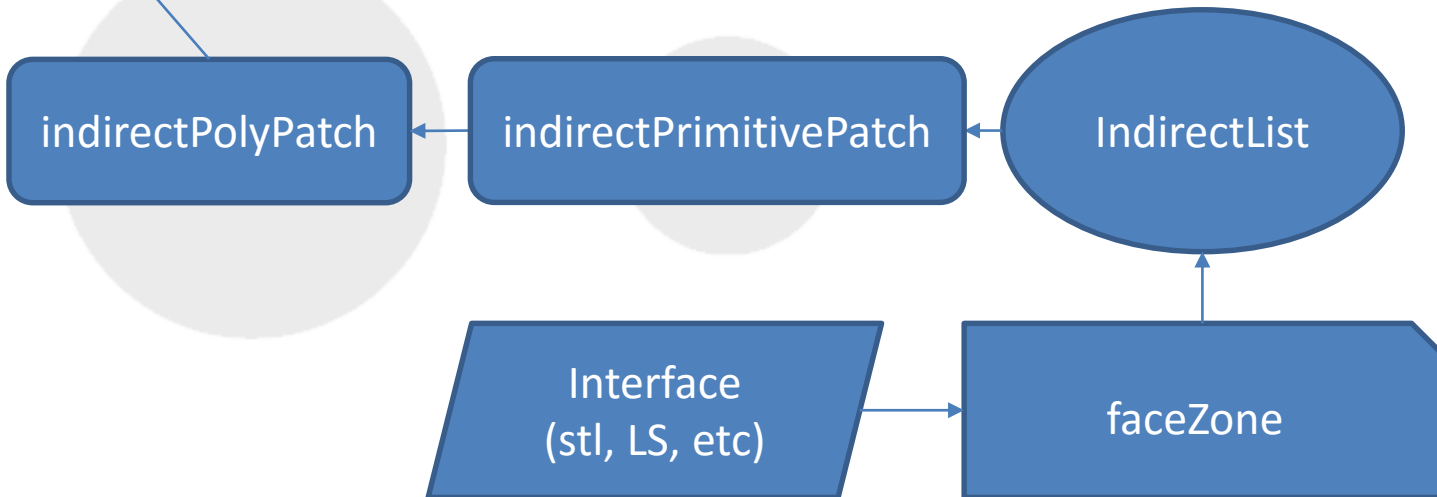
# Methodology | Implementation

## Current boundaries



polyPatch

## GIB

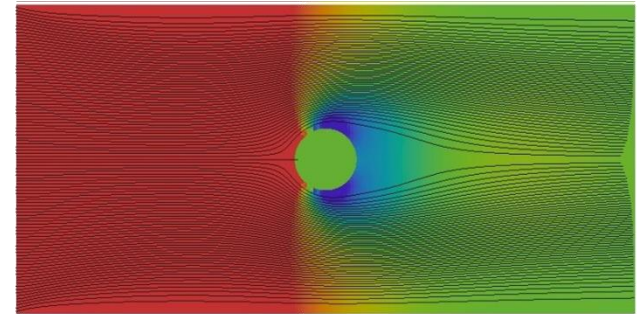


# Methodology | Implementation

- 30 new classes added
- Changes in ~ 100 existing classes
- OpenFoam library:
  - `polyMesh/patch` to insert the GIB classes
  - GeometricField macros to automate the operators
  - GAMG agglomerator
- finiteVolume library:
  - `fv(s)PatchField`, `fvPatch`
  - `fvm`, `fvc` operators
- Parallelization
- dynamicFvMesh libraries (static, stl, level-set)

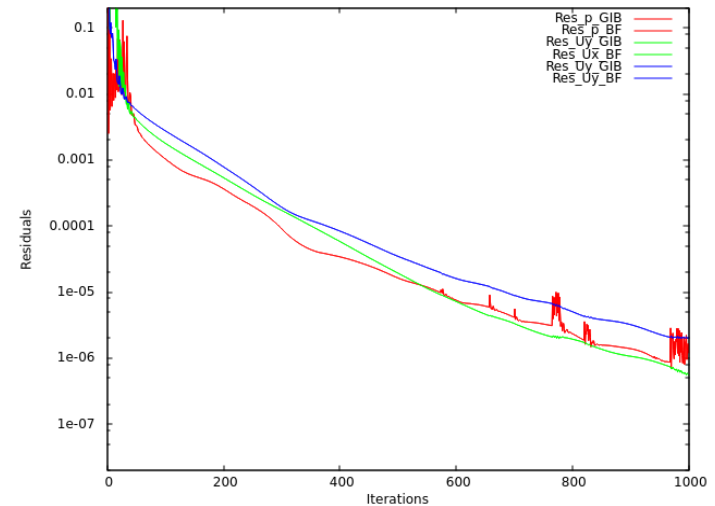
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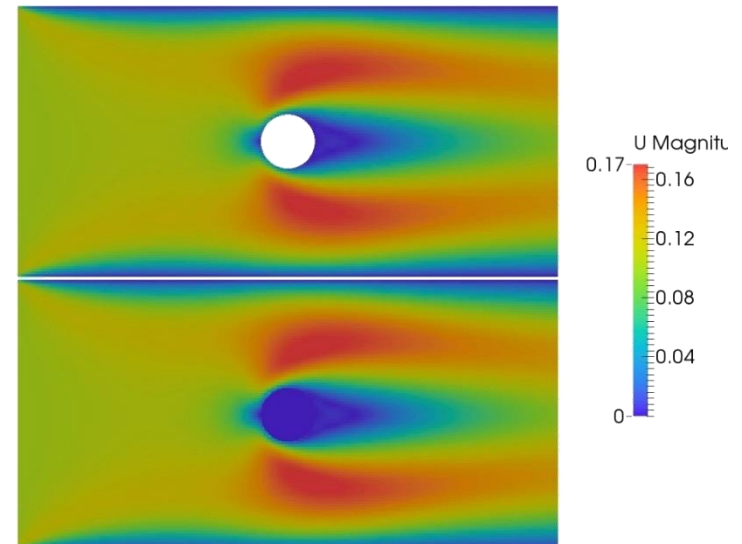
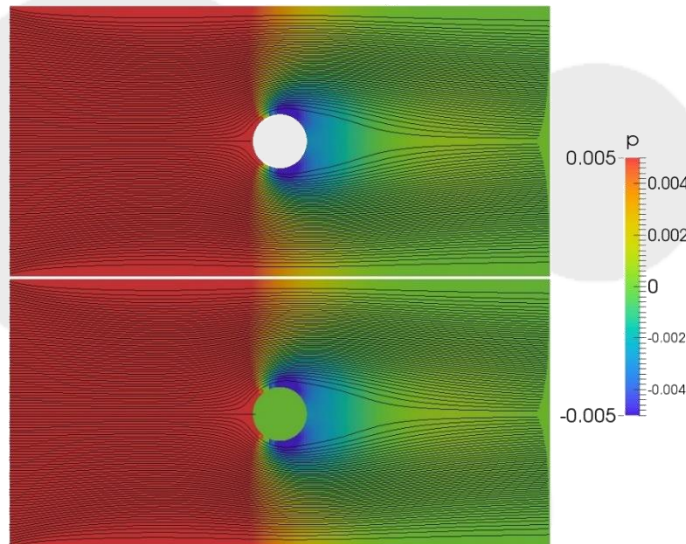
# Validation | Cylinder

- Bodyfitted vs GIB cylinder results
- Identical results (machine accuracy)



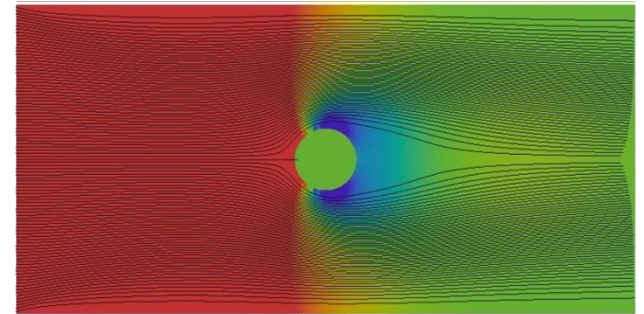
Body-Fitted

GIB



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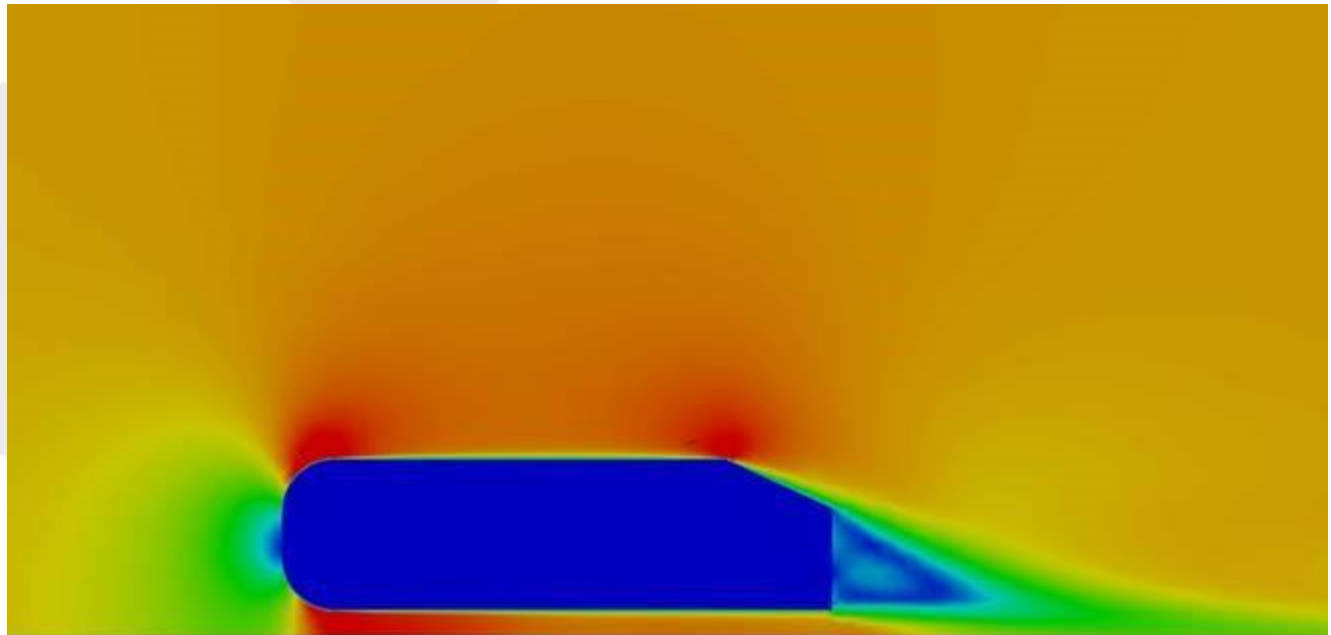
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# Applications | Ahmed | Parallelization

- Fully parallel
- Works with turbulence
- No top level change is required in the standard solvers

simpleFoam



# Topology optimization requirements

- Dynamically changeable immersed boundaries
- Clever update of the required fields
- Steady-state solver for the primal ( $dU/dt$  doesn't exist)
- The calculation of the old time values for the freshly solid/fluid cells is not needed

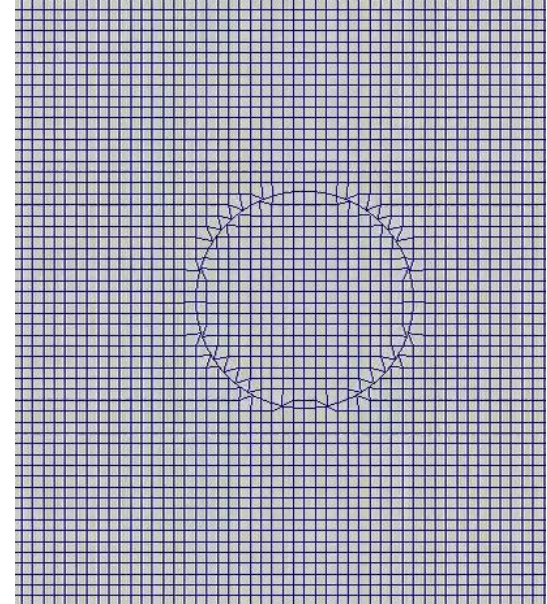
But:

- Bad initialization of these cells can slow down the convergence

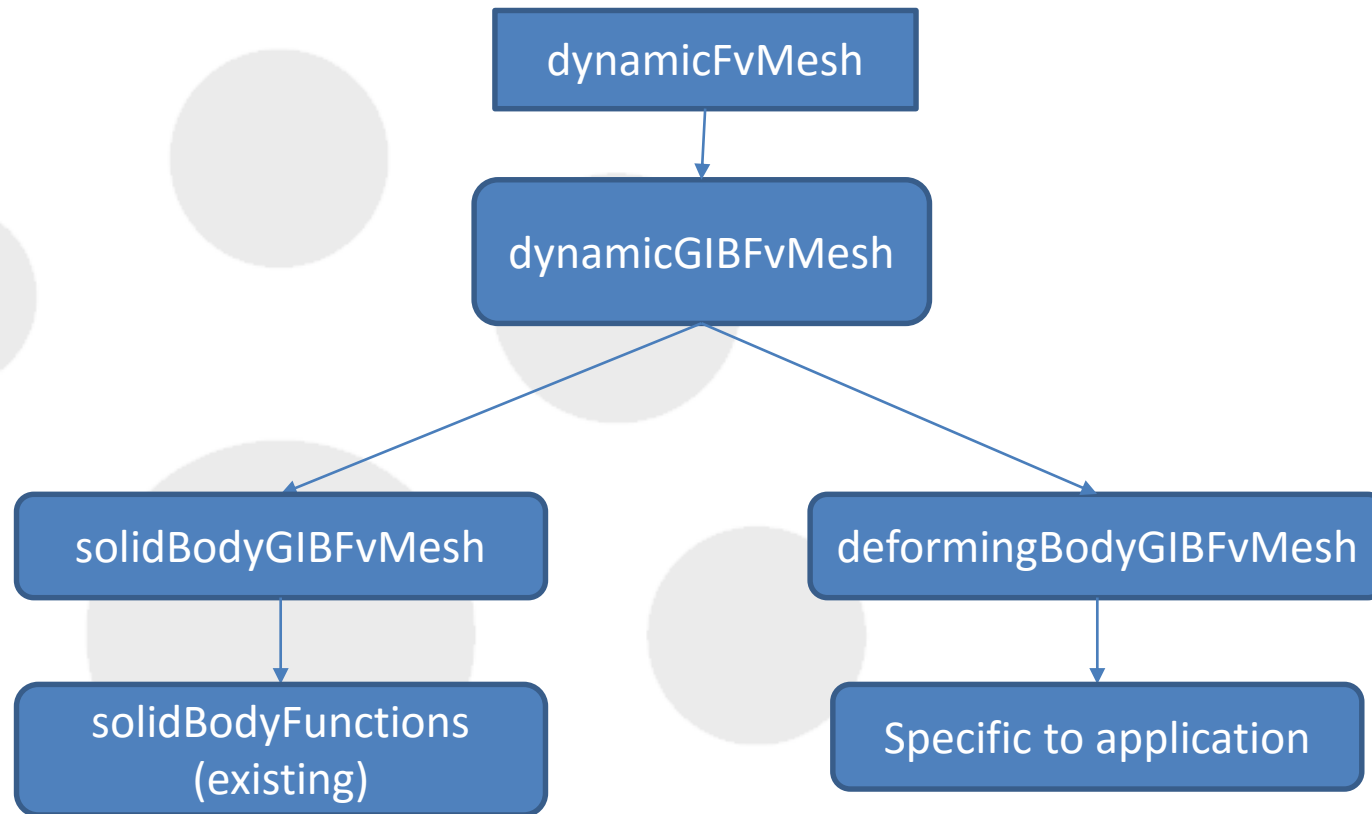
**Development of the moving immersed boundaries is needed**

# Moving GIB | Basic steps

- New location of the interface
- Perform snapping from the base mesh to the new interface
- faceZone update
- polyPatches class update
- GIB patch Fields update
- Special treatment for the freshly solid/fluid cells (pop cells)
- ALE (Arbitrary Lagrangian-Eulerian) framework

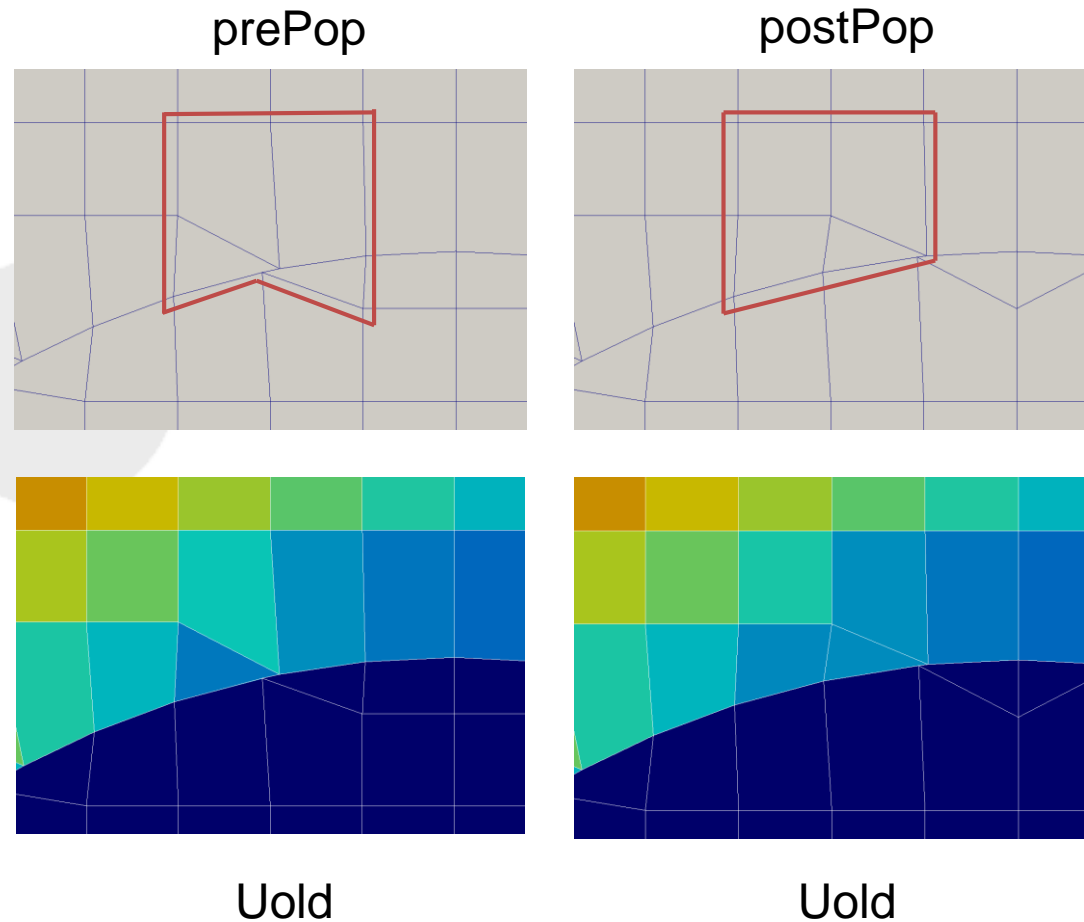


# Moving GIB | dynamic classes



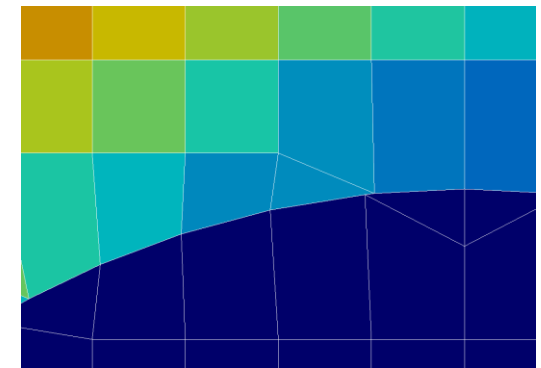
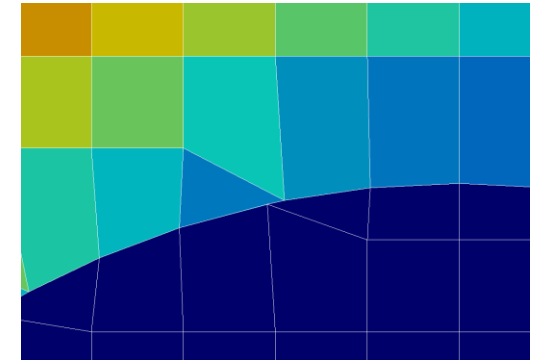
# Moving GIB | Current Pop treatment

- Calculation of the Uold ( $dU/dt$  term)
- Treatment has two steps
  - Calculate the pop mesh fluxes based on the previous and current interface location
  - Perform explicit conservative redistribution of the old field values of the pop up cell from/to the neighbour cells based on the pop mesh fluxes
- After calculating the required old time fields, the remaining mesh phi of the boundary is used in the ALE framework for the new iteration

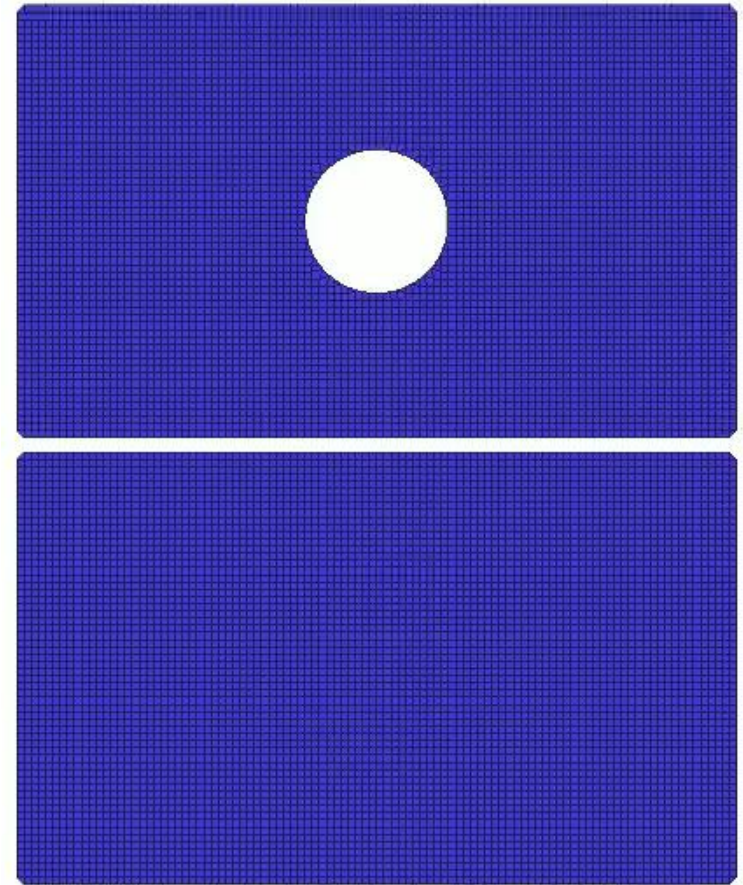
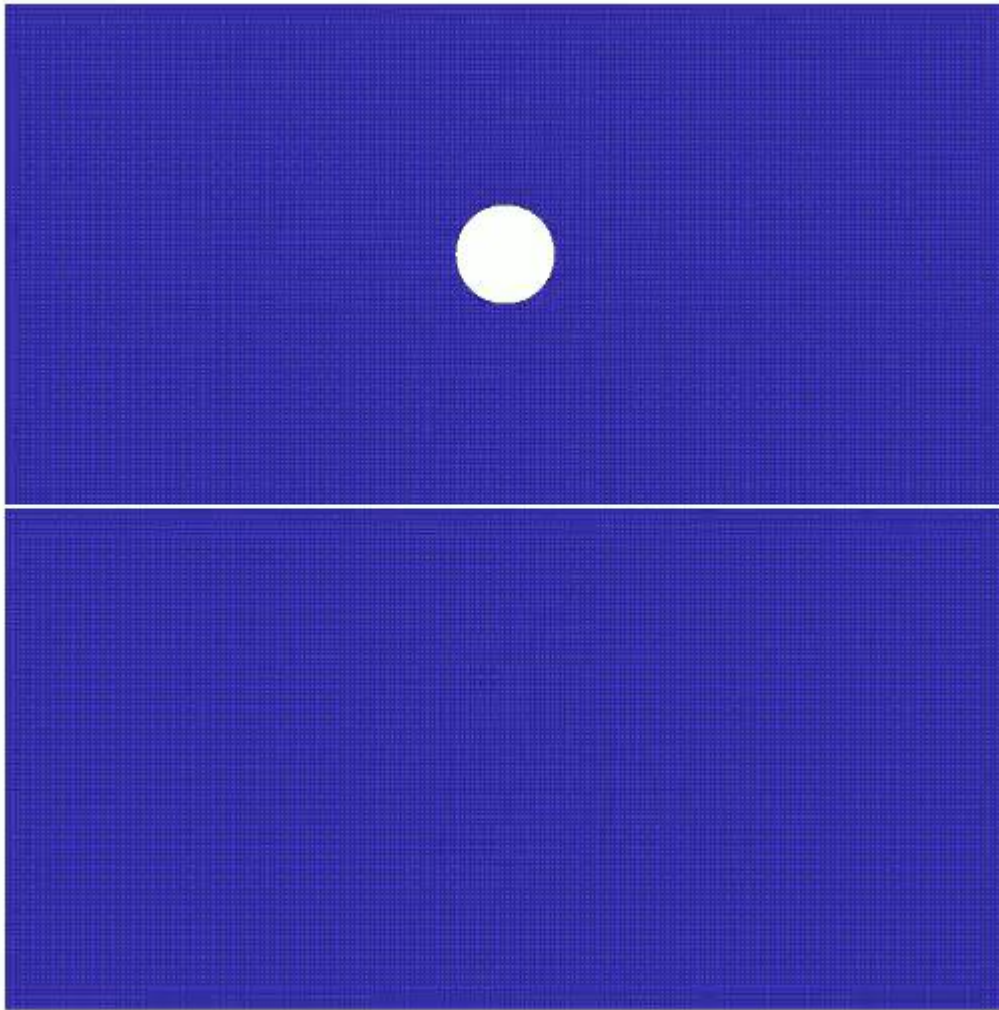


# Moving GIB | Pop treatment

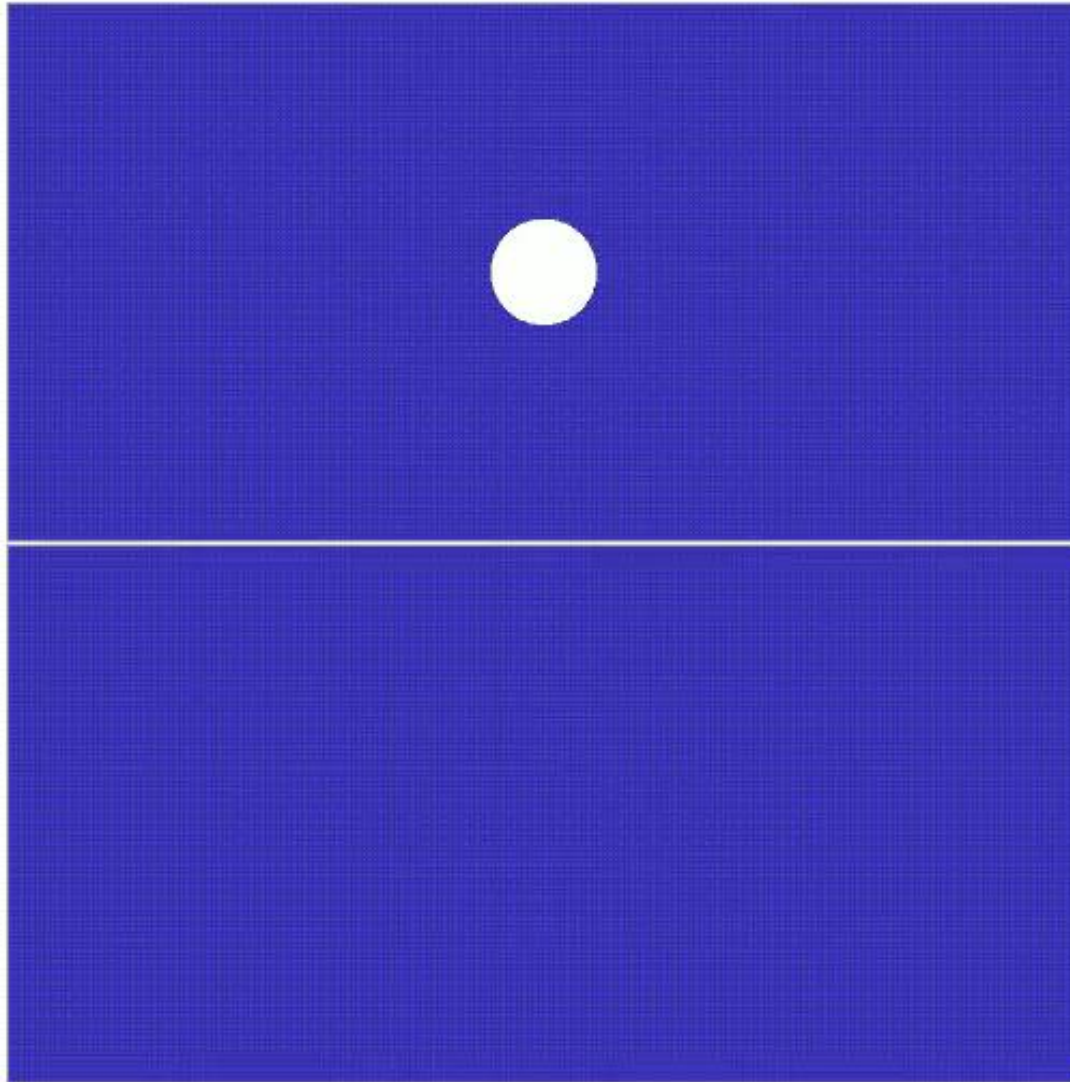
- Only conservative doesn't mean is satisfying the state equations
- Many ways to distribute the quantities by keeping the conservation constant
- If the mesh close to the interface is coarse small oscillations in the forces might appear



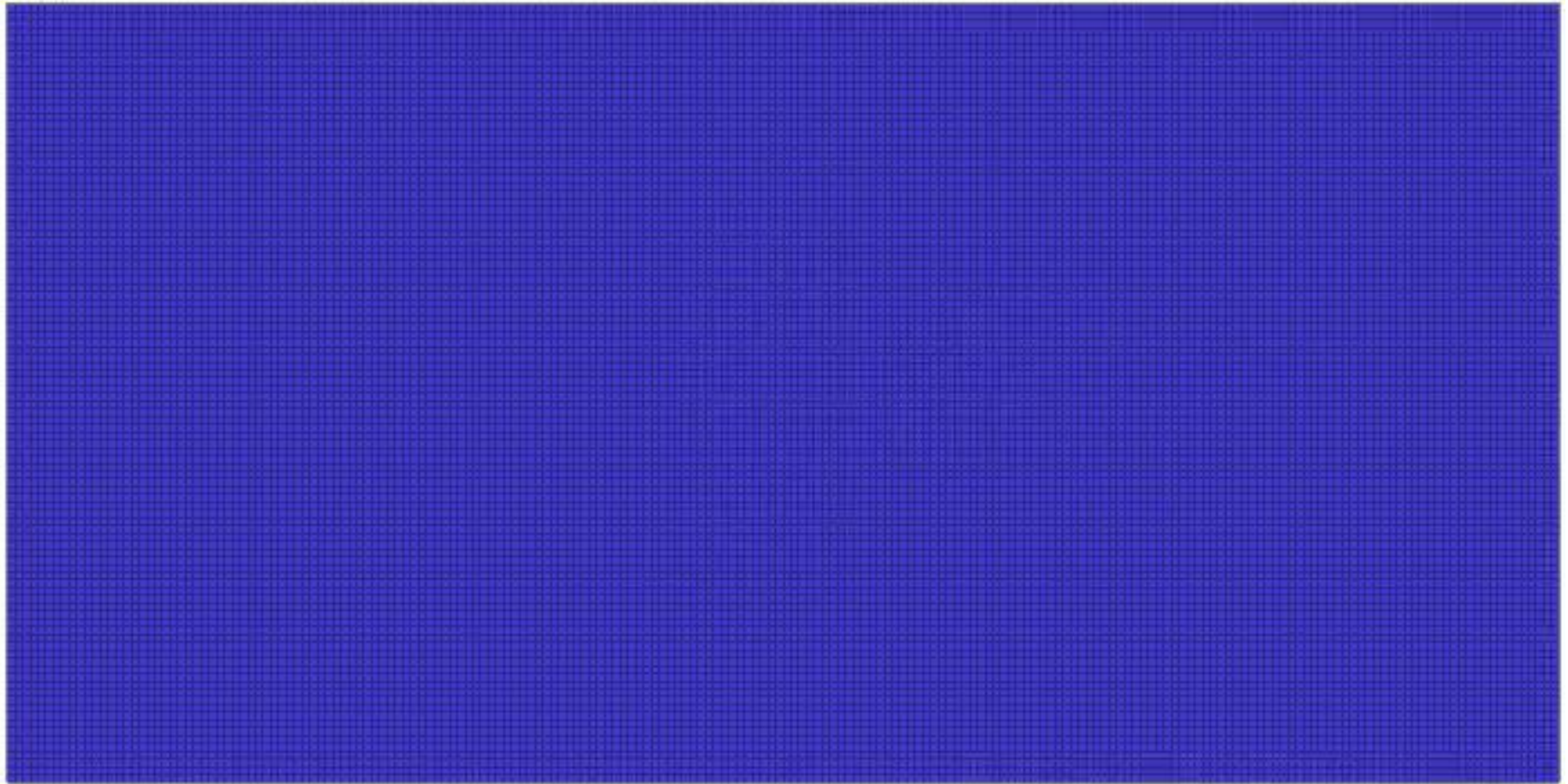
# Moving GIB | movingCylinderBenchmark



# Moving GIB | Cylinder crash test

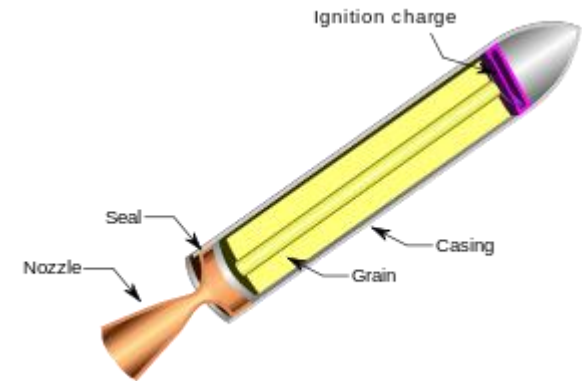


# Moving GIB | Growing cylinder



# Internal Ballistics | Rocket motor

- A simple solid rocket motor consists of a casing, nozzle, grain (propellant charge), and igniter.
- The grain behaves like a solid mass, burning and producing exhaust gases
- Unsteady compressible high speed flow
- Difficulty:
  - The grain interface is changing during the burn
  - Large deformation of the grain boundary
  - Mesh deformation tools impossible to work without breaking the mesh
- Current approach: Solve the equations for static boundaries and then morph experimentally → inaccurate
- Solution: Simulate the burning interface with GIB



# Internal Ballistics

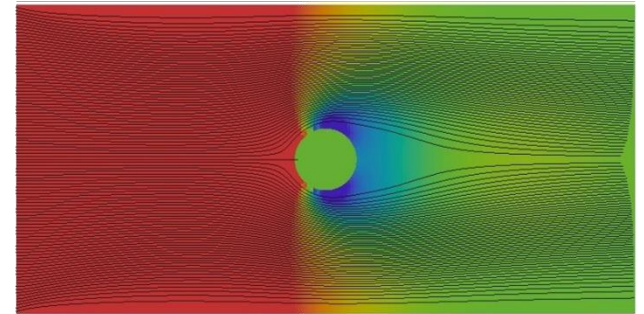
Sensitive material

# Results

Sensitive material

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# Closing comments | Next steps

- Closing comments:
  - New framework for applying boundary condition in internal group of faces is implemented
  - General implementation. Top level change is not required.
- Next steps:
  - Coupling with the adjointFoam engine
  - Revisit the full ALE approach

# Looking forward

- It can be applied in every application with a static/moving interface.
- Applications such as:
  - FSI
  - multiphase
  - Gear pumps
  - 6 DoF
- Adjoint version of them
- Challenges: Add layers to the GIB with overset grids

# Questions?

Thanks for your time!

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