

An Orthogonal Recursive Bisection (ORB) Based Time Advancement Algorithm for CFD-DEM Solvers

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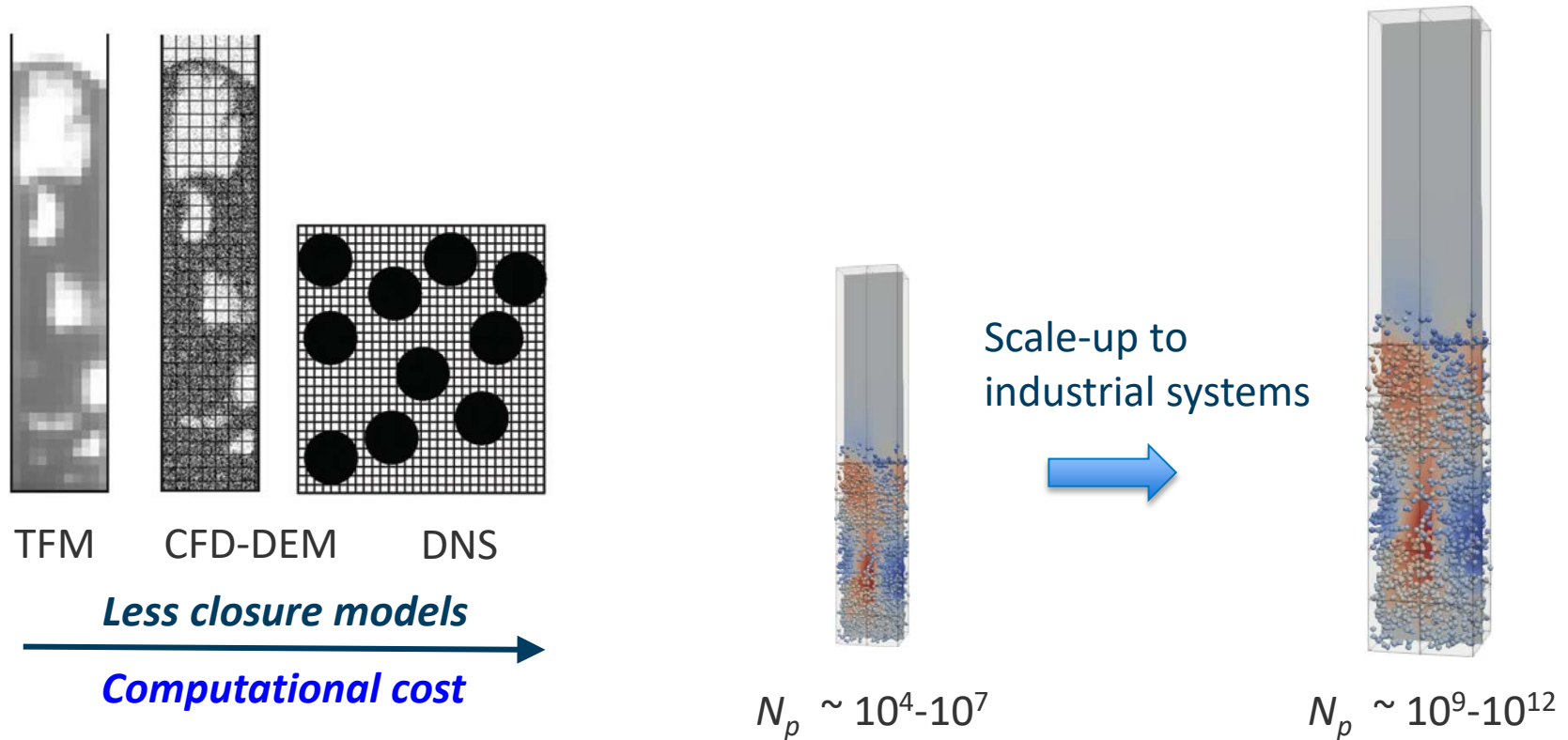
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Motivation

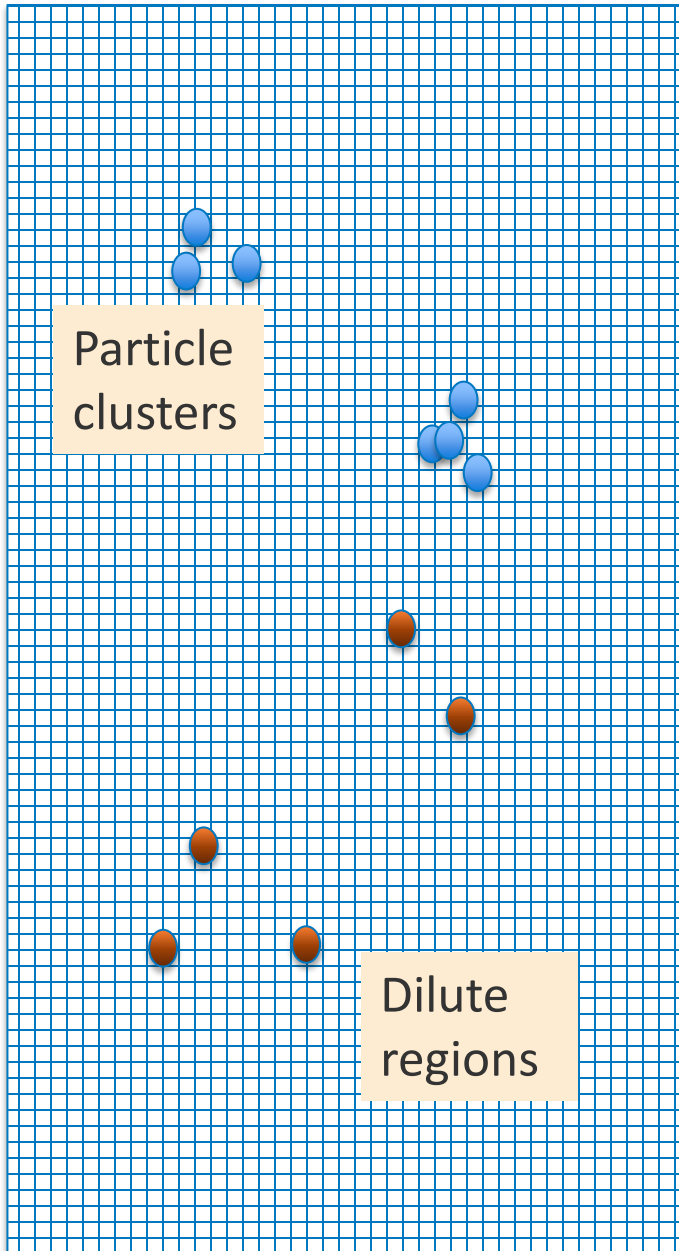


- CFD-DEM – balance between computational cost and modeling closures
- Goal: Achieve simulations of industry relevant granular flows
- Specifically, increase performance of well-established CFD-DEM solver, MFiX
- MFiX – Multiphase Flow with Interface Exchanges
 - Developed at National Energy Technology Laboratory
 - MFiX-Exa – being developed as part of DOE Exascale Computing Project

Current approaches for particle advance

- 2nd order explicit-Verlet scheme
 - $\vec{v}_i^{n+1/2} = \vec{v}_i^{n-1/2} + \Delta t \frac{\vec{F}_i^n}{m_i}$
 - $\vec{x}_i^{n+1} = \vec{x}_i^n + \Delta t \vec{v}_i^{n+1/2}$
- Constant time step size for all particles
 - Collisional time scale determined by solid phase properties
- Challenge with constant time step
 - Fluid residence time scales with system dimensions
 - Particle time scale is intrinsic to phase properties
- For large-scale systems computational cost increases
 - More number of particles
 - More number of time steps

Adaptive time stepping - idea



- Particle clustering is common in industrial systems
- Reduce overall computational cost with localized time stepping method
- Adaptive time stepping approach
 - Identify particle clusters
 - Advance particle subsets with local timescale
 - Lower costs for dilute regions
 - Identify dilute/clustered regions?
 - synchronization in a global fluid time step?
 - Collision misses?

Mathematical model and numerical methods

Computational model

Continuous phase equations solved by SIMPLE/projection schemes

$$\frac{\partial(\epsilon_g \rho_g)}{\partial t} + \nabla \cdot (\epsilon_g \rho_g \mathbf{v}_g) = 0$$

Interaction term
↓

$$\frac{\partial(\epsilon_g \rho_g \mathbf{v}_g)}{\partial t} + \nabla \cdot (\epsilon_g \rho_g \mathbf{v}_g \mathbf{v}_g) = \nabla \cdot \bar{\bar{S}} + \epsilon_g \rho_g \mathbf{g} + I_{gs}$$

Discrete phase equations solved using 2nd order velocity-verlet scheme

$$\frac{d\mathbf{X}_i}{dt} = \mathbf{V}_i$$

Collisional term
↓

$$m_i \frac{d\mathbf{V}_i}{dt} = \mathbf{F}_T = m_i \mathbf{g} + \mathbf{F}_d + \mathbf{F}_c$$

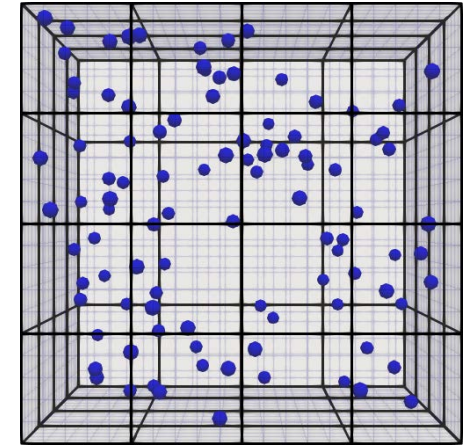
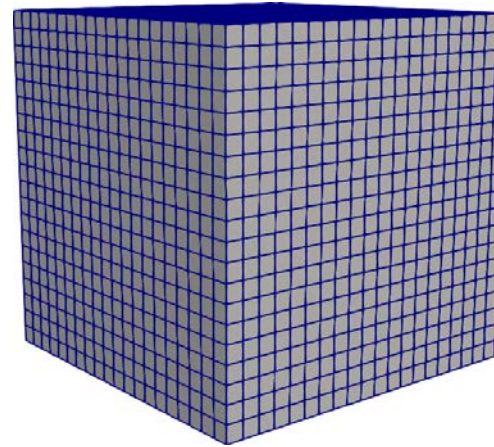
Viscous and pressure drag

- Continuous to discrete coupling through void fraction and momentum interaction term
- Discrete to continuous coupling through viscous and pressure drag

Code base – MFIX-Exa

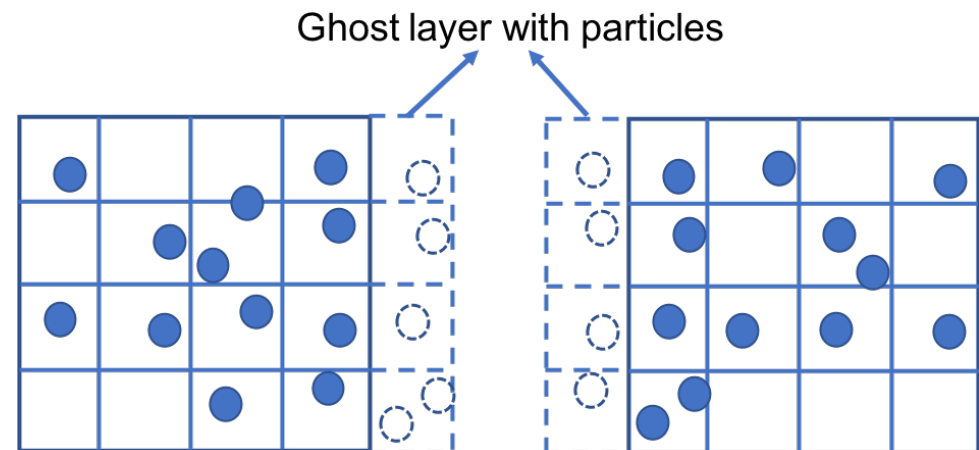
- Slimmed down version of multiphase code – MFIX

- developed at LBNL, NETL, NREL and CU, Boulder
- Test bed for performance optimizations
- uses adaptive-mesh refinement library, AMReX

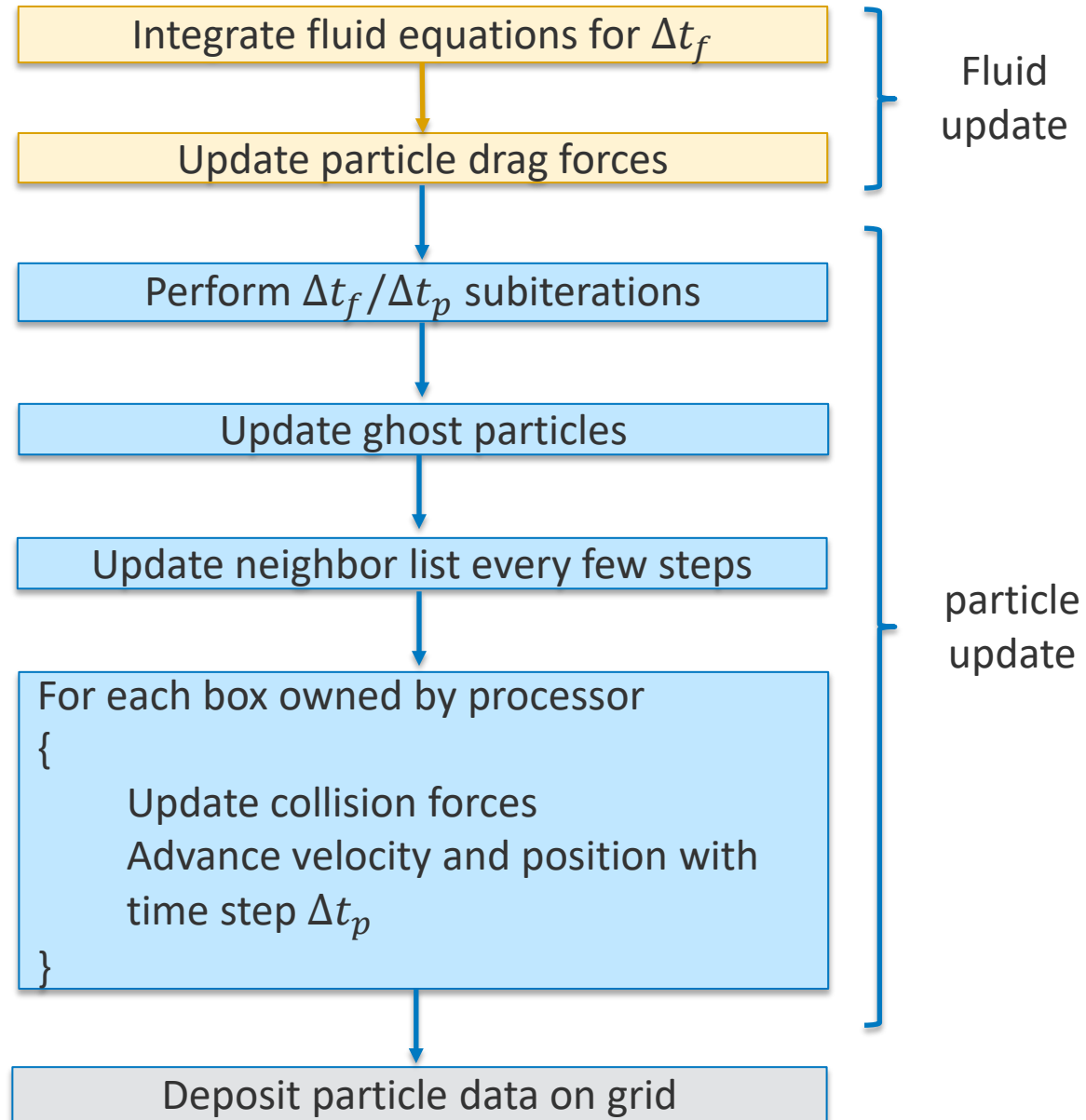


- Decomposition of domain into boxes

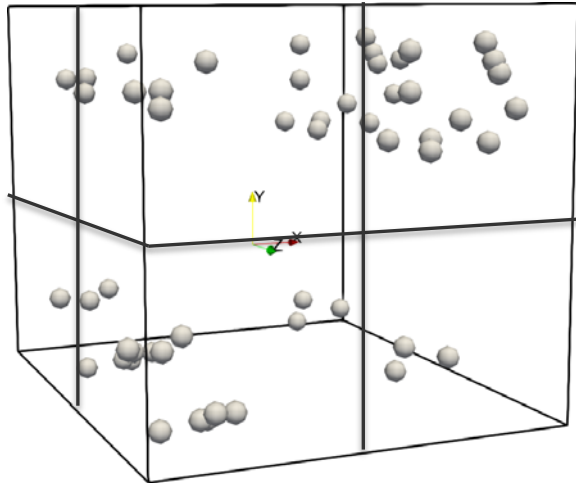
- Boxes distributed among processors
- load balancing
 - Space filling curve
 - knapsack



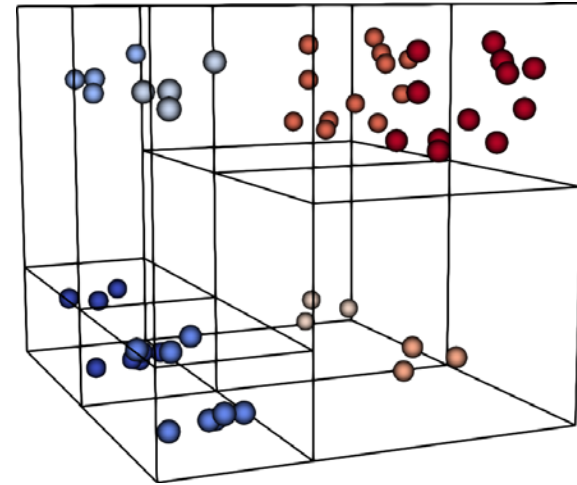
Tasks in a coupled time step



Orthogonal Recursive Bisection (ORB) method



Classic explicit scheme

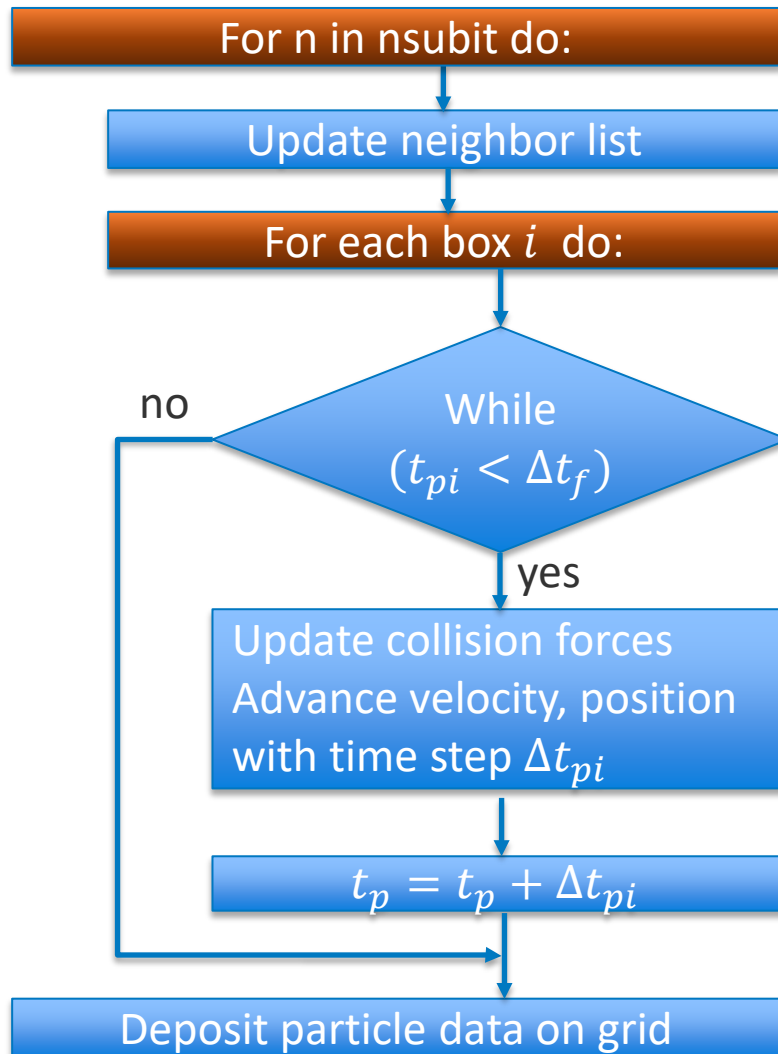


Explicit ORB scheme

- Find global minimum time step, dt_{\min}
- $N_{\text{subit}} = dt/dt_{\min}$
- Update neighbor data
- Perform N_{subit} sub iterations
 - Loop over each box
 - Compute forces
 - Advance using explicit scheme

- Build the ORB tree
- Update neighbor data
- Loop over each box
 - Find minimum time step, dt_{\min}
 - $N_{\text{subit}} = dt/dt_{\min}$ (can be 1!!)
 - Perform N_{subit} sub iterations
 - Compute forces
 - Advance using explicit scheme

Reduce neighbor exchange errors – strategy 1



- Advance in smaller timestep chunks
 - Particle update to fluid time level happens in a few iterations of smaller time steps
- This will increase number of neighbor updates
- More number of updates will increase accuracy
- Algorithm tends to constant global timestep method for large number of sub-iterations

Reduce neighbor exchange errors – strategy 2

Δt_{ps} = user defined sub time step

While ($t_{pi} < \Delta t_f$)

First pass

- Redistribute, Update neighbor list
- Do adaptive time stepping for time Δt_{ps}
- Store particle position and velocity

second pass

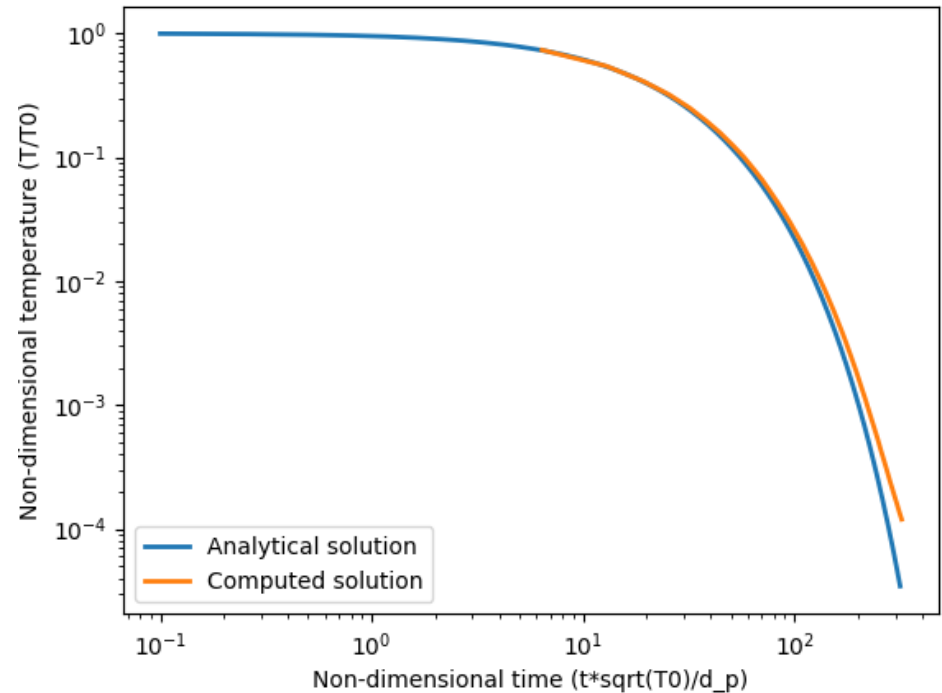
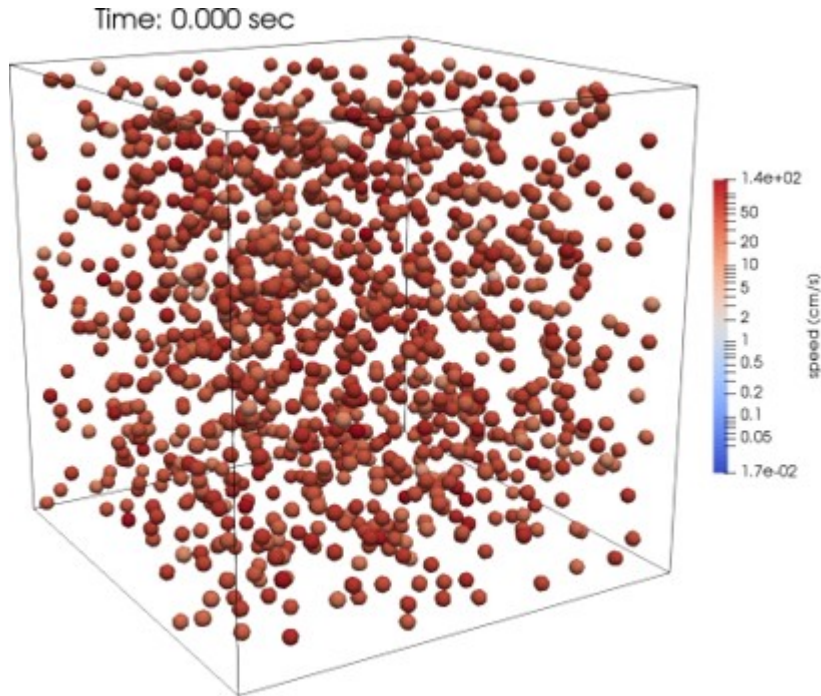
- Repeat 2 times
 - Redistribute, Update neighbor list
 - Do adaptive time stepping for time $\Delta t_{ps}/2$

- Compute error between first and second pass
- $t_{pi} = t_{pi} + \Delta t_{ps}$
- If error is large $\Delta t_{ps} = \Delta t_{ps}/2$

- Two-pass error correction method
 - Adaptively change particle update time step based on an error metric
- Advantages
 - Detect time stepping failure
 - Reduces neighbor update MPI communication events
 - Temporal locality in Cache
 - Repeated usage of memory
- Disadvantage
 - More floating point operations

Results

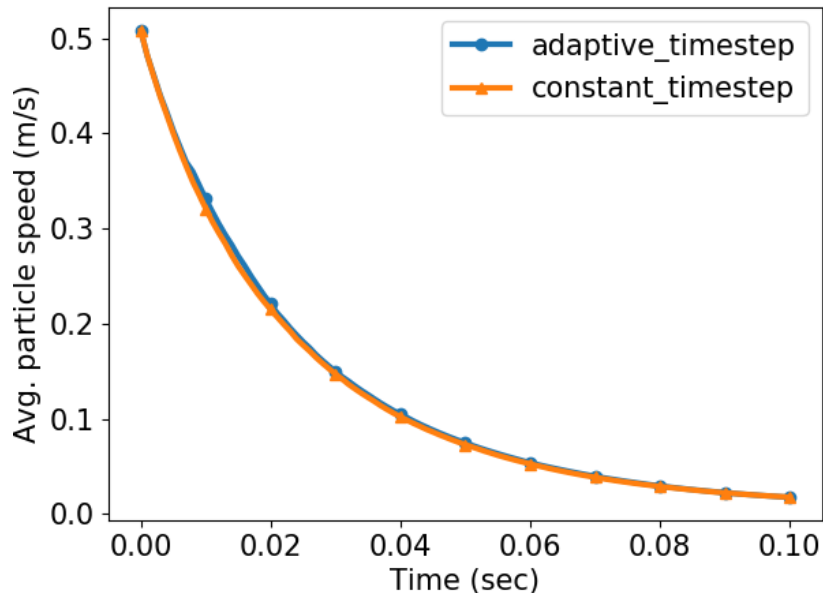
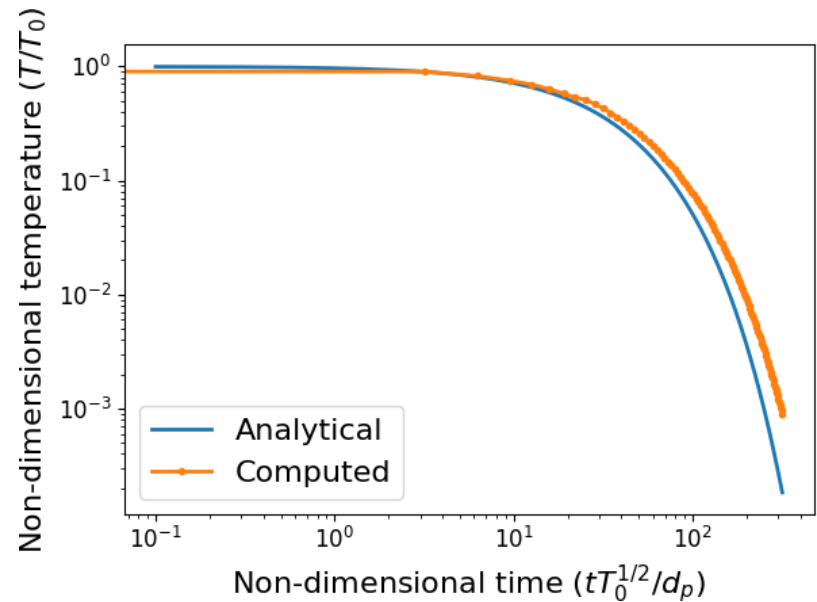
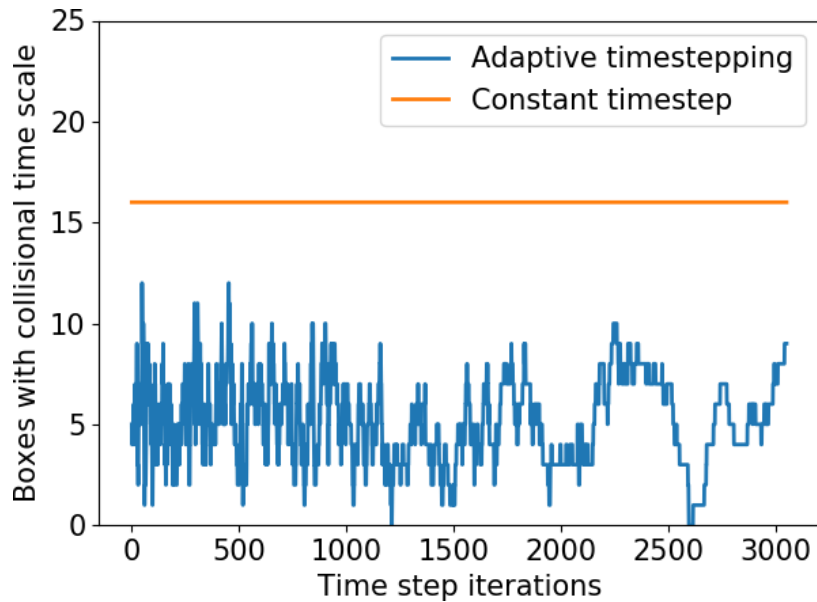
Test case 1 – Homogenous cooling system (HCS)



- Decay of total particle energy with time
 - Viscous and collisional losses
- Initial conditions – random velocity and position distribution
- Analytic solution – Haff's law¹ predicts decay of non-dimensional temperature

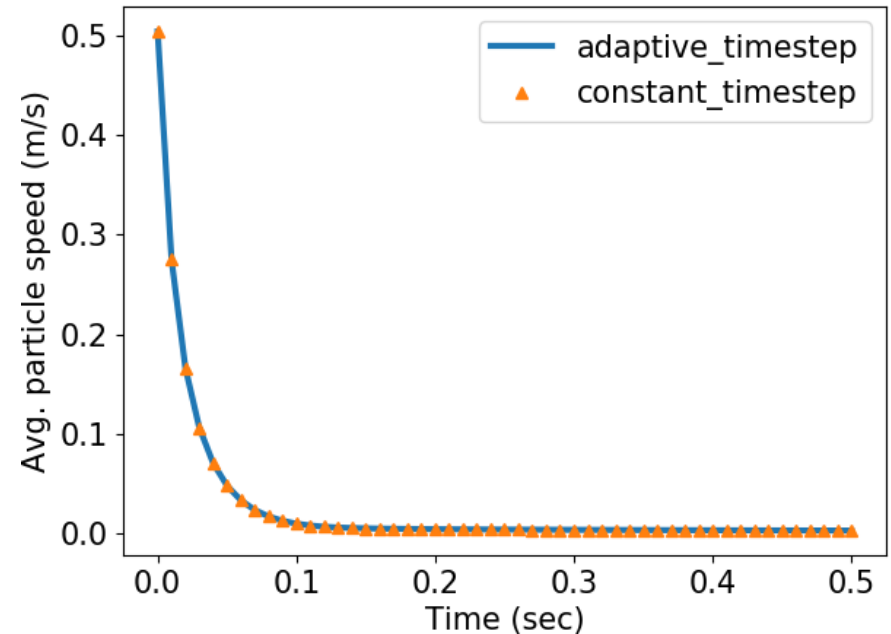
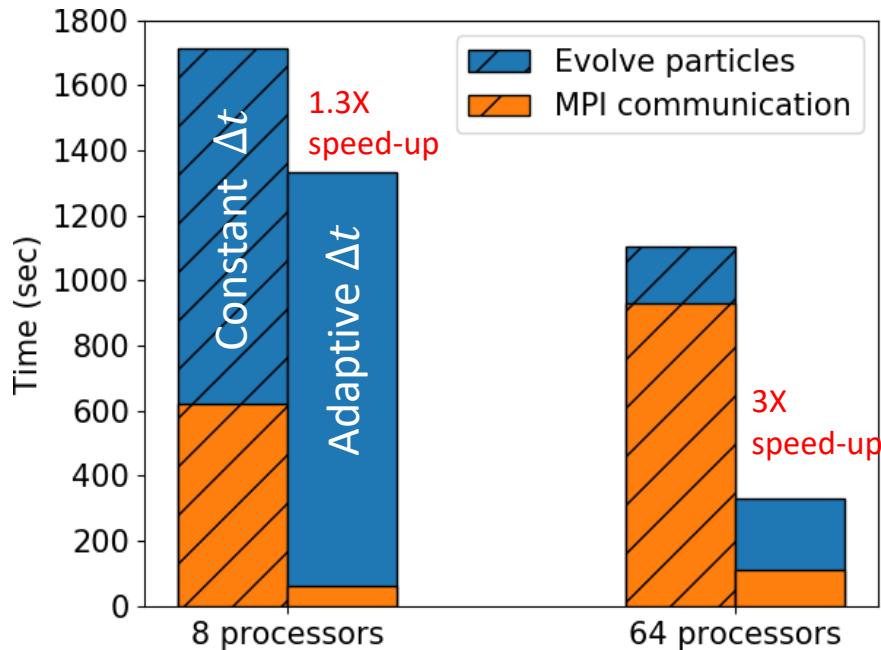
¹Haff, P., "Grain flow as a fluid-mechanical phenomenon," Journal of Fluid Mechanics, Vol. 134, 1983, pp. 401–430.

Test case 1 – Homogenous cooling system (HCS)



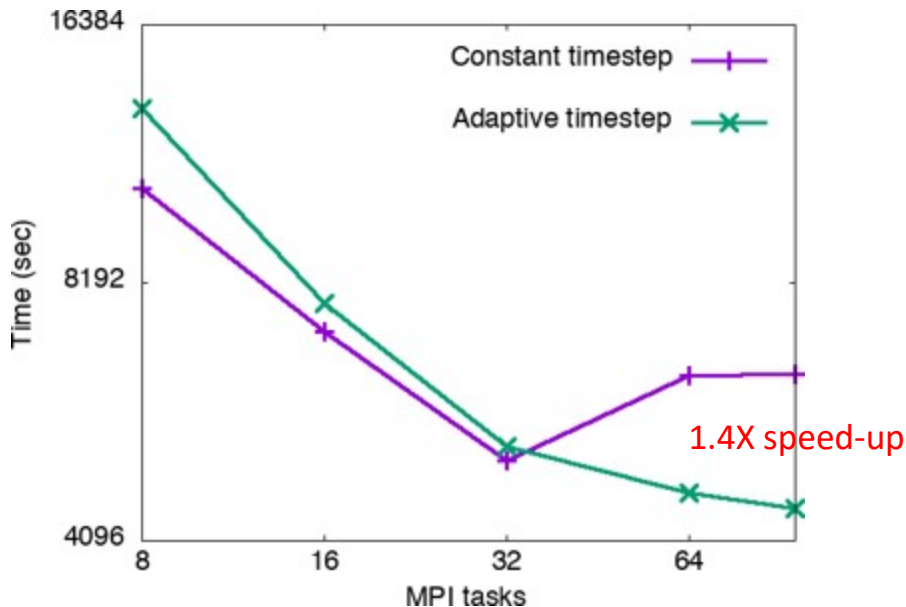
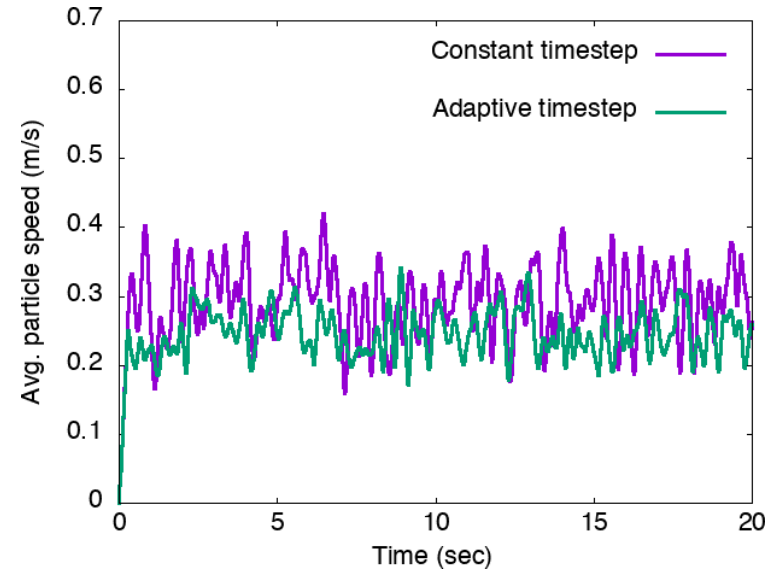
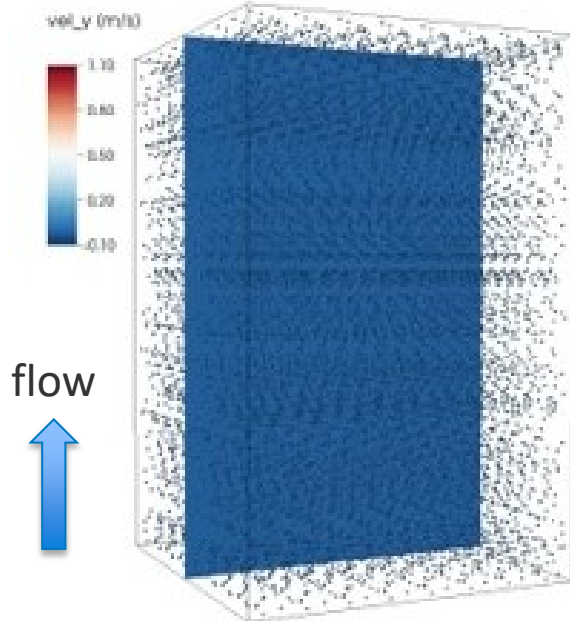
- 300 particles, 16 ORB leaves, 8000 cells
- Single processor run
- Initial guess for adaptive timestep = $10 \mu s$
- Collisional time step = $0.3 \mu s$
- **Speed-up of 1.6x** obtained with adaptive time stepping

Test case 1 – Homogenous cooling system (HCS)



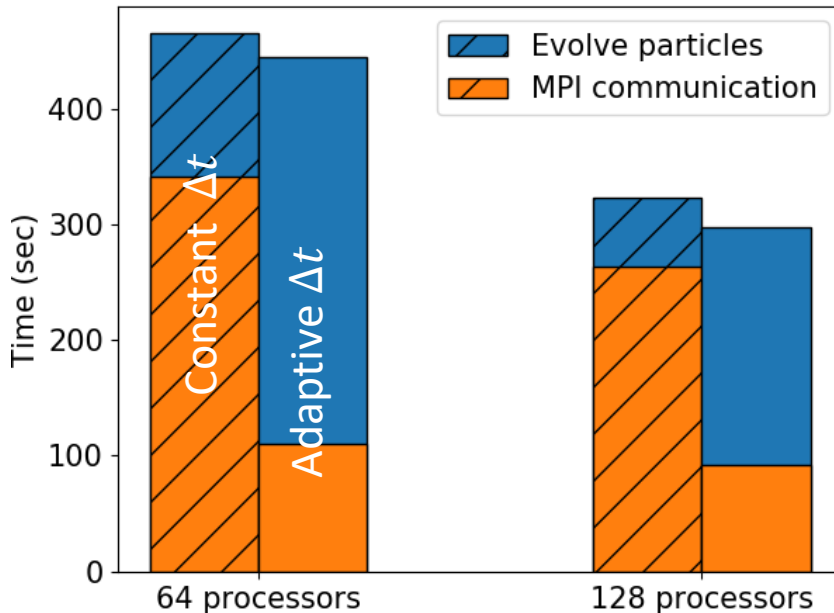
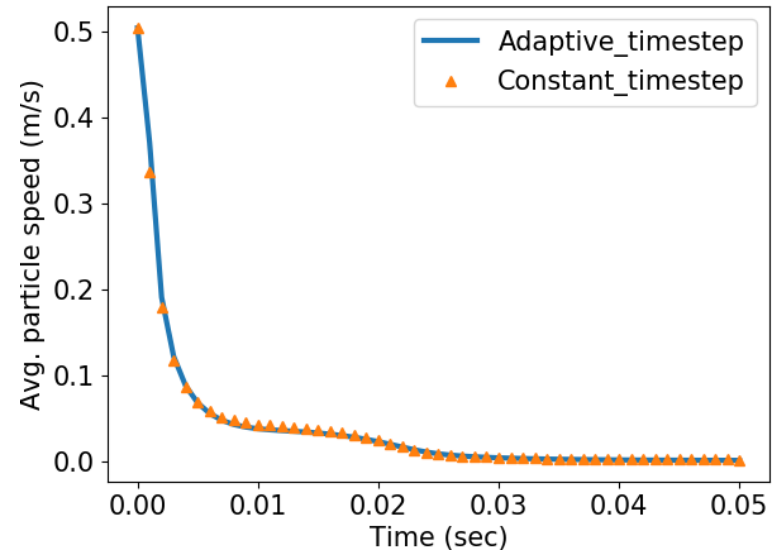
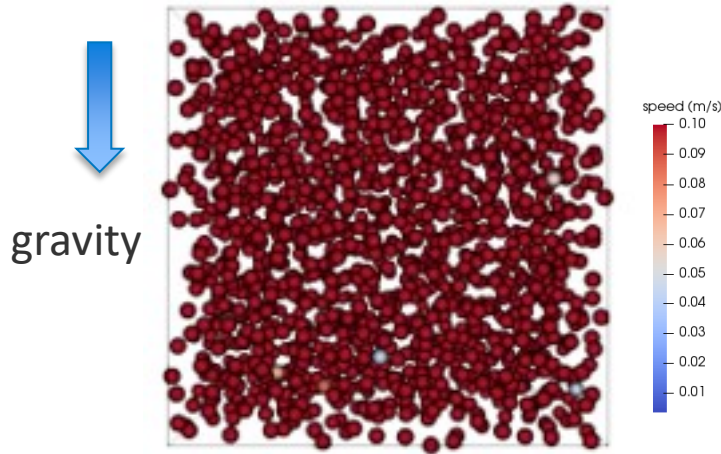
- Multi-processor HCS run with 40,000 particles with 128 ORB leaves
- Improvements are more pronounced at larger processor counts
 - Less MPI communications with respect to neighbor communication
 - **~ 3X improvement** seen with 64 processors
- Retrieves identical solution with respect to constant timestep case

Test case 2 – Riser flow



- Case set up
 - Lateral wall boundaries
 - Constant y pressure gradient
 - 51200 cells, 14000 particles
- Better strong scaling observed with adaptive timestep
 - Less MPI communications
- Average speed solutions are very similar

Test case 3 – Settling due to gravity



- Case set up
 - Top/bottom walls
 - Gravity along -y direction
 - 64000 cells, 100,000 particles
- Lower MPI overhead for adaptive timestepping
- Less performance improvement due to execution overhead
- Average particle speed solutions match

Conclusions and future work

- Conclusions
 - Developed an adaptive time stepping algorithm
 - Using Orthogonal recursive bisection
 - Local time steps for subsets of particles at the ORB leaves
 - Two-pass error correction method to reduce collision misses
 - Performance improvement
 - Significant performance improvement for parallel cases
 - Reduces MPI communication overheads
- Future work
 - Other decomposition methods
 - K-means clustering
 - Currently studied 3 canonical DEM cases
 - Application to realistic systems
 - What is the correct error tolerance for different DEM systems?

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