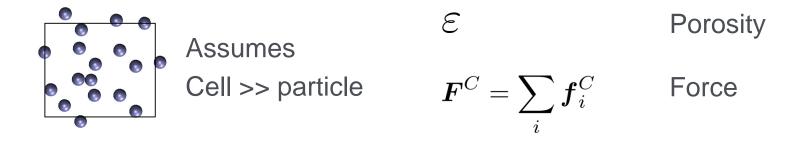
## Coupling The Discrete Element Method to Computational Fluid Dynamics

By Edward Smith and Catherine O'Sullivan

#### **Anderson and Jackson (1967)**



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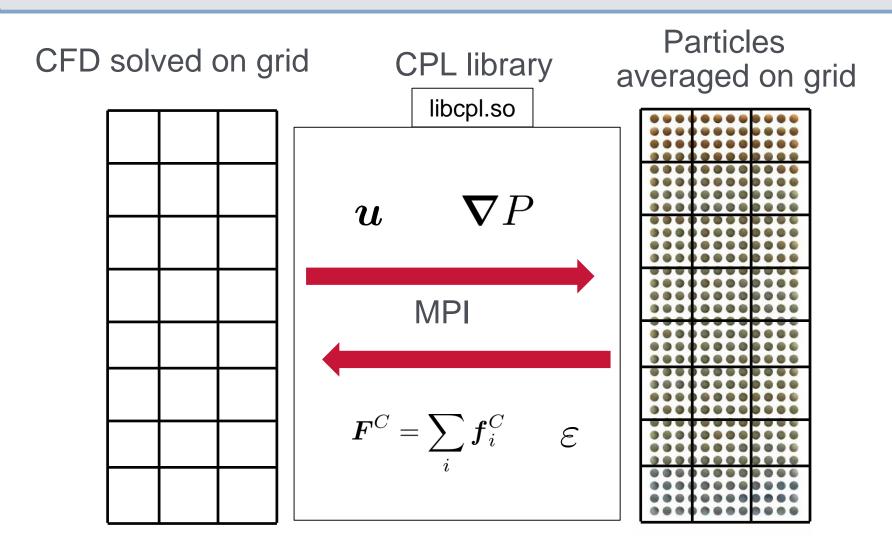
A Porous form of the Navier-Stokes Equations

$$\frac{\partial \rho \boldsymbol{\varepsilon} \boldsymbol{u}}{\partial t} + \boldsymbol{\nabla} \cdot (\rho \boldsymbol{\varepsilon} \boldsymbol{u}) = -\boldsymbol{\varepsilon} \boldsymbol{\nabla} P + \boldsymbol{\nabla} \cdot (\boldsymbol{\varepsilon} \boldsymbol{\tau}) + \boldsymbol{\varepsilon} \rho g - \boldsymbol{F}^{C}$$

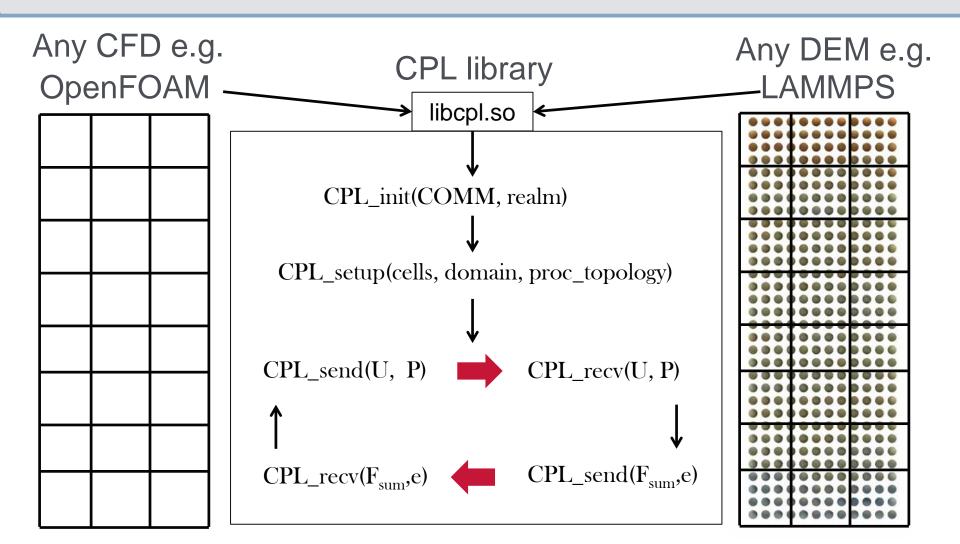
 Force on particles: Added mass, Lubrication, Buoyancy, Drag forces (with empirical correlations), etc

$$m_i \ddot{m{r}}_i = \sum_{i,j} m{f}_{ij} + m{f}_i^C$$

#### A Tale of Two Grids



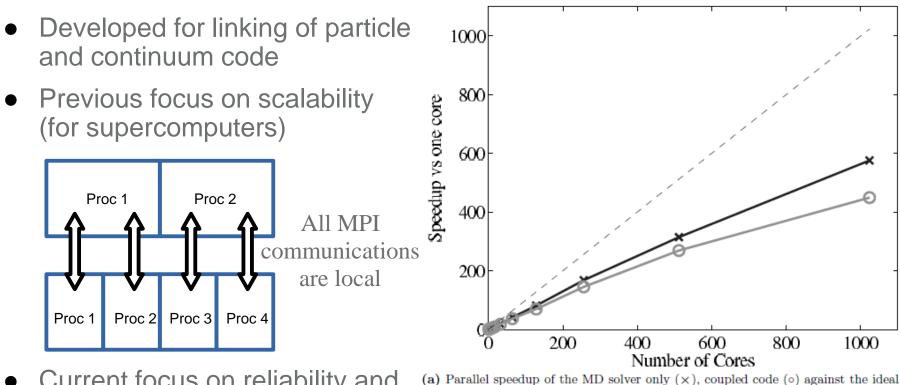
#### A Tale of Two Grids



*Two codes sharing a communicator* 

mpiexec -n 4 ./cfd.exe : -n 48 ./dem.exe

#### **CPL library**



speedup (--)

- Current focus on reliability and ease of use
- Maintains separate scope of each code by linking shared library

Weak scaling	
- Particle only	Х
- Particle Coupled	0

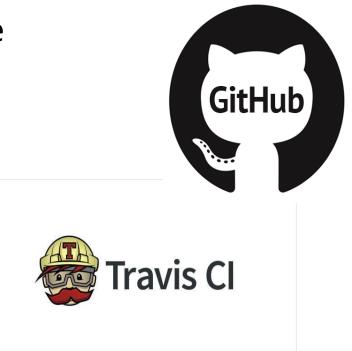
### **Software Best Practice and Validation**

### •Testing the basic units of code

```
TEST_F(CPL_Force_Test, test_CPL_array_size) {
    int nd = 9;
    int icell = 3;
    int jcell = 3;
    int kcell = 3;
    CPL::ndArray<double> buf;
    int shape[4] = {nd, icell, jcell, kcell};
    buf.resize (4, shape);
```

# //Test sizes and shapes ASSERT\_EQ(buf.size(), nd\*icell\*jcell\*kcell); ASSERT\_EQ(buf.shape(0), nd); ASSERT\_EQ(buf.shape(1), icell); ASSERT\_EQ(buf.shape(2), jcell);

ASSERT\_EQ(buf.shape(3), kcell);

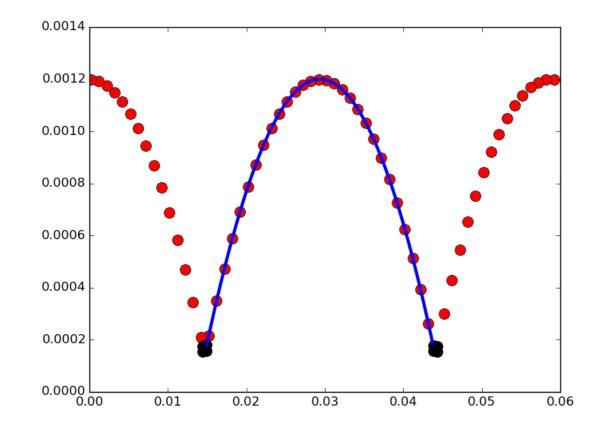




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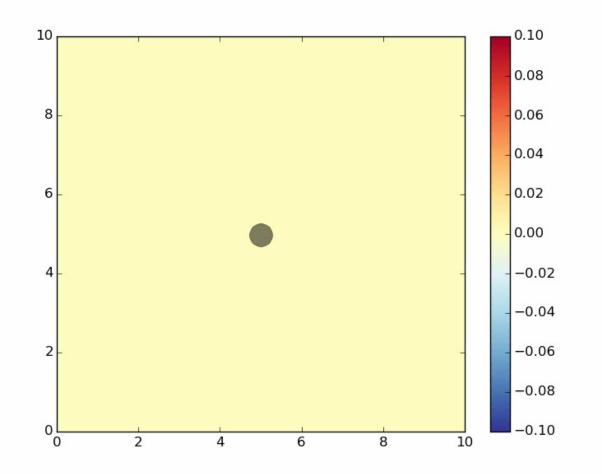
#### Validation (LAMMPS)

• Particle bouncing on a wall



### Validation (OpenFOAM)

• Particle moving through a fluid



#### **Summary**

- We are coupling two separate codes to run together
  - Computational Fluid Dynamics
  - Discrete Element Method
- Build codes separately and exchange all information as average fields through shared library (CPL library)
- This is good because it:
  - Allows separate testing of both codes
  - Maintains scope of both codes
  - Promotes optimal scaling