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Re-meshing strategies in CFD simulations of moving meshes

MANUELA PROFIR
manuela@crs4.it

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Computing & Research in Sardinia



Morphing in Computer Graphics

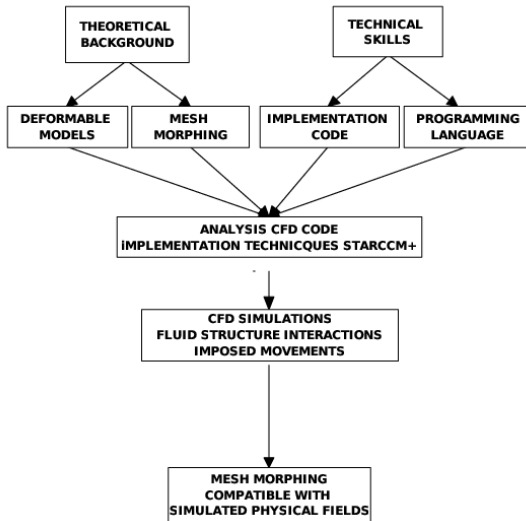
- gradually changes a source shape into a target shape
- medical imaging, scientific visualization, special effects in movies

- Volume mesh = mathematical description of the geometry: vertices, faces, cells
- Surface deformations in moving fluids/solids simulations: warped, self-intersected faces lead to negative volume cells

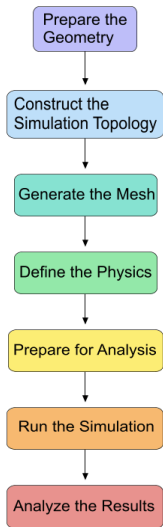
Research's objectives

- control mesh deformations
- develop re-meshing strategies
- use Java programming for automation

Research work-flow



Tools and Novel Concepts



- Numerical algorithms: Cell-based discretization (arbitrary polyhedra), AMG solver, Convergence
- Physical models: Motions (Rigid, Morphing, Solid displacement), Turbulence, Solid Stress
- Flexible mesh manipulation
- Multi-physics, continuum-based modelling
- Separation of physics, geometry and mesh
- Generalized interfaces
- 3D-CAD modeller - design parameters
- Client-Server Architecture - Java Scripting

Mesh Morphing procedure in Star-ccm+

- **Morphing Motion** model (deforming mesh) → **Mesh Morpher**
- Morpher collects control points and specified displacements from **boundaries** → morpher boundary conditions:
 - **Displacement, Grid Velocity, Solid Stress, Floating.**
- Control points x_i and displacements $d(x_i)$ are used to generate an interpolation field:

$$d(x_i) = \sum_{j=1}^n \lambda_j \sqrt{\|x_i - x_j\|^2 + c_j^2} + \alpha, \quad \sum_{j=1}^n \lambda_j = 0 \quad \Rightarrow \lambda_j, \alpha$$

- The interpolation field applies to **all** the mesh vertices:

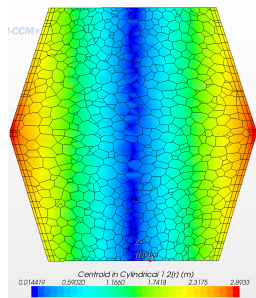
$$d(x) = \sum_{j=1}^n \lambda_j \sqrt{\|x - x_j\|^2 + c_j^2} + \alpha$$

- Final adjustments to mesh vertices on or near boundaries

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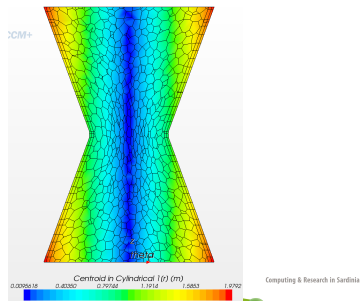
Displacement



$$\delta_r = \begin{cases} 0.00625x_z, & x_z < 3 \\ 0.00625(6 - x_z), & x_z \geq 3 \end{cases}$$

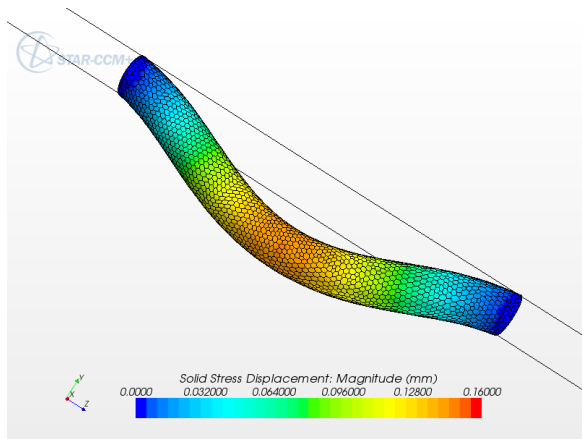
Grid Velocity

$$v_r = \begin{cases} -0.003x_z, & x_z < 3 \\ -0.003(6 - x_z), & x_z \geq 3 \end{cases}$$

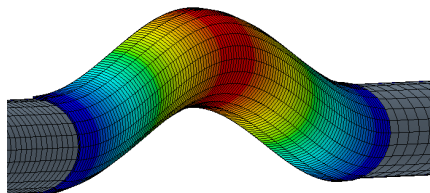


Pipe deformation/oscillation

- **Morphing:** fluid mesh deforms under external load
- **Solid displacement:** body load applied to the solid pipe



Morpher Boundary Conditions: Solid Stress in FSI



Imposed solid displacement

$$\delta(t) = [0.0, ((0 < z < l) ? (2 \sin t \sin^2(\frac{z}{l} \pi)) : 0), 0.0]$$

Pipe/water system	Cells	Solid stress	Imposed
Structured-trimmed	30 K	$\delta y = 0.2mm$	$\delta y = 1cm$
Unstructured-poly	15 K	$\delta y = 0.15mm$	$\delta y = 0.5cm$

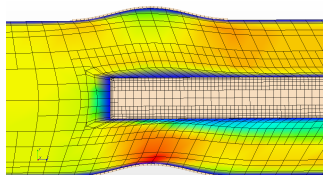
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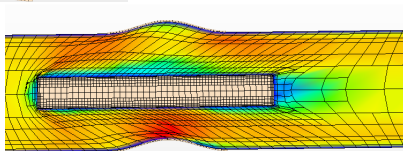
Morphing and rigid motions

- "Piston" subject to a periodical translation motion
- Behaviour of surrounding fluid mesh when the piston is moving?
- Keep under control the expected deformations of the fluid mesh!

$$\delta y = 0.01 \sin t \sin^2\left(\frac{z}{l}\pi\right), \quad 0 \leq z \leq l$$



$$v_z(t) = A\omega \sin(\omega t)$$

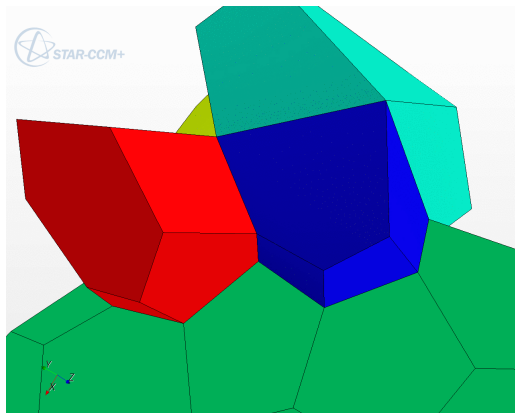


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Bad mesh deformations - Negative volume cells

- Large motions determine cells degeneracy! Re-mesh needed!

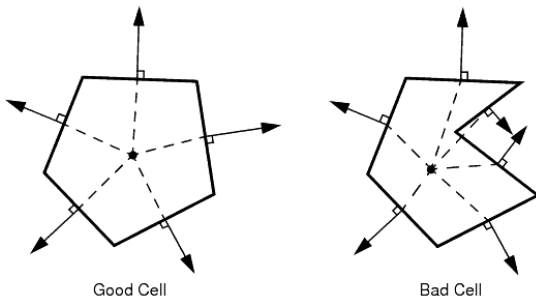


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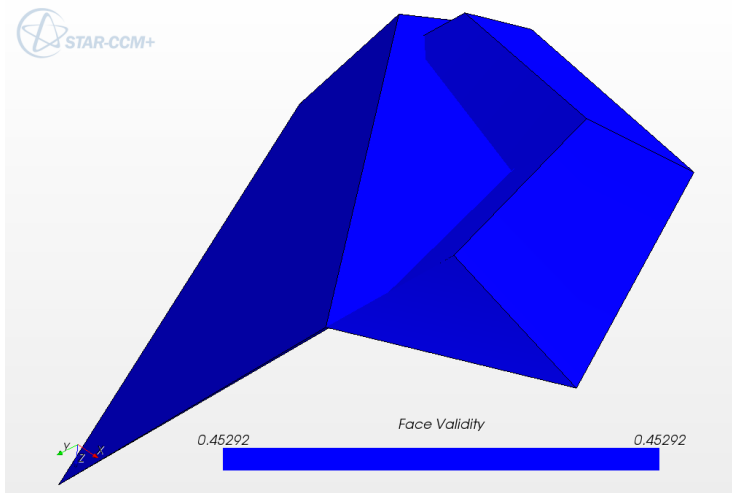


Mesh quality metrics: Face Validity

- Face normals must point away from cell centroid.
- Perfect cells: $FV = 1$. Minimum acceptable value: $FV = 0.51$.
- Face Validity metric description (reprinted from User Guide [2]):

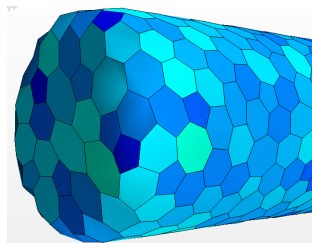
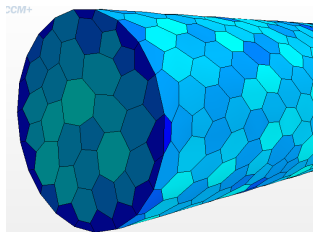


Negative volume cell with low face validity

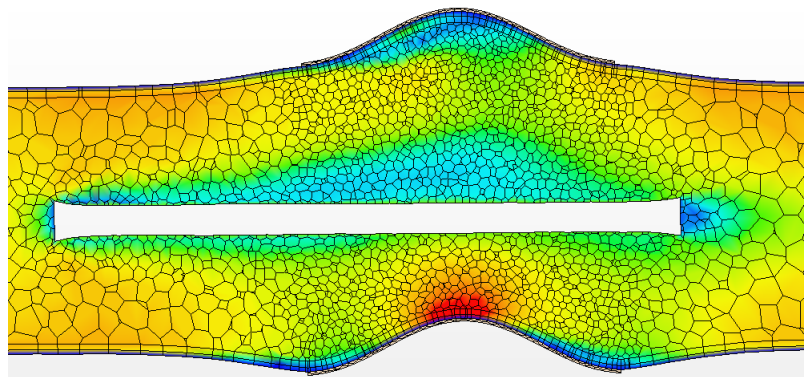


Re-meshing strategy: surface mesh extraction

- Problems arising: Non-planar faces loose feature curves!
- Geometry is not preserved!



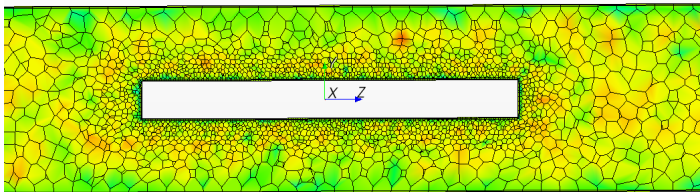
Re-meshing strategy: surface mesh extraction



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Re-meshing strategy: update CAD geometry



Cell Quality

0.0000 0.2000 0.4000 0.6000 0.8000 1.0000



Solution Time 0.1 (s)

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Re-meshing strategy: CAD geometry update

● Automation of re-meshing with external loops in a Java macro:

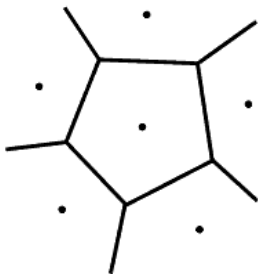
1. Run the simulation for one time step.
2. Control the condition about the mesh quality criterion.
3. If the criterion is satisfied, take one time step forward; otherwise:
4. Regenerate the volume mesh, including:
 - I. prepare a report measuring the exact performed displacement;
 - II. in the CAD construction, apply a translation to the piston body and expose as design parameter the translation vector;
 - III. the macro reads the displacement's value and assigns it to the translation vector, updating the initial position of the piston;
 - IV. regenerate the surface and volume meshes, taking the most recent boundaries as starting point (i.e. the updated piston position).

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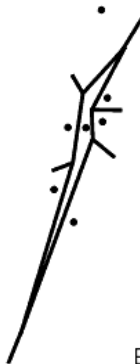


Mesh quality metrics: Cell Quality

- Depends on the relative geometric distribution of the centroids of cells neighbours of a face and also on the cell faces orientation
- Perfect cells: $CQ = 1.0$. Degenerate cells: $CQ = 0$.
- Cell Quality metric description (reprinted from User Guide [2]):

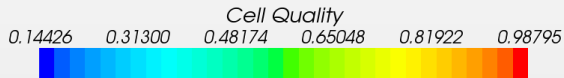
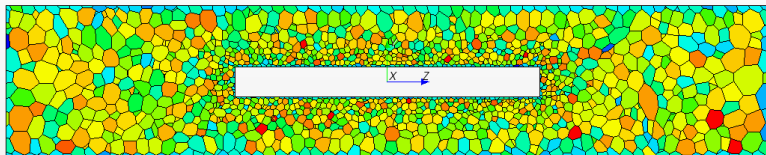


Good Cell



Bad Cell

Translational periodical motion



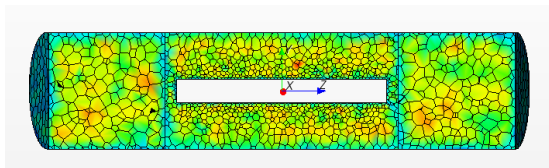
Solution Time 0.01 (s)

Grid Velocity for Morphing motion

$$v(t) = A\omega \sin(\omega t)$$

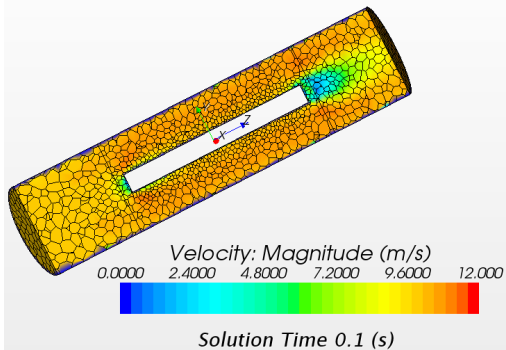
Improved strategy: optimised re-meshing

- Divide domain into three regions, by subtraction, intersection and imprinting boolean operations
- Central region: **Translation motion**
- Lateral regions: **Morphing motion**
- MBC: **Floating** for Wall boundaries, **Grid Velocity** for interfaces
- Update geometry for re-meshing
- Re-mesh only lateral regions



- faster mesh generation
- less re-meshing

Update lateral bodies through translations



- Translate lateral bodies:
 $\Delta z = p_1 - p_0$
- $p_0 =$ Init. Position
- $p_1 =$ Max. Position of central region

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Extrusion distances: design parameters for up-dating

- Central body: 2-way asymmetric extrusion distances

$$d = d_0 + \Delta z = p_1$$

$$d' = d_0 - \Delta z = 2p_0 - p_1$$

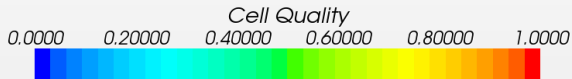
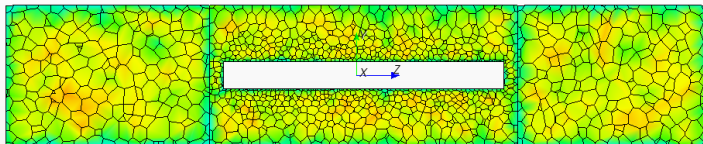
Java implementation

```
ExtrusionMerge extrusionMerge_0 = ((ExtrusionMerge)
cadModel_0.getFeatureManager().getObject("Central"));
extrusionMerge_0.getDistance().setValue(d);
extrusionMerge_0.getDistanceAsymmetric().setValue(d')
```

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Update lateral bodies with extrusion distances

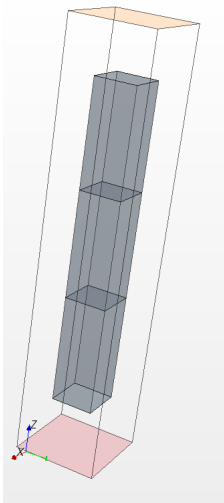


Solution Time 0.1 (s)

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Morphing and re-meshing compatibility with physics

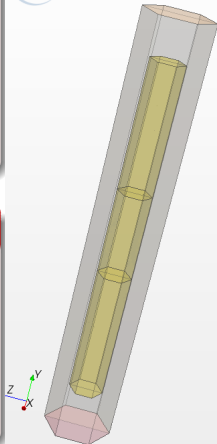


- **Floating** - Sliding interfaces
- **Grid Velocity** - Interfaces with Central region
- **Fixed** - Interfaces with external region

Translation velocity/Grid velocity

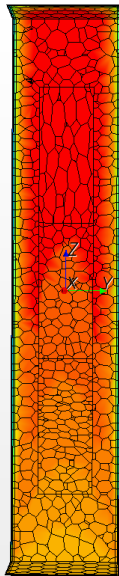
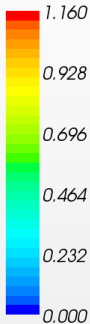
$$v(t) = [0.0, A \frac{\pi}{2} \sin(\frac{\pi}{2}t + \frac{\pi}{2}), 0.0],$$

$$A \leq \Delta z$$



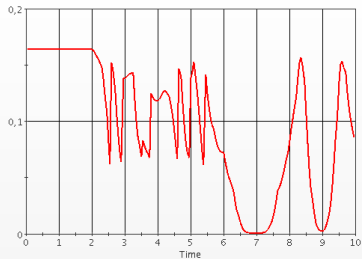


Velocity: Magnitude (m/s)

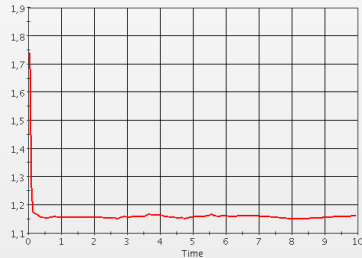


Solution Time 10 (s)

Cell Quality Monitor Plot



Velocity Monitor Plot

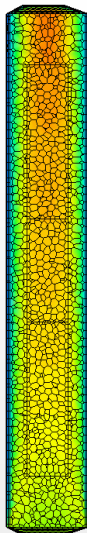
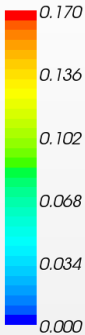


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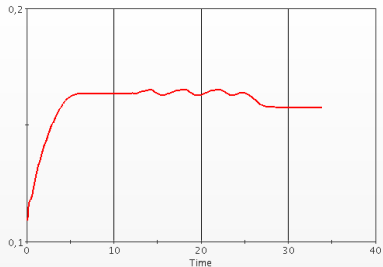


Velocity: Magnitude (m/s)

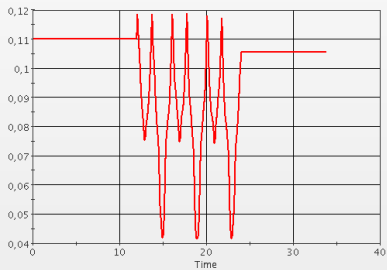


Solution Time 34 (s)

Maximum of Velocity: Magnitude (m/s)



Minimum Cell Quality

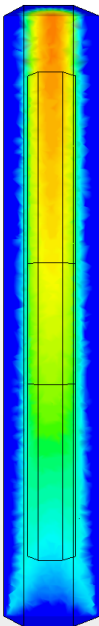


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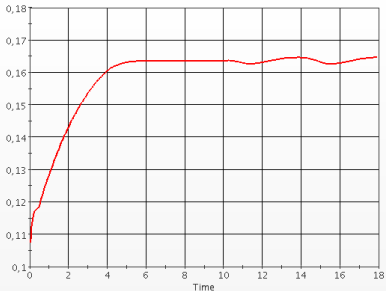




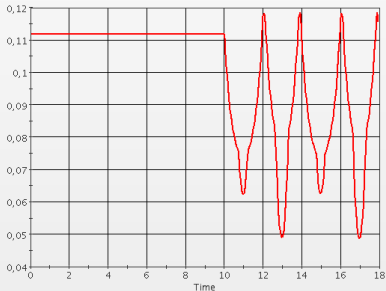
Velocity: Magnitude (m/s)



Maximum of Velocity: Magnitude (m/s)

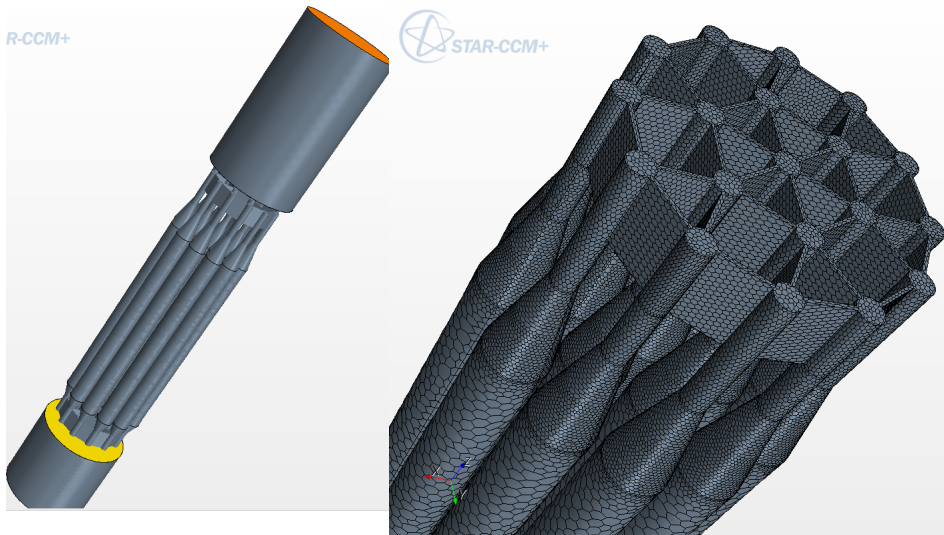


Minimum Cell Quality

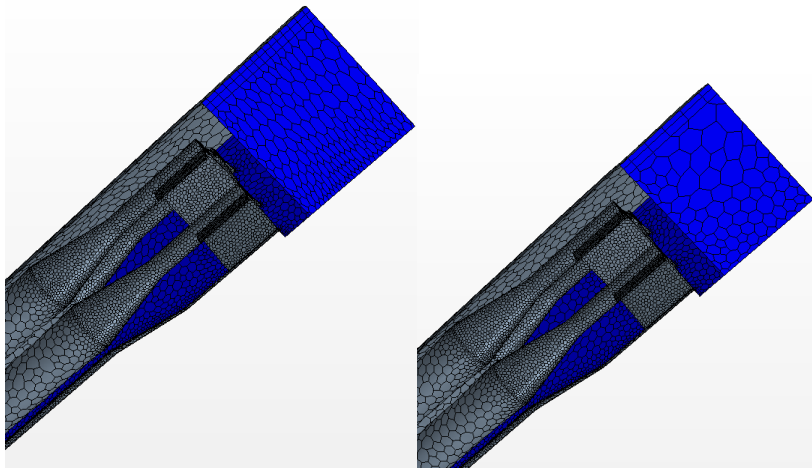


Solution Time 17.95 (s)

Re-meshing strategies on complex geometries

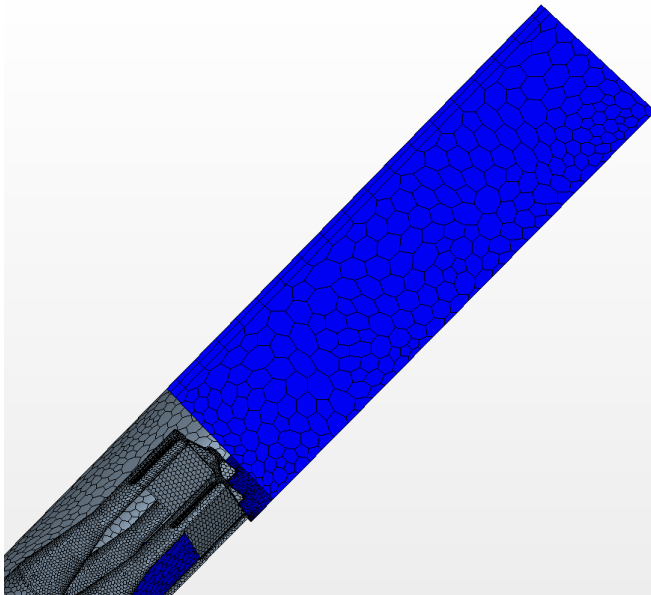


Surface extraction strategy on complex geometries



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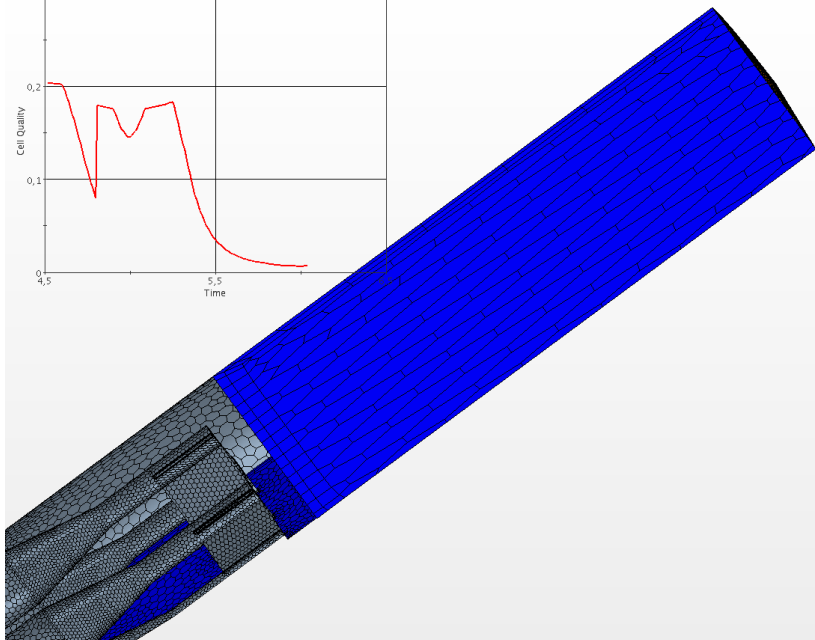
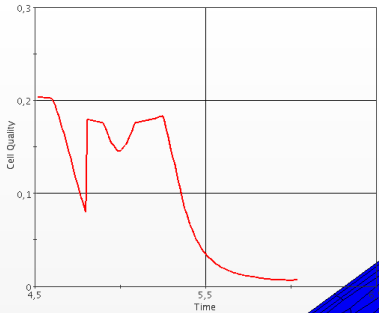
Update CAD with two design parameters

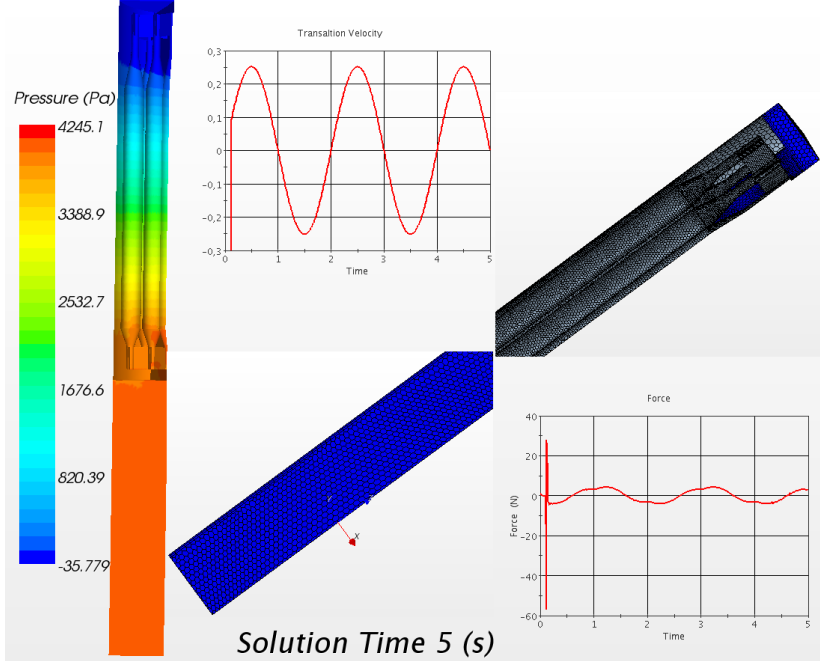
Implementation in Java

```
double d = maxReport_0.getReportMonitorValue();
ExtrusionMerge extrusionMerge_0 = ((ExtrusionMerge)
cadModel_0.getFeatureManager().getObject("B"));

extrusionMerge_0.getDistance().setValue(d);
extrusionMerge_0.getDistanceAsymmetric()
.set_Value(0.34-d);

MoveBodyFeature moveBodyFeature_0 =
((MoveBodyFeature) cadModel_0.getFeatureManager().
getObject("MoveBody 5"));
CadModelCoordinate cadModelCoordinate_0 =
moveBodyFeature_0.getTranslationVector();
cadModelCoordinate_0.setCoordinate(
new DoubleVector(new double[] {0.0, 0.0, d-0.33}));
```





Conclusions and further work

- Control of the mesh deformations coherently with the imposed displacements.
- Optimised computation/mesh regeneration time, through a selective (region-wise) re-meshing.
- Extend the software's capabilities, by the coupling with Java .
- Automation of the re-meshing procedures.
- Regular development of the fluid flow, even in presence of morphing and re-meshing operations.
- Combine sliding interfaces with moving/deforming domains, maintaining or quickly re-creating good quality mesh.

- Integration of the moving parts in a larger closed loop
- Coupling with the physics of nuclear experimental facilities
- Reproduce the movement of the control/safety rods system in relation to applied physical forces (fluid drag, buoyancy, gravity).

RAS

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CRS4







- *Energy & Environment* Program
- Process Engineering and Combustion
- Vincent Moreau



CD-adapco website, <http://www.cd-adapco.com/> (Last access March 2012)



USER GUIDE STAR-CCM+ Version 7.02.011.

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-  NEALEN, MULLER, BOXERMAN, CARLSON *Physically Based Deformable Models in Computer Graphics*, Eurographics 2005
-  PROFIR M. M., *Mesh morphing implementation methods with examples*, Atti Semin. Mat. Fis. Univ. Modena Reggio Emilia pages 141-157 vol. 57, 2010
-  PROFIR M. M., *Automated moving mesh techniques and re-meshing strategies in CFD applications using morphing and rigid motions*, CRS4 Technical Report, <http://publications.crs4.it/pubdocs/2012/Pro12c>.