

# **An Update on the Thermal / Fluids Code Consolidation and SIERRA Framework/Toolkit Effort**

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# New Scrum Process for T/F Codes

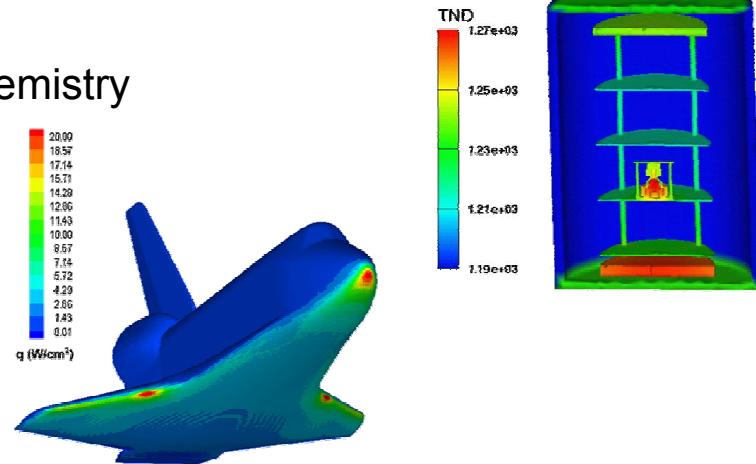
## Aria, Calore, Premo, Fuego

- **Agile code development process has been adopted**
  - Iterative, Incremental, Reflective, Transparent
  - Development occurs in three week Sprint Cycles
  - Scrum team consists of code developers, scrum master and product owner
- **Scrum Master (Alfred Lorber)**
  - Represents the Development Team
  - Facilitates Scrum process, removes impediments
  - Keeps team's progress up-to-date and visible
- **Product Owner (Amalia Black)**
  - Represents the Customer/User Community
  - Collects requirements from Customers
  - Assembles Product Backlog (i.e., development list)
  - Prioritizes work in each Sprint cycle

# Thermal / Fluids Capabilities

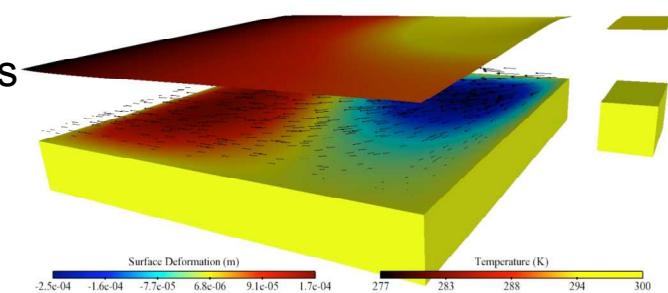
- **Calore** – Heat Transfer, Enclosure Radiation and Chemistry

- Dynamic enclosures
- Element birth death
- Contact



- **Premo** – Compressible Fluid Mechanics

- Subsonic through hypersonic
- Laminar and turbulent
- Unstructured mesh

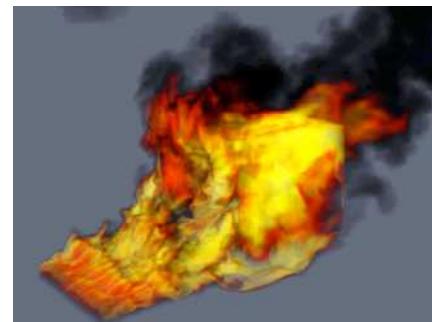


- **Aria** – Non-Newtonian, Multi-physics, and Free Surface Flows

- Complex material response
- Level sets for surface tracking
- Flexible coupling schemes

- **Fuego** – Low Speed, Variable Density, Chemically Reacting Flows (Fire)

- Eddy dissipation and mixture fraction reaction models
- RANS and LES based turbulence models
- Unstructured Mesh
- Pressurization models





# Motivation for Code Consolidation

- **User Benefits:**

- Tightly-coupled thermal/fluid capability in one code
  - “One” syntax
  - Added robustness and faster convergence due to tight coupling
- Faster response to user needs
  - Agile programming teams, simplified distribution (see below)

- **Development Benefits:**

- Capabilities need not be duplicated
  - Though under one Framework, implementation details of adaptivity, error estimation, load balancing, solution control, etc., are duplicated in each code
- Agile programming teams.
  - Previously: 1 or 2 developers per code
  - Now: core team contributing to all application areas
  - Core team is growing as more developers gain experience
- Lower cost associated with maintaining a single code
- Simplified distribution
  - Reduced inter-code dependence make releasing and shipping code easier
- Increased collaboration between different groups



# Consolidation Approach

- **Phased Rollout: Calore  $\Rightarrow$  Premo  $\Rightarrow$  Fuego**
- **Not abandoning current development or support of original codes.**  
**Development targeted to most needed features.**
- **Each consolidation effort is unique:**
  - Thermal: Galerkin FEM, Enclosure radiation (non-PMR), contact, shells
  - Compressible Flows: Cell-Centered Finite Volume Method & Streamwise Upwind Petrov Galerkin Method (SUPG/FEM)
  - Turbulent, Low Speed, Reacting Flows: Control-Volume FEM capability, segregated equation systems, complex algorithms need simple UI
  - Multiphase Flows: Need to continue with scheduled deliverables; need to maintain cohesion while growing the design
- **Taking the time to do it right**
  - Better Design
  - Verification of implementation
  - Documentation of implementation

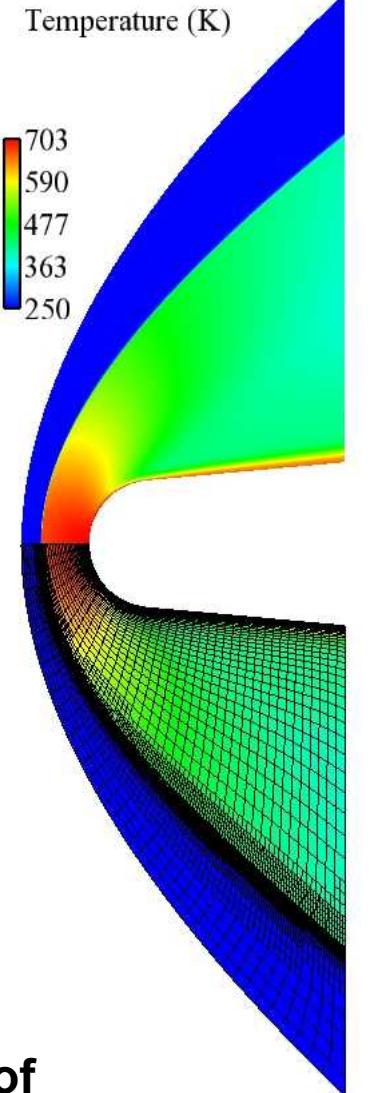
# Consolidation Status

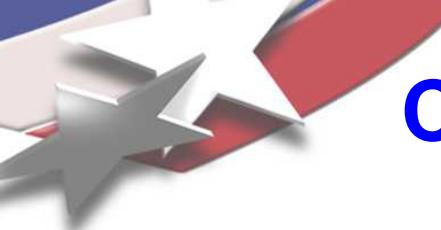
- **Thermal:**

- Enclosure radiation and generalized contact
- ChemEQ chemistry for energetic materials
- Local coordinate systems for anisotropic materials
- Standard shells implemented; gradient shells in development
- Banded wavelength enclosure radiation
- Heavy acceptance testing underway and verification testing is underway
- **Goal: Release to users early in 2009**

- **Compressible Flow:**

- First-order Euler CCFVM implementation
- Second-order CCFVM scheme under development
- FEM/SUPG implementation
- Non-equilibrium chemistry (more reactions needed)
- Acceptance tests underway for high speed aero (CCFVM & SUPG)
- **Goal: Select final formulation by the end of CY08 and implement initial Aero-Thermal Ablation capability by end of FY09**



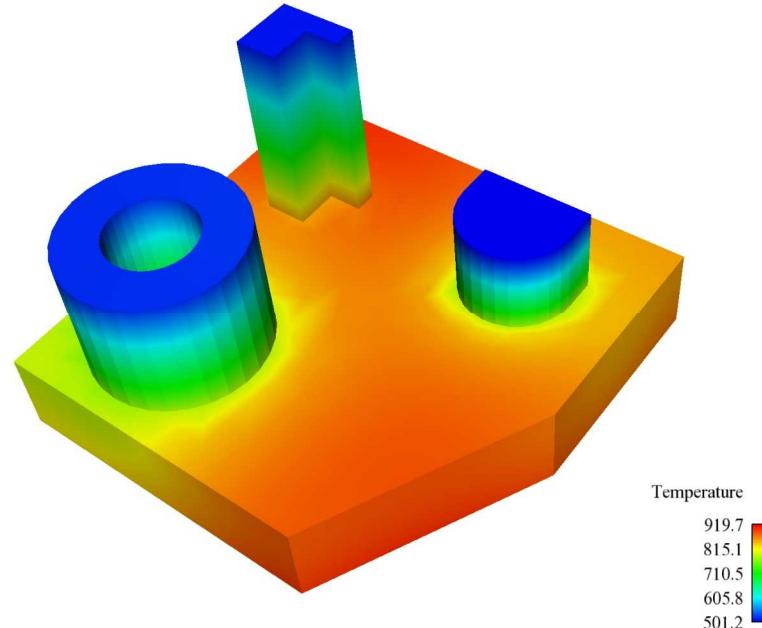


# Consolidation Status Continued

- **Low Speed Turbulent Reacting Flows:**
  - 2nd order CVFEM implementation
  - Low Mach, variable density flow solver
  - Turbulence models under development
  - Formal verification using manufactured solutions is underway
  - **Goal: Implement reacting flow capability with segregated solver by end of FY09**
- **Multiphase:**
  - Level set development used to support a Foam Level 2 Milestone
  - Porous flow capability is under development
  - Conformal Decomposition FEM is under development
  - Shallow water formulation is under development to support hydroplaning application
- **Verification testing is an integral part of the code development cycle**
- **Goal is to consolidate major features by end of FY09**

# Initial Thermal Capability & Status

Capability	Status
<b>Primary physics</b>	
Thermal diffusion	Native to Aria
Thermal advection (limited scope)	Done
Thermal contact (Generalized)	Done
<b>Secondary physics</b>	
Volumetric and nodal heating source	Native to Aria
Non-diffusive chemistry	Done
<b>Boundary conditions</b>	
Convective BC	Native to Aria
Heat flux BC	Native to Aria
Far-field radiation BC	Native to Aria
Dirichlet BC	Native to Aria
User Subroutine BC	Done
Enclosure radiation BC	Done
Bulk fluid element BC	To do
<b>Elements</b>	
Quad and Triangle support	Native to Aria
Hex and Tet support	Native to Aria
Wedge and Pyramid support	To do
Shells support	Standard Done
Bar support	Done
<b>Materials</b> - conductivity, specific heat, density	
Constant	Native to Aria
User function	Native to Aria
User subroutine	Done
<b>Materials</b> - emissivity	
Constant	Native to Aria
User Subroutine	Done
<b>Post processing</b>	
Integrated power for flux BCs	To do
Surface power for arbitrary surfaces	To do
<b>Utility</b>	
Locally scoped material constants	Done
User variables (mesh object types and global)	Done
User query functions	Done
Special output point probes	Native to Encore



# 5 meter JP-8 Pressurizing Fire Jaime Severn Visit in August

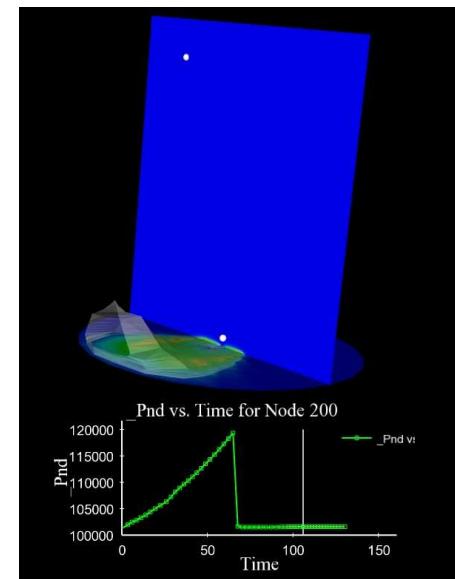
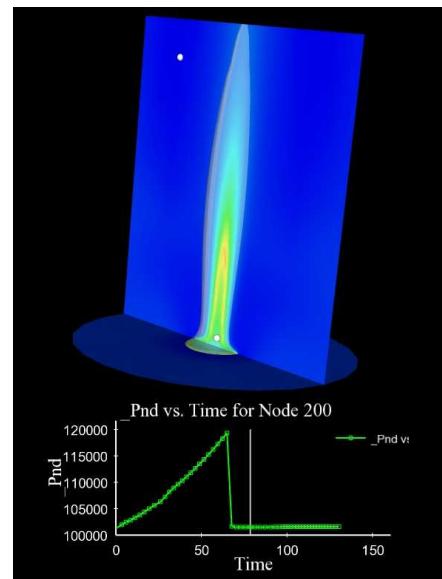
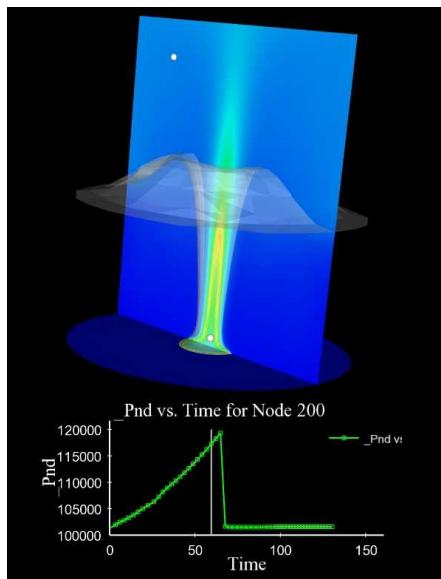
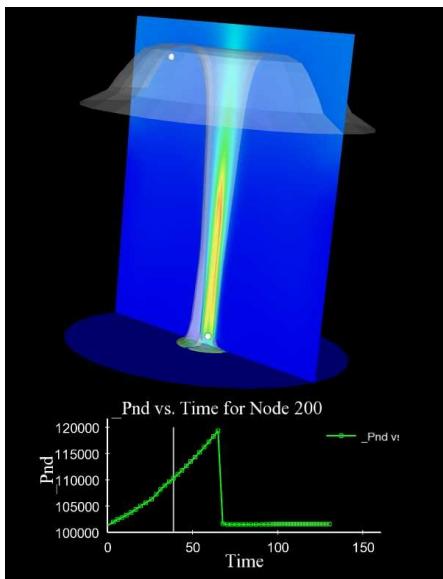
- Case 1: Fire continues to pressurize vessel
- Case 2 and 3: Fire pressurizes vessel until a pressure threshold is met at which point the valve either remains open or closes

pressure = 101.25e3

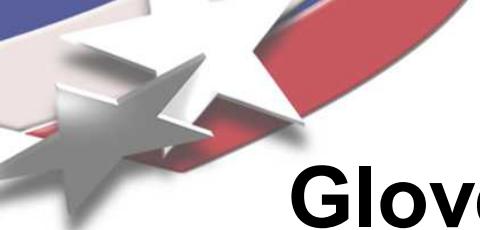
pressure release threshold = 120.00e3 and model total failure

pressure = 101.25e3

pressure release threshold = 120.00e3

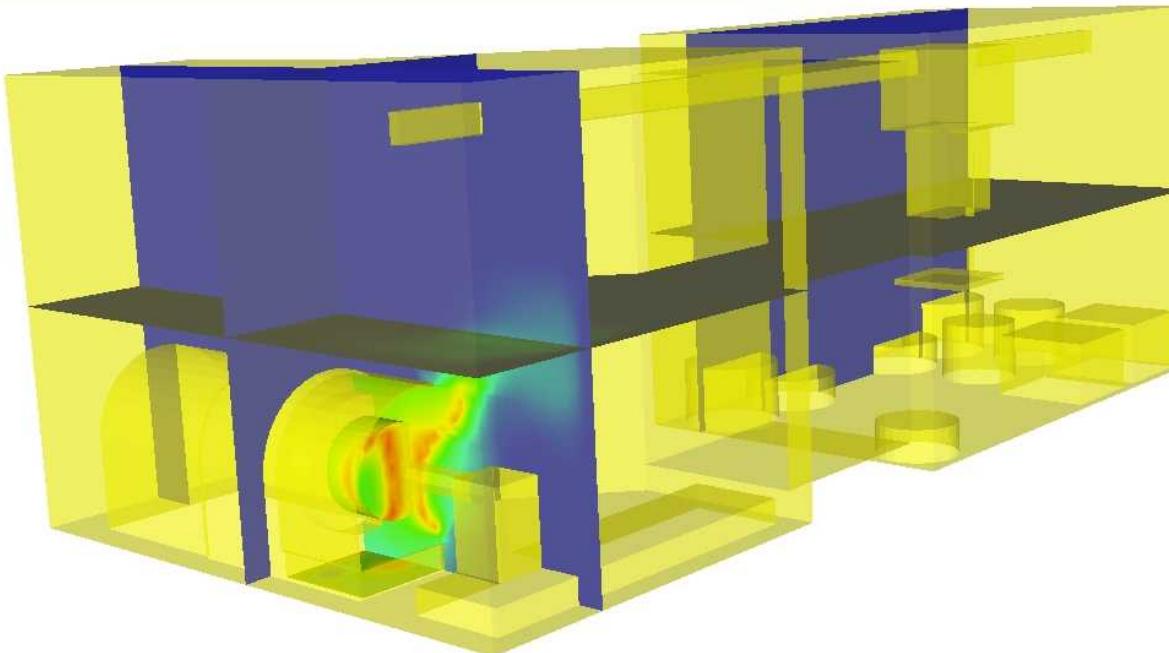


Time sequence for modeling total failure of pressure valve



# Pressurizing Glove Box with Evaporative Pool

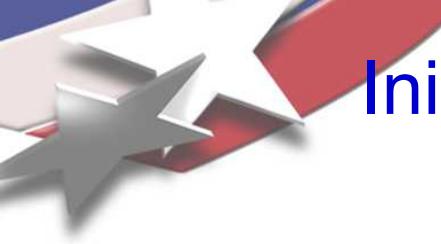
- Dr. Jamie Severn's provided glove-box mesh (~180K elements)
- Input file created with coupling to PMR and evaporation pool fire
- Simulation run without issue, input files provided





# FY'08 Objectives for Toolkit Development (Parallel Mesh Data Management)

- Initial conceptual model for mesh module in Sierra Toolkit
  - Document: high-level description of capabilities & requirements
- API for mesh module
  - Header files and documentation
- Prototype implementation(s) for mesh module
- Performance testing of mesh module prototype(s)
  - Definition of performance test, collection/comparison of timing data
- Algorithm-support infrastructure: mesh traversal, application of element-routines to heterogeneous mesh, etc.
  - API documentation, prototype implementation



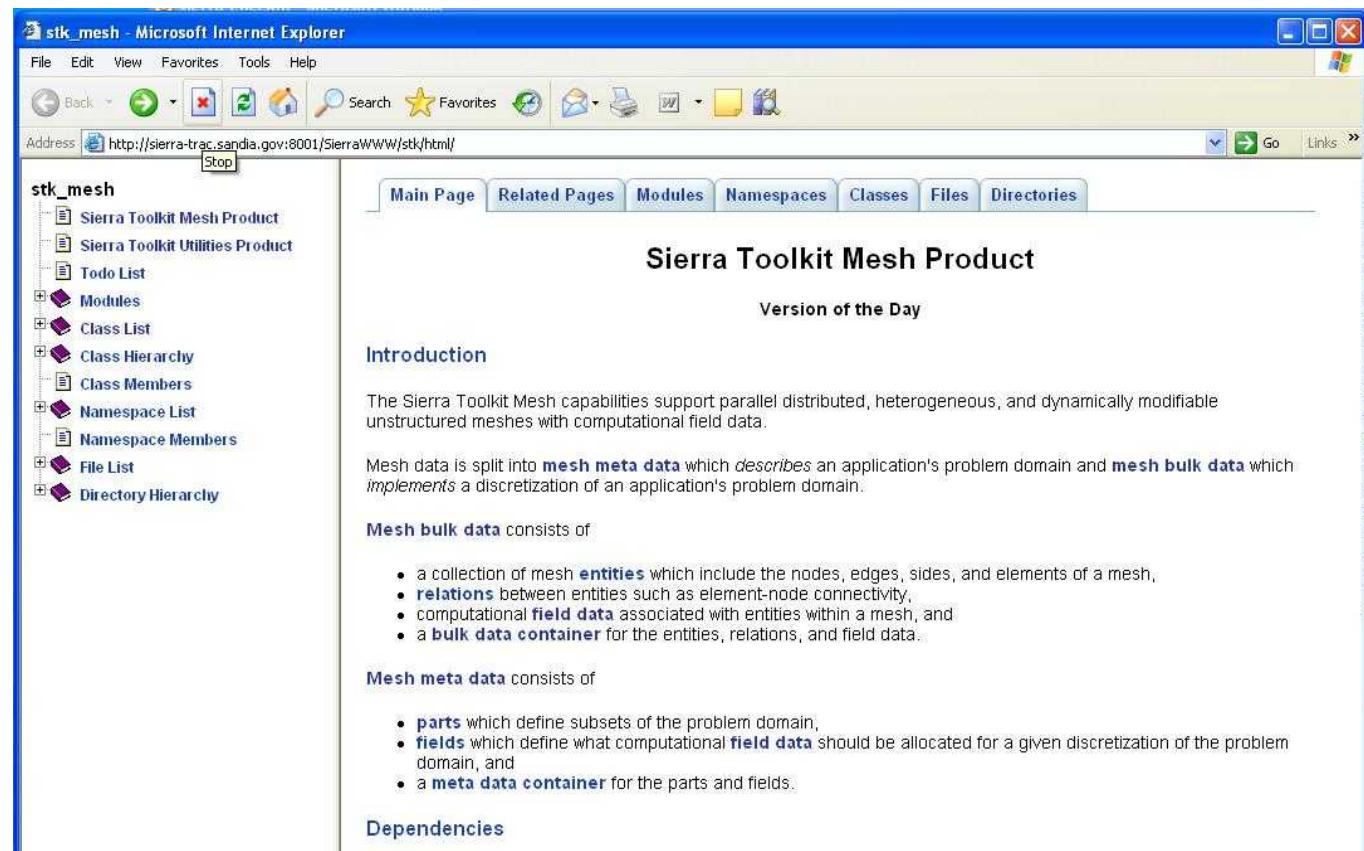
# Initial conceptual model for mesh module in Sierra Toolkit

- “Domain model” document describes the high-level concepts, capabilities and requirements for the mesh module.
  - ‘living’ document which will continue to change in response to the needs of application developers (i.e. the users of the mesh module).
- **Important distinction:** here the term “mesh module” refers to the in-memory storage of mesh data structures for use by the simulation code.  
\*Not\* the on-disk mesh database produced by mesh-generators.
- Significant requirements:
  - Heterogeneous mesh and field data
    - Mixture of element topologies, ability to define fields on subsets of the mesh, and on subsets of the nodes on each element.
  - Dynamic mesh modifications
    - To support element death, parallel load balancing, H-adaptivity
  - Don’t allow one feature to impose overhead on users of other features.

# API (and documentation) for mesh module

- Documentation for the mesh module includes the conceptual overview document, as well as doxygen-generated documentation which can be delivered as an HTML package, or as PDF or Latex.

- Screen-shot of HTML





# Prototype implementation(s) for mesh module

- We developed and experimented with three mesh implementations:
  - **Parallel Heterogeneous Dynamic Mesh (phdMesh)**  
Had been initially developed under LDRD funding, had many of our needed capabilities already in place.
  - **Really Simple Mesh (rsMesh)**  
Developed from scratch, attempted to replicate capabilities with a simpler API and implementation than phdmesh.
  - **Array-Based Mesh (abMesh)**  
Developed by a third party (another Sandia group), uses simple array data structures and was hoped to provide superior performance.



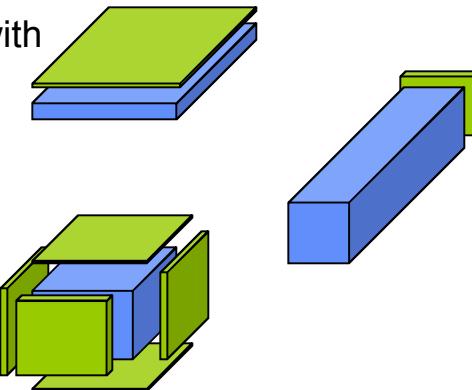
# Performance testing of mesh module prototype(s)

- Performance refers to the cost of operations such as traversing the mesh (visiting the data for all nodes or all elements, etc) and delivering data to element-routines or other computational algorithms.

- Developed two performance tests:

1. Simple element-loop and node-loop calculations on a large mesh in 3 configurations:

- Mesh 1: flat square plate of 1 million hex-8 elements with 1 million quad-shells on one surface.
- Mesh 2: long beam of 50x50x500 hex-8's with 2500 quad-shells on one end
- Mesh 3: cube of 100x100x100 hex-8's with 10,000 quad-shells on each of the 6 sides



2. More realistic calculation (element internal force) on arbitrary mesh configuration (mesh read from file).

- Initial tests showed all mesh prototypes were competitive for the loop and traversal calculations, but with some differences in mesh-creation times, etc. (The internal-force performance testing is ongoing.)
- We decided to proceed with a modified version of phdMesh, merging in aspects of the rsMesh API, and calling the result "stk\_mesh" (Sierra ToolKit Mesh)



# Consolidated development efforts to a single mesh implementation

- We decided to proceed with a modified version of phdMesh, merging in aspects of the rsMesh API, and call the result “stk\_mesh” (Sierra ToolKit Mesh)
- Performance testing showed that **phdMesh** was competitive for the traversal and loop calculations, may need some optimization of mesh-creation phase.
- **abMesh** was attractive due to its simplicity, but lacked support for important capabilities (adding support for heterogeneity and dynamic mesh modifications would have eliminated the simplicity).
- **rsMesh** had some attractive API features, which are being merged into **stk\_mesh**.



# Algorithm-support infrastructure

- Refers to functionality that assists the application developer in performing tasks such as mapping element-routines to different element-blocks of a heterogeneous mesh, etc.
- This work is still in progress.
- Some functionality exists in the mesh module itself, and we are still deciding which other modules are appropriate to provide more of this support infrastructure.
- We are proceeding to flesh out the overall “toolkit” in response to user-provided use-cases and feedback.