
A Quick Overview of Gemini/NES/NESM Status and Future Work

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Gemini and NESM or NES

Gemini 3D Hydrodynamics Code:

- 1. Determines the forces generated from a high energy event.**
- 2. Uses dynamic surface displacements and velocities.**
- 3. Produces surface forces for coupling.**

NESM Code:

- 1. Determines the velocity response of a solid under shock.**
- 2. Uses dynamic surface forces.**
- 3. Produces surface displacements and velocities for coupling.**

NES Code:

- 1. Determines the frequency response of a solid under shock.**
- 2. Uses dynamic surface forces.**
- 3. Produces surface displacements and velocities for coupling.**



Gemini/NESM/NES Coupling Capabilities

- **Gemini/NESM/NES Fully Coupled:** Gemini forces passed to NESM/NES, NESM/NES displacements and velocities passed to Gemini.
- **Multiple Executables:** Gemini is run as a separate executable from NES/NESM.
- **File Based Communication:** Uses Gemini file based communication routines. Can be extended to MPI or sockets.
- **Triangular Shells:** Added a triangular shell element for explicit dynamics in NESM.



Gemini/Sierra Mechanics Coupling Cont.

- **Subcycling of NES/NESM:** When Gemini timestep exceeds NES/NESM timestep. Prompted development of explicit solve in NES.
- **Hex or Shell:** Sierra can use hex or shell elements.
- **Interface Mesh if Needed:** Possible to define a surface mesh for Gemini and interpolate the forces to a NES/NESM mesh. Useful during replay.
- **Parallel Gemini/Parallel NES/NESM:** Gemini/NES/NESM each run on multiple processors. **Beta Testing**



Gemini/Sierra Mechanics Extensions

- **Element Death:** Extend Gemini/NESM to collect the element death information for communication to Gemini.
- **Explicit Solver For Salinas:** Extend NES by implementing an explicit solver.
- **MPI and Sockets:** Use MPI or socket based communication.
- **NASGEN Translator:** Needs additional work to be robust, especially for NESM.
- **MESM Work:** Need to handle the translator robustly, especially for beam and point mass.