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Particle Simulation for Fluid Dynamics with Free Surfaces

S. Koshizuka

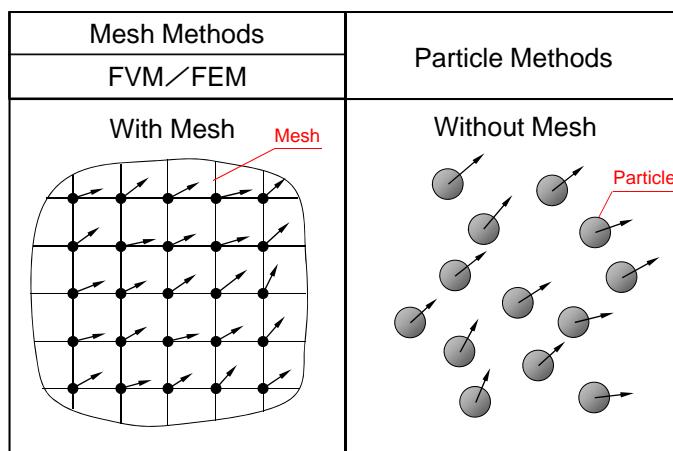
The University of Tokyo

Contents

- Particle Simulation
- Application to Nuclear Engineering
- Application to Other Fields
 - Ship Engineering
 - Civil Engineering
 - Automobile Engineering
 - Visualization
 - Biomechanics
- Concluding Remarks

Particle Simulation

Particle Method



MPS (Moving Particle Semi-implicit) Method: Koshizuka and Oka, Nucl. Sci. Eng. (1996)

Particle Methods for Fluid Dynamics

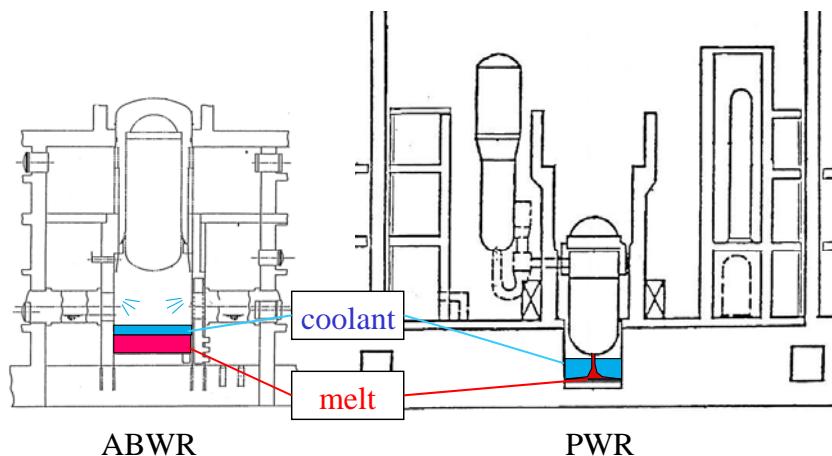
PAF (Particle-and-Force): Daly et al., LA-3144 (1965)
 Concept of particle simulation was established

SPH (Smoothed Particle Hydrodynamics):
 Lucy, Astron. J. (1977)
 Compressible, Explicit, Non-viscous, Astrophysics

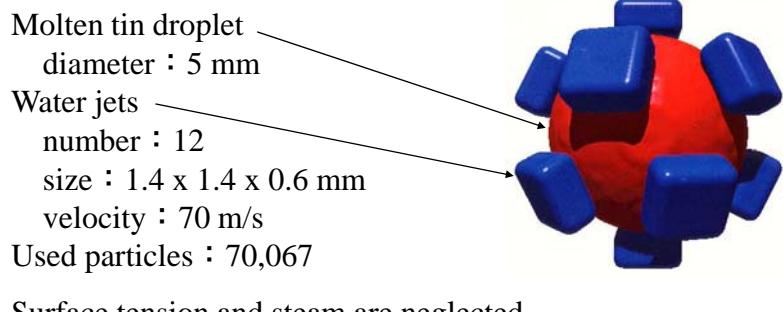
MPS (Moving Particle Semi-implicit):
 Koshizuka and Oka, Nucl. Sci. Eng. (1996)
 Incompressible, Semi-implicit, Viscous, Engineering

Particle FEM:
 Idelsohn et al., Computers and Structures (2003)
 Delaunay, FEM, Lagrangian, Multi-physics

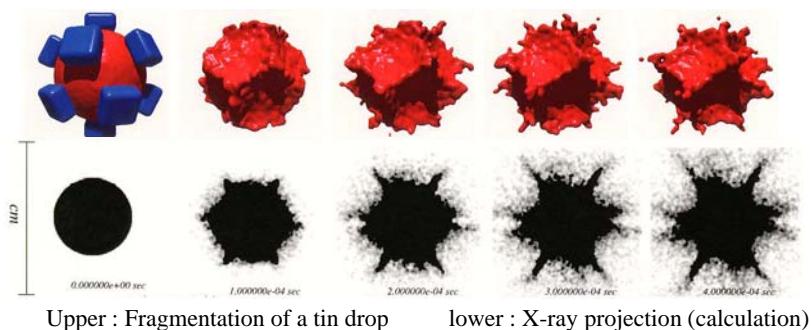
Vapor Explosions in LWR Severe Accidents



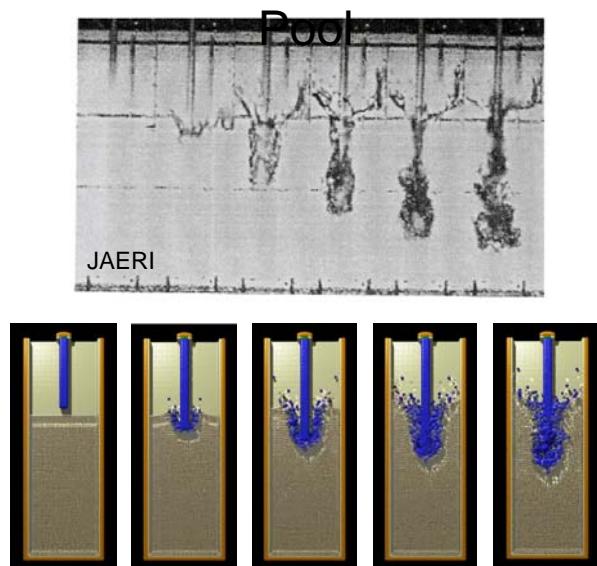
3-D analysis



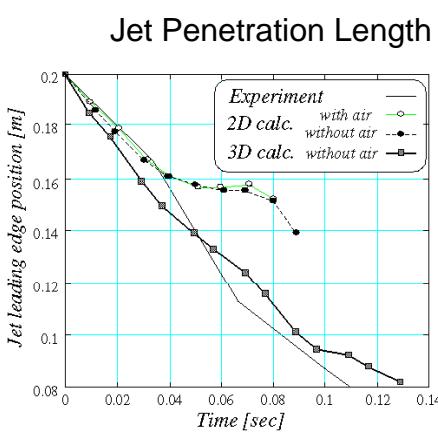
Melt Drop Fragmentation in Vapor Explosions



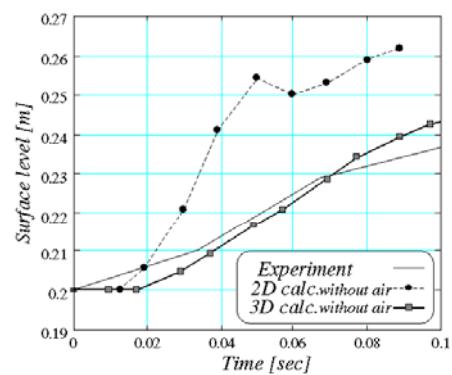
Water Jet Injection into Fluorinert



Comparison: exp. and cal.

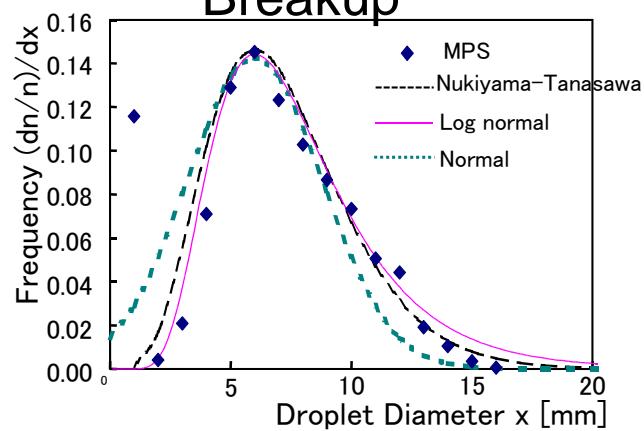


Pool Surface Height



Droplet Diameter Distribution after Jet Breakup

11



K. Shibata, S. Koshizuka and Y. Oka, *J. Nucl. Sci. Technol.* **41**, 715-722 (2004)

12

Droplet Breakup (critical We)

$$We = \frac{\rho D U^2}{\sigma} \sim \frac{\text{dynamic pressure}}{\text{surface tension}}$$

We=12



We=13



K. Nomura, S. Koshizuka and Y. Oka, *J. Nucl. Sci. Technol.* **38**, 1057-1064 (2001)

R.-Q. Duan, S. Koshizuka and Y. Oka, *J. Nucl. Sci. Technol.* **40**, 501-508 (2003)

R.-Q. Duan, S. Koshizuka and Y. Oka, *Nucl. Eng. Des.* **225**, 37-48 (2003)

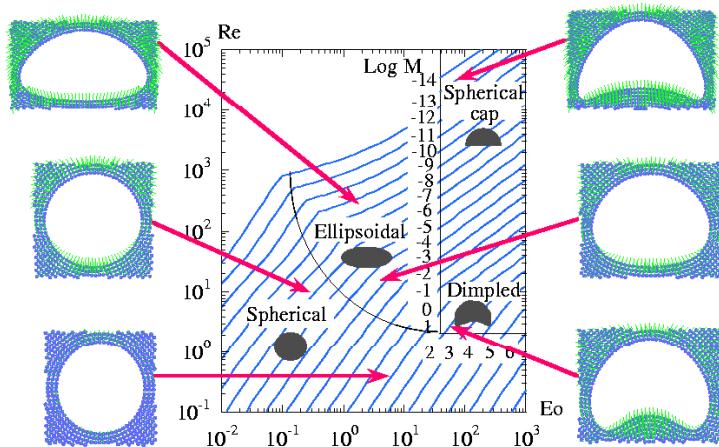
Droplet Deposition onto BWR Fuel

Droplet Diameter 0.72mm; Liquid Film Thickness 0.45mm



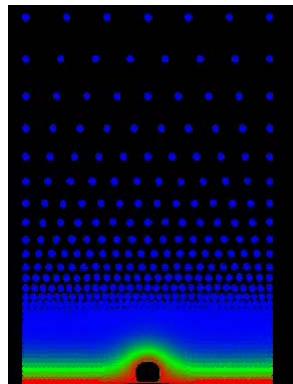
H. Xie, S. Koshizuka and Y. Oka, *J. Nucl. Sci. Technol.* **41**, 569-578 (2004)
 H. Xie, S. Koshizuka and Y. Oka, *Int. J. Num. Methods Fluids* **45**, 1009-1023 (2004)
 H. Xie, S. Koshizuka and Y. Oka, *Nucl. Eng. Des.* **235**, 1687-1697 (2004)

Rising bubble shape calculated by MPS-MAFL



H. Y. Yoon, S. Koshizuka and Y. Oka, *Nucl. Sci. Eng.* **133**, 192-200 (1999)

Simulation of nucleate boiling



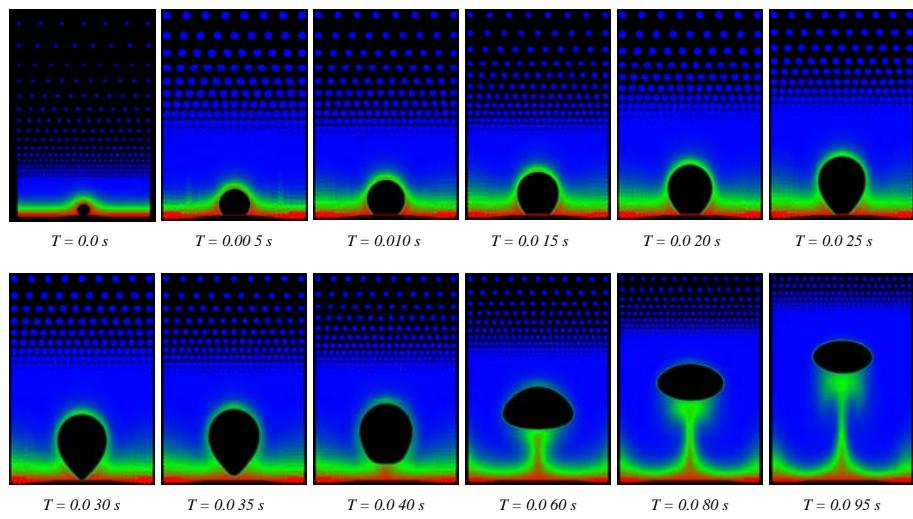
Fluid : water
Pressure : atmospheric
Bottom wall temp. : 110°C
Bulk water temp. : 96°C

Initial bubble radius : 0.3 mm
Contact angle : 45°

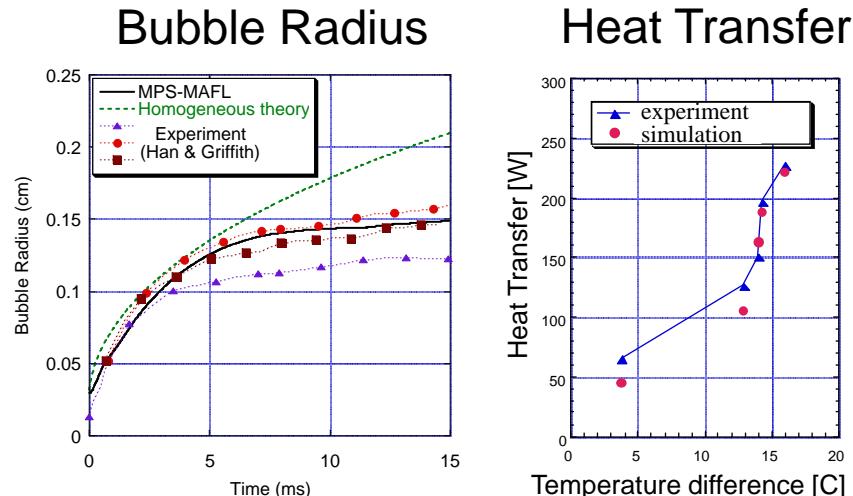
red : hot, blue : cold

Quantitative direct simulation was successful.

Calculation Result ($T_w = 110^\circ \text{ C}$)



Exp: Han-Griffith (1965)



H. Y. Yoon, S. Koshizuka and Y. Oka, *Int. J. Multiphase Flow* **27**, 277-298 (2001)
 S. Heo, S. Koshizuka and Y. Oka, *Int. J. Heat Mass Transfer* **45**, 2633-2642 (2002)

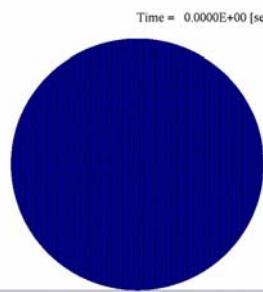
Liquid Droplet Impingement (2D)

- evaluation of pipe inner wall thinning -

Dry wall

- Impact velocity **200m/s**
- Droplet diameter **50 μm**

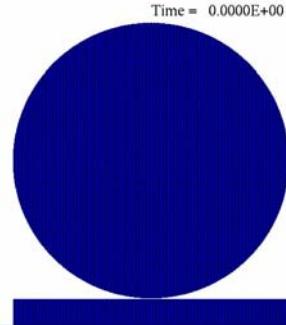
Equation of state: Tait equation



Wet wall

- Water film thickness: **5 μm**
- Impact velocity **200m/s**
- Droplet diameter **50 μm**

Time = 0.0000E+00 [sec]



J. Xiong, S. Koshizuka and M. Sakai, *J. Nucl. Sci. Eng.* **47**, 314-321 (2010)

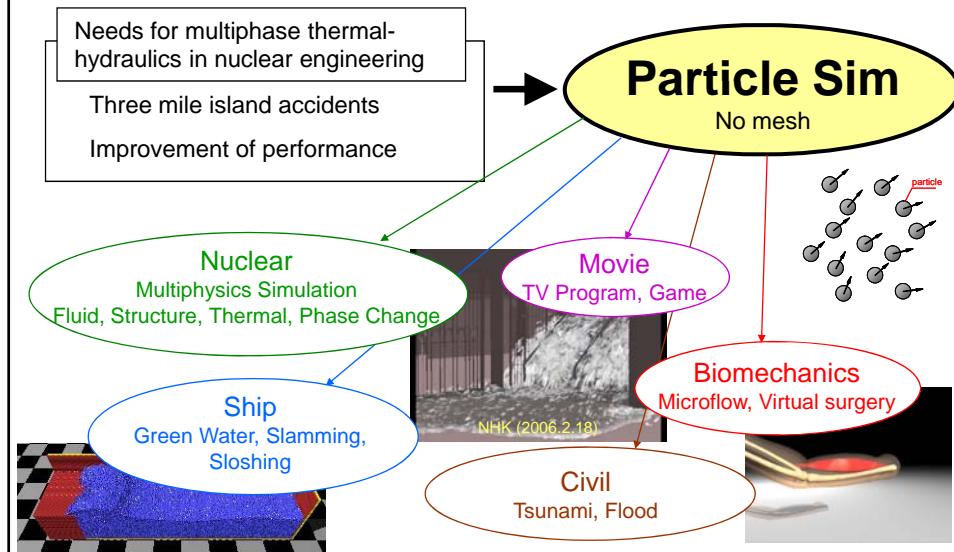
Summary of Nuclear Application

- MPS method have been used for various multiphase thermal-hydraulic problems in nuclear engineering: vapor explosions, droplet breakup, jet breakup, droplet diameter distribution, droplet deposition to BWR fuel, rising bubble, nucleate boiling and liquid droplet impingement.

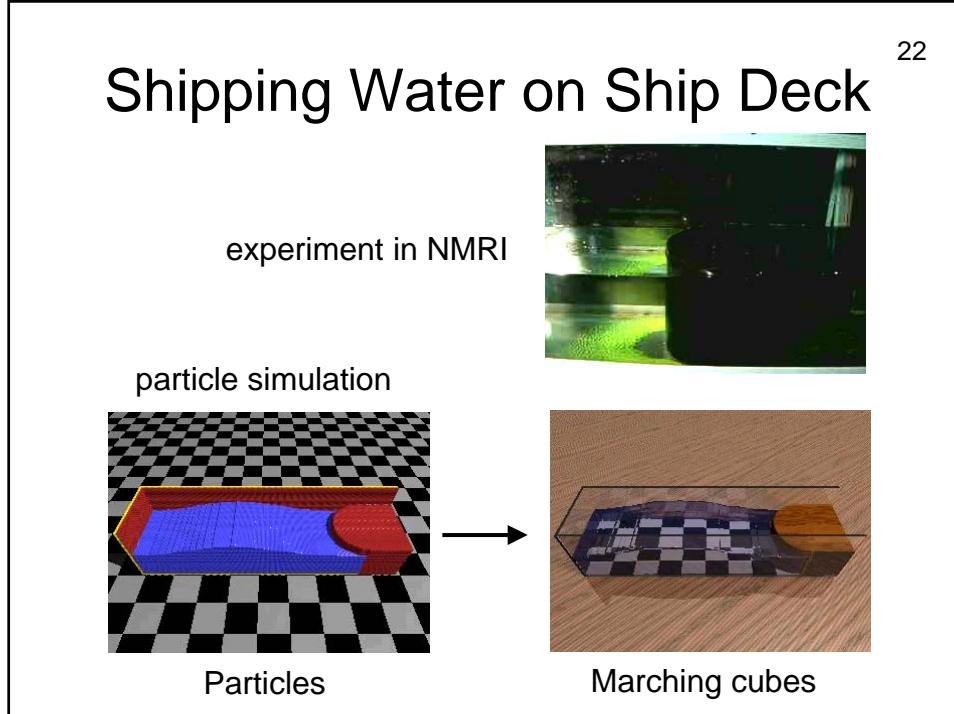
Ongoing researches in nuclear engineering

- COMPASS code development: multiphysics and multiphase MPS code for core disruptive accidents in sodium-cooled fast reactors
- Numerical analysis of liquid droplet impingement causing pipe wall thinning.
- MPS-DEM simulation for debris coolability (Prof Morita et al.)

Deployment of Particle Simulation



Shipping Water on Ship Deck



海猿3 (Umizaru 3)

2010.9

oil eruption onto a platform: [particle simulation](#), [rendering](#)

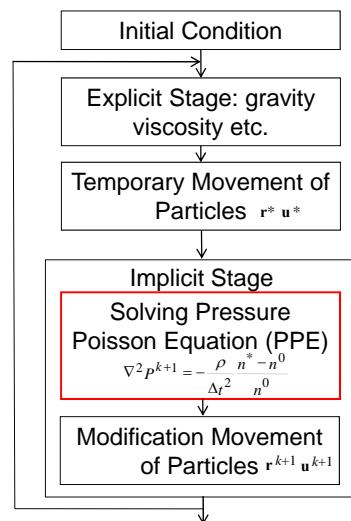
oil eruption close-up: [particle simulation](#), [rendering](#)

storm: [particle simulation](#), [scene](#)

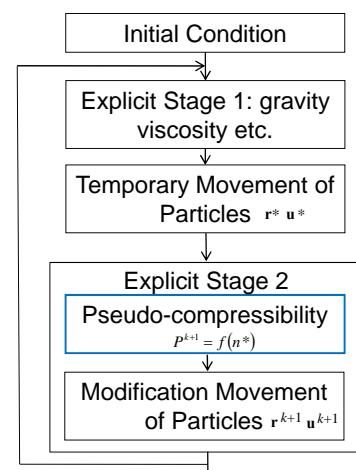
platform sinking: [1](#) [2](#)

Semi-implicit and Explicit Algorithms

Semi-implicit



Explicit (pseudo-compressible)



MPS-explicit Algorithm

Pressure Function

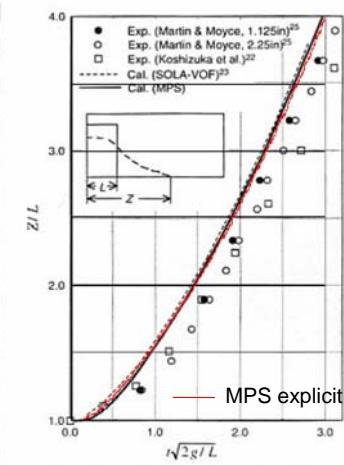
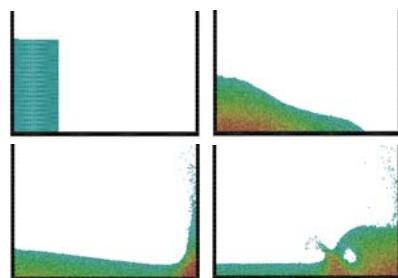
$$P^{k+1} = \frac{c^2}{n^0} (n^{k+1} - n^0)$$

c : sound speed

Δt limitation

velocity Courant number $C_u = 0.2$

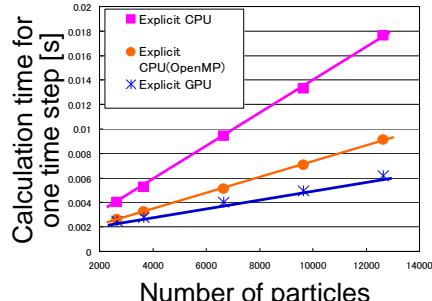
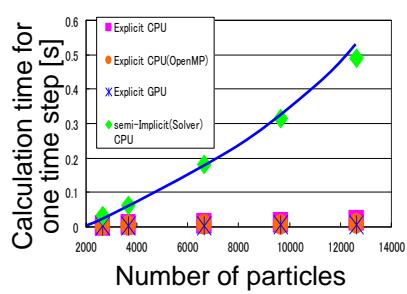
Mach number: $M=0.2$



Leading edge position

Calculation Time of One Time Step

OS : Windows XP x64 SP2, Memory : 12GB
 Intel Core i7 920 (4Cores,8Threads)
 NVIDIA Tesla C1060(240 Cores)
 CUDA Version 2.3
 Intel C++ Compiler 11.0



Explicit algorithm is much faster.

Scaling of explicit algorithm is $O(N^{1.0})$.

Good accelerations are obtained using multi-core CPU and GPU.

Concluding Remarks

- Particle simulation has been used for complex thermal-hydraulic problems in nuclear engineering.
- Particle simulation is now widely used in various fields: ship engineering, civil engineering, automobile engineering, visualization and biomechanics.