FUN3D v12.4 Training

Session 13: Overset-Grid Simulations

Bob Biedron

Session Scope

- What this will cover
  - Static and dynamic simulations in FUN3D using overset meshes and SUGGAR++ /DiRTlib
- What will not be covered
  - SUGGAR++ operation (see “SUGGAR++ Basics” session)
- What should you already be familiar with
  - Basic time-accurate and dynamic-mesh solver operation and control

Introduction

- Background
  - Many moving-body problems of interest involve large relative motion - rotorcraft, store separation are prime examples
    - Deforming meshes allow limited relative motion before mesh degenerates
    - Single rigid mesh allows only one body; no relative motion
    - Use overset grids to overcome these limitations
- Compatibility
  - Requires DiRTlib and SUGGAR++ from Celeritas Simulation Tech.
  - Grid formats: VGRID, AFLR3, FieldView (FV)
- Status
  - Current SUGGAR++ supports unstructured meshes that overlap on solid surfaces, but we have not really exercised this
  - *Overset grids generally limit scalability*; working several fronts to improve this

Overset - General Info

- Configuring FUN3D for overset
  - Use **`--with-dirtlib=/path/to/dirtlib`** and **`--with-suggar=/path/to/suggar`**
  - FUN3D will expect to find the following libraries in those locations:
    - **`libdirt.a, libdirt_mpich.a`** and **`libp3d.a`** (these may be soft links to the actual serial and mpi builds of DiRTlib)
    - **`libsuggar.a`** and **`libsuggar_mpi.a`** (may be soft links)
- You will also need a "stand-alone" SUGGAR++ executable in addition to the library files that FUN3D will link to
- Grids
  - A *composite* overset grid is comprised of 2 or more *component* grids - independently generated - but with similar cell sizes in the fringe areas
  - SUGGAR++ assembles the composite grid from the component grids, and determines overset connectivity data for the composite mesh

Overset Preprocessing

- Overset simulations starts with an execution of SUGGAR++ to generate a composite grid and initial (t=0) connectivity data
  - When generating component meshes, try to make cell sizes “similar” in the overlap regions - .e.g. by using similar sourcing strengths
  - Create an XML input file for SUGGAR++ (follow-on session)
    - Use the name of your FUN3D project for the names appearing in **`<composite_grid>`** and **`<domain_connectivity>`**
    - Can mix and match component grid types (VGRID, FV, AFLR) and select one of the types for the output composite grid - but note VGRID only supports tetrahedra
  - Run SUGGAR++ and make sure it all works as expected. You should now have a **`[project].dci`** file; this ***D***omain ***C***onnectivity ***I***nformation file contains all necessary overset data for solver interpolation between the component meshes at t=0

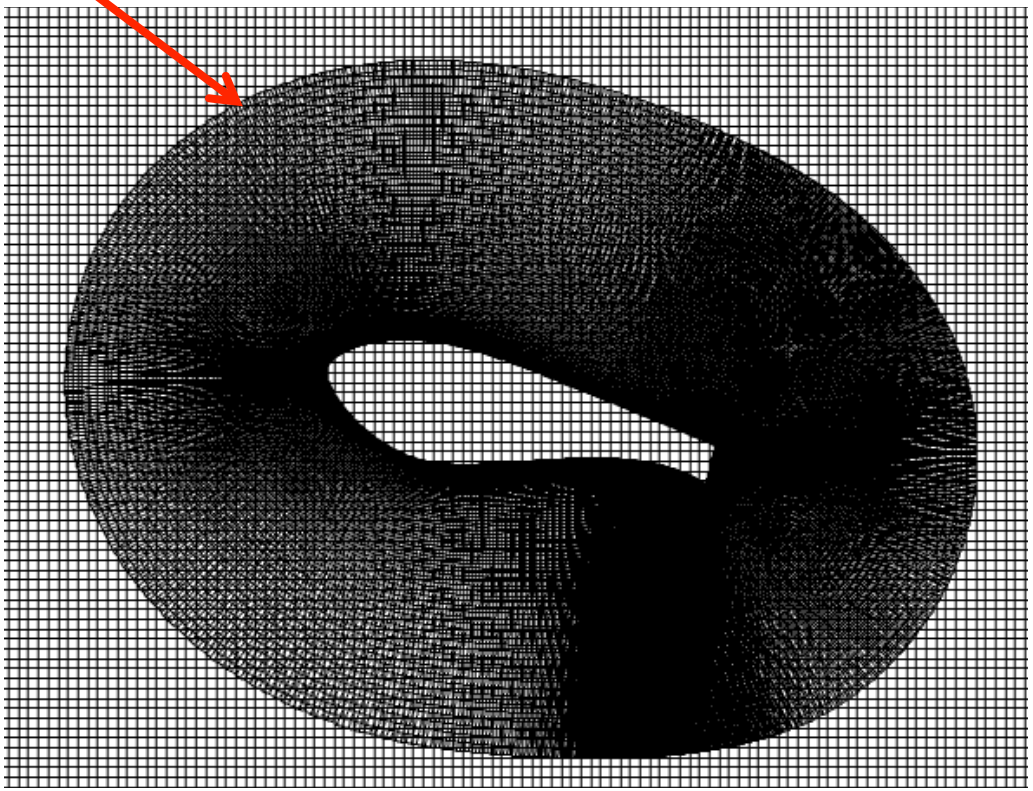
Overset Preprocessing (cont)

- For dynamic-grid simulations, there is an additional consideration at the preprocessing stage: either precompute the overset connectivity for *ALL* time steps up front, or do this "on the fly" from within FUN3D
  - Precomputing requires up-front knowledge of the motion - *rules out 6DOF and aeroelastic cases* since the motion depends on the flow solution; *rules out deforming meshes* even if motion known
  - If the case fits these restrictions, from the point of view of flow solver run time, precomputing all connectivity is by far the most efficient
  - Need to ensure that SUGGAR++ motion will match FUN3D motion
  - Resulting dci files *must* be named **`[project]N.dci`** for timestep N
- If connectivity is computed at run time (by necessity or for convenience)
  - Computation of overset connectivity is performed on a single processor (the last one) - a serial bottleneck
  - That processor must have enough memory (basically same memory requirements as stand alone SUGGAR++)

Overset – Boundary Conditions

- FUN3D requires only one specialized overset boundary condition - all other BC's can be applied as needed:
  - In mapbc files, set BC type to -1 for boundaries that are set via interpolation from another mesh

Grid Courtesy Eric Lynch, GA Tech



Overset – Boundary Conditions (Cont.)

- SUGGAR++ needs BC info for each component grid
  - Can be set either via the SUGGAR++ input XML file OR an auxiliary file for each component grid
  - Strongly recommend (esp. for dynamic meshes) the XML file approach
    - More cumbersome than auxiliary file, but...
    - If the auxiliary files get separated from the other files, SUGGAR seems to assume some defaults which will likely cause problems with hole cutting
    - The exception to setting SUGGAR++ BC info in the XML file is if ALL the component grids are of VGRID type - in that case both SUGGAR++ and FUN3D get BC's from the same VGRID mapbc file and can generally avoid having to explicitly set any BC's for SUGGAR++

Overset Mesh Simulations – Static (1/2)

- Running FUN3D with static overset meshes:
  - Either use the CLO **`--overset`** or set **`overset_flag = .true.`** in the **`&overset_data`** namelist in **`fun3d.nml`**
  - In screen output, should see something like:

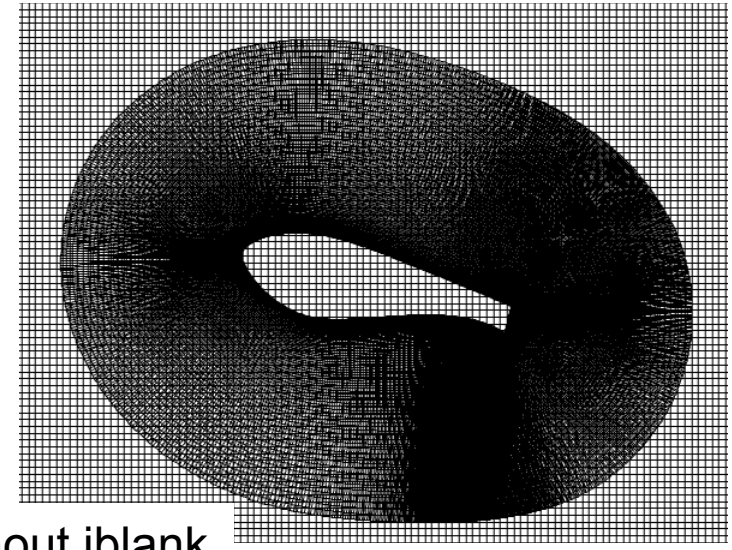
```
dirtlib:init_overset Reading DCI data: ./[project].dci
Loading of dci file header took Wall Clock time = 0.002223 seconds
Loading of dci file took Wall Clock time = 0.005657 seconds
Using DiRTlib version 1.49 for overset capability
DiRTlib developed by Ralph Noack, Penn State University Applied Research Laboratory
```

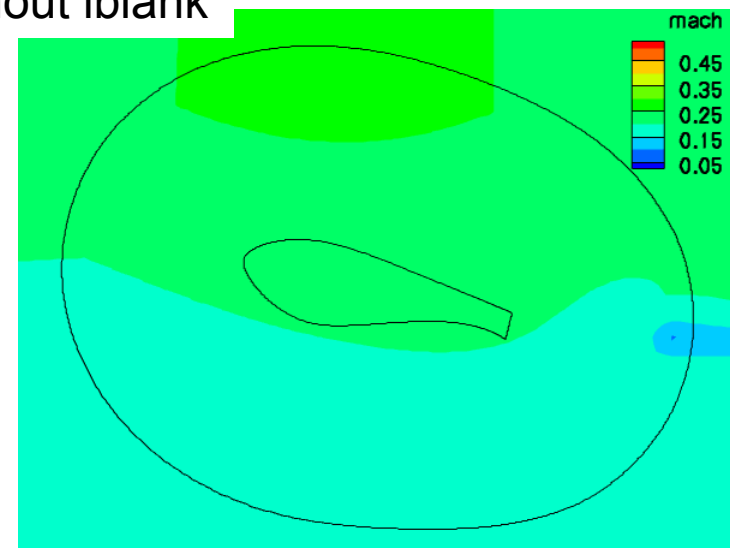
  - If you request visualization output data for an overset case, “iblank” data will automatically be output to allow blanking of the hole / out points for correct visualization of the solution / grid in Tecplot

Overset Mesh Simulations – Static (2/2)

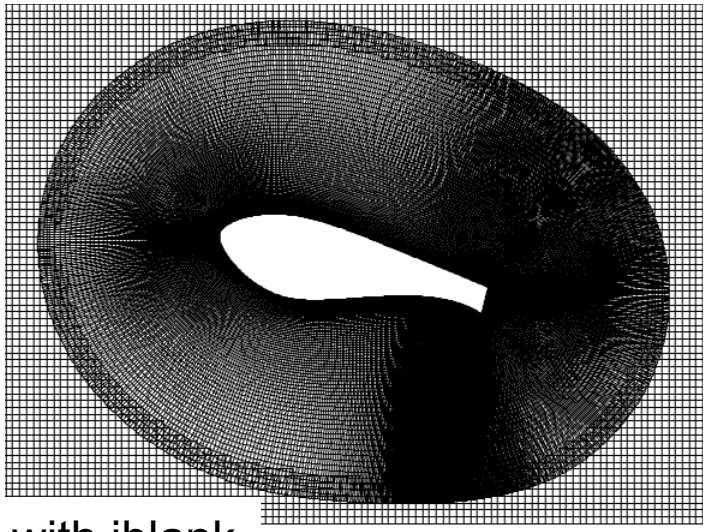
- Wind-turbine airfoil in tunnel

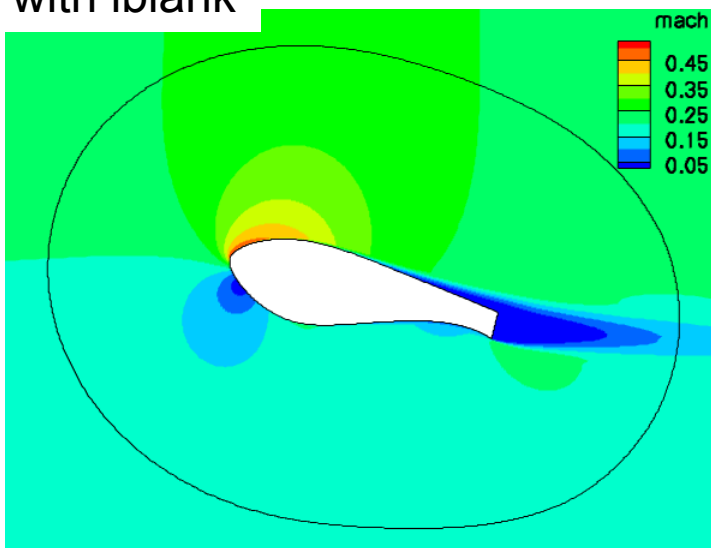
without iblank





with iblank





Overset Mesh Simulations – Dynamic (1/5)

- SUGGAR++ setup (more details in separate session)
  - Starting from a static-grid XML file:
    - Add **<dynamic/>** to **<body>** elements that are to move, e.g.

```
<body name="airfoil">
  <dynamic/>
  <volume_grid name="airfoil" style="fvuns"
                              filename="airfoil_2p.fvgrid_fmt"/>
 </body>
```

    - Note: use a self-terminated **<dynamic/>** so that any **<transform>** elements of **<body>** are applied as static transforms on the component grids when assembling the composite grid
  - Use SUGGAR++ to generate the initial (t = 0) composite grid; lets assume you called the XML file **Input.xml_0**

Overset Mesh Simulations – Dynamic (2/5)

- In the FUN3D **`moving_body.input`** file
  - Define the bodies and specify motion as usual; boundary numbers correspond to those in the *composite* mesh mapbc file, accounting for any boundary lumping that may be selected at run time
  - use the component body names from the **`Input.xml_0`** file
  - Add name of the xml file used to generate the t = 0 composite mesh:

```
&composite_overset_mesh
  input_xml_file = 'Input.xml_0'
/
```

- Running FUN3D
  - Use CLOs **`--overset --moving_grid --dci_on_the_fly`**
  - The last tells FUN3D to call libSUGGAR++ routines to compute new overset data when the grids are moved; if this CLO is not present, solver will try to read the corresponding dci file from disk
  - Namelist input can be used in lieu of these CLO's (more in a bit)

Overset Mesh Simulations – Dynamic (3/5)

- Running FUN3D (cont)
  - Note: for dynamic meshes, the *component* grids and mapbc files must be available (can be soft linked) in the FUN3D run directory, in *addition* to the t = 0 *composite*-grid and mapbc files
  - When using **`--dci_on_the_fly`**, specify *one* additional processor for SUGGAR++
    - The *last* processor gets assigned the SUGGAR++ task
    - *This processor must have enough memory for entire overset problem* (same as needed for SUGGAR++ alone)
  - There are a number of other overset-grid CLOs that may be useful for dynamic overser meshes. These options may now (V12.4 and higher) be set via namelist input in **`fun3d.nml`**

Overset Mesh Simulations – Dynamic (4/5)

- Parameters for control of overset operations - primarily for dynamic grids; set in the **`&overset_data`** namelist in **`fun3d.nml`**

`overset_flag`	**`= .true.`**	turns on overset (default: .F.)
`dci_on_the_fly`	**`= .true.`**	compute connectivity during flow solve (.F.)
`reuse_exisiting_dci`	**`= .true.`**	if dci file for this step already exists, use it instead of computing on the fly (.F.)
`dci_period`	**`= N`**	dci data repeats every N steps (huge no.)
`reset_dci_period`	**`= L`**	*now* repeats every L steps (huge no.) …used for time-step change at restart
`dci_freq`	**`= M`**	compute dci data every M steps (1)
`dci_dir`	**`= 'dir'`**	look for or put dci files in this dir (./)
`skip_dci_output`	**`= .true.`**	*don't* write dci data after it's computed (.F.) …maybe this data won't be needed again
`dci_io`	**`= .true.`**	use dedicated proc(s) for fast loading of precomputed dci data (.F.) - *more later*
`dci_io_npro`	**`= P`**	use P procs for dedicated dci loading

Overset Mesh Simulations – Dynamic (5/5)

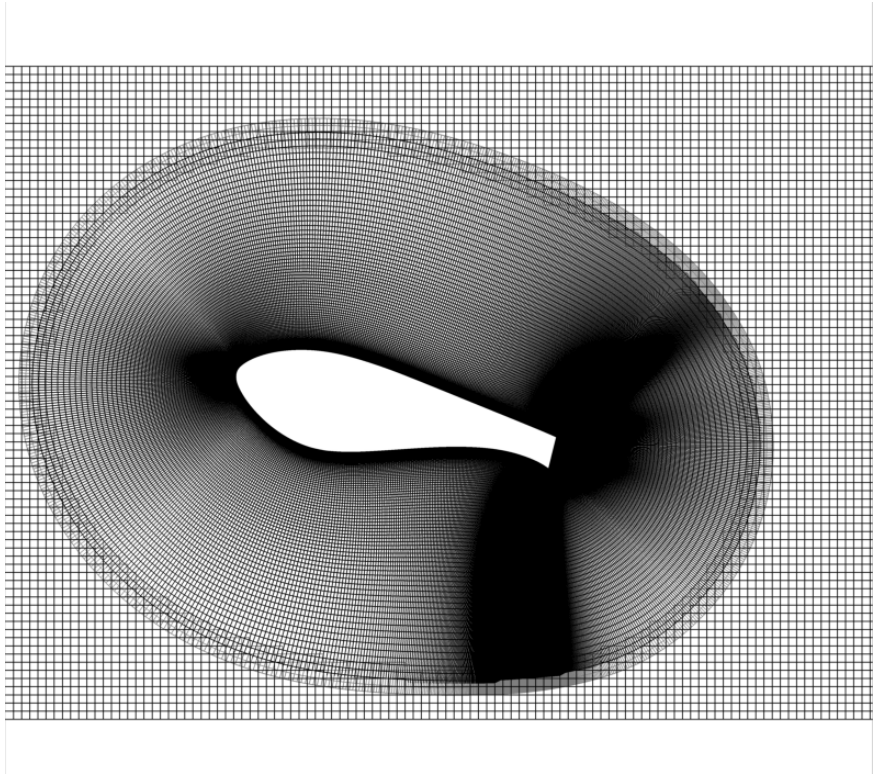
- Another option, in the **`&global_data`** namelist in **`fun3d.nml`**

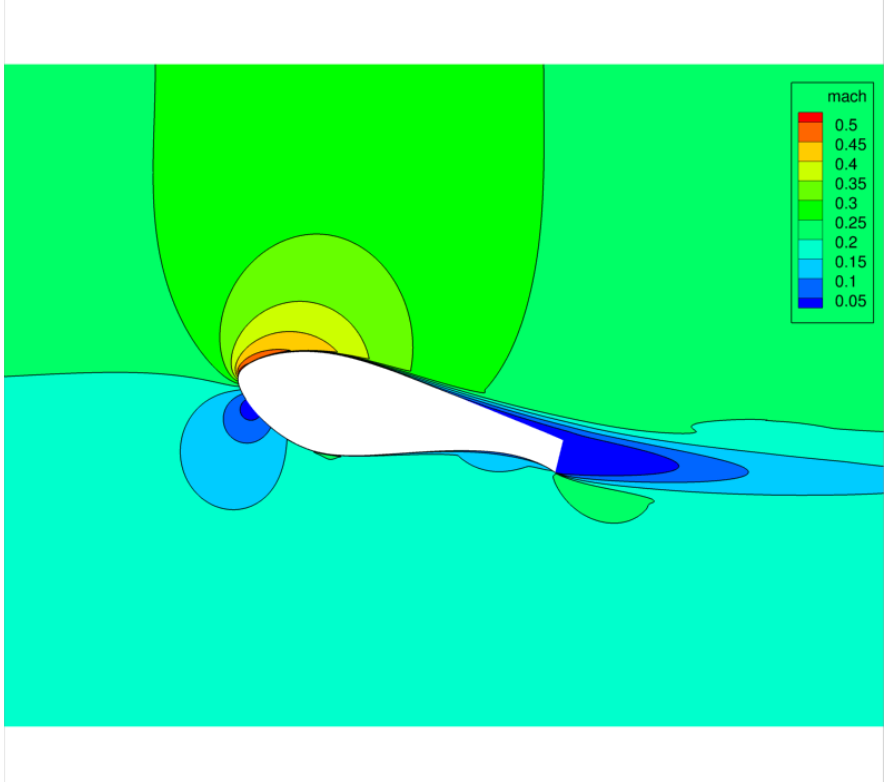
  `grid_motion_and_dci_only = .true.` (default: .F.) step through the mesh motion and compute dci data but don't solve flow eqns.

  - Useful as an easy (not the most efficient) way to precompute dci data while ensuring the motion will match exactly with FUN3D
- Solution data in hole points (governing equations *not* solved at hole pts.)
  - Starts at freestream
  - FUN3D will "fill in" flow data at hole points at each time step by averaging data at surrounding points - eventually replaces freestream
  - Averaging is important for dynamic case so a hole point that suddenly becomes a solve point has something better than freestream as an IC
  - *Best Practice*: use "keep inner fringe" option in SUGGAR++ XML file - retains extra fringe (interpolated) points near hole edges as a buffer of points that become exposed before hole pts. - interp. better than avg.

Overset Mesh Simulations – Dynamic (6/5)

- Wind-turbine airfoil in tunnel



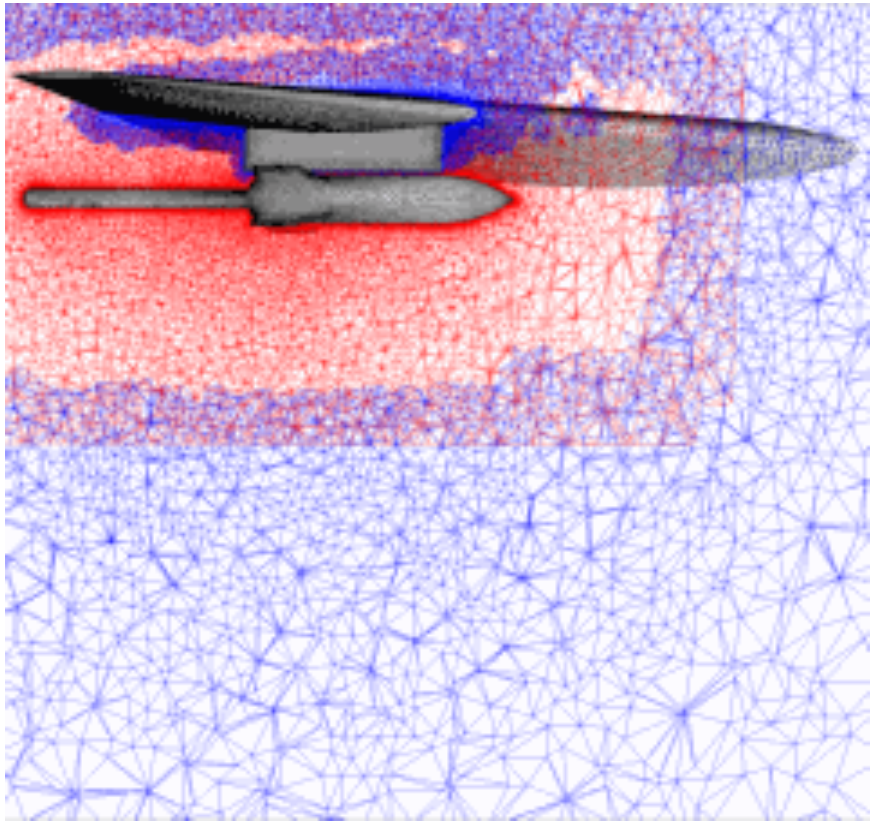


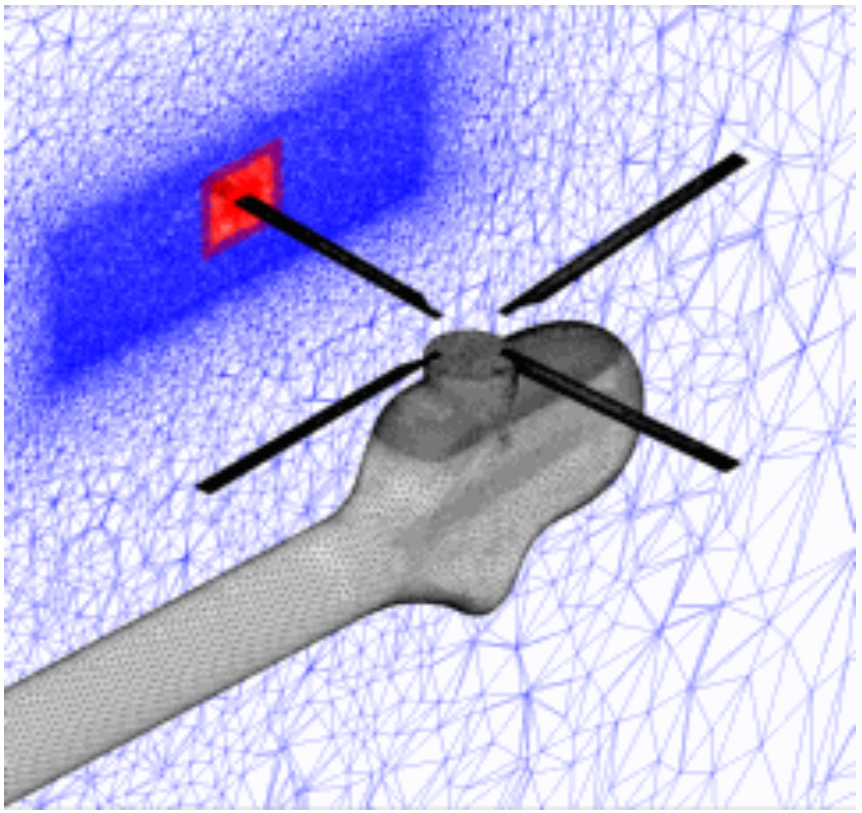
DCI_IO For Large-Scale Simulations

- Applications are now run on many-thousand core architectures. Suggar++ does not scale well, but for *rigid meshes with prescribed motion*, it is be possible to precompute the connectivity data in an “embarrassingly parallel” fashion, avoiding the SUGGAR++ bottleneck during FUN3D execution
- Normally FUN3D calls DiRTlib routines to load and parse this precomputed dci data. But DiRTlib reads and parses the dci file from *every* processor, which prohibits scalability beyond ~1k cores
- Instead, use dci_io = .true. and use dci_io_nprocs = P to assign P processes to read and distribute the dci data - circumvents DiRTlib
  - this is the *only* job for these processors - they operate 1 to P time steps ahead; regular flow-solve ranks work to advance flow in current step
- DCI_IO utilizes a special file containing a subset of dci data - “dcif” file
  - Convert dci generated by SUGGAR++ to dcif using utils/dci_to_dcif
- Linear scaling demonstrated up ~4K cores; P = 1 sufficient for this size

Overset Mesh Simulations – Examples

- As always, can use animation to verify; these were done using Tecplot output from FUN3D





Troubleshooting

- Orphan count is and indicator (though hardly precise) of problems either setup of SUGGAR++ or a poor mesh
  - Both standalone SUGGAR++ and FUN3D ("on the fly") report orphan counts
    - should have none "due to hole-cut failures"; nonzero count a good indicator of setup issues
    - orphans "due to donor quality" perhaps an indicator or grid quality or setup
  - Visualization often the best tool to remedy
  - Celeritas' GVIZ or Tecplot output from FUN3D can help sort out overset connectivity issues