

WEC-Sim Training Course for users and developers

August 17, 2017

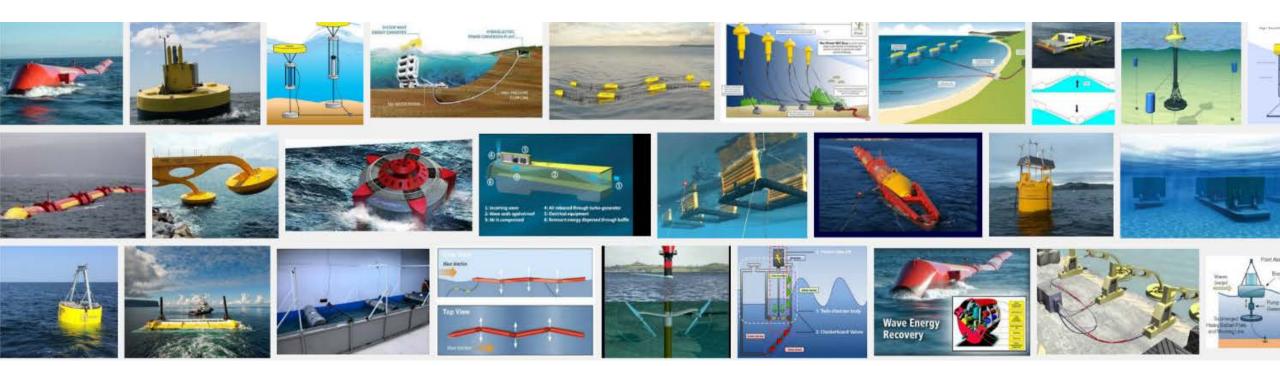
Yi-Hsiang Yu (NREL) Kelley Ruehl (Sandia)

Course Agenda

| Time | Topic | Description |
|----------|------------------------------------|--|
| 9:00 am | WEC-Sim Overview ~20min | Overview of course topics and WEC-Sim code |
| 9:30 am | Theory & Workflow ~20min | Cummins' equation and WEC-Sim workflow (BEM->BEMIO->WEC-Sim) |
| 10:00 am | Running WEC-Sim ~30min | Description of what happens when you execute WEC-Sim (wecSim.m) |
| 11:00 am | Code Structure Overview ~1hr total | Overview of WEC-Sim's input file (wecSimInputFile.m), classes (*.m) and library blocks (*.slx) |
| 1:00 pm | Wave Implementation ~30min | Description wave modeling implementation in WEC-Sim, in the classes (*.m) and blocks (*.slx) |
| 1:30 pm | Body Implementation ~30min | Description body implementation in WEC-Sim, in the classes (*.m) and blocks (*.slx) |
| 2:00pm | Q&A ~1hr | Open Q&A for attendees to WEC-Sim Lab team |

Code Structure Topics

| Time (MT) | Topic (~Duration) | Description |
|-----------|-----------------------------------|--|
| 11:00 am | WEC-Sim Code Structure ~1hr total | Code Structure Overview: ~10min WEC-Sim source code WEC-Sim models: input files and Simulink models WEC-Sim Objects (.m): ~30min Object oriented programming: objects, properties, methods, etc. High level overview of: bodyClass, waveClass, simulationClass, ptoClass, constraintClass, mooring, etc WEC-Sim Library Blocks (.slx): ~20min body, constraint, pto, frame what simulink blocks are available, how are they defined what is a mask, how to go under a mask variant subsystems and how to define them |



WEC-Sim Code Structure

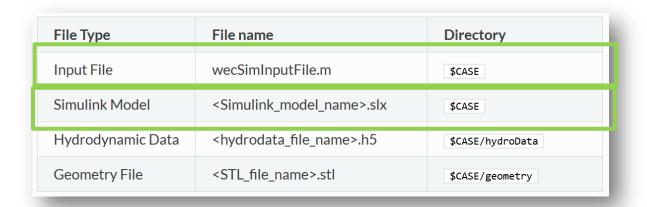
Kelley Ruehl (Sandia)

WEC-Sim

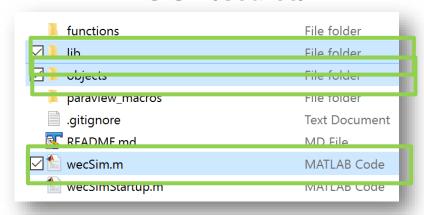
WEC-Sim **source code** consists of:

| File Type | File name | Directory |
|---------------------------|--------------------------|------------------|
| WEC-Sim Executable Script | wecSim.m | \$Source |
| WEC-Sim MATLAB Objects | <object>Class.m</object> | \$Source/objects |
| WEC-Sim Simulink Libary | <blook>_Lib.slx</blook> | \$Source/lib |

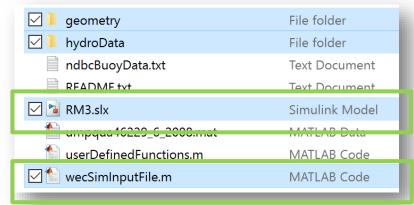
WEC-Sim **model files** consist of:



WEC-Sim/source/



Case Directory





WEC-Sim Source Code

WEC-Sim Source Code



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| WEC-Sim Simulink Libary | <blook>_Lib.slx</blook> | \$Source/lib |

- Source code is included in the MATLAB path
- Can be executed from any directory

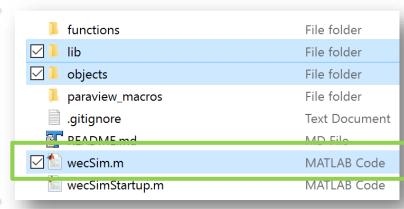
WEC-Sim Executable

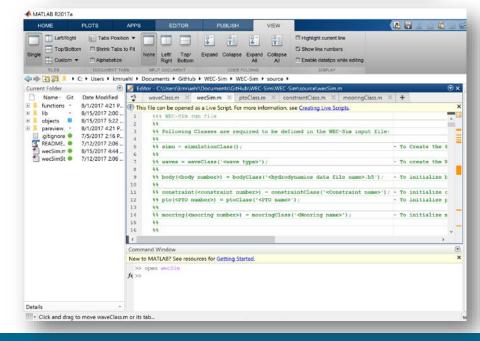
WEC-Sim/source/wecSim.m

| File Type | File name | Directory |
|---------------------------|--------------------------|------------------|
| WEC-Sim Executable Script | wecSim.m | \$Source |
| WEC-Sim MATLAB Objects | <object>Class.m</object> | \$Source/objects |
| WEC-Sim Simulink Libary | <blook>_Lib.slx</blook> | \$Source/lib |

- Executing wecSim.m
 - parses the WEC-Sim input file
 - performs preprocessing calculations in each of the classes
 - selects and initializes variant subsystems in the Simulink model
 - runs the time-domain simulation in WEC-Sim
- View wecSim.m from MATLAB Command Window >>open wecSim





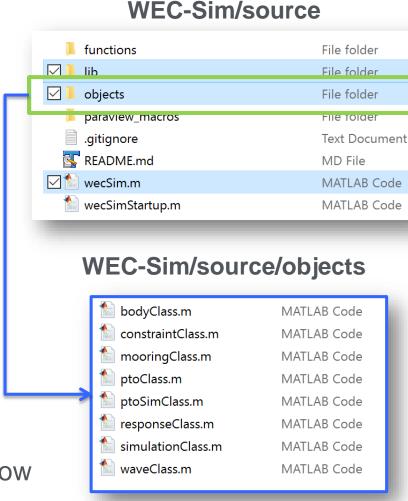




WEC-Sim/source/objects/

| File Type | File name | Directory |
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| WEC-Sim Simulink Libary | <blook>_Lib.slx</blook> | \$Source/lib |

- Define classes in the WEC-Sim input file
 - wecSimInputFile.m
- The following classes create the WEC-Sim objects
 - simulationClass.m, waveClass.m, bodyClass.m, constraintClass.m, ptoClass.m, mooringClass.m
- WEC-Sim objects are required to run WEC-Sim simulations
 - simu, waves, body(i), pto(i), constraint(i), mooring(i)
- View properties or open classes from MATLAB Command Window
 - >> doc className
 - >> open className

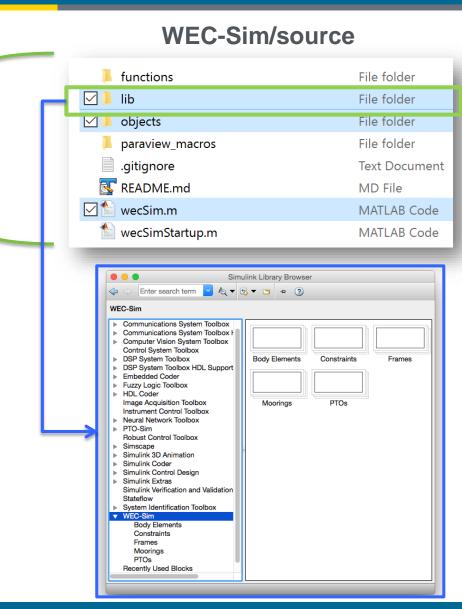


WEC-Sim Library Blocks

WEC-Sim/source/lib/

| File Type | File name | Directory |
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| WEC-Sim Executable Script | wecSim.m | \$Source |
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- WEC-Sim source code includes WEC-Sim library blocks:
 - Body Elements, Constraints, Frames, Moorings, PTOs
- Define WEC dynamics in WEC-Sim Simulink model using WEC-Sim Library Blocks
 - <Simulink_modelname>.slx
- View properties by double clicking on blocks
 - displays description and block parameters
- There should be a one-to-one between the objects defined in the input file and the blocks used in the Simulink model.





WEC-Sim Model Files

WEC-Sim Model Files



WEC-Sim **model files** consist of:

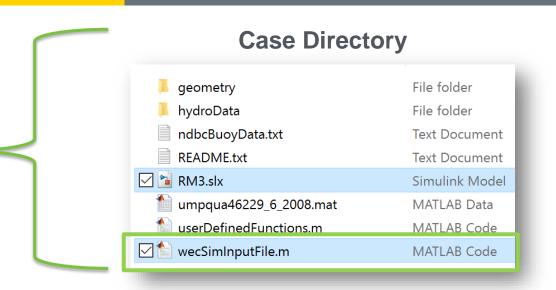
| File Type | File name | Directory |
|-------------------|---|------------------|
| Input File | wecSimInputFile.m | \$CASE |
| Simulink Model | <simulink_model_name>.slx</simulink_model_name> | \$CASE |
| Hydrodynamic Data | <hydrodata_file_name>.h5</hydrodata_file_name> | \$CASE/hydroData |
| Geometry File | <stl_file_name>.stl</stl_file_name> | \$CASE/geometry |

- Model files are located in the case directory
- WEC-Sim models must be executed from the case directory

WEC-Sim Input File

wecSimInputFile.m

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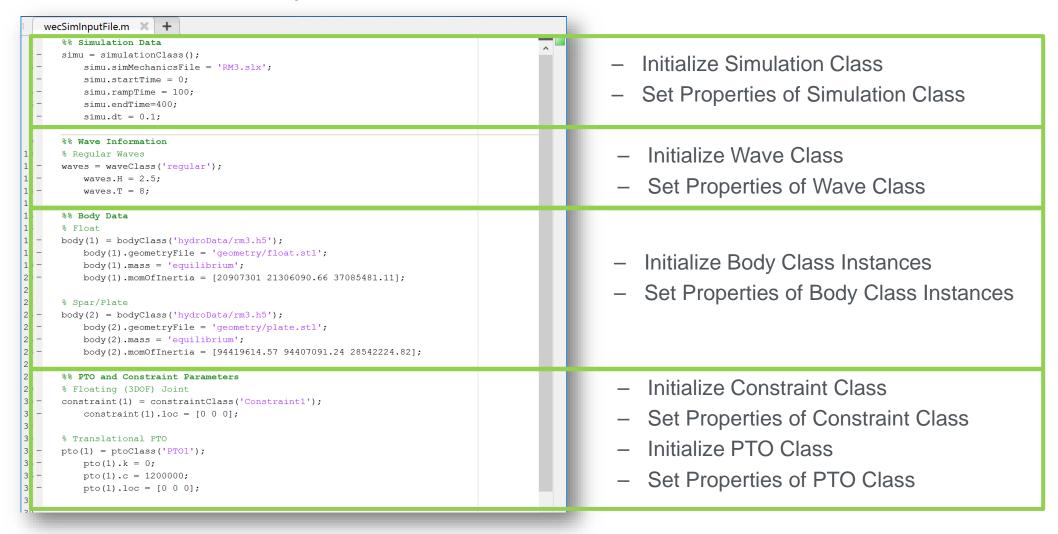


- Located in the case directory
- Initialize and define classes in the WEC-Sim input file
 - wecSimInputFile.m
- WEC-Sim objects are required to run WEC-Sim simulations
 - simu, waves, body(i), pto(i), constraint(i), mooring(i)

WEC-Sim Input File



wecSimInputFile.m



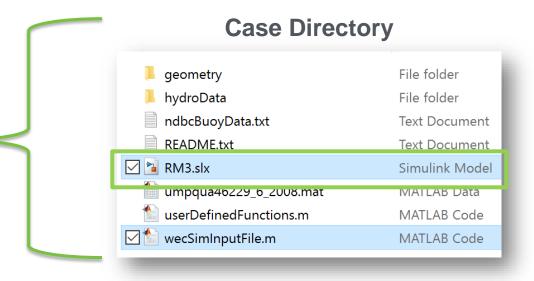
WEC-Sim Simulink File

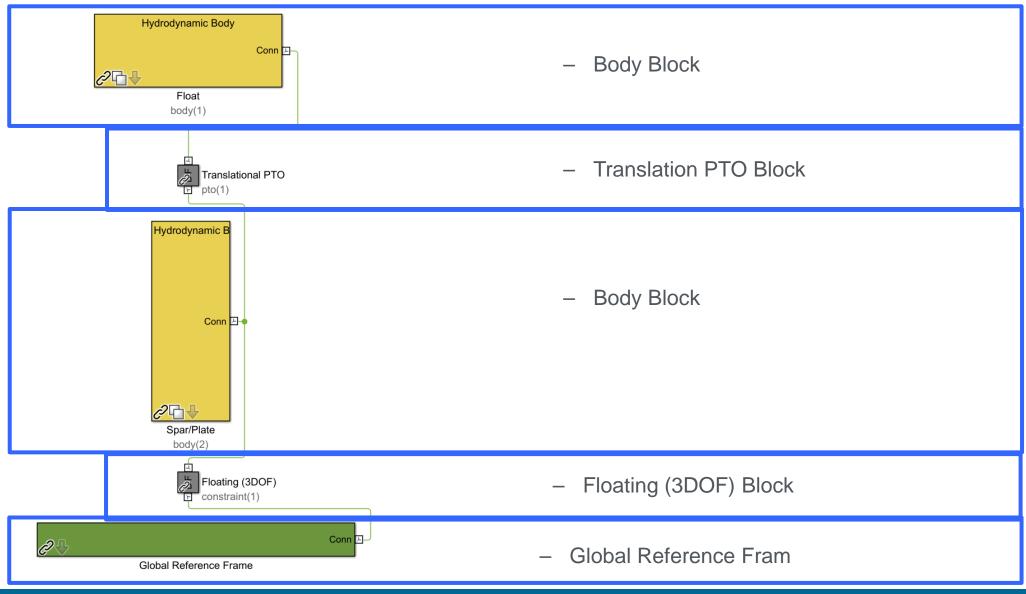


<Simulink_model_name>.slx

| File Type | File name | Directory |
|-------------------|---|------------------|
| Input File | wecSimInputFile.m | \$CASE |
| Simulink Model | <simulink_model_name>.slx</simulink_model_name> | \$CASE |
| Hydrodynamic Data | <hydrodata_file_name>.h5</hydrodata_file_name> | \$CASE/hydroData |
| Geometry File | <stl_file_name>.stl</stl_file_name> | \$CASE/geometry |

- Located in the case directory
- Define model file using WEC-Sim Library Blocks
 - <Simulink_model_name>.slx





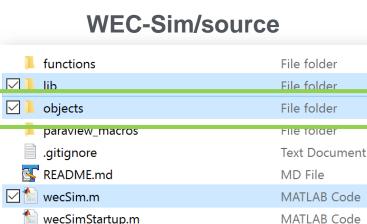




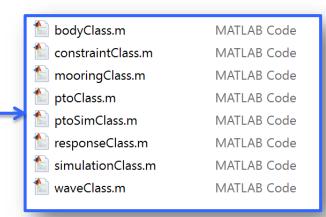
WEC-Sim/source/objects/

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- Define classes in the WEC-Sim input file
 - wecSimInputFile.m
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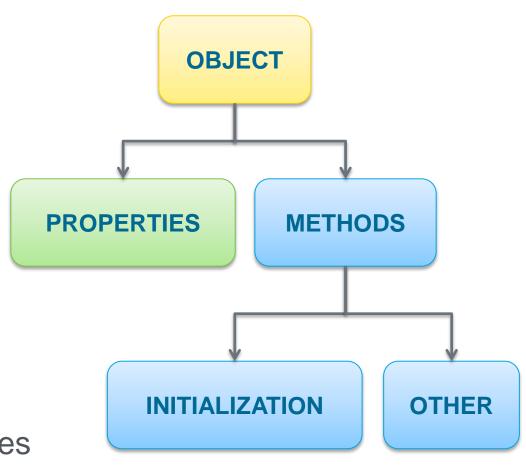


WEC-Sim/source/objects



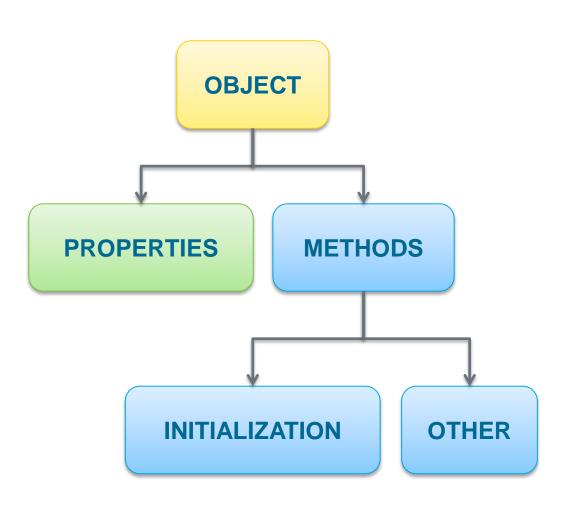


- WEC-Sim has several different classes
 - simulationClass.m
 - waveClass.m
 - bodyClass.m
 - constraintClass.m
 - ptoClass.m
 - mooringClass.m
 - responseClass.m
- Each class contains:
 - Properties that can be defined
 - Methods (aka functions) that can be executed
- WEC-Sim input file determines which properties are defined and methods are executed



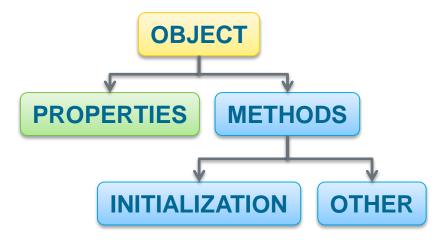


- Each class creates a corresponding object
 - simulationClass.m → simu
 - waveClass.m → waves
 - bodyClass.m → body(i)
 - − constraintClass.m → constraint(i)
 - ptoClass.m → pto(i)
 - mooringClass.m → mooring(i)
 - responseClass.m → output
- Properties defined in the WEC-Sim input fie used initialize variant subsystems in the WEC-Sim Library Blocks
 - simu.b2b = 1;
 - body(i).nhBody = 1;
 - waves = waveClass('regular');

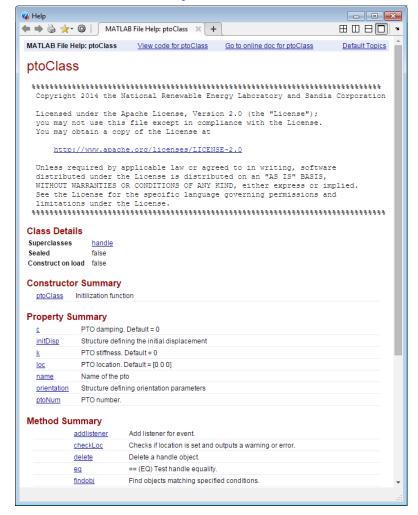




- WEC-Sim Classes
 - simulationClass.m
 - waveClass.m
 - bodyClass.m
 - constraintClass.m
 - ptoClass.m
 - mooringClass.m
 - responseClass.m

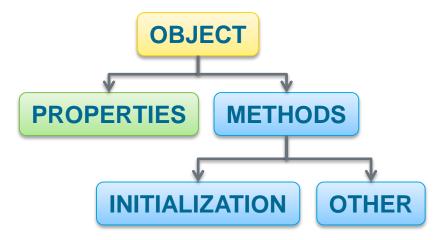


>> doc ptoClass

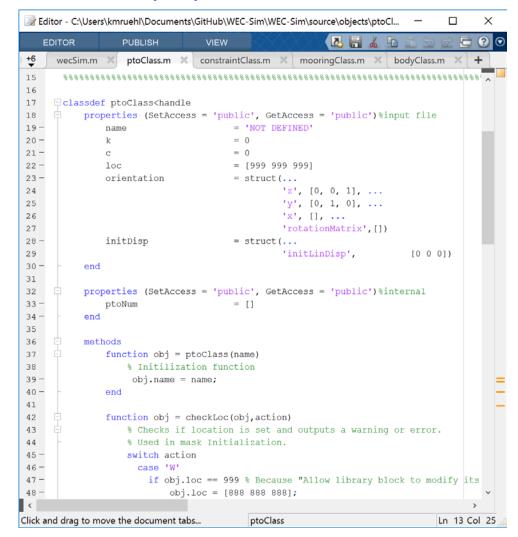




- WEC-Sim Classes
 - simulationClass.m
 - waveClass.m
 - bodyClass.m
 - constraintClass.m
 - ptoClass.m
 - mooringClass.m
 - responseClass.m



>> open ptoClass





WEC-Sim Class Descriptions

Simulation Class

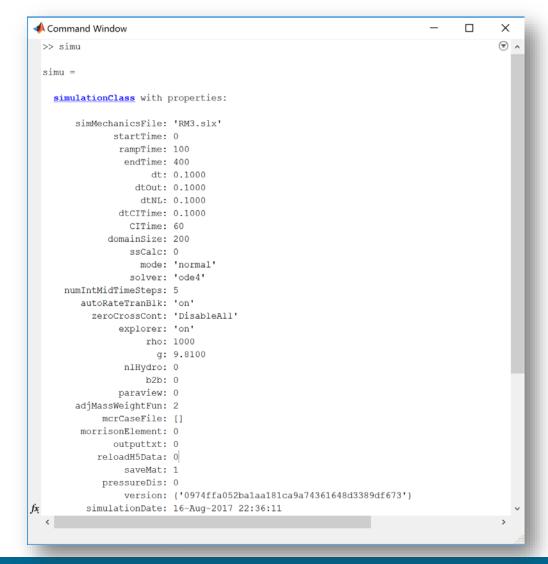


simulationClass.m

The simulation class contains the simulation parameters and solver settings necessary to execute the WEC-Sim code.

- Required Properties:
 - simMechanicsFile
 - startTime, endTime, dt, rampTime, CITime
 - (many have default values)
- Optional Properties:
 - ssCalc, nlHydro
 - mode, solver
 - explorer, paraview, domainSize
 - rho, g
- Contains all simulation options (time, fluid properties, solver, visualization, etc.)
- Contains flags for different options (state space, non-linear hydro, etc.)

>>simu



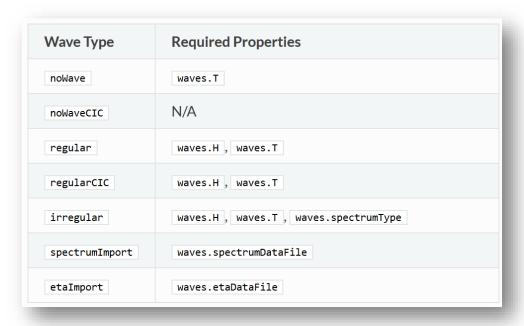
Wave Class



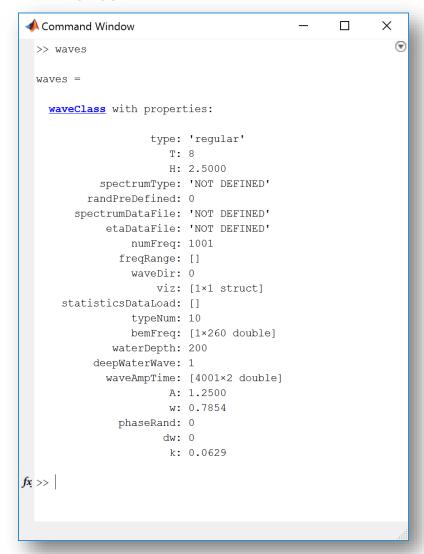
waveClass.m

The wave class contains all wave information necessary to define the incident wave condition for the WEC-Sim time-domain simulation.

- Required Properties:
 - type
 - Each wave 'type' has different required properties



>>waves



Body Class

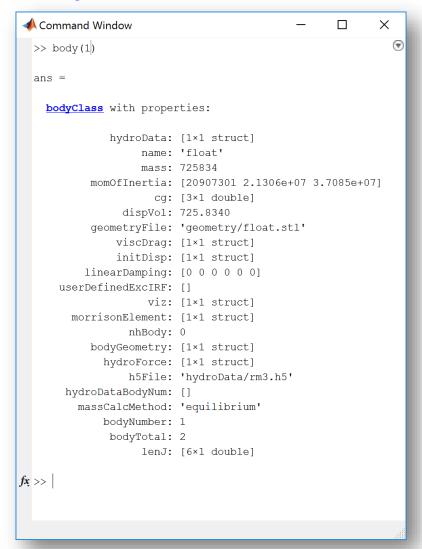


bodyClass.m

The body class contains the mass and hydrodynamic properties of each body that comprises the WEC being simulated.

- Required Properties:
 - mass: value, 'equilibrium', 'fixed'
 - momOfInertia (except for 'fixed' mass)
 - geometryFile
 - h5File
- Optional Properties:
 - viscDrag
 - initDisp
 - linearDamping
 - Viz
- Useful input information:
 - hydroData (BEM data)
 - hydroForce (force time-series)

>>body(1)



Constraint and PTO Classes



constraintClass.m

Constraint blocks connect WEC bodies to on one another (and possibly to the seabed) by constraining DOFs.

- Constraint Class Properties
 - name
 - Loc

ptoClass.m

Power Take-Off (PTO) blocks connect WEC bodies to one other (and possibly to the seabed) by constraining DOFs and applying linear damping and stiffness

- PTO Class Properties
 - name
 - loc
 - k
 - (
- NOTE: loc required for rotational PTOs & Constraints

>>constraint >>pto

```
Command Window
                                                  >> constraint
  constraint =
    constraintClass with properties:
               name: 'Constraint1'
                loc: [0 0 0]
        orientation: [1×1 struct]
           initDisp: [1x1 struct]
      constraintNum: 1
  pto =
    ptoClass with properties:
             name: 'PTO1'
                k: 0
                c: 1200000
              loc: [0 0 0]
      orientation: [1×1 struct]
         initDisp: [1×1 struct]
           ptoNum: 1
f_{x} >>
```

Mooring Class



mooringClass.m

Mooring class contains all information about definition of the mooring system

- Mooring types:
 - Matrices
 - MoorDyn
- Properties:
 - name
 - ref
 - matrix
 - initDisp
 - moorDynLines

>>mooring



Response Class (Output Structure)



responseClass.m

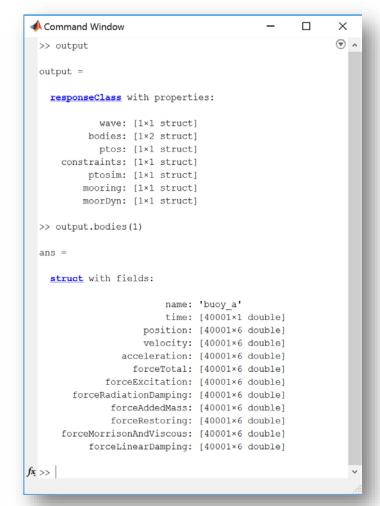
'output' created at the end of a WEC-Sim simulation. It contains all the output time-series and methods to plot and interact with the results.

- output`variable = responseClass instance
 - Contains all time series from simulation
 - Contains all time-series calculations
 - methods for quick plotting
- Properties:
 - bodies
 - ptos
 - constraints
 - ptosim

\$Case/output/RM3_matlabWorkspace.mat

http://wec-sim.github.io/WEC-Sim/code_structure.html#output-structure

>>output





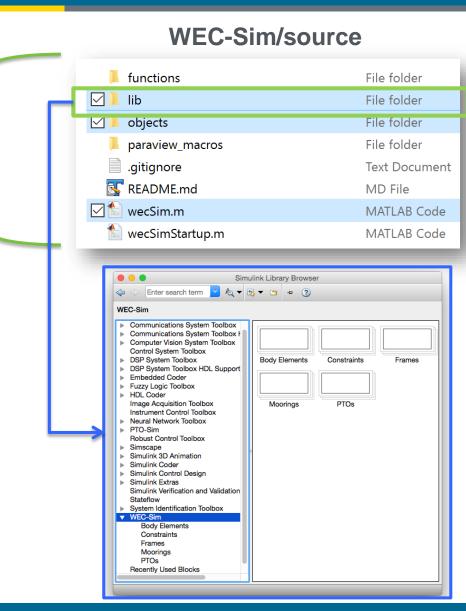
WEC-Sim Library

WEC-Sim Library Blocks

WEC-Sim/source/lib/

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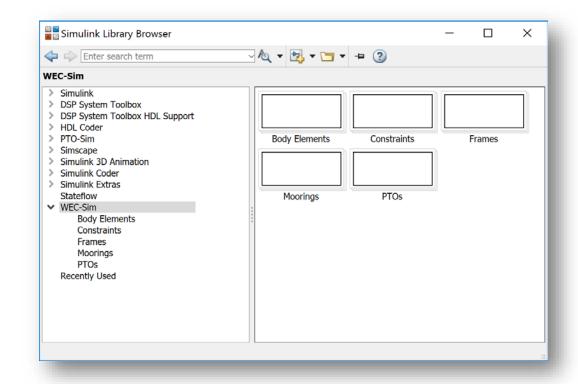


WEC-Sim Library



WEC-Sim/source/lib/

- WEC-Sim Library
 - Drag & Drop library
 - Mask
- Simulink Model
 - Made of WEC-Sim library blocks
 - Body Elements, PTOs,
 Constraints need to be numbered

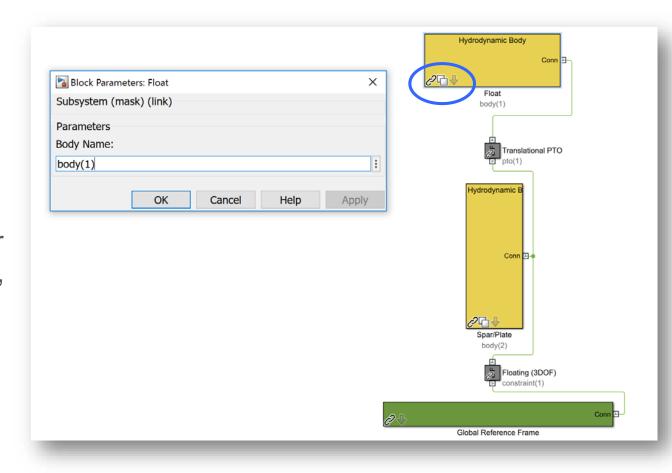


Masks



WEC-Sim/source/lib/

- Simulink Masks
 - A mask is a custom user interface for a block.
 - By masking a block you encapsulate the block diagram to have its own parameter dialog box with its own block description, parameter prompts, and help texts.
- Denoted by down arrow
- Double clicking on mask opens dialog box
- Clicking on down arrow (Ctrl+U) goes under the mask



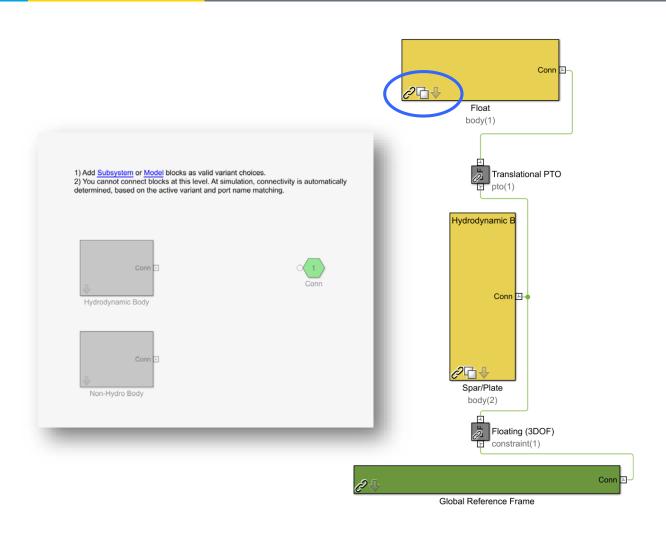
https://www.mathworks.com/help/simulink/block-masks.html

Variant Subsystems



WEC-Sim/source/lib/

- Variant Subsystems
 - Variant subsystems let you provide multiple implementations for a subsystem where only one implementation is active during simulation.
 - You can programmatically swap out the active implementation and replace it with one of the other implementations without modifying the model.
- Denoted by double squares
- Double click on subsystem to view variant subsystem (unless masked)



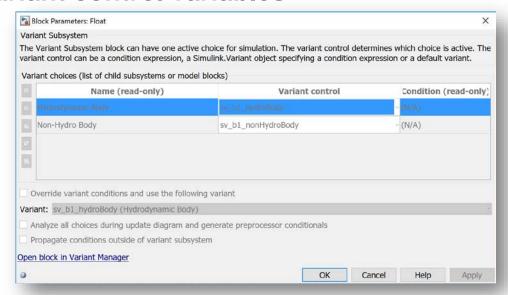
https://www.mathworks.com/help/simulink/examples/variant-subsystems.html

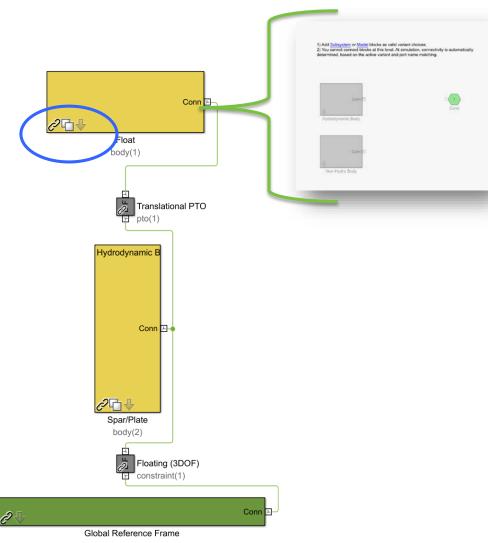
Variant Subsystems



WEC-Sim/source/lib/

- WEC-Sim Library Blocks contain many variant subsystems which are activated by WEC-Sim input file, wecSimInputFile.m in wecSim.m
- Right click on block with variant subsystem and select 'Block Parameters (Subsystem)' to see variant control variables





https://www.mathworks.com/help/simulink/examples/variant-subsystems.ntmi

Variant Subsystem and Mask Example

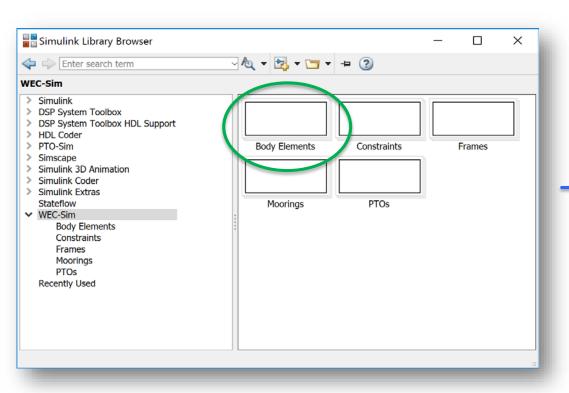


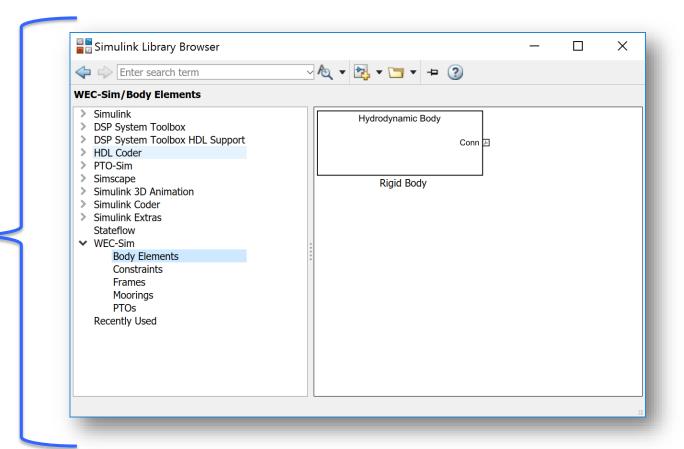
36 | Water Program Technologies Office



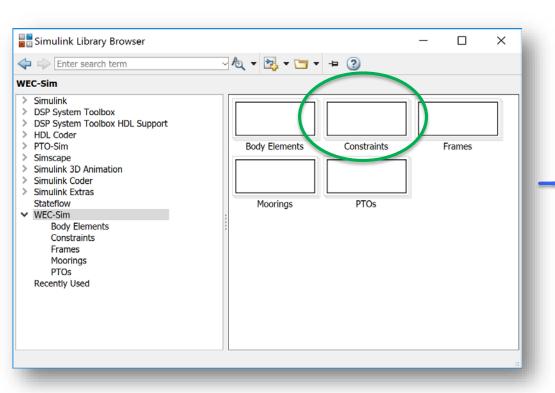
WEC-Sim Library Block Types

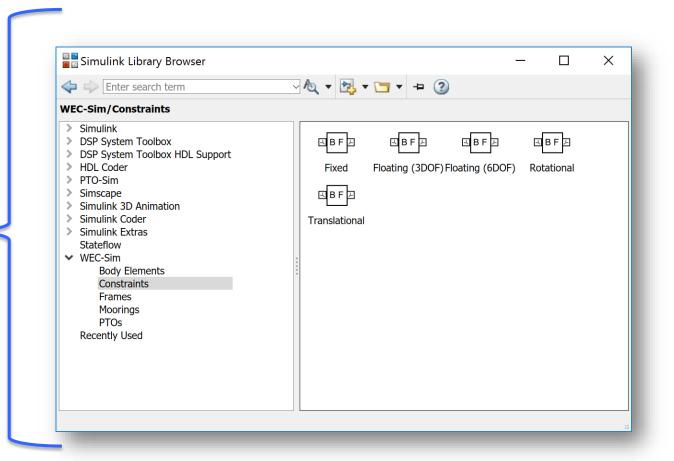
Body Elements



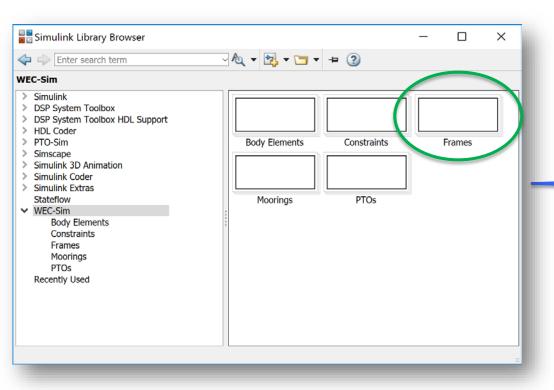


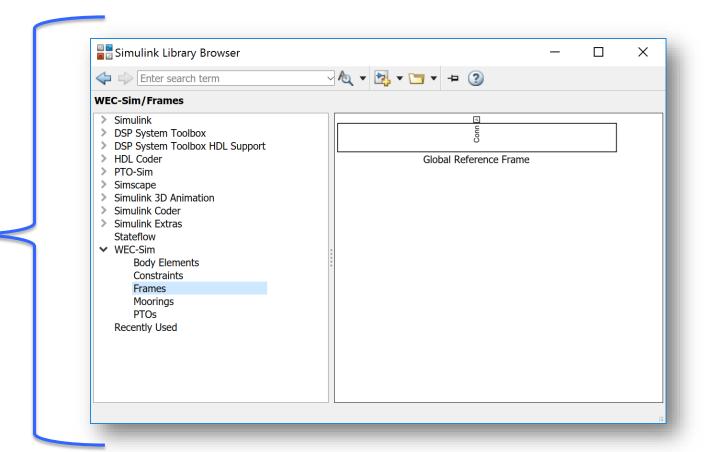
Constraints



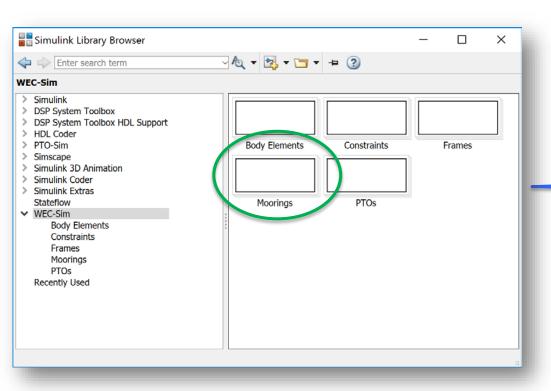


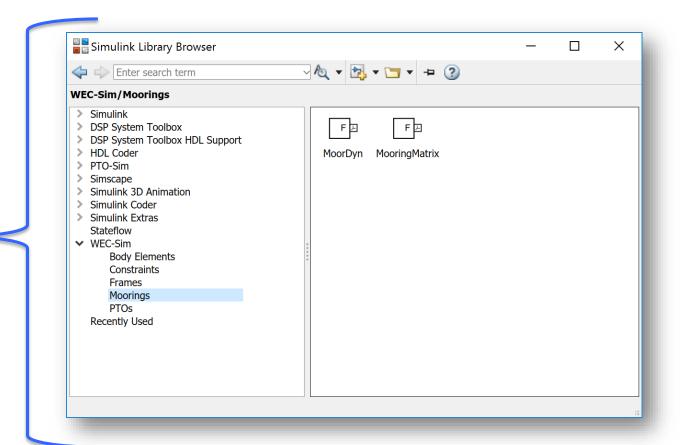
Frames

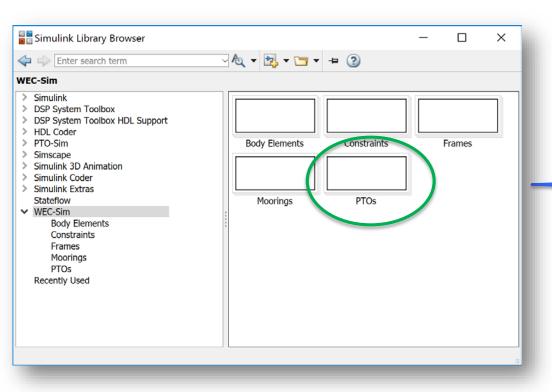


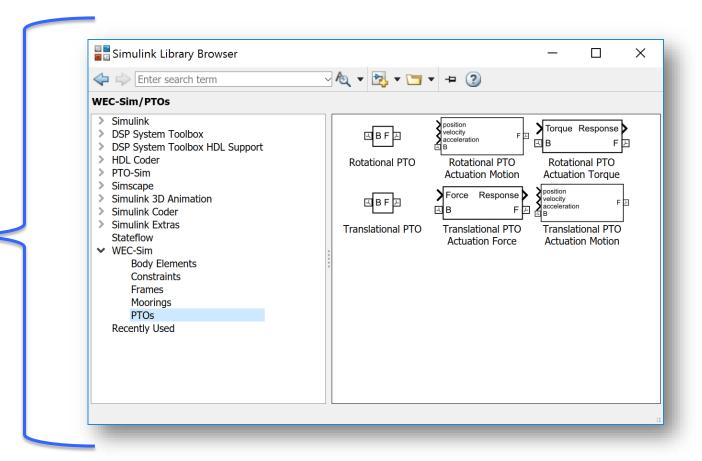


Moorings









WEC-Sim Simulink File

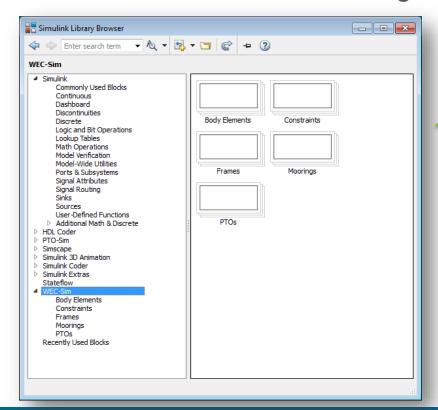


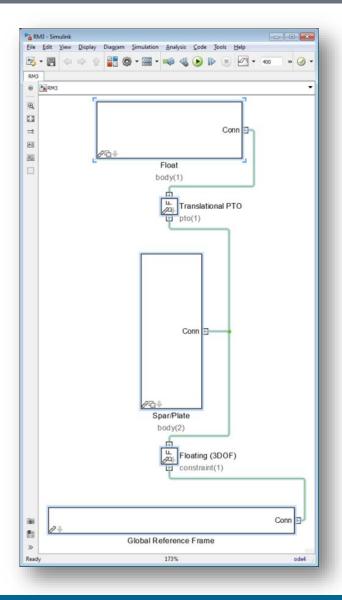
<Simulink_model_name>.slx

WEC-Sim Simulink Model

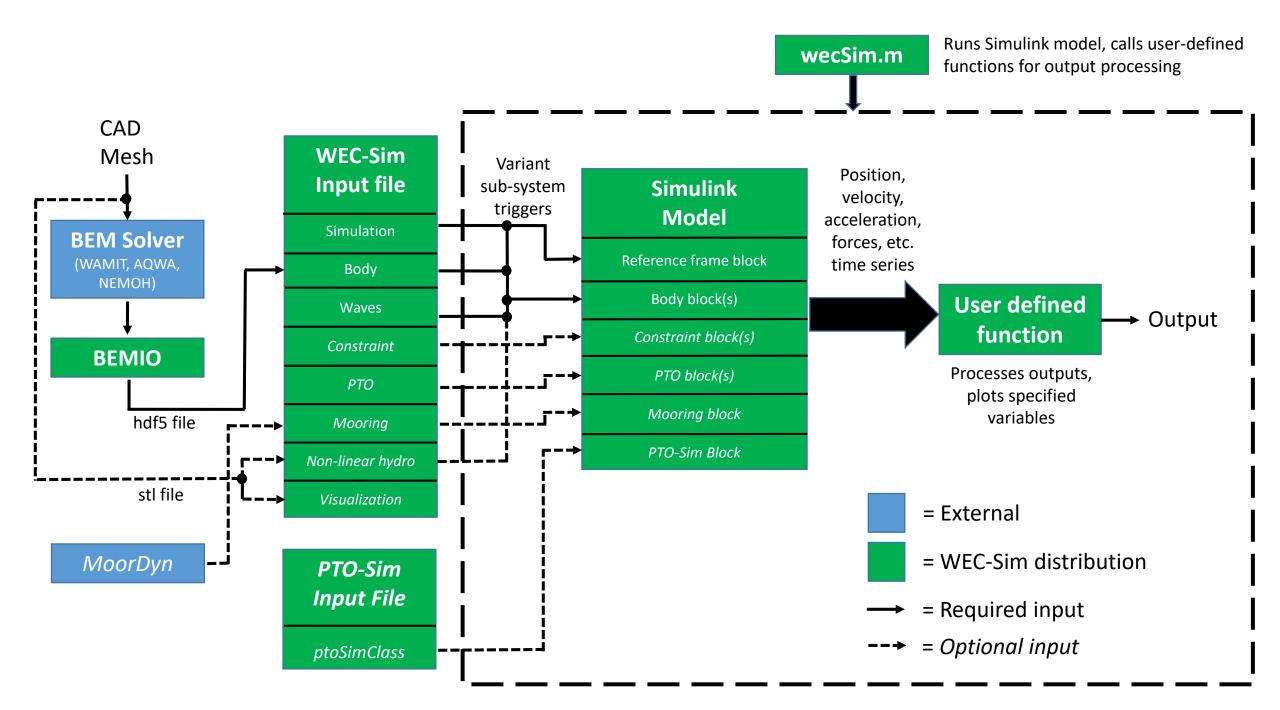
Created with WEC-Sim Simulink Library Blocks

Body Elements, Constraints, Frames, Moorings, PTOs





In conclusion...



Thank you!



All the webinar materials and recordings are available online:

http://wec-sim.github.io/WEC-Sim/webinars.html







