

# **A (very) brief introduction to numerical simulation & Fluidity**

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# This presentation

- A highly cut-down version of 2012's presentation:  
<http://amcg.ese.ic.ac.uk/~piggt01/Piggott-FluidityTraining-061112.pdf>
- Please refer to the 2012 document for:
  - further examples of Fluidity applications
  - brief comments on some of the things to consider when conducting numerical simulations (of any type – not Fluidity-specific)
  - issues you need to think about
  - things you need to be wary of
  - i.e. modelling **'best practice'**
- and please feel free to ask or email me questions on any of these

# What is Fluidity?

- A whole bunch of Fortran, C/C++, Python
- ... linked to a number of external libraries, e.g. PETSc
- ... to solve a variety of PDE systems
- ... using control volume / finite element (CV/FEM) discretisation methods
- ... on structured and unstructured (and possibly anisotropically adapting) meshes
- ... in parallel using MPI and OpenMP
- ... coupled to external models/ codes as well as internal physics/ chemistry/ biology/ sediment/ turbulence modules

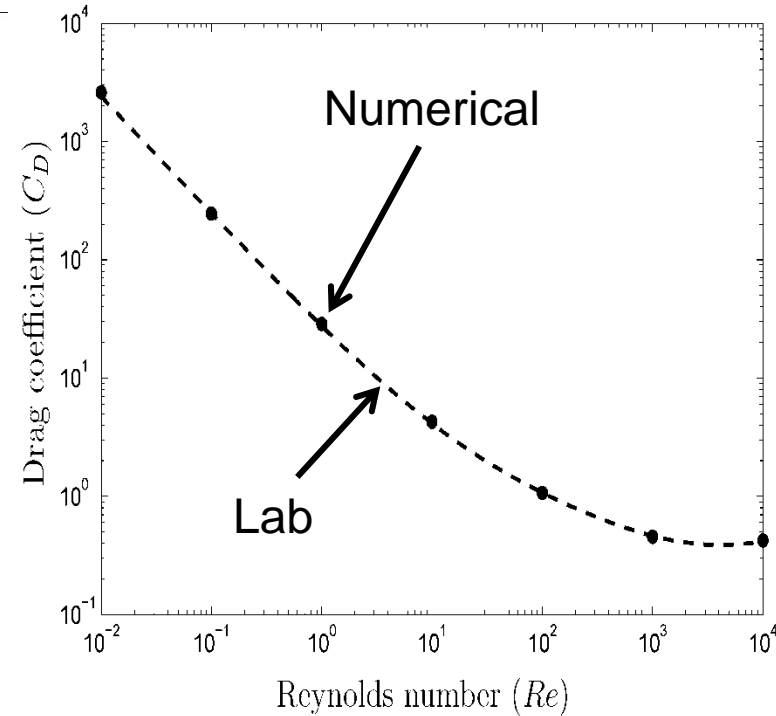
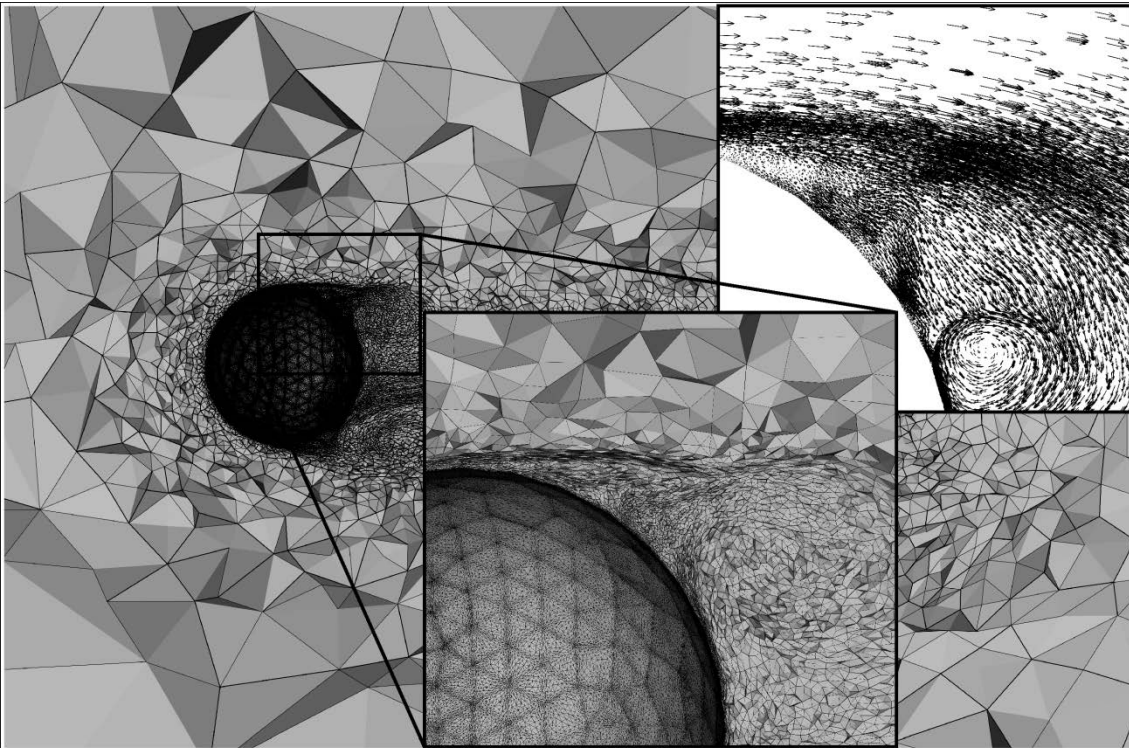
- NB. remember that a fixed structured mesh is a sub-case of an adapting unstructured mesh, but our implementation of CV/FEM methods always assumes our meshes are unstructured – this has implications on coding and CPU costs
- NB. In our future roadmap we aim to make more and more use of automatic code generation techniques and increased levels of abstraction within the Fluidity framework (cf. the Firedrake project:  
<http://www.firedrakeproject.org/>)

# Model verification

is absolutely key and we have put a lot of effort into this.

Please refer to 2012's material for more on our **buildbot** system, test cases, and in particular the very valuable **method of manufactured solutions**.

# CFD verification/validation: Comparisons between drag calculation in flow past a sphere at a range of Re numbers



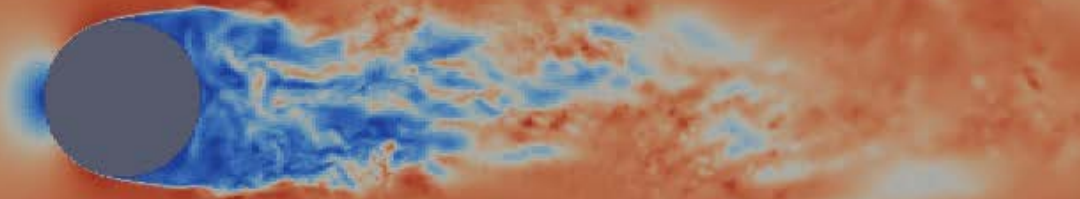
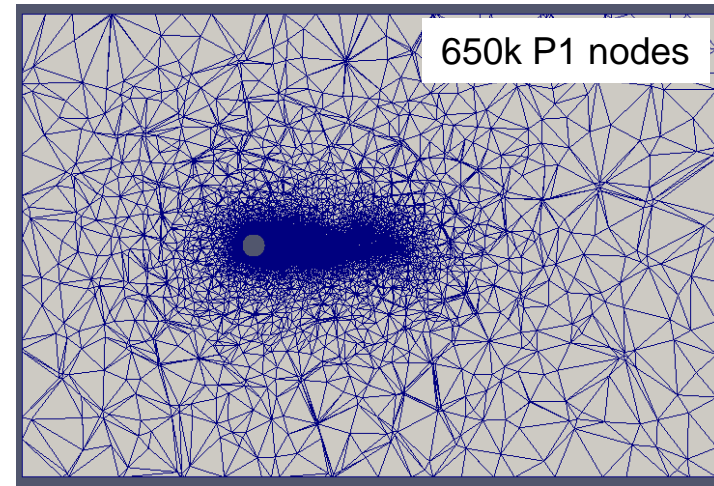
Computed drag coefficient compared against correlation (from Brown and Lawler, 2003) with lab data:

$$C_D = \frac{24}{Re} (1 + 0.15Re^{0.681}) + \frac{0.407}{1 + \frac{8710}{Re}}$$

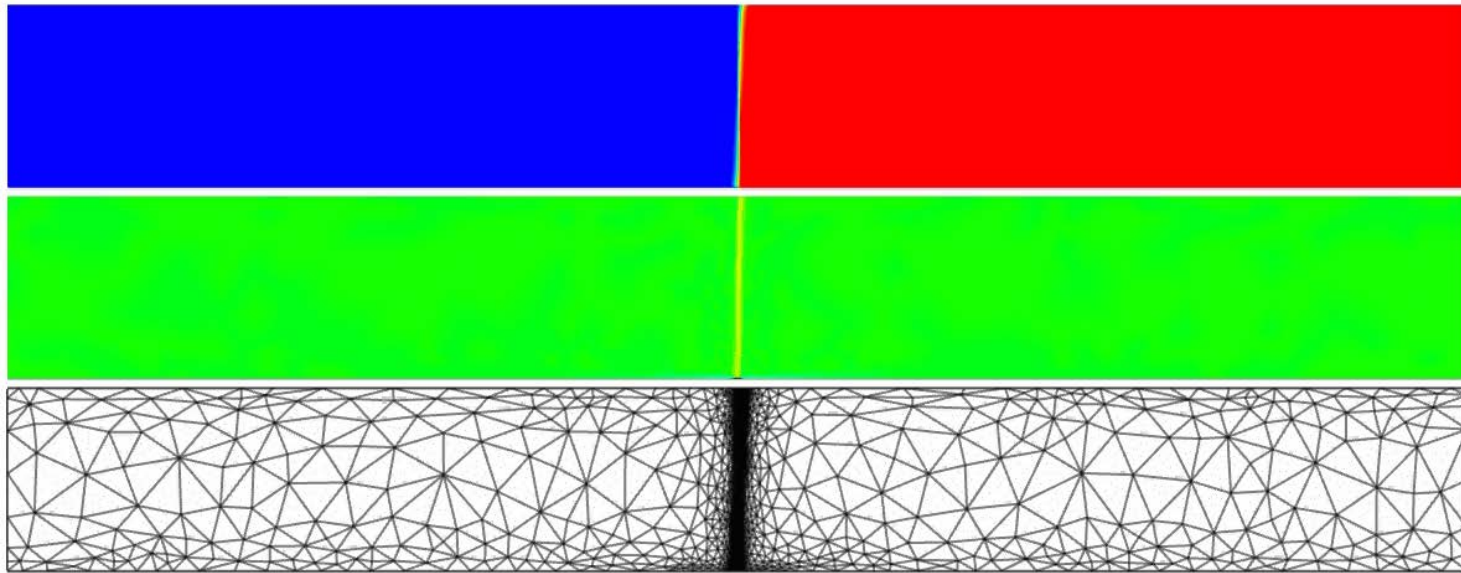
cf. 'flow past sphere' examples in manual/code

# A movie showing the magnitude of velocity in a slice through the 3D domain

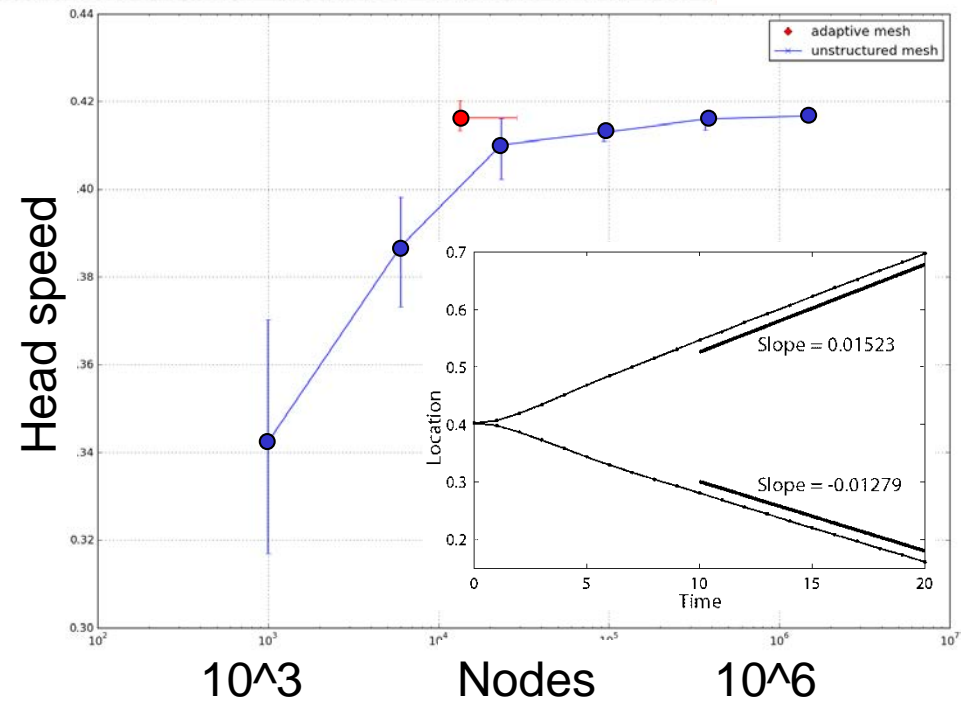
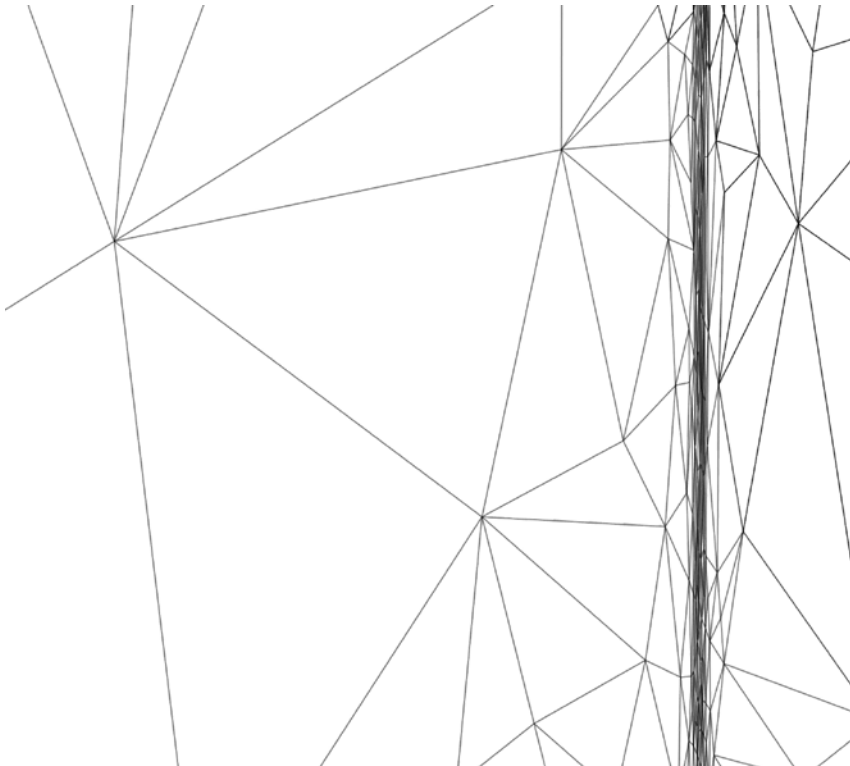
Notice that the problem is using an adaptive mesh and with the settings used the wake becomes under-resolved downstream of the sphere – we don't really care for this drag calculation problem and have chosen an error metric to guide adaptivity appropriately



# GFD verification/validation: 2D example with buoyancy... head speed



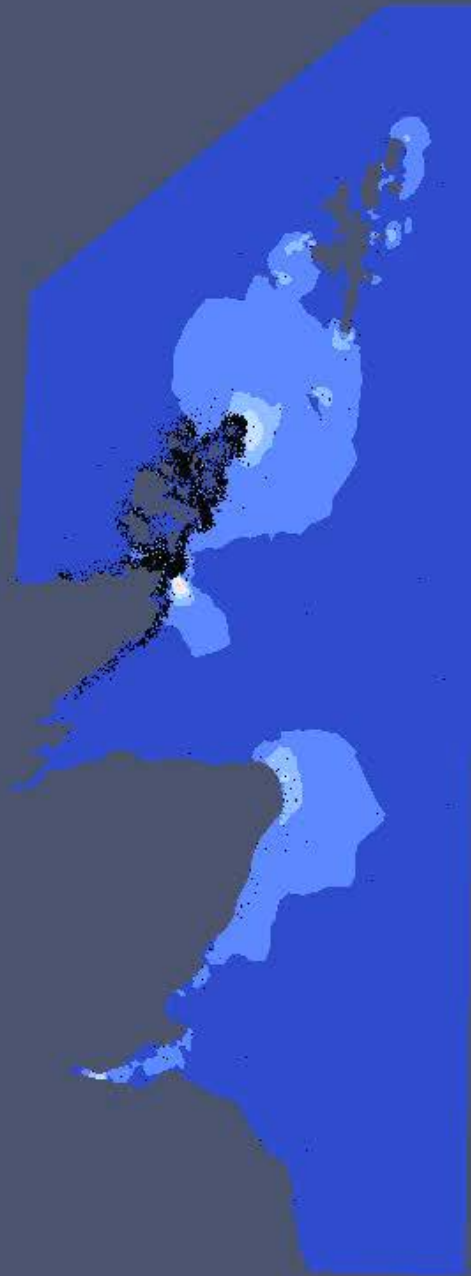
cf. 'lock exchange'  
example in  
manual/code



Hiester HR, Piggott MD, Allison PA, The impact of mesh adaptivity on the gravity current front speed in a two-dimensional lock-exchange, Ocean Modelling 38, 1-21, 2011.



Realistic domains: multi-scale tides, fixed but highly variable mesh



Flow Speed (m/s)



# Final comments

- Fluidity has a lot of features, is very flexible and powerful
- This gives a lot of scope for things going wrong if you're not careful!
- Always start simply...
- e.g. only turn on mesh adaptivity if your problem really needs it, and after you are sure from fixed mesh simulations that your problem is set up correctly and robustly
- Always check for sensitivity of your results to mesh resolution, time step, and even some numerical discretisation options ... a single simulation really doesn't tell you very much, it's possible to be right for the wrong reasons

## Wednesday

- 10:30: Welcome
- 10:30-11:00: Introduction to Fluidity
- 11:00-12:00: Finite element theory
- 12:00-13:00: *Lunch*
- 13:00-14:00: Intro to adaptivity
- 14:00-14:15: *Break*
- 14:15-15:15: Numerical considerations I
- 15:15-15:30: *Break*
- 15:30-16:30: Obtaining and compiling Fluidity

# Thursday

- 10:00-11:00: Numerical considerations II
- 11:00-12:00: Meshing
- 12:00-13:00: *Lunch*
- 13:00-14:00: Diamond
- 14:00-14:15: *Break*
- 14:15-15:15: Running and visualisation
- 15:15-15:30: *Break*
- 15:30-16:30: Parallel simulations and clusters

# Friday

- 10:00-10:30: What to do when your simulation "breaks"
- 10:30-11:30: Automatic code generation
- 11:30-12:00: Introduction to the examples
- 12:00-13:00: *Lunch*
- 13:00-16:00: Hands-on session