# Running Fluidity and Visualising the Results

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#### **Outline**

#### Running

#### Output

Filetypes and tools
The stat file

Doroviou

Paraview

Python

#### **Parallel**

Running

Post-running



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# **Running Fluidity**

./fluidity



### Running Fluidity

```
Revision: fluidity/4.1
Compile date: Nov 20 2012 10:16:12
OpenMP Support no
Adaptivity support yes
FEMDEM support no
Hyperlight support no
Usage: fluidity [options ...] [simulation-file]
Options:
-h, --help
Help! Prints this message.
-I. --loa
Create log file for each process (useful for non-interactive testing).
 -v < level >, —verbose
Verbose output to stdout, default level 0
 -p. --profile
Print profiling data at end of run
This provides aggregated elapsed time for coarse-level computation
(Turned on automatically if verbosity is at level 2 or above)
 -V, --version
Version
```



# Running Fluidity

```
./fluidity my.flml
./fluidity -1 my.flml
./fluidity -1 -v3 my.flml
```



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### **Filetypes**

There are **two** main filetypes:

- .stat file
- Unstructured VTK file (.vtu or .pvtu)

You may also have log files:

- fluidity.log.\*
- fluidity.err.\*



### **Tools**

- Statplot
- Paraview
- Python
  - vtktools
  - fluidity.statparser



#### The stat file

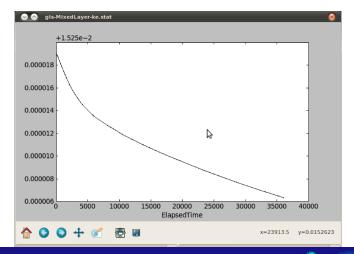
- Bespoke data file type
- Various tools to read and process these data
- Either ASCII or binary



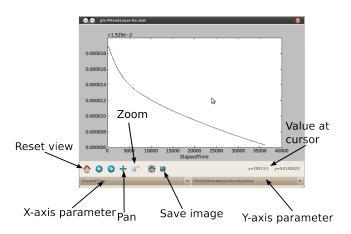




### Statplot



### Statplot





### Statplot keys

- s scatter plot
- I line plot
- r refresh data
- R refersh data, but keep current bounds
- x switch x-axis from linear to log or vice versa
- y switch y-axis from linear to log or vice versa
- q quit (note: no warnings!)



### Statplot example

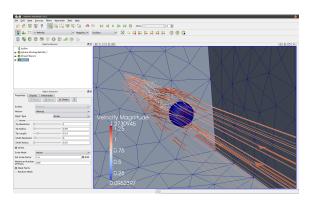
Open the stat file at from your advection problem Things to try:

- Switch between scatter plot and line plot views
- Change the graph to show the number of elements through the run
- Plot velocity magnitude minimum against velocity magnitude maximum
- Zoom in and save a small part of the plot to file

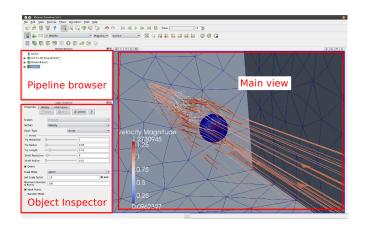


#### **Paraview**

Open-source scientific visualisation software from KitView













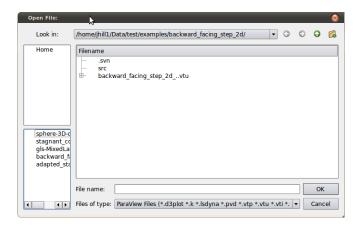
1,1,1,1,1,	occommon Pipeline Browser common common by X
	builtin:
<b>3</b>	sphere-3D-drag-Re1000_*
3	streamTracer1
3	Glyph1



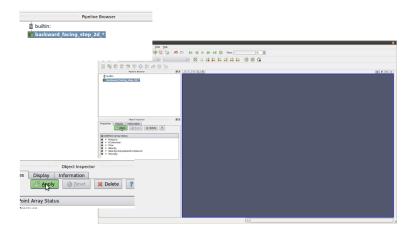
Object Inspector			
Properties Dis	play Information		
₫.	Apply Beset Delete ?		
Scalars	Pressure 🔻		
Vectors	Velocity ▼		
Glyph Type	Arrow ▼		
_ ⊟-Arrow			
Tip Resolution	0		
Tip Radius	0.05		
Tip Length	0.14		
Shaft Resolution	6		
Shaft Radius	0.01		
★ Orient			
Scale Mode	vector 🔻		
Set Scale Factor	1.5 🕱 Edit		
Maximum Number of Points	200		
<b>X</b> Mask Points			
Random Mode			



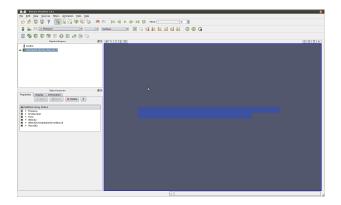














- Right click: Zoom-in and out
- Left-click: rotate
- Middle-button: move
- Zoom in and save a small part of the plot to file



#### **Animations**

- 1. File → Save Animation
- 2. Set up parameters
- 3. Click "Save Animation"
- 4. create folder and give filename



#### **Animations**

From PNGs produce movie via mencoder:

```
export opt=
"vbitrate=4705000:mbd=2:keyint=132:vqblur=1.0:cmp=2:subcmp=2:dia=2
mencoder -ovc lavc -lavcopts vcodec=msmpeg4v2:vpass=1:$opt
  -mf type=png:fps=10 -nosound -o /dev/null mf://*.png
mencoder -ovc lavc -lavcopts vcodec=msmpeg4v2:vpass=2:$opt
  -mf type=png:fps=10 -nosound -o output.avi mf://*.png
```

Script in fluidity/bin/encode



### Python tools

- vtktools read vtu files
- statparser read stat files



# Useful python modules

- numpy numerical package, including arrays
- stats linear regression, etc
- matplotlib plotting 2- and 3-D



### Python VTU

```
#!/usr/bin/env python
import vtktools
x0 = 0x
v0 = 0
for file in filelist:
  num = int(file.split(".vtu")[0].split('_')[-1])
  u=vtktools.vtu(file)
  time = u.GetScalarField('Time')
  tt = time[0]
  den = u.GetScalarField('Density')
  p = u.GetLocations()
  xvz data = []
  for i in range(0,len(den)):
    if (x0-0.1 < p[i,0] < x0+0.1 and y0-0.1 < p[i,1] < y0+0.1):
      xyz_data.append((p[i,0],p[i,1],-p[i,2],1024*den[i])
```



### Examples

```
#!/usr/bin/env python
from fluidity_tools import stat_parser

# load in statfile to get element info
stat=stat_parser( direc + '/' + stat_file )

elements = stat['CoordinateMesh']['elements']
nodes = stat['CoordinateMesh']['nodes']

maxVelocity = stat["Fluid"]["Velocity%magnitude"]["max"]
```

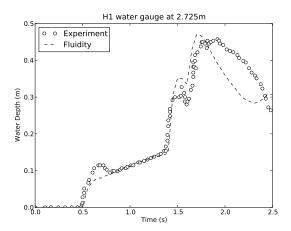


# Examples

```
#!/usr/bin/env python
from pylab import *
figure(x)
title(warray[x]+"\under\ugauge\uat\u"+str(xarray[x])+\under\ugauge\uat\under\ugauge\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\under\
xlabel('Time_(s)')
ylabel('Water_Depth_(m)')
experiment = numpy.load(warray[x]+".npy")
plot(experiment[:,0],
         experiment[:,1], marker='o', markerfacecolor='white', markersize=6,
         markeredgecolor='black',linestyle="None")
time = results[:.1]
plot(time, results[:,2+x],color='black',linestyle="dashed")
axis([0.0, 2.5, 0.0, 0.5])
legend(("Experiment", "Fluidity"), loc="upper_left")
savefig("water_gauge_"+warray[x]+".pdf")
```



# Examples





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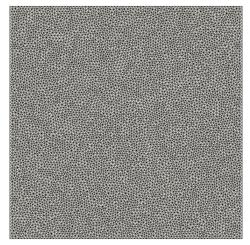
#### **FLML**

No changes required!

#### [Optional]

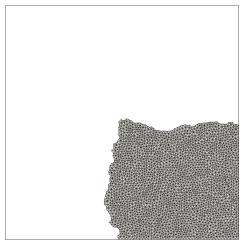
- Remove fields from stat file
- Remove some fields from VTU





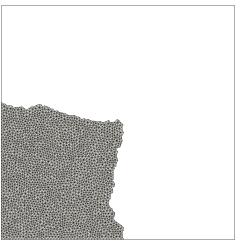






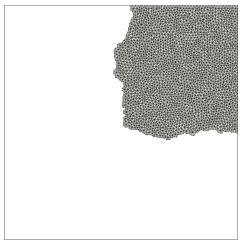






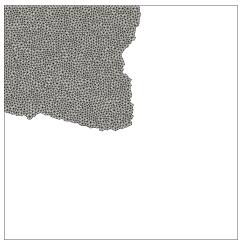








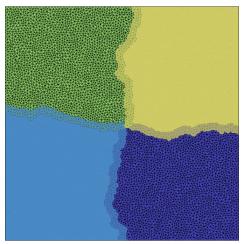
















### flredecomp

```
mpiexec -n 8 flredecomp -i 2 -o 8 InputFLML OutputFLML
```

Will decompose mesh from 2 to 8.

mpiexec -n 8 flredecomp -i 8 -o 2 InputFLML OutputFLML

Will decompose mesh from 8 to 2. Both need running on 8 processors

Note: Do not add .flml to files, e.g. InputFLML not InputFLML.flml

Note: Change of FLML filename to run



### Local systems

```
mpiexec -n 8 ../../bin/fluidity
my_flredecomped.flml
```



#### Visualisation

No different from serial - except .pvtu files, not .vtu

Log files (if used) will be one per processor.

