

# POST-PROCESSING CALCULATIONS

HOW TO NUMERICALLY COMPUTE  
FREE-SURFACE ELEVATION, VELOCITY, PRESSURE, FORCES

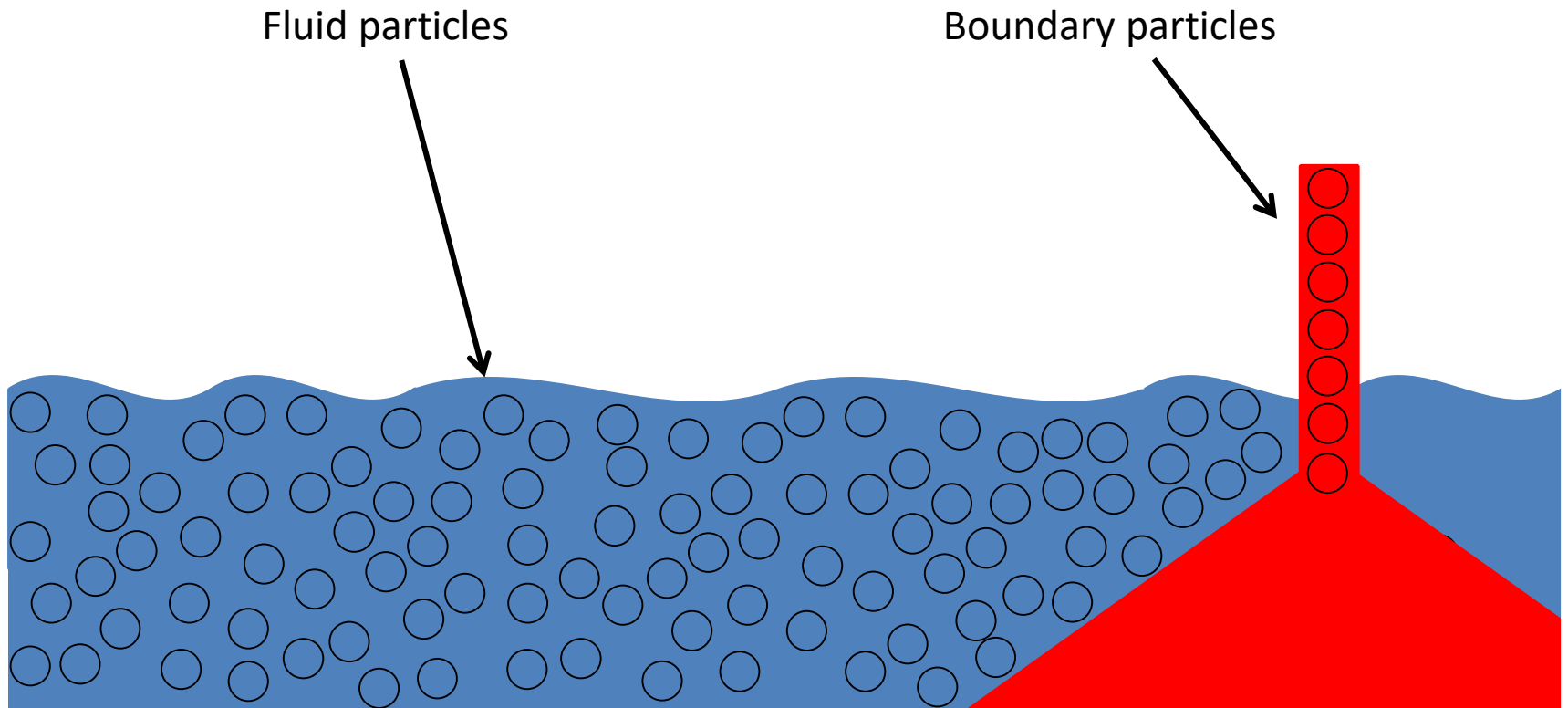


April 2020

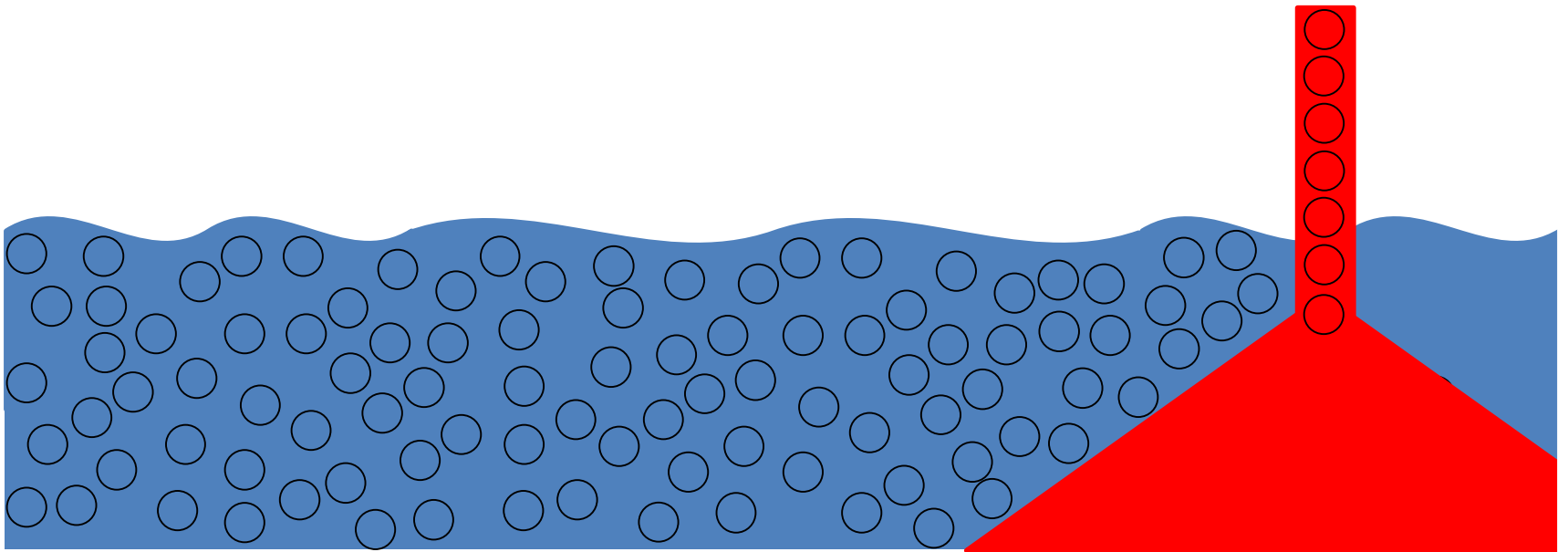
DualSPHysics team

# HOW TO NUMERICALLY COMPUTE

- VELOCITY
- PRESSURE
- FORCES
- FREE-SURFACE ELEVATION

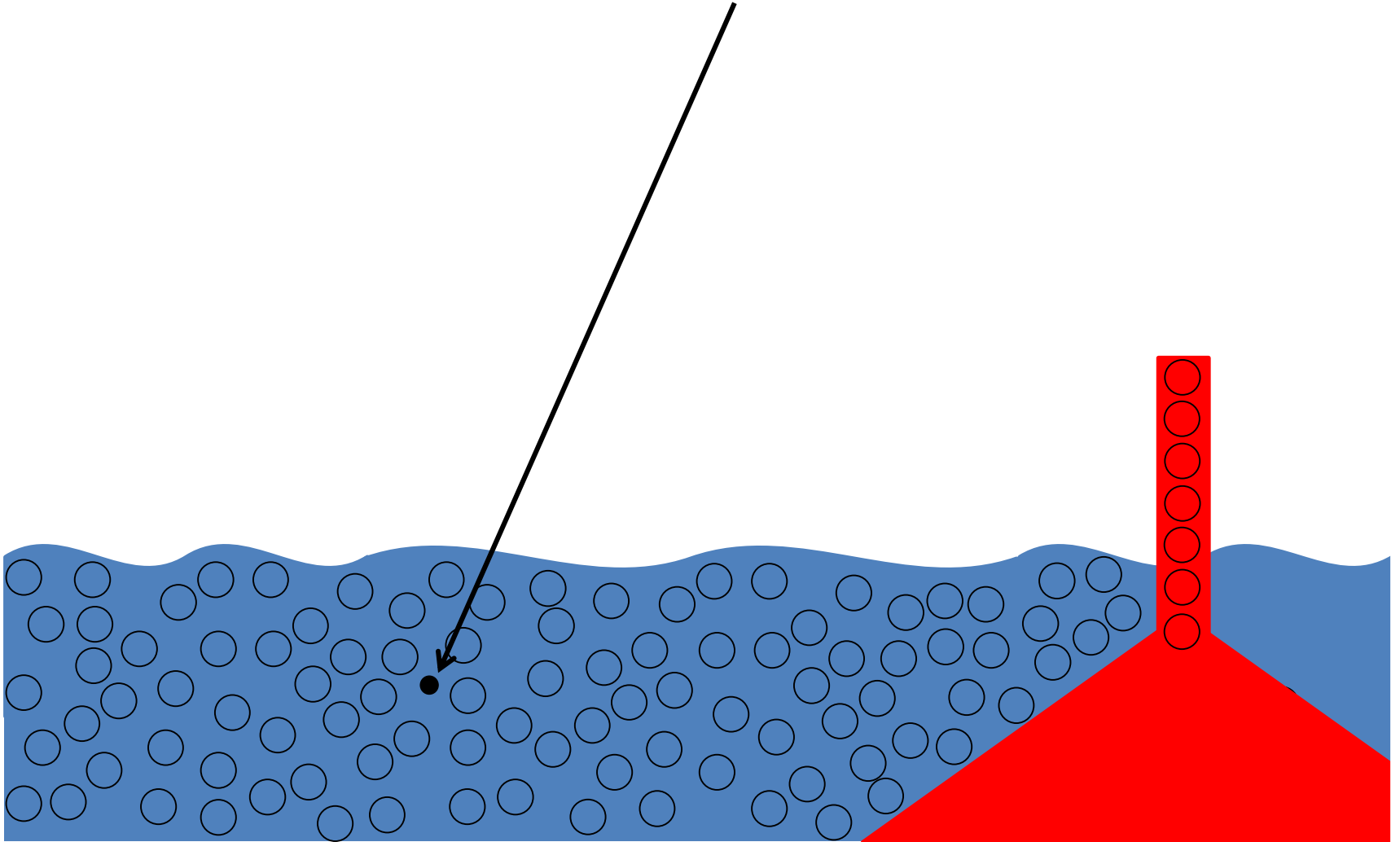


# HOW TO NUMERICALLY COMPUTE **VELOCITY**



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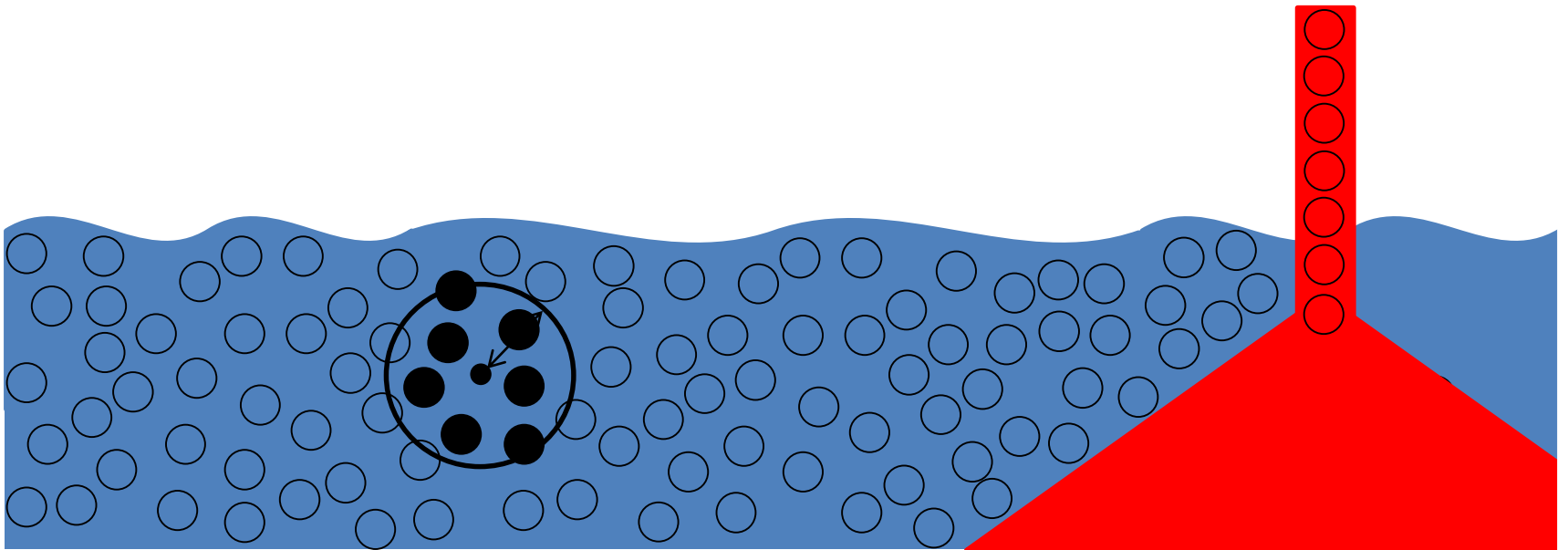
1) For a given location



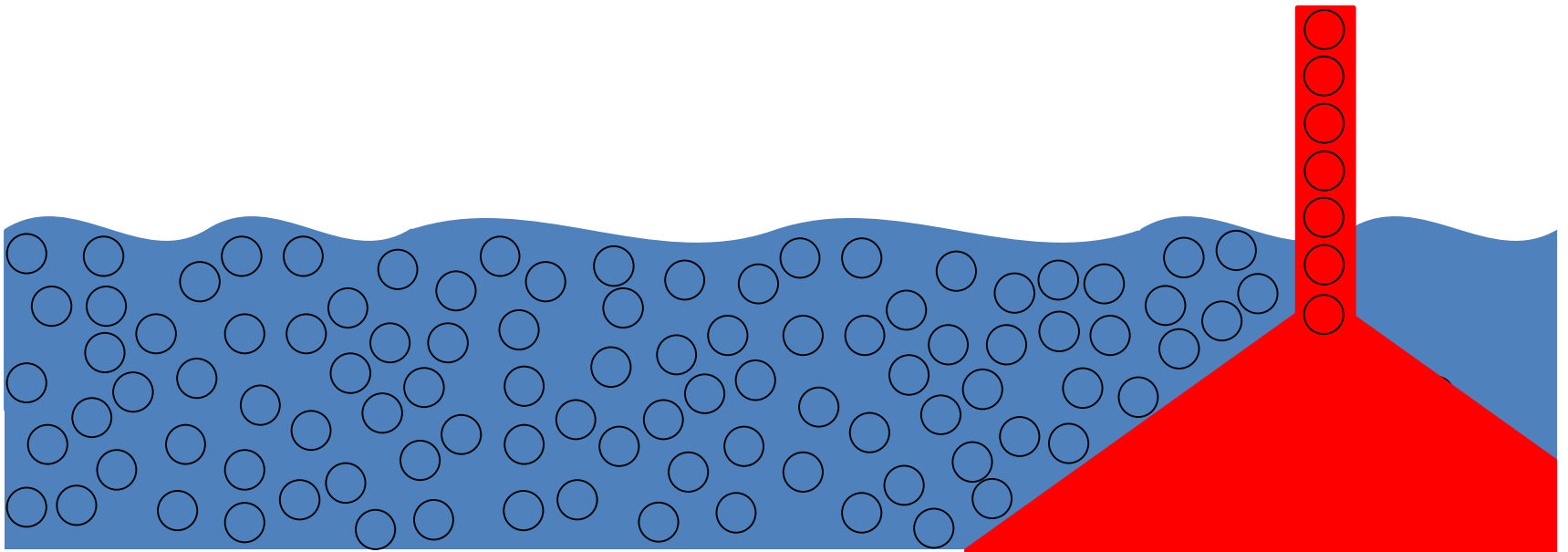
# HOW TO NUMERICALLY COMPUTE **VELOCITY**

- 1) For a given location
- 2) We compute numerical **VELOCITY**  
using **VELOCITY** values of neighbouring fluid particles

$$\mathbf{v}_a = \frac{\sum_b \mathbf{v}_b w_{ab}}{\sum_b w_{ab}}$$

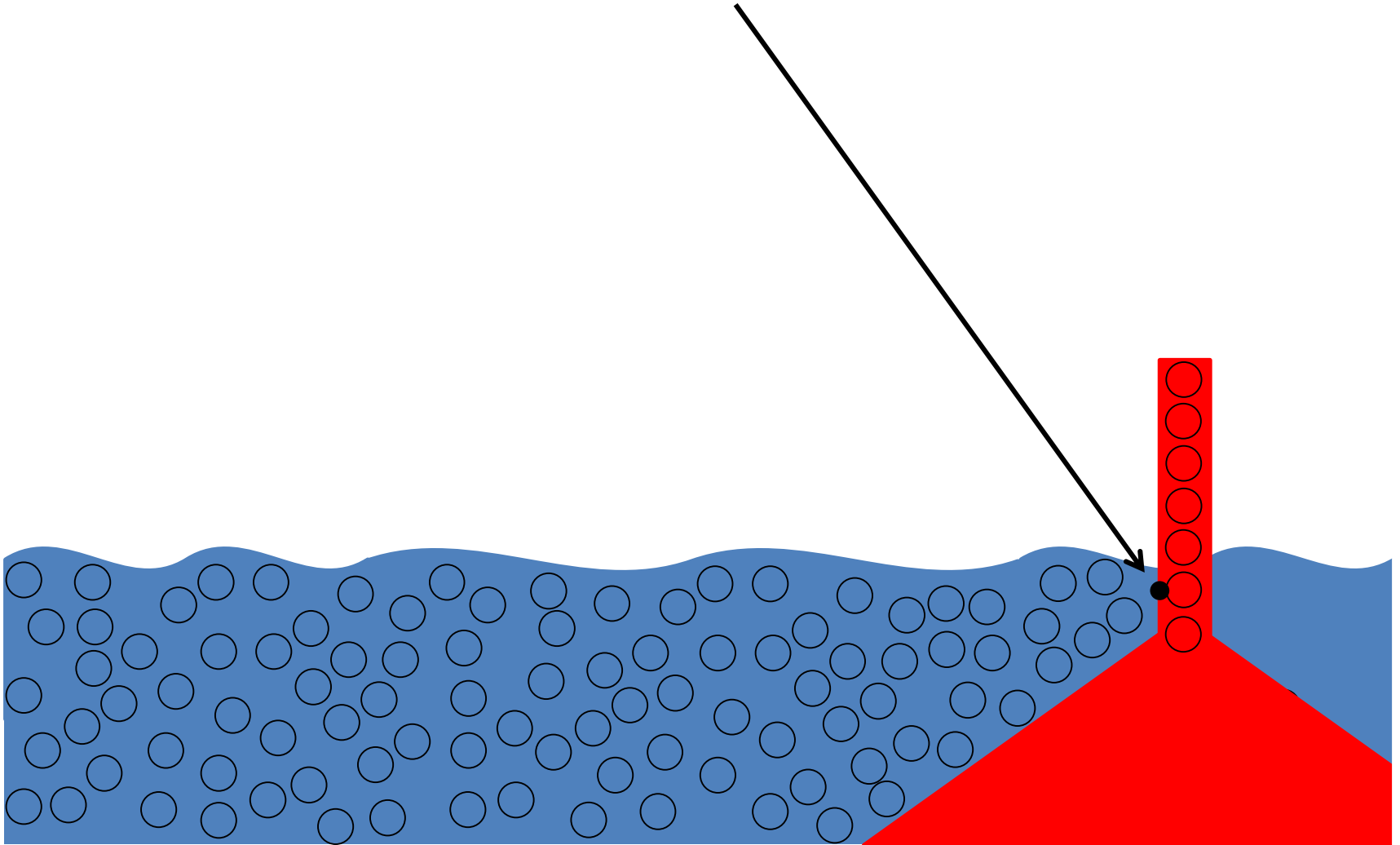


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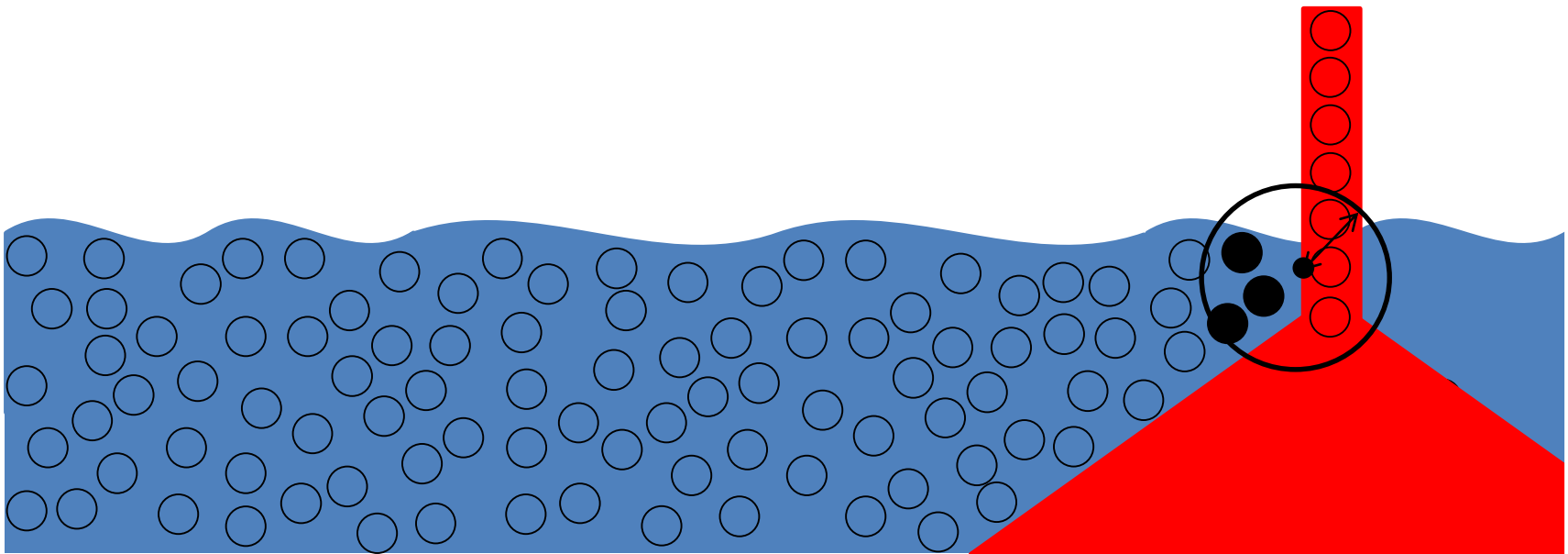
1) For a given location



# HOW TO NUMERICALLY COMPUTE PRESSURE

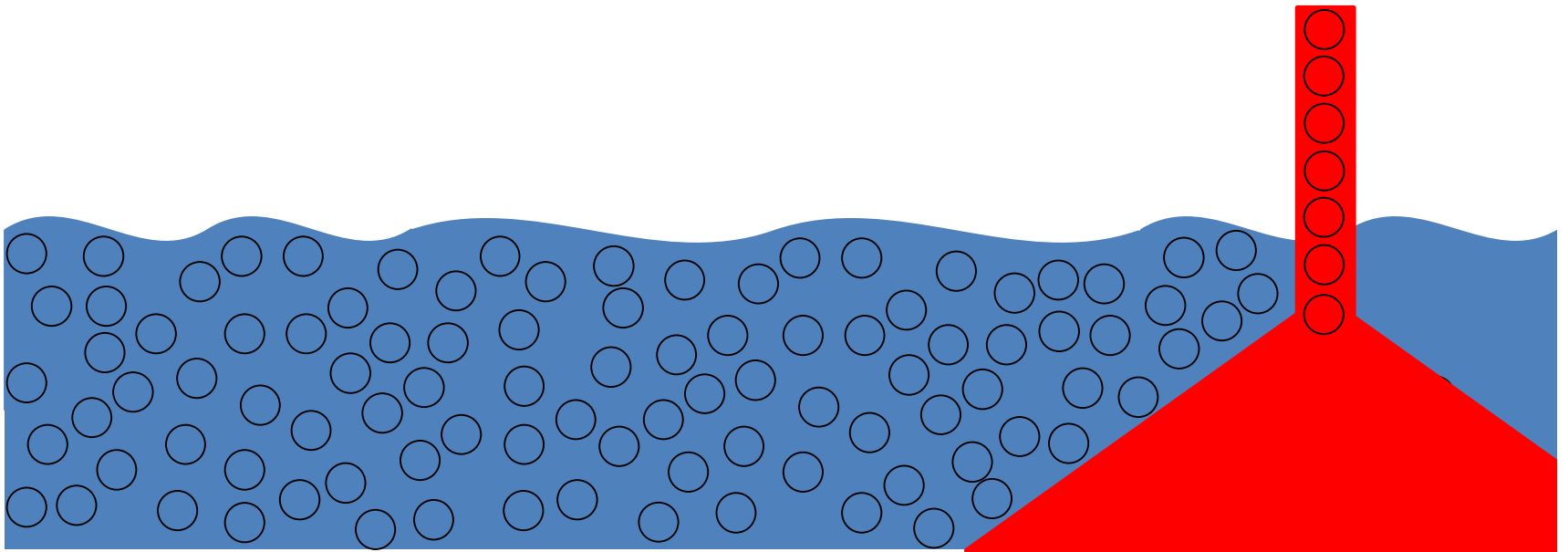
- 1) For a given location
- 2) We compute numerical PRESSURE using PRESSURE values of neighbouring fluid particles

$$P_a = \frac{\sum_b P_b W_{ab}}{\sum_b W_{ab}}$$



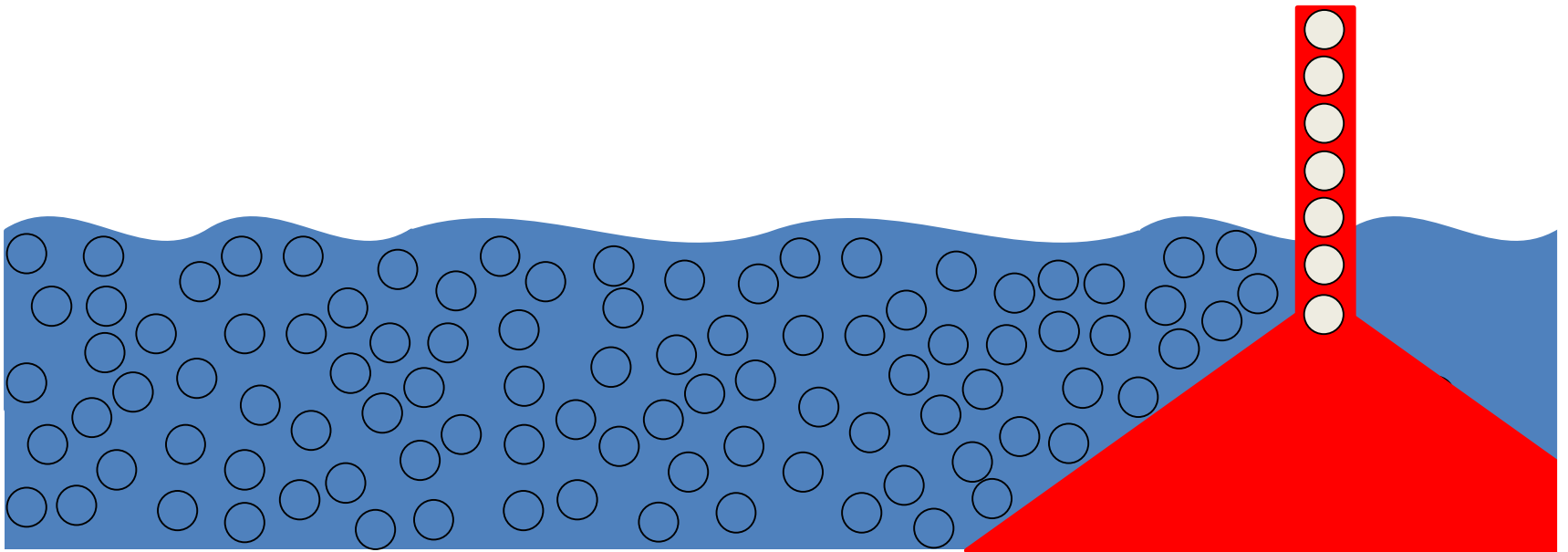


# HOW TO NUMERICALLY COMPUTE **FORCES**



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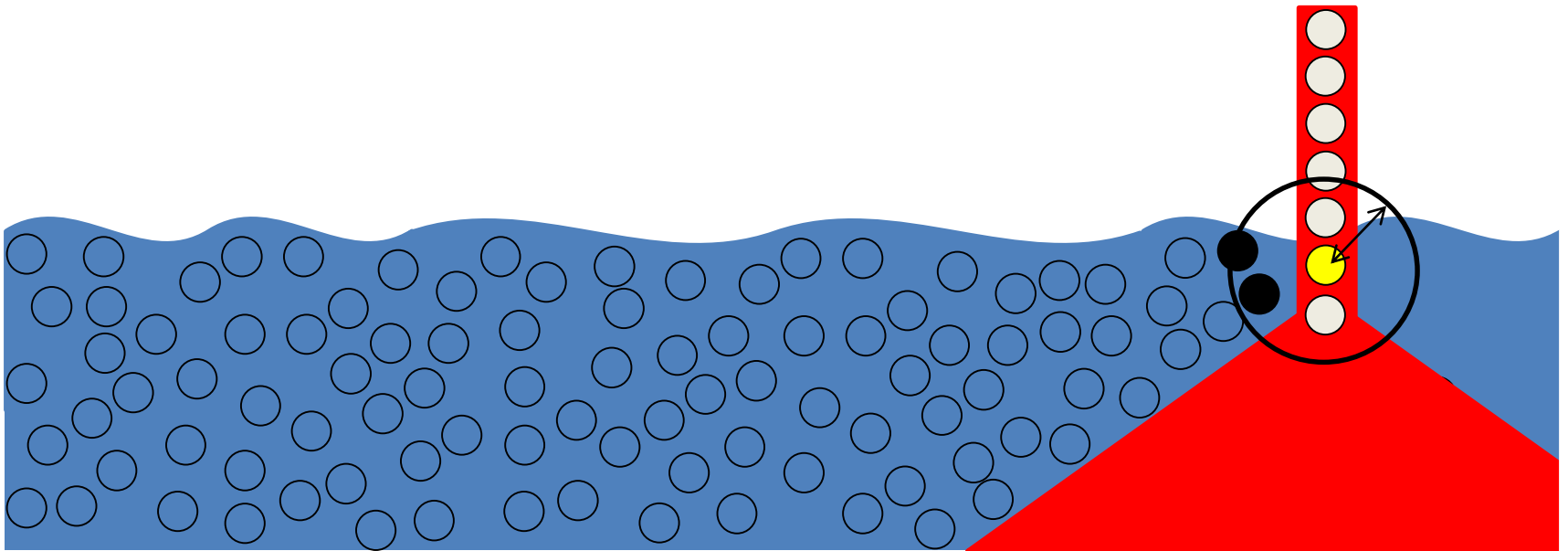
- 1) For a range of boundary particles



# HOW TO NUMERICALLY COMPUTE **FORCES**

- 1) For a range of boundary particles
- 2) We compute numerical ACCELERATION of those boundary particles solving the particle interactions with fluid neighbouring particles

$$\frac{d\mathbf{v}_a}{dt} = -\sum_b m_b \left( \frac{P_b}{\rho_b^2} + \frac{P_a}{\rho_a^2} + \Pi_{ab} \right) \nabla_a W_{ab} + \mathbf{g}$$



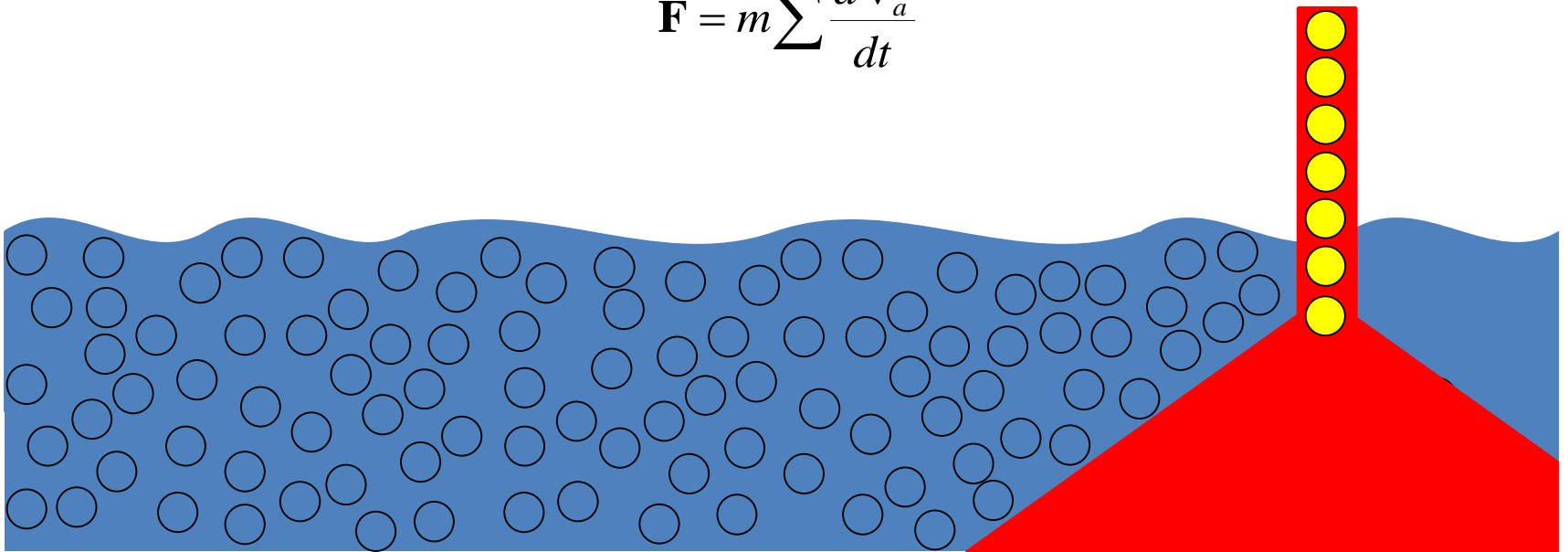
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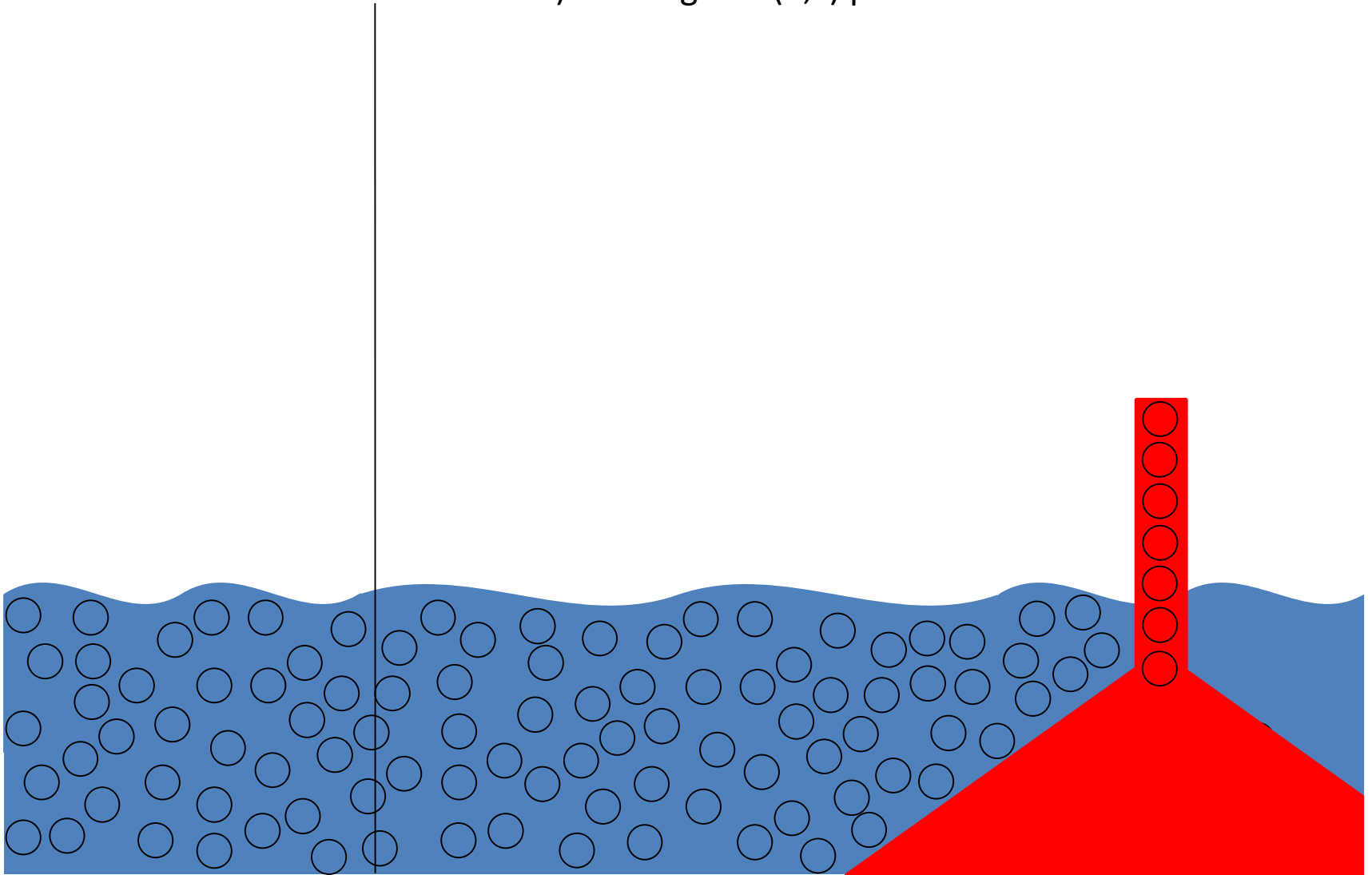
- 3) We do the summation of ACCELERATION values of those boundary particles

$$\mathbf{F} = m \sum \frac{d\mathbf{v}_a}{dt}$$



# HOW TO NUMERICALLY COMPUTE **FREE-SURFACE ELEVATION**

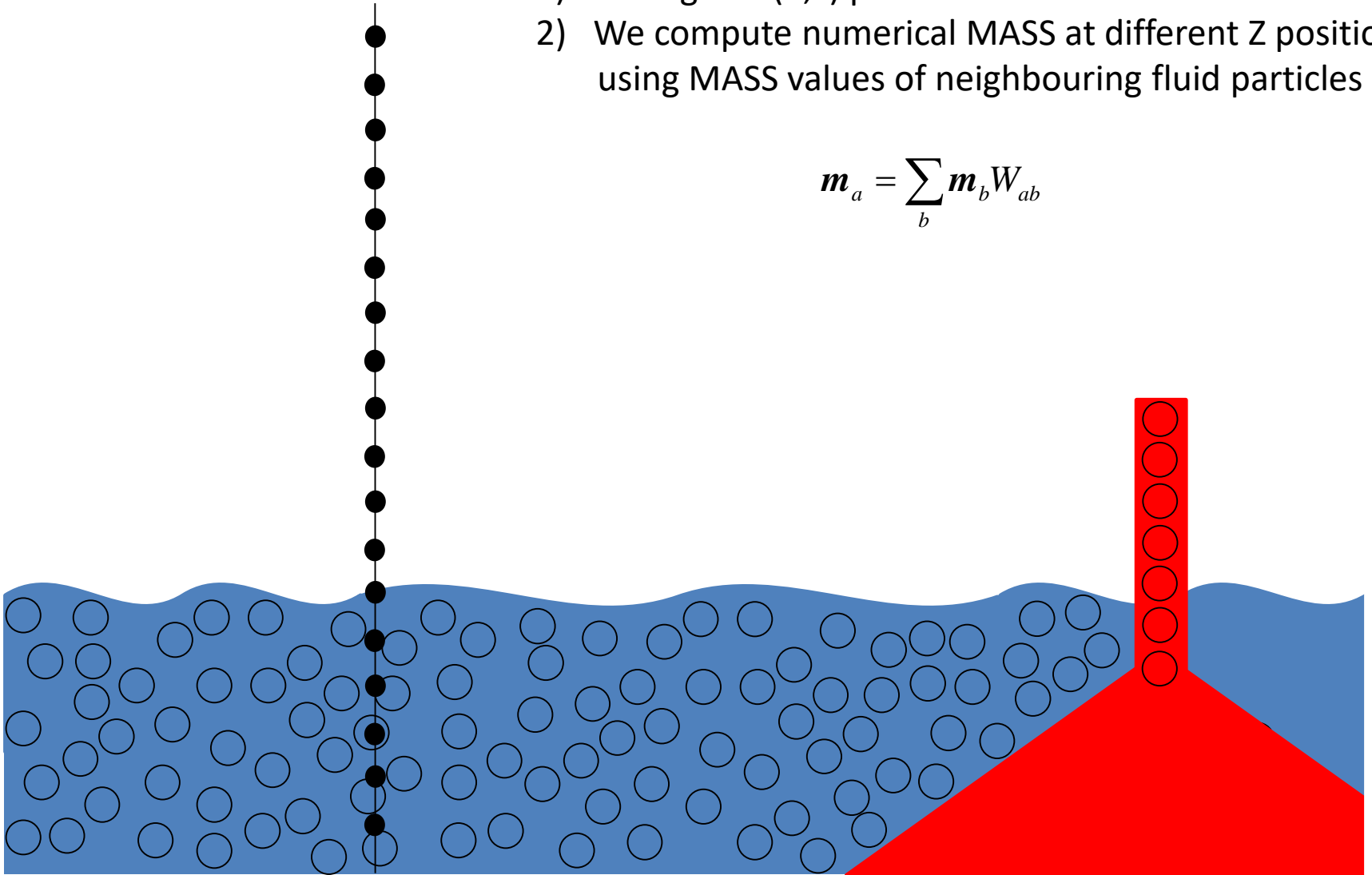
1) For a given (X,Y) position



# HOW TO NUMERICALLY COMPUTE **FREE-SURFACE ELEVATION**

- 1) For a given (X,Y) position
- 2) We compute numerical MASS at different Z positions using MASS values of neighbouring fluid particles

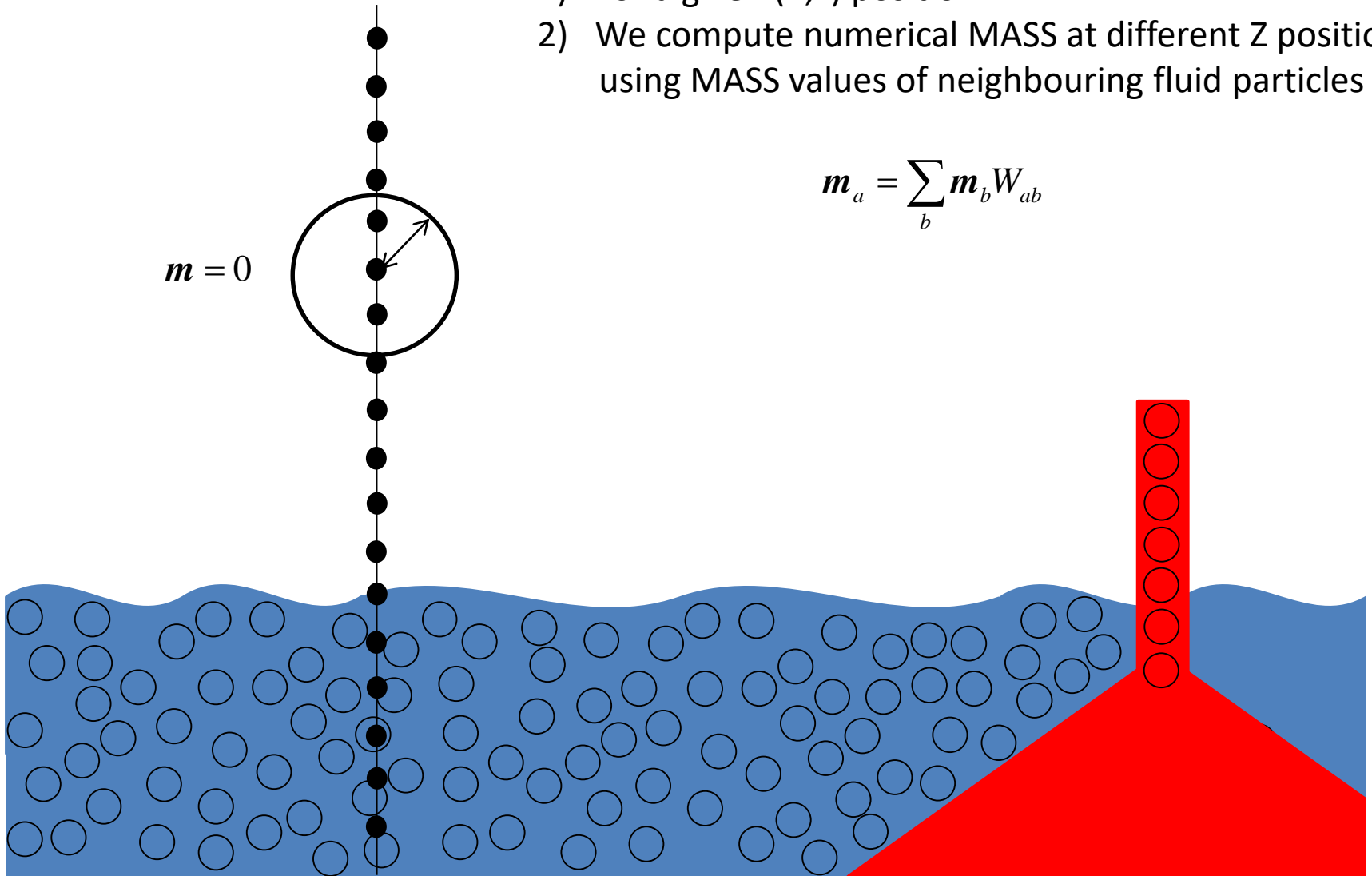
$$m_a = \sum_b m_b W_{ab}$$



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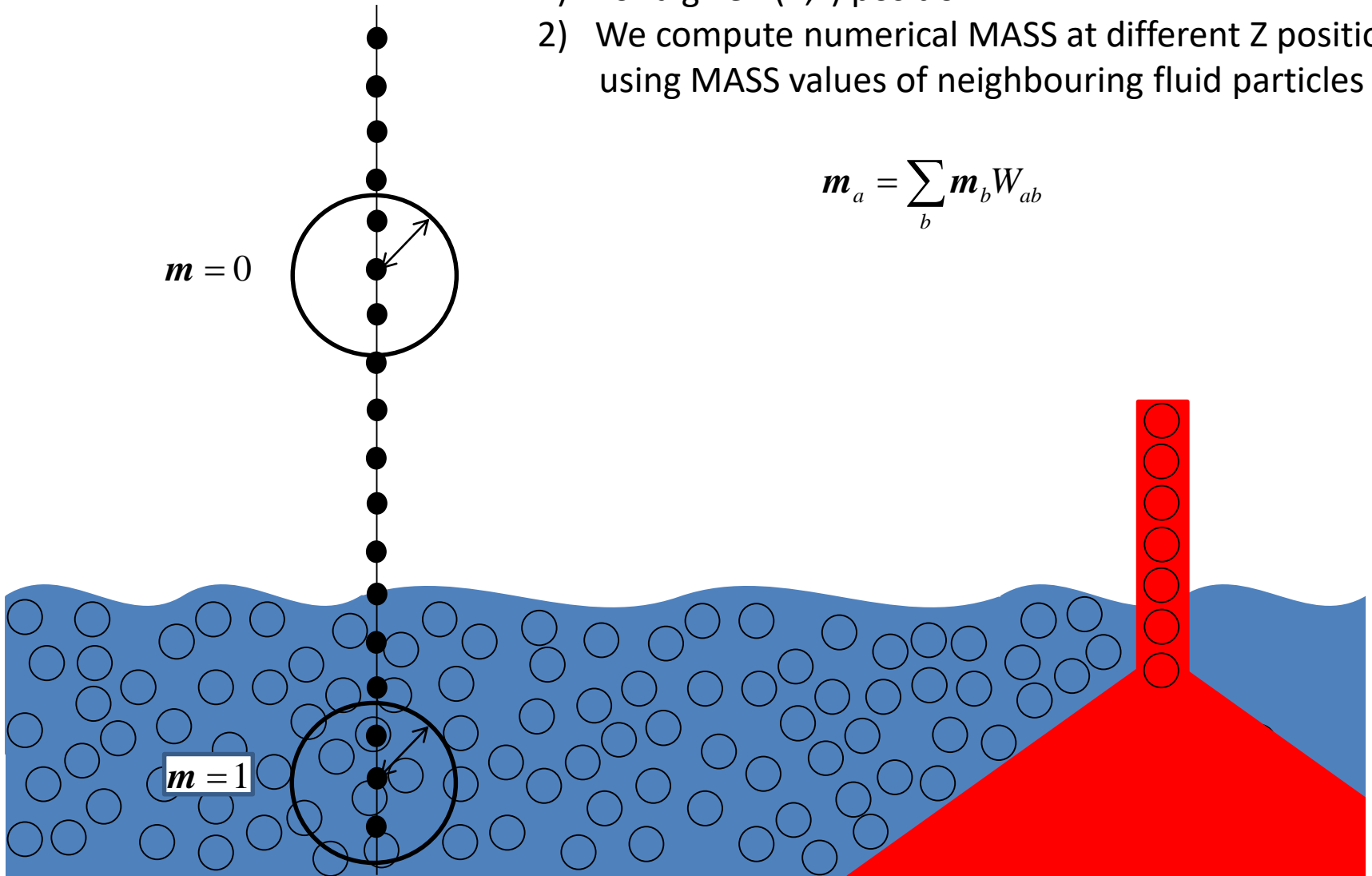
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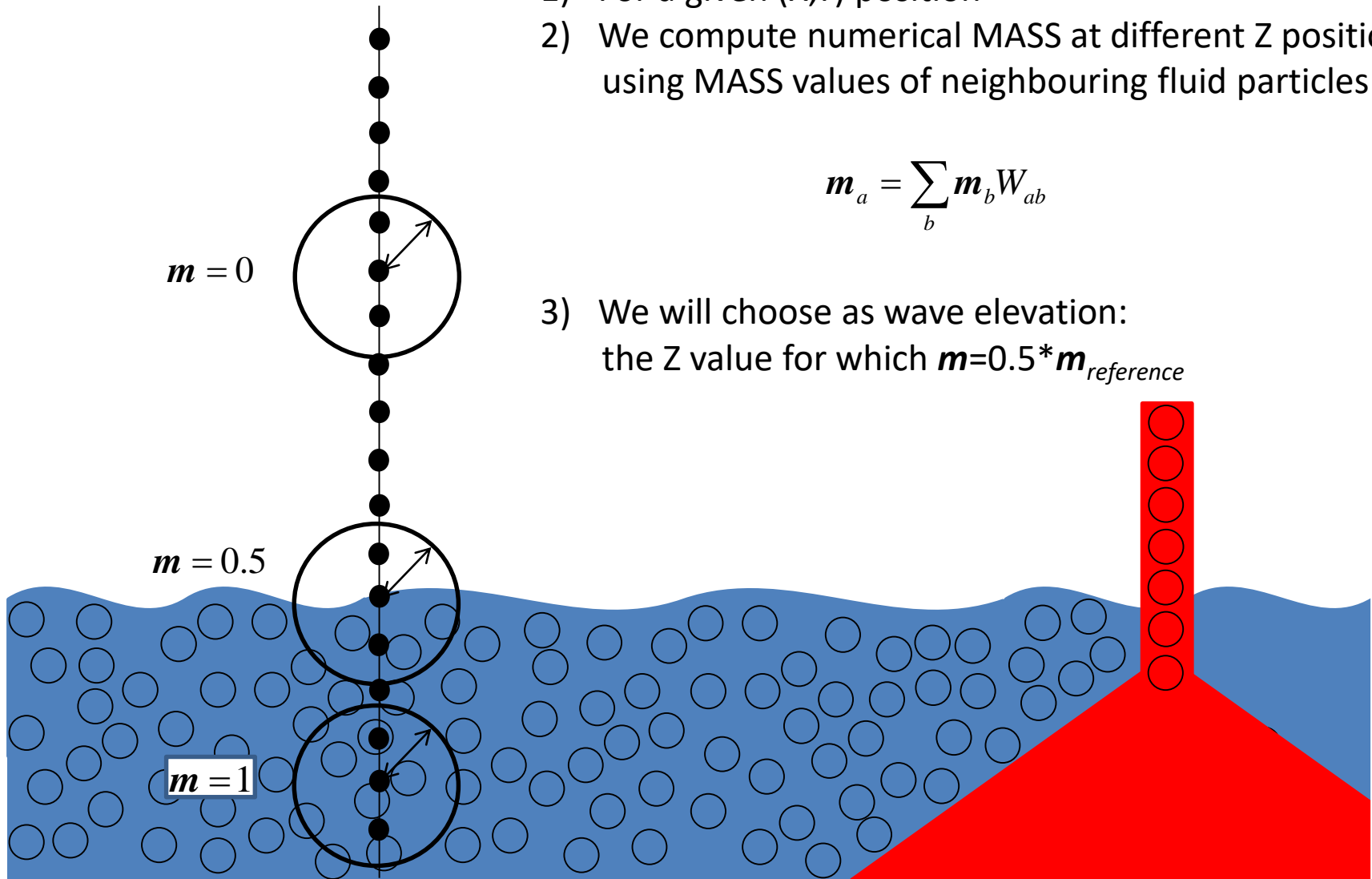


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- 3) We will choose as wave elevation: the Z value for which  $m = 0.5 * m_{reference}$



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