# Understanding DSMC, SPARTA and results from simulating 1D Fourier flow using SPARTA

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- Direct Simulation Monte Carlo
- 2 Existing Literature
- **3** 1D Fourier Flow using SPARTA
- 4 Knudsen number fixed at 0.02
- **5** References

- 3 1D Fourier Flow using SPARTA
- 4 Knudsen number fixed at 0.02

- Direct Simulation Monte Carlo General information
- 3 1D Fourier Flow using SPARTA
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#### General Information

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- The DSMC method is used whenever the Knudsen number is of other order of 1. For example, it is used in MEMS and Space Shuttle re-entry aerodynamics
- It models fluid flows using probabilistic simulation molecules to solve the Boltzmann equation
- DSMC is better at describing the non-equilibrium behaviour of gases than continuum methods through higher fidelity[2]

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- The evolution of the system is integrated in time steps  $\tau$  of the order of mean collision time
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- Without external forces like gravity, the particles are said to move balistically, i.e.,  $\vec{r}_i(t+\tau) = \vec{r}_i(t) + \vec{v}_i(t)$
- If a particle reaches a boundary, it's position and velocity are reset accordingly

 After all particles are moved, they are put into cells within which they randomly collide based on collision rates and probabilities obtained from the kinetic theory of gases

Existing Literature 1D Fourier Flow using SPARTA Knudsen number fixed at 0.02 References

# The algorithm

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- The dimension of each collision cell is no longer than a mean free path. All particles in a cell are collision candidates, regardless of their actual trajectories

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# The algorithm

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- The dimension of each collision cell is no longer than a mean free path. All particles in a cell are collision candidates, regardless of their actual trajectories
- For the hard spheres collision model, the collision probability for the pair of particles i and j is proportional to their relative speed,

$$P_{coll}[i,j] = \frac{|\vec{v}_i - \vec{v}_j|}{\sum_{m=1}^{N_c} \sum_{n=1}^{m-1} |\vec{v}_m - \vec{v}_n|}$$

 $N_c$  is the number of particles in the cell

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$$v_r > v_{r_{max}} \cdot \mathcal{R} \text{ for } \mathcal{R} \in [0, 1]$$

 The total number of hard sphere collisions given in a cell during a time ' $\tau$ ' is given by

$$M_{coll} = \frac{1}{2} (N_c - 1) F_N f_{coll} \tau = \frac{N_c (N_c - 1) F_N \pi d^2 \langle v_r \rangle \tau}{2V_c}$$

where  $f_{coll}$  is the collision frequency given by KTG, d is the diameter of the cell and  $V_c$  is the volume of the cell

- Direct Simulation Monte Carlo
- 2 Existing Literature

DSMC on petaflop supercomputers and beyond [2] Effect of slip on vortex shedding from a circular cylinder in a gas flow [1]

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#### **SPARTA**

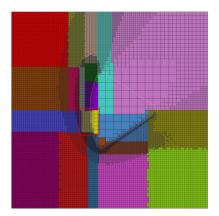


Fig. 1: Grid Hierarchy in SPARTA

DSMC is inherently parallel.
 It has three kinds of elements: particles, grid cells and surfaces

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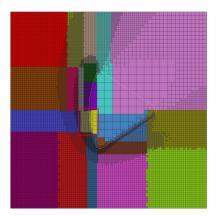


Fig. 1: Grid Hierarchy in SPARTA

- DSMC is inherently parallel.
   It has three kinds of elements: particles, grid cells and surfaces
- Grid cells are indexed hierarchically using bits.
   Cells store information about everything within them

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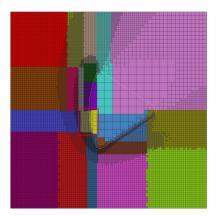


Fig. 1: Grid Hierarchy in SPARTA

- DSMC is inherently parallel.
   It has three kinds of elements: particles, grid
   cells and surfaces
- Grid cells are indexed hierarchically using bits.
   Cells store information about everything within them
- Each processor owns ghost cells that extend beyond its domain to minimize MPI calls during the run

#### **SPARTA**

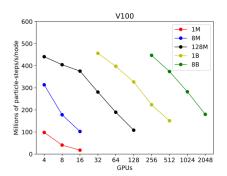


Fig. 2: GPU Parallelisation in SPARTA

 A typical simulation has about 20 particles per grid cell for adequate collision statistics

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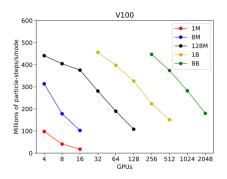


Fig. 2: GPU Parallelisation in SPARTA

- A typical simulation has about 20 particles per grid cell for adequate collision statistics
- GPU parallelisation is seen to be more efficient for larger problems (Figure 2)

- Direct Simulation Monte Carlo
- Existing Literature DSMC on petaflop supercomputers and beyond [2] Effect of slip on vortex shedding from a circular cylinder in a
  - gas flow [1]
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 The relation between Knudsen number, Mach number and Reynold's number for gases is given by

$$\mathit{Kn} = rac{\mathit{Ma}}{\mathit{Re}} \sqrt{rac{\gamma \pi}{2}}$$

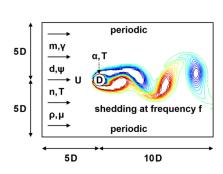


Fig. 3: Vortex Shedding Setup

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 The simulation given in Figure 3 was simulated using both DSMC and COMSOL Multiphysics

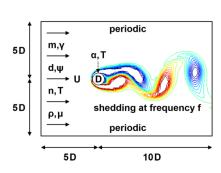


Fig. 3: Vortex Shedding Setup

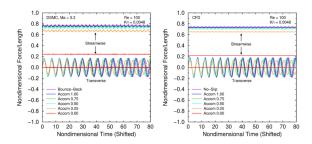


Fig. 4: Left: DSMC and Right: CFD

• Figure 4 illustrates the agreement between DSMC and CFD.

# Comparing Results from DSMC and CFD

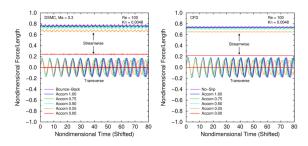


Fig. 4: Left: DSMC and Right: CFD

- Figure 4 illustrates the agreement between DSMC and CFD.
- As the Reynold's number decreases, the slip decreases.

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- 3 1D Fourier Flow using SPARTA Knudsen number fixed at 0.1
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# The problem and the simulation details

 The setup of the simulation is given by Figure 9. The gas used is Argon

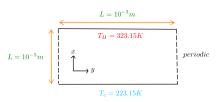


Fig. 5: Simulation Setup

### The problem and the simulation details

- The setup of the simulation is given by Figure 9. The gas used is Argon
- The simulation parameters are given below [3]

$$\lambda = 10^{-4} m \qquad \Delta t = 10^{-8} s$$

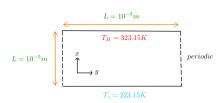


Fig. 5: Simulation Setup

$$N = 1.682 \times 10^{14}$$
  $t_o = 71 \, \text{ns}$ 

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# The results at 20 particles per grid cell

 The temperature profile in Figure 6 clearly resembling a linear profile

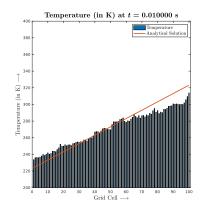


Fig. 6

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# The results at 20 particles per grid cell

- The temperature profile in Figure 6 clearly resembling a linear profile
- A clear distinction can be seen from the expected continuum solution due to rarefraction effects

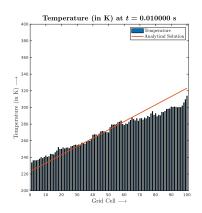


Fig. 6

# The results at 100 particles per grid cell

 The temperature profile in Figure 7 clearly resembling a linear profile

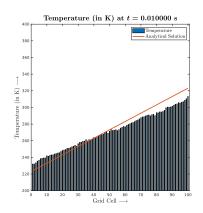


Fig. 7

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# The results at 100 particles per grid cell

- The temperature profile in Figure 7 clearly resembling a linear profile
- A clear distinction can still be seen from the expected continuum solution due to rarefraction effects

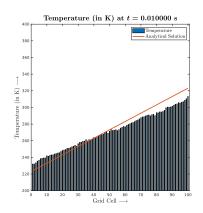


Fig. 7

## The results at 100 particles per grid cell

- The temperature profile in Figure 7 clearly resembling a linear profile
- A clear distinction can still be seen from the expected continuum solution due to rarefraction effects
- However the statistical fluctuations are much less pronounced

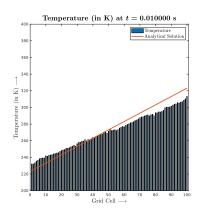


Fig. 7

#### The results at 100 particles per grid cell but with twice the resolution

 The temperature profile in Figure 8 clearly resembling a linear profile

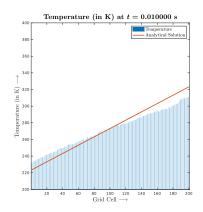


Fig. 8

#### The results at 100 particles per grid cell but with twice the resolution

- The temperature profile in Figure 8 clearly resembling a linear profile
- A clear distinction can still be seen from the expected continuum solution due to rarefraction effects

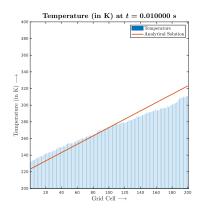


Fig. 8

## The results at 100 particles per grid cell but with twice the resolution

- The temperature profile in Figure 8 clearly resembling a linear profile
- A clear distinction can still be seen from the expected continuum solution due to rarefraction effects
- The deviation from the analytical solution doesn't reduce by resolving the grid.
   We can safely infer that the deviation is not a numerical error

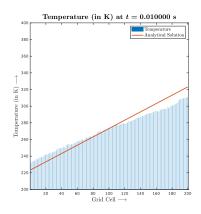


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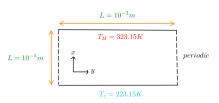


Fig. 9: Simulation Setup

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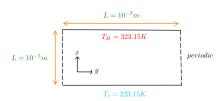


Fig. 9: Simulation Setup

$$N = 8.41 \times 10^{14}$$
  $t_o = 71 \, \text{ns}$ 

## The results at 100 particles per grid cell

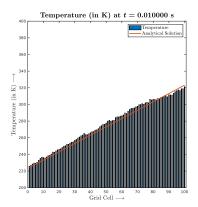


Fig. 10

 The temperature profile in Figure 10 clearly resembling a linear profile

## The results at 100 particles per grid cell

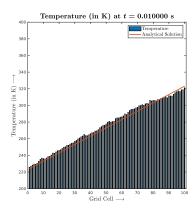


Fig. 10

- The temperature profile in Figure 10 clearly resembling a linear profile
- Here, the simulation closely resembles the analytical solution.

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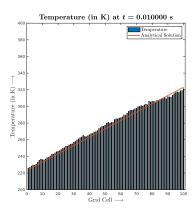


Fig. 10

- The temperature profile in Figure 10 clearly resembling a linear profile
- Here, the simulation closely resembles the analytical solution.
- We can conclude that the closer the Knudsen number is to zero, the simulation will agree more with the analytical solution

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 Michail A Gallis and John R Torczynski.
 Effect of slip on vortex shedding from a circular cylinder in a gas flow.

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