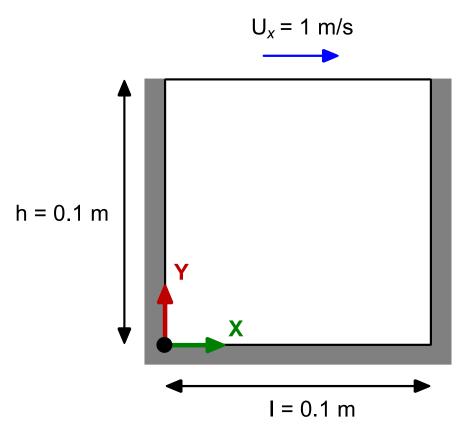
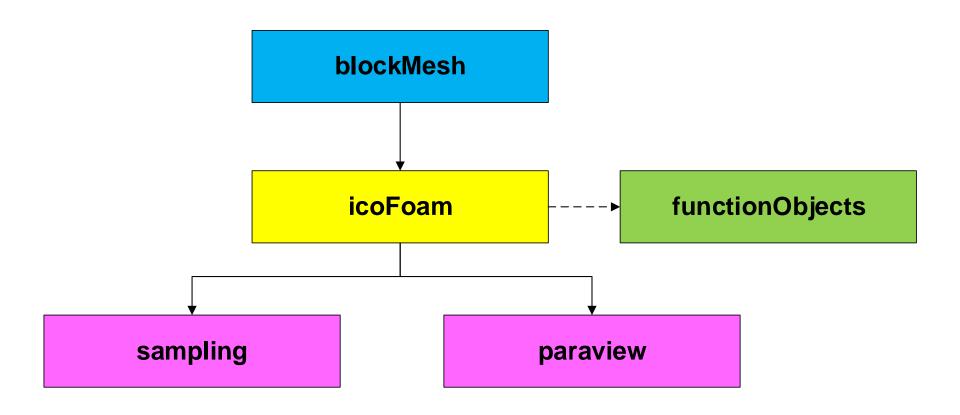
# Flow in a lid-driven square cavity – Re = 100 Incompressible flow



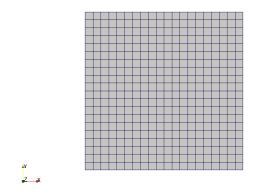
# Physical and numerical side of the problem:

- The governing equations of the problem are the incompressible laminar Navier-Stokes equations.
- We are going to work in a 2D domain but the problem can be extended to 3D easily.
- To find the numerical solution we need to discretize the domain (mesh generation), set the boundary and initial conditions, define the flow properties, setup the numerical scheme and solver settings, and set runtime parameters (time step, simulation time, saving frequency and so on).
- For convenience, when dealing with incompressible flows we will use relative pressure.
- All the dictionaries files have been already preset.

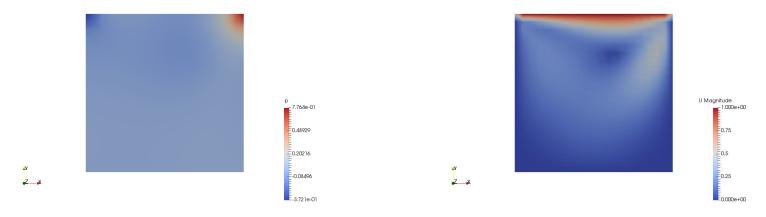
#### Workflow of the case



#### At the end of the day you should get something like this



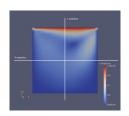
Mesh (very coarse and 2D)



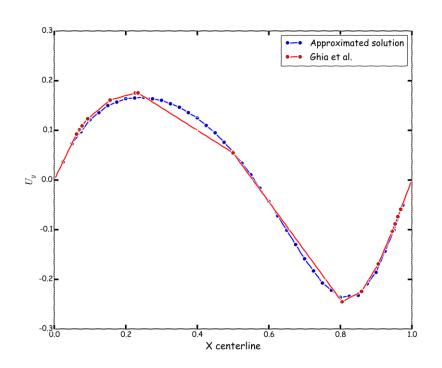
**Pressure field (relative pressure)** 

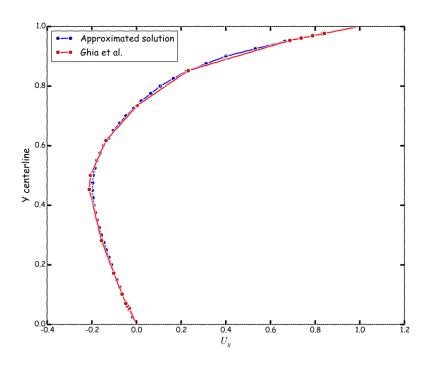
Velocity magnitude field

#### At the end of the day you should get something like this



And as CFD is not only about pretty colors, we should also validate the results





High-Re Solutions for incompressible flow using the navier-stokes equations and a multigrid method U. Ghia, K. N. Ghia, C. T. Shin. Journal of computational physics, 48, 387-411 (1982)

#### **Loading OpenFOAM® environment**

- If you are using our virtual machine or using the lab workstations, you will need to source OpenFOAM® (load OpenFOAM® environment).
- To source OpenFOAM®, type in the terminal:
  - \$> of4x
- To use PyFoam you will need to source it. Type in the terminal:
  - \$> anaconda2 **or** \$> anaconda3
- Remember, every time you open a new terminal window you need to source OpenFOAM® and PyFoam.
- By default, when installing OpenFOAM® and PyFoam you do not need to do this. This is our choice as we have many things installed and we want to avoid conflicts between applications.

#### What are we going to do?

- We will use the lid-driven square cavity tutorial as a general example to show you
  how to set up and run solvers and utilities in OpenFOAM®.
- In this tutorial we are going to generate the mesh using blockMesh.
- After generating the mesh, we will look for topological errors and assess the mesh quality. For this we use the utility <code>checkMesh</code>. Later on, we are going to talk about what is a good mesh.
- Then, we will find the numerical solution using icoFoam, which is a transient solver for incompressible, laminar flow of Newtonian fluids. By the way, we hope you did not forget where to look for this information.
- And we will finish with some cool visualization and post-processing using parafoam.
- While we run this case, we are going to see a lot of information on the screen (standard output stream or stdout), but it will not be saved. This information is mainly related to convergence of the simulation, we will talk about this later on.

#### Running the case blindfold

- Let us run this case blindfold. Later we will study in details each file and directory.
- In the terminal window type:

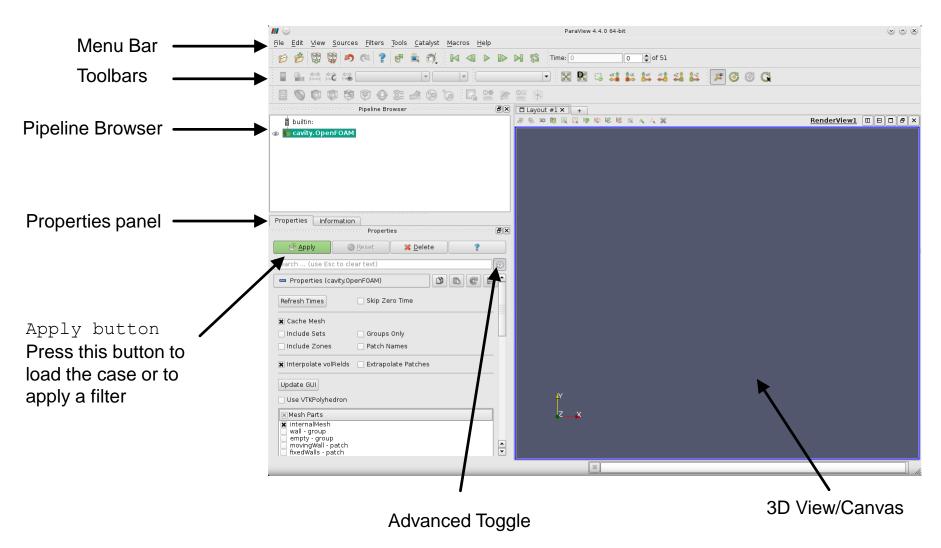
```
1. $\ \text{$ cd $PTOFC/1010F/cavity}$ Remember, $PTOFC is pointing to the path where you unpacked the tutorials.
```

- 2. | \$> ls -l
- $3. \mid \$ > blockMesh$
- 4. | \$> checkMesh
- 5. | \$> icoFoam
- 6. \$> postProcess -func sampleDict -latestTime
- 7. | \$> gnuplot gnuplot/gnuplot script
- 8. | \$> paraFoam

#### Running the case blindfold

- In step 1 we go to the case directory. Remember, \$PTOFC is pointing to the path where you unpacked the tutorials.
- In step 2 we just list the directory structure. Does it look familiar to you? In the directory 0 you will the initial and boundary conditions, in the constant directory you will find the mesh information and physical properties, and in the directory system you will find the dictionaries that controls the numerics, runtime parameters and sampling.
- In step 3 we generate the mesh.
- In step 4 we check the mesh quality. We are going to address how to assess mesh quality later on.
- In step 5 we run the simulation. This will show a lot information on the screen, the standard output stream will not be saved.
- In step 6 we use the utility postProcess to do some sampling only of the last saved solution. This utility will read the dictionary file named sampleDict located in the directory system.
- In step 7 we use a gnuplot script to plot the sampled values. Feel free to take a look and reuse this script.
- Finally, in step 8 we visualize the solution using paraFoam. In the next slides we are going to briefly explore this application.

#### **Crash introduction to paraFoam**



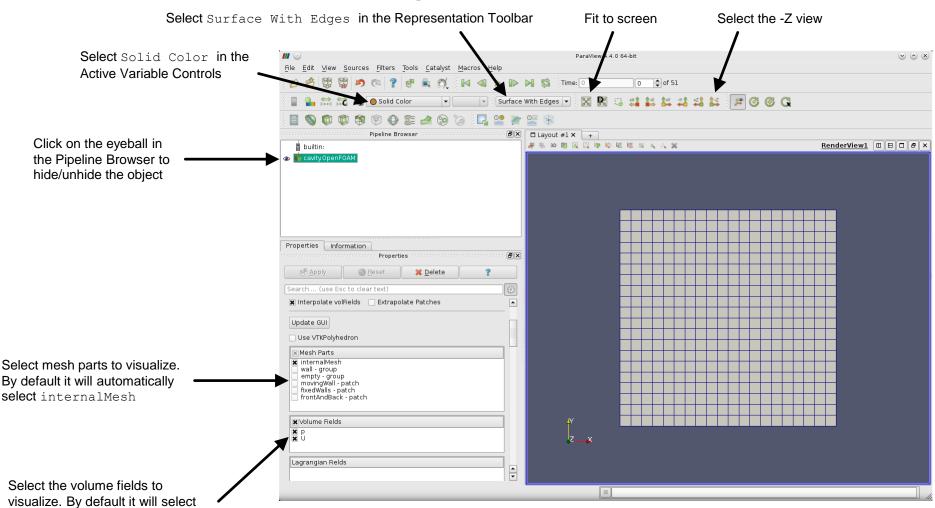
#### **Crash introduction to paraFoam – Toolbars**



- Main Controls
- VCR Controls (animation controls)
- Current Time Controls
- Active Variable Controls
- Representation Toolbar

- Camera Controls (view orientation)
- Center Axes Controls
- Common Filters
- Data Analysis Toolbar

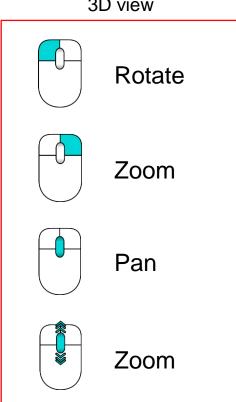
#### **Crash introduction to paraFoam – Mesh visualization**

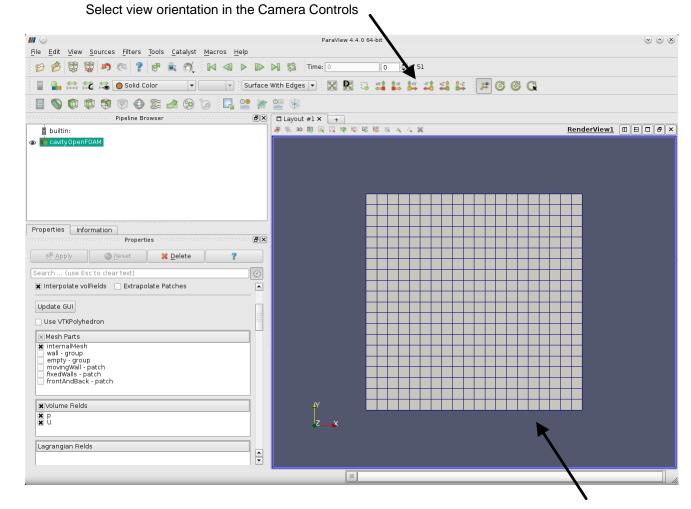


U and p

#### Crash introduction to paraFoam – 3D View and mouse interaction

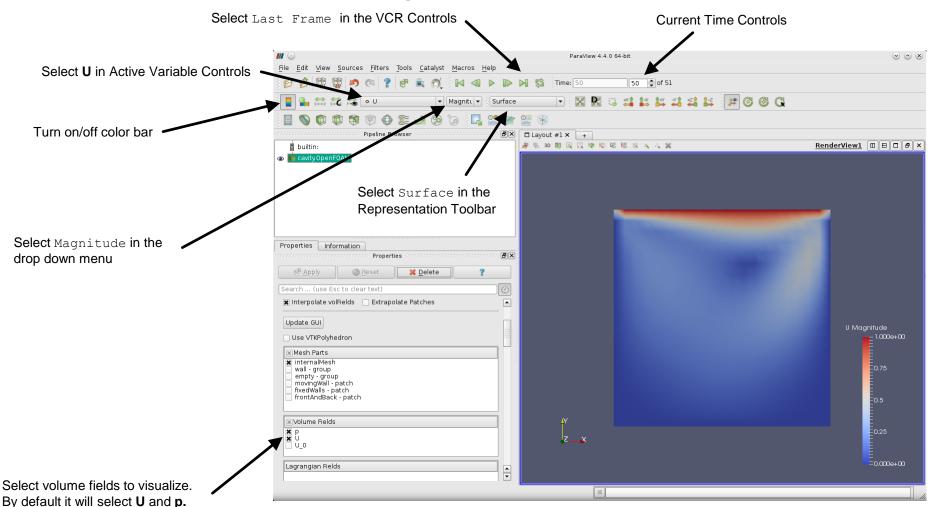
Mouse interaction in the 3D view





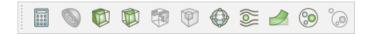
3D View/Canvas

#### Crash introduction to paraFoam – Fields visualization

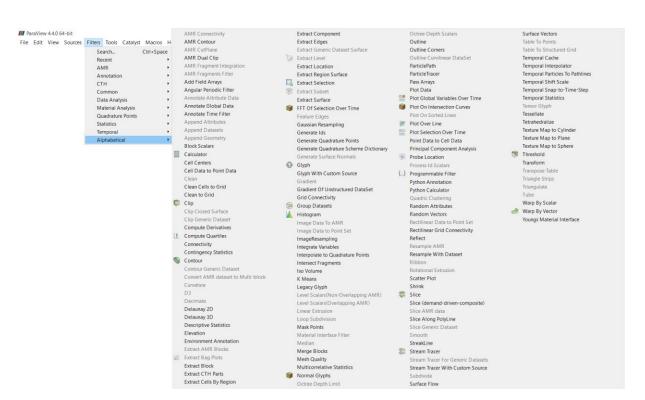


#### **Crash introduction to paraFoam – Filters**

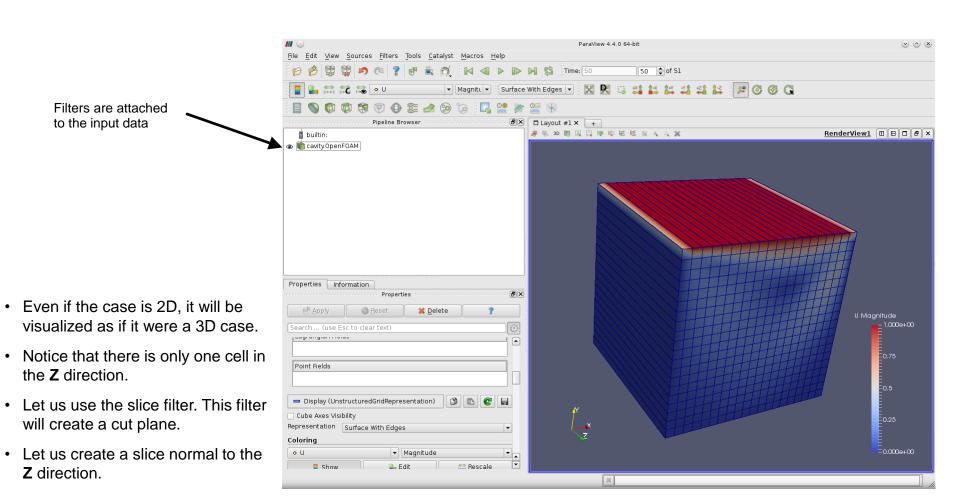
- Filters are functions that generate, extract or derive features from the input data.
- They are attached to the input data.
- You can access the most commonly used filters from the Common Filters toolbar



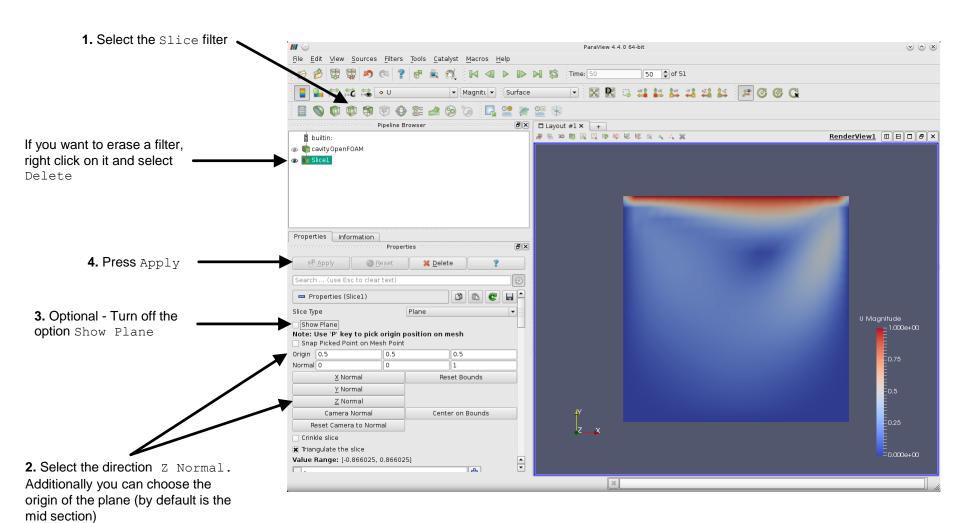
You can access all the filters from the menu Filter.



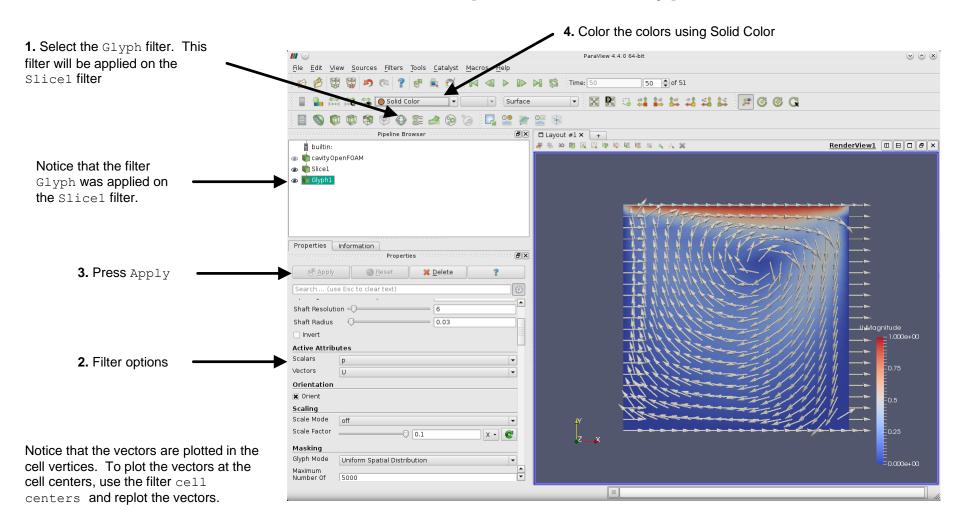
#### **Crash introduction to paraFoam – Filters**



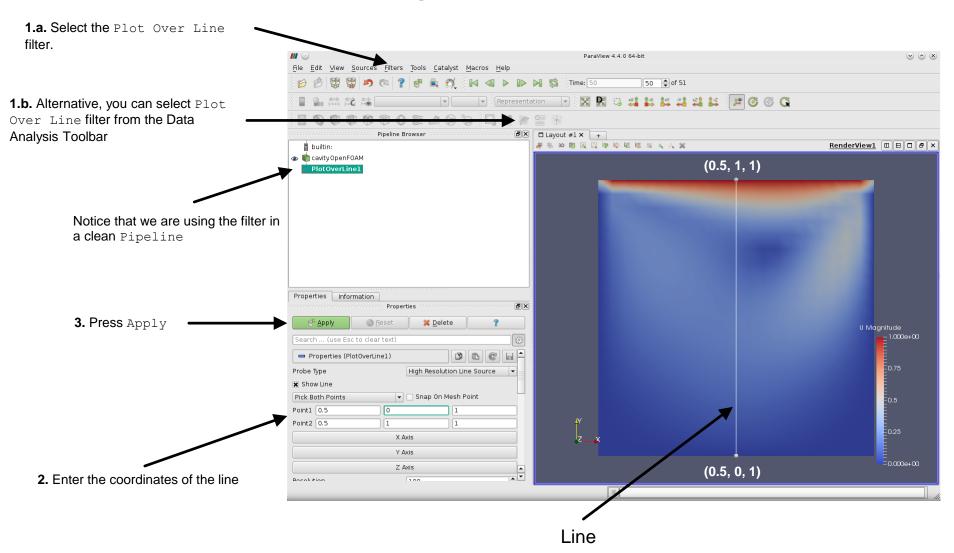
#### Crash introduction to paraFoam – Slice filter



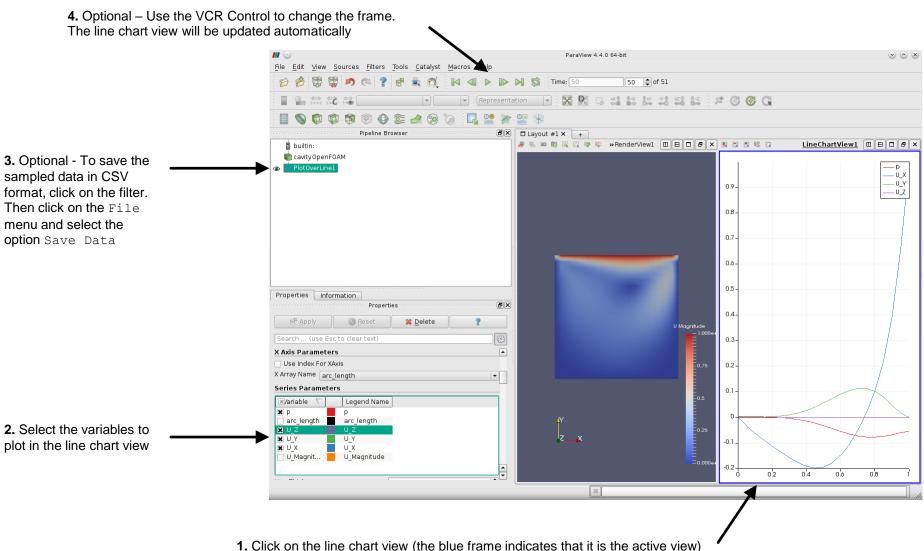
#### Crash introduction to paraFoam – Glyph filter



#### **Crash introduction to paraFoam – Plot Over Line filter**



#### **Crash introduction to paraFoam – Filters**



#### Running the case blindfold with log files

- In the previous case, we ran the simulation but we did not save the standard output stream (stdout) in a log file. We saw the information on-the-fly.
- Our advice is to always save the standard output stream (stdout) in a log file.
- It is of interest to always save the log as if something goes wrong and you would like to do troubleshooting, you will need this information.
- Also, if you are interested in plotting the residuals you will need the log file.
- By the way, if at any point you ask us what went wrong with your simulation, we will
  ask you for this file. We might also ask for the standard error stream (stderr).

#### Running the case blindfold with log files

To save a log file of the simulation, we proceed as follows:

```
1. | $> foamCleanTutorials
```

- 2. | \$> foamCleanPolyMesh
- $3. \mid \$ > blockMesh$
- 4. | \$> checkMesh
- 5. | \$> icoFoam > log.icoFoam
- 6. | \$> gedit log.icoFoam &
- 7. | \$> foamLog log.icoFoam
- 8. | \$> gnuplot

These steps are optional

#### Running the case blindfold with log files

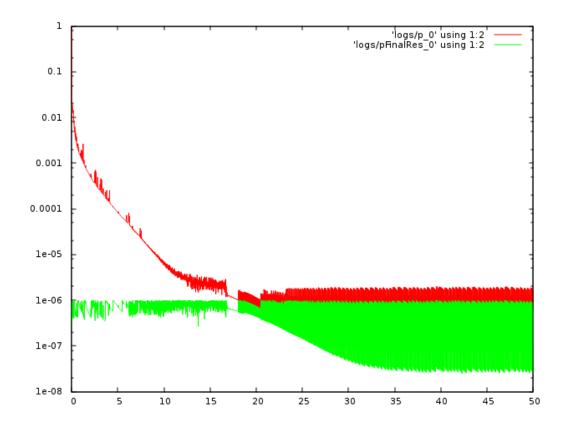
- In steps 1 and 2 we erase the mesh and all the folders, except for 0, constant and system. These scripts come with your OpenFOAM® installation.
- In step 3, we generate the mesh using the meshing tool blockMesh.
- In step 4 we check the mesh quality.
- In step 5 we run the simulation. Hereafter, we redirect the standard output to an ascii file with the name <code>log.icoFoam</code> (it can be any name). However, you will not see the information on the fly. If you do not add the <code>> log.icoFoam</code> modifier you will see your standard output on the fly but it will not be saved.
- In step 6, we use gedit to open the file log.icoFoam (we run gedit in background).
   Remember, you can use any editor. Also, depending on the size of the log file, opening the file can be very time consuming.
- In step 7, we use the script foamLog (distributed with your OpenFOAM® installation), to extract the information inside the file log.icoFoam. This information is saved in an editable/plottable format in the directory logs.
- Finally, in step 8 we use gnuplot to plot the information extracted from the log.icoFoam file.

#### Running the case blindfold with log files

- To plot the information extracted with foamLog using gnuplot we can proceed as follows (remember, at this point we are using the gnuplot prompt):
  - 1. gnuplot> set logscale y Set log scale in the y axis 2. gnuplot> plot 'logs/p 0' using 1:2 with lines Plot the file p\_0 located in the directory logs, use columns 1 and 2 in the file p\_0, use lines to output the plot. gnuplot> plot 'logs/p 0' using 1:2 with lines, 'logs/pFinalRes 0' using 1:2 with lines 3. Here we are plotting to different files. You can concatenate files using comma (,) 4. gnuplot> reset To reset the scales gnuplot> plot 'logs/CourantMax 0' u 1:2 w 1 5. To plot file CourantMax 0. The letter u is equivalent to using. The letters w I are equivalent to with lines qnuplot> set logscale y 6. 7. gnuplot> plot [30:50][] 'logs/Ux 0' u 1:2 w l title 'Ux', 'logs/Uy 0' u 1:2 w l title 'Uy' Set the x range from 30 to 50 and plot tow files and set legend titles qnuplot> exit 8. To exit gnuplot

#### Running the case blindfold with log files

• The output of step 3 is the following:



 The fact that the initial residuals (red line) are dropping to the same value of the final residuals (monotonic convergence), is a clear indication of a steady behavior.

#### Running the case blindfold with log files

- But what if we want to save the standard output stream (stdout), and monitor the information on the fly?
- To do this and if you are using BASH shell, you can proceed as follows:
  - \$> icoFoam > log.icoFoam | tail -f log.icoFoam
- This will redirect your standard output to an ascii file with the name <code>log.icoFoam</code>. Then using the pipeline operator (|) it will use the <code>tail</code> command to show you the information on the fly.
- When the simulation is over, you will notice that the terminal window is blocked. To unblock the terminal window press ctrl-c.
- You can also save the standard output in the file <code>log.icoFoam</code>, open a new terminal window and then use <code>tail</code> to output the information on the fly. To do this you can proceed as follow:
  - \$> icoFoam > log.icoFoam
- Now, in a new terminal window (or tab) and in the same directory where you are running the application, type in the terminal,
  - \$> tail -f log.icoFoam
- This will use tail to show you the information on the fly. Have in mind that you need to be in the case directory.

#### Running the case blindfold with log files

- You can also save the standard output in a log.icoFoam, send the job to background and then use tail to output the information on the fly. To do this you can proceed as follows,
  - \$> icoFoam > log.icoFoam &
- Now you can type in the terminal window,
  - \$> tail -f log.icoFoam

This will use tail to show you the information on the fly. Notice we are still working in the same terminal window or tab.

- If you want to stop the command tail, press ctrl-c.
- You can also use the Linux command tee,
  - \$> icoFoam | tee log.icoFoam

This will redirect your standard output to an ascii file with the name <code>log.icoFoam</code>, and it will show at the same time the information that is saved in the file.

- If for any reason you do not want to see the standard output stream and you are not interested
  in saving the 10q file, you can proceed as follows,
  - \$> icoFoam > /dev/null

#### Running the case blindfold with log files

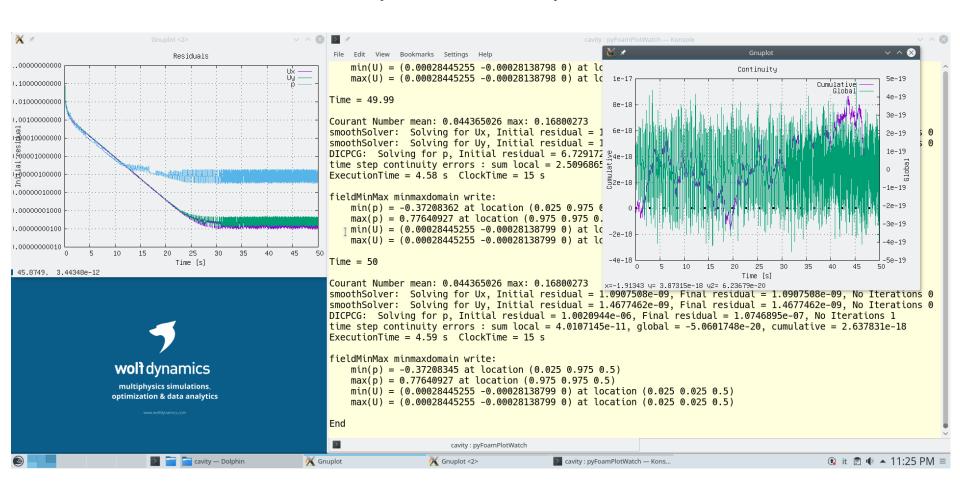
- You can also save the standard output stream (stdout) and the standard error stream (stderr), as follows
  - \$> icoFoam > log.icoFoam 2>&1 | tail -f log.icoFoam
- This will redirect the standard output and standard error streams to an ascii file with the name <code>log.icoFoam</code>. Then using the pipeline operator (|) it will use <code>tail</code> to show you the information on the fly.
- Finally, when you are running in a cluster using a job scheduler, you are always interested in saving the log files in order to monitor the solution. Remember to always redirect the solver standard output and error streams to a log file.
- To monitor your solution, just login to the cluster, go to the working directory (the directory where you launched the solver) and type
  - \$> tail -f name\_of\_the\_log\_file
- You can login and logout with no problem, everything is being managed by the job scheduler.
- Besides the *log* file you are saving, the job scheduler will save all the standard output stream (stdout) and standard error stream (stderr) in a default file. You can also access these files to monitor the solution.

### Running the case blindfold with log files and plotting the residuals

- It is also possible to plot the log information on the fly.
- The easiest way to do this is by using PyFoam (you will need to install it):
  - \$> pyFoamPlotRunner.py [options] <foamApplication>
- If you are using our virtual machine or using the lab workstations, you will need to source PyFoam.
- To source PyFoam, type in the terminal:
  - \$> anaconda2 **or** \$> anaconda3
- To run this case with pyFoamPlotRunner.py, in the terminal type:
  - \$> pyFoamPlotRunner.py icoFoam
- If you need help or want to know all the options available,
  - \$> pyFoamPlotRunner.py --help
- If you do not feel comfortable using pyFoamPlotRunner.py to run the solver, it is also possible to plot the information saved in the log file using PyFoam. To do so you will need to use the utility pyFoamPlotWatcher.py. For example, in the terminal type:
  - \$> icoFoam > log.icoFoam &
  - \$> pyFoamPlotWatcher.py log.icoFoam
- This will plot the information saved in log.icoFoam.
- You can also use pyFoamPlotWatcher.py to plot the information saved in an old log file.

#### Running the case blindfold with log files and plotting the residuals

This is a screenshot on my computer. In this case, pyFoamPlotRunner is plotting
the initial residuals and continuity errors on the fly.



#### Stopping the simulation

Your simulation will automatically stop at the time value you set using the keyword **endTime** in the controlDict dictionary.

#### endTime 50;

If for any reason you want to stop your simulation before reaching the value set by the keyword **endTime**, you can change this value to a number lower than the current simulation time (you can use 0 for instance). This will stop your simulation, but it will not save your last time-step or iteration, so be careful.

```
www.OpenFOAM.org
                 M anipulation |
     FoamFile
10
        version 2.0;
11
        format
                   ascii;
12
        class
                   dictionary;
13
        object controlDict;
14
15
16
17
     application
                icoFoam;
18
19
     startFrom startTime;
20
     startTime 0;
22
23
     stopAt
                   endTime;
24
     endTime
```

#### Stopping the simulation

If you want to stop the simulation and save the solution, in the controlDict dictionary made the following modification,

#### stopAt writeNow;

This will stop your simulation and will save the current time-step or iteration.

```
O peration | Version: 4.x
                                    www.OpenFOAM.org
     FoamFile
      version 2.0;
     format ascii;
12
      class dictionary;
13
        object controlDict;
14
15
16
17
     application icoFoam;
18
19
     startFrom startTime;
20
    startTime 0;
22
    stopAt writeNow;
     endTime
                 50:
```

#### Stopping the simulation

- The previous modifications can be done on-the-fly, but you will need to set the keyword runTimeModifiable to true in the controlDict dictionary.
- By setting the keyword runTimeModifiable to true, you will be able to modify most of the dictionaries on-the-fly.

#### **Stopping the simulation**

- You can also kill the process. For instance, if you did not launch the solver in background, go to its terminal window and press ctrl-c. This will stop your simulation, but it will not save your last time-step or iteration, so be careful.
- If you launched the solver in background, just identify the process id using top or htop (or any other process manager) and terminate the associated process. Again, this will not save your last time-step or iteration.
- To identify the process id of the OpenFOAM® solver or utility, just read screen. At the beginning of the output screen, you will find the process id number.

```
/ Field | OpenFOAM: The Open Source CFD Toolbox
  // / O peration | Version: 4.x
   \\ / A nd | Web: www.OpenFOAM.org
    \\/ M anipulation |
Build : 4.x-e964d879e2b3
Exec : icoFoam
Date : Mar 11 2017
Time
     : 23:21:50
Host : "linux-ifxc"
                                                                    Process id number
      : 3100
PID
      : /home/joeqi/my cases course/4x/1010F/cavity
nProcs: 1
sigFpe : Enabling floating point exception trapping (FOAM SIGFPE).
fileModificationChecking: Monitoring run-time modified files using timeStampMaster
allowSystemOperations : Allowing user-supplied system call operations
```

#### **Stopping the simulation**

- When working locally, we usually proceed in this way:
  - \$> icoFoam > log.icofoam | tail -f log.icofoam

This will run the solver icoFoam (by the way, this works for any solver or utility), it will save the standard output stream in the file log.icofoam and will show the solver output on the fly.

- If at any moment we want to stop the simulation, and we are not interested in saving the last time-step, we press ctrl-c.
- If we are interested in saving the last time step, we modify the controlDict dictionary and add the following keyword

#### stopAt writeNow;

Remember, this modification can be done on the fly. However, you will need to set the keyword runTimeModifiable to yes in the controlDict dictionary.

#### Cleaning the case folder

 If you want to erase the mesh and the solution in the current case folder, you can type in the terminal,

```
$> foamCleanTutorials
```

If you are running in parallel, this will also erase the **processorN** directories. We will talk about running in parallel later.

If you are looking to only erase the mesh, you can type in the terminal,

```
$> foamCleanPolyMesh
```

If you are only interested in erasing the saved solutions, in the terminal type,

```
$> foamListTimes -rm
```

• If you are running in parallel and you want to erase the solution saved in the **processorN** directories, type in the terminal,

```
$> foamListTimes -rm -processor
```

### A deeper view to my first OpenFOAM® case setup

- We will take a close look at what we did by looking at the case files.
- The case directory originally contains the following sub-directories: 0, constant, and system. After running icoFoam it also contains the time step directories 1, 2, 3, ..., 48, 49, 50, the post-processing directory postProcessing, and the log.icoFoam file (if you chose to redirect the standard output stream).
  - The time step directories contain the values of all the variables at those time steps (the solution). The 0 directory is thus the initial condition and boundary conditions.
  - The constant directory contains the mesh and dictionaries for thermophysical, turbulence models and advanced physical models.
  - The system directory contains settings for the run, discretization schemes and solution procedures.
  - The postProcessing directory contains the information related to the functionObjects (we are going to address functionObjects later).
- The icoFoam solver reads these files and runs the case according to those settings.

- Before continuing, we want to point out the following:
  - Each dictionary file in the case directory has a header.
  - Lines 1-7 are commented.
  - You should always keep lines 8 to 14, if not, OpenFOAM® will complain.
  - According to the dictionary you are using, the class keyword (line 12) will be different. We are going to talk about this later on.
  - From now on and unless it is strictly necessary, we will not show the header when listing the dictionaries files.

Let us explore the case directory



#### The constant directory

(and by the way, open each file and go thru its content)

- In this directory you will find the sub-directory polyMesh and the dictionary file transportProperties.
- The transportProperties file is a dictionary for the dimensioned scalar **nu**, or the kinematic viscosity.

```
17 nu nu [ 0 2 -1 0 0 0 0 ] 0.01; //Re 100
18 //nu nu [ 0 2 -1 0 0 0 0 ] 0.001; //Re 1000
```

- Notice that line 18 is commented.
- The values between square bracket are the units.
- OpenFOAM® is fully dimensional. You need to define the dimensions for each field dictionary and physical properties defined.



Your dimensions shall be consistent.

#### **Dimensions in OpenFOAM® (metric system)**

No.	Property	Unit	Symbol
1	Mass	Kilogram	kg
2	Length	meters	m
3	Time	second	s
4	Temperature	Kelvin	K
5	Quantity	moles	mol
6	Current	ampere	A
7	Luminuous intensity	candela	cd

[ 1 (kg), 2 (m), 3 (s), 4 (K), 5 (mol), 6 (A), 7 (cd)]



#### The constant directory

(and by the way, open each file and go thru its content)

Therefore, the dimensioned scalar nu or the kinematic viscosity,

```
17 nu nu [ 0 2 -1 0 0 0 0 ] 0.01;
```

has the following units

$$[ 0 m^2 s^{-1} 0 0 0 0 ]$$

Which is equivalent to

$$\nu = 0.01 \frac{m^2}{s}$$

#### The constant directory

(and by the way, open each file and go thru its content)

 In this case, as we are working with an incompressible flow, we only need to define the kinematic viscosity.

$$\nu = \frac{\mu}{\rho}$$

 Later on, we will ask you to change the Reynolds number, to do so you can change the value of nu. Remember,

$$Re = \frac{\rho \times U \times L}{\mu} = \frac{U \times L}{\nu}$$

You can also change the free stream velocity U or the reference length L.



## The constant directory (and by the way, open each file and go thru its content)

- Depending on the physics involved and models used, you will need to define more variables in the dictionary transportProperties.
- For instance, for a multiphase case you will need to define the density **rho** and kinematic viscosity **nu** for each single phase. You will also need to define the surface tension  $\sigma$ .
- Also, depending of your physical model, you will find more dictionaries in the constant directory.
- For example, if you need to set gravity, you will need to create the dictionary g.
- If you work with compressible flows you will need to define the dynamic viscosity **mu**, and many other physical properties in the dictionary thermophysical Properties.
- As we are not dealing with compressible flows (for the moment), we are not going into details.



The constant/polyMesh directory (and by the way, open each file and go thru its content)

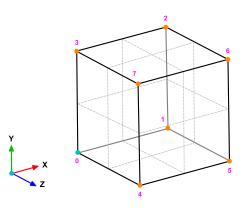
- In this case, the **polyMesh** directory is initially empty. After generating the mesh, it will contain the mesh in OpenFOAM® format.
- To generate the mesh in this case, we use the utility blockMesh. This utility reads the dictionary blockMeshDict located in the system folder.
- We will now take a quick look at the blockMeshDict dictionary in order to understand what we have done. Do not worry, we are going to revisit this dictionary during the meshing session.
- Go to the directory system and open blockMeshDict dictionary with your favorite text editor, we will use gedit.

The system/blockMeshDict dictionary

The blockMeshDict dictionary first at all contains a list with a number of vertices:

```
17
       convertToMeters 1;
18
19
       xmin 0:
20
       xmax 1;
21
       ymin 0;
22
       ymax 1;
23
       zmin 0;
24
       zmax 1;
25
26
       xcells 20;
27
       vcells 20;
28
       zcells 1:
29
37
       vertices
38
39
                                           //vertex 0
            ($xmin $ymin $zmin)
40
                                           //vertex 1
                     $ymin
                             $zmin)
41
                             $zmin)
                                           //vertex 2
42
                                           //vertex 3
                     $ymax
                             $zmin)
43
                     $ymin
                             $zmax)
                                           //vertex 4
                                           //vertex 5
44
                     $ymin
                             $zmax)
45
            ($xmax $ymax
                             $zmax)
                                           //vertex 6
46
            ($xmin $ymax $zmax)
                                           //vertex 7
47
48
49
            (0 \ 0 \ 0)
50
            (1 \ 0 \ 0)
51
            (1 \ 1 \ 0)
52
            (0 \ 1 \ 0)
53
            (0\ 0\ 0.1)
54
            (1 \ 0 \ 0.1)
55
            (1\ 1\ 0.1)
56
            (0\ 1\ 0.1)
57
       */
58
       );
```

- The keyword convertToMeters (line 17), is a scaling factor. In this case we do not scale the dimensions.
- In the section vertices (lines 37-58), we define the vertices coordinates of the geometry. In this case, there are eight vertices defining the geometry. OpenFOAM® always uses 3D meshes, even if the simulation is 2D.
- We can directly define the vertex coordinates in the section vertices (commented lines 49-56), or we can use macro syntax.
- Using macro syntax we first define a variable and its value (lines 19-24), and then we can use them by adding the symbol \$ to the variable name (lines 39-46).
- In lines 26-28, we define a set of variables that will be used at a later time.
- Finally, notice that the vertex numbering starts from 0 (as the counters in c++). This numbering applies for blocks as well.

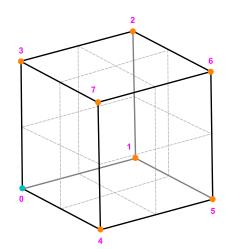


The system/blockMeshDict dictionary

The blockMeshDict dictionary then defines a block from the vertices:

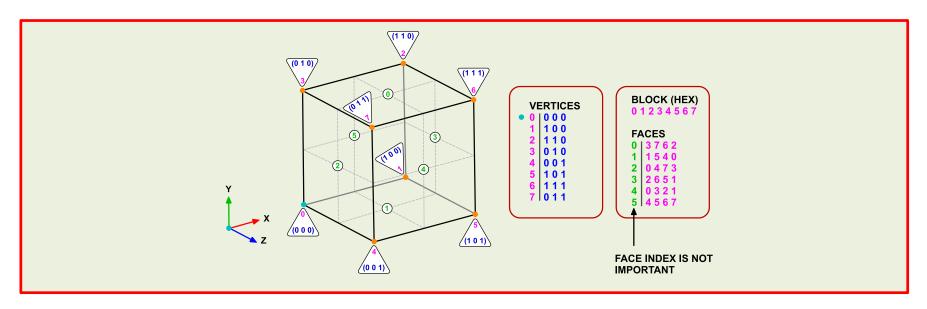
```
60 blocks
61 (
62 hex (0 1 2 3 4 5 6 7) ($xcells $ycells $zcells) simpleGrading (1 1 1)
63 );
```

- In lines 60-63, we define the block topology, hex means that it is a structured hexahedral block. In this case, we are generating a rectangular mesh.
- (0 1 2 3 4 5 6 7) are the vertices used to define the block topology (and yes, the order is important). Each hex block is defined by eight vertices, in sequential order. Where the first vertex in the list represents the origin of the coordinate system.
- (\$xcells \$ycells \$zcells) is the number of mesh cells in each direction (X Y Z). Notice that we are using macro syntax, which is equivalent to (20 20 1).
- **simpleGrading (1 1 1)** is the expansion ratio or mesh stretching in each direction (**X Y Z**), in this case the mesh is uniform.



The system/blockMeshDict dictionary

The blockMeshDict dictionary then defines a block from the vertices:



- Let us talk about the block ordering **hex (0 1 2 3 4 5 6 7)**, which is extremely important.
- **hex** blocks are defined by eight vertices in sequential order. Where the first vertex in the list represents the origin of the coordinate system (vertex 0 in this case).
- Starting from this vertex, we construct the block topology. So in this case, the first part of the block is made up by vertices 0 1 2 3 and the second part of the block is made up by vertices 4 5 6 7.
- In this case, the vertices are ordered in such a way that if we look at the screen/paper (-Z direction), the vertices rotate counter-clockwise.

The system/blockMeshDict dictionary

The blockMeshDict dictionary also defines edges:

- Edges, are constructed from the vertices definition.
- Each edge joining two vertex is assumed to be straight by default.
- The user can specified any edge to be curved by entries in the block edges.
- Possible options are: arc, spline, polyline, BSpline, line.
- For example, to define an arc we first define the vertices to be connected to form an edge and then we give an
  interpolation point.
- In this case and as we do not specified anything, all edges are assumed to be straight lines.
- By the way, lines 67 and 68 are commented.

The system/blockMeshDict dictionary

The blockMeshDict dictionary also defines the boundary patches:

```
boundary
            movingWall
75
                                                     Type
76
                 faces
                                                     Connectivity
                 );
81
            fixedWalls
                 type wall;
                 faces
                       (0 \ 4 \ 7 \ 3)
                       (2651)
                      (1 \ 5 \ 4 \ 0)
                 );
             frontAndBack
                 type empty;
                 faces
                      (0 \ 3 \ 2 \ 1)
                       (4567)
                 );
100
        );
```

- In the section **boundary**, we define all the surface patches where we want to apply boundary conditions.
- This step is of paramount importance, because if we do not define the surface patches we will not be able to apply the boundary conditions.
- For example:
  - In line 73 we define the patch name **movingWall** (the name is given by the user).
  - In line 75 we give a base type to the surface patch.
     In this case wall (do not worry we are going to talk about this later on).
  - In line 78 we give the connectivity list of the vertices that made up the surface patch or face, that is, (3 7 6 2). Have in mind that the vertices need to be neighbors and it does not matter if the ordering is clockwise or counter clockwise.
- Remember, faces are defined by a list of 4 vertex numbers, e.g., (3 7 6 2).

The system/blockMeshDict dictionary

The blockMeshDict dictionary also defines the boundary patches:

```
boundary
           movingWall
                type wall;
                faces
                    (3762)
               );
           fixedWalls
                type wall; ◀
                faces
               );
           frontAndBack
                type empty;
                faces
                    (0 \ 3 \ 2 \ 1)
                    (4567)
               );
100
       );
```

- We can also group many faces into one patch, for example, take a look at lines 86-88. In this case:
  - The name of the patch is **fixedWalls**
  - The base type is wall
  - The surface patch is made up by the faces
     (0 4 7 3), (2 6 5 1), and (1 5 4 0).
- The base type **empty** (line 93) is used to define a 2D mesh. There is only one cell in the direction of the vector connecting faces (0 3 2 1) and (4 5 6 7).
- If you do not define a boundary patch, it will be automatically grouped in the patch **defaultFaces** of type **empty**.
- The name and type of the surface patch can be changed outside of the blockMeshDict, we are going to address this later.

The system/blockMeshDict dictionary

The blockMeshDict dictionary also defines how to merge multiple blocks:

```
102 mergePatchPairs
103 (
104  //(interface1 interface2)
105 );
```

- A mesh can be created using more than 1 block. To do so we proceed in the same way, the only difference is that we need to connect the blocks.
- We can merge blocks in the section **mergePatchPairs** (lines 102-105). This requires that the block patches to be merged are first defined in the **boundary** list (**interface1** and **interface2** in this case), blockMesh then connect the two blocks.
- Line 104 is commented. We are not merging blocks, we will talk about this during the meshing session.

- The system/blockMeshDict dictionary
- To sum up, the blockMeshDict dictionary generates a single block with:
  - X/Y/Z dimensions: 1.0/1.0/1.0
  - Cells in the X, Y and Z directions: 20 x 20 x 1 cells.
  - One single hex block with straight lines.
  - Patch type wall and patch name fixedWalls at three sides.
  - Patch type wall and patch name movingWall at one side.
  - Patch type empty and patch name frontAndBack patch at two sides.
- If you are interested in visualizing the actual block topology, you can use paraFoam
  as follows,
  - \$> paraFoam -block

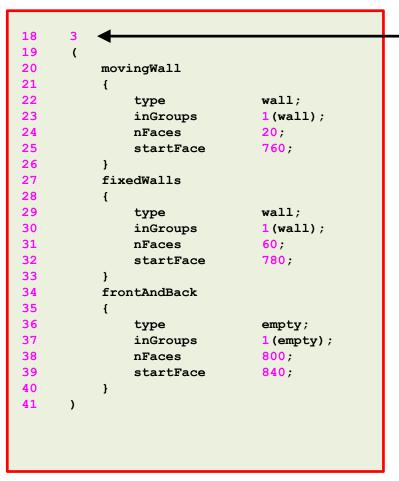
- The system/blockMeshDict dictionary
- As you can see, the blockMeshDict dictionary can be really tricky.
- If you deal with really easy geometries (rectangles, cylinders, and so on), then you can use blockMesh to do the meshing (and by the way you are the luckiest guy in the world), but this is the exception rather than the rule.
- When using snappyHexMesh, (a body fitted mesher that comes with OpenFOAM®) you will need to generate a background mesh using blockMesh. We are going to deal with this later on.
- Our best advice is to create a template and reuse it until the end of the world.
- Also, take advantage of macro syntax for parametrization, and #calc syntax to perform inline calculations (lines 30-35 in the blockMeshDict dictionary we just studied).
- We are going to deal with **#codeStream** syntax and **#calc** syntax during the programming session.

The mesher blockMesh has many more features that we did not address in this short overview. Refer to the User Guide for more Information.

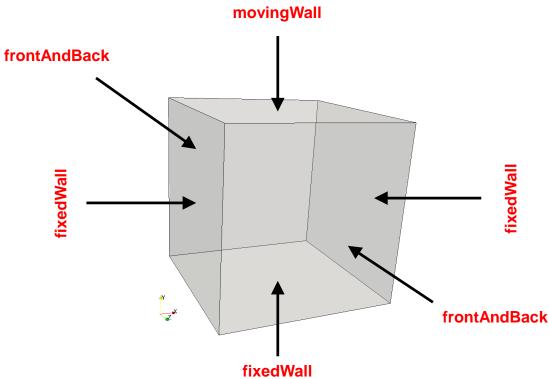


- The constant/polyMesh/boundary dictionary
- First at all, this file is automatically generated after you create the mesh using blockMesh or snappyHexMesh, or when you convert the mesh from a third-party format.
- In this file, the geometrical information related to the base type patch of each boundary of the domain is specified.
- The base type boundary condition is the actual surface patch where we are going to apply a primitive type boundary condition (or numerical boundary condition).
- The primitive type boundary condition assign a field value to the surface patch (base type).
- You define the primitive type patch (or the value of the boundary condition), in the directory 0 or time directories.

- The constant/polyMesh/boundary dictionary
- In this case, the file boundary is divided as follows



# Number of surface patches In the list bellow there must be 3 patches definition.



- The constant/polyMesh/boundary dictionary
- In this case, the file boundary is divided as follows

```
18
19
                                                        Name
20
           movingWall
21
                                                         Type
22
                                  wall:
               type
23
               inGroups
                                  1 (wall);
24
               nFaces
                                  20;
25
               startFace
                                  760:
26
27
           fixedWalls
28
29
                                  wall:
               type
               inGroups
30
                                  1 (wall);
31
                                  60:
               nFaces
32
               startFace
                                  780:
33
34
           frontAndBack
35
36
                                  empty;
               type
37
                                  1 (empty);
               inGroups
38
               nFaces
                                  800:
39
                                  840;
               startFace
40
41
```

#### Name and type of the surface patches

- The name and type of the patch is given by the user.
- In this case the name and type was assigned in the dictionary blockMeshDict.
- You can change the name if you do not like it.
   Do not use strange symbols or white spaces.
- You can also change the base type. For instance, you can change the type of the patch movingWall from wall to patch.
- When converting the mesh from a third party format, OpenFOAM® will try to recover the information from the original format. But it might happen that it does not recognizes the base type and name of the original. In this case you will need to modify this file manually.

- The constant/polyMesh/boundary dictionary
- In this case, the file boundary is divided as follows

```
18
19
20
           movingWall
21
22
                                  wall:
                type
                                  1 (wall);
23
                inGroups
24
                                  20;
                nFaces
25
                startFace
                                  760:
26
27
           fixedWalls
28
29
                                  wall:
                type
30
                inGroups
                                  1 (wall);
31
                                  60:
               nFaces
32
                startFace
                                  780:
33
34
           frontAndBack
35
36
                type
                                  empty;
37
                                  1 (empty);
                inGroups
38
                nFaces
                                  800:
39
                                  840;
                startFace
40
41
```

#### inGroups keyword

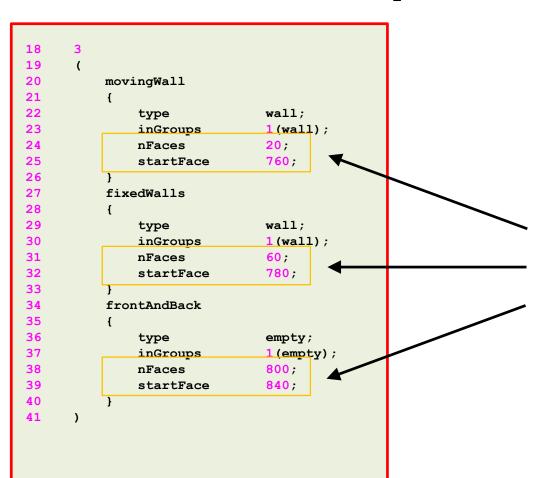
- This keyword is optional. You can erase this information safely.
- It is used to group patches during visualization in ParaView/paraFoam. If you open this mesh in paraFoam you will see that there are two groups, namely: wall and empty.
- As usual, you can change the name.
- If you want to put a surface patch in two groups, you can proceed as follows:

#### 2(wall wall1)

In this case the surface patch belongs to the groups wall and wall1.

Groups can have more than one patch.

- The constant/polyMesh/boundary dictionary
- In this case, the file boundary is divided as follows



#### nFaces and startFace keywords

 Unless you know what you are doing, you do not need to modify this information.



- Basically, this is telling you the starting face and ending face of the patch.
- This is created automatically when generating the mesh or converting the mesh.

- The constant/polyMesh/boundary dictionary
- In this case, the file boundary is divided as follows

```
18
19
20
           movingWall
21
22
                                  wall:
                type
23
                inGroups
                                  1 (wall);
24
                nFaces
                                  20;
25
                startFace
                                  760:
26
27
           fixedWalls
28
29
                                  wall:
                type
30
                inGroups
                                  1 (wall);
31
                nFaces
                                  60:
32
                startFace
                                  780:
33
34
           frontAndBack
35
36
                type
                                  empty;
37
                inGroups
                                  1 (empty);
38
                nFaces
                                  800:
39
                                  840;
                startFace
40
41
```

#### Remember



Boundary patches that are not recognize or assigned to a patch are grouped automatically in a default group named **defaultFaces** of type **empty**.

For instance, if you do not assign a patch to the patch **frontAndBack**, they will be grouped as follows:

And as usual, you can manually change the name and type.



The constant/polyMesh/boundary dictionary

#### Very important information on the boundary conditions 🔔



- There are a few **base type** patches that are constrained or paired. This means that the type should be the same in the boundary file and in the numerical boundary condition defined in the field files, e.g., the files 0/U and 0/p.
- In this case, the base type of the patch frontAndBack (defined in the file boundary), is consistent with the **primitive type** patch defined in the field files 0/U and 0/p. They are of the type **empty**.
- Also, the base type of the patches movingWall and fixedWalls (defined in the file boundary), is consistent with the **primitive type** patch defined in the field files 0/U and 0/p.
- This is extremely important, especially if you are converting meshes as not always the type of the patches is set as you would like.
- Hence, it is highly advisable to do a sanity check and verify that the **base type** of the patches (the type defined in the file boundary), is consistent with the primitive type of the patches (the patch type defined in the field files contained in the directory 0 (or whatever time directory you defined the boundary and initial conditions).
- If the **base type** and **primitive type** boundary conditions are not consistent, OpenFOAM® will complain.
- Do not worry, we are going to address boundary conditions later on.
- But for the moment, we will give you a brief introduction of how to pair boundary conditions and assign names to the boundary patches.

- The constant/polyMesh/boundary dictionary
- The following **base type** boundary conditions are constrained or paired. That is, the type needs to be same in the boundary dictionary and field variables dictionaries (e.g. U, p).

constant/polyMesh/boundary	0/U - 0/p (IC/BC)	
symmetry	symmetry	
symmetryPlane	symmetryPlane	
empty	empty	
wedge	wedge	
cyclic	cyclic	
processor	processor	
	·	

- The constant/polyMesh/boundary dictionary
- The base type patch can be any of the primitive or derived type boundary conditions available in OpenFOAM®. Mathematically speaking; they can be Dirichlet, Neumann or Robin boundary conditions.

constant/polyMesh/boundary	0/U - 0/p (IC/BC)	
patch	fixedValue zeroGradient inletOutlet slip totalPressure supersonicFreeStream and so on Refer to the doxygen documentation for a list of all numerical type boundary conditions available.	

- The constant/polyMesh/boundary dictionary
- The wall base type boundary condition is defined as follows:

wall	type fixedValue; value uniform (U V W);	zeroGradient
constant/polyMesh/boundary	0/U (IC/BC)	0/p (IC/BC)

- This boundary condition is not contained in the patch base type boundary condition group, because specialize modeling options can be used on this boundary condition.
- An example is turbulence modeling, where turbulence can be generated or dissipated at the walls.

- The constant/polyMesh/boundary dictionary
- The name of the base type boundary condition and the name of the primitive type boundary condition needs to be the same, if not, OpenFOAM® will complain.
- Pay attention to this, specially if you are converting the mesh from another format.

constant/polyMesh/boundary	0/U (IC/BC)	0/p (IC/BC)
movingWall	movingWall	movingWall
fixedWalls	fixedWalls	fixedWalls
frontAndBack	frontAndBack	frontAndBack

As you can see, all the names are the same across all the dictionary files.



#### The system directory

(and by the way, open each file and go thru its content)

- The system directory consists of the following compulsory dictionary files:
  - controlDict
  - fvSchemes
  - fvSolution
- controlDict contains general instructions on how to run the case.
- fvSchemes contains instructions for the discretization schemes that will be used for the different terms in the equations.
- fvSolution contains instructions on how to solve each discretized linear equation system.
- Do not worry, we are going to study in details the most important entries of each dictionary (the compulsory entries).
- If you forget a compulsory keyword or give a wrong entry to the keyword, OpenFOAM® will
  complain and it will let you what are you missing. This applies for all the dictionaries in the
  hierarchy of the case directory.
- There are many optional parameters, to know all of them refer to the doxygen documentation or the source code. Hereafter we will try to introduce a few of them.
- OpenFOAM® will not complain if you are not using optional parameters, after all, they are
  optional. However, if the entry you use for the optional parameter is wrong OpenFOAM® will let
  you know.

#### 

```
17
      application
                       icoFoam;
18
19
      startFrom
                       startTime;
20
21
      startTime
                       0:
22
23
                       endTime;
      stopAt
24
25
      endTime
                       50:
26
27
                       0.01:
      deltaT
28
29
      writeControl
                       runTime:
30
31
      writeInterval
32
33
      purgeWrite
34
35
      writeFormat
                       ascii;
36
37
      writePrecision 8:
38
39
      writeCompression off;
40
41
      timeFormat
                       general;
42
43
      timePrecision
44
45
      runTimeModifiable true;
```

- The controlDict dictionary contains runtime simulation controls, such as, start time, end time, time step, saving frequency and so on.
- Most of the entries are self-explanatory.
- This case starts from time 0 (keyword startFrom line 19 and keyword startTime line 21 –). If you have the initial solution in a different time directory, just enter the number in line 21.
- The case will stop when it reaches the desired time set using the keyword stopAt (line 23).
- It will run up to 50 seconds (keyword **endTime** line 25 –).
- The time step of the simulation is 0.01 seconds (keyword deltaT line 27 –).
- It will write the solution every second (keyword writeInterval line 31 –) of simulation time (keyword runTime line 29 –).
- It will keep all the solution directories (keyword **purgeWrite** line 33 –). If you want to keep only the last 5 solutions just change the value to 5.
- It will save the solution in ascii format (keyword writeFormat line 35 –) with a precision of 8 digits (keyword writePrecision line 37 –).
- And as the option **runTimeModifiable** (line 45) is on (**true**), we can modify all these entries while we are running the simulation.
- FYI, you can modify the entries on-the-fly for most of the dictionaries files.

#### 

```
application
                       icoFoam;
18
19
      startFrom
                       startTime;
20
21
      startTime
22
23
      stopAt
                       banana:
24
25
      endTime
                       50:
26
27
      deltaT
                       0.01:
28
29
      writeControl
                       runTime:
30
31
      writeInterval
32
33
      purgeWrite
34
35
      writeFormat
                       ascii;
36
37
      writePrecision 8;
38
39
      writeCompression off;
40
41
      timeFormat
                       general;
42
43
      timePrecision
44
45
      runTimeModifiable true;
```

- So how do we know what options are available for each keyword?
- The hard way is to refer to the source code.
- The easy way is to use the banana method.
- So what is the banana method? This method consist in inserting a dummy word (that does not exist in the installation) and let OpenFOAM® list the available options.
- For example. If you add **banana** in line 23, you will get this output:

```
banana is not in enumeration
4
(
nextWrite
writeNow
noWriteNow
endTime
)
```

- So your options are nextWrite, writeNow, noWriteNow, endTime
- We love to add bananas, it works with every dictionary.

#### The controlDict dictionary

```
application
                       icoFoam;
19
      startFrom
                       startTime;
20
21
      startTime
22
23
      stopAt
                       banana; <
24
      endTime
                       50:
      deltaT
                       0.01:
29
      writeControl
                       runTime;
30
31
      writeInterval
32
33
      purgeWrite
34
35
      writeFormat
                       ascii;
36
37
      writePrecision 8;
38
39
      writeCompression off;
40
41
      timeFormat
                       general;
42
43
      timePrecision
44
45
      runTimeModifiable true;
```

- And how do we know that banana does not exist in the source code?
- Just type in the terminal:
  - \$> src
  - \$> grep -r -n banana .
- If you see some bananas in your output someone is messing around with your installation.
- You can use the same command to look for information in the OpenFOAM® installation, just replace the word banana for the word you are looking for.
- By the way, you can use any dummy word, but you have to be sure that it does not exist in OpenFOAM®.

#### The controlDict dictionary

```
application
                       icoFoam;
18
19
      startFrom
                       startTime;
20
21
      startTime
22
23
      stopAt
                       endTime;
24
25
      //endTime
26
27
      deltaT
                       0.01:
28
29
      writeControl
                       runTime:
30
31
      writeInterval
32
33
      purgeWrite
34
35
      writeFormat
                       ascii:
36
37
      writePrecision 8;
38
39
      writeCompression off;
40
41
      timeFormat
                       general;
42
43
      timePrecision
44
45
      runTimeModifiable true;
```

- If you forget a compulsory keyword, OpenFOAM® will tell you what are you missing.
- So if you comment line 25, you will get this output:

```
--> FOAM FATAL IO ERROR keyword endTime is undefined in dictionary ...
```

- This output is just telling you that you are missing the keyword endTime.
- Do not pay attention to the words FATAL ERROR, maybe the developers of OpenFOAM® exaggerated a little bit.

#### The fvSchemes dictionary

```
17
      ddtSchemes
18
19
          default
                            backward;
20
21
22
      gradSchemes
23
24
           default
                            Gauss linear:
25
          grad(p)
                            Gauss linear:
26
27
28
      divSchemes
29
30
          default
                            none;
31
          div(phi,U)
                            Gauss linear:
32
33
34
      laplacianSchemes
35
36
          default
                            Gauss linear orthogonal;
37
38
39
      interpolationSchemes
40
41
          default
                            linear;
42
43
44
      snGradSchemes
45
46
          default
                            orthogonal;
47
```

- The fvSchemes dictionary contains the information related to the discretization schemes for the different terms appearing in the governing equations.
- As for the *controlDict* dictionary, the parameters can be changed on-the-fly.
- Also, if you want to know what options are available, just use the banana method.
- In this case we are using the backward method for time discretization (ddtSchemes). For gradients discretization (gradSchemes) we are using Gauss linear method. For the discretization of the convective terms (divSchemes) we are using linear interpolation for the term div(phi,U).
- For the discretization of the Laplacian (laplacianSchemes and snGradSchemes) we are using the Gauss linear method with orthogonal corrections.
- The method we are using is second order accurate but oscillatory. We are going to talk about the properties of the numerical schemes later on.
- Remember, at the end of the day we want a solution that is second order accurate.

#### The fvSolution dictionary

```
17
      solvers ◀
18
19
20
21
               solver
                                 PCG:
22
               preconditioner
                                DIC;
23
               tolerance
                                 1e-06;
24
               relTol
39
          }
40
41
          pFinal
42
43
               $p;
44
               relTol
                                 0:
45
          }
46
47
          Ū
48
49
               solver
                                 smoothSolver;
50
               smoother
                                 symGaussSeidel;
51
               tolerance
52
               relTol
                                 0:
53
54
55
56
      PISO
57
58
           nCorrectors
59
           nNonOrthogonalCorrectors 0;
60
           pRefCell
                            0;
61
           pRefValue
62
```

- The fvSolution dictionary contains the instructions of how to solve each discretized linear equation system. The equation solvers, tolerances, and algorithms are controlled from the subdictionary **solvers**.
- In the dictionary file fvSolution (and depending on the solver you are using), you will find the additional sub-dictionaries **PISO, PIMPLE, SIMPLE**, and **relaxationFactors**. These entries will be described later.
- As for the controlDict and fvSchemes dictionaries, the parameters can be changed on-the-fly.
- Also, if you want to know what options are available just use the banana method.
- In this case, to solve the pressure (p) we are using the PCG method, with the preconditioner DIC, an absolute tolerance equal to 1e-06 and a relative tolerance relTol equal to 0.
- The entry pFinal refers to the final pressure correction (notice that we are using macro syntax), and we are using a relative tolerance relTol equal to 0. We are putting more computational effort in the last iteration.

#### The fvSolution dictionary

```
17
      solvers
18
19
          р
20
21
               solver
                                 PCG:
22
               preconditioner
                               DIC;
23
               tolerance
                                 1e-06;
24
               relTol
39
          }
40
41
          pFinal
42
43
               $p;
44
               relTol
                                 0:
45
          }
46
47
          Ū
48
49
               solver
                                 smoothSolver;
50
               smoother
                                 symGaussSeidel;
51
               tolerance
52
               relTol
                                 0:
53
54
55
56
      PISO
57
58
           nCorrectors
59
           nNonOrthogonalCorrectors 0;
60
           pRefCell
                            0;
61
           pRefValue
62
```

- To solve U we are using the smoothSolver method, with the smoother symGaussSeidel, an absolute tolerance equal to 1e-08 and a relative tolerance relTol equal to 0.
- The solvers will iterative until reaching any of the tolerance values set by the user or reaching a maximum value of iterations (optional entry).
- FYI, solving for the velocity is relative inexpensive, whereas solving for the pressure is expensive.
- The PISO sub-dictionary contains entries related to the pressure-velocity coupling method (the PISO method).
- In this case we are doing only one PISO correction and no orthogonal corrections.
- You need to do at least one PISO loop (nCorrectors).

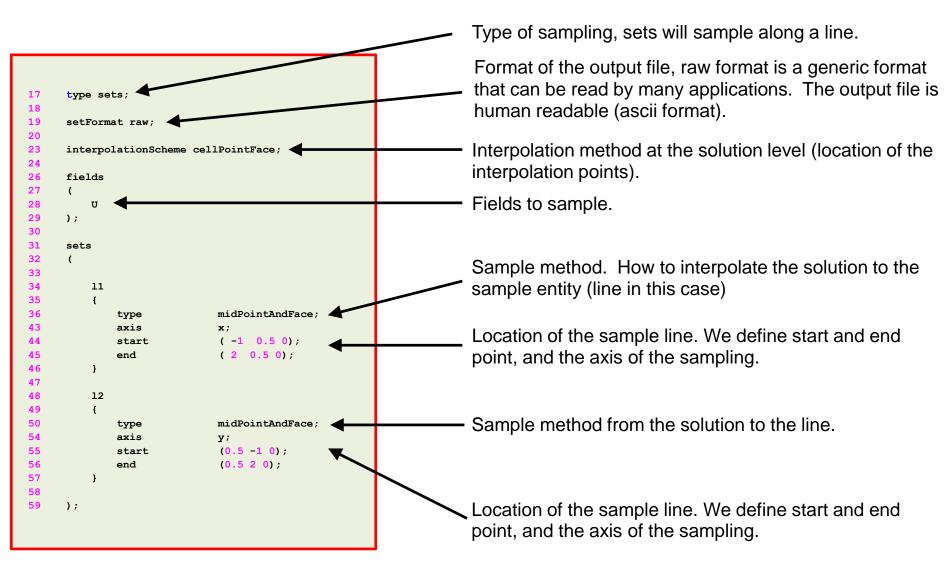


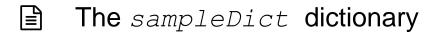
The system directory

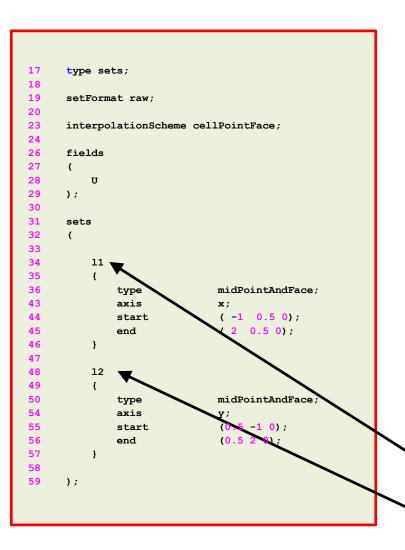
(optional dictionary files)

- In the system directory you will also find these two additional files:
  - decomposeParDict
  - sampleDict
- decomposeParDict is read by the utility decomposePar. This dictionary file contains information related to the mesh partitioning. This is used when running in parallel. We will address running in parallel later.
- sampleDict is read by the utility postProcess. This utility sample field data (points, lines or surfaces). In this dictionary file we specify the sample location and the fields to sample. The sampled data can be plotted using gnuplot or Python.

#### The sampleDict dictionary







The sampled information is always saved in the directory,

```
postProcessing/name_of_input_dictionary
```

As we are sampling the latest time solution (50) and using the dictionary <code>sampleDict</code>, the sampled data will be located in the directory:

postProcessing/sampleDict/50

The files 11\_U.xy and 12\_U.xy located in the directory postProcessing/sampleDict/50 contain the sampled data. Feel free to open them using your favorite text editor.

Name of the output file

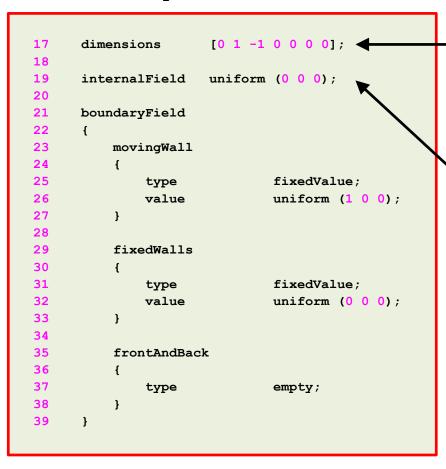
Name of the output file



#### The 0 directory

(and by the way, open each file and go thru its content)

• The 0 directory contains the initial and boundary conditions for all primitive variables, in this case p and U. The U file contains the following information (velocity vector):



Dimensions of the field  $\frac{n}{2}$ 

Uniform initial conditions.

The velocity field is initialize to (0 0 0) in all the domain

Remember velocity is a vector with three components, therefore the notation (0 0 0).

#### Note:

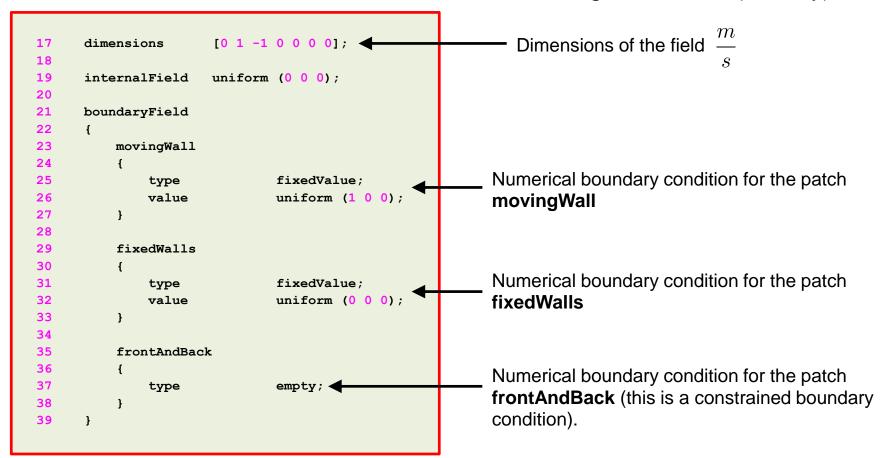
If you take some time and compare the files 0/U and constant/polyMesh/boundary, you will see that the name and type of each primitive type patch (the patch defined in 0/U), is consistent with the base type patch (the patch defined in the file constant/polyMesh/boundary).



#### The 0 directory

(and by the way, open each file and go thru its content)

 The 0 directory contains the initial and boundary conditions for all primitive variables, in this case p and U. The U file contains the following information (velocity):





#### The 0 directory

(and by the way, open each file and go thru its content)

• The 0 directory contains the initial and boundary conditions for all primitive variables, in this case p and U. The p file contains the following information (modified pressure):



Dimensions of the field  $\frac{m}{s}$ 

Uniform initial conditions.

The modified pressure field is initialize to 0 in all the domain. This is relative pressure.

#### Note:

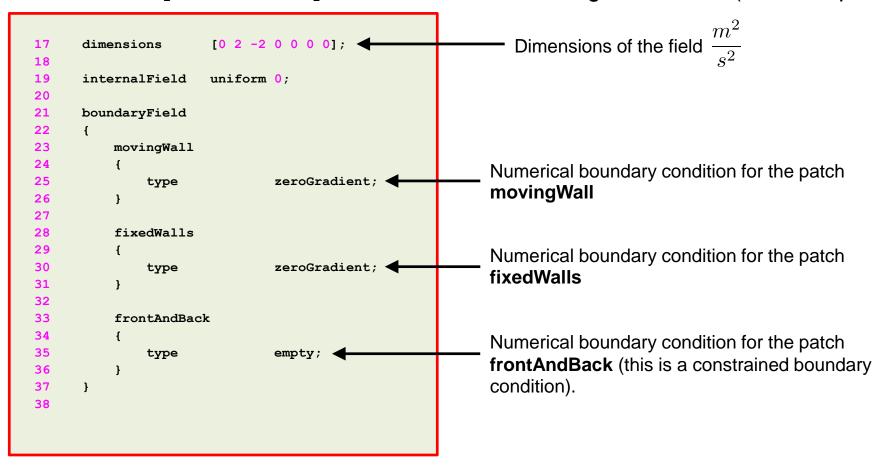
If you take some time and compare the files 0/p and constant/polyMesh/boundary, you will see that the name and type of each primitive type patch (the patch defined in 0/p), is consistent with the base type patch (the patch defined in the file constant/polyMesh/boundary).



#### The 0 directory

(and by the way, open each file and go thru its content)

• The 0 directory contains the initial and boundary conditions for all primitive variables, in this case p and U. The p file contains the following information (modified pressure):



#### A very important remark on the pressure field 1



- We just used icoFoam which is an incompressible solver.
- **Let us be really loud on this.** All the incompressible solvers implemented in OpenFOAM® (icoFoam, simpleFoam, pisoFoam, and pimpleFoam), use the modified pressure, that is,

$$P = \frac{p}{\rho}$$
 with units  $\frac{m^2}{s^2}$ 

- Or in OpenFOAM® jargon: dimensions [0 2 -2 0 0 0 0]
- So when visualizing or post processing the results do not forget to multiply the pressure by the density in order to get the right units of the physical pressure, that is,

$$\frac{kg}{m \cdot s^2}$$

Or in OpenFOAM® jargon: dimensions [1 -1 -2 0 0 0 0]

- Coming back to the headers, and specifically the headers related to the field variable dictionaries (e.g. U, p).
- In the header of your field variables, the class type should be consistent with the type of field variable you are using.
- If the field variable is a scalar, the class should be volScalarField.

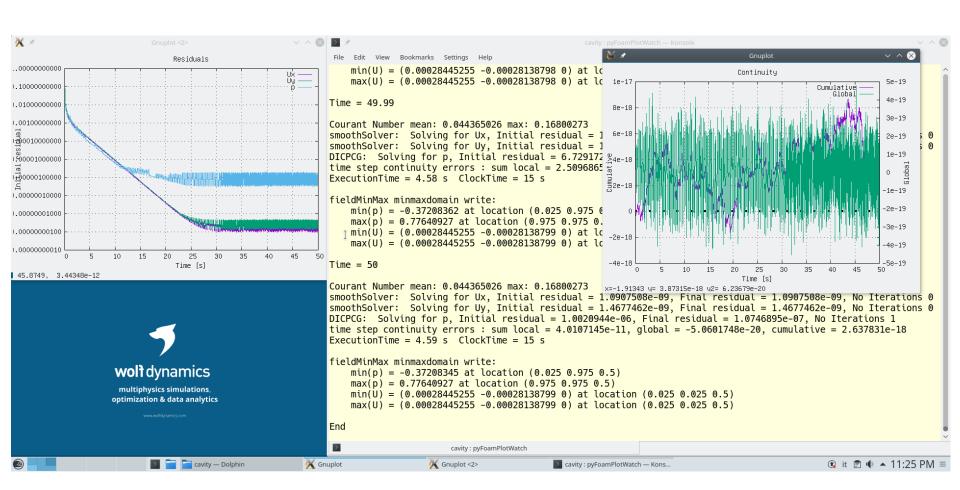
- Coming back to the headers, and specifically the headers related to the field variable dictionaries (e.g. U, p).
- In the header of your field variables, the class type should be consistent with the type of field variable you are using.
- If the field variable is a vector, the class should be volVectorField.

- Coming back to the headers, and specifically the headers related to the field variable dictionaries (e.g. U, p).
- In the header of your field variables, the class type should be consistent with the type of field variable you are using.
- If the field variable is a tensor (e.g. the velocity gradient tensor), the class should be volTensorField.

- The log.icoFoam file
- If you followed the previous instructions you should now have the <code>log.icoFoam</code> file. This file contains all the residuals and convergence information.
- We already plotted this information using foamLog and gnuplot.
- Let us plot this information again but this time using PyFoam, in the terminal type:
  - \$> pyFoamPlotWatcher.py log.icoFoam --with-courant
- The script pyFoamPlotWatcher.py will plot the information in the log file, even if the simulation is not running.
- The option --with-courant will plot the courant number.
- Remember, to use PyFoam you will need to source it. Type in the terminal:

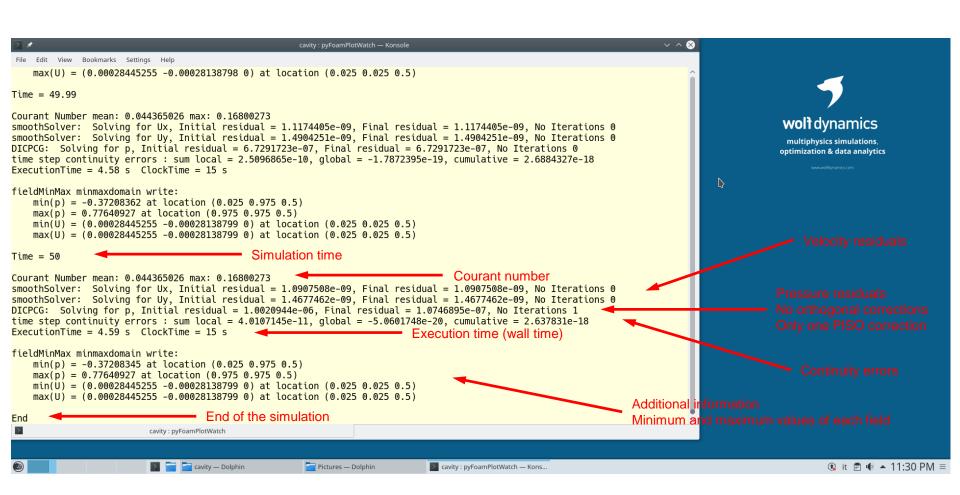
The log.icoFoam file

• In this case, pyFoamPlotWatcher is plotting the initial residuals, continuity errors and courant number.

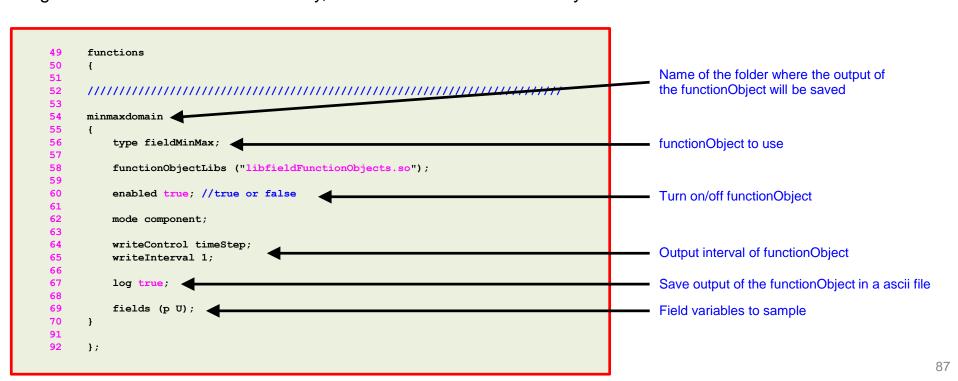


#### The output screen

Finally, let us talk about the output screen, which shows a lot of information.



- By default, OpenFOAM ® does not show the minimum and maximum information. To print out this information, we use **functionObjects**. We are going to address **functionObjects** in detail when we deal with post-processing and sampling.
- But for the moment, what we need to know is that we add **functionObjects** at the end of the <code>controlDict</code> dictionary. In this case, we are using a **functionObject** that prints the minimum and maximum information of the selected fields.
- This information complements the residuals information and it is saved in the **postProcessing** directory. It gives a better indication of stability, boundedness and consistency of the solution.



- Another very important output information is the CFL or Courant number.
- In one dimension, the CFL number is defined as,

$$CFL = \frac{u \ \Delta t}{\Delta x}$$

- The CFL number is a measure of how much information (u) traverses a computational grid cell ( $\Delta x$ ) in a given time-step ( $\Delta t$ ).
- The Courant number imposes the **CFL number condition**, which is the maximum allowable CFL number a numerical scheme can use. For the *n* dimensional case, the CFL number condition becomes,

$$CFL = \Delta t \sum_{i=1}^{n} \frac{u_i}{\Delta x_i} \le CFL_{max}$$

- The CFL number is a necessary condition to guarantee the stability of the numerical method.
- But not all numerical methods have the same stability constrains.
- By the way, when we talk about numerical methods we are referring to implicit and explicit methods.
- In OpenFOAM®, most of the solvers are implicit, which means they are unconditionally stable. In other words, they are not constrained to the CFL number condition.
- However, the fact that you are using a numerical method that is unconditionally stable, does
  not mean that you can choose a time step of any size.
- The time-step must be chosen in such a way that it resolves the time-dependent features, and it
  maintains the solver stability.
- For the moment and for the sake of simplicity, let us try to keep the CFL number below 2.0 and preferably less than 1.0
- Other properties of the numerical method that you should observe are: conservationess, boundedness, transportiveness, and accuracy. We are going to address these properties and the CFL number when we deal with the FVM theory.

- To control the CFL number you can change the time step or you can change the mesh (the easiest way is by changing the time step).
- For a time step of 0.01 seconds, this is the output we get,

```
Time = 49.99
                                                                                                                          CFL number at
Courant Number mean: 0.044365026 max: 0.16800273
                                                                                                                          time step n - 1
smoothSolver: Solving for Ux, Initial residual = 1.1174405e-09, Final residual = 1.1174405e-09, No Iterations 0
smoothSolver: Solving for Uy, Initial residual = 1.4904251e-09, Final residual = 1.4904251e-09, No Iterations 0
DICPCG: Solving for p, Initial residual = 6.7291723e-07, Final residual = 6.7291723e-07, No Iterations 0
time step continuity errors : sum local = 2.5096865e-10, global = -1.7872395e-19, cumulative = 2.6884327e-18
ExecutionTime = 4.47 s ClockTime = 5 s
fieldMinMax minmaxdomain output:
   min(p) = -0.37208362 at location (0.025 \ 0.975 \ 0.5)
   \max(p) = 0.77640927 at location (0.975 \ 0.975 \ 0.5)
   \min(U) = (0.00028445255 - 0.00028138799 0) at location (0.025 0.025 0.5)
   \max(U) = (0.00028445255 - 0.00028138799 0) at location (0.025 0.025 0.5)
Time = 50
                                                                                                                          CFL number at
Courant Number mean: 0.044365026 max: 0.16800273
                                                                                                                          time step n
smoothSolver: Solving for Ux, Initial residual = 1.0907508e-09, Final residual = 1.0907508e-09, No Iterations 0
smoothSolver: Solving for Uy, Initial residual = 1.4677462e-09, Final residual = 1.4677462e-09, No Iterations 0
DICPCG: Solving for p, Initial residual = 1.0020944e-06, Final residual = 1.0746895e-07, No Iterations 1
time step continuity errors: sum local = 4.0107145e-11, qlobal = -5.0601748e-20, cumulative = 2.637831e-18
ExecutionTime = 4.47 s ClockTime = 5 s
fieldMinMax minmaxdomain output:
   min(p) = -0.37208345 at location (0.025 0.975 0.5)
   \max(p) = 0.77640927 at location (0.975 \ 0.975 \ 0.5)
   \min(U) = (0.00028445255 - 0.00028138799 0) at location (0.025 0.025 0.5)
   \max(U) = (0.00028445255 - 0.00028138799 0) at location (0.025 0.025 0.5)
```

- To control the CFL number you can change the time step or you can change the mesh (the easiest way is by changing the time step).
- For a time step of 0.1 seconds, this is the output we get,

```
Time = 49.9
                                                                                                                          CFL number at
Courant Number mean: 0.4441161 max: 1.6798756
                                                                                                                          time step n - 1
smoothSolver: Solving for Ux, Initial residual = 0.00016535808, Final residual = 2.7960145e-09, No Iterations 5
smoothSolver: Solving for Uy, Initial residual = 0.00015920267, Final residual = 2.7704949e-09, No Iterations 5
DICPCG: Solving for p, Initial residual = 0.0015842846, Final residual = 5.2788554e-07, No Iterations 26
time step continuity errors : sum local = 8.6128916e-09, qlobal = 3.5439859e-19, cumulative = 2.4940081e-17
ExecutionTime = 0.81 s ClockTime = 1 s
fieldMinMax minmaxdomain output:
   min(p) = -0.34322821 at location (0.025 0.975 0.5)
   \max(p) = 0.73453489 at location (0.975 \ 0.975 \ 0.5)
   \min(U) = (0.0002505779 - 0.00025371425 0) at location (0.025 0.025 0.5)
   \max(U) = (0.0002505779 - 0.00025371425 0) at location (0.025 0.025 0.5)
Time = 50
                                                                                                                          CFL number at
Courant Number mean: 0.44411473 max: 1.6798833
                                                                                                                          time step n
smoothSolver: Solving for Ux, Initial residual = 0.00016378098, Final residual = 2.7690608e-09, No Iterations 5
smoothSolver: Solving for Uy, Initial residual = 0.00015720331, Final residual = 2.7354499e-09, No Iterations 5
DICPCG: Solving for p, Initial residual = 0.0015662416, Final residual = 5.2290439e-07, No Iterations 26
time step continuity errors : sum local = 8.5379223e-09, global = -3.6676527e-19, cumulative = 2.4573316e-17
ExecutionTime = 0.81 s ClockTime = 1 s
fieldMinMax minmaxdomain output:
   min(p) = -0.34244269 at location (0.025 0.975 0.5)
   \max(p) = 0.73656831 at location (0.975 \ 0.975 \ 0.5)
   min(U) = (0.00025028679 - 0.00025338014 0) at location (0.025 0.025 0.5)
   \max(U) = (0.00025028679 - 0.00025338014 0) at location (0.025 0.025 0.5)
```

- To control the CFL number you can change the time step or you can change the mesh (the easiest way is by changing the time step).
- For a time step of 0.5 seconds, this is the output we get,

```
Time = 2
                                                                                                                          CFL number at
Courant Number mean: 1.6828931 max: 5.6061178
                                                                                                                          time step n - 1
smoothSolver: Solving for Ux, Initial residual = 0.96587058, Final residual = 4.9900041e-09, No Iterations 27
smoothSolver: Solving for Uy, Initial residual = 0.88080685, Final residual = 9.7837781e-09, No Iterations 25
DICPCG: Solving for p, Initial residual = 0.95568243, Final residual = 7.9266324e-07, No Iterations 33
time step continuity errors : sum local = 6.3955627e-06, qlobal = 1.3227253e-17, cumulative = 1.4125109e-17
ExecutionTime = 0.04 s ClockTime = 0 s
fieldMinMax minmaxdomain output:
                                                                                                     Compare these values with the values
   min(p) = -83.486425 at location (0.975 \ 0.875 \ 0.5)
   \max(p) = 33.078468 at location (0.025 \ 0.925 \ 0.5)
                                                                                                     of the previous cases. For the
   min(U) = (0.1309243 - 0.13648118 0) at location (0.025 \ 0.025 \ 0.5)
                                                                                                     physics involve these values are
   \max(U) = (0.1309243 - 0.13648118 0) at location (0.025 0.025 0.5)
                                                                                                     unphysical.
Time = 2.5
                                                                                                                          CFL number at
Courant Number mean: 8.838997 max: 43.078153
                                                                                                                          time step n (way
   Foam::error::printStack(Foam::Ostream&) at ??:?
                                                                                                                          too high)
#1 Foam::sigFpe::sigHandler(int) at ??:?
#2 ? in "/lib64/libc.so.6"
#3 Foam::symGaussSeidelSmoother::smooth(Foam::word const&, Foam::Field<double>&, Foam::lduMatrix const&, Foam::Field<double> const&,
Foam::FieldField<Foam::Field, double> const&, Foam::UPtrList<Foam::lduInterfaceField const> const&, unsigned char, int) at ??:?
   Foam::symGaussSeidelSmoother::smooth(Foam::Field<double>&, Foam::Field<double> const&, unsigned char, int) const at ??:?
   Foam::smoothSolver::solve(Foam::Field<double>&, Foam::Field<double> const&, unsigned char) const at ??:?
#6 ? at ??:?
                                                                                                        The solver crashed.
                                                                                                        The offender? Time step too large.
```

- Another output you should monitor are the continuity errors.
- These numbers should be small (it does not matter if they are negative or positive).
- If these values increase in time (about the order of 1e-3), you better control the case setup because something is wrong.
- The continuity errors are defined in the following file

```
$WM_PROJECT_DIR/src/finiteVolume/cfdTools/incompressible/continuityErrs.H
```

```
Time = 50

Courant Number mean: 0.44411473 max: 1.6798833
smoothSolver: Solving for Ux, Initial residual = 0.00016378098, Final residual = 2.7690608e-09, No Iterations 5
smoothSolver: Solving for Uy, Initial residual = 0.00015720331, Final residual = 2.7354499e-09, No Iterations 5
DICPCG: Solving for p, Initial residual = 0.0015662416, Final residual = 5.2290439e-07, No Iterations 26
time step continuity errors: sum local = 8.5379223e-09, global = -3.6676527e-19, cumulative = 2.4573316e-17
ExecutionTime = 0.81 s ClockTime = 1 s

fieldMinMax minmaxdomain output:
    min(p) = -0.34244269 at location (0.025 0.975 0.5)
    max(p) = 0.73656831 at location (0.975 0.975 0.5)
    min(U) = (0.00025028679 -0.00025338014 0) at location (0.025 0.025 0.5)
    max(U) = (0.00025028679 -0.00025338014 0) at location (0.025 0.025 0.5)

Continuity errors
```

#### **Error output**

- If you forget a keyword or a dictionary file, give a wrong option to a compulsory or optional entry, misspelled something, add something out of place in a dictionary, use the wrong dimensions, forget a semi-colon and so on, OpenFOAM® will give you the error FOAM FATAL IO ERROR.
- This error does not mean that the actual OpenFOAM® installation is corrupted. It is telling you
  that you are missing something or something is wrong in a dictionary.
- Maybe the guys of OpenFOAM® went a little bit extreme here.

#### **Error output**

Also, before entering into panic read carefully the output screen because OpenFOAM® is telling
you what is the error and how to correct it.

```
Build : 4.x-5d8318b22cbe
Exec : icoFoam
Date : Nov 02 2014
Time : 00:33:41
Host : "linux-cfd"
Case : /home/cfd/my cases course/cavity
nProcs :
sigFpe : Enabling floating point exception trapping (FOAM SIGFPE).
fileModificationChecking: Monitoring run-time modified files using timeStampMaster
allowSystemOperations : Allowing user-supplied system call operations
Create time
--> FOAM FATAL IO ERROR:
banana endTime is not in enumeration:
                                                                  The origin of the error
endTime
nextWrite
                                        Possible options to correct the error
noWriteNow
writeNow
                                                                                               Location of the error
file: /home/cfd/my cases course/cavity/system/controlDict.stopAt at line 24.
    From function NamedEnum<Enum, nEnum>::read(Istream&) const
    in file lnInclude/NamedEnum.C at line 72.
FOAM exiting
```

#### **Error output**

It is very important to read the screen and understand the output.

"Experience is simply the name we give our mistakes."

- Train yourself to identify the errors. Hereafter we list a few possible errors.
- Missing compulsory file p

```
--> FOAM FATAL IO ERROR:
cannot find file

file: /home/joegi/my_cases_course/4x/1010F/cavity/0/p at line 0.

From function regIOobject::readStream()
  in file db/regIOobject/regIOobjectRead.C at line 73.

FOAM exiting
```

#### **Error output**

Missing keyword class in file p

```
--> FOAM FATAL IO ERROR:
keyword class is undefined in dictionary "/home/joegi/my_cases_course/4x/1010F/cavity/0/p"

file: /home/joegi/my_cases_course/4x/1010F/cavity/0/p from line 10 to line 13.

From function dictionary::lookupEntry(const word&, bool, bool) const in file db/dictionary/dictionary.C at line 442.

FOAM exiting
```

Misspelled word in file boundary

```
--> FOAM FATAL IO ERROR:
unexpected class name spolyBoundaryMesh expected polyBoundaryMesh
while reading object boundary

file: /home/joegi/my_cases_course/4x/1010F/cavity/constant/polyMesh/boundary at line 15.

From function regIOobject::readStream(const word&)
in file db/regIOobject/regIOobjectRead.C at line 136.

FOAM exiting
```

#### **Error output**

Mismatching patch name in file p

```
--> FOAM FATAL IO ERROR:
Cannot find patchField entry for xmovingWall

file: /home/joegi/my_cases_course/4x/1010F/cavity/0/p.boundaryField from line 25 to line 35.

From function GeometricField<Type, PatchField, GeoMesh>::GeometricBoundaryField::readField(const DimensionedField<Type, GeoMesh>&, const dictionary&)
   in file /home/joegi/OpenFOAM/OpenFOAM-4.x/src/OpenFOAM/lnInclude/GeometricBoundaryField.C at line 209.

FOAM exiting
```

Missing compulsory keyword in fvSchemes

```
--> FOAM FATAL IO ERROR:
keyword div(phi,U) is undefined in dictionary
"/home/joegi/my_cases_course/4x/1010F/cavity/system/fvSchemes.divSchemes"

file: /home/joegi/my_cases_course/4x/1010F/cavity/system/fvSchemes.divSchemes from line 30 to line 30.

From function dictionary::lookupEntry(const word&, bool, bool) const
in file db/dictionary/dictionary.C at line 442.

FOAM exiting
```

#### **Error output**

Missing entry in file fvSolution at keyword PISO

```
--> FOAM FATAL IO ERROR:
"ill defined primitiveEntry starting at keyword 'PISO' on line 68 and ending at line 68"
file: /home/joegi/my_cases_course/4x/1010F/cavity/system/fvSolution at line 68.

From function primitiveEntry::readEntry(const dictionary&, Istream&)
in file lnInclude/IOerror.C at line 132.

FOAM exiting
```

Incompatible dimensions. Likely the offender is the file U

```
--> FOAM FATAL ERROR:
incompatible dimensions for operation

[U[0 1 -2 1 0 0 0]] + [U[0 1 -2 2 0 0 0]]

From function checkMethod(const fvMatrix<Type>$, const fvMatrix<Type>$)
in file /home/joegi/OpenFOAM/OpenFOAM-4.x/src/finiteVolume/lnInclude/fvMatrix.C at line 1295.

FOAM aborting

#0 Foam::error::printStack(Foam::Ostream$) at ??:?
#1 Foam::error::abort() at ??:?
#2 void Foam::checkMethod<Foam::Vector<double> > (Foam::fvMatrix<Foam::Vector<double> > const$,
Foam::fvMatrix<Foam::Vector<double> > const$,
#3 ? at ??:?
#4 ? at ??:?
#5 __libc_start_main in "/lib64/libc.so.6"
#6 ? at /home/abuild/rpmbuild/BUILD/glibc-2.19/csu/../sysdeps/x86_64/start.S:125
Aborted
```

#### **Error output**

Missing keyword deltaT in file controlDict

```
--> FOAM FATAL IO ERROR:
keyword deltaT is undefined in dictionary "/home/joegi/my_cases_course/4x/1010F/cavity/system/controlDict"

file: /home/joegi/my_cases_course/4x/1010F/cavity/system/controlDict from line 17 to line 69.

From function dictionary::lookupEntry(const word&, bool, bool) const in file db/dictionary/dictionary.C at line 442.

FOAM exiting
```

Missing file points in directory polyMesh. Likely you are missing the mesh.

```
--> FOAM FATAL ERROR:
Cannot find file "points" in directory "polyMesh" in times 0 down to constant

From function Time::findInstance(const fileName&, const word&, const IOobject::readOption, const word&) in file db/Time/findInstance.C at line 203.

FOAM exiting
```

#### **Error output**

Unknown boundary condition type.

```
--> FOAM FATAL IO ERROR:
Unknown patchField type sfixedValue for patch type wall
Valid patchField types are :
74
SRFFreestreamVelocity
SRFVelocity
SRFWallVelocity
activeBaffleVelocity
variableHeightFlowRateInletVelocity
waveTransmissive
wedge
zeroGradient
file: /home/joegi/my cases course/4x/1010F/cavity/0/U.boundaryField.movingWall from line 25 to line 26.
    From function fvPatchField<Type>::New(const fvPatch&, const DimensionedField<Type, volMesh>&, const
dictionary&)
    in file /home/joeqi/OpenFOAM/OpenFOAM-4.x/src/finiteVolume/lnInclude/fvPatchFieldNew.C at line 143.
FOAM exiting
```

#### **Error output**

This one is specially hard to spot

- This error is related to the name of the working directory. In this case the name of the
  working directory is cavity 0 (there is a white space between the word cavity and
  the number 0).
- Do not use white spaces or funny symbols when naming directories and files.



Instead of cavity 0 you should use cavity\_0.

#### **Error output**

- You should worry about the SIGFPE error signal. This error signal indicates that something went really wrong (erroneous arithmetic operation).
- This message (that seems a little bit difficult to understand), is giving you a lot information.
- For instance, this output is telling us that the error is due to SIGFPE and the class associated to the error is lduMatrix. It is also telling you that the GAMGSolver solver is the affected one (likely the offender is the pressure).

```
#0 Foam::error::printStack(Foam::Ostream&) at ??:?
#1 Foam::sigFpe::sigHandler(int) at ??:?
#2
    in "/lib64/libc.so.6"
#3 Foam::DICPreconditioner::calcReciprocalD(Foam::Field<double>&, Foam::lduMatrix const&) at ??:?
   Foam::DICSmoother::DICSmoother(Foam::word const&, Foam::lduMatrix const&, Foam::FieldField<Foam::Field, double>
const&, Foam::FieldField<Foam::Field, double> const&, Foam::UPtrList<Foam::lduInterfaceField const> const&) at ??:?
   Foam::lduMatrix::smoother::addsymMatrixConstructorToTable<Foam::DICSmoother>::New(Foam::word const&,
Foam::lduMatrix const&, Foam::FieldField<Foam::Field, double> const&, Foam::FieldField<Foam::Field, double> const&,
Foam::UPtrList<Foam::lduInterfaceField const> const&) at ??:?
   Foam::lduMatrix::smoother::New(Foam::word const&, Foam::lduMatrix const&, Foam::FieldField<Foam::Field, double>
const&, Foam::FieldField<Foam::Field, double> const&, Foam::UPtrList<Foam::lduInterfaceField const> const&,
Foam::dictionary const&) at ??:?
   Foam::GAMGSolver::initVcycle(Foam::PtrList<Foam::Field<double> >&, Foam::PtrList<Foam::Field<double> >&,
Foam::PtrList<Foam::lduMatrix::smoother>&, Foam::Field<double>&, Foam::Field<double>&) const at ??:?
   Foam::GAMGSolver::solve(Foam::Field<double>&, Foam::Field<double> const&, unsigned char) const at ??:?
   Foam::fvMatrix<double>::solveSegregated(Foam::dictionary const&) at ??:?
    Foam::fvMatrix<double>::solve(Foam::dictionary const&) at ??:?
#11
at ??:?
#12
    libc start main in "/lib64/libc.so.6"
#13
at /home/abuild/rpmbuild/BUILD/glibc-2.17/csu/../sysdeps/x86 64/start.S:126
Floating point exception
```

#### **Dictionary files general features**

- OpenFOAM® follows same general syntax rules as in C++.
- Commenting in OpenFOAM® (same as in C++):

```
// This is a line comment

/*

This is a block comment

*/
```

• The #include directive (same as in C++):

```
#include "initialConditions"
```

Do not forget to create the respective include file <code>initialConditions</code>.

- Scalars, vectors, lists and dictionaries.
  - Scalars in OpenFOAM® are represented by a single value, e.g.,
     3.14159
  - Vectors in OpenFOAM® are represented as a list with three components, e.g.,
     (1.0 0.0 0.0)
  - A second order tensor in OpenFOAM® is represented as a list with nine components, e.g.,

```
(
1.0 0.0 0.0
0.0 1.0 0.0
0.0 0.0 1.0
```

#### **Dictionary files general features**

- Scalars, vectors, lists and dictionaries.
  - List entries are contained within parentheses (). A list can contain scalars, vectors, tensors, words, and so on.
    - A list of scalars is represented as follows:

A list of vectors is represented as follows:

- Scalars, vectors, lists and dictionaries.
  - List entries are contained within parentheses (). A list can contain scalars, vectors, tensors, words, and so on.
    - A list of words is represented as follows

```
name_of_the_list
(
    "word1"
    "word2"
    "word3"
);
```

- Scalars, vectors, lists and dictionaries.
  - OpenFOAM® uses dictionaries to specify data in an input file (dictionary file).
  - A dictionary in OpenFOAM® can contain multiple data entries and at the same time dictionaries can contain sub-dictionaries.
  - To specify a dictionary entry, the name is follow by the keyword entries in curly braces:

- Macro expansion.
  - We first declare a variable (x = 10) and then we use it through the \$ macro substitution (\$x).

vectorField	(20 0 0);	//Declare variable
internalField	uniform \$vectorField;	//Use declared variable
scalarField	101328;	//Declare variable
type value	fixedValue; uniform \$scalarField;	//Use declared variable

- Macro expansion.
  - You can use macro expansion to duplicate and access variables in dictionaries

- Inline calculations.
  - You can use the directive **#calc** to do inline calculations, the syntax is as follows:

```
    X = 10.0;  //Declare variable
    Y = 3.0;  //Declare variable
    Z #calc "$X*$Y - 12.0";  //Do inline calculation. The result is //saved in the variable Z
```

- With inline calculations you can access all the mathematical functions available in C++.
- Macro expansions and inline calculations are really useful to parametrize dictionaries and avoid repetitive tasks.

#### **Dictionary files general features**

Instead of writing (the poor man's way):

```
leftWall
            fixedValue;
    type
    value
            uniform (0 0 0);
rightWall
            fixedValue;
    type
    value
            uniform (0 0 0);
topWall
             fixedValue;
    type
    value
            uniform (0 0 0);
```

#### **Dictionary files general features**

You can write (the lazy way):

```
"(left|right|top)Wall"
{
    type fixedValue;
    value uniform (0 0 0);
}
```

You could also try (even lazier):

```
".*Wall"
{
    type fixedValue;
    value uniform (0 0 0);
}
```

OpenFOAM® understands the syntax of regular expressions (regex or regexp).

#### **Dictionary files general features**

- Switches: they are used to enable or disable a function or a feature in the dictionaries.
- Switches are logical values. You can use the following values:

false	true
off	on
no	yes
n	у
f	t
none	true

• You can find all the valid switches in the following file:

OpenFOAM-4.x/src/OpenFOAM/primitives/bools/Switch/Switch.C

#### Solvers and utilities help

- If you need help about a solver or utility, you can use the option -help. For instance:
  - \$> icoFoam -help

will print some basic help and usage information about icoFoam

 Remember, you have the source code there so you can always check the original source.



#### Solvers and utilities help

- To get more information about the boundary conditions and post-processing utilities available in OpenFOAM®, please read the Doxygen documentation. Just look for the **Using OpenFOAM** section at the bottom of the page.
- If you did not compile the Doxygen documentation, you can access the information online, <a href="http://cpp.openfoam.org/v4/">http://cpp.openfoam.org/v4/</a>



