

# Introduction to PhasicFlow

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# Toward DEM at industrial scale

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- Obstacles
  - Large data sets → limitations on memory and disk
  - Very long computation time → limitation on available flops
- What is the opportunity here?
  - The hardware is growing at a fast pace due to Gaming industry and AI investments:
    - GPU
    - Multi-core CPU
    - Faster memory with higher bandwidth
- What is missing?
  - Software to exploit the maximum available computational power



# The philosophy behind PhasicFlow

- To have a parallel, efficient code for DEM and CFD-DEM simulations
- To be executed on different hardware
  - CPUs, GPUs
- The design should be flexible for future extensions
  - It is completely open for addition of new models
- Everyone can have access to it with no charge
  - open-source
- Provide support for users
  - Documentation and tutorials
  - Workshops
  - Github issues

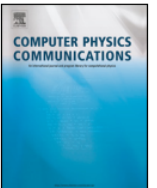
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Computer Programs in Physics

PhasicFlow: A parallel, multi-architecture open-source code for DEM simulations ☆,☆☆





# The features

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- Spherical particles with various contact force models
  - Linear models
  - Non-linear models
- Geometry
  - Built-in: for simple geometries
  - CAD drawing: for complex geometries
  - Motion models: stationary, rotating axis, conveyor, vibration, multi-rotating axis
- Coarse-graining
  - With models to perform coarse-graining simulations



# The features

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- Post-processing tools
  - pFlowToVTK
  - postprocessData
    - In-simulation
    - Post-simulation
- Parallelization
  - OpenMP parallelization for shared-memory execution on **CPUs**
  - CUDA parallelization for execution on **GPUs**
  - MPI parallelization for **cluster** and **multi-GPU execution** (this feature has not officially finalized)



# What we have planned?

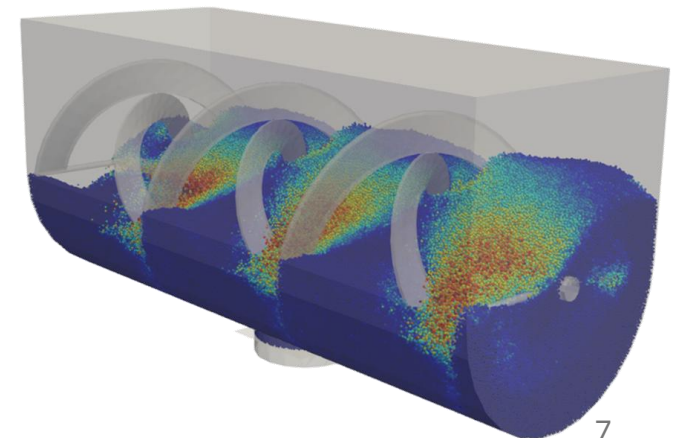
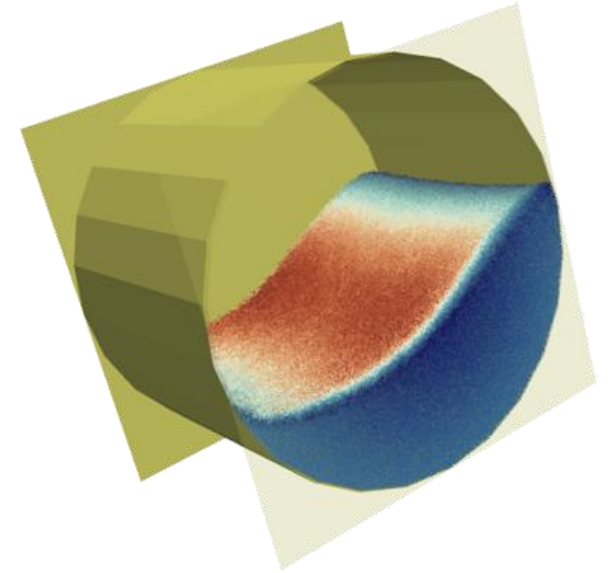
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- Chemical Reaction and heat transfer
- Non-spherical particles
- Additional geometry motion models



# How Is the Performance?

- Number of particles
  - 250 Kilo to 80 Million particles
- Geometry of system
  - Simple: rotating drum with 52 triangles on the surface
  - Complex: helical ribbon mixer with 5916 triangles on the surface

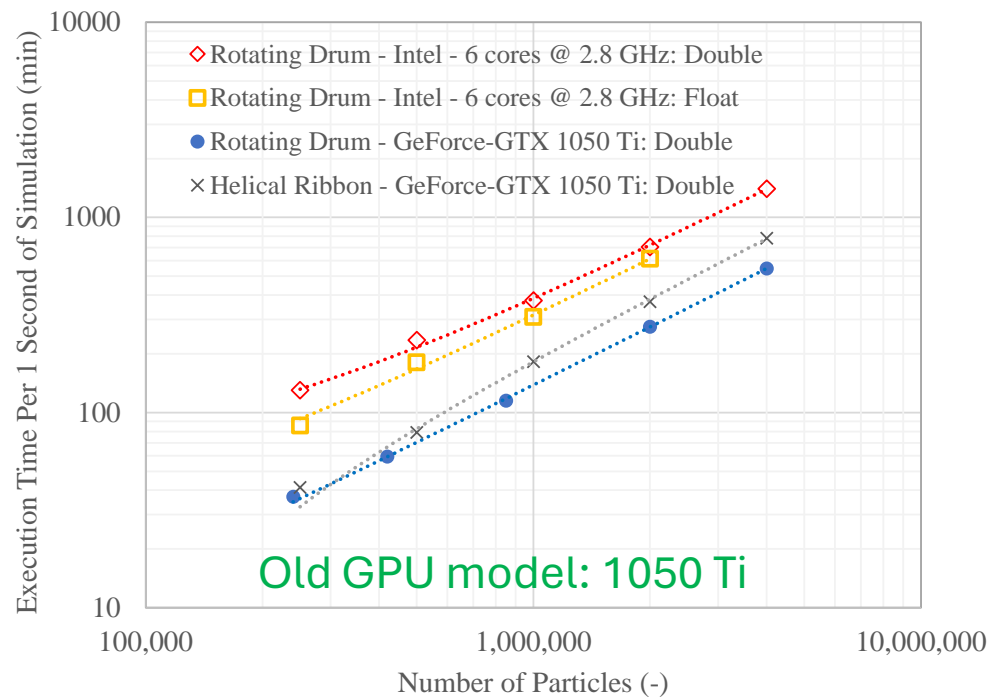




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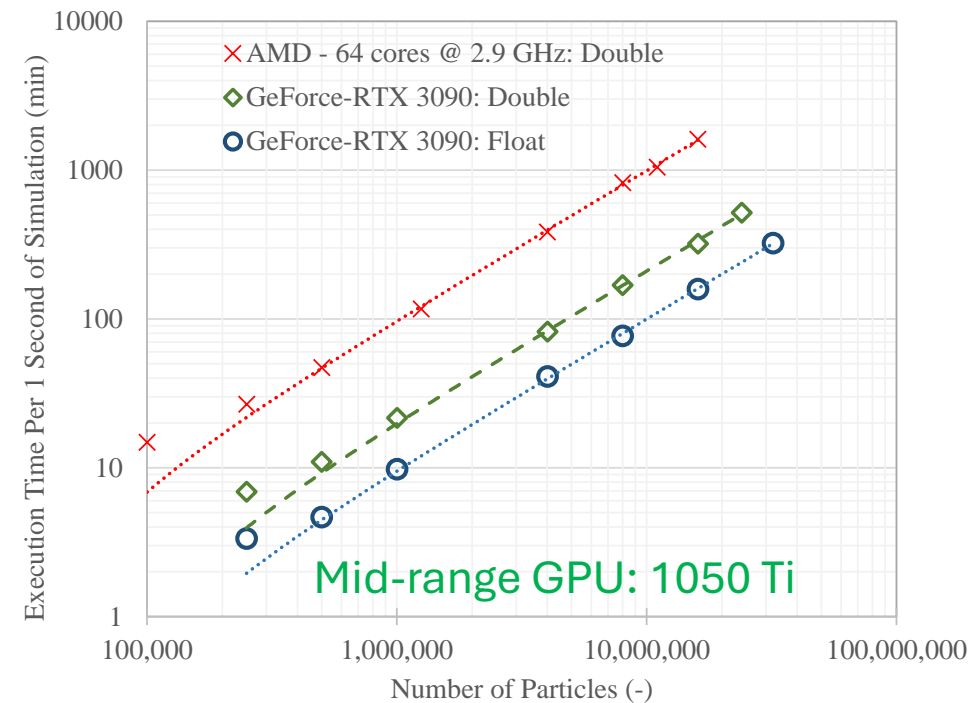
**120 min:** rotating drum (double)

**180 min:** helical mixer (double)



**22 min:** rotating drum (double)

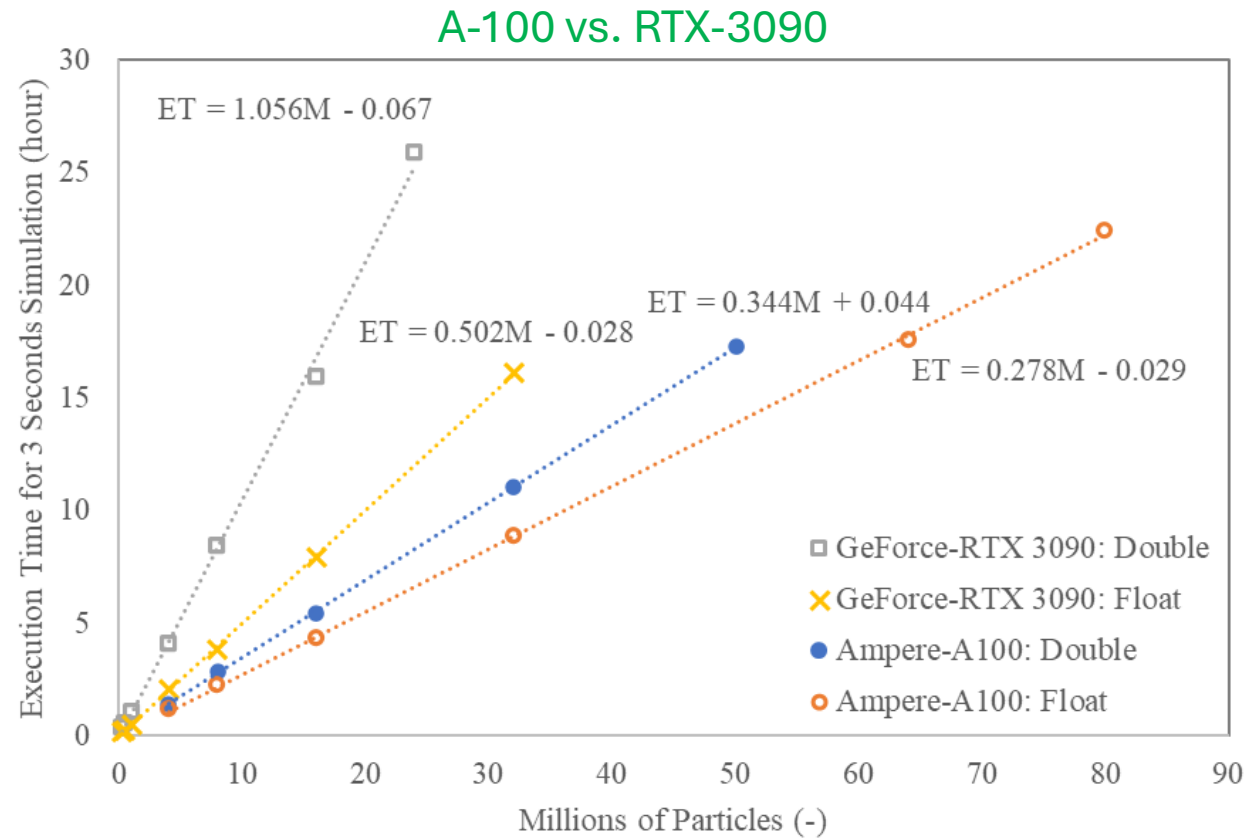
**10 min:** rotating drum (float)







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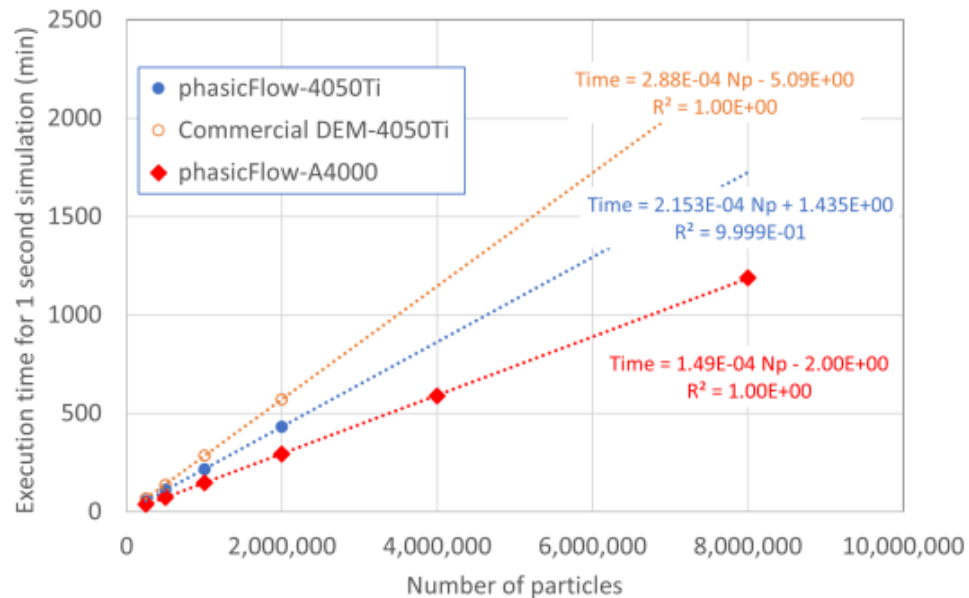




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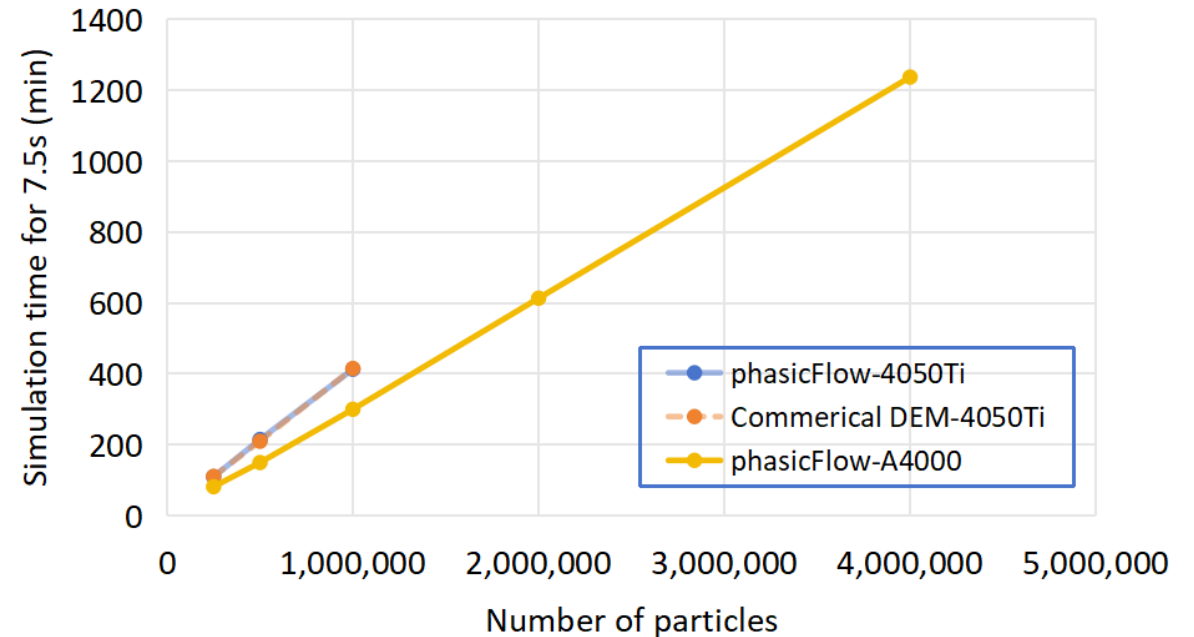
## PhasicFlow vs. well-established commercial DEM software

### Rotating drum case



PhasicFlow is **20%** faster  
PhasicFlow uses **42%** lower RAM

### Helical mixer case



PhasicFlow has **similar** performance  
PhasicFlow uses **50%** lower RAM



# How to get and install?

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- Download the source code from its official repository
- Install
  - On YouTube: search for “install phasicFlow”
  - On repository: got to wiki pages, on the build section
    - <https://github.com/PhasicFlow/phasicFlow/wiki/How-to-build-PhasicFlow%E2%80%90v%E2%80%901.0>