

# Smoothed Particle Hydrodynamics Simulations for Asteroid Deflection

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## **Abstract**

Fragen:

- Gliederung, SPH zu Theorie oder Numerics?
- Reihenfolge/Parallelität der Lösung von Mass/Momentum/Energy Conservation
- An wen ist eine Masterthesis gerichtet?

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# 1 Introduction

A number of research groups [1]

## 2 Theory

I will start with the fluid case for SPH and then show how it can be modified for solids.

### 2.1 Navier-Stokes Equations

1) Conservation of Mass 2) Conservation of Momentum 3) Conservation of Energy

- we end up at Cauchy Momentum Equation

- quite new: developed in 1992 - goal was to solve Navier-Stokes Equations -

Fluide die Navier-Stokes Equations gehorchen heissen newtonsche fluide - there are compressible and incompressible Navier Stokes Equations (for shockwaves)

- equations describe velocity changes (in a defined region of space) over time -

compressible N.S. Equations:  $\rho \cdot (\frac{\partial v}{\partial t} + v \cdot \nabla v) = \rho \cdot g - \nabla p + \mu \cdot \Delta v$  - convective acceleration (schneller bei Verengung) is a vector, not the result of a dot product:

$$v \cdot \nabla v \equiv \begin{pmatrix} v_x \cdot \frac{\partial v_x}{\partial x} \\ v_y \cdot \frac{\partial v_y}{\partial y} \\ v_z \cdot \frac{\partial v_z}{\partial z} \end{pmatrix} - \text{vector equation means three equations have to be solved}$$

independently - Rearranged long vector form of navier stokes:  $\rho \cdot \begin{pmatrix} \frac{\partial v_x}{\partial t} \\ \frac{\partial v_y}{\partial t} \\ \frac{\partial v_z}{\partial t} \end{pmatrix} = -\rho \cdot$

$$\begin{pmatrix} v_x \cdot \frac{\partial v_x}{\partial x} \\ v_y \cdot \frac{\partial v_y}{\partial y} \\ v_z \cdot \frac{\partial v_z}{\partial z} \end{pmatrix} + \rho \cdot \begin{pmatrix} g_x \\ g_y \\ g_z \end{pmatrix} - \begin{pmatrix} \frac{\partial p}{\partial x} \\ \frac{\partial p}{\partial y} \\ \frac{\partial p}{\partial z} \end{pmatrix} + \mu \cdot \begin{pmatrix} \frac{\partial^2 v_x}{\partial x^2} + \frac{\partial^2 v_x}{\partial y^2} + \frac{\partial^2 v_x}{\partial z^2} \\ \frac{\partial^2 v_y}{\partial x^2} + \frac{\partial^2 v_y}{\partial y^2} + \frac{\partial^2 v_y}{\partial z^2} \\ \frac{\partial^2 v_z}{\partial x^2} + \frac{\partial^2 v_z}{\partial y^2} + \frac{\partial^2 v_z}{\partial z^2} \end{pmatrix} - \text{laplacian on a vector}$$

field returns a vector, not a scalar! - pressure (is this the same in miluphcuda?):

$p = k \cdot (\rho - \rho_0)$  - Mass continuity (dividing by rho also gives velocity continuity!?)

- yes, but only in incompressible N.S. equations - what about solids?: -  $\rho \cdot (\nabla \cdot$

$v) = 0$  - how to solve N.S. and continuity at same time? ... automatically

solved in particle methods when particles are not created/destroyed - In SPH

we want to know the local velocity change at each particle location - Show that:

$$\frac{dv_i}{dt} = \frac{\partial v}{\partial t} + v \cdot \nabla v$$

-  $v \cdot \nabla v$  holds for any scalar field property y that a particle traverses with

velocity u  $u \cdot \nabla y$  since it is the projection  $u \cdot \nabla y = |u| \cdot |\nabla y| \cdot \cos(\Theta)$  where  $\Theta$  is

the angle between u and  $\nabla y$ . - Thus, the local change in the field property  $\frac{dy_i}{dt}$

at the point i in the Lagrangian view corresponds to the sum of the change of

the field property at a point i over time  $\frac{\partial y_i}{\partial t}$  and the change  $u_i \cdot \nabla y_i$  of the field

property due to the movement of the particle along the field with velocity u in

the Eulerian view:  $\frac{dy_i}{dt} = \frac{\partial y_i}{\partial t} + u_i \cdot \nabla y_i$

This expression is called the Material Derivative  $\frac{Dy}{dt}: \frac{Dy}{dt} \equiv \frac{\partial y}{\partial t} + u \cdot \nabla y$

It gives us the change of the field property in the reference frame of the particle (denoted by the subscript i):

In the Navier-Stokes Equations the scalar fields of interest happen to be the individual velocity components so we get:  $\rho \cdot \frac{dv_i}{dt} = \rho \cdot \frac{Dv}{Dt} = \rho \cdot \left( \frac{\partial v}{\partial t} + v \cdot \nabla v \right) = \rho \cdot g - \nabla p + \mu \cdot \Delta v$   
 $\frac{dv_i}{dt} = g - \frac{1}{\rho_i} \cdot \nabla p + \frac{\mu}{\rho_i} \cdot \Delta v$  - This is where we change from Euler(grid methods) to Lagrangian view (particle information) ...

## 2.2 Cauchy Momentum equation

## 2.3 Constitutive equations - Deviatoric Stress Tensor

- Evolution of Deviatoric Stress Tensor - To apply the Navier-Stokes Equations to solids, a more general form is needed. - We use a subset of Navier-Stokes Equation - Constitutive equation decides whether it is a fluid or a solid

- plus continuity equation - how does ONE Navier Stokes Equation become THREE Euler Equations?

## 2.4 Equations of State

-

## 2.5 Smoothed Particle Hydrodynamics

Now that we have our compressible Navier-Stokes Equations in Lagrangian form we want to solve them.

- quite new: developed in 1992 - goal was to solve Navier-Stokes Equations  
 - Uses Smoothing Kernels ... similar concept as basis functions in FEM - quantities are weighted average

- Terms in the Navier-Stokes Equation:

$$\frac{dv_i}{dt} = g - \frac{1}{\rho_i} \cdot \nabla p + \frac{\mu}{\rho_i} \cdot \Delta v \quad (1)$$

1) Density:  $\rho_i \approx \sum_j m_j \cdot W(r - r_j, h)$

2) Pressure gradient:  $\frac{\nabla p_i}{\rho_i} \approx \sum_j m_j \cdot \left( \frac{p_i}{\rho_i^2} + \frac{p_j}{\rho_j^2} \right) \cdot \nabla W(r - r_j, h)$  - why the gradient of W??

3) Viscosity term:  $\frac{\mu}{\rho_i} \cdot \Delta v_i \approx \frac{\mu}{\rho_i} \cdot \sum_j m_j \cdot \left( \frac{v_j - v_i}{\rho_j} \right) \cdot \Delta W(r - r_j, h)$

Smoothing kernels: -  $w = 0$  for  $|r - r_0| > h$   $\int_{||r'-r|| \leq h} W(r' - r, h) dr' = 1$  - concrete Kernel implementation shown in Numerics section

# 3 Numerics

## 3.1 Initial conditions

- SPH needs uniform macro structure but random micro structure

### **3.2 SPH - Right hand side quantities**

- how are the equations from Theory section used to get the development over time - final form of Equation we used: ..... - Neighborhoudsearch instead of computing Kernel over all particles is faster - Upper limit to maximum neighbor particles

### **3.3 Time Integration**

1) Timestep algorithm for velocity update (RungeKutta 2) 2) Update particle positions from velocity and acceleration (accel from Navier Stokes) 3) Error criterium for timestep (what is used? RK45?)

## **4 Results**

### **4.1 Cratering**

### **4.2 Beta factor**

## **5 Discussion**

- beta factor on the lower end - upper limit beta  $\leq 2$  because of momentum conservation??

## **6 Conclusions**

## References

- [1] Sabina Raducan et al. “The role of asteroid strength, porosity and internal friction in impact momentum transfer”. In: *Icarus* 329 (Apr. 2019), pp. 282–295. DOI: 10.1016/j.icarus.2019.03.040.