

Predictive Engineering and Computational Sciences

Manufactured Solutions for the Favre-Averaged Navier-Stokes Equations with Eddy-Viscosity Turbulence Models

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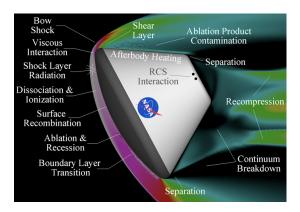
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Outline

- Background: Verification and MMS
- 2 A new Spalart-Allmaras Manufactured Solution
- MASA
- 4 Conclusions

Physics Problem



Atmospheric Entry

 Multiphysics submodels: Flow, Aerothermochemistry, Ablation, Surface chemistry, Radiation, <u>Turbulence</u>

Software Quality

Complex Codebase

- Finite Element hypersonic code, fully implicit Navier-Stokes (FIN-S)
- Favre-Averaged Navier Stokes (FANS) + Spalart-Allmaras (SA) turbulence model

General Problem in Scientific Software

- Computer models are being used to inform decision makers
 - ► Failures are costly (\$, lives)
- How do you build confidence in the predictions from a codebase?
 - ► What constitutes a strong test?

Verification

Verification of Scientific Software

- Verification ensures that the outputs of a computation accurately reflect the solution of the mathematical models.
- Essentially, we are testing if we have correctly instantiated mathematical equations in our code.

Method of Exact Solutions

• Numerically solve a case where the solution is known.

Method of Manufactured Solutions

- Often, analytical solutions either:
 - Do not exist
 - Does not fully exercise equations (e.g. symmetric solution, nonlinearities)
- · Alleviate this using MMS: "create" our own solutions

Generating MMS using Symbolic Packages

MMS Creation Process

- · Start by "manufacturing" a suitable closed-form exact solution
- For example, the 10 parameter trigonometric solution of the form: (Roy, 2002)

$$\hat{u}(x, y, z, t) = \hat{u}_0 + \hat{u}_x f_s \left(\frac{a_{\hat{u}x}\pi x}{L}\right) + \hat{u}_y f_s \left(\frac{a_{\hat{u}y}\pi y}{L}\right) + \hat{u}_z f_s \left(\frac{a_{\hat{u}z}\pi z}{L}\right) + \hat{u}_t f_s \left(\frac{a_{\hat{u}t}\pi t}{L}\right)$$

 Apply this solution to equations of interest, solve for source terms (residual)

Accomplished using packages such as Maple, Mathematica, Numpy (output is machine-generated code)

"Manufactured" Code

 $\begin{aligned} & Bb + h_0 \ge + h_0 \ge + \sin(\epsilon_0 \ln x + \mathbb{P} t + x/1) + \cos_2 y + \cos(\epsilon_0 \ln y + \mathbb{P} t + y/1) + h_0 \ge + \sin(\epsilon_0 \ln x + \mathbb{P} t + x/1) + h_0 \le + \sin(\epsilon_0 \ln x + \mathbb{P} t + x/1) \\ & = 0 - u_1 + \sin(\epsilon_0 u + \mathbb{P} t + x/1) + u_2 + \cos(\epsilon_0 u + y + y/1) + u_2 \le + \sin(\epsilon_0 u + \mathbb{P} t + x/1) + u_2 \le + \sin(\epsilon_0 u + y + x/1) \\ & = 0 - u_1 + \sin(\epsilon_0 u + \mathbb{P} t + x/1) + u_2 + \sin(\epsilon_0 u + y + x/1) + u_2 \le + \sin(\epsilon_0 u + y + x/1) \\ & = 0 - u_1 + \sin(\epsilon_0 u + \mathbb{P} t + x/1) + u_2 + \sin(\epsilon_0 u + y + x/1) + u_2 \le + \sin(\epsilon_0 u + y + x/1) \\ & = 0 - u_1 + \sin(\epsilon_0 u + y + x/1) + u_2 + \sin(\epsilon_0 u + y + x/1) \\ & = 0 - u_1 + u_2 + u_2 + u_3 + u_4 + u_$

MII = H1 / H2-Q = (0.3ei * a_ux * u_x * cos(a_ux * PI * x / L) + a_vy * v_y * cos(a_vy * PI * y / L) - a_vz * w_z * sin(a_wz * PI * z / L)) * PI * RHO * U * U / L / 0.2ei + (a_ux * u_x * cos(a_ux * PI * z / L)) *x/L) + 0.3e1 *a_vy *v_y * cos(a_vy *PI *y/L) - a_vz *v_z * sin(a_vz *PI *z/L)) *PI *RHO *V *V/L / 0.2e1 + (a_ux *u_x * cos(a_ux *PI *x/L) + a_vy *v_y * cos(a_vy *PI *x/L) + a_vy *v_y *cos(a_vy *x/L) + a_vy *v_y *x/L) + a_vy *v_y *cos(a_vy *x/L) + a_vy *x/L) + a_vy *x/L + a_vy *x/L) + a_vy *x/L + a_vy *x/L + a_vy *x/L) + a_vy *x/L + a_vy *x/L + a_vy *x/L + a_vy *x/L) + a_vy *x/L + a_v PI * v / L) - 0.3a1 * a vz * v z * sin(a vz * PI * z / L)) * PI * RHO * W * W / L / 0.2a1 * (0.4a1 * a ux * a ux * u x * sin(a ux * PI * x / L) + 0.3a1 * a uv * a /L) + 0.3ei * a_uz * a_uz * u_z * cos(a_uz * PI * z / L)) * MU * PI * PI * U * pow(L, -0.2ei) / 0.3ei * (0.3ei * a_uz * a_uz * u_z * cos(a_uz * PI * z / L) + 0.4ei * a_uv * a_uv * v_y * sin(a_vy * PI * y / L) + 0.3ei * a_vz * a_vz * v_z * sin(a_vz * PI * z / L)) * MU * PI * PI * V * pow(L, -0.2ei) / 0.3ei * (0.3ei * a_vz * a_vz * v_z * sin(a_vz * PI * x / L) + 0.3ei * a_uy * a yv * y * sin(a yv * PI * y / L) + 0.4ei * a yz * a yz * y z * cos(a yz * PI * z / L)) * NU * PI * PI * V * poy(L, -0.2ei) / 0.3ei + (a ux * u x * cos(a ux * PI * x / L) + a vv * y v * cos(a yv * PI * y / L) - a wz * w z * sin(a wz * PI * z / L)) * PI * P / (Gamma - 0.1e1) / L - (0.2e1 * a rhox * a rx * rho x * r x * cos(a rhox * PI * x / L) * sin(a rx * PI * x / L) * 0.2e1 * a_rhoy * a_py * rho_y * p_y * sin(a_rhoy * PI * y / L) * cos(a_py * PI * y / L) * 0.2e1 * a_rhoz * a_pz * rho_z * p_z * cos(a_rhoz * PI * z / L) * sin(a_pz * PI * z / L)) * PI * PI * k * pow(L, -0.2ei) / R * pow(RHO, -0.2ei) + (U * U + V * V + W * W) * a_rhot * PI * rho_t * cos(a_rhot * PI * t / L) / L / 0.2ei - a_pt * PI * p_t * sin(a_pt * PI * t / L) / (Gamma - 0.1ei) / L -(a uv * u v * sin(a uv * PI * v / L) + a vx * v x * sin(a vx * PI * x / L) * PI * RHO * U * V / L - (a ux * u x * sin(a ux * PI * x / L) - a vx * v x * cos(a vx * PI * x / L) * PI * RHO * U *W/L+(avz*vz*cos(avz*PI*z/L)+avy*v*cos(avy*PI*v/L))*PI*880*V*W/L+(avz*vz*cos(avx*PI*x/L)+avy*av*cos(avy*PI*v/L))*PI*880*V*W/L+(avz*vz*cos(avx*PI*x/L)+avy*av*cos(avx*PI*x/L) * y / L) + a pz * a pz * p z * cos(a pz * PI * z / L)) * PI * PI * k * pow(L, -0.2e1) / R / RBO - (0.4e1 * a ux * a ux * u x * u x * u x * pow(cos(a ux * PI * x / L), 0.2e1) - 0.4e1 * a ux * a ux * a uy * ux * vy * cos(a ux * PI * x / L) * cos(a vy * PI * y / L) + 0.4e1 * a ux * a vz * u x * v z * cos(a ux * PI * x / L) * sin(a vz * PI * z / L) + 0.3e1 * a uy * a uy * u y * u y * u y * pow(sin(a uv * PI * v / L), 0.2e1) + 0.6e1 * a uv * a vz * u v * v x * sin(a uv * PI * v / L) * sin(a vx * PI * x / L) + 0.3e1 * a uz * u z * u z * u z * v z * pow(sin(a uz * PI * z / L), 0.2e1) pow(cos(a_vy * PI * y / L), 0.2ei) + 0.4ei * a_vy * a_wz * v_y * u_z * cos(a_vy * PI * y / L) * sin(a_wz * PI * z / L) + 0.3ei * a_vz * a_vz * v_z * v_z * pow(cos(a_vz * PI * z / L), 0.2ei) + 0.6e1 * a vz * a uy * v z * u y * cos(a vz * PI * z / L) * cos(a uy * PI * y / L) + 0.3e1 * a vz * a ux * u x * u x * u x * v x * pow(cos(a ux * PI * x / L), 0.2e1) + 0.3e1 * a uy * u y * u y * u y * pow(cod_ay* *P! * y / L), 0.2ml *0.4ml *a.wr *a.wr *w.x *v.x *pow(sin(a.wr *P! *x / L), 0.2ml *0.4ml *a.wr *a.wr *w.x *v.x *pow(sin(a.wr *P! *x / L), 0.2ml *0.4ml *a.wr *a.wr *w.x *v.x *pow(sin(a.wr *P! *x / L), 0.2ml *0.4ml *0.4ml *0.4ml *0.4ml *0.4ml *0.4ml *0.2ml * t/L) /L - a_wt * PI * w_t * R80 * W * sin(a_wt * PI * t / L) / L + (U * U + V * V + W * W) * a_rhox * PI * rho_x * U * cos(a_rhox * PI * x / L) / L / 0.2ei - (U * U + V * V + W * W) * a_rhoy * PI * rho_y * V * sin(a_rhoy * PI * y / L) / L / 0.2e1 + (U * U + V * V + W * W) * a_rhoz * PI * rho_z * W * cos(a_rhoz * PI * z / L) / L / 0.2e1 - (a_rhoz * a_rhoz * rho_z * W * cos(a_rhoz * PI * z / L) / L / 0.2e1 - (a_rhoz * a_rhoz * rho_z * W * cos(a_rhoz * PI * z / L) / L / 0.2e1 - (a_rhoz * a_rhoz * rho_z * W * cos(a_rhoz * PI * z / L) / L / 0.2e1 - (a_rhoz * a_rhoz * rhoz * Rhoz * PI * z / L) / L / 0.2e1 - (a_rhoz * a_rhoz * rhoz * sin(a_rhox * PI * x / L) + a_rhoy * a_rhoy * rho_y * cos(a_rhoy * PI * y / L) + a_rhoz * rho_z * sin(a_rhoz * PI * z / L)) * PI * PI * k * P * pow(L, -0.2e1) / R * pow(RHO, -0.2e1) (0.241 * a rhox * a rhox * rho x * rhox rho_z * rho_z * pow(cos(a_rhoz * PI * z / L), 0.2e1)) * PI * PI * k * P * pow(L, -0.2e1) / R * pow(RED, -0.3e1) - (0.3e1 * a_rhox * a_uz * rho_x * u_z * cos(a_rhox * PI * x / L) * sin(a_uz * PI * z / L) - 0.3a1 * a_rhox * a_wx * rho_x * w_x * cos(a_rhox * PI * x / L) * cos(a_wx * PI * x / L) + 0.3a1 * a_rhoy * a_vz * rho_y * v_z * sin(a_rhoy * PI * y / L) * cos(a_vz * PI * z / L) + 0.3e1 * a rhoy * a yy * rho y * y y * sin(a rhoy * PI * y / L) * cos(a yy * PI * y / L) + 0.2e1 * a rhoz * a ux * rho z * u x * cos(a rhoz * PI * z / L) * cos(a ux * PI * x / L) + 0.2e1 * a rhoz * a vv * rho z * v v * cos(a rhoz * PI * z / L) * cos(a vv * PI * v / L) + 0.4e1 * a rhoz * a vz * rho z * v z * cos(a rhoz * PI * z / L) * sin(a vz * PI * z / L)) * MU * (0.3e1 * B mu *R * 880 + P) * PI * PI * V / (B_mu * R * 880 + P) * pow(L, -0.2e1) / 880 / 0.6e1 - a_pz * PI * p_z * Gamma * V * sin(a_pz * PI * z / L) / (Gamma - 0.1e1) / L - (0.3e1 * a_px * a_uy * p_z * p_ u.y.* sin(a_px * PI * x / L) * sin(a_uy * PI * y / L) + 0.3si * a_px * a_vx * p_x * v_x * sin(a_px * PI * x / L) * sin(a_vx * PI * x / L) - 0.2ei * a_py * a_ux * p_y * u_x * cos(a_py * PI * y / L) /L) * cos(a ux * PI * x / L) + 0.4at * a py * a yy * p y * y y * cos(a py * PI * y / L) * cos(a yy * PI * y / L) + 0.2at * a py * a yz * p y * y z * cos(a py * PI * y / L) * sin(a yz * PI * z/L) - 0.3ai * a pz * a vz * b z * vz * sin(a pz * Pl * z / L) + cos(a vz * Pl * z / L) - 0.3ai * a pz * a vy * b z * v v * sin(a pz * Pl * z / L) * cos(a vy * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) * cos(a vz * Pl * z / L) *R *R80 + P) * MU * PI * PI * V / (B_mu * R * R80 + P) * pow(L, -0.2e1) / P / 0.6e1 + a_py * PI * p_y * Camma * V * cos(a_py * PI * y / L) / (Gamma - 0.1e1) / L - (0.3e1 * a_rhox * a_my * PI * p_y * Camma * V * cos(a_py * PI * y / L) / (Camma - 0.1e1) / L - (0.3e1 * a_rhox * a_my * PI * p_y * Camma * V * cos(a_py * PI * y / L) / (Camma - 0.1e1) / L - (0.3e1 * a_rhox * a_my * PI * p_y * Camma * V * cos(a_py * PI * y / L) / (Camma - 0.1e1) / L - (0.3e1 * a_rhox * a_my * PI * p_y * Camma * V * cos(a_py * PI * p_y * rho_x * u_y * cos(a_rhox * PI * x / L) * sin(a_uy * PI * y / L) + 0.3e1 * a_rhox * a_vx * rho_x * v_x * cos(a_rhox * PI * x / L) * sin(a_vx * PI * x / L) - 0.2e1 * a_rhoy * a_ux * rho_y * u_x said_nhoy = PI = y / L) = cod(a ux = PI = x / L) = 0.441 = a.mboy = a.yy = nb = y = y = said_nhoy = PI = y / L) = cod(a.yy = PI = y / L) = 0.241 = a.mboy = a.yx = nb = y = y = said_nhoy = PI = y / L) = 0.341 = a.mbox = a y = nb = y = y = said_nhoy = PI = y / L) = 0.341 = a.mbox = a y = nb = y = y = said_nhoy = PI = y / L) = 0.341 = a.mbox = a y = nb = x = y = said_nhoy = PI = y / L) = 0.341 = a.mbox = a y = nb = x = y = said_nhoy = PI = y / L) = 0.341 = a.mbox = a y = nb = x = y = said_nhoy = PI = y / L) = 0.341 = a.mbox = a y = nb = x = y = said_nhoy = PI = y / L) = 0.341 = a.mbox = a y = nb = x = y = said_nhoy = PI = y / L) = a.mbox = a y = nb = x = y = said_nhoy = a.mbox = a y = nb = x = y = said_nhoy = a.mbox = a y = a.mbox = a y = said_nhoy = a.mbox = a y = a * PI * z / L) * cos(a_wy * PI * y / L)) * MU * (0.3e1 * B_mu * R * RHO + P) * PI * V / (B_mu * R * RHO + P) * pow(L, -0.2e1) / RHO / 0.6e1 + (0.4e1 * a_rhox * a_ux * rho_x * u_x * cos(a rhox * PI * x / L) * cos(a ux * PI * x / L) - 0.2ei * a rhox * a vv * rho x * v v * cos(a rhox * PI * x / L) * cos(a vv * PI * v / L) + 0.2ei * a rhox * a vz * rho x * v z * cos(a rhox * PI * x / L) * cos(a vv * PI * v / L) + 0.2ei * a rhox * a vz * rho x * v z * cos(a rhox * PI * x / L) * cos(a vv * PI * v / L) + 0.2ei * a rhox * a vz * rho x * v z * cos(a rhox * PI * x / L) * cos(a vv * PI * v / L) + 0.2ei * a rhox * a vz * rho x * v z * cos(a rhox * PI * x / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / L) * cos(a vv * PI * v / *PI * x / L) * sin(a x = PI * z / L) + O.3al * a rhoy * a uy * rhoy * uy * sin(a rhoy * PI * y / L) * sin(a uy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * rhoy * y x * sin(a rhoy * PI * y / L) + O.3al * a rhoy * a uy * L) * sin(a,vx * PI * x / L) - 0.3ei * a,rhoz * a,uz * rho,z * u,z * cos(a,rhoz * PI * z / L) * sin(a,uz * PI * z / L) + 0.3ei * a,rhoz * a,uz * rho,z * u,z * cos(a,rhoz * PI * z / L) * sin(a,uz * PI * z / L) * 0.3ei * a,rhoz * a,uz * rho,z * u,z * rho,z * u,z * rho,z * u,z * rhoz * u,z * rh cos(a_wx*PI*x/L)) * MU*(0.341*B_mu*R*R800+P) * PI*V/(B_mu*R*R800+P) * pow(L, -0.241)/R80/0.641-a_px*PI*p_x*Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_px*PI*x/L)/(Gamma*U*sin(a_p - 0.iei) / L + (0.4ei * a_px * a_ux * p_x * u_x * sin(a_px * PI * x / L) * cos(a_ux * PI * x / L) - 0.2ei * a_px * a_vy * p_x * v_y * sin(a_px * PI * x / L) * cos(a_vy * PI * y / L) + 0.2ei * apranze pre uze sintapre Piez / Diesintaue Piez L) * cos(a_vx * PI * x / L)) * (0.3e1 * B_mu * R * RBO + P) * MU * PI * PI * U / (B_mu * R * RBO + P) * pow(L, -0.2e1) / P / 0.6e1 - (0.3e1 * a_px * a_uz * p_x * u_z * sin(a_px * PI * x / L) * sin(a, wz * PI * z / L) - 0.3ei * a, px * a, wx * p, x * w, x * sin(a, px * PI * x / L) * cos(a, wx * PI * x / L) * 0.3ei * a, py * a, vz * p, y * v, z * cos(a, py * PI * y / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x / L) * cos(a, vx * PI * x L) + 0.341 * a pv * a v * p v * cos(a pv * P1 * v / L) + 0.261 * a pz * a ux * p z * u x * sin(a pz * P1 * z / L) * cos(a ux * P1 * x / L) + 0.261 * a pz * a ux * p z * u x * sin(a pz * P1 * z / L) + 0.261 * a pz * a ux * pz * u x * sin(a pz * P1 * z / L) + 0.261 * a pz * a ux * pz * u x * sin(a pz * P1 * z / L) + 0.261 * a pz * a ux * pz * u x * sin(a pz * P1 * z / L) + 0.261 * a pz * a ux * pz * u x * sin(a pz * P1 * z / L) * cos(a pv * P1 * z / L) + 0.261 * a pz * a ux * pz * u x * sin(a pz * P1 * z / L) * cos(a pv * P1 * z / L) + 0.261 * a pz * a ux * pz * u x * sin(a pz * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) * cos(a pv * P1 * z / L) a_vy * p_z * v_y * sin(a_pz * PI * z / L) * cos(a_vy * PI * y / L) + 0.4e1 * a_pz * a_vz * p_z * v_z * sin(a_pz * PI * z / L) * sin(a_vz * PI * z / L)) * (0.3e1 * B_mu * R * RHO + P) * MU * PI * PI * W / (B_mu * R * RHO + P) * pow(L, -0.2e1) / P / 0.6e1;

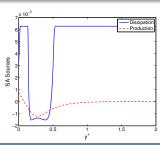
Desired Features of an SA MS

Physically-based MS

 Exercise each term in the PDE in a manner similar to that of a real solution

Shortcoming of other SA MS

- Bond solution: sinusoidal, only satisfies no-slip.
- Eça solutions are shown to have instabilities or near-wall features that disrupt the correct rate of convergence



Governing Equations

FANS + SA

$$\begin{split} \frac{\partial \bar{\rho}}{\partial t} + \frac{\partial}{\partial x_i} (\bar{\rho} \tilde{u}_i) &= 0 \\ \frac{\partial}{\partial t} \left(\bar{\rho} \tilde{u}_i \right) + \frac{\partial}{\partial x_j} \left(\bar{\rho} \tilde{u}_j \tilde{u}_i \right) &= -\frac{\partial \bar{p}}{\partial x_i} + \frac{\partial}{\partial x_j} \left(2(\mu + \mu_t) \tilde{S}_{ji} \right) \\ \frac{\partial}{\partial t} \left[\bar{\rho} \left(\tilde{e} + \frac{1}{2} \tilde{u}_i \tilde{u}_i \right) \right] + \frac{\partial}{\partial x_j} \left[\bar{\rho} \tilde{u}_j \left(\tilde{h} + \frac{1}{2} \tilde{u}_i \tilde{u}_i \right) \right] &= \frac{\partial}{\partial x_j} \left(2(\mu + \mu_t) \tilde{S}_{ji} \tilde{u}_i \right) + \frac{\partial}{\partial x_j} \left[\left(\frac{\mu}{\Pr} + \frac{\mu_t}{\Pr_t} \right) \frac{\partial \tilde{h}}{\partial x_j} \right] \\ \frac{\partial}{\partial t} (\bar{\rho} \nu_{\rm sa}) + \frac{\partial}{\partial x_j} (\bar{\rho} \tilde{u}_j \nu_{\rm sa}) &= c_{b1} S_{\rm sa} \bar{\rho} \nu_{\rm sa} - c_{w1} f_w \bar{\rho} \left(\frac{\nu_{\rm sa}}{d} \right)^2 + \frac{1}{\sigma} \frac{\partial}{\partial x_k} \left[(\mu + \bar{\rho} \nu_{\rm sa}) \frac{\partial \nu_{\rm sa}}{\partial x_k} \right] + \frac{c_{b2}}{\sigma} \bar{\rho} \frac{\partial \nu_{\rm sa}}{\partial x_k} \frac{\partial \nu_{\rm sa}}{\partial x_k} \end{split}$$

Calorically perfect gas with constant viscosity:

$$\bar{p} = \bar{\rho}R\tilde{T}, \quad \tilde{e} = c_v\tilde{T}, \quad \tilde{h} = c_p\tilde{T},$$

Modifications

In the original formulation, $S_{\rm sa}$ is given by,

$$S_{\rm sa} = \Omega + \frac{\nu_{\rm sa}}{\kappa^2 d^2} f_{v2}$$

This definition is modified to:

$$S_{m0} = \frac{\nu_{\rm sa}}{\kappa^2 d^2} f_{v2}$$

 $S_{\rm sa}$ is given by,

$$S_{\rm sa} = \Omega + S_m$$

where,

$$S_{m} = \begin{cases} S_{m0}, & S_{m0} \ge -c_{v2}\Omega \\ \frac{\Omega(c_{v2}^{2}\Omega + c_{v3}S_{m0})}{((c_{v3} - 2c_{v2})\Omega - S_{m0})}, & \text{otherwise.} \end{cases}$$

Our SA Manufactured Solution

- Parameters colored in red (values appear in paper appendix)
- Using our understanding of incompressible flow physics to inform our modeling assumptions for this MS

Streamwise Velocity

The mean streamwise velocity is given by,

$$\tilde{u} = \frac{u_{\infty}}{A} \sin\left(\frac{A}{u_{\infty}} u_{eq}\right)$$

The van Driest equivalent velocity can be written as,

$$u_{eq} = u_{\tau} u_{eq}^+,$$

• Must specify both $u_{ au}$ and u_{ea}^+

Completing Streamwise Velocity Specification

Correlations

- Friction velocity can be determined from the skin friction coefficient
- The incompressible 1/7th power law is used for the skin friction coefficient. Thus,

$$c_{f,\mathrm{inc}}(Re_x) = \frac{C_{cf}}{Re_x^{-1/7}}$$

• To complete the manufactured solution, u_{eq}^+ is set using the velocity profile model of Cebeci and Bradshaw (1980):

$$u_{eq}^{+} = \frac{1}{\kappa} \log \left(1 + \kappa y^{+} \right) + C_{1} \left[1 - e^{-y^{+}/\eta_{1}} - \frac{y^{+}}{\eta_{1}} e^{-y^{+} b} \right]$$

Wall-normal velocity and SA State

 From an order of magnitude analysis of the continuity equation, the mean wall-normal velocity is set to,

$$\tilde{v} = -\frac{\eta_v}{dx} \frac{du_\tau}{dx} y$$

• SA model designed such that $\nu_{\rm sa} = \kappa u_{\tau} y$ in the inner region of the boundary layer. Specifically, the SA state variable is given by,

$$\nu_{\rm sa} = \kappa u_{\tau} y - \alpha y^2$$

Thermodynamic State

Specifying Temperature, Pressure and Density

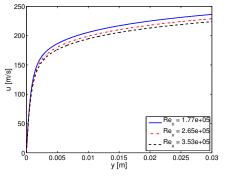
Mean temperature uses White's(91) temperature-velocity relation:

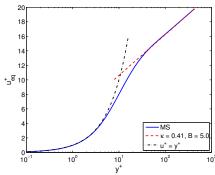
$$\tilde{T} = \frac{T_{\infty}}{1 + r_{T} \frac{\gamma - 1}{2} M_{\infty}^{2} \left(1 - \left(\frac{\tilde{u}}{u_{\infty}} \right)^{2} \right)$$

- Pressure is assumed to be a constant, p_0
- Density is computed from the ideal gas equation:

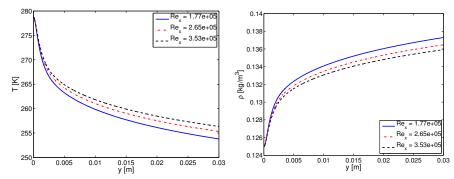
$$\bar{\rho} = \frac{p_0}{R\tilde{T}}$$

Manufactured Velocity Profiles



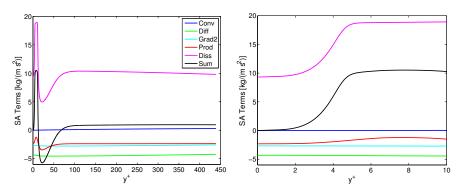


Manufactured Temperature and Density Profiles



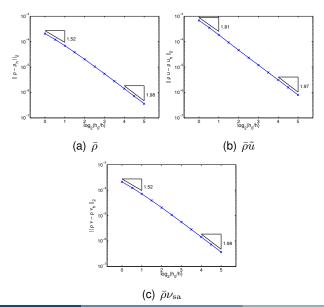
• T and ρ designed to provide moderate variation

SA Equation Budgets

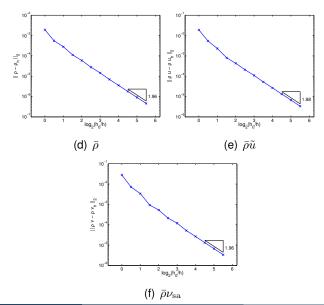


- · Inside viscous sublayer, source term is small relative to other terms
- Production and dissipation terms go to constants at the wall
- Source term is largest in buffer region

Convergence Rates: Low Re_x



Convergence Rates: $Re_x = 3.5 * 10^5$



Manufactured Analytical Solutions Abstractions Library

Goal: Provide a repository and standardized interface for MMS usage

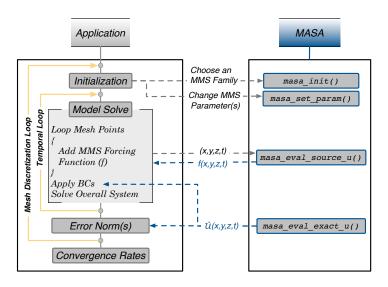
High Priority:

- Extreme fidelity to generated MMS
- Portability
- Traceability
- Extensible

Low Priority:

• Speed/Performance

General Verification Approach Using MMS and MASA



Verifying the "Verifier"

Precision is not negotiable: users must trust MASA output!

MASA Testing

- Error target < 1e-15
 - ▶ Relative error
 - ► On all supported compiler sets
- -O0 not sufficient
 - ► -fp-model precise (Intel)
 - -fno-unsafe-math-optimizations (GNU)
 - ► -Kieee -Mnofpapprox (PGI)
- "make check"
 - Run by Buildbot every two hours

```
Initializing MASA Tests
PASS: init sh
PASS: misc
PASS: fail cond
PASS: catch_exception
PASS: register
PASS: poly
PASS: uninit
PASS: Vec
PASS: purge
PASS: heat_const_steady
PASS: euler1d
Finalizing MASA Tests
All 62 tests passed
```

[nick@magus trunk] \$ make check

Portability

Software Environment

- Built with: Autotools, C++
- Supports Intel, GNU, Portland Group compilers
- C/C++ interfaces
- Fortran interfaces
 - ▶ iso_c_bindings
 - ► Fortran 2003 Standard

Testing

- SVN: version control
- Buildbot: automated testing
 - Multiple Platforms
- GCOV: line coverage
 - ► 15,826 lines of code
 - ▶ 13,195 lines of testing
 - ► 98%+ line coverage



Traceability

Doxygen provides code and model documentation

3.2 Euler Equations

where $\phi = \rho, u, v, w$ or p, and $f_s(\cdot)$ functions denote either sine or cosine function. Note that in this case,

 ϕ_a,ϕ_y and ϕ_a are constants and the subscripts do not denote differentiation.

Although? provide the constants used in the manufactured solutions for the 2D supersonic and subsonic cases for Euler and Navier-Stokes equations, only the source term for the 2D mass conservation equation (3.20) is presented.

Source terms for mass conservation (Q_u) , momentum (Q_u, Q_v) and (Q_u) and total energy (Q_v) equations are obtained by symbolic manipulations of compressible steady Euler equations above using Maple 13 (?) and are presented in the following sections for the one, two and three-dimensional cases.

3.2.2.1 1D Steady Euler

The manufactured analytical solutions (3.52) for each one of the variables in one-dimensional case of Euler equations are:

$$\rho(x) = \rho_0 + \rho_x \sin \left(\frac{\alpha_{\mu\nu} \pi x}{L} \right)$$

$$u(x) = u_0 + u_x \sin \left(\frac{\omega_{\mu\nu} \pi x}{L} \right)$$

$$\rho(x) = p_0 + p_x \cos \left(\frac{\omega_{\mu\nu} \pi x}{L} \right)$$
(3.26)

The MMS applied to Euler equations consists in modifying the 1D Euler equations (3.20) - (3.22) by adding a source term to the right-hand side of each equation:

$$\frac{\partial(\rho u)}{\partial x} - Q_{\rho}$$

$$\frac{\partial(\rho u^2)}{\partial x} + \frac{\partial(\rho)}{\partial x} - Q_{u}$$

$$\frac{\partial(\rho u u^2)}{\partial(\rho u u^2)} \frac{\partial(\rho u)}{\partial(\rho u)}$$
(3.27)

so the modified set of equations (3.27) conveniently has the analytical solution given in Equation (3.53). Source terms O., O., and O., are obtained by symbolic manipulations of equations above using Maple and are presented in the following sections. The following auxiliary variables have been included in order

Rho₁ =
$$\rho_0 + \rho_x \sin \left(\frac{a_{\mu x} \pi x}{L} \right)$$

 $U_1 = u_0 + u_x \sin \left(\frac{a_{ux} \pi x}{L} \right)$
 $P_1 = p_0 + p_x \cos \left(\frac{a_{\mu x} \pi x}{L} \right)$

where the subscripts refer to the 1D case

The mass conservation equation written as an operator is:

to improve readability and computational efficiency:

3.2 Euler Equations

rho x rho v rho z a_py a_pz a_rhoy a_ux a vx

Table 3.6: Parameters used by the 3D Steady Euler

- · mass eval 2d exact nO · masa_eval_2d_exact_v()
- · masa_eval_2d_exact_p()
- · masa eval 2d exact rho()
- · masa eval 2d grad u()
- · masa eval 2d grad v()
- · masa_eval_2d_grad_p()
- · masa_eval_2d_grad_rho()

3.2.3.3 3D Steady Euler

Initialization

· culer_3d

- · mosa init()
- · masa_eval_3d_source_rho_u()
- · masa_eval_3d_source_rho_v()
- · masa eval 3d source tho w()
- · masa eval 3d source rho e()
- · masa eval 3d source rho()
- · mass eval 3d exact of
- · masa_eval_3d_exact_v()
- · mass eval 3d exact with
- · masa_eval_3d_exact_p()

Available Solutions in MASA 0.40

Equations	Dimensions	Time
Euler	1,2,3, axi	Transient, Steady
Non linear heat conduction	1,2,3	Transient, Steady
Navier-Stokes	1,2,3, axi	Transient, Steady
N-S + Sutherland	3	Transient, Steady
N-S + ablation	1	Transient, Steady
Burgers	2	Transient, Steady
Sod Shock Tube	1	Transient
Euler + chemistry	1	Steady
RANS: Spalart-Allmaras	1	Steady
FANS: SA	2	Steady
FANS: SA + wall	2	Steady
Radiation	1	Steady
SMASA: Gaussian	1	Steady

Future Solution Development

Single Physics

- Additional RANS models (k- ω , k- ϵ , etc.)
- Shocks

Multiphysics

- Turbulence with chemistry
- Flow with improved transport

Importing New Solutions in MASA 0.40

- · Model document detailing analytical solution and source terms
- Latex documents can be loaded directly into MASA documentation
- Source and analytical terms in C/C++/Fortran90
- · Willingness to share

Conclusions

New SA Model

- · Generated a new, physically-based, MS
- · Great care goes into constructing MS

MASA

• Open-source, extensible repository for MS and software verification

Getting the word out

- AIAA journal paper (in preparation)
- Engineering with Computers (submitted)
- Download MASA 0.40 at: https://red.ices.utexas.edu/projects/

Thank you!

Questions?

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