



16-GPU Release Guide

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Contents

- General overview p. 3
- GPU parallel acceleration p. 4
- Particle-Fluid Physics
 - Blended acceleration model p. 13
 - User-defined drag model p. 15
 - Agglomeration model p. 22
- Chemistry
 - Conversion terms in chemistry p. 23
 - Particle Age factor p. 26
 - Shrinking core model..... p. 28
- GUI
 - Post-processor toggling: GMV / EnSight p. 32
 - Plot manager..... p. 33
 - Setup grid keyboard shortcuts p. 35
- GMV Output data p. 36

General Overview

- This Release Guide presents an overview of the advanced features in Barracuda VR 16-GPU.
- These major features include:
 - Solver efficiency improvements to reduce calculation time
 - Parallel computations on a GPU card – ‘desktop supercomputer’
 - Blended acceleration model for interpenetration contact force
 - User-defined drag models
 - Support for chemical reaction conversion terms
 - A discrete particle shrinking core model for chemistry
 - A Barracuda plot manager
 - Other GUI and usability improvements

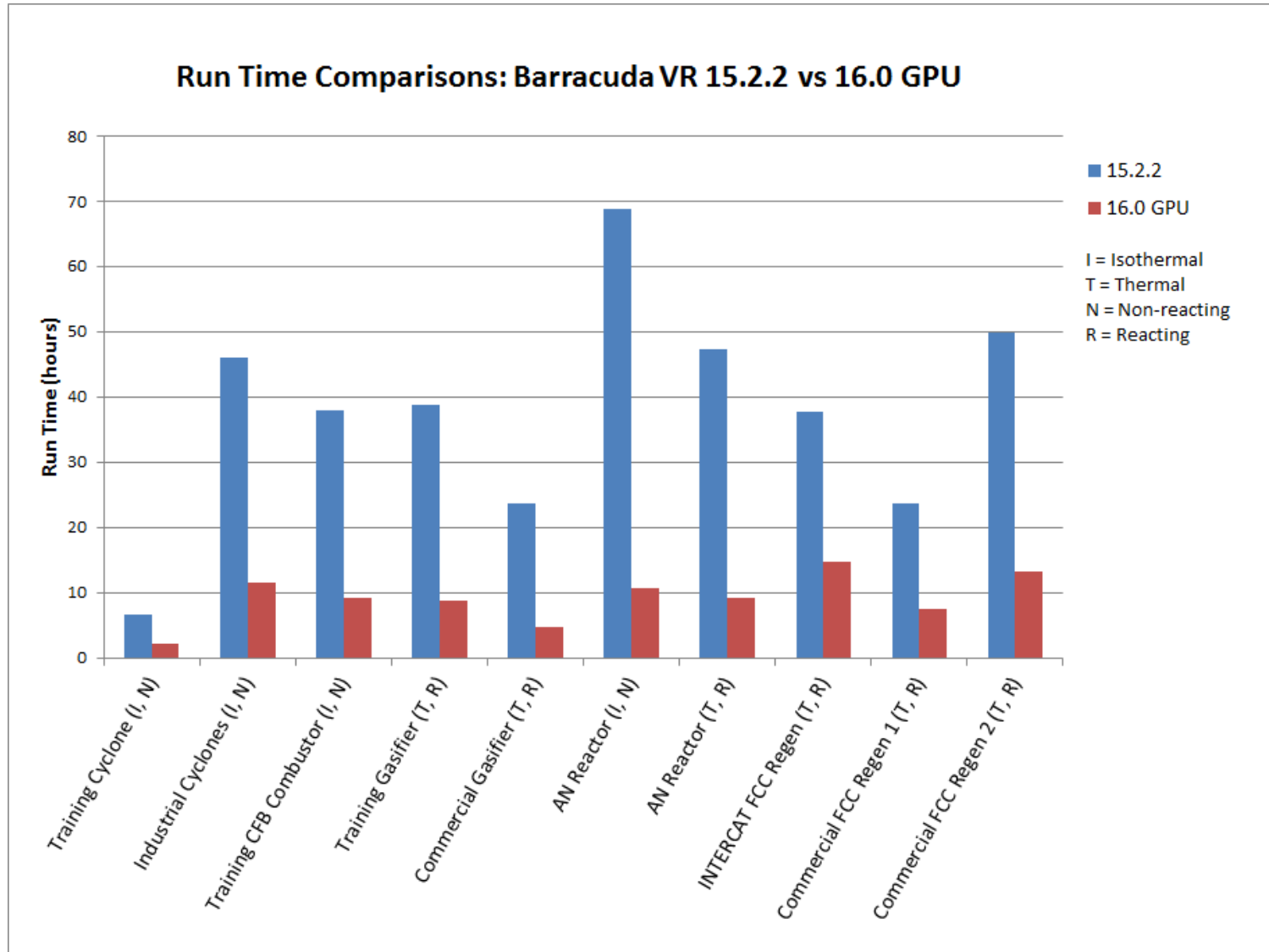
GPU Parallel Acceleration

- Graphics processing unit (GPU) on video cards or dedicated GPU cards are designed for very fast parallel calculations.
- GPU cards are increasingly being added to desktop computers to create “desktop supercomputers” for computational fluid dynamics.
- Barracuda VR 16-GPU contains significant solver efficiency improvements including parallelization on an onboard NVIDIA GPU card (Initially Linux systems only, separate license required).
 - Note that this is a first release of a GPU-enabled solver. Additional speed-ups are anticipated for future releases.
- This results in a significant acceleration of the calculation rate for simulations.

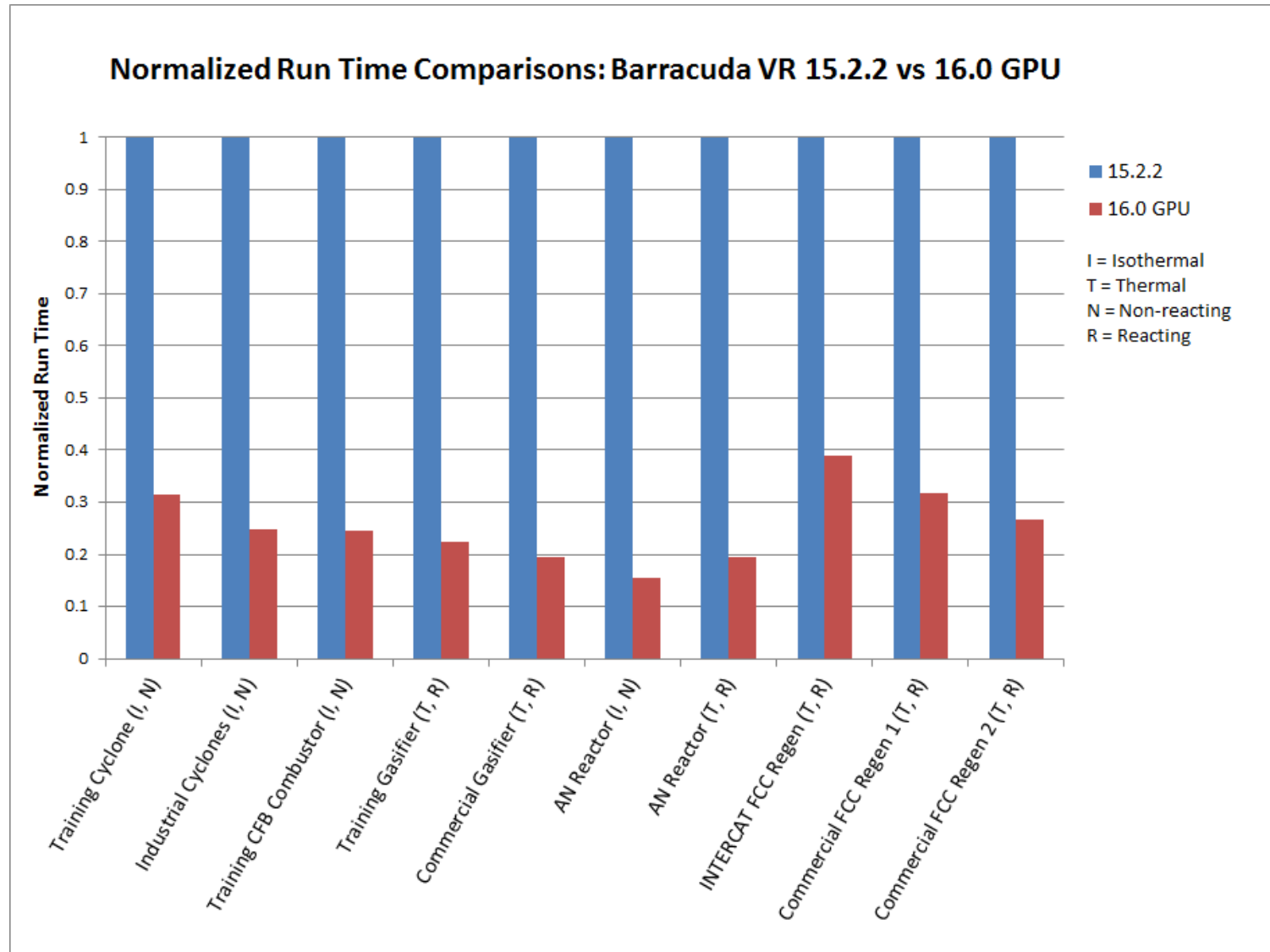
GPU Parallel Acceleration Speed-Up Examples

- CPFD Software has run timing tests on many different types of systems that are typical of a variety of Barracuda applications. The timing results show significant speed-up across all problems.
- It is important to keep the following in mind when discussing problem speed-up statistics:
 - The speed-up is problem-dependent, and a function of model size, computational particle count, and problem physics. For example, a large reacting system will likely have different speed-up than a small isothermal system. Problems with more computational particles may have a greater speedup than similar problems with fewer computational particles. Very small problems may not see any speed-up.
 - The speed-up depends on the speed of both CPU and GPU.
- The plots on the following slides are all based on the same data. The different speed-up descriptions are included here because each is useful in different circumstances.

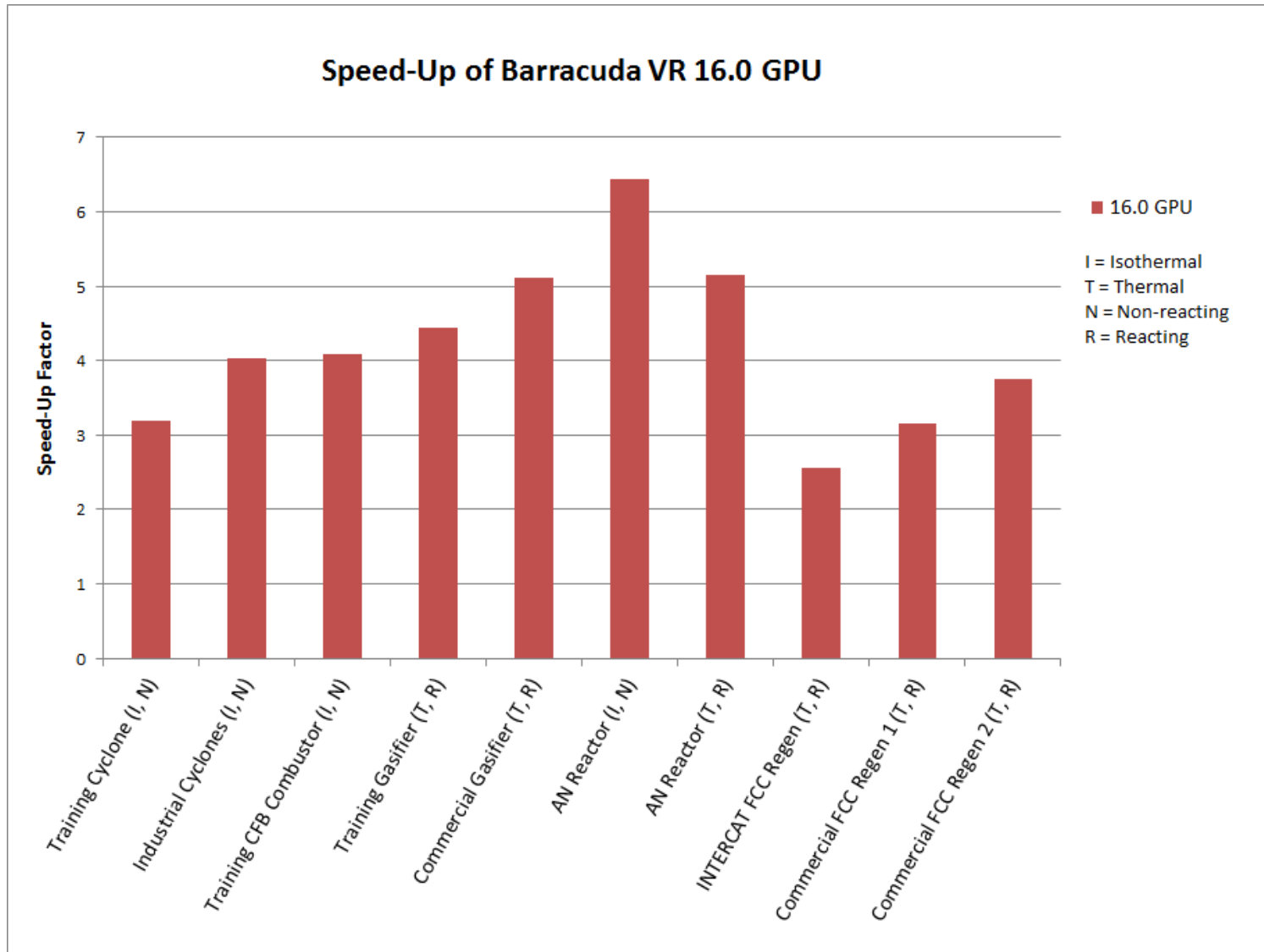
Absolute Run-Time Results



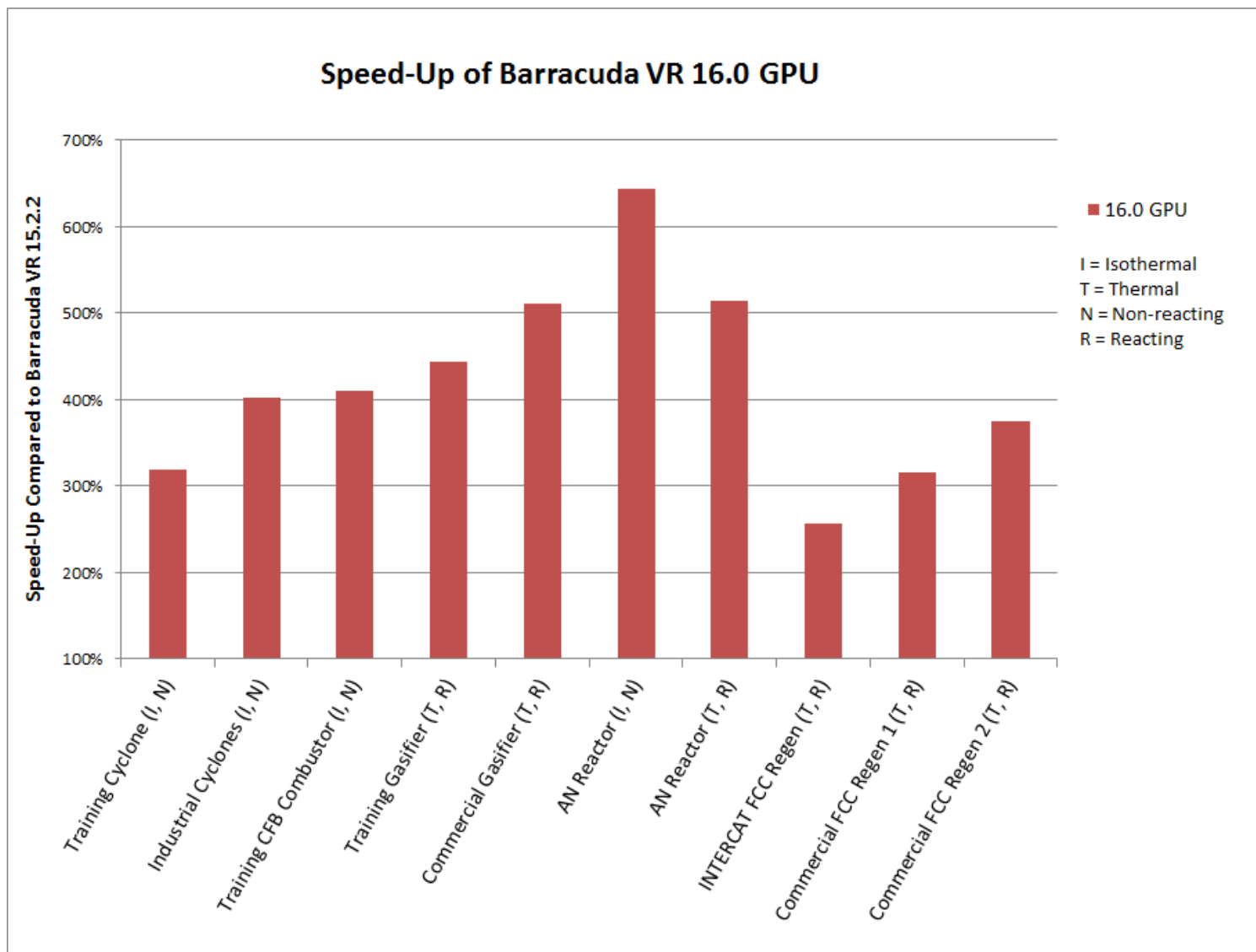
Normalized Run-Time Results



Speed-up Factor



Speed-up Percentage



Controlling GPU Device Usage from the Command-Line

- From the command line, GPU acceleration is enabled by default. The user will be prompted to select a GPU when multiple are available
- The **-d[0-3]** flag can be used to run the calculation on a specific device

cpfd.x myproject.prj -d2 *(will run on CUDA device with id 2)*

- The **-dauto** flag can be used to run the calculation on the first available GPU with enough memory

cpfd.x myproject.prj -dauto

GPU Hardware Considerations

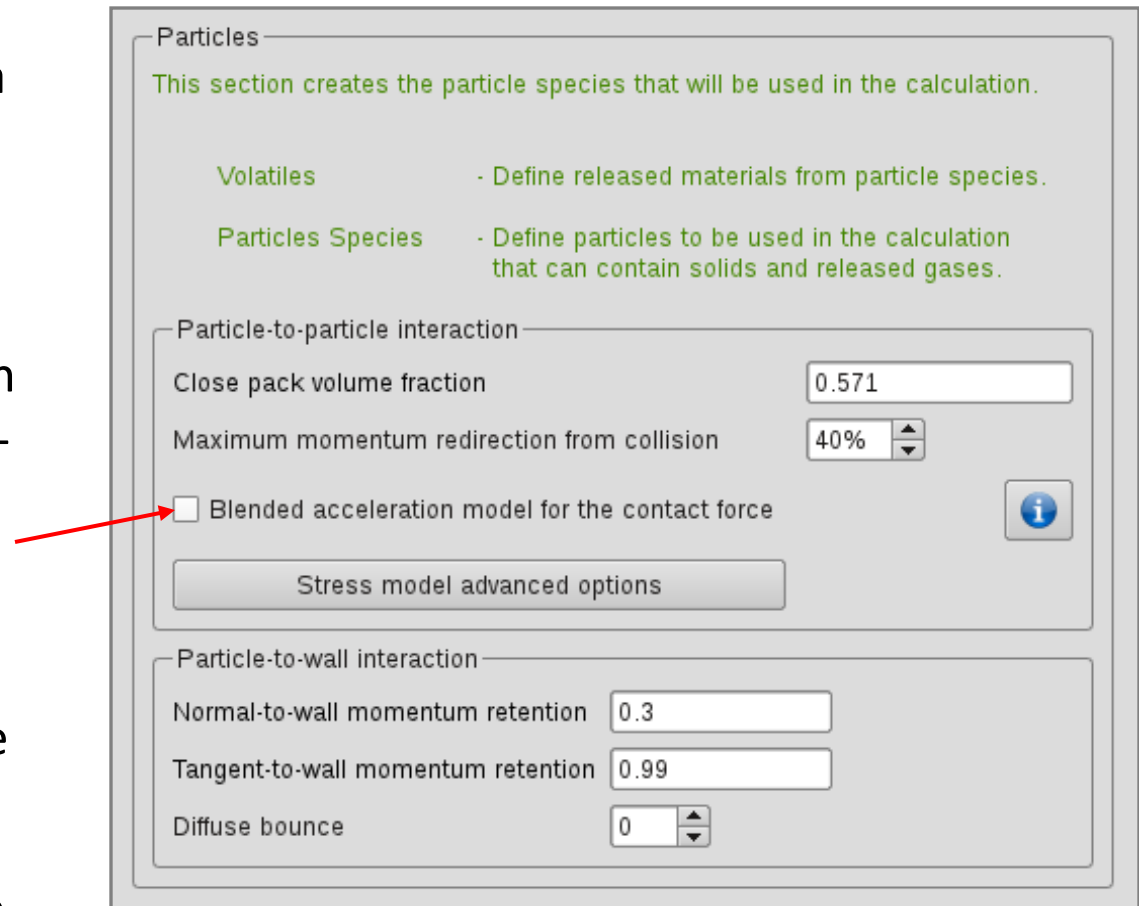
- For the GPU acceleration to be effective, the simulation must fit on the GPU card's on-board memory. For reference, a calculation with 300,000 cells and 7 million particles nearly requires 4 GB of memory for basic calculation (no chemistry, no thermal). If GPU memory is exhausted during a calculation, Barracuda VR 16-GPU performance will likely be significantly hindered.
- Recommended GPU cards: NVIDIA GeForce GTX TITAN, NVIDIA Tesla K20, or better with CUDA Compute Capability of 3.0 and at least 5 GB of GPU RAM.
- Minimum GPU requirements: NVIDIA GPU with CUDA Compute Capability of 2.0 and 4 GB of GPU RAM. NVIDIA driver is required for GPU acceleration. CPFD has prepared an NVIDIA Driver Install Guide to assist customers.
- CPFD offers turn-key workstations fully configured for Barracuda VR 16-GPU with GPU acceleration. Contact sales@cpfd-software.com for more details.

Multiple Calculations and GPUs

- Barracuda VR 16-GPU localizes calculations to a single GPU. i.e., a single calculation will not span multiple GPUs.
- The execution of multiple calculations on separate GPUs is recommended for users on a computer with multiple GPU cards. The increase in calculation time is similar to multiple serial calculations in this case.
- While it is possible to run multiple calculations on the same GPU, it is not recommended as both simulations will be significantly slower.

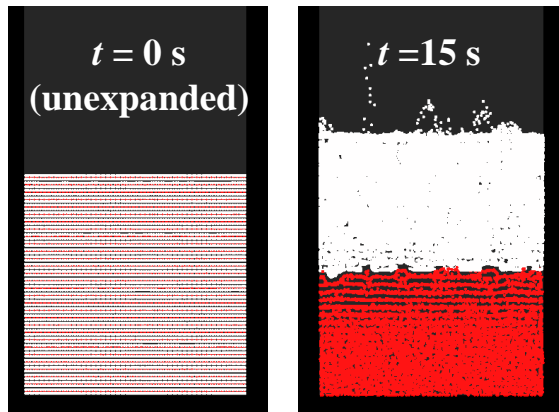
Blended Acceleration Model for Interpenetration Contact Force

- Barracuda VR 16.0 now includes a blended acceleration model for interpenetration contact force.
- This model better captures restrictions to particle segregation that naturally result from particle-particle contacting in a bed of closely spaced particles.
- The model applies to segregation due to differences in both particle size and particle density.
- This model can be enabled on the **Particles** window.



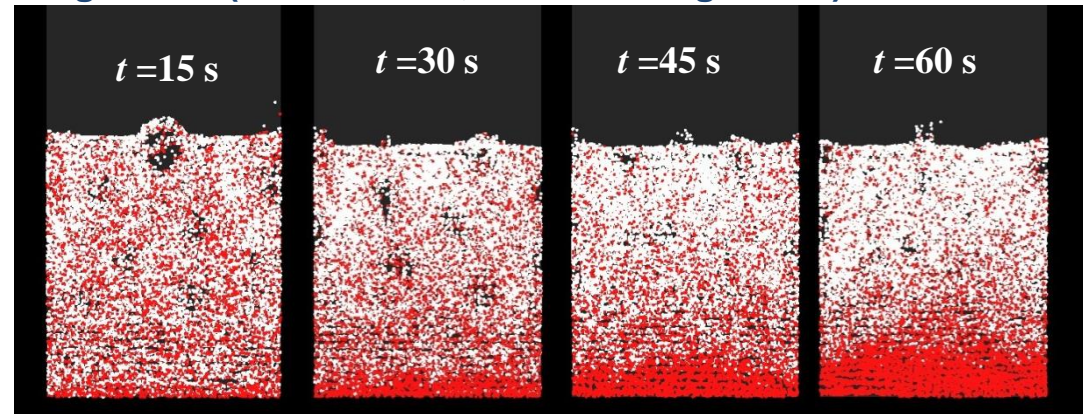
Use of Blended Acceleration Model

A simulation of particle mixing in a pseudo 2D bed shows a qualitatively better segregation behavior than observed without the model

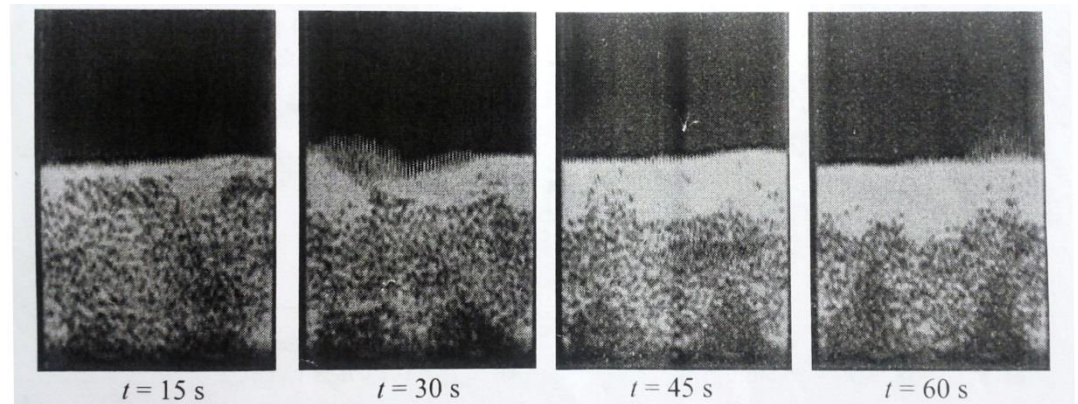


When blended acceleration model is turned off, excessive segregation is observed

Barracuda VR 16.0 blended acceleration & Koch-Hill-Ladd drag model (user defined, see following slides)



Experimental operation of pseudo 2D bed (Goldschmidt et. al, 2003)



Experimental results: Goldschmidt, M., Link, J., Mellema, S., and Kuipers, J. (2003) Digital image analysis measurements of bed expansion and segregation dynamics in dense gas-fluidised beds. *Powder Technology*, 138:135-139.

User Defined Drag Models

- Users can specify their own drag model as a function of **Reynolds number**, **fluid** and **particle volume fractions**, **particle diameter**, **Sauter mean diameter**, **fluid viscosity**, **relative particle velocity**, **fluid density**, **particle density**, and **particle sphericity**.
- The user-defined drag model consists of a custom expression which is multiplied by Stokes drag. Normalizing a drag model by the Stokes drag allows all drag models to be specified accurately and succinctly.

$$\vec{F}_{\text{drag}} = \vec{F}_{\text{Stokes}} \times f_{\text{custom}} \quad \vec{F}_{\text{Stokes}} = 3\pi\mu_f d_p (\vec{u}_p - \vec{u}_f)$$

**User-defined
expression**

- The user-defined multiplier is a dimensionless expression that can be as complex as needed and may contain variables, constants, functions, and if-statements.
- Both System and User-defined drag models are optimized to take advantage of GPU parallelization.

Drag Model Expression Input

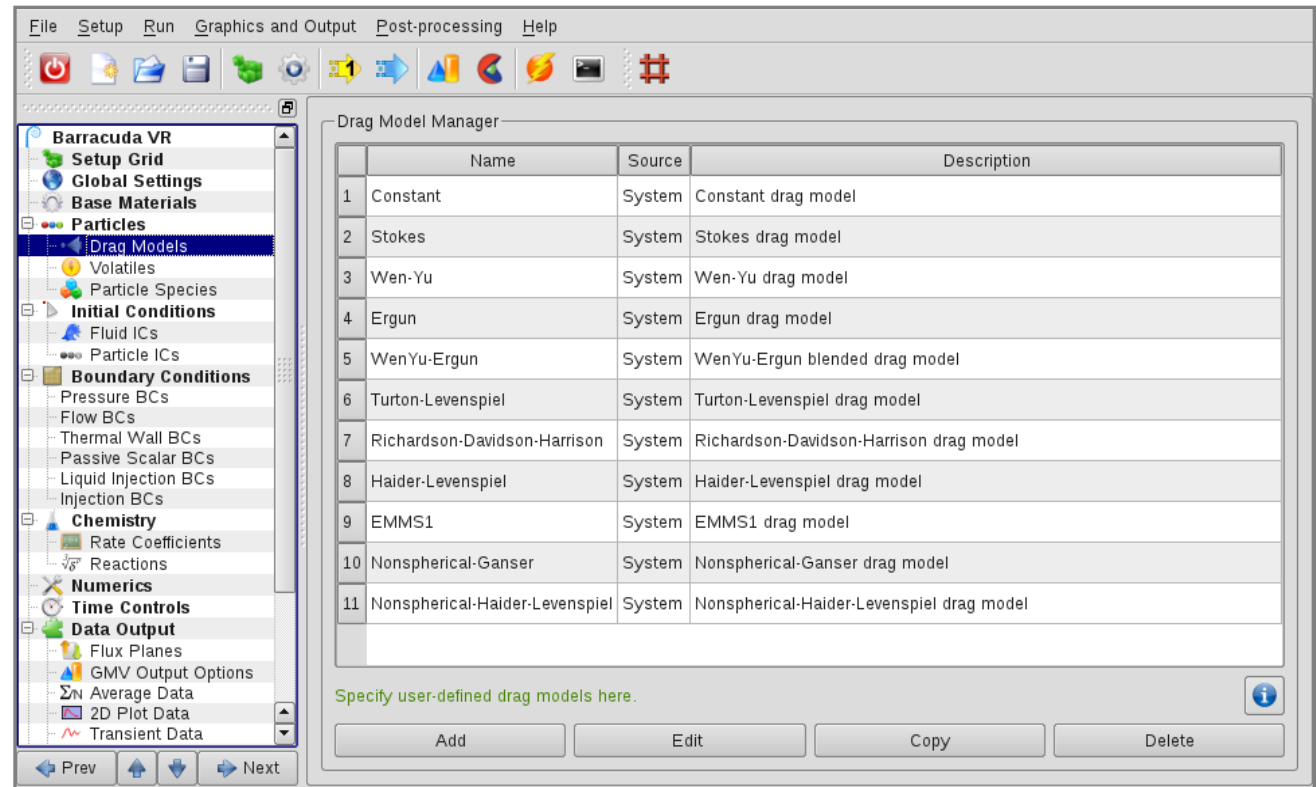
- **Available functions**
 - ABS(val1)
 - COS(val1)
 - EXP(val1)
 - IF(condExpr, valTrue, valFalse)
 - LN(val1)
 - LOG(val1)
 - MAX(val1, val2)
 - MIN(val1, val2)
 - SIN(val1)
- **Available Variables**
 - Re**: Reynold's number
 - volfracF**: fluid volume fraction
 - volfracP**: particle volume fraction
 - sphericityP**: particle sphericity
 - densityP**: particle density
 - densityF**: fluid density
 - viscF**: fluid viscosity
 - dVelPF**: magnitude of particle velocity relative to fluid velocity
- **Available Operators**
 - + - * / ^
 - < > <= >= ==
 - && ||

- IF statements are written in a format similar to that used in Microsoft® Excel:
IF(conditional expression, value if true, value if false)
- For example, IF statement is used to create a Wen-Yu drag model expression:
IF(Re<1 000,1 +0.15*Re^0.687,0.44*Re/24)*volfracF^-2.65


conditional if true if false

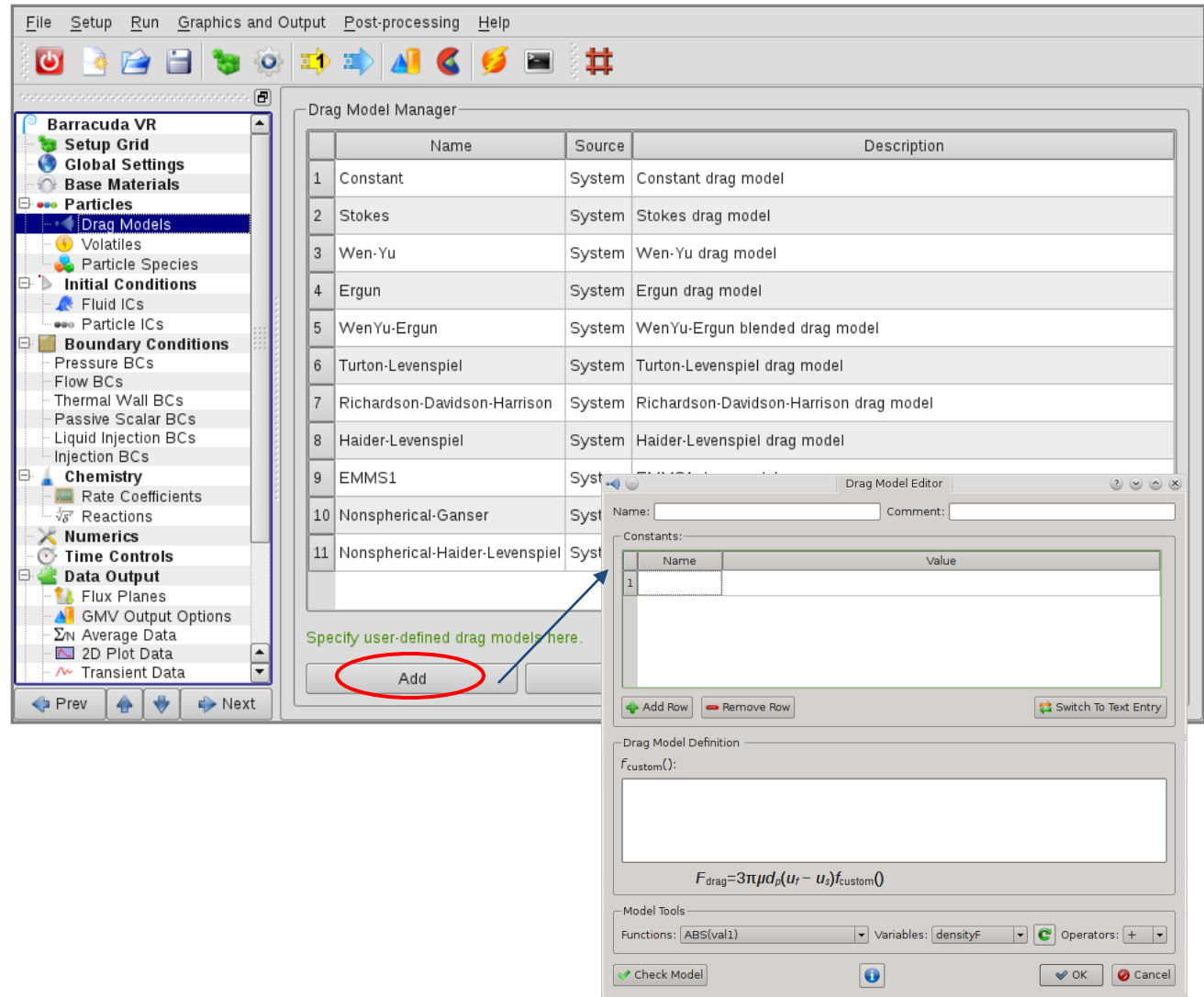
Managing Drag Models

- Drag model manager is a new item in the GUI tree, which allows the user to:
 - View built-in “System” drag models
 - Create user-defined drag models
- As in previous versions of Barracuda, drag models are applied to a particle species in the **Particle Species** window.
- “System” drag models can be copied and then edited as user-defined drag models. This provides a convenient way to define a custom drag model that is based on an existing “System” drag model.



Adding Drag Models

- Users may define their own drag model by clicking **Add**, which displays the drag model editor window.
- This dialog provides the interface for creating a custom drag model.



Drag Model Editor Window

- A new drag model must be given an unique name, which will be used to apply the model to a particle species.
- Constants can be defined and used in the drag model expression.
- The drag model expression is entered in the $f_{\text{custom}}()$ field and once complete can be verified by clicking on **Check Model**.

The screenshot shows the 'Drag Model Editor' window. At the top, there are fields for 'Name' (Hill_Koch_Ladd) and 'Comment' (Hill, Koch, Ladd model). Below this is a 'Constants' section with a table:

	Name	Value
1	a	0.0673
2	b	0.212
3	c	0.0232

Below the table are buttons for 'Add Row', 'Remove Row', and 'Switch To Text Entry'. The 'Drag Model Definition' section contains a text field for $f_{\text{custom}}()$ with the following expression:

$$0.5*Re*volfracF^2*(a+b*volfracP+c/volfracF^5)+$$
$$IF(volfracF<0.6,10*volfracP/volfracF,$$
$$volfracF^2*(1+2.1213*volfracP^0.5+2.1094*volfracP*\ln(volfracP+16.14*volfracP)/$$
$$(1+0.681*volfracP-8.48*volfracP^2+8.16*volfracP^3)))$$

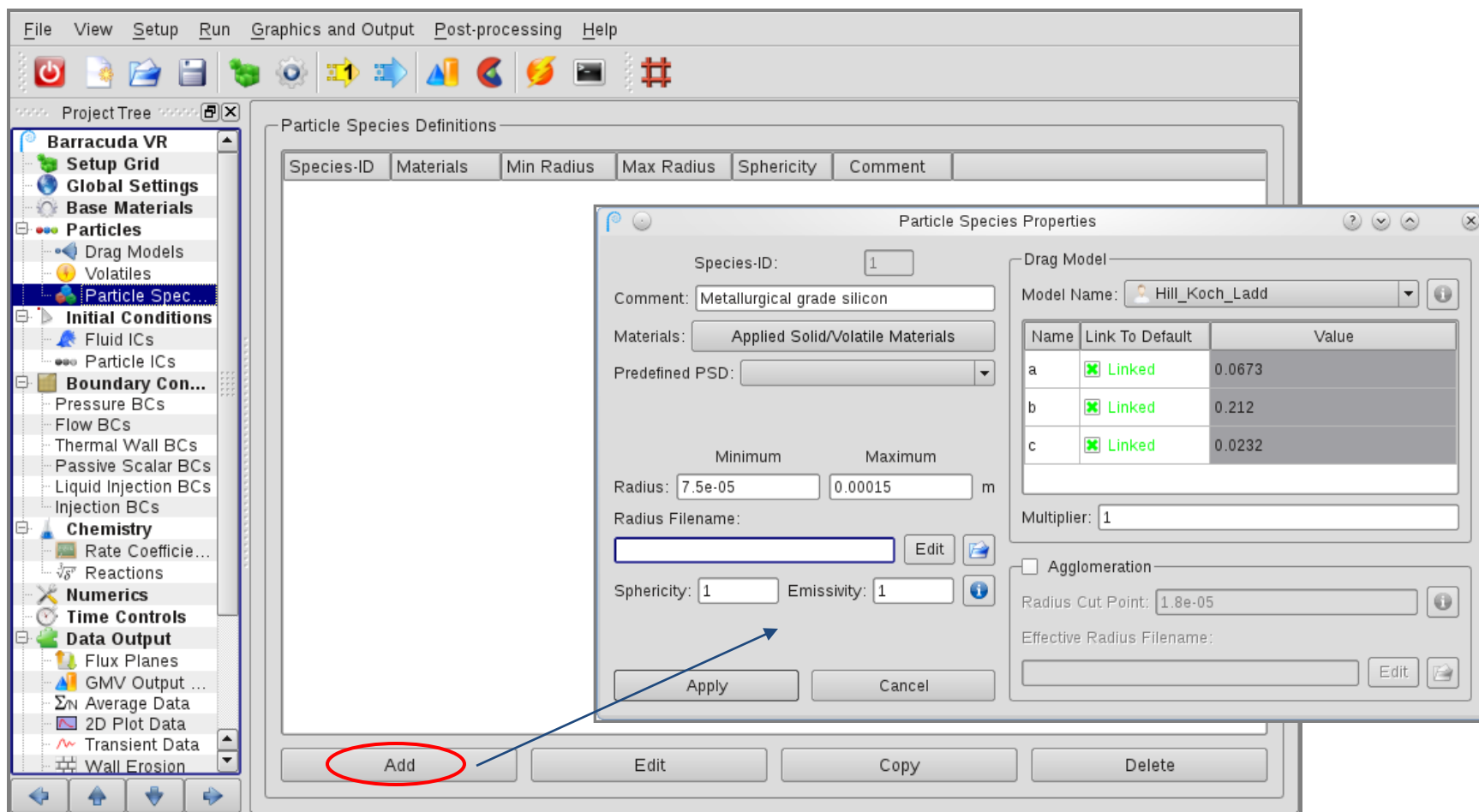
Below the expression field is the formula for the drag force:

$$F_{\text{drag}} = 3\pi\mu d_p (u_t - u_s) f_{\text{custom}}()$$

At the bottom, there is a 'Model Tools' section with 'Functions' (ABS(val1)), 'Variables' (densityF), and 'Operators' (+). At the very bottom, there are buttons for 'Check Model' (circled in red), 'OK', and 'Cancel'.

New Particle Species Editor

- Barracuda VR 16.0 contains an improved particle species dialog.



Applying a Drag Model

- Drag models are applied to individual particle species and drag model constants can be viewed and edited.
- Any changes to constants apply only to the current particle species.
- Definitions of constants can be viewed in the drag model manager.
- Agglomeration models can be applied to any drag model including user defined models.

Particle Species Properties

Species-ID: 1

Comment: Metallurgical grade silicon

Materials: Applied Solid/Volatile Materials

Predefined PSD: [dropdown]

Minimum Maximum

Radius: 7.5e-05 0.00015 m

Radius Filename: [text box] [Edit] [icon]

Sphericity: 1 Emissivity: 1 [icon]

Apply Cancel

Drag Model

Model Name: Hill_Koch_Ladd

Name	Link To Default	Value
a	<input checked="" type="checkbox"/> Linked	0.0673
b	<input checked="" type="checkbox"/> Linked	0.212
c	<input checked="" type="checkbox"/> Linked	0.0232

Multiplier: 1

☐ Agglomeration

Radius Cut Point: 1.8e-05 [icon]

Effective Radius Filename: [text box] [Edit] [icon]

Applying Agglomeration Model

- An agglomeration model can be applied to particle species for **any** drag model, including user defined models.
- Interface on particle species dialog allows:
 - Agglomeration to be enabled
 - Specification of radius cut point
 - Creation or editing of an effective radius file

Particle Species Properties

Species-ID: 1

Comment: Metallurgical grade silicon

Materials: Applied Solid/Volatile Materials

Predefined PSD:

Radius: Minimum 7.5e-05 Maximum 0.00015 m

Radius Filename: Edit

Sphericity: 1 Emissivity: 1

Apply Cancel

Drag Model

Model Name: Hill_Koch_Ladd

Name	Link To Default	Value
a	Linked	0.0673
b	Linked	0.212
c	Linked	0.0232

Multiplier: 1

☐ Agglomeration

Radius Cut Point: 1.8e-05

Effective Radius Filename: Edit

Conversion Terms in Chemistry

- Barracuda VR 16 now includes new solids dependence terms for ease of use when adding chemical reactions based on conversion.
- m_0 is the initial mass of a particle *or* particle component.
- m is the current mass of a particle or particle component.
- New solids dependence terms are included in **Solids Dependence** Dialog:
 - m/m_0
 - $1 - m/m_0$
 - m_0

Coefficient Properties

Name: **k12**

Type: **Arrhenius Chem Rate**

Coefficient is for reaction type: ☐ Volume-Average ☒ Discrete

Equation: $c_0 T^{c_1} p^{c_2} \rho^{c_3} \Theta^{c_4} (Np/Vol)^{c_5} e^{-E/T+E0} \{type_s\}$

k12 = 8.605 e^{-3067.12/T+0} (m/m0)_{FeO}^{0.667} (m0)_{FeO}¹

Values

C₀ = 8.605
 C₁ = 0
 C₂ = 0
 C₃ = 0
 C₄ = 0
 C₅ = 0
 E = 3067.12
 E0 = 0

Temperature unit: K
 Pressure unit: Pa
 Density unit: kg/m³

type_s = **Solids Dependence**

Diameter unit: m
 Mass unit: kg
 Area unit: m²

Temperature Weighting

Fluid weighting factor: 0.50
 Particle weighting factor: 0.50

Comment

Oxidation rate coefficient, Chemical Looping Combustion

Apply Cancel

Conversion Terms in Chemistry

Species List

ID	Chemical Name	State	Type	Exponent
00	FeO	S	m/m0	0.667
01	FeO	S	m0	1

Material coefficient type: m0

Exponent on material: 0.667

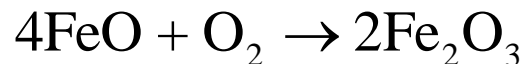
Solid Project Species List

Chemical Name	State	Description
ASH	S	SiO2 QUARTZ. (HQZ) COMMON SAND
C	S	C CARBON. SOLID GRAPHITE REF ELE...
CO2_SOLID	S	CO2 CARBON DIOXIDE
Fe2O3	S	HEMATITE
FeO	S	FEO FERROUS OXIDE (S)
Ilmenite	S	Ilmenite
MOISTURE	S	H2O WATER
ORGANICS	S	C CARBON. SOLID GRAPHITE REF ELE...
all	S	Add all solids as a group

Material Properties Library

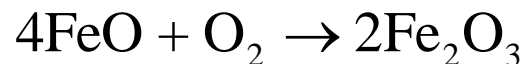
Using Conversion Terms

- Kinetics of ilmenite oxidation reactions use conversion (X) in definition:



$$\frac{dX_o}{dt} = (1 - X_o)^{2/3} \frac{3bk_0}{\rho_m r_g} \exp(-E/RT)[\text{O}_2] \quad \text{where} \quad X_o = 1 - \frac{m_{\text{FeO}}}{m_{0,\text{FeO}}}$$

- Substituting conversion definition and rearranging, yields a form that is readily entered in Barracuda VR 16.0 using new solids terms ***m0*** and ***m/m0***



$$\frac{dm_{\text{FeO}}}{dt} = m_{0,\text{FeO}} \left(\frac{m_{\text{FeO}}}{m_{0,\text{FeO}}} \right)^{2/3} \frac{3bk_0}{\rho_m r_g} \exp(-E/RT)[\text{O}_2]$$



Rate coefficient

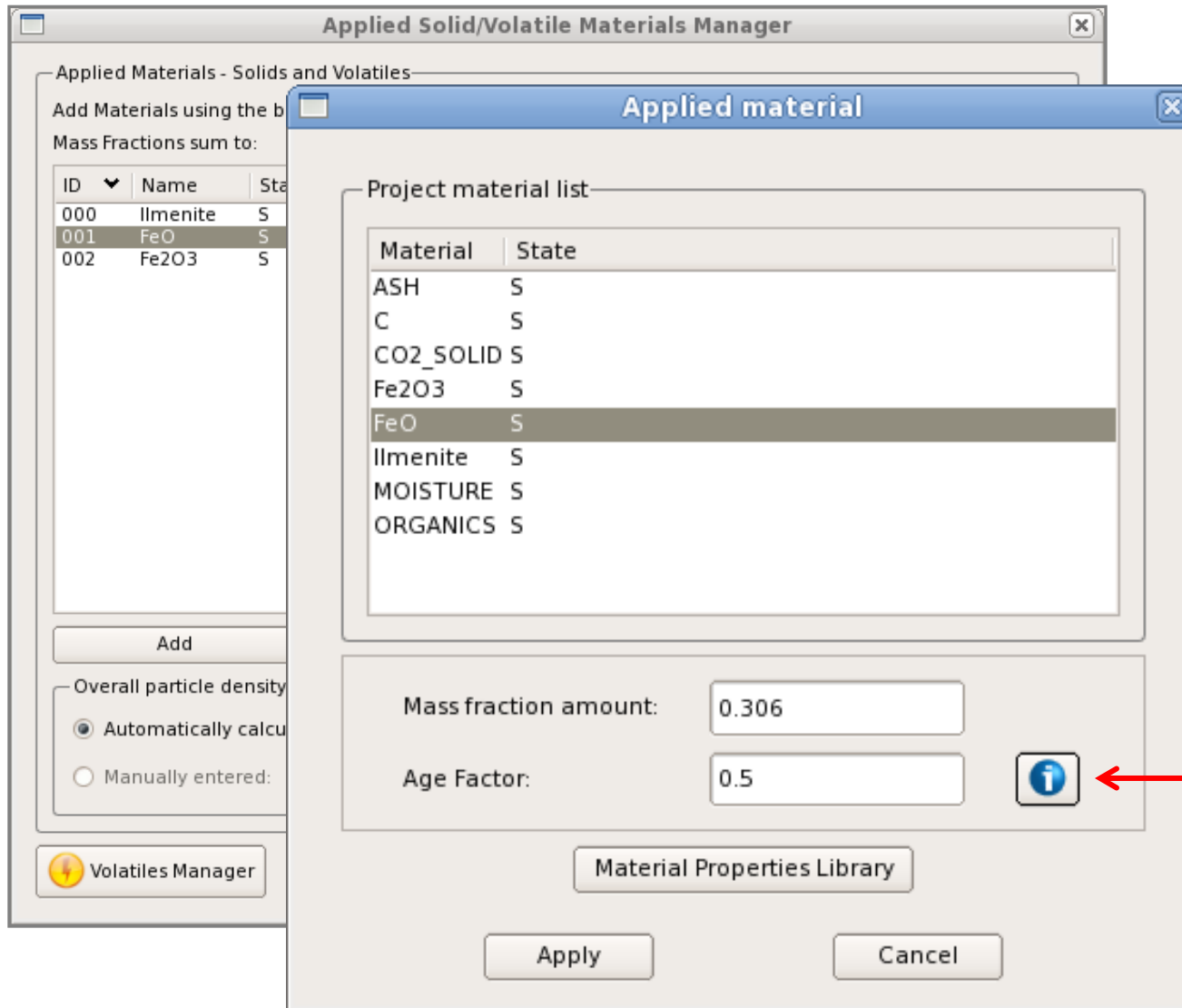
Particle Age Factor

- Models may require the feed or initialization of particles that have already undergone a reaction. Therefore, the composition used for particle initialization would be *different* from the initial particle composition used for calculating conversion in reactions.
- Barracuda VR 16.0 now contains an **Age Factor** in the particle species dialog to relate the *feed* mass of particle components to the *initial* mass of particle components:

Initial mass of a component = Age factor X Feed mass of a component

- Feed composition:** the composition of a particle when it enters the model domain.
- Initial composition:** the composition of a particle when it is considered new or “fresh” for reaction chemistry calculations.

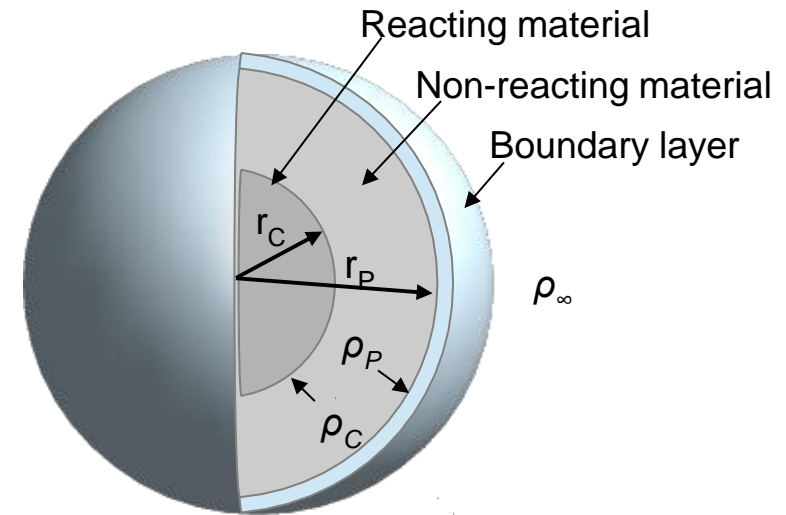
Particle Age Factor



Age factor can have values in the range: $0 < \text{Age Factor} \leq 1$

Barracuda Shrinking Core Reaction model

- Barracuda VR 16.0 contains a new Shrinking Core Model for more accurate modeling of some types of reactions. For example, analysis of partially reacted carbon particles show an ash region surrounding an unreacted core (Yagi and Kunii, 1955; Levenspiel, 1972).
- The Barracuda shrinking-core-model is on a per particle basis and assumes that the solid material in a particle reacts in the presence of a gas species. The rate of reaction is controlled by :
 - the first-order reaction rate;
 - the transport of the gas through the non-reacting material to the core; and
 - the transport of gas through the boundary layer
- Each particle has its own history and a “fresh” particle will have more reaction than an “old” particle.



Levenspiel, O., 1972, Chemical Reaction Engineering, John Wiley & Sons, New York.

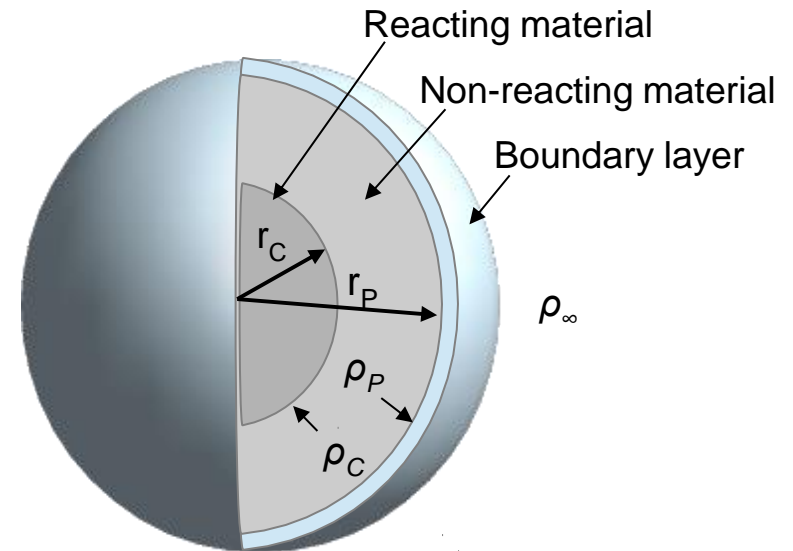
Yagi, S., Kunii, D., 1955. Studies on combustion of carbon particles in flames and fluidized beds. In: Fifth Symposium (International) on Combustion, Reinhold, New York, pp. 231–244

Barracuda Shrinking Core Reaction model

- For the shrinking core model, the gas concentration at the reacting core is

$$\rho_c = \frac{\rho_\infty}{k_R \left(\frac{1}{k_R} + \frac{1}{k_D} + \frac{1}{k_B} \right)}$$

$$k_D = \frac{4\pi D_m}{r_p^{-1} - r_c^{-1}} \quad k_B = h_m A_p$$



ρ_c	The gas mass concentration at the reacting solid core
ρ_∞	The gas mass concentration in the bulk gas
k_R	The first order reaction rate
k_B	Boundary layer mass transfer coefficient
k_D	Diffusion through non-reacting material

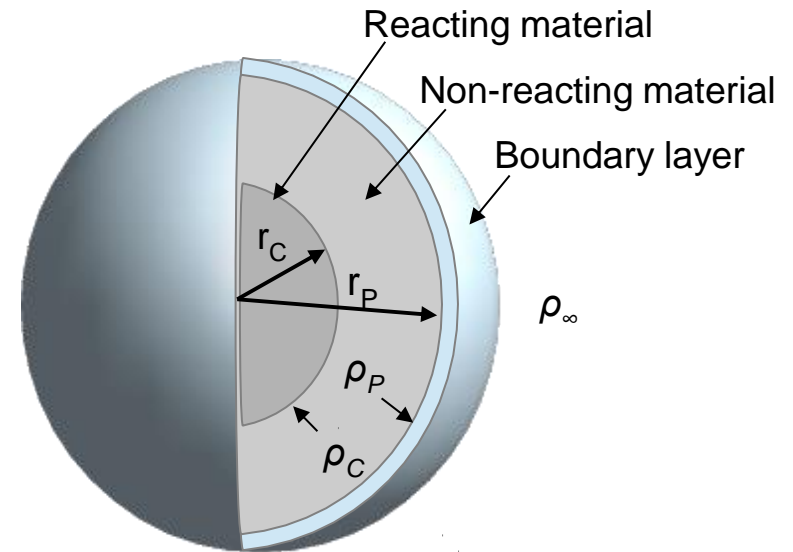
Barracuda Shrinking Core Reaction model

- Parameters in the shrinking core model are

$$r_c = \left[\frac{3m_s}{4\pi\rho_s} \right]^{1/3} \quad Re = \frac{2r_p\rho|u_p - u_f|}{\mu}$$

$$\frac{h_m 2r_p}{D_{m,g}} = Sh = 2 + 0.6Re^{1/2}Sc^{1/3} \quad Sc = \frac{\mu_f}{\rho_f D_{m,g}}$$

r_c	Radius of reacting core
r_p	Radius of particle
ρ_c	Density of reacting material
m_s	Mass of reacting solid in particle
D_m	Mass diffusion coefficient for non-reacting material
Sh	Sherwood number
h_m	Mass transfer coefficient through boundary layer
A_p	Surface area of particle



Using the Shrinking Core Model

- The *Shrinking Core Model* can be enabled for any discrete particle reaction in the reactions window.
- The diffusion coefficient of the gas through the non-reacting solid must be specified.
- Strictly speaking, the shrinking core analytic solution is for a first order reaction. However, Barracuda does not enforce a first order reaction, and the shrinking core model may be used with any reaction order. It is the user's responsibility to verify that the model is appropriate in such cases.

Equation Editor

Directions: Choose Equation Units for this reaction.
Enter a rate equation in the blank provided.
Use **Add Chemical** and **Add Coefficient** to insert either into the equation. Press the **Check** button to verify equation is valid.

Equation Units
Reaction rate units: mol/s
Gas species units: mol/m3

Expected Power Law rate equation format:
Example of valid Power Law rate equation format:
Example of invalid Power Law rate equation format:
Example of LH expected format:
Example of groups of rates:

$c_0 (k + k_1 \dots) [\text{material1}]^{\text{power}} [\text{material2}]^{\text{power}} + c_1 \dots$
 $1.2 (1.5 * k_0 - 3 * k_1) [\text{H}_2\text{O}]^{1.5}$
 $(k_0 * k_1) [\text{H}_2\text{O}]^{1.5}$ Coefficients cannot be multiplied.
 $(c_0 k_1 + c_1 k_2 + \dots) / (1 + c_2 k_1 + c_3 k_2 + \dots)^{\text{power}}$
 $(c_0 k_0 [\text{O}_2] - c_1 (0.5k_1 - k_2))^{1.5} (c_1 k_3) [\text{CO}]^{0.5} [\text{O}_2]^{-1}$

Enter a rate equation for the reaction in either Power Law or Langmuir-Hinshelwood form:

$d[\text{Fe}_2\text{O}_3(\text{S})]/dt = (k_0)[\text{O}_2]$

Check Add Discrete Coefficient Add Chemical Coefficients Manager

Participating reactions

ID	Type	Rate	Equation
00	Discrete	$d[\text{FeO}(\text{S})]/dt = -2 d[\text{Fe}_2\text{O}_3(\text{S})]/dt$	
01	Discrete	$d[\text{O}_2(\text{G})]/dt = -0.5 d[\text{Fe}_2\text{O}_3(\text{S})]/dt$	

Add Edit Copy Delete

☒ Shrinking Core Model

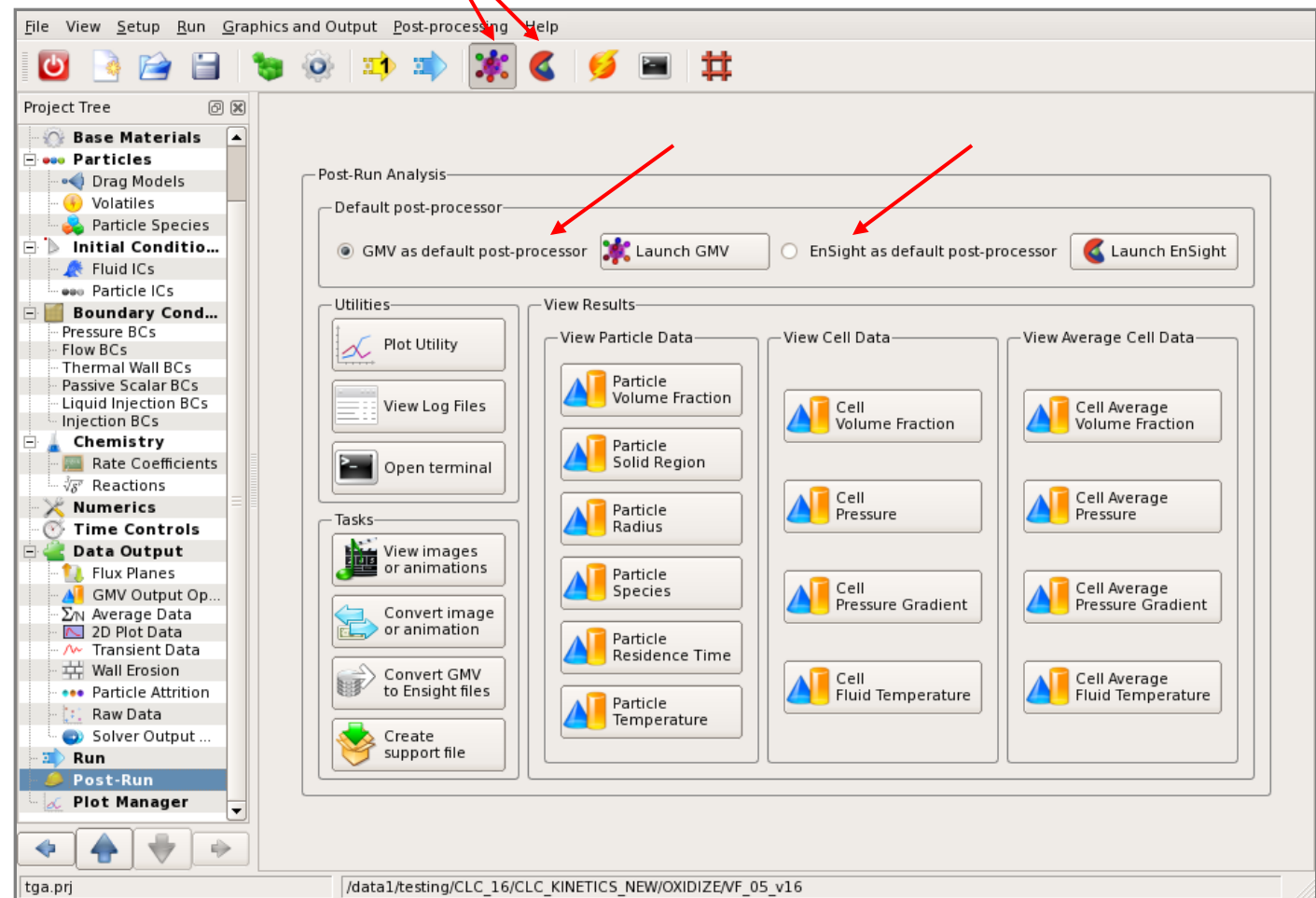
Diffusion Coefficient: 0.0001 m^2/s

Comment

Apply Cancel

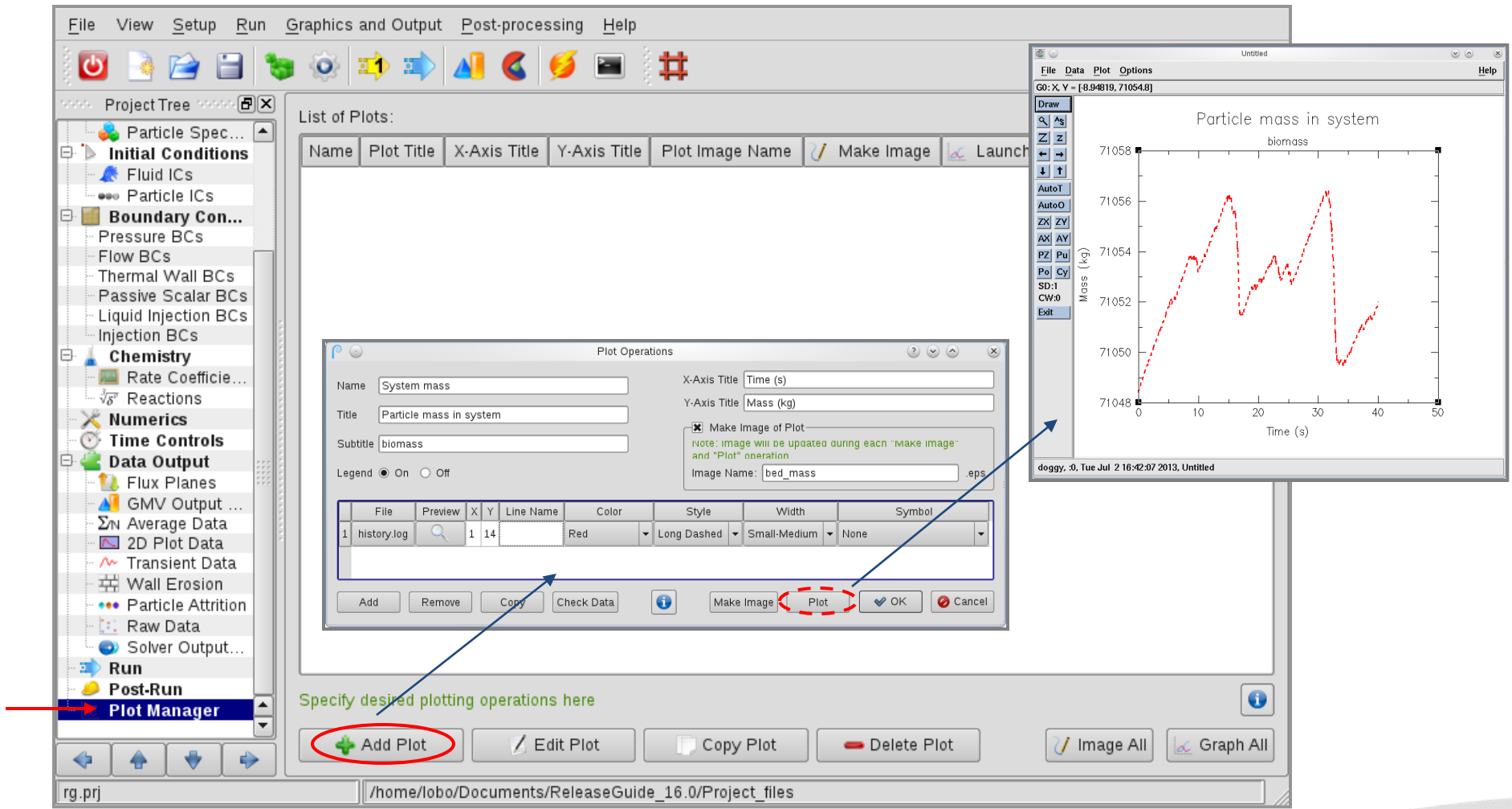
Post-processor Toggling

- Toggling between using GMV or EnSight for post-processing is done from the **Post-Run** window.
- Alternatively, the shortcut bar contains a post-processor toggle control as well.

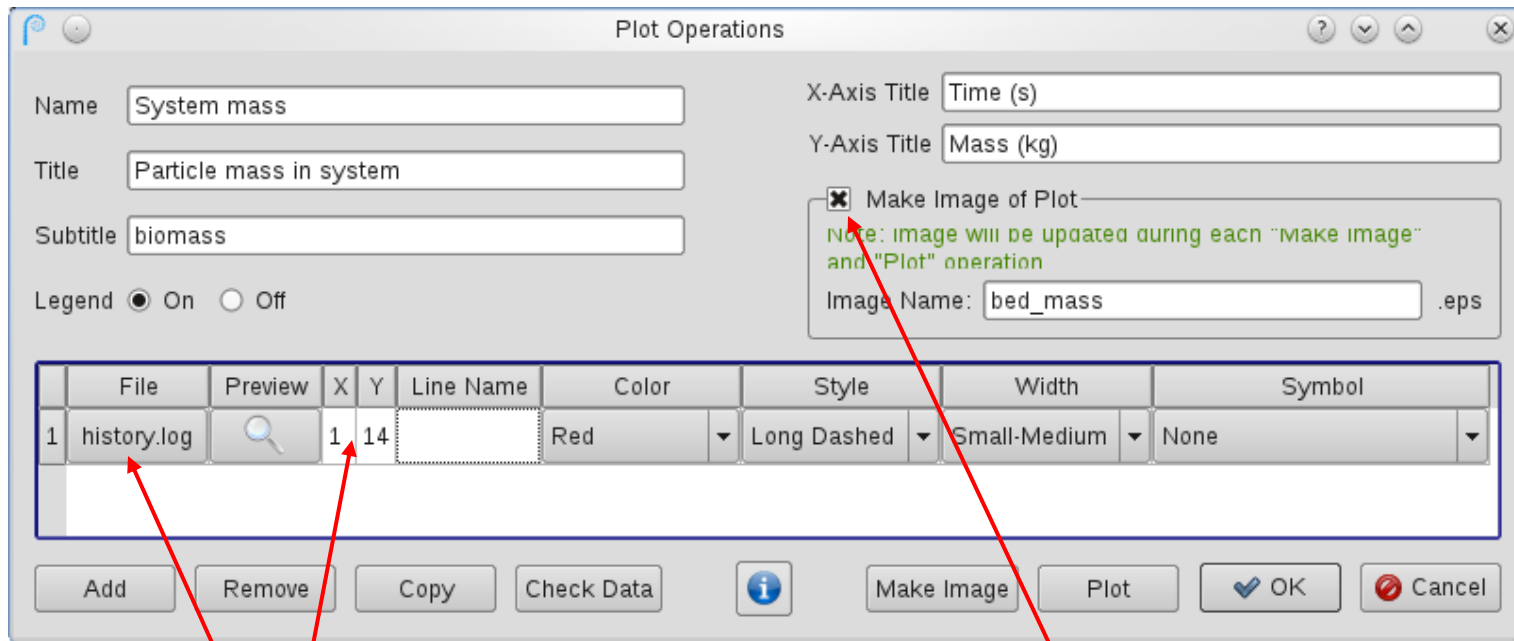


Plot Manager

- The plot manager is a new item in the GUI tree, which provides a convenient interface for creating and managing 2D plots.



Plot Manager

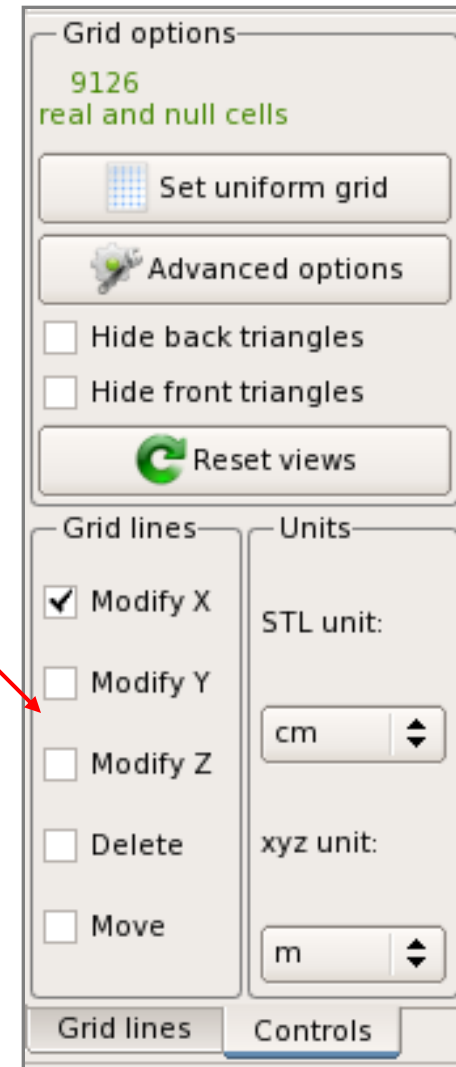


A single plot can have multiple sources of data given by the file name and columns

Make image will automatically save the plot to the name given as an .eps file

Setup Grid Keyboard Shortcuts

- In Barracuda VR 16.0, quickly switch between gridding tasks using keyboard shortcuts:
 - Modify X = “x”
 - Modify Y = “y”
 - Modify Z = “z”
 - Delete = “d”
 - Move = “m”
 - Use “Escape” to deselect the current mode



New GMV Output Data

Lagrangian variables for **Unique particle ID** and **Drag** have been added

General Mesh View Data Output Options

Please select Eulerian and Lagrangian data for export to the General Mesh Viewer (GMV).
Only data selected here can be viewed during post-processing.
Values inside parenthesis are the **field names** of the variables within GMV.

Output file interval

Plot interval: s Number of files produced using current end time of 0s:

Eulerian Output Data

<input checked="" type="checkbox"/> Particle volume fraction (p-volFra)	<input type="checkbox"/> Particle bulk density (p-dens)	<input type="checkbox"/> dp/dx (dp/dx)
<input checked="" type="checkbox"/> Fluid velocity (U, V, W)	<input type="checkbox"/> Turbulent viscosity (ViscTurb)	<input type="checkbox"/> dp/dy (dp/dy)
<input type="checkbox"/> Particle velocity (P_[xyz]Vel)	<input type="checkbox"/> CFL (CFL)	<input type="checkbox"/> dp/dz (dp/dz)
<input checked="" type="checkbox"/> Pressure (Pressure)	<input type="checkbox"/> Particle species (Species)	<input type="checkbox"/> Solid mass flux (P_[xyz]Mass)
<input type="checkbox"/> Dynamic pressure (DynPres)	<input type="checkbox"/> Fluid temperature (f-Temp)	<input type="checkbox"/> Fluid mass flux (F_[xyz]Mass)
<input type="checkbox"/> Fluid density (f-dens)	<input type="checkbox"/> Particle temperature (p-Temp)	<input type="checkbox"/> Wall heat transfer (wallHeat)
<input type="checkbox"/> Cell indices (i, j, k)	<input type="checkbox"/> Cell volume (cellVol)	

Lagrangian Output Data

<input checked="" type="checkbox"/> Particle volume fraction (VolFrac)	<input type="checkbox"/> Particle material (Material)	<input type="checkbox"/> Velocity (vel[xyz])
<input checked="" type="checkbox"/> Particle speed (Speed)	<input type="checkbox"/> Particle density (Density)	<input type="checkbox"/> Residence time (ResTime)
<input type="checkbox"/> Particle radius in microns (rad)	<input type="checkbox"/> Particle species (Species)	<input type="checkbox"/> Residence time by species (ResTime##)
<input type="checkbox"/> Constant color (Particle)	<input type="checkbox"/> Visual (Visual)	<input type="checkbox"/> Temperature (Temperat)
<input type="checkbox"/> Drag	<input type="checkbox"/> Unique particle ID	

Gas Species

<input checked="" type="radio"/> Mass fraction (<species>.mf)	<input type="radio"/> Mole fraction (<species>.nf)
<input type="radio"/> Mass concentration (<species>.mc)	<input type="radio"/> Mole concentration (<species>.nc)

Options

<input type="checkbox"/> Compress graphics output (not common)
<input type="checkbox"/> Generate predefined GMV attribute files

Installation and Support

Please do not hesitate to email or call with installation and support issues

Email: support@cpfd-software.com

Phone: +1-505-275-3849

Coming soon! All new customer support site at www.cpfd-software.com including:

- Knowledge base articles
- Barracuda VR Users Manual
- Downloads