

Advanced Training: Recent Features, Output Analysis and Current Best Practices Part 2

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2019 Barracuda Virtual Reactor Users Conference
June 27-28, 2019
Chicago, IL

Outline of Topics

Particle Initialization

- Specify particle mass
- Specify particle resolution

Drag Parser

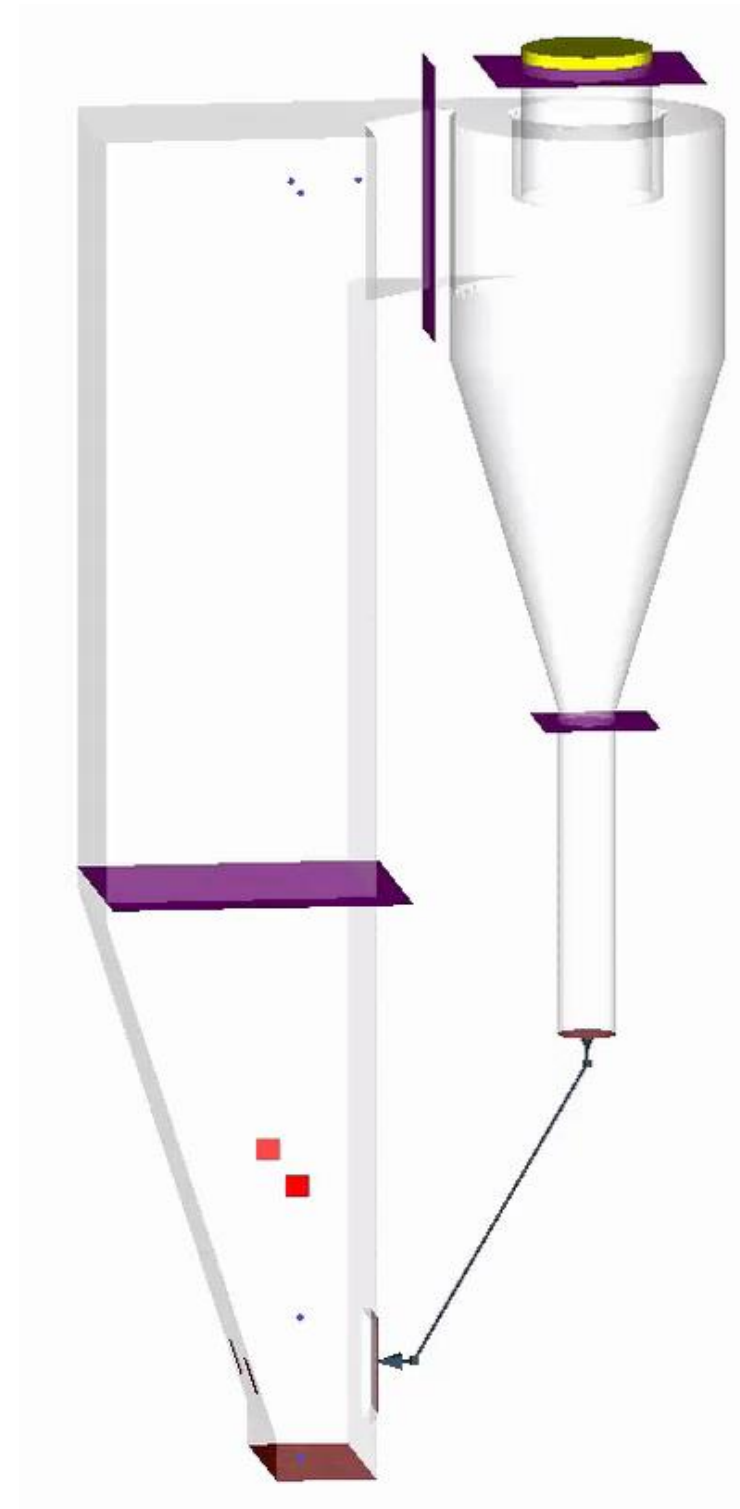
Particle Exit Flow BCs

BC Connectors

- Heating / Cooling Rate

Internal Flux Planes

- Raw particle data
- Reset particle residence time



Example based on
CFB Combustor
from Barracuda
training class

Particle Initialization: The Old Way

Volume fraction of particles in an IJK region

Iterative process

- Guess IJK and/or particle volume fraction
- Run solver 1 time-step
- Check history.log for particle mass
- Adjust IJK and/or particle volume fraction
- Run solver 1 time-step
- Check history.log for particle mass
- ...

The screenshot shows a 'Particle initialization' dialog box with the following fields and options:

- Species data:**
 - Species-ID: 001 - Sand
 - Particle volume fraction: 0.5
 - Temperature: 1123.15 K
- Properties:**
 - Computational particles per cell: 125
 - No particle momentum for this distribution
- Computational particle location:**
 - i1: min, i2: 25
 - j1: min, j2: max
 - k1: min, k2: 22
- Comment:**
 - sand in combustion chamber

Buttons at the bottom: OK, Cancel, Reference grid.

Particle Initialization: Specify Particle Mass Directly

Added in release 17.3.0

In this example:

- Main combustion chamber: 66,400 kg

Specify particle mass:

- Choose “Initialize mass in region”
- Set the particle species
- Specify the desired mass (kg)
- Select the spatial region

Particle IC

Initial conditions

Initialize mass in region

Particle species: 001 - Sand

Total particle mass: 66400 kg

Temperature: 1123.15 K

Region

Select region (m)

x₁: -9.367 x₂: -4.21993

y₁: -2.59633 y₂: 2.59882

z₁: -3.54345 z₂: 1.29295

Cloud resolution

Use global resolution

Use local resolution

Specify resolution Clouds per cell: 125

Special settings

Random cloud initialization No particle momentum

Comment

sand in combustion chamber

Cancel OK

Particle Initialization: Specify Particle Resolution

Added in release 17.3.0

New options available:

- “Use local resolution”: slider-bar functionality on a per-IC basis
- “Specify resolution”
 - “Clouds per cell”: same as pre-17.3.0 “Manual input” value
 - “Clouds per region”: specify directly the number of clouds (a.k.a. computational particles) to use for the IC
 - “Clouds per mass”: specify the number of clouds to use per kg of particles in the IC

The screenshot shows the 'Particle IC' dialog box with the following details:

- Initial conditions:** Initial conditions. Fields: Initialize mass in region (dropdown), Particle species: 001 - Sand, Total particle mass: 66400 kg, Temperature: 1123.15 K.
- Region:** Select region (m) button. Coordinates: x₁: -9.367, x₂: -4.21993, y₁: -2.59633, y₂: 2.59882, z₁: -3.54345, z₂: 1.29295.
- Cloud resolution:** Radio buttons: Use global resolution, Use local resolution, Specify resolution. A dropdown menu is open showing: Clouds per region, **Clouds per mass** (125), Clouds per cell.
- Special settings:** Random cloud initialization, No particle momentum.
- Comment:** sand in combustion chamber.
- Buttons:** Cancel, OK.

Initial Particle Resolution Example

In the CFB Erosion training problem:

- Number of real cells = 105,061
- Initial particle mass = 71,100 kg

How much resolution do we want/need?

- 10 particles/cell \rightarrow 1e+06 clouds
- **20 particles/cell \rightarrow 2e+06 clouds**
- 30 particles/cell \rightarrow 3e+06 clouds

If we want 20 particles/cell:

- 2e+06 clouds / 71,100 kg = 28 clouds/kg

Particle IC

Initial conditions

Initialize mass in region

Particle species: 001 - Sand

Total particle mass: 66400 kg

Temperature: 1123.15 K

Region

Select region (m)

x1: -9.367, x2: -4.21993

y1: -2.59633, y2: 2.59882

z1: -3.54345, z2: 1.29295

Cloud resolution

Use global resolution

Use local resolution

Specify resolution

Clouds per mass: 28

Special settings

Random cloud initialization

No particle momentum

Comment

sand in combustion chamber

Cancel OK

Confirming Particle Initialization Statistics

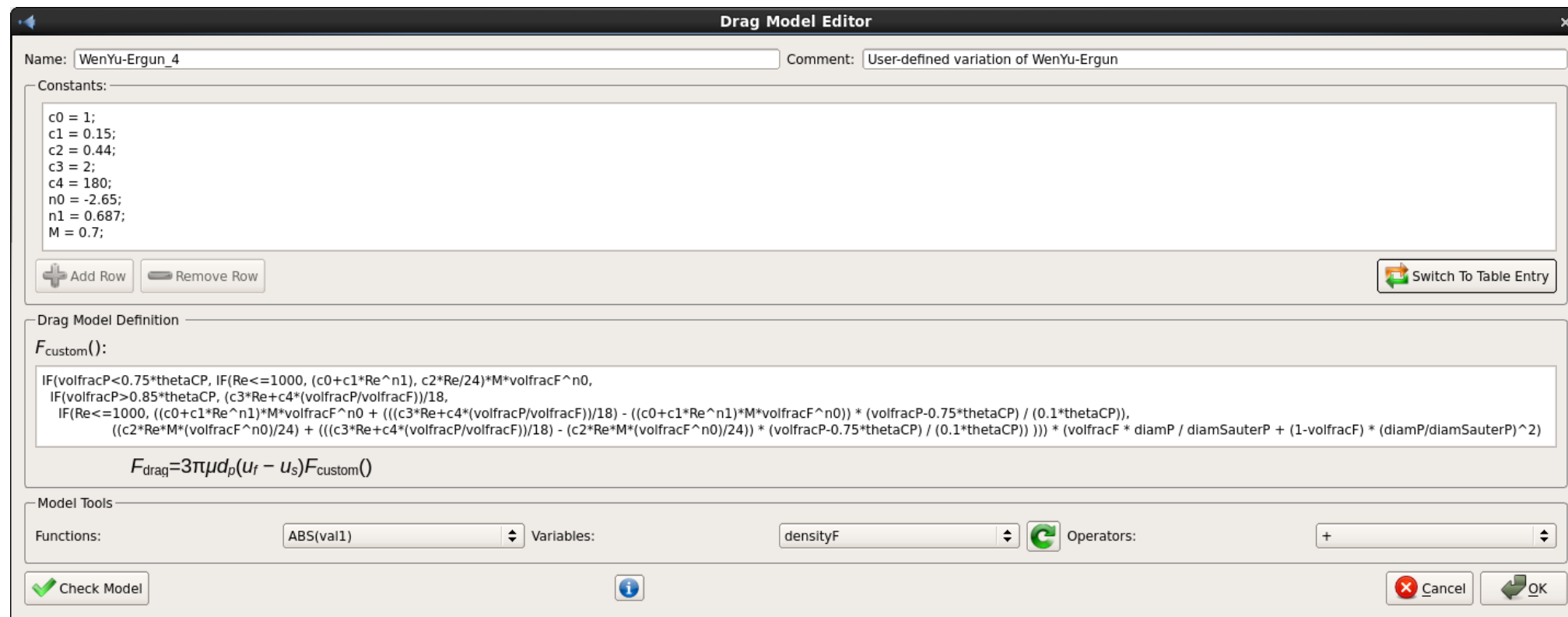
One way to confirm the initial particle mass and resolution is to look at the header section of `POPUL_0.000e+00.log`

```
POPUL_0.000e+00.log (/data1/sam.clark/2019-05-28_cfb_erosion_example/cfd_with_bc_connector) - gedit
File Edit View Search Tools Documents Help
POPUL_0.000e+00.log
#@ 22 "Number clouds in a size interval / maximum number of clouds from the size intervals" " "
#
#
# All species
# -----
# Total volume = 2.5056604e+01 m^3
# Total surface area = 9.1085085e+05 m^2
# Total mass = 6.6400000e+04 kg
# Total number particles = 1.5146215e+13
# Total number clouds = 1.9306460e+06
# Sauter mean diameter = 1.6505405e+02 micron
#
3.01314e+01 0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00
0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00 0.00000e+00
Plain Text Tab Width: 8 Ln 1, Col 1 INS
```

User-Defined Drag: The Old Way

In pre-17.4.0 releases of Barracuda:

- The Drag Model Editor did not support subexpressions
- User-defined drag models often became very long and hard to understand

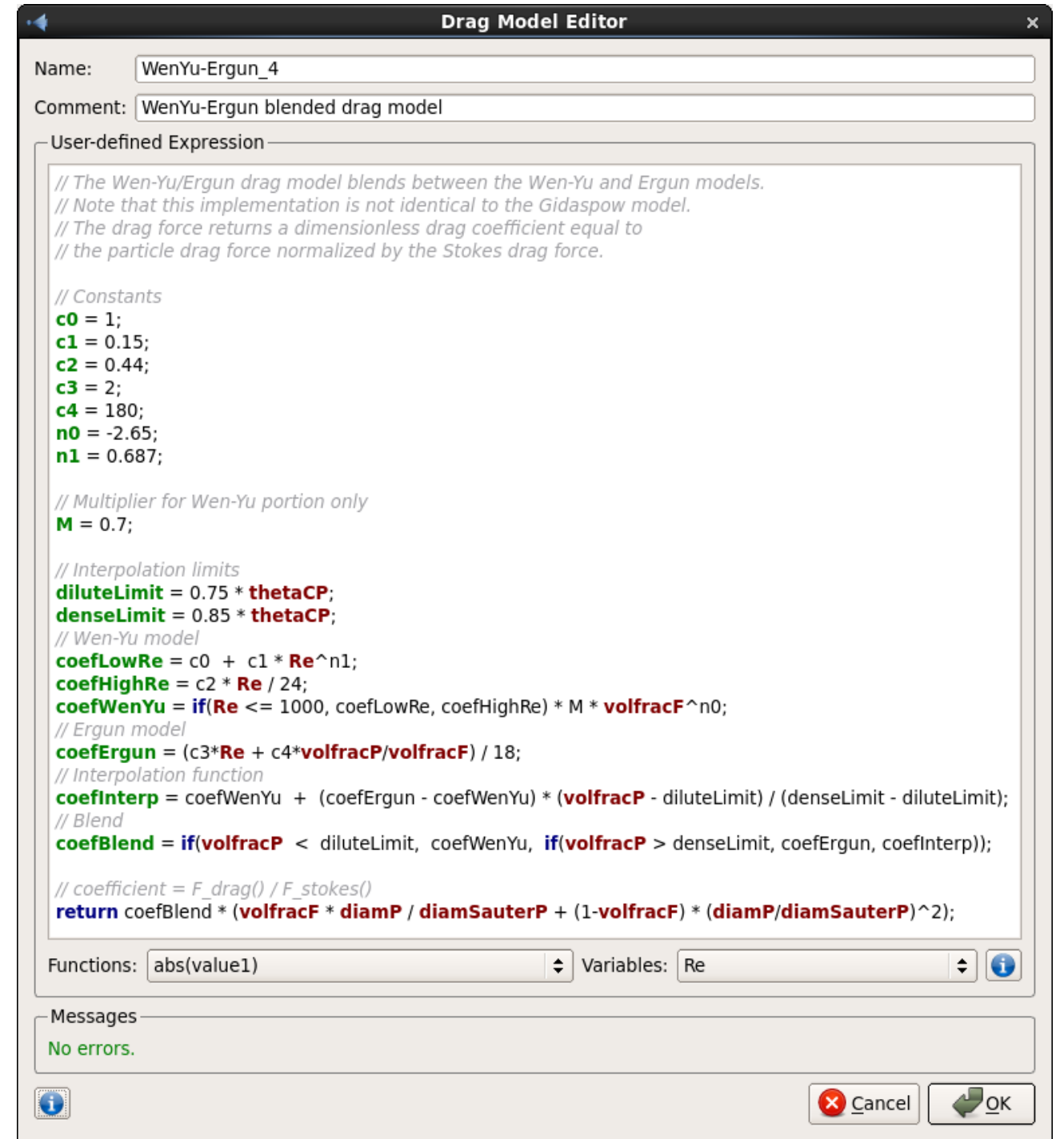


Drag Parser Improvements

Added in release 17.4.0

Drag models are much easier to define (and read) because of:

- Subexpressions
- Syntax highlighting
- Support for comments



The screenshot shows the 'Drag Model Editor' window with the following content:

Name: WenYu-Ergun_4
Comment: WenYu-Ergun blended drag model

User-defined Expression

```
// The Wen-Yu/Ergun drag model blends between the Wen-Yu and Ergun models.  
// Note that this implementation is not identical to the Gidaspow model.  
// The drag force returns a dimensionless drag coefficient equal to  
// the particle drag force normalized by the Stokes drag force.  
  
// Constants  
c0 = 1;  
c1 = 0.15;  
c2 = 0.44;  
c3 = 2;  
c4 = 180;  
n0 = -2.65;  
n1 = 0.687;  
  
// Multiplier for Wen-Yu portion only  
M = 0.7;  
  
// Interpolation limits  
diluteLimit = 0.75 * thetaCP;  
denseLimit = 0.85 * thetaCP;  
// Wen-Yu model  
coefLowRe = c0 + c1 * Re^n1;  
coefHighRe = c2 * Re / 24;  
coefWenYu = if(Re <= 1000, coefLowRe, coefHighRe) * M * volfracF^n0;  
// Ergun model  
coefErgun = (c3*Re + c4*volfracP/volfracF) / 18;  
// Interpolation function  
coefinterp = coefWenYu + (coefErgun - coefWenYu) * (volfracP - diluteLimit) / (denseLimit - diluteLimit);  
// Blend  
coefBlend = if(volfracP < diluteLimit, coefWenYu, if(volfracP > denseLimit, coefErgun, coefinterp));  
  
// coefficient = F_drag() / F_stokes()  
return coefBlend * (volfracF * diamP / diamSauterP + (1-volfracF) * (diamP/diamSauterP)^2);
```

Functions: abs(value1) Variables: Re

Messages: No errors.

Buttons: Cancel, OK

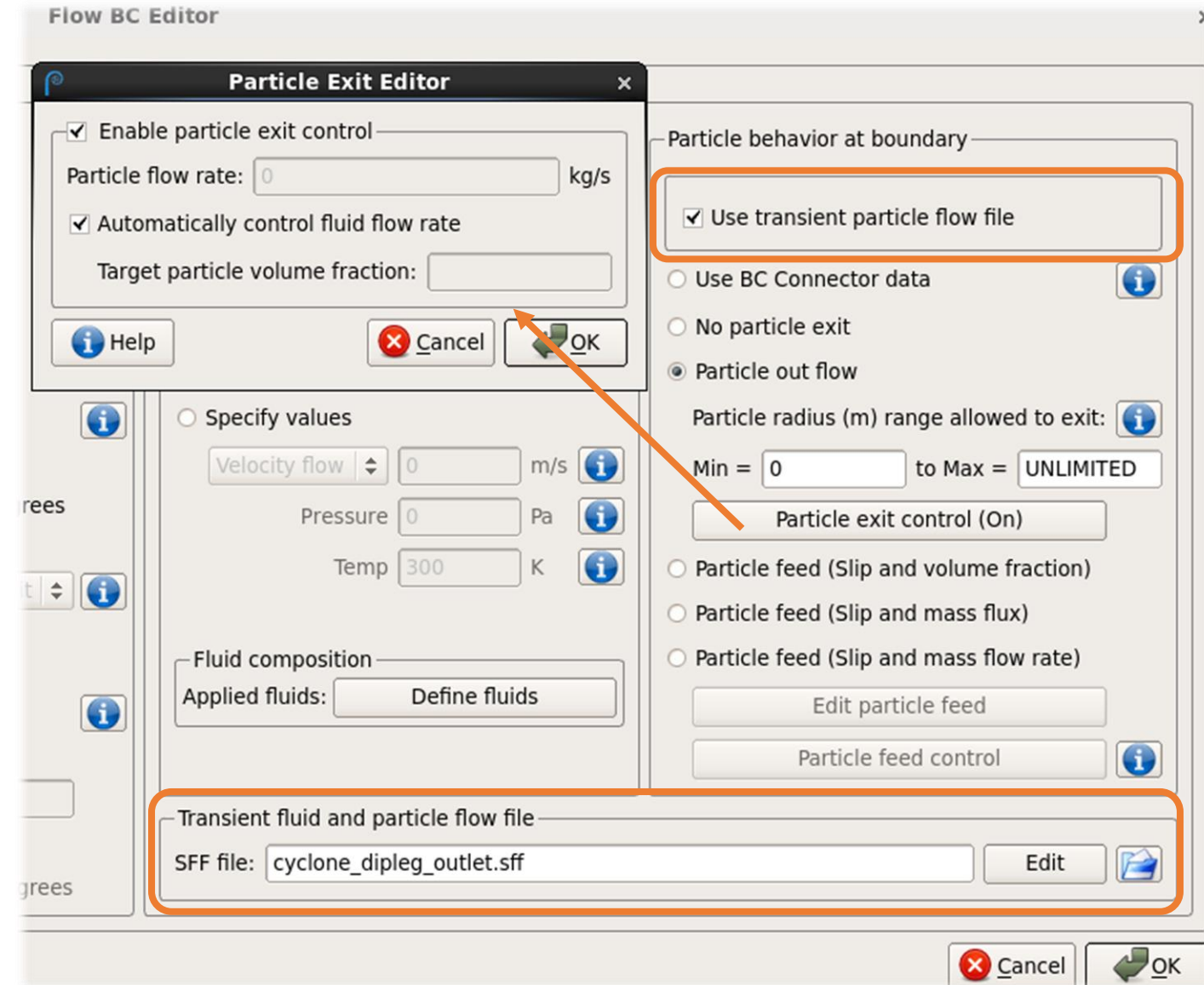
Particle Exit Flow BC

Allow up to a specified flow rate of particles to exit at a Flow BC

- Easier to control than a Pressure BC
- Specified value is a *maximum*, and particles will exit at the BC only if they are near to and traveling toward the BC face

Specify a negative particle flow rate

Always use a transient flow file!



Using Particle Exit BC at Cyclone Dipleg Exit

Particle Exit BCs are useful for a number of situations:

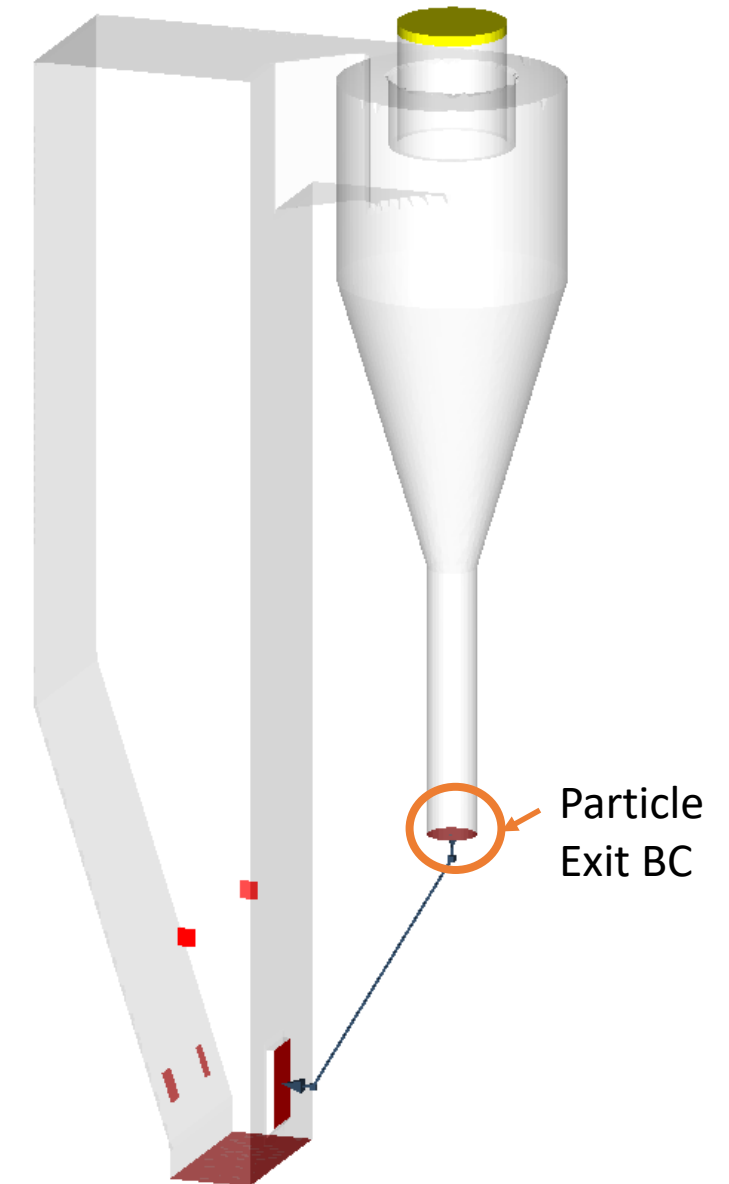
- Standpipes in large vessels
- Bed drains
- Cyclone dipleg exits

Flow Boundary Conditions Editor

	Time (s)	Velocity (m/s)	Temperature (K)	Pressure (Pa)	Particle Mass Flow Rate (kg/s)	Particle Volume Fraction
1	0	-0.1	1123.15	101175	0	0.4
2	15	-0.1	1123.15	101175	0	0.4
3	16	-0.1	1123.15	101175	-600	0.4

+ Add Row - Delete Row ✓ Check Data 📊 Graph ↻ Update Simulation ⓘ

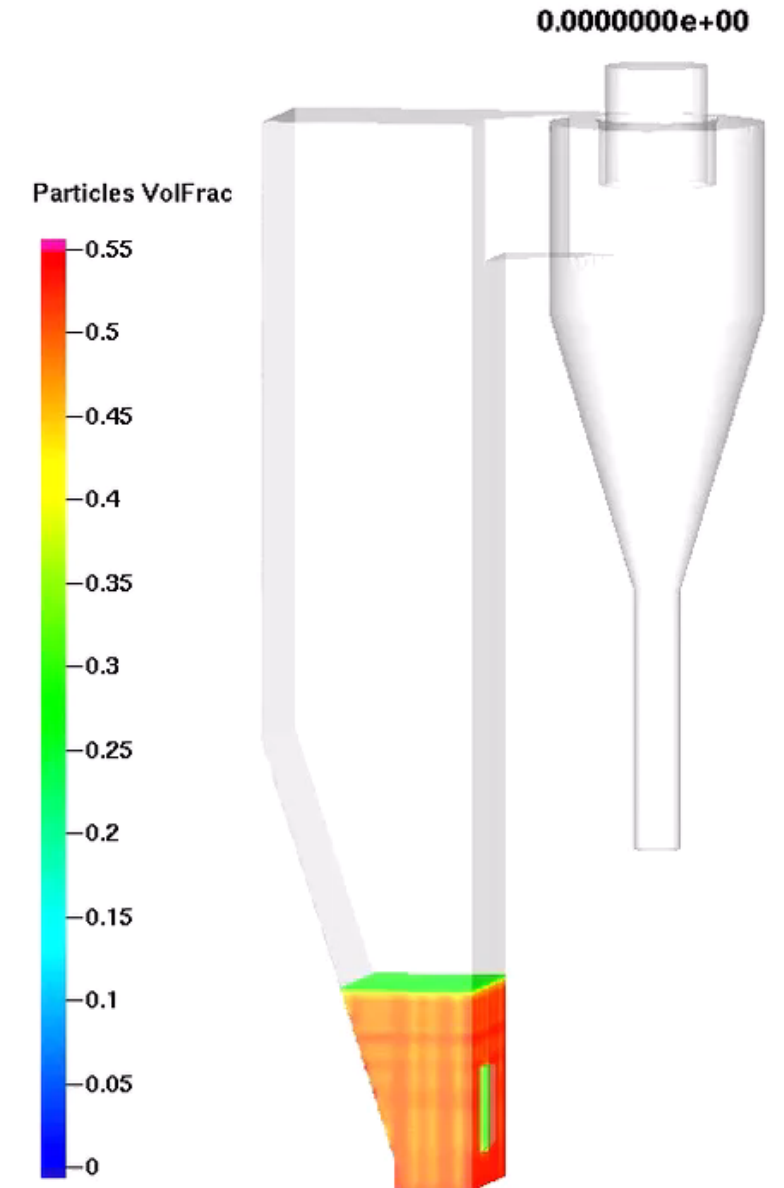
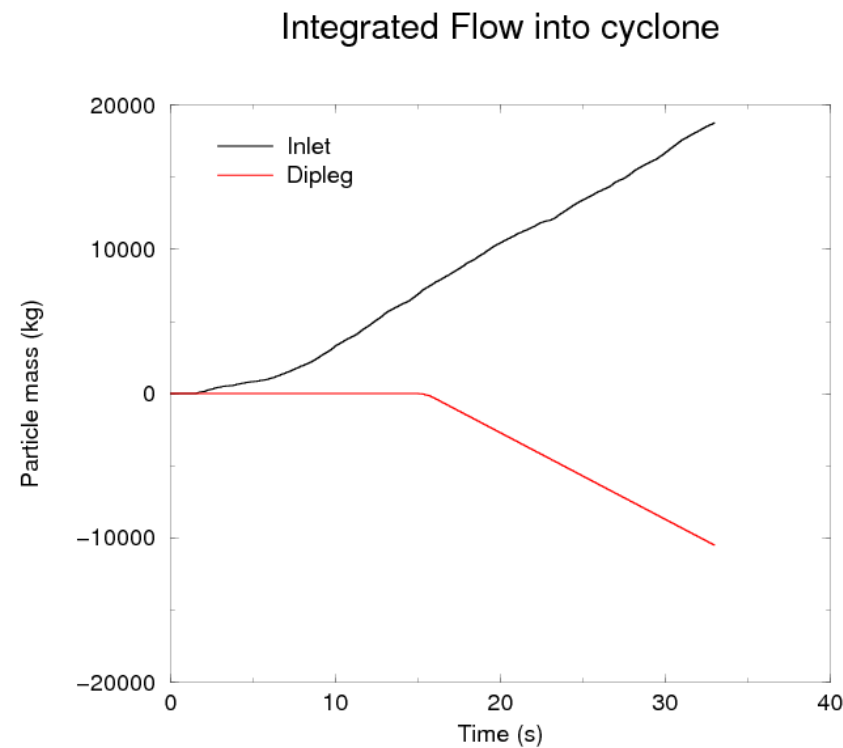
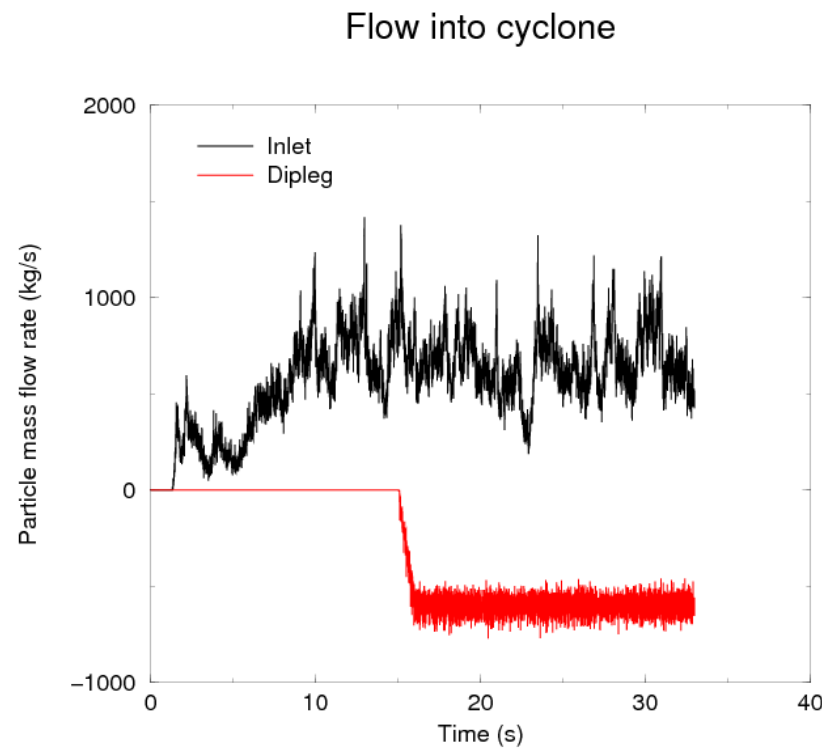
File: cyclone_dipleg_outlet.sff 💾 Save 📄 Save As ✕ Close



Particle Exit BC Post-Processing and Analysis

t = 0 to 15 s: no particle exit at cyclone dipleg

t = 16+ s: particles exit at 600 kg/s



BC Connectors: Heating / Cooling Rate

Added in release 17.2.0

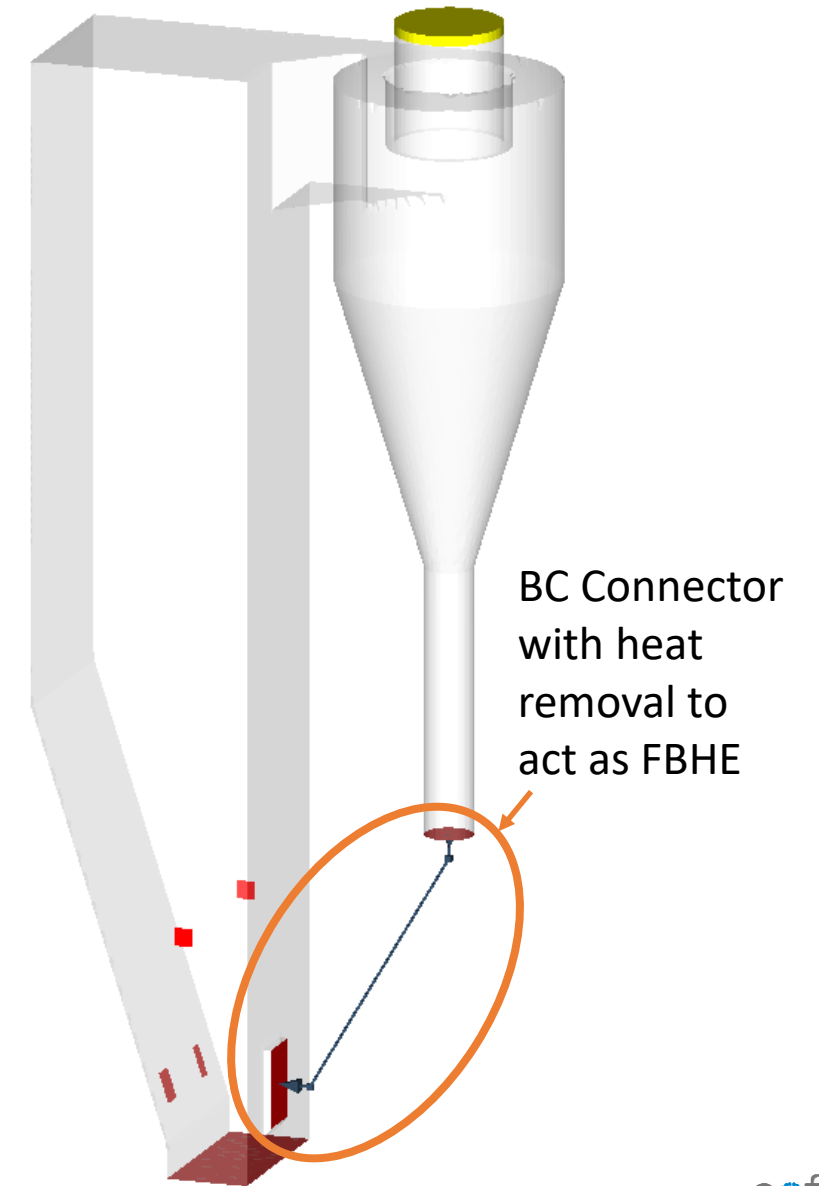
BC Connectors can add or remove heat from gas and particles

Industrial applications:

- FCCU Catalyst Coolers
- Fluidized Bed Heat Exchangers (FBHEs)

Sign convention:

- Positive = heat added to gas and particles
- Negative = heat removed from gas and particles



Specifying BC Connection Heating / Cooling Rate

The image shows two overlapping windows from the Barracuda Virtual Reactor software. The main window is the "BC Connector Editor" and the smaller window in the foreground is the "BC Connection Heating / Cooling Rate Editor".

BC Connector Editor:

- Enabled:**
- BC Connection Input from Domain (outlet BCs):**

ID	Flux plane name	BC type	Particle split fa
000	FLUXBC_cyclone_dipleg_outlet	Flow BC	1
- BC Connector Properties:**
 - Name: CONN_fbhe
 - Comment: Fluidized bed heat exchanger
 - Time delay: 0 s
 - Reset particle residence time
 - Draw connectors for post-processing
 - Fluid Filter (Scale)
 - Particle Filter (Random)
- Thermal Control:**
 - Transient heating/cooling rate:
 - heat_transfer_rate.sff (with Edit and folder icons)
 - Fixed heating/cooling rate:
 - Heating / Cooling Rate: 100 J / s
 - Minimum Temperature: 100 K
 - Maximum Temperature: 6000 K
 - Direct temperature adjustment:
 - Fluid temperature control: Scale
 - Fluid temperature factor: 1
 - Particle temperature control: Scale
 - Particle temperature factor: 1
- BC Connection Output to Domain (inlet BCs):**

ID	Flux plane name	BC type	U
000	FLUXBC_fbhe_particle_return	Flow BC	oi

BC Connection Heating / Cooling Rate Editor:

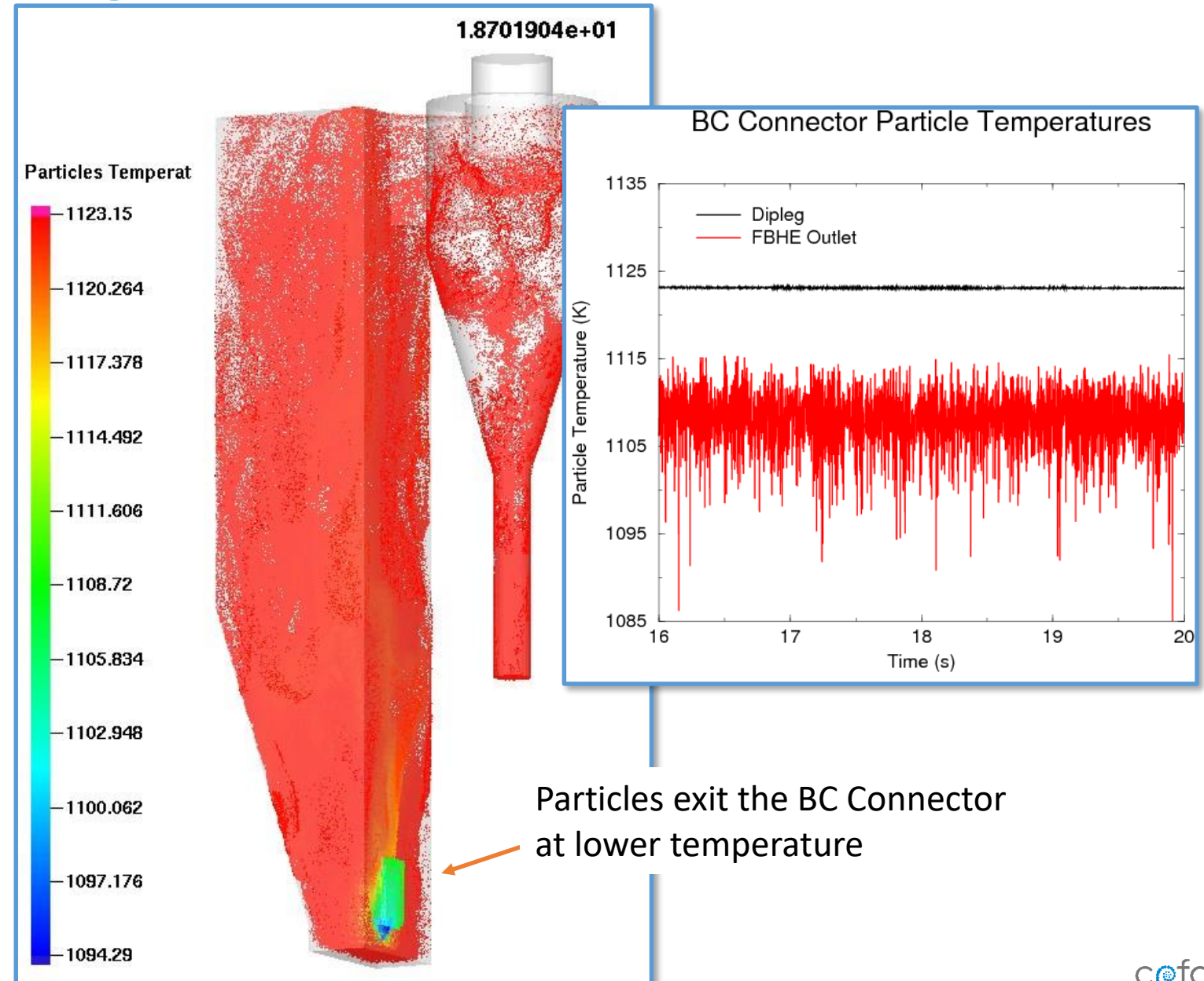
	Time (s)	Heating / Cooling Rate (J/s)	Minimum Temperature (K)	Maximum Temperature (K)
1	0	-10000	300	2000
2				

Buttons: Add Row, Delete Row, Check Data, Graph, Update Simulation, Save, Save As, Close. File: fbhe_heat_transfer_rate.sff

Heat Removal Post-Processing and Analysis

Heat addition or removal from the BC Connector can be analyzed in several ways

- GMV can be used to visually confirm temperature increases or decreases
- Raw particle data from the BC flux planes contains temperature data for every particle passing through



New Features for Internal Flux Planes

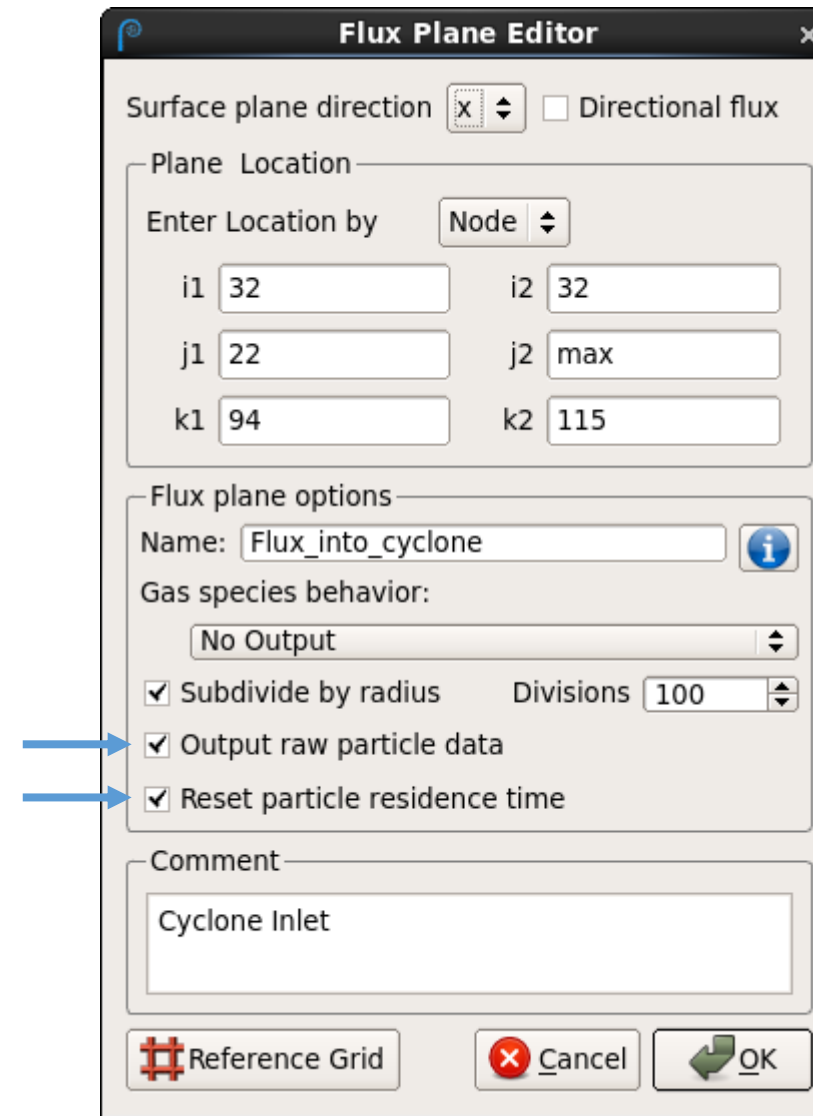
Added in release 17.4.0

Output raw particle data

- Allows for very detailed analysis of particles crossing flux plane
- Previously available only for BC flux planes

Reset particle residence time

- Useful for tracking time for particles to travel or circulate through a system



Options for Calculating PSD at Internal Flux Planes

“Subdivide by Radius”

- Can analyze data using [Flux2PSD.tcl](#)
- Must choose number of uniform bins at beginning of simulation
- Data is written every time-step, whether particles pass through flux plane or not – can result in large flux plane files

“Output raw particle data”

- Cannot analyze data using Flux2PSD.tcl
- Can choose any number of uniform or non-uniform bins when analyzing data
- Data is written for each particle that passes through the flux plane – can result in flux plane files that are either smaller or larger than “Subdivide by Radius”, depending on how many particles pass through the flux plane.

Calculating PSD of Sand Particles using Python

```
In [1]: %matplotlib inline
from __future__ import print_function
from __future__ import division
import matplotlib.pyplot as plt
import numpy as np
```

```
In [2]: # Function to calculate PSD from Barracuda raw particle data
#
# Inputs:
#   massArray = numpy array containing particle cloud mass data
#   diameterArray = numpy array containing particle diameter data
#   numBins (optional) = integer number of bins to use for PSD calculation (default = 100)
#
# Outputs:
#   cumulativeMassPercent = numpy array containing cumulative mass percent
#   diameterEdges = edges of diameter bins, ranging from min to max diameter
#
def calculatePSD(massArray, diameterArray, numBins=100):
    massFractions, diameterEdges = np.histogram(diameterArray, bins=numBins, weights=massArray)
    massCumulative = np.cumsum(massFractions)
    massCumulative = np.insert(massCumulative, 0, 0)
    maxMass = np.amax(massCumulative)
    cumulativeMassPercent = massCumulative * 100 / maxMass

    return cumulativeMassPercent, diameterEdges
```

Read Data from the Internal Flux Plane Raw Data File

```
In [3]: # Raw particle data at flux plane

f = 'Flux_into_cyclone_raw_particle'
#@  1  "Time"                                "s"
#@  2  "Unique particle ID"                  ""
#@  3  "Particle cloud mass"                 "kg"
#@  4  "Particle radius"                     "micron"
#@  5  "Particle density"                    "kg/m^3"
#@  6  "Number of particles in cloud"        ""
#@  7  "Residence time (on)"                 "s"
#@  8  "Species"                             ""
#@  ... and more lines ...

tCol = 1
pidCol = 2
massCol = 3
radiusCol = 4
resTimeCol = 7
speciesCol = 8

# Read data into arrays using the genfromtxt() function
t, pid, mass, radius, resTime, species = np.genfromtxt(f,
                                                       usecols=(tCol-1,
                                                                pidCol-1,
                                                                massCol-1,
                                                                radiusCol-1,
                                                                resTimeCol-1,
                                                                speciesCol-1),
                                                       unpack=True, skip_footer=1)

# Convert radius to diameter
diameter = radius * 2
```

Use the PSD Function and Create a Plot

```
In [4]: # Calculate and plot the PSD of sand particles passing through the internal flux plane
# Sand is species 1 in this simulation

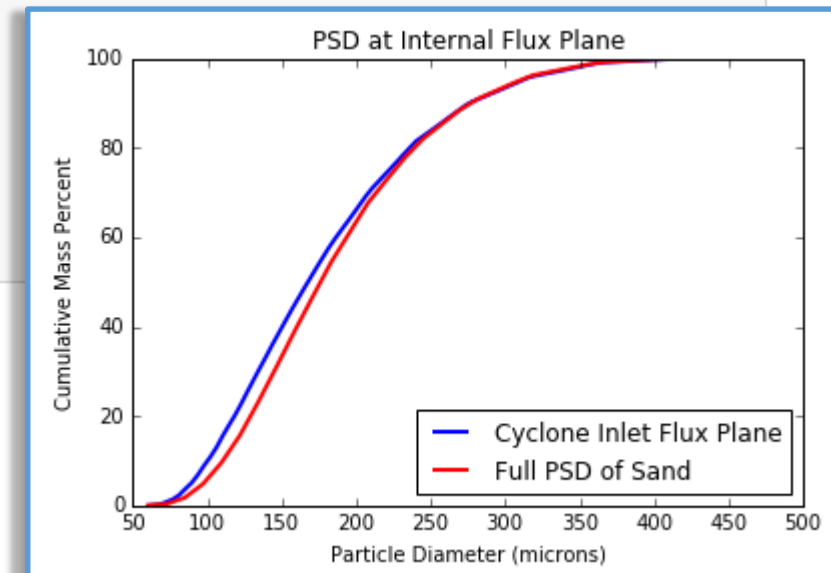
# Initialize the figure and axes
fig, ax = plt.subplots()

# Analyze the data for species 1 from the raw particle file
myFilter = (species == 1)
psdMass, psdDiameter = calculatePSD(mass[myFilter], diameter[myFilter])
ax.plot(psdDiameter, psdMass, linewidth=2, label='Cyclone Inlet Flux Plane')

# For comparison, let's also plot the PSD from the initial sand
radius, cumulativeMassFraction = np.genfromtxt('POPUL_01_0.000e+00.log', usecols=(0,1), unpack=True)
ax.plot(radius * 2, cumulativeMassFraction * 100, color='red', linewidth=2, label='Full PSD of Sand')

ax.set_title('PSD at Internal Flux Plane')
ax.set_xlabel('Particle Diameter (microns)')
ax.set_ylabel('Cumulative Mass Percent')
ax.legend(loc='best')

p = 'psd_of_sand_at_internal_flux_plane'
fig.savefig(p + '.png', format='png')
fig.savefig(p + '.pdf', format='pdf')
```



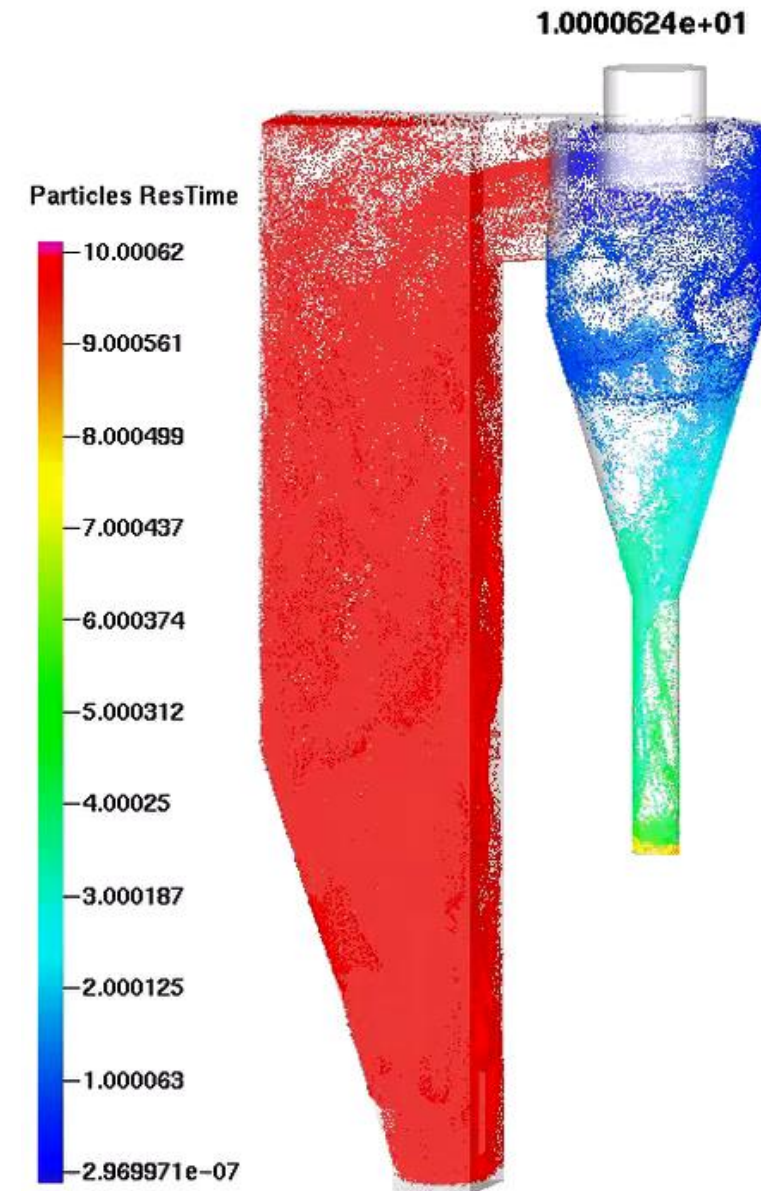
Resetting Particle Residence Time at Internal Flux Planes

Useful for calculating:

- Circulation time in looping systems
- Travel time between two specific planes of interest

Most useful when also selecting “Output raw particle data” at flux planes

Current example: particle residence time is reset to zero as particles cross cyclone inlet flux plane



Exploring Particle Circulation Time Data with print()

```
In [5]: # Identify particles that have passed through the flux plane multiple times
u, indices, counts = np.unique(pid, return_index=True, return_counts=True)
print("Total number of entries in flux plane raw particle data: ", len(pid))
print("Number of unique particles that have passed through plane:", len(np.unique(pid)))
print("Maximum number of times any particle has passed through: ", np.amax(counts))
print("Number of particles that have passed through \"max\" times: ", len(u[(counts == np.amax(counts))]))
```

```
Total number of entries in flux plane raw particle data: 1549401
Number of unique particles that have passed through plane: 1178418
Maximum number of times any particle has passed through: 5
Number of particles that have passed through "max" times: 61
```

```
In [6]: # Look at some detailed data for a specific particle
myPID = u[(counts == np.amax(counts))][0]
print("PID of first particle in list of those with \"max\" times: ", myPID)
print("Times at which this particle passed through flux plane: ", t[(pid == myPID)])
print("Circulation times between each pass through flux plane: ", t[(pid == myPID)][1:]-t[(pid == myPID)][:-1])
print("Average circulation time for this particle (s): ", np.mean(t[(pid == myPID)][1:]-t[(pid == myPID)][:-1]))
```

```
PID of first particle in list of those with "max" times: 20357.0
Times at which this particle passed through flux plane: [ 3.981584 25.5759 45.69334 59.48454 78.25766 ]
Circulation times between each pass through flux plane: [ 21.594316 20.11744 13.7912 18.77312 ]
Average circulation time for this particle (s): 18.569019
```

Plotting Particle Circulation Time Distribution

```
In [7]: # Calculate and plot distribution of circulation times for particles that have passed through
# the cyclone inlet flux plane at least four times.
pidList = u[(counts >= 4)]
print("Number of particles that have passed through at least 4 times:", len(pidList))

# Create an array to hold circulation time values
dtList = np.array([])

for myPID in pidList:
    tList = t[(pid == myPID)]
    myDtList = tList[1:] - tList[:-1]
    dtList = np.append(dtList, myDtList)

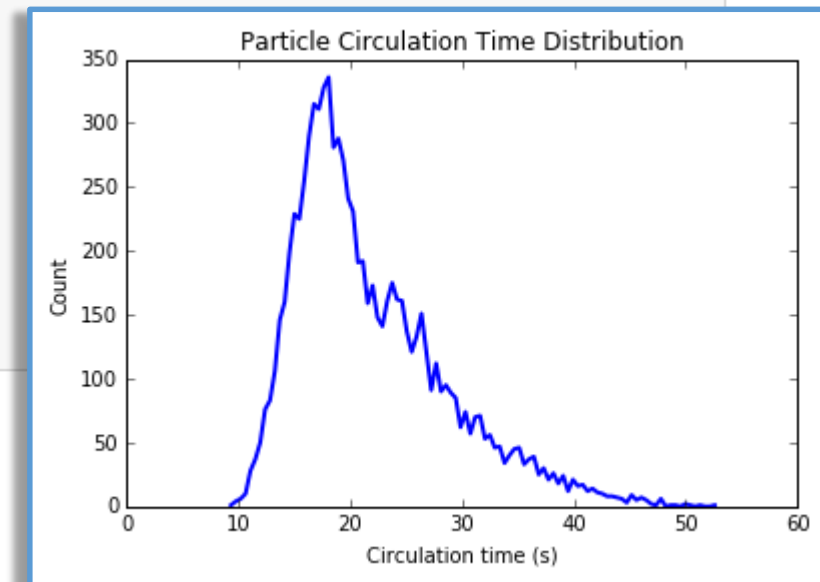
print("Number of dt values collected:", len(dtList))

# Use numpy's histogram function to evaluate the distribution of circulation times
hist, bin_edges = np.histogram(dtList, bins=100)
bin_centers = (bin_edges[1:] + bin_edges[:-1]) / 2

fig, ax = plt.subplots()
ax.plot(bin_centers, hist, linewidth=2)
ax.set_title('Particle Circulation Time Distribution')
ax.set_xlabel('Circulation time (s)')
ax.set_ylabel('Count')

p = 'circulation_time_distribution'
fig.savefig(p + '.png', format='png')
fig.savefig(p + '.pdf', format='pdf')
```

Number of particles that have passed through at least 4 times: 2825
Number of dt values collected: 8536



Using Isovolumes to Analyze Wear on Wall Surfaces

The Wall Erosion model must be enabled in order to get this data

Model settings:

- Angle dependence (for more info, see [How do I set wall erosion parameters for my unit?](#))
- Mass exponent
- Velocity exponent

The “Impact” variable in GMV indicates erosion potential on walls

The screenshot shows the Barracuda Virtual Reactor software interface. The Project Tree on the left lists various model settings, with 'Wall Erosion' selected. The main window displays the 'Wall Erosion' settings, including a graph of Angle Weight vs sin theta and a table of parameters.

Graph input:

Angle Weight	sin theta
0.0	0.0
0.2	0.2
0.4	0.4
0.6	0.6
0.8	0.8
1.0	1.0

Text input:

θ	sin θ	Angle Weight
0.0°	0.0	0.3
5.7°	0.1	0.35
11.5°	0.2	0.4
17.5°	0.3	0.5
23.6°	0.4	0.6
30.0°	0.5	0.7
36.9°	0.6	0.8
44.4°	0.7	0.9
53.1°	0.8	0.95
64.2°	0.9	1
90.0°	1.0	1

Wear model parameters:

Start calculating wear at time: 20 s

Wear Exponents:

$$m^1 \times u^{3.5}$$

Mass exponent: 1 Velocity exponent: 3.5

Minimum Limit:

Limit value: 0

Notes:

θ is the angle between the particle vector and wall tangent, i.e.:
normal: θ=90°
tangent: θ=0°

Angle weight is a coefficient of the impact (wear) as a function of θ.

Creating an Isovolume

Use a “View Particle Data” GMV shortcut

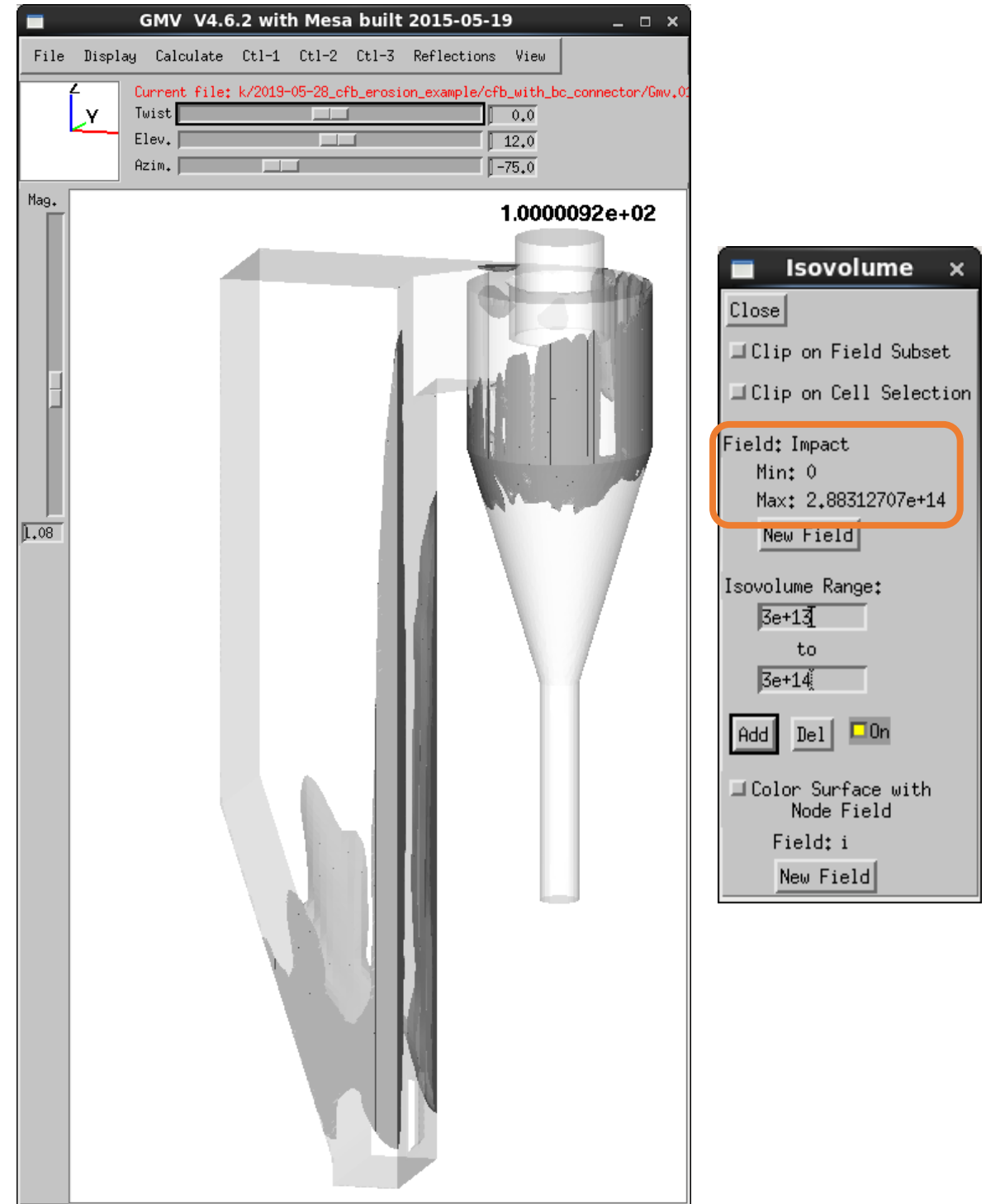
- Easy way to get transparent geometry

Turn off the particles

- Display → Particles → None → Apply

Create an isovolume

- Calculate → Isovolume
- New Field → Impact
- Set an “Isovolume Range”
 - Try Max/10 to Max as a first guess



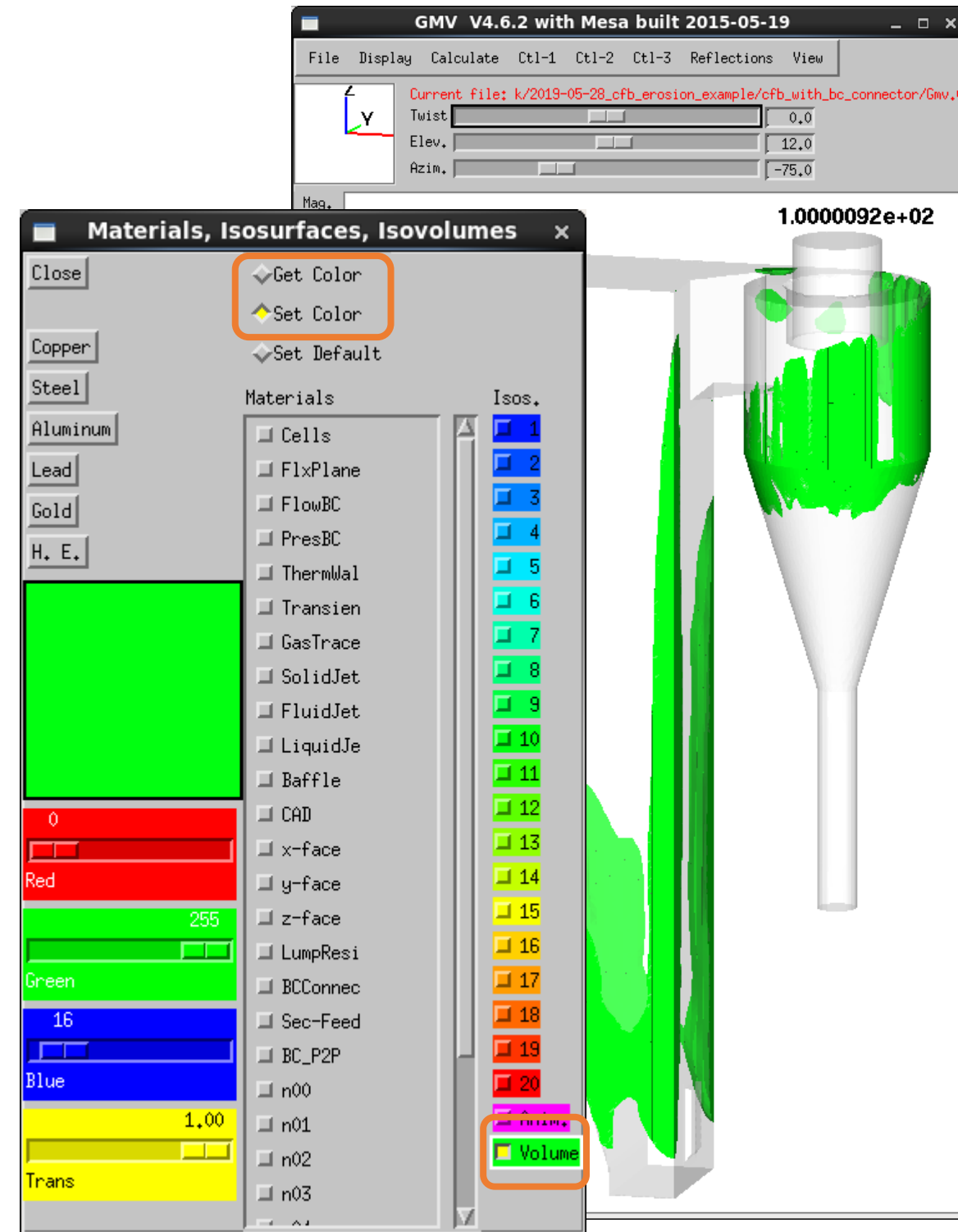
Set Isovolume Color

Isovolumes can be colored by:

- Node Field: this can sometimes be useful, but keep in mind you only see colors on the outer surface of the isovolume
- Constant color: this option removes the need for a colorbar and can be simpler to understand and explain

To set a constant color:

- Ctl1 → Coloredit → Materials...
- Get Color → Choose a color from “Isos.”
- Set Color → Click “Volume”



Explore “Min” Value Settings

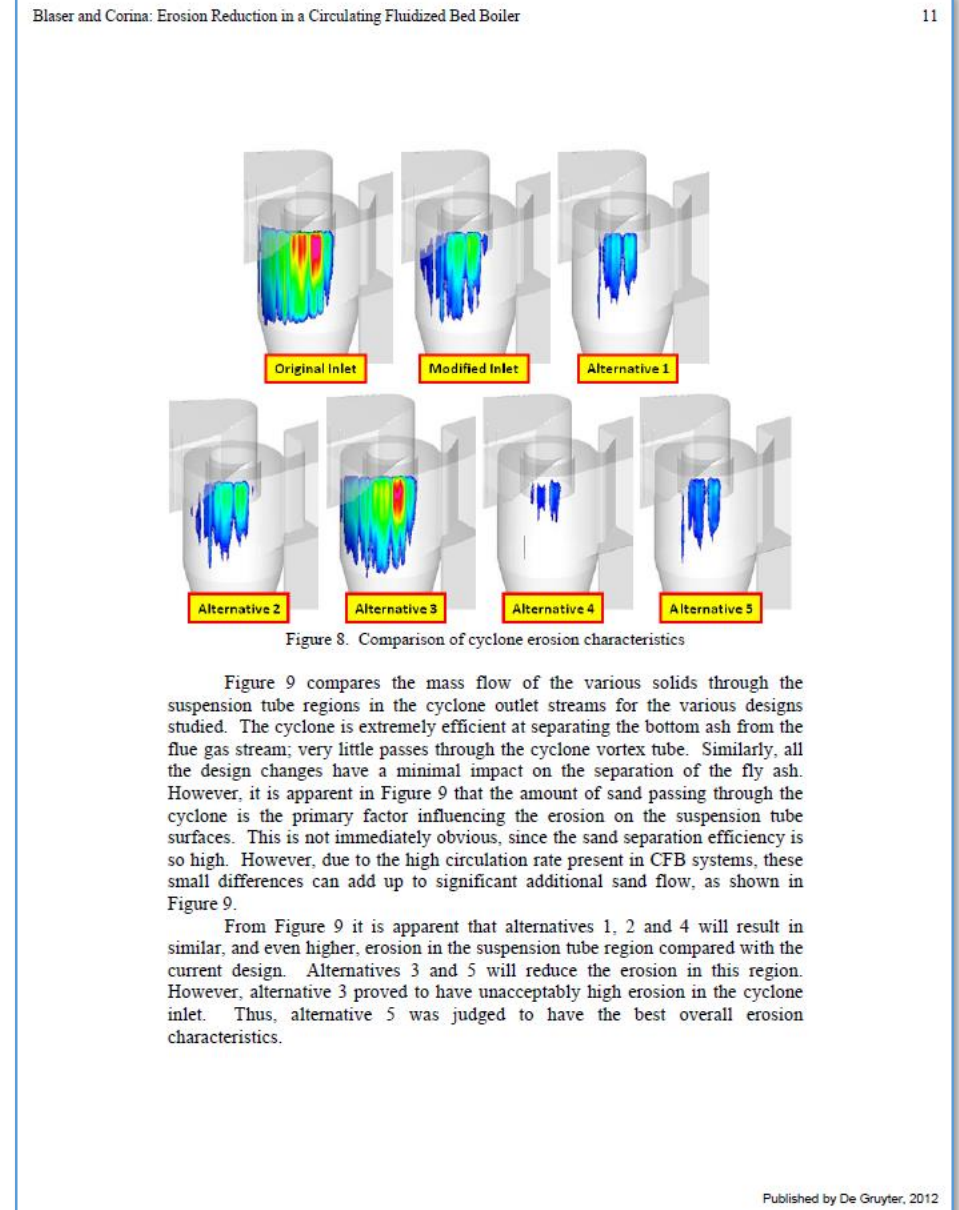
Adjust the “Min” value for the Isovolume Range

- Focus on the region of interest for wall erosion
- A low “Min” value will make the isovolume larger
- A high “Min” value will make the isovolume smaller

What range of values shows useful information?

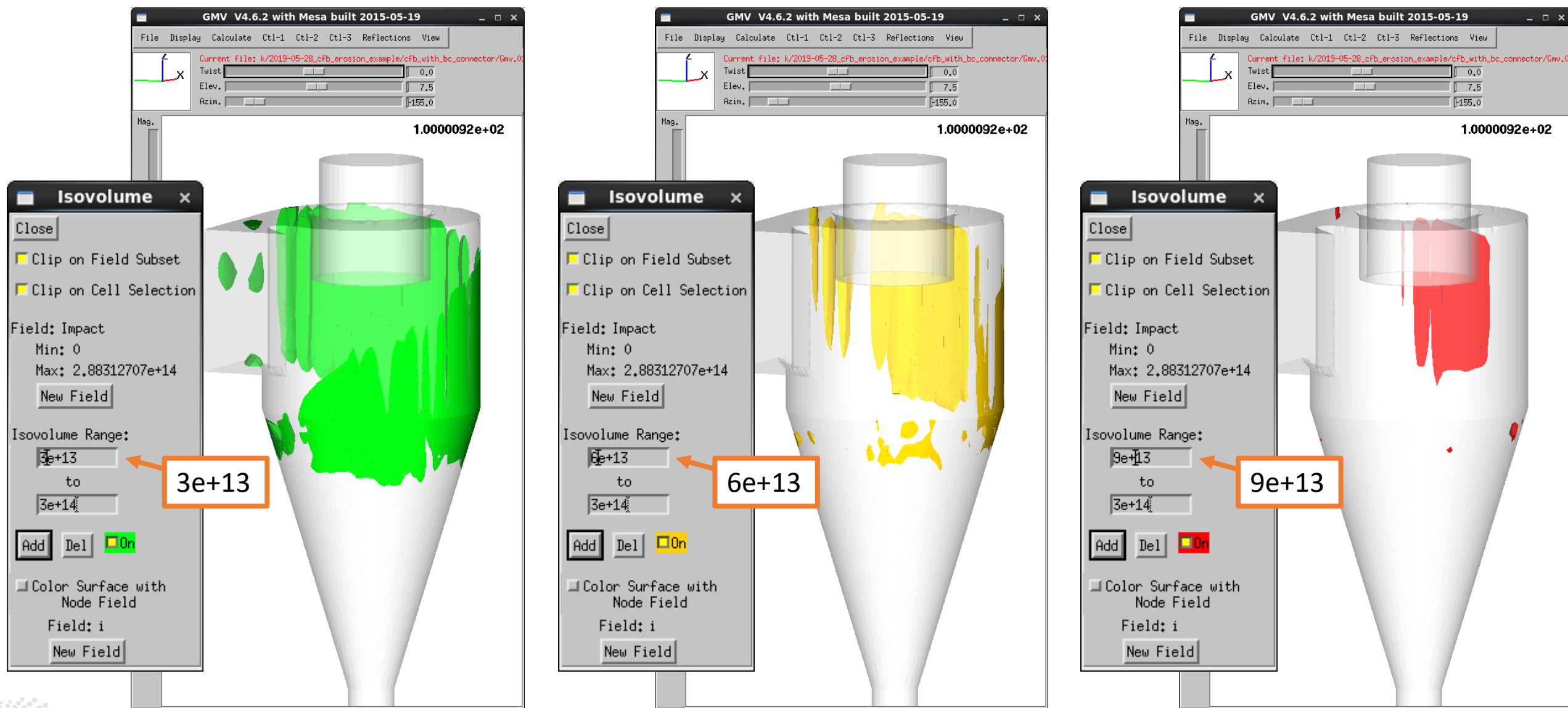
When comparing multiple cases, open them side-by-side and explore the “Min” value across all cases simultaneously

- The wall erosion model is most useful when comparing several cases / design choices



Blaser & Corina, IJCRE 2012 Volume 10, A51

Choose Low, Medium, and High Values for "Min"



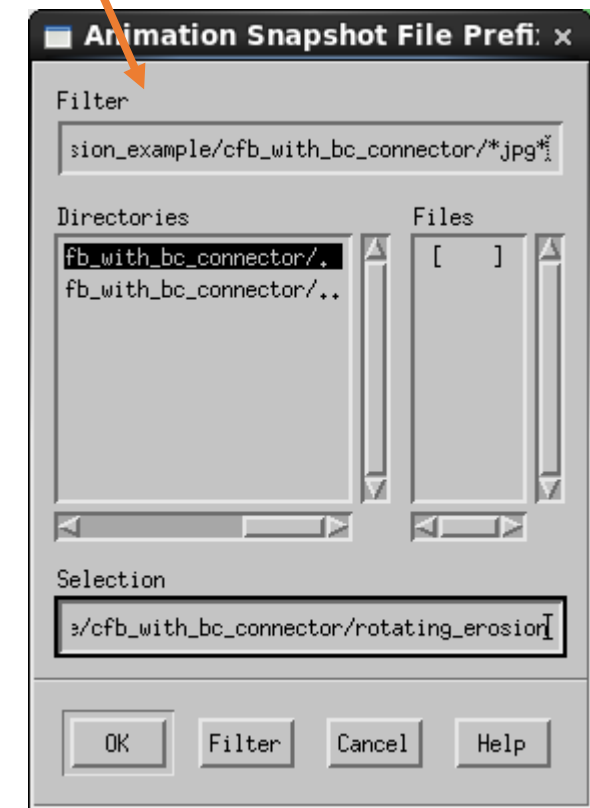
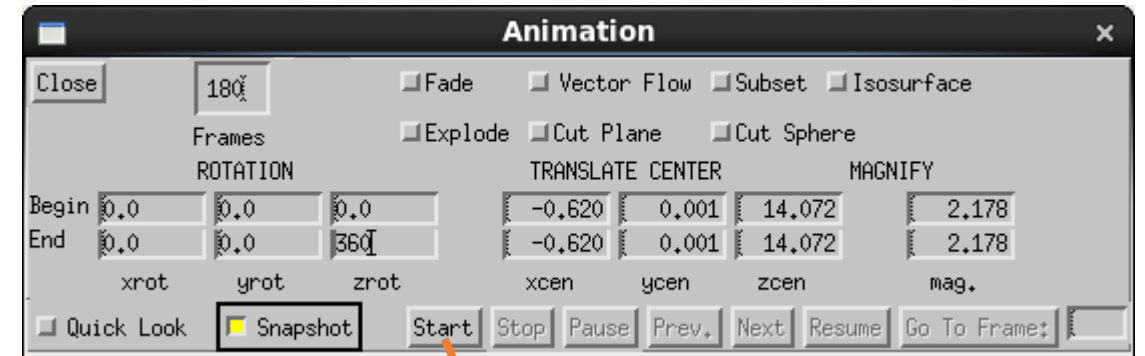
Create a Rotating View Showing Wall Erosion

Useful for showing the 3D position of erosion

Use GMV's "Animation" feature

- Ctl1 → Animation → Rotation
- Select the "Snapshot" option
- Create frames using "Start" button
- Specify the desired image prefix
- Combine frames with jpg2mpg or jpg2mp4

```
jpg2mpg rotating_erosion*.jpg -o rotating_movie.mpg  
jpg2mp4 rotating_erosion*.jpg -o rotating_movie.mp4
```



Rotating Erosion Animation

Options to enhance erosion movie:

- MULTIFRAME.tcl with multiple erosion “Min” values (Low, Medium, High)
- ADDLOGO.tcl to stamp your company’s logo onto the movie
- See Barracuda post-processing training material for the Wednesday gasifier, which discusses these topics

