

Many-Particle Simulations using the Fast Boundary Method

NSF EAR 0911094 and EAR 1215800

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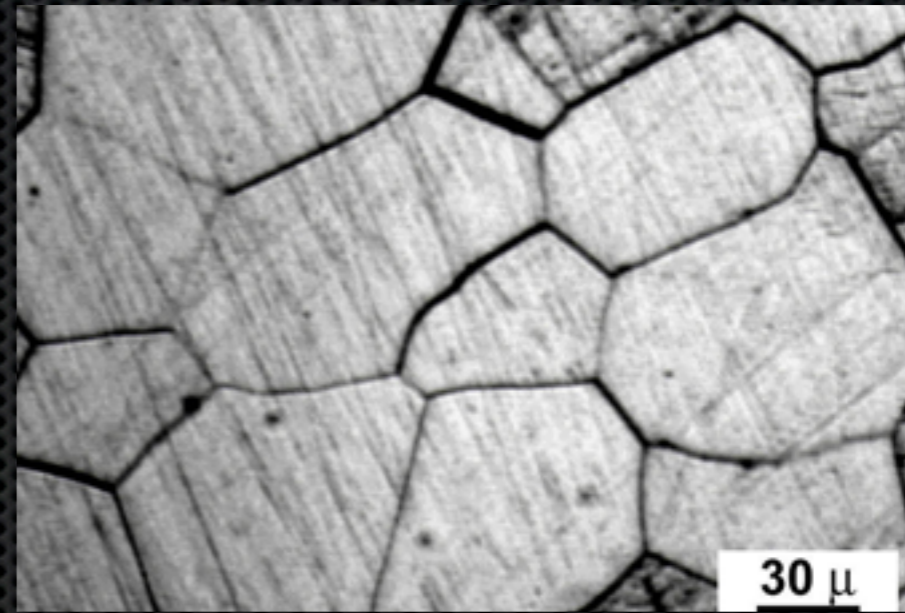
Overview

- ✦ Introduction to Stokes Flow and Boundary Methods.
- ✦ Computational Difficulties and Acceleration Techniques.
- ✦ Analysis and Implementation Details.
- ✦ Overview of Application Areas.

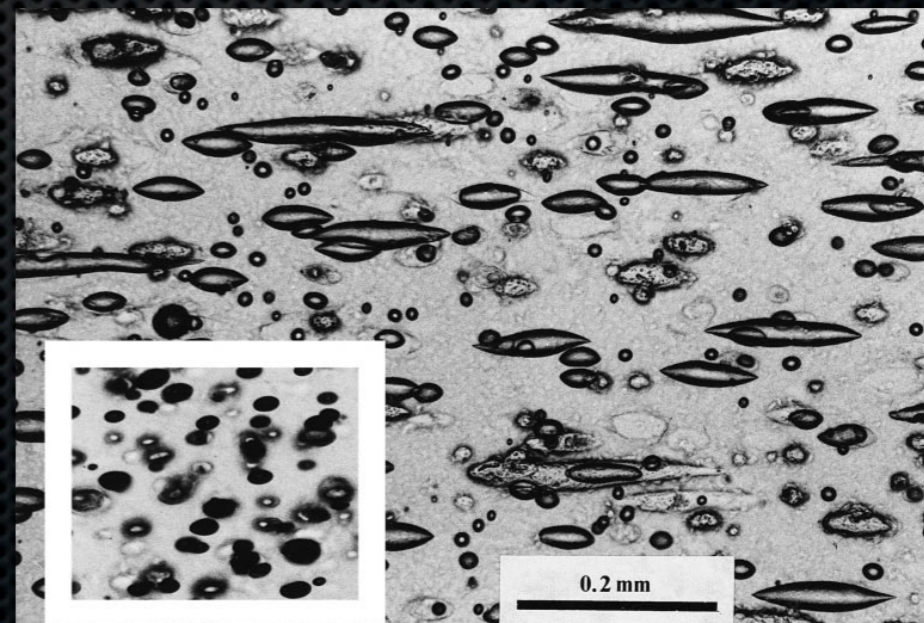
Geophysical Applications

Geophysical Applications

- Micro-scale simulation:
 - Heterogenous flows.
 - Exploring the evolution at the Core-Mantle Boundary.
- Anisotropic grain-grain stresses.
- Large viscous flows (volcanic flows).
- Binary fluid separation.



Crystal Grain Structure [Edward Pleshakov, Wikimedia 2008]

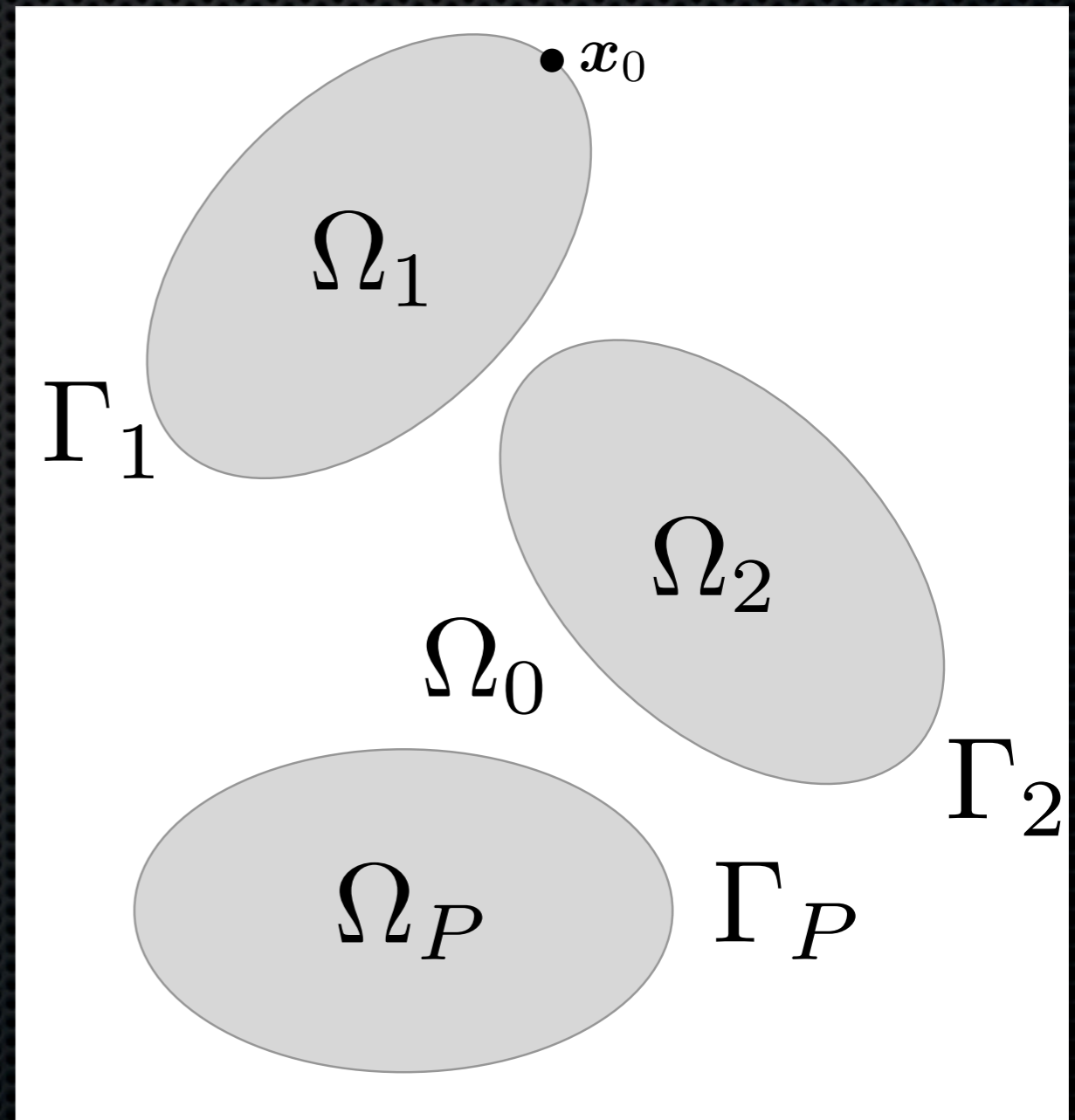


Micro bubbles Map of ULVZs [Manga et al. 1998]

The Physical Problem

$$-\nabla P + \mu \nabla^2 \mathbf{u} + \rho \mathbf{b} = 0$$

- Each domain may have different physical properties.
- Explicitly track boundary nodes during creeping flows.
- Possibility for unbounded domains.



Governing Equation

- The Stokes Boundary Integral Equation (BIE) for multiple domains [Pozrikidis 2001].

$$\frac{1 + \lambda_q}{2} u_j(\mathbf{x}) = u_j^\infty(\mathbf{x}_0) - \sum_{p=1}^P \frac{1}{4\pi Ca} \int_{\Gamma_p} \Delta f_i^{(p)}(\mathbf{x}) U_{ij}(\mathbf{x}, \mathbf{x}_0) d\Gamma_m(\mathbf{x}) \\ + \sum_{p=1}^P \frac{1 - \lambda_p}{4\pi} \int_{\Gamma_p} u_i(\mathbf{x}) T_{ijk}(\mathbf{x}, \mathbf{x}_0) \hat{n}_k(\mathbf{x}) d\Gamma_p(\mathbf{x})$$

- The dimensionless parameters:

$$Ca = \frac{\mu_m u_c}{\gamma_c} \qquad \lambda_p = \frac{\mu_p}{\mu_m}$$

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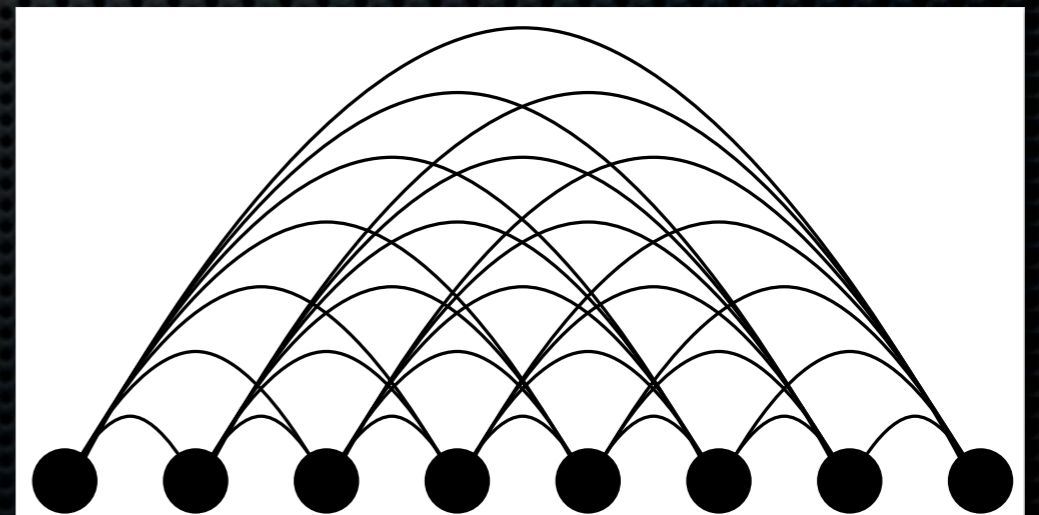
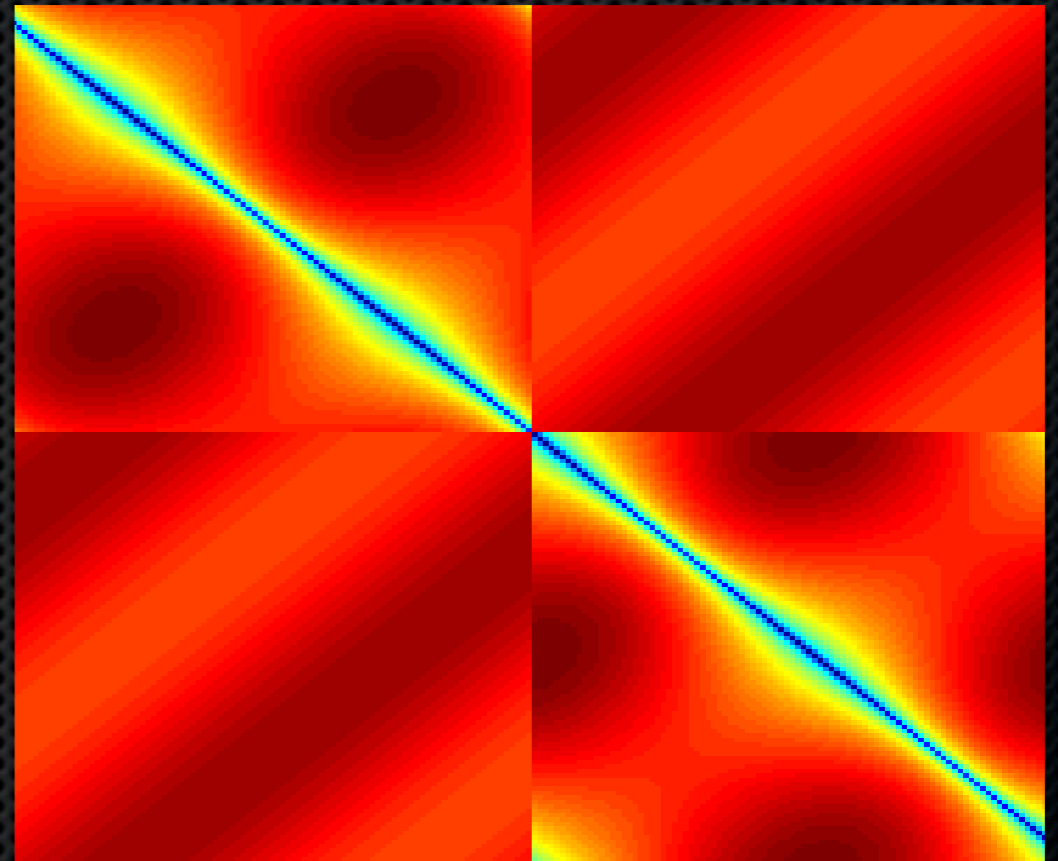
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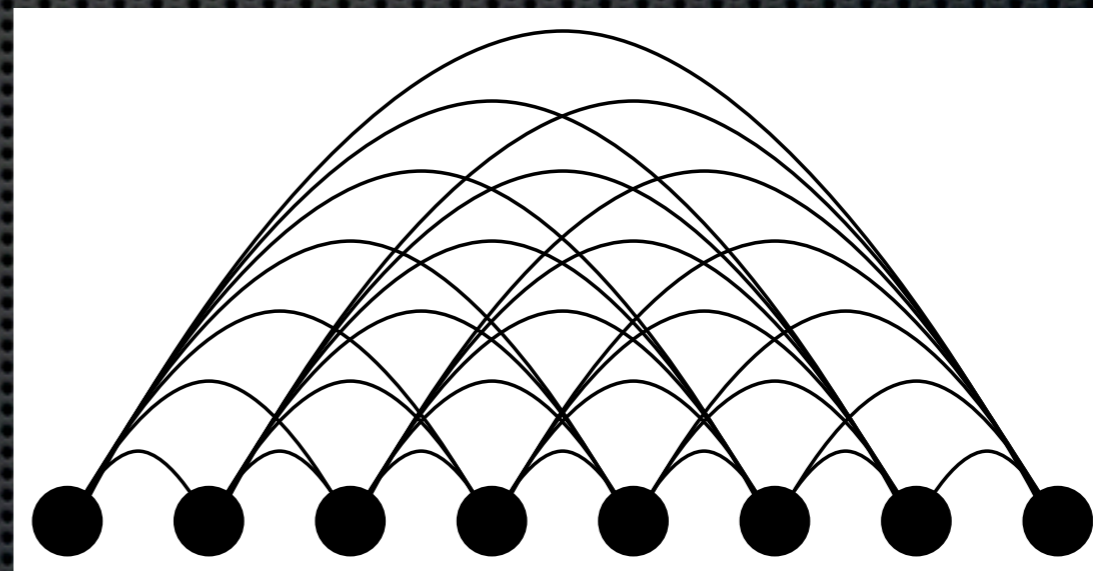
$$\lambda_p = \frac{\mu_p}{\mu_m}$$

Direct Computation

- ✦ Collocation Method.
- ✦ Generally **dense** and asymmetric.
- ✦ Kernel functions have infinite support.
- ✦ Limits size of problem.
(32,768 nodes is 1GB matrix).



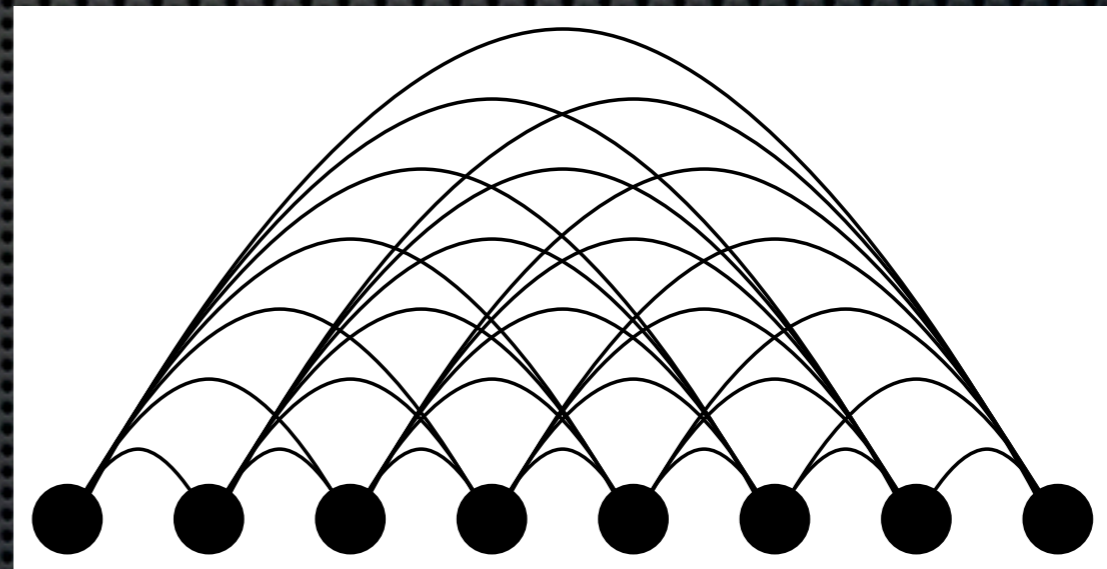
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Direct Method

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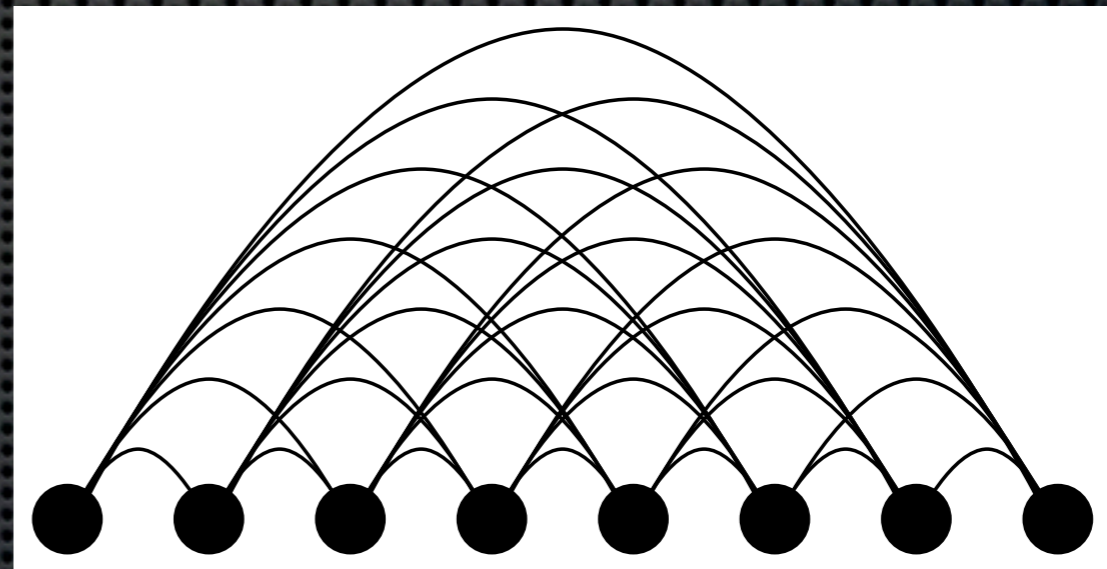
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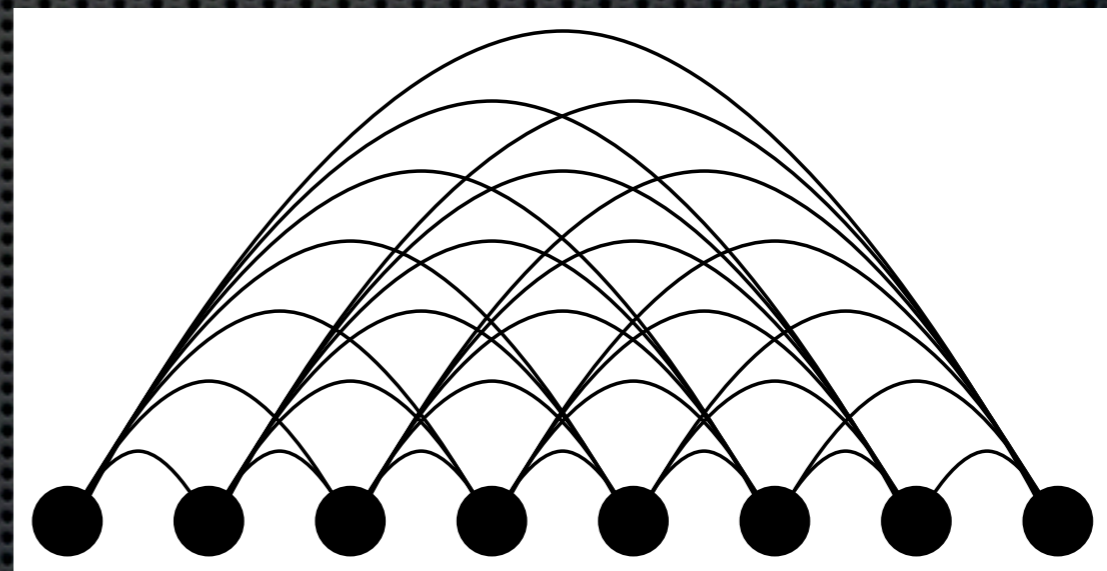
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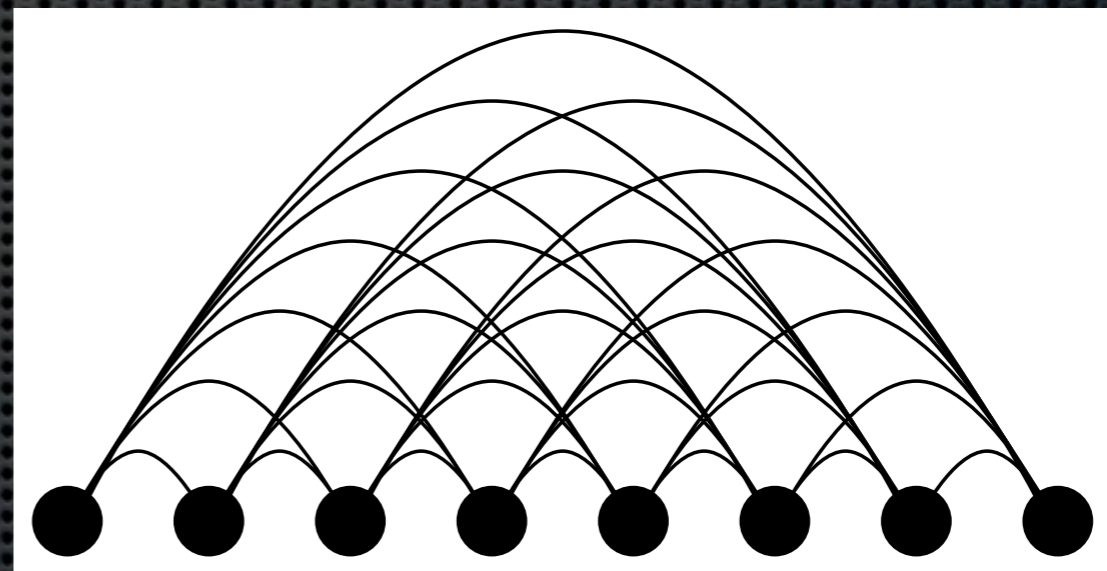
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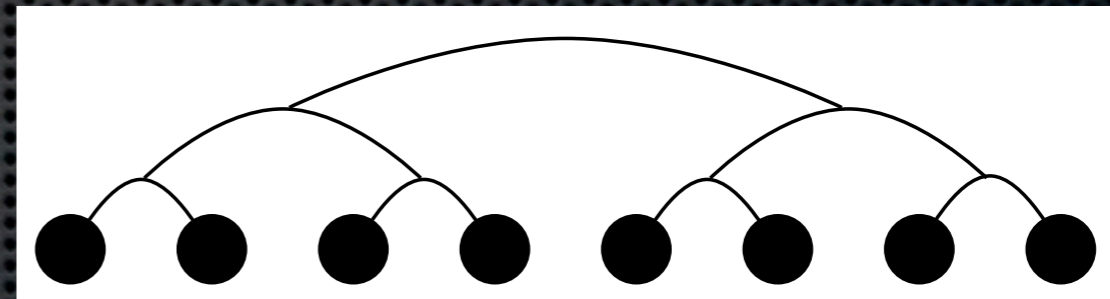
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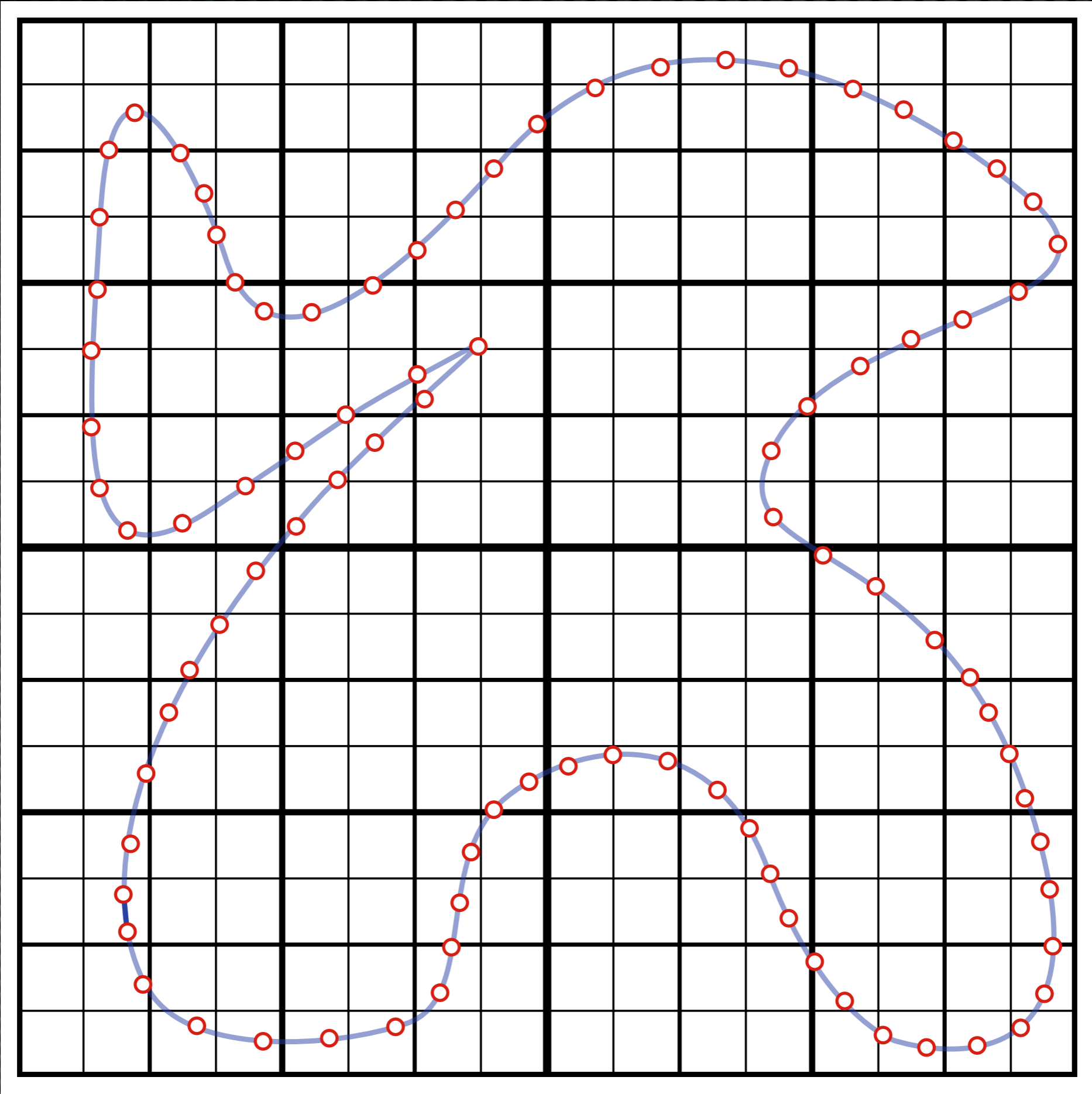
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Fast Method



Far Field Expansion

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- Rewrite around a new point [Liu 2006]:

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$$= \sum_{k=0}^{\infty} O_k(z_0 - z_c) I_k(z - z_c) \quad O_k = \begin{cases} \log(z) & k = 0 \\ \frac{(k-1)!}{z^k} & k > 0 \end{cases} \quad I_k = \frac{z^k}{k!}$$

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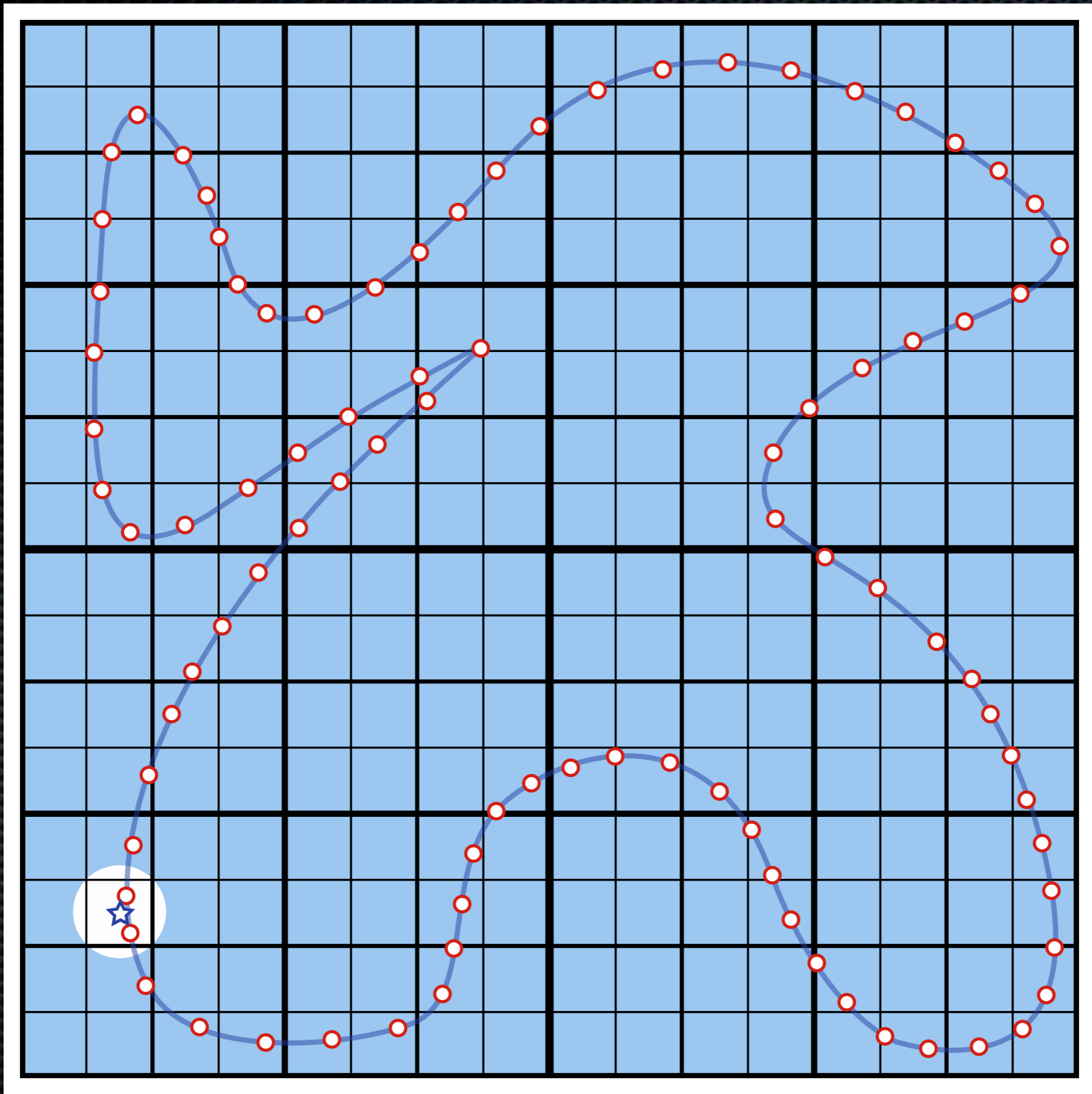
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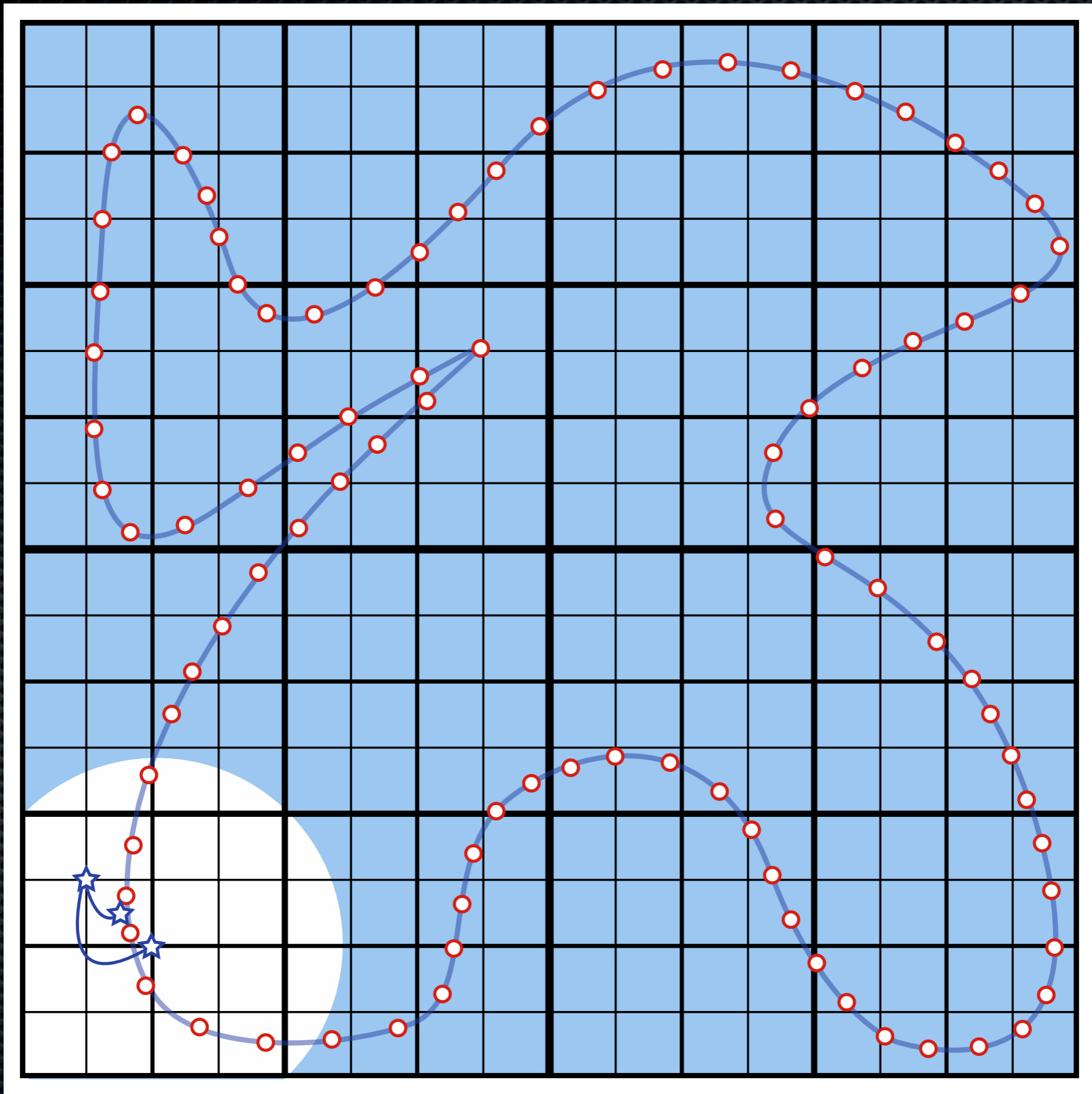
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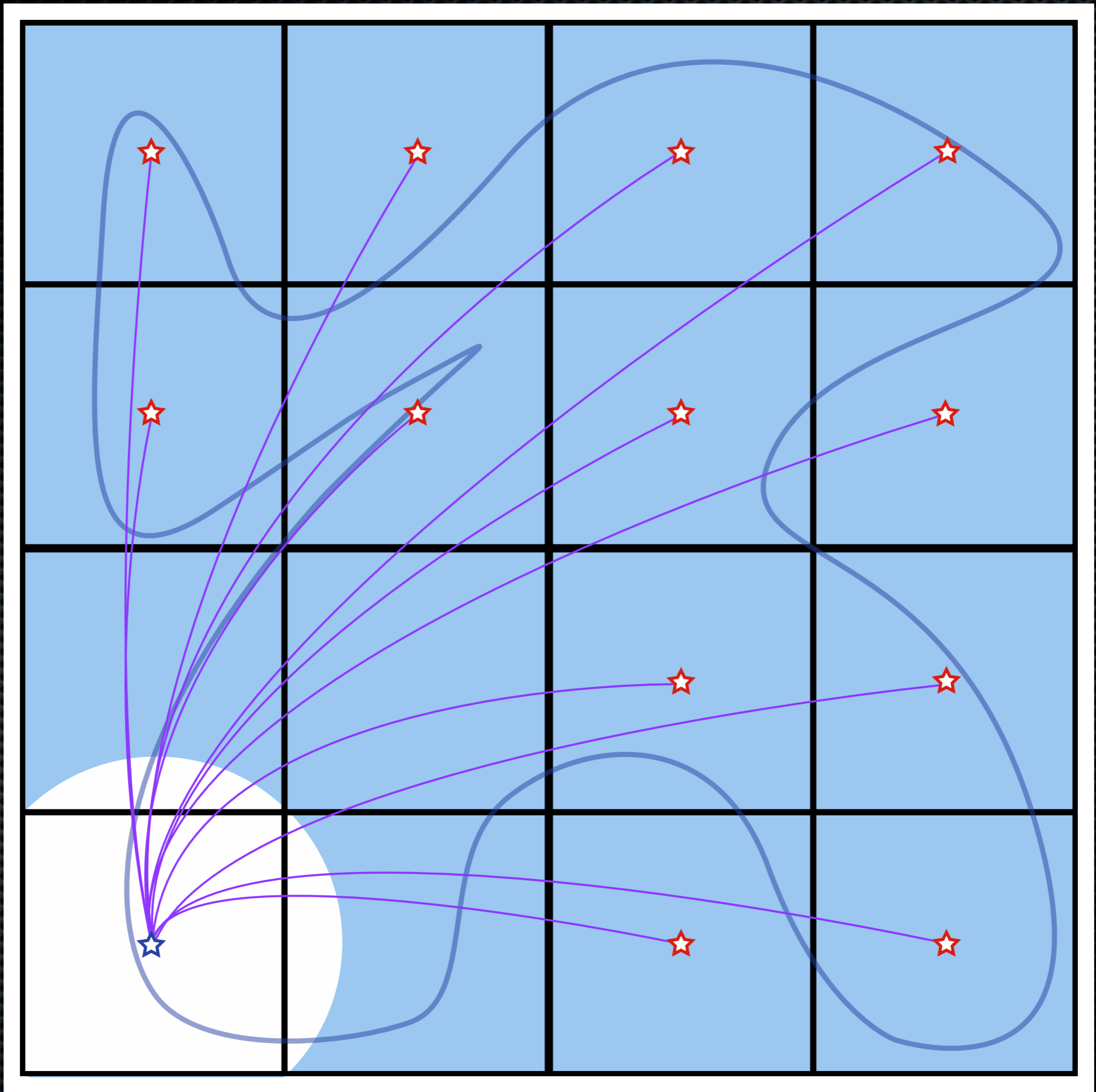
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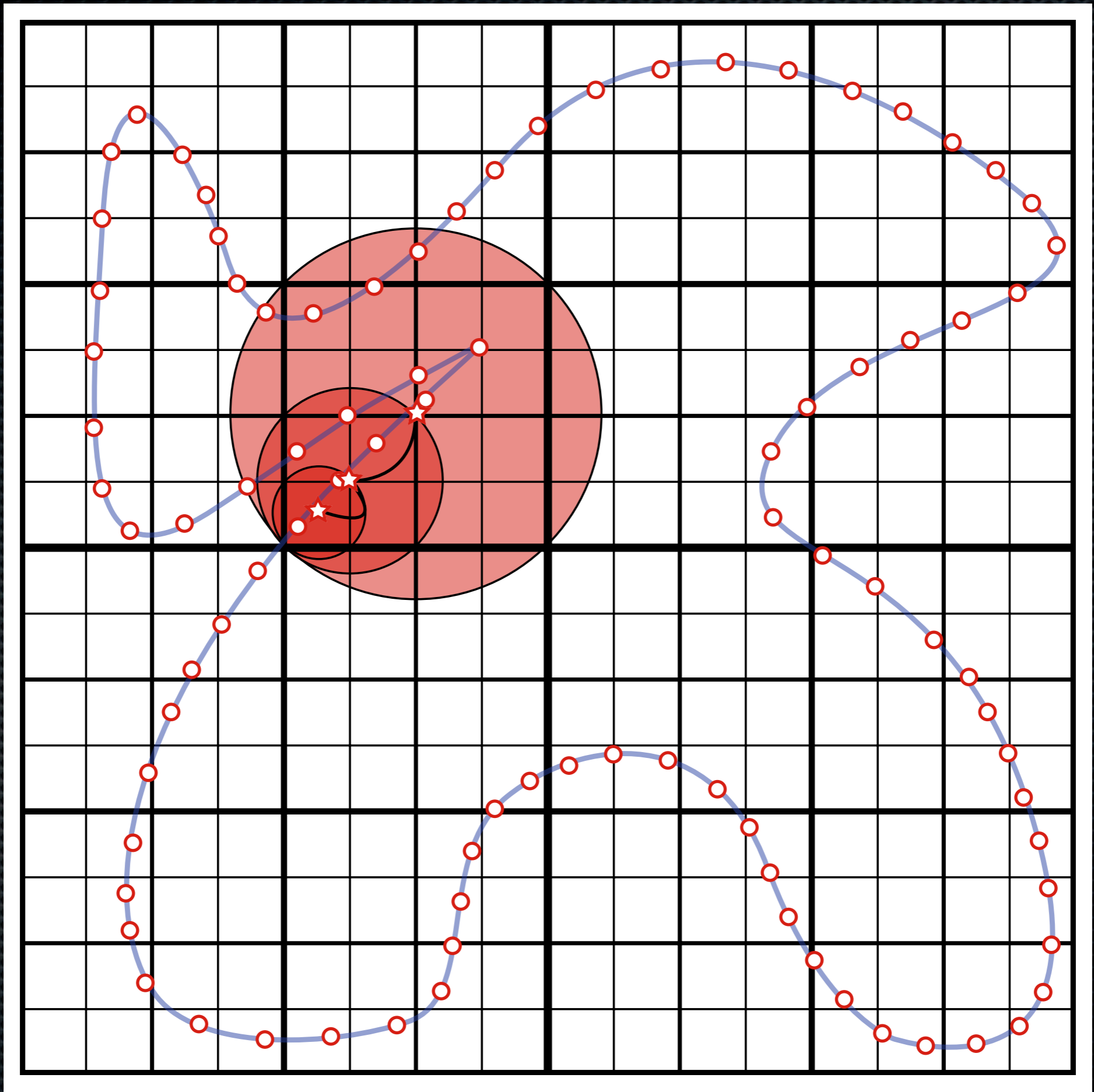
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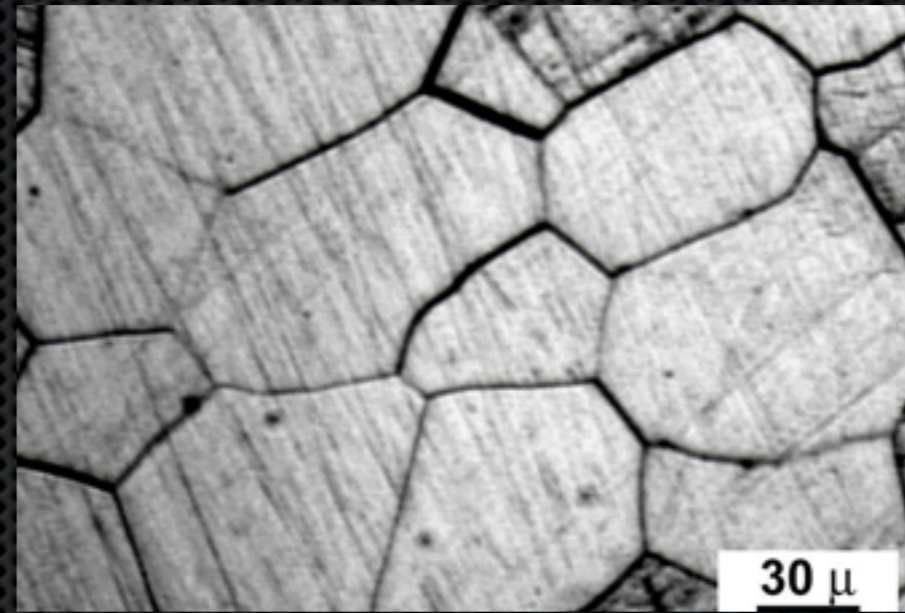
- Requires: $|z_0 - z_L| \ll |z_c - z_L|$



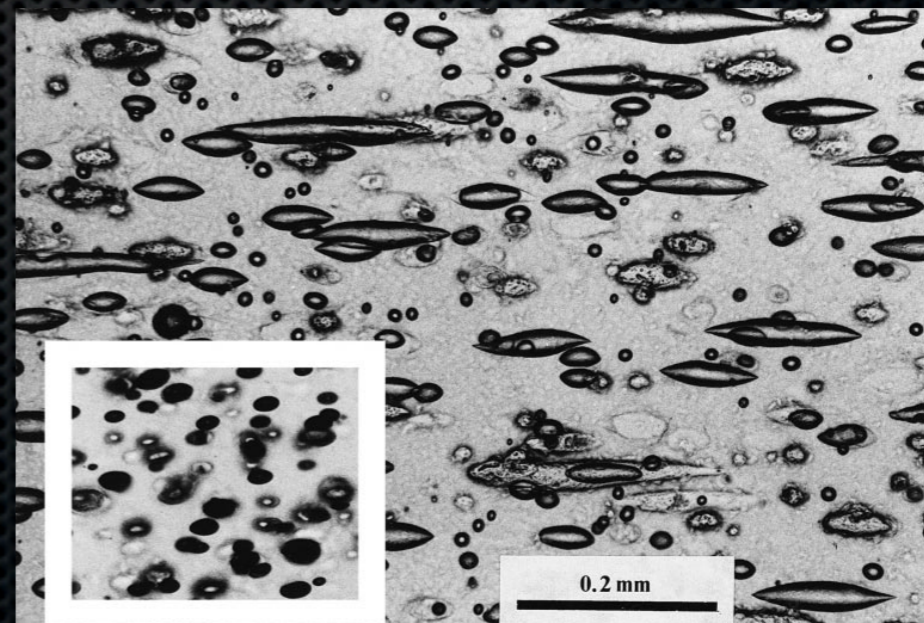
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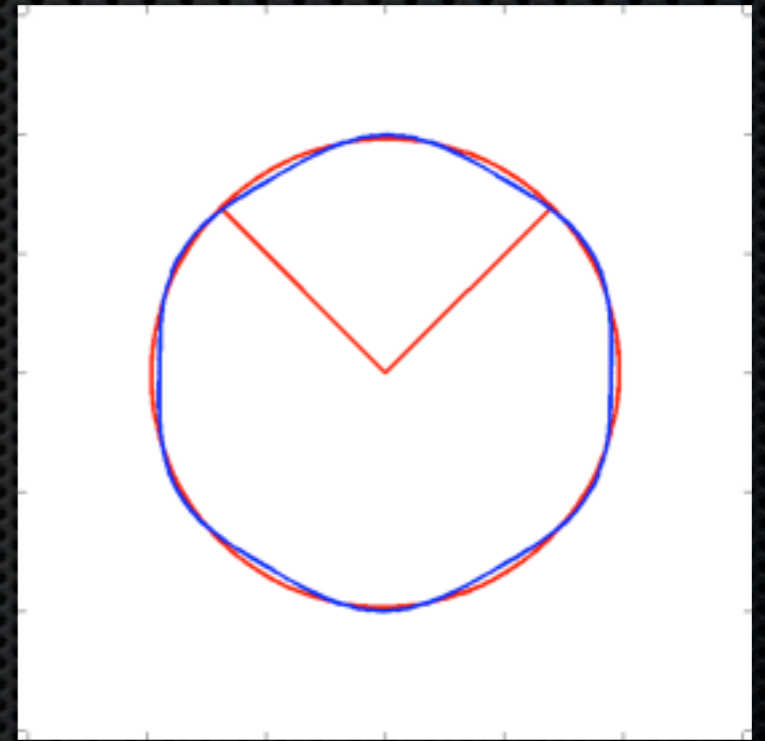
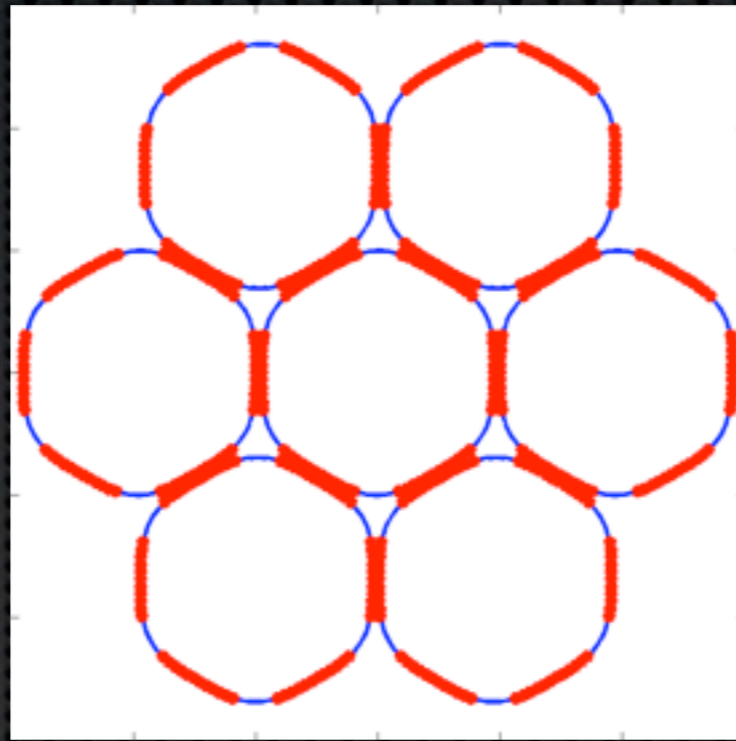
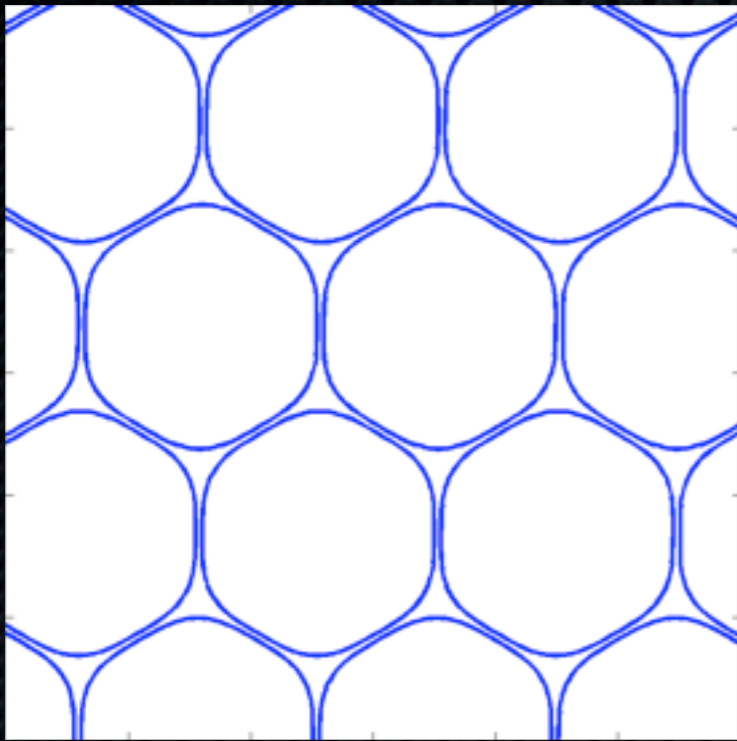


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Micro bubbles Map of ULVZs [Manga et al. 1998]

Grain Simulations



- ✦ Model a matrix with hundreds of deformable grains.
 - ✦ Grain-grain interaction/contact.
 - ✦ Deformation and rotation in flow.
 - ✦ Derive material properties of flow matrix.

Scaling

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- ✦ On Blacklight:
 - ✦ Allow for more parameter sweeps of current models.
 - ✦ Hundreds of particles.



Blacklight [Pittsburgh Supercomputing Center]

Scaling

- ✦ On Blacklight:
 - ✦ Allow for more parameter sweeps of current models.
 - ✦ Hundreds of particles.
- ✦ On Stampede:
 - ✦ 6th Fastest Supercomputer
 - ✦ Scale to thousands of particles and beyond...

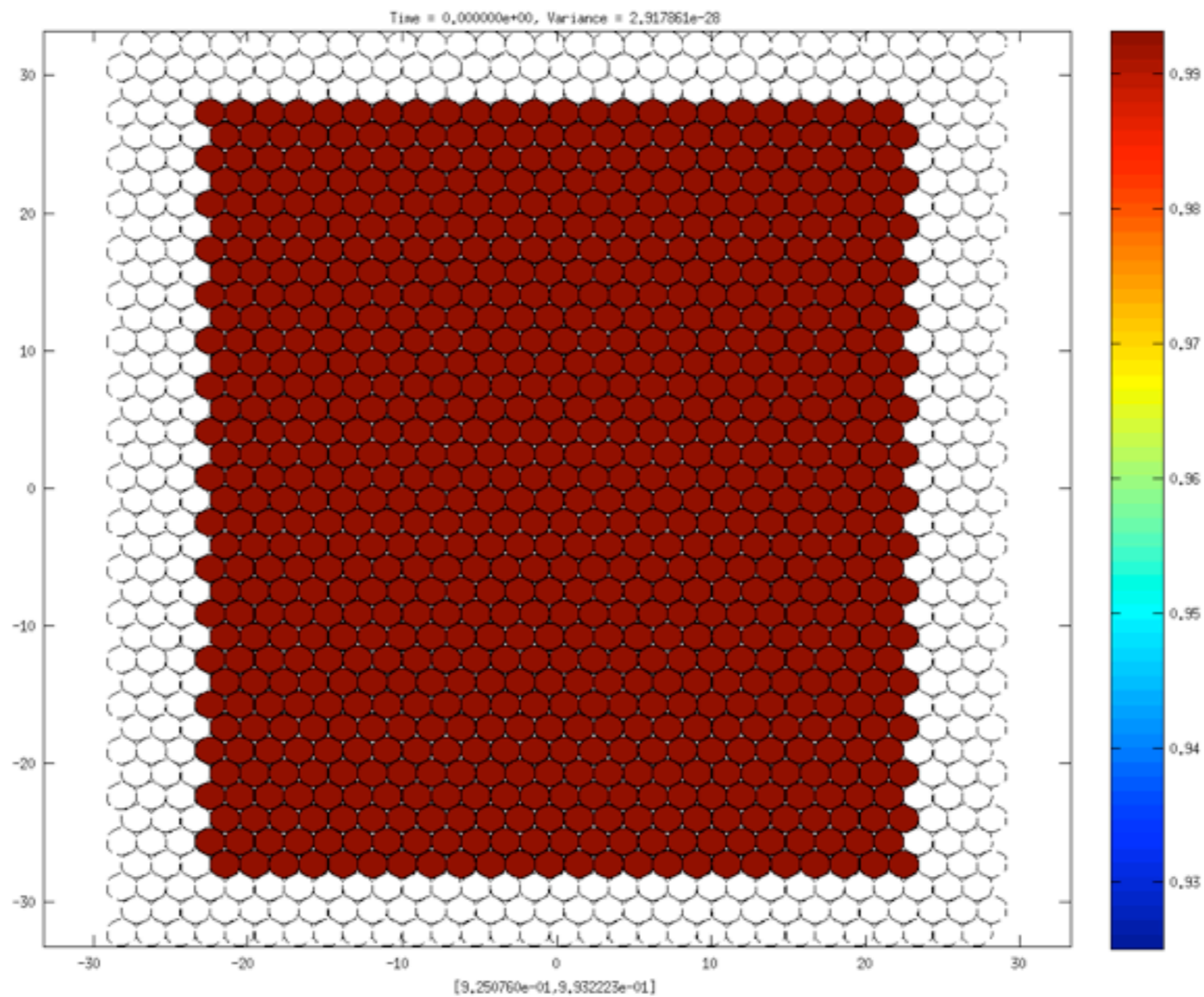


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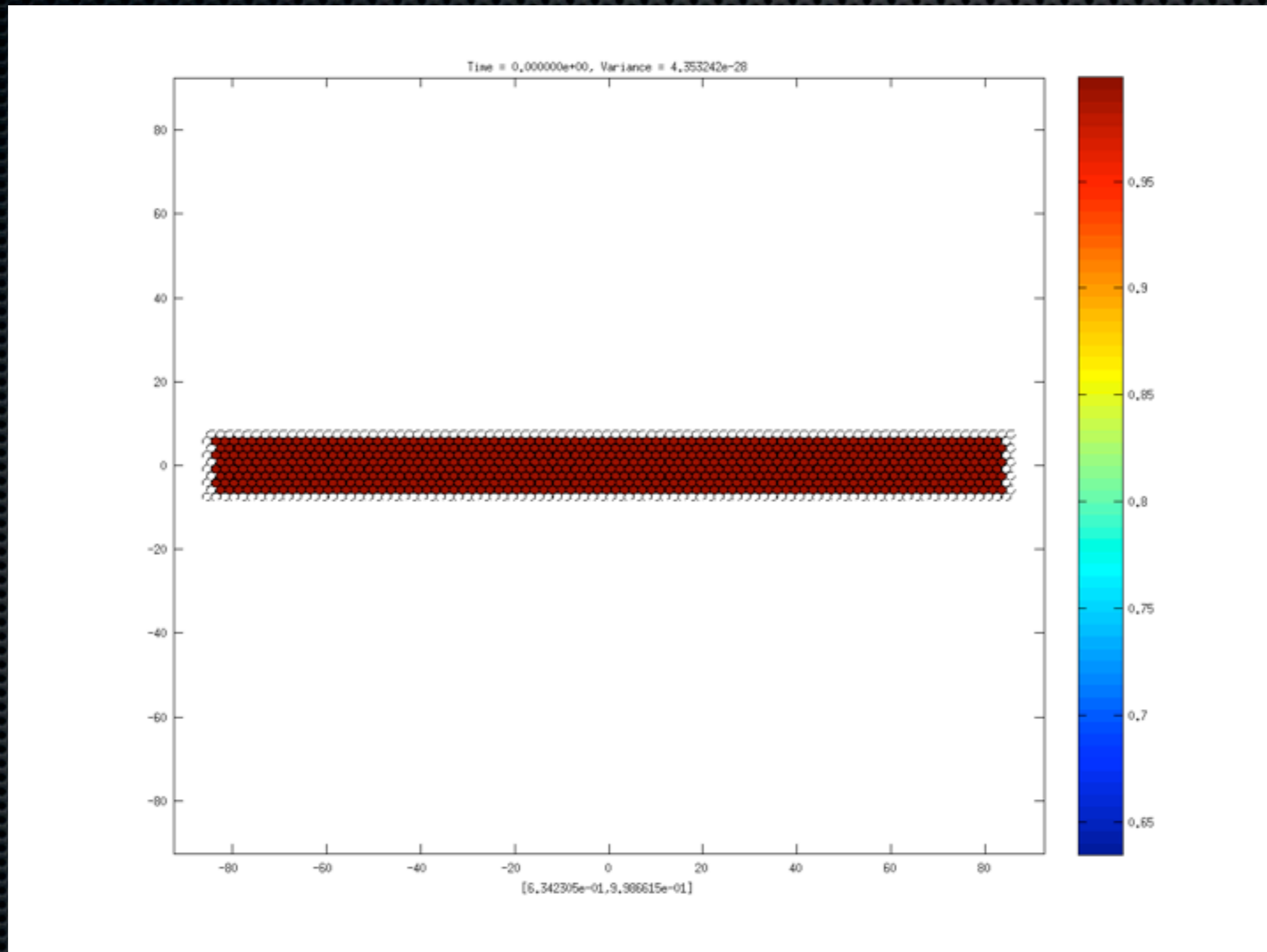


Stampede [Texas Advanced Computing Center]

Geophysical Results



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The Big Ideas

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- ✦ Fast Multipole Boundary Element Method provides fast method for solving PDEs.
 - ✦ Same speed as traditional FDM, FVM, and FEM.
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- ✦ Fast Multipole Boundary Element Method provides fast method for solving PDEs.
 - ✦ Same speed as traditional FDM, FVM, and FEM.
 - ✦ Explicitly tracks interfaces.
- ✦ Have a multi-domain viscous fluid you need modeled?
 - ✦ Material Science, Chemical Engineering, Biology...
... and of course Geophysics!

Many-Particle Simulations using the Fast Boundary Method

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