

# A Low-Pass Filter for Linear Forcing in the Open-Source Code OpenFOAM - Implementation and Numerical Performance

24th Results & Review Workshop, HLRS, 7.-8. October 2021

J.A. Denev<sup>1</sup>, T. Zirwes<sup>1,2</sup>, F. Zhang<sup>2</sup>, H. Bockhorn<sup>2</sup>

## Motivation

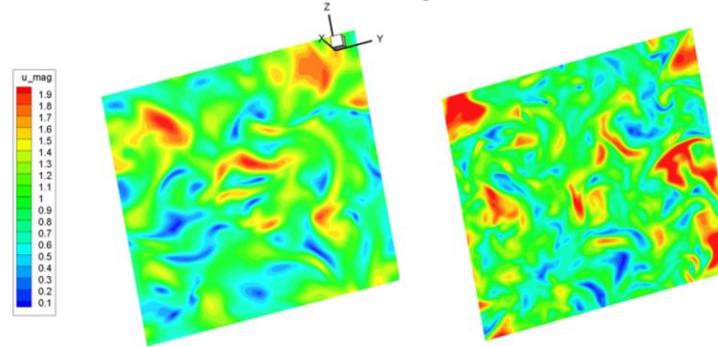
Direct Numerical Simulations or Large-Eddy Simulations often require that turbulence is forced and maintained throughout the simulation. Often, a technique called “linear forcing” is used for this purpose. It consists of adding a body-force term to the Navier-Stokes equations which is linearly proportional to the velocity. By applying a low-pass filter to the velocity field used for forcing, larger integral time scales in the created turbulence field can be achieved [1]. The present work proposes a new three-dimensional, explicit, low-pass Laplacian-filter which is numerically efficient, shows a good scalability and is easy to implement and parallelize.

$$\frac{\partial u_i}{\partial t} + \frac{\partial u_i u_j}{\partial x_j} = -\frac{1}{\rho_0} \frac{\partial p}{\partial x_i} + \frac{\partial (v_2 S_{ij})}{\partial x_j} + f_i$$
$$f_i = C \left( \frac{u_{i,rms,0}^2}{u_{i,rms}^2} \right) \tilde{u}_i \quad \tilde{\mathbf{u}} = \mathbf{u} + \nabla \cdot (B (\nabla \mathbf{u} + (\nabla \mathbf{u})^T))$$

## Example

Figure 1 shows an example of the turbulence field generated by the linear forcing approach with and without using the Laplacian filter. The three-dimensional simulation domain is a cube with  $256^3$  cells. The velocity field is initialized with isotropic turbulence and forced during the simulation.

**Figure 1:** Turbulent structures in the velocity magnitude at  $t = 300s$  on a cutting plane appearing with Laplacian filter (left) and without (right).



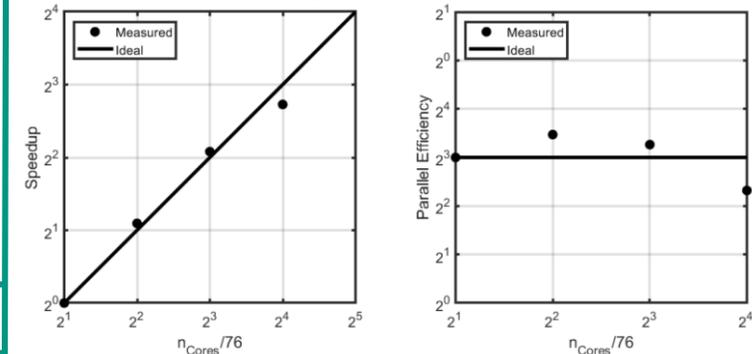
## Implementation

The filter is implemented in OpenFOAM. Its formulation follows the diffusion term of the momentum balance equation. The respective OpenFOAM C++ source code is shown on the right.

```
Foam::volVectorField laplaceFilter
(Foam::volVectorField& U, scalar width,
fvMesh& mesh)
{
    coeff    = Foam::pow(mesh.V(),
        2.0/3.0)/width;
    return U + fvc::laplacian(coeff, U)
        + fvc::div(coeff*dev(T
            (fvc::grad(U)))));
}
```

## Performance

The parallel performance has been measured on the HoreKa [2] supercomputer at the Steinbuch Centre for Computing (Karlsruhe Institute of Technology). The speedup and parallel efficiency are given below for a case with  $256^3$  cells on up to 1216 CPU cores.



**Figure 2:** Parallel performance.

## References

- [1] J. A. Palmore and O. Desjardins, “Linear forcing in numerical simulations of isotropic turbulence: Physical space implementations and convergence properties,” *Physical Review Fluids* [2] <https://www.scc.kit.edu/dienste/horeka.php>