



## THM short-course: Day 2

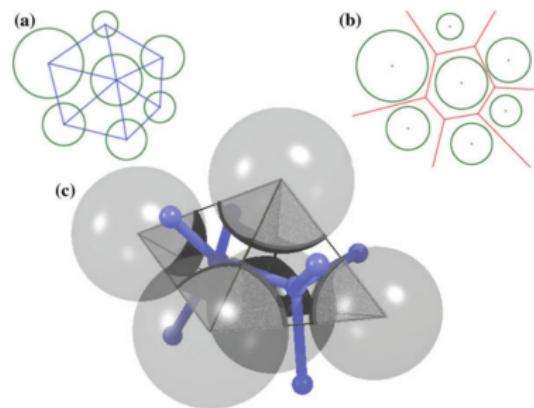
FlowEngine - Yade's pore finite volume scheme

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Robert Caulk<sup>1</sup>, Bruno Chareyre<sup>1</sup>

June 21th, 2022

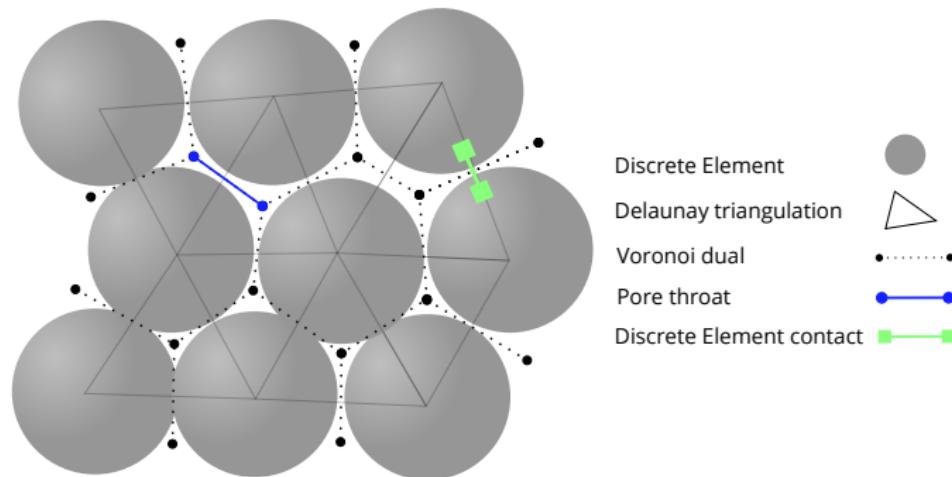
<sup>1</sup>Univ. Grenoble Alpes  
Grenoble INP, 3SR



# Fundamentals

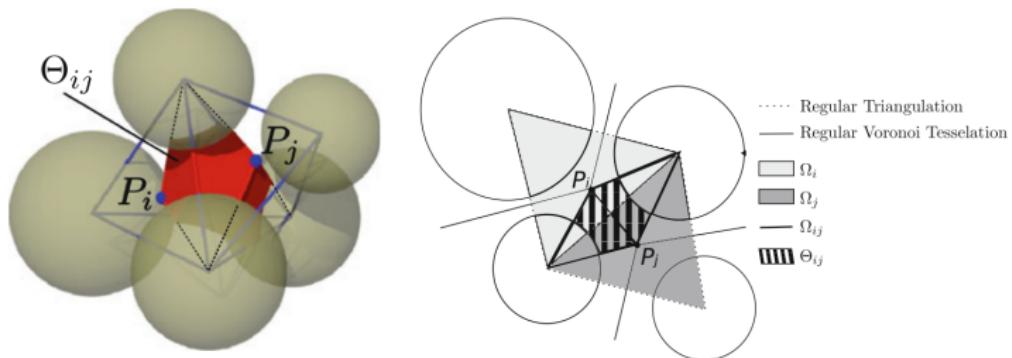
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# The triangulation



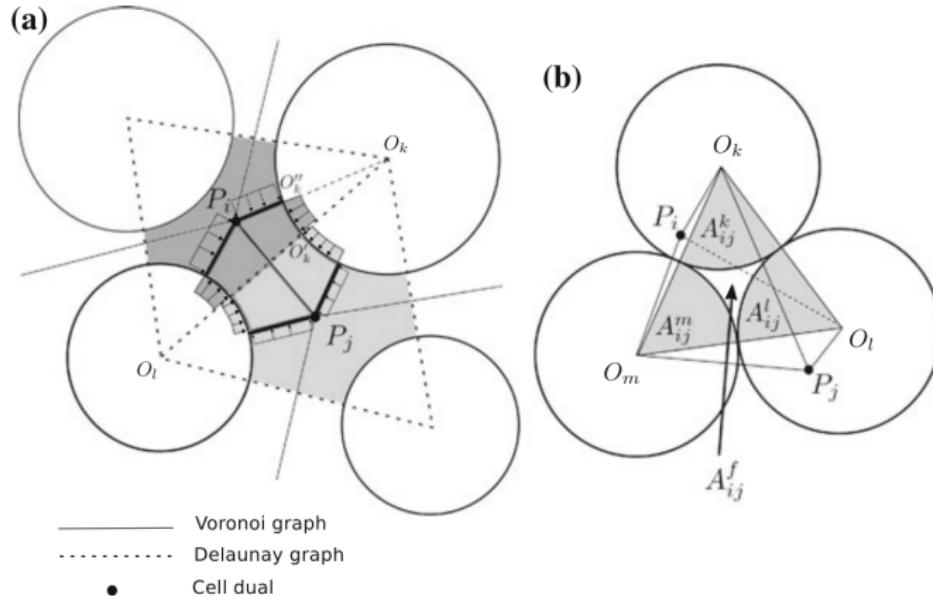
Caulk 2022

# Geometric breakdown



Chareyre 2012

# Geometric breakdown

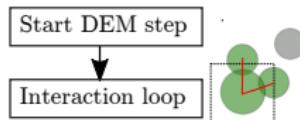


Chareyre 2012

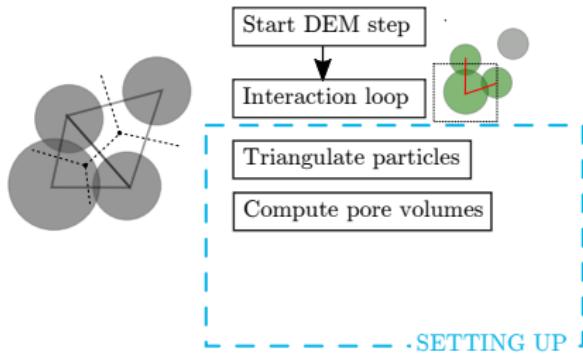
## **Algorithmic considerations**

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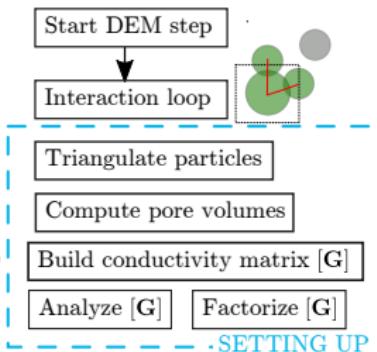
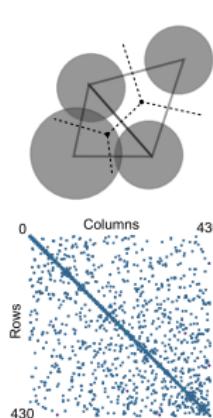
# Broad overview



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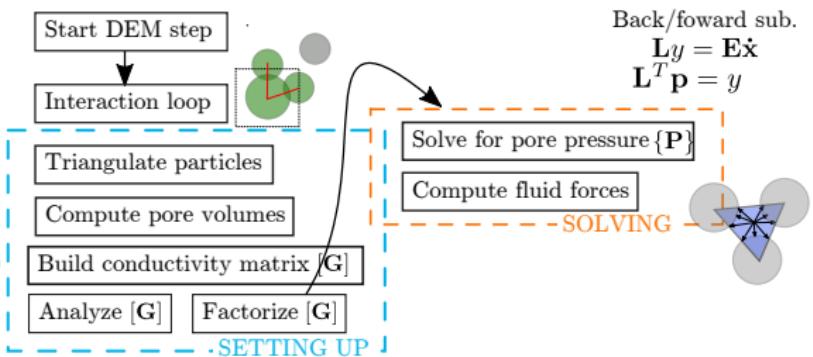
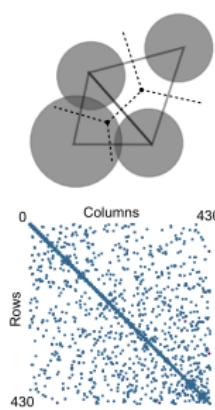
$$\mathbf{G}\mathbf{p} = \mathbf{E}\dot{\mathbf{x}} + \mathbf{Q}$$

Linear system

$$\mathbf{G} = \mathbf{L}\mathbf{L}^T$$

Cholesky decomposition

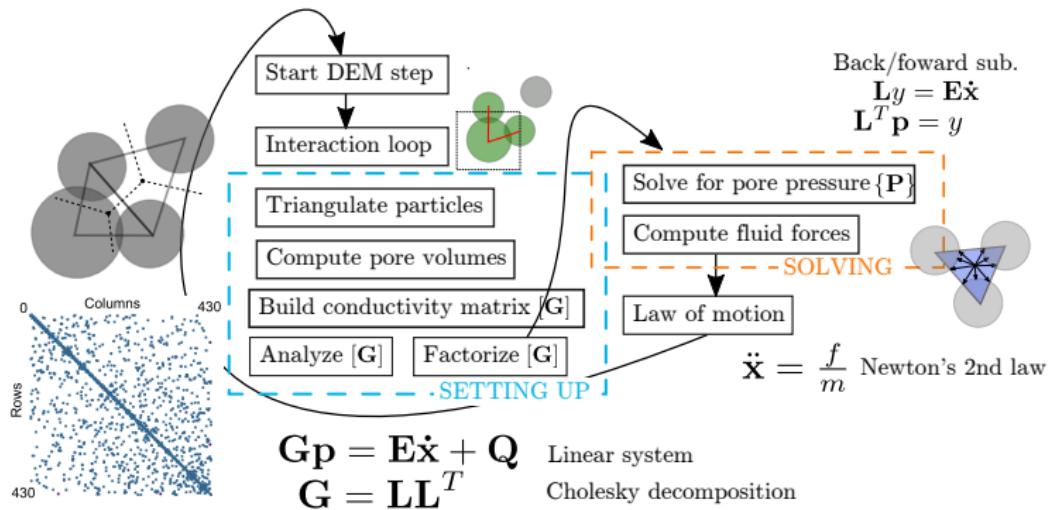
# Broad overview



$$\mathbf{G}\mathbf{p} = \mathbf{E}\dot{\mathbf{x}} + \mathbf{Q}$$

Linear system  
 $\mathbf{G} = \mathbf{L}\mathbf{L}^T$  Cholesky decomposition

# Broad overview



## **Translating to Yade**

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## FlowEngine - instantiation

Users add `FlowEngine()` to their `O.engines` list to initiate the fluid coupling.

```
O.engines = [
    ForceResetter(),
    InsertionSortCollider([Bo1_Sphere_Aabb()]),
    InteractionLoop(
        [Ig2_Sphere_Sphere_ScGeom()],
        [Ip2_FrictMat_FrictMat_FrictPhys()],
        [Law2_ScGeom_FrictPhys_CundallStrack()]
    ),
    FlowEngine(label="flow"), # Add FlowEngine here
    NewtonIntegrator()
]
```

The broad functionality of FlowEngine() can be explored in the trusty Class Reference



Table Of Contents

- Yade wrapper class reference
  - Bodies
  - Shape
  - State
  - Material
  - Bound
- Interactions
  - Interaction
  - IGeom
  - IPhys
- Global engines
  - GlobalEngine
  - PeriodicEngine

update object attributes from given dictionary

**class yade.wrapper.*FlowEngine*(*inherits FlowEngine* → *PartialEngine* → *Engine* → *Serializable*)**

An engine to solve flow problem in saturated granular media. Model description can be found in [Chareyre2012a] and [Catalano2014a]. See the example script FluidCouplingPFV/oedometer.py. More documentation to come.

**OSI((FlowEngineT)arg1) → float :**  
Return the number of interactions only between spheres.

**alphaBound(=-1)**  
if 0, use an alphaBoundary condition where CGAL finds minimum alpha necessary for a single solid object. Any positive value will be used for the alpha. All negative values deactivate the functionality.

**alphaBoundValue(=0)**  
value of alpha constant pressure condition

**avFlVelOnSph((FlowEngineT)arg1, (int)idSph) → object :**  
compute a sphere-centered average fluid velocity

**averageCavityPressure(=false)**  
true means the pressure in the cavity will be averaged each iteration.

**averagePressure((FlowEngineT)arg1) → float :**

[https:](https://)

[//yade-dem.org/doc/yade.wrapper.html#yade.wrapper.FlowEngine](https://yade-dem.org/doc/yade.wrapper.html#yade.wrapper.FlowEngine)

## Setting BCs

Users need to set their boundary conditions and flow parameters before the first step of the *coupled* simulation. Considering a typical cuboid shape:

```
# boundaries xmin, xmax, ymin, ymax, zmin, zmax
flow.bndCondIsPressure = [0, 0, 1, 1, 0, 0]
flow.bndCondValue = [0, 0, 100, 50, 0, 0]
flow.boundaryUseMaxMin = [0, 0, 0, 0, 0, 0]
```

## Controlling the mesh

Users should be aware that particle deformations will only be reflected in the triangulation if a `flow.meshUpdateInterval` is set:

```
flow.meshUpdateInterval = 200 # remesh every 200 iterations  
flow.defTolerance = 0.3 # optional deformation detection
```

# Extracting quantities

Quantities of interest, such as pressure, boundary flux, etc. using a plethora of getters:



```
getCellFlux((FlowEngineT)arg1, (int)cond) → float :  
    Get Influx in cell associated to an imposed P (indexed using 'cond').  
  
getCellFluxFromId((FlowEngineT)arg1, (int)id) → float :  
    Get Influx in cell.  
  
getCellInvVoidVolume((FlowEngineT)arg1, (int)id) → float :  
    get the inverse of the cell volume for 'id' after pore volumes have been initialized and FlowEngine::iniVoidVolumes = True, or  
    compressibility scheme active with FlowEngine::fluidBulkModulus.  
  
getCellPImposed((FlowEngineT)arg1, (int)id) → bool :  
    get the status of cell 'id' wrt imposed pressure.  
  
getCellPressure((FlowEngineT)arg1, (int)id) → float :  
    get pressure by cell 'id'. Note: getting pressure at position (x,y,z) might be more useful, see :ref:`FlowEngine::getPorePressure`:  
  
getCellTImposed((FlowEngineT)arg1, (int)id) → bool :  
    get the status of cell 'id' wrt imposed temperature.  
  
getCellTemperature((FlowEngineT)arg1, (int)id) → float :  
    get pressure in cell 'id'.  
  
getCellVelocity((FlowEngineT)arg1, (Vector3)pos) → object :  
    Get relative cell velocity at position pos[0] pos [1] pos[2].  
  
getCellVolume((FlowEngineT)arg1, (Vector3)pos) → float :  
    Get volume of cell at position pos[0] pos [1] pos[2].  
  
getConductivity((FlowEngineT)arg1, (int)cellid, (int)throat) → float :  
    get conductivity from cell and throat, with throat between 0 and 3 (same ordering as incident cells)  
  
getConstrictions((FlowEngineT)arg1[, (bool)all=True]) → list :  
    Get the list of constriction radii (inscribed circle) for all finite facets (if all==True) or all facets not incident to a virtual bounding sphere  
    (if all==False). When all facets are returned, negative radii denote facet incident to one or more fictitious spheres.
```

## Extracting quantities

getters are typically called inside a PyRunner with the  
plot.addData():

```
def getPFVquantities():
    plot.addData(
        p = flow.getPorePressure((0.5,0.5,0.5))  #
        →   pore pressure at coordinate
        k = flow.getConductivity(10,2)  # get
        →   conductivity at cell 10, pore 2
    )

0.engines = 0.engines + [PyRunner(iterPeriod=200,
→   command='getPFVquantities()', label='pfvgetter')]
```

## Exporting the mesh

The triangulation can be exported to VTK for Paraview post-processing using `flow.saveVtk()`:

```
0.engines = 0.engines + [PyRunner(iterPeriod=200,  
    ↵ command='flow.saveVtk()', label='savevtk')]
```

<https://yade-dem.org/doc/yade.wrapper.html#yade.wrapper.FlowEngine.saveVtk>

## Exporting the mesh

Opening the VTK files in Paraview leverages deep post-processing tools:

