



Multi-scale Simulations Using Particles

Petros Koumoutsakos

OUTLINE

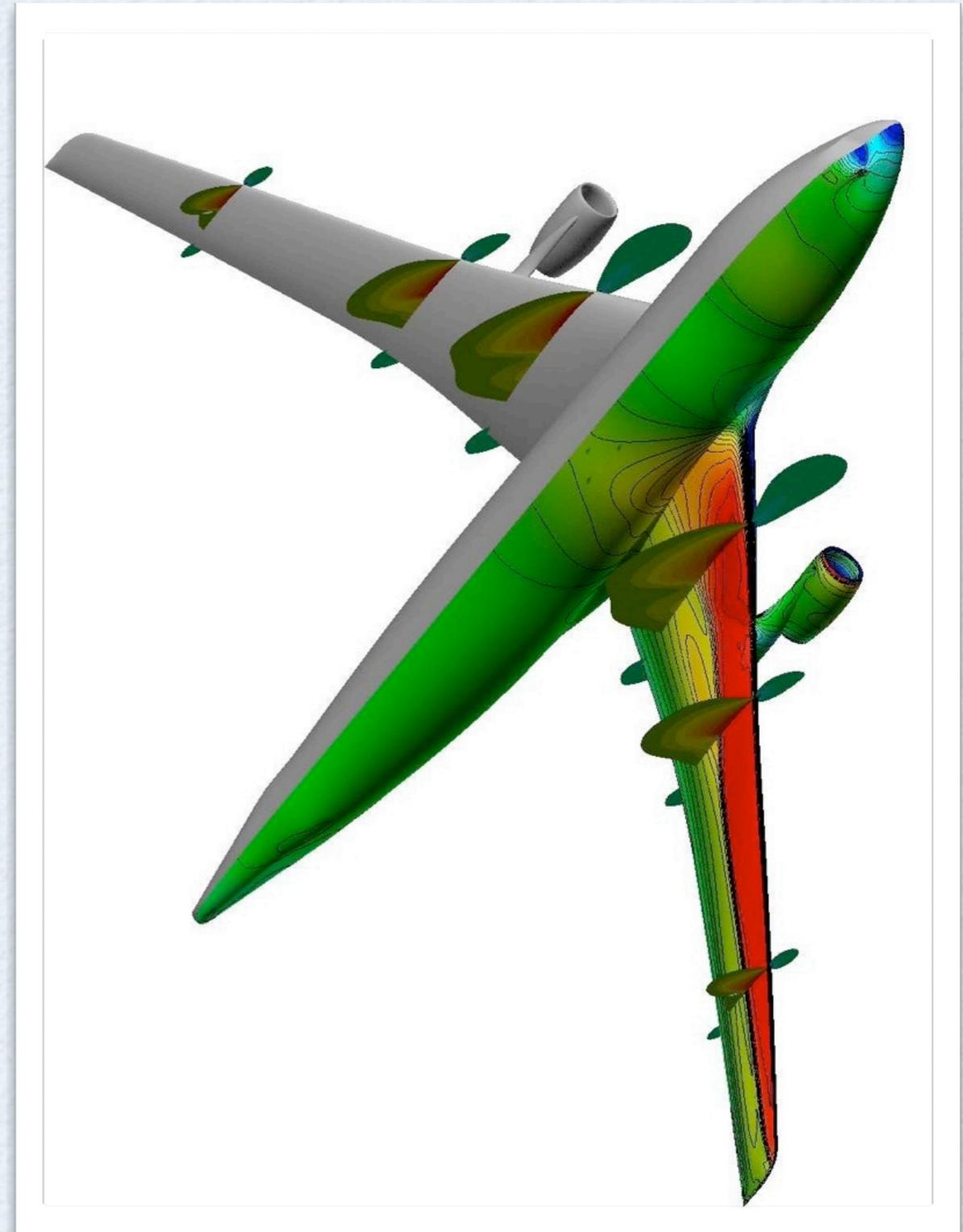
- **PARTICLE METHODS**
 - A computational framework
- **MULTIRESOLUTION – UNBOUNDED DOMAINS**
 - Particles + Wavelets
- **MULTISCALING – BOUNDARIES AND INTERFACES**
 - Atomistic–Mesoscale–Macroscale Particle Methods

CLASS NOTES, Links, Movies, Papers

<http://www.cse-lab.ethz.ch/teaching/classes/mulsup.html>

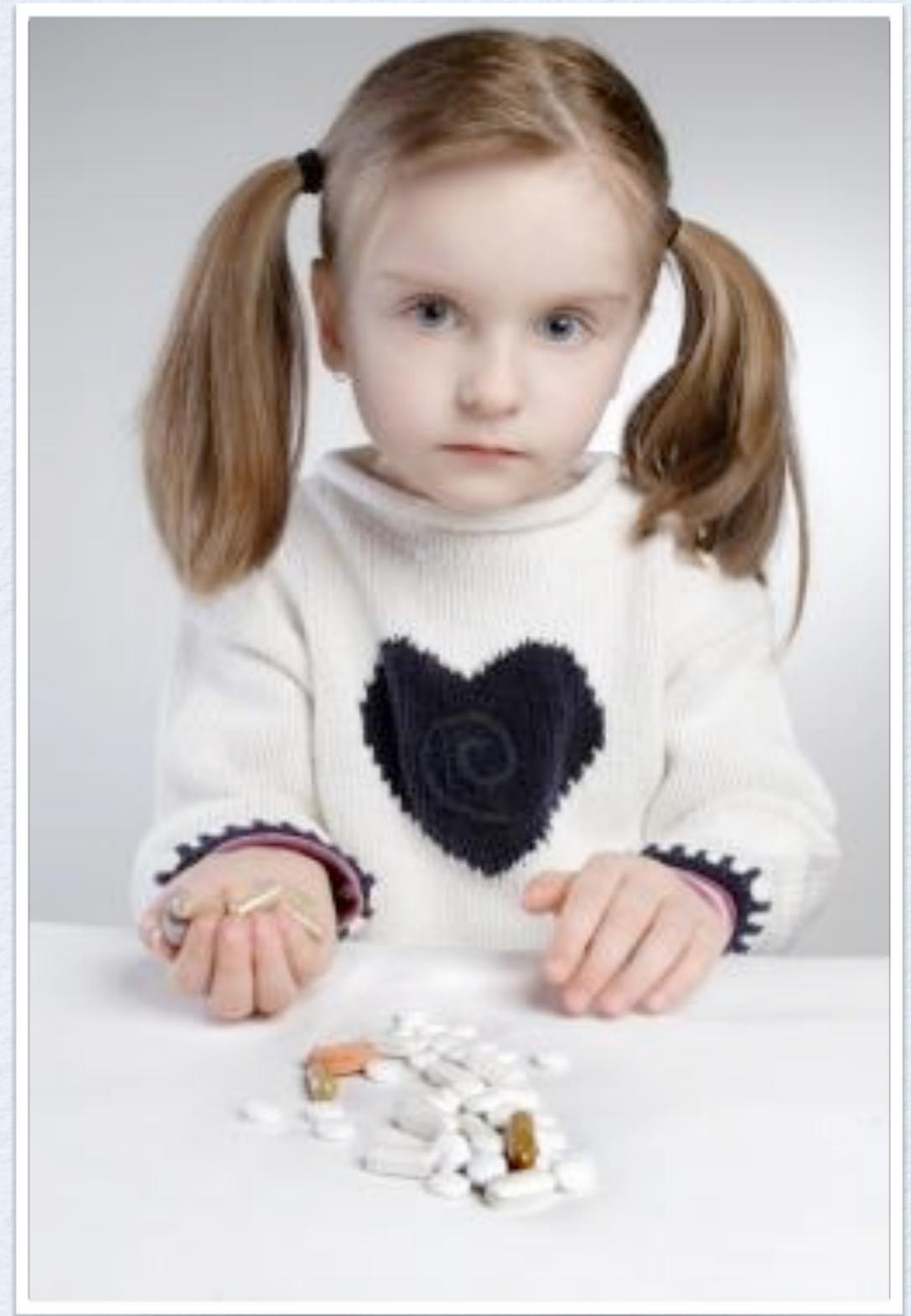
Modeling and Technology

- No aircraft is flown without having been designed with complex, mechanistic simulations

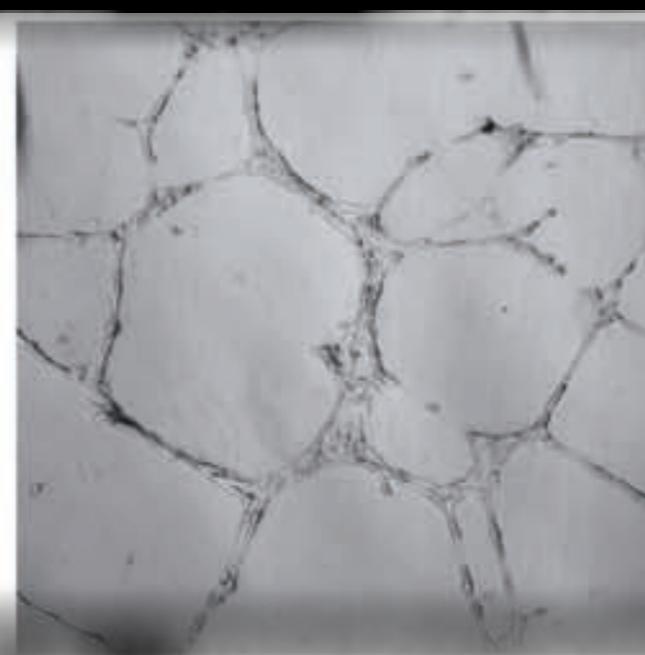
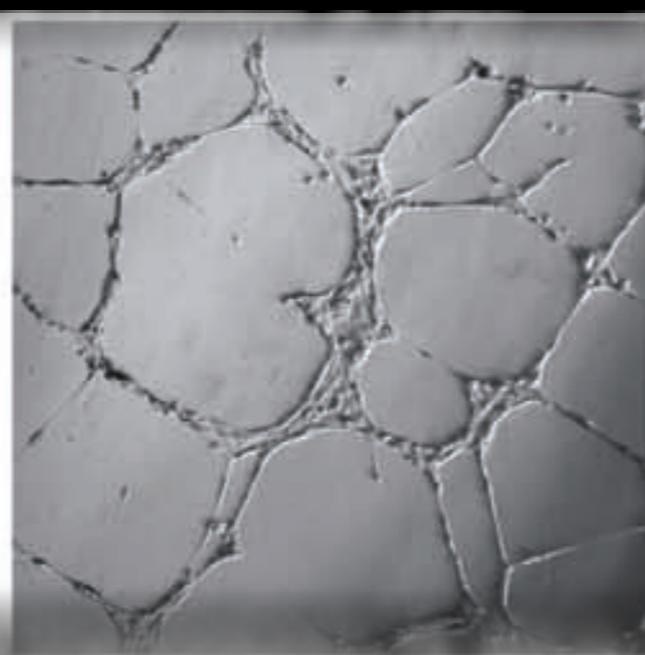
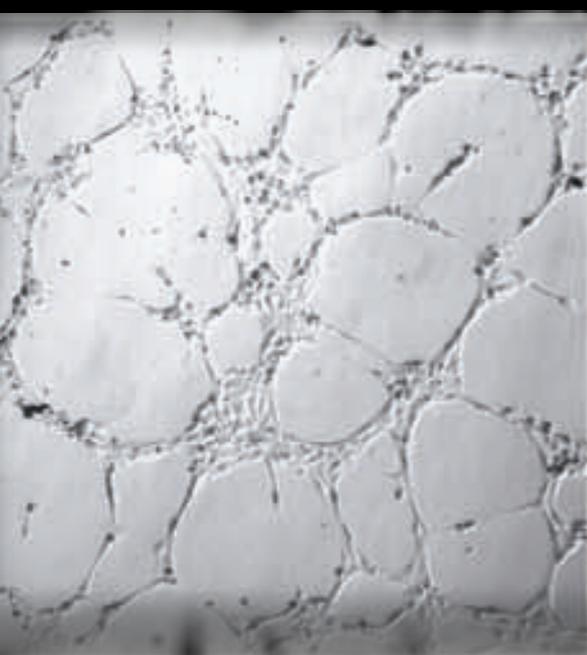


Modeling and Medicine

- Heuristics and Data
- Models ?



Dreamstime.com



Vasculogenesis

blood vessel formation in embryonic development

R. M. H. MERKS, S. V. BRODSKY, M. S. GOLIGORSKY, S. A. NEWMAN, AND J. A. GLAZIER. CELL ELONGATION IS KEY TO IN SILICO REPLICATION OF IN VITRO VASCULOGENESIS AND SUBSEQUENT REMODELING. DEVELOPMENTAL BIOLOGY, 289(1): 44-54, 2006.



Crown Breakup - marangoni instability

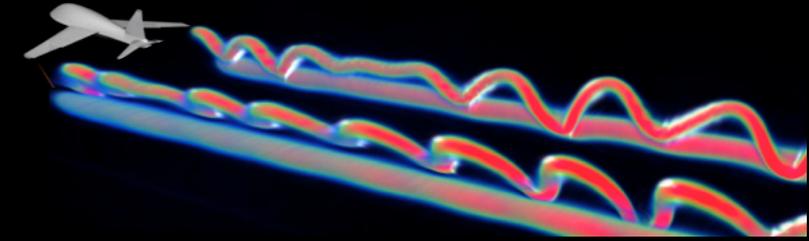
drop impact onto an ethanol sheet

[2] S. T. THORODDSEN, T. G. ETOH, AND K. TAKEHARA. CROWN BREAKUP BY MARANGONI INSTABILITY. J. FLUID MECH., 557(-1):63-72, 2006.

Τα πάντα ρει

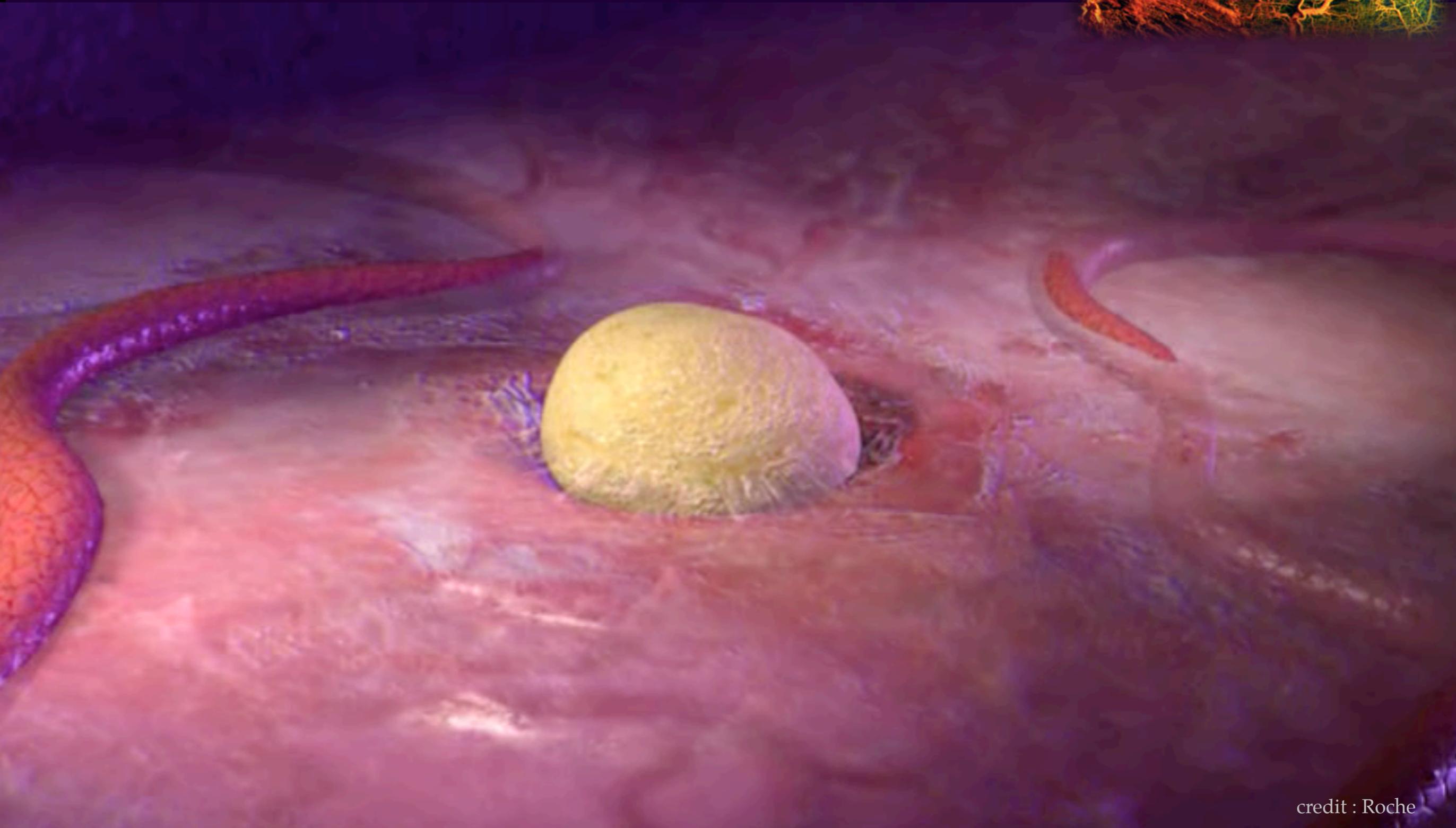
16384 Cores - 10 Billion Particles - 60% efficiency

Runs at IBM Watson Center - BLue Gene/L

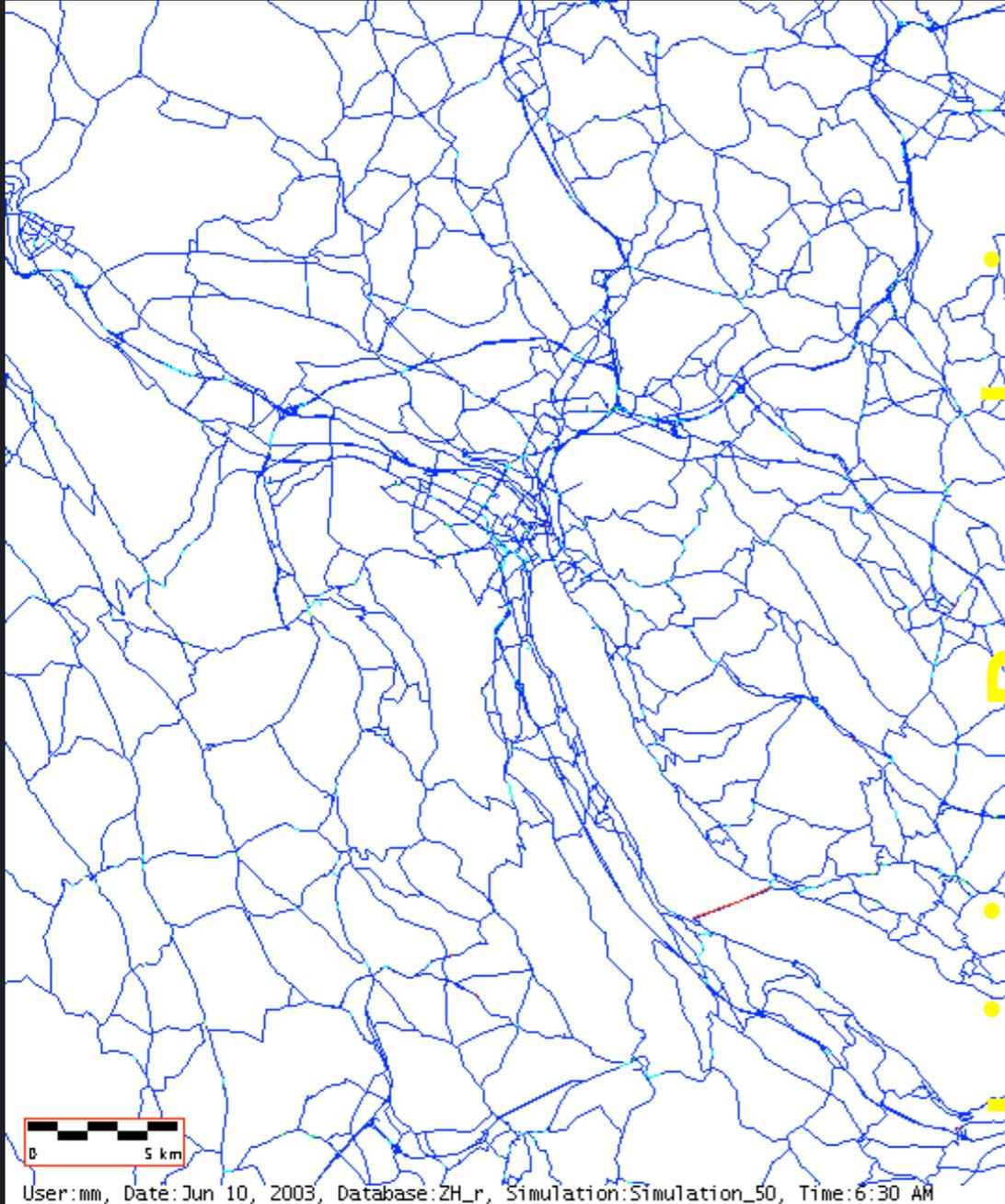


Chatelain P., Curioni A., Bergdorf M., Rossinelli D., Andreoni W., Koumoutsakos P., Billion Vortex Particle Direct Numerical Simulations of Aircraft Wakes, Computer Methods in Applied Mech. and Eng. 197/13-16, 1296-1304, 2008

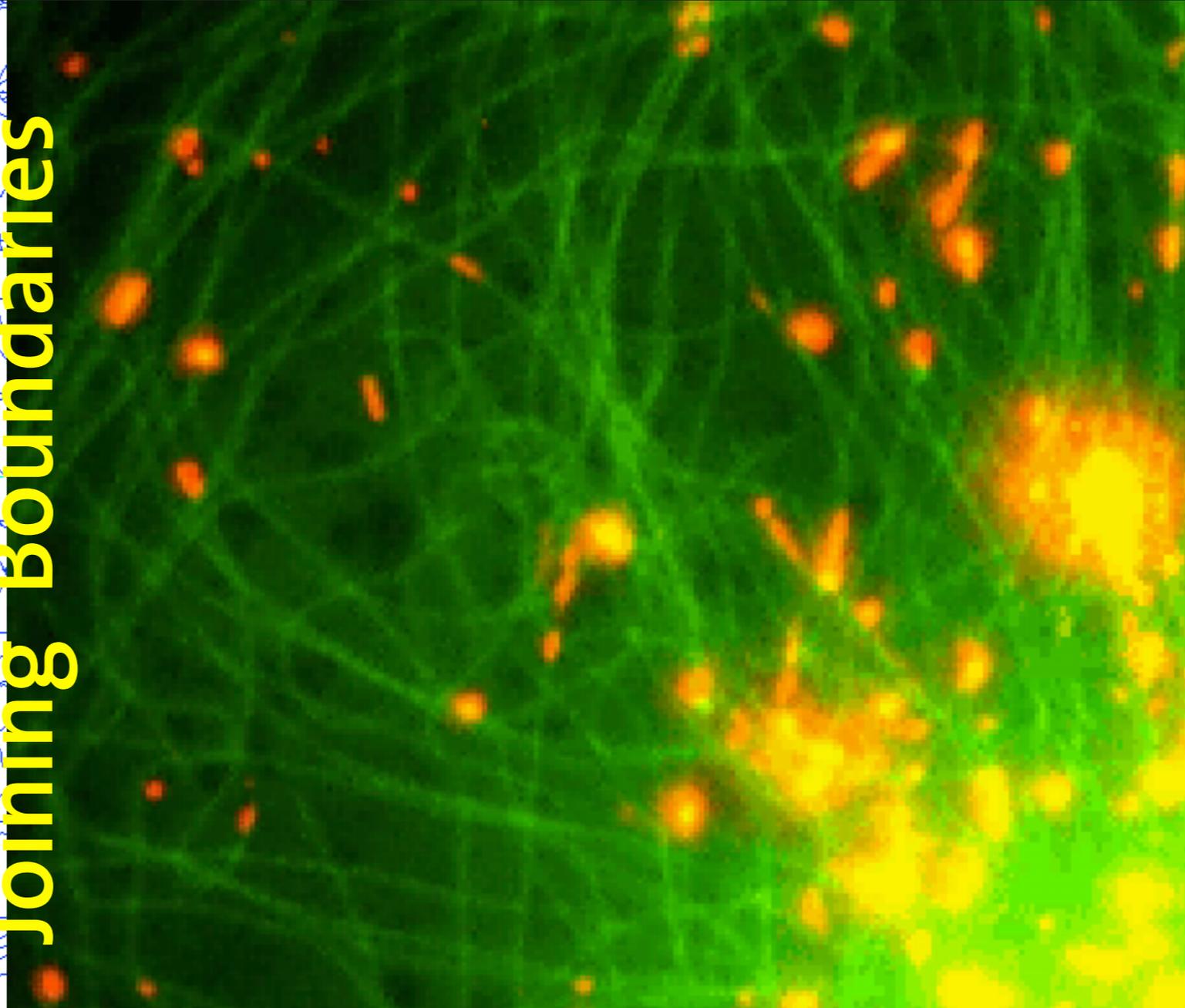
Tumor Induced Angiogenesis



credit : Roche



Joining Boundaries



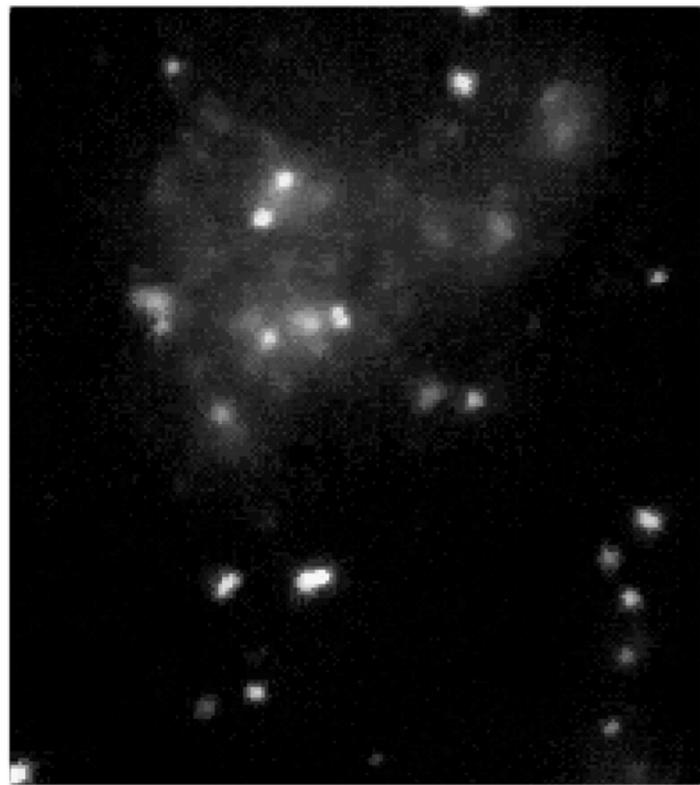
Cars

(Axhausen Lab - ETHZ)

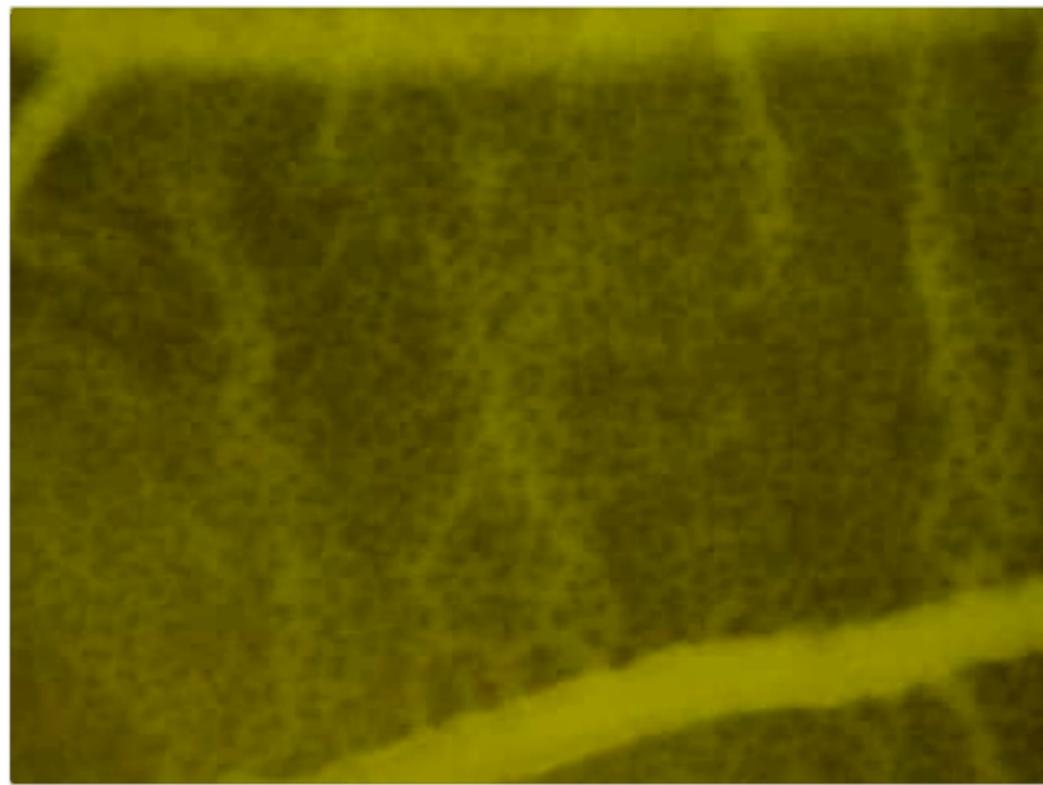
Virus

(Helenius Lab - ETHZ)

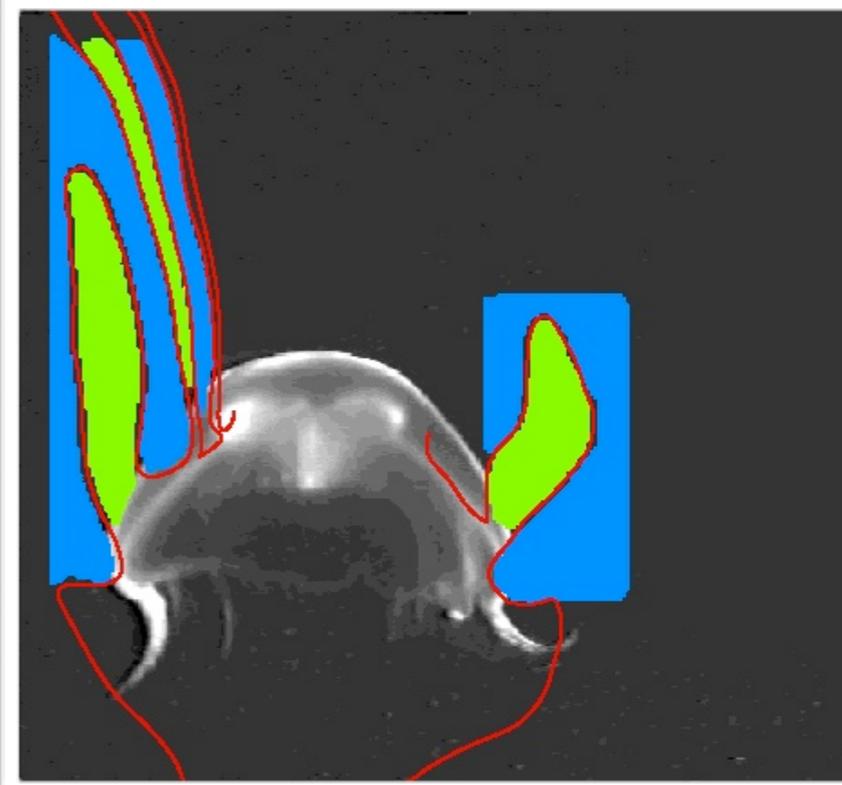
Advances in Hardware – Theory – Data Processing



Tracking of Adeno Virus
Greber&Koumoutsakos Lab, ETHZ



Intussusceptive Angiogenesis in the growing Chick CAM
Djonov&Burri Lab, Uni Bern



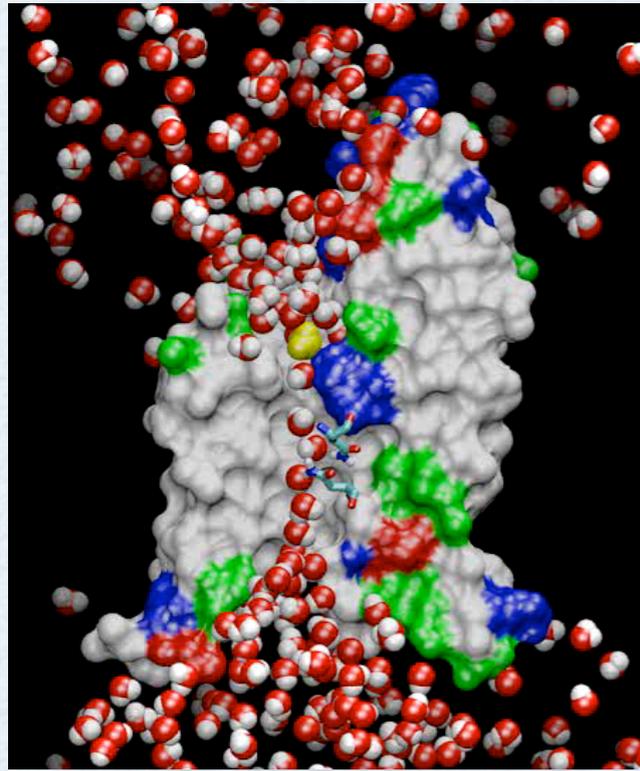
Swimming Medusa,
Dabiri Lab, Caltech

Advances in Hardware – Theory – Data Processing

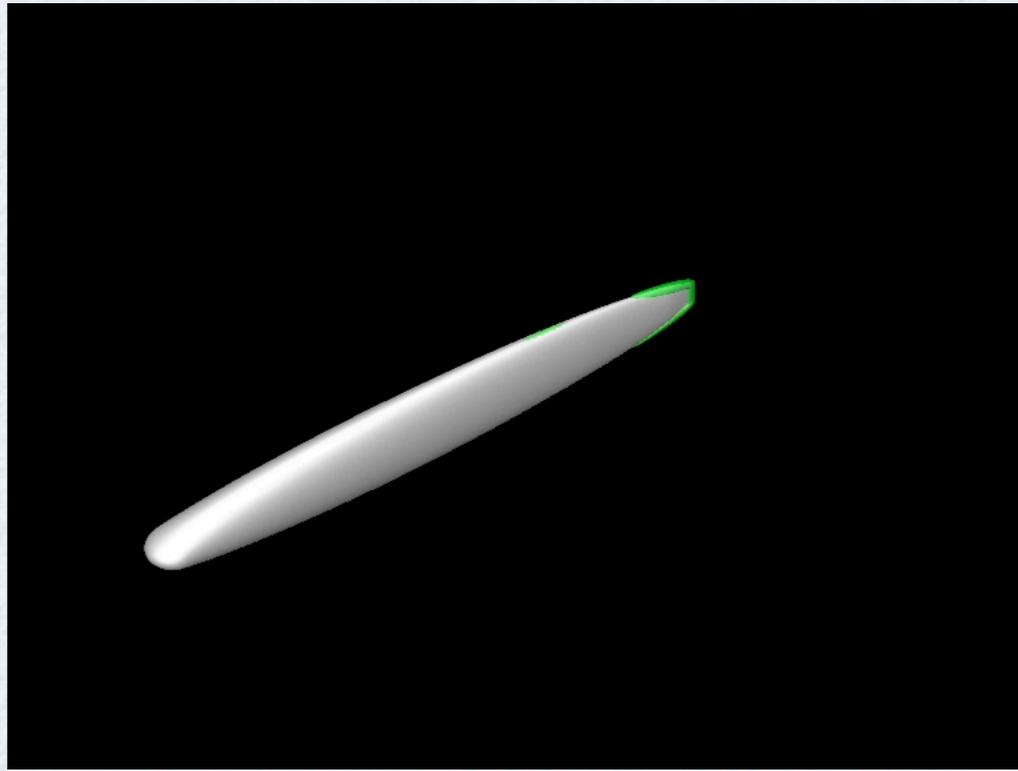
-9

0

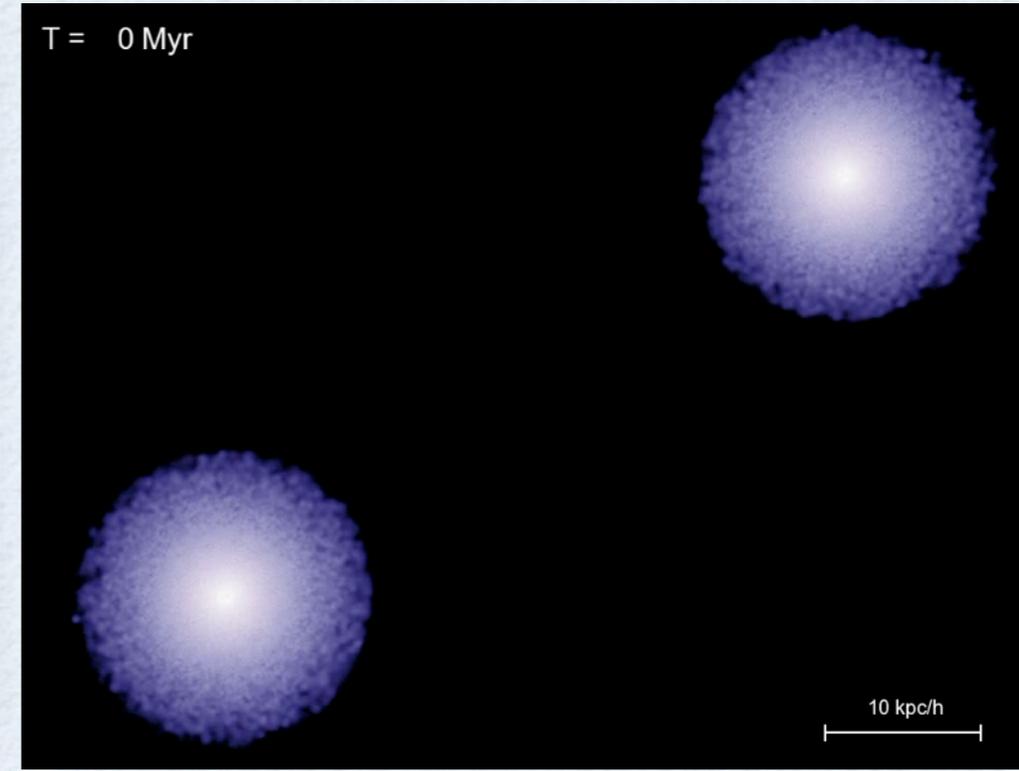
+9



Transport in aquaporins
Schulten Lab, UIUC



Anguiform Swimmers
Koumoutsakos Lab, ETHZ



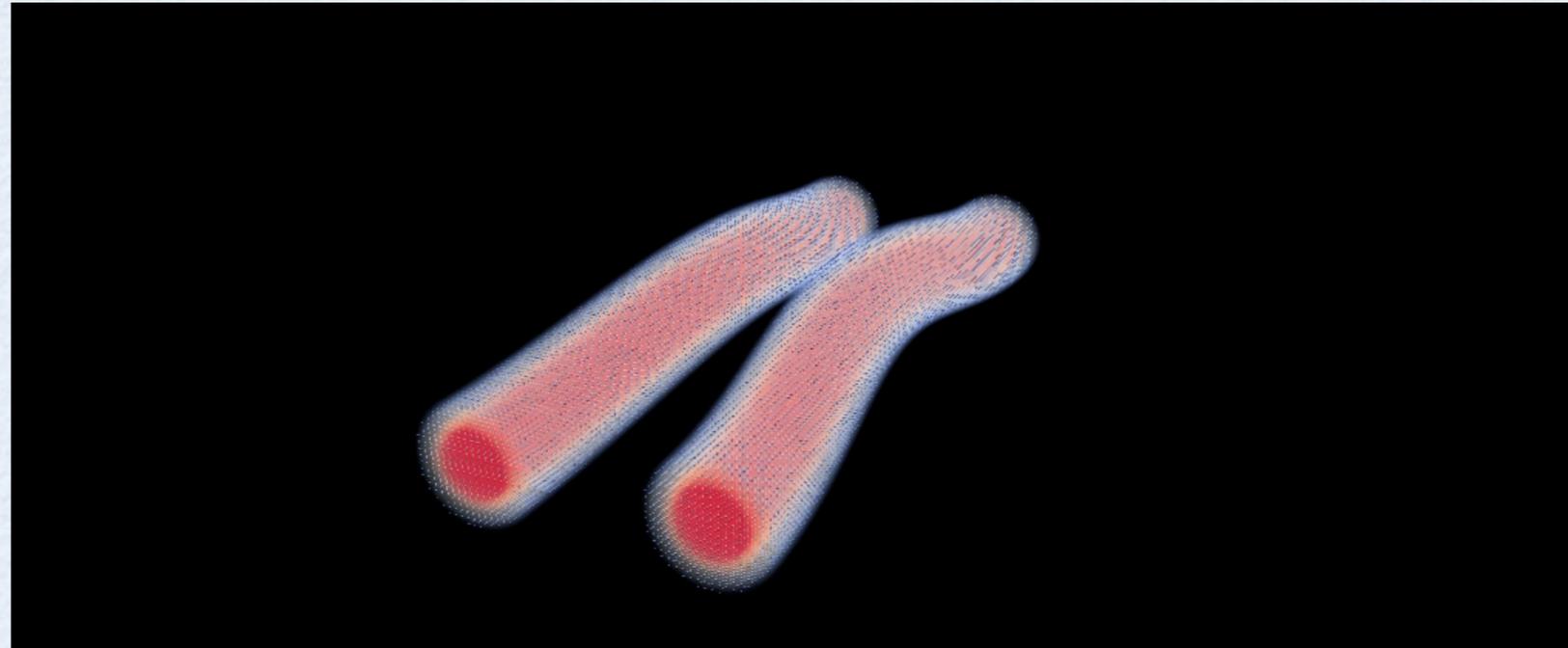
Growth of Black Holes
Springel, MPI - Hernquist, Harvard

PARTICLES : Lagrangian Form of Conservation Laws

$$\frac{d\mathbf{x}_p}{dt} = \mathbf{u}_p$$

$$\rho_p \frac{D\mathbf{u}_p}{Dt} = (\nabla \cdot \boldsymbol{\sigma})_p$$

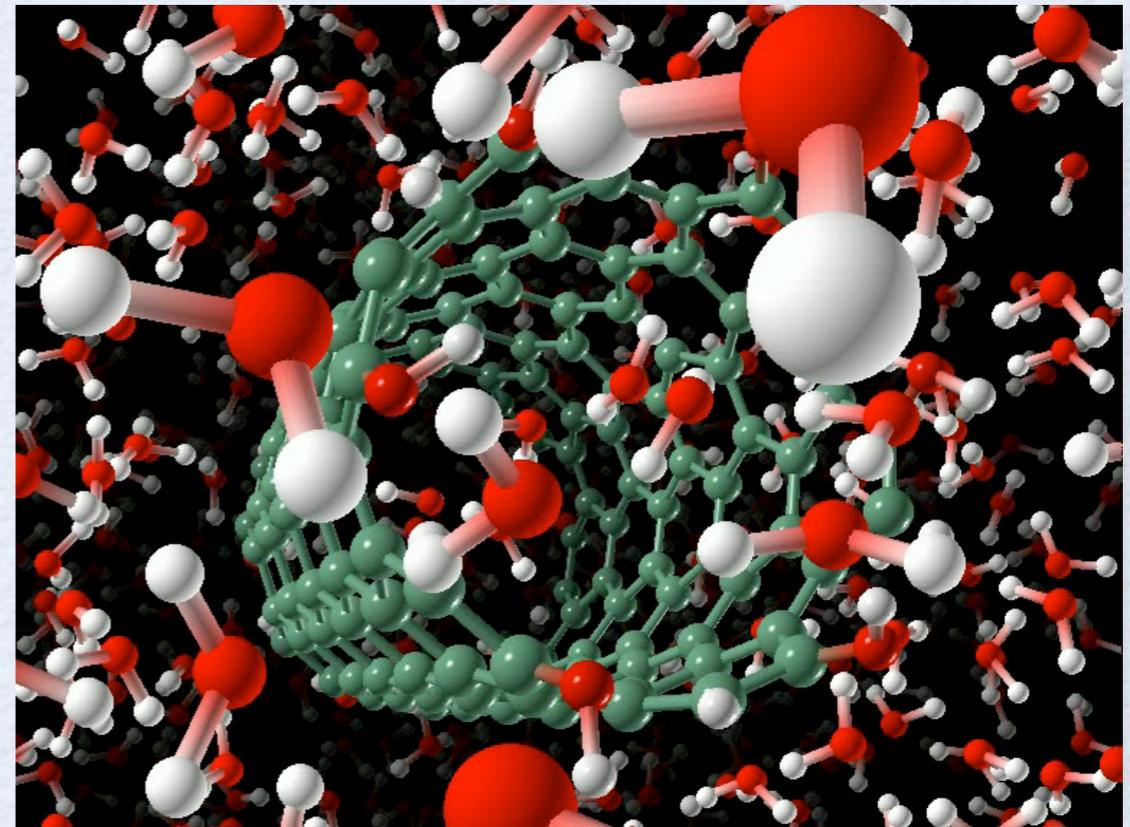
SPH, Vortex Methods



$$\frac{d\mathbf{x}_p}{dt} = \mathbf{u}_p$$

$$m \frac{d\mathbf{u}_p}{dt} = F_p$$

Molecular Dynamics, DPD



MODELING – APPROXIMATION

"To let a drop of ink fall into water is a simple and most beautiful experiment."

D'Arcy Wentworth Thompson

On Growth and Form

Particle Methods: an **N-BODY** problem

Particle (**position, value**)

$i, j = 1, \dots, N$

$$\frac{dx_i}{dt} = U_i(q_j, q_i, x_i, x_j, \dots)$$

$$\frac{dq_i}{dt} = G_i(q_j, q_i, x_i, x_j, \dots)$$

SMOOTH

Particles are **quadrature** points for continuum properties
RHS of ODEs: quadratures of integral equations

DISCRETE:

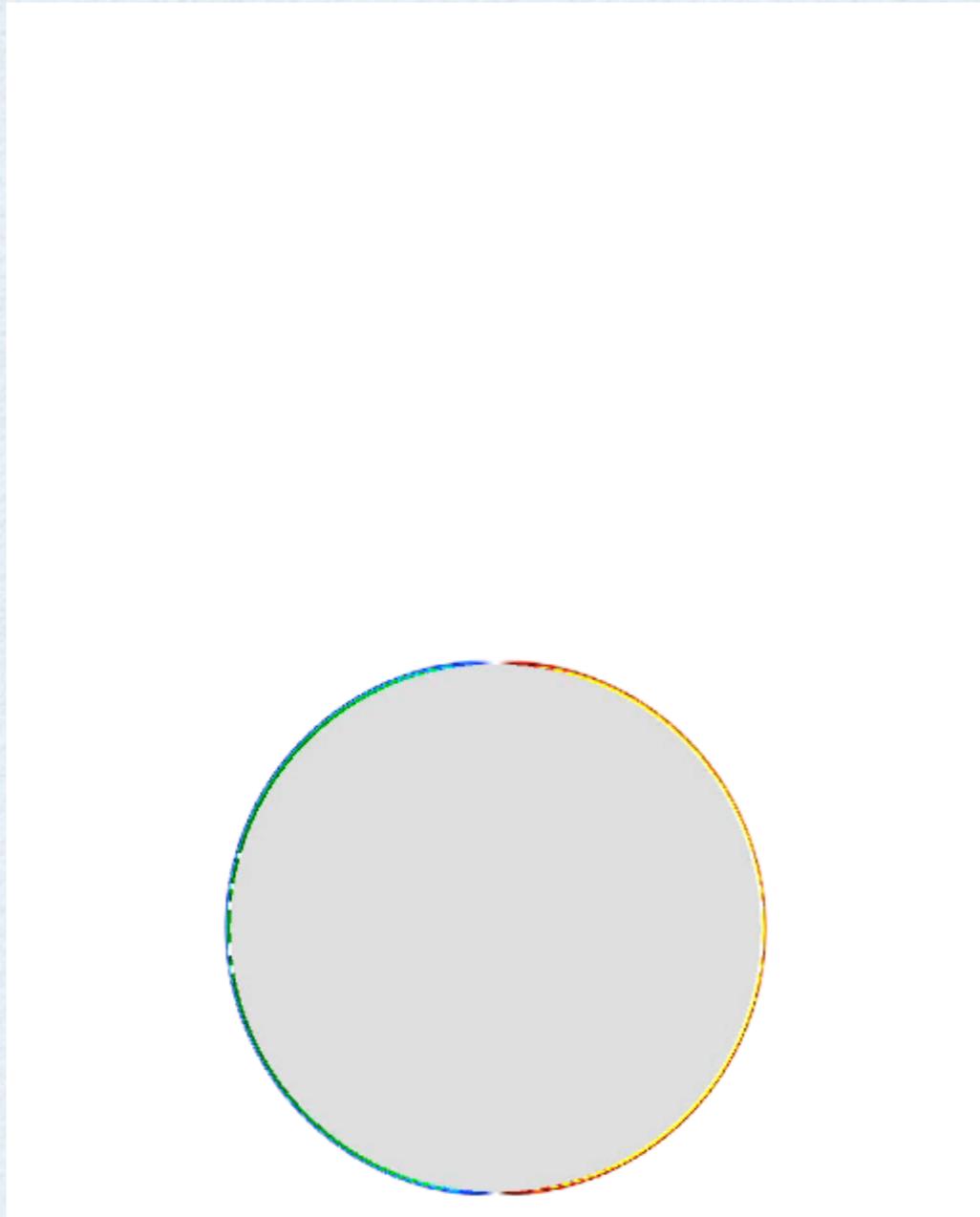
Particles are carriers of physical properties - Models
RHS of ODEs : Physical models (MD,...) - Other



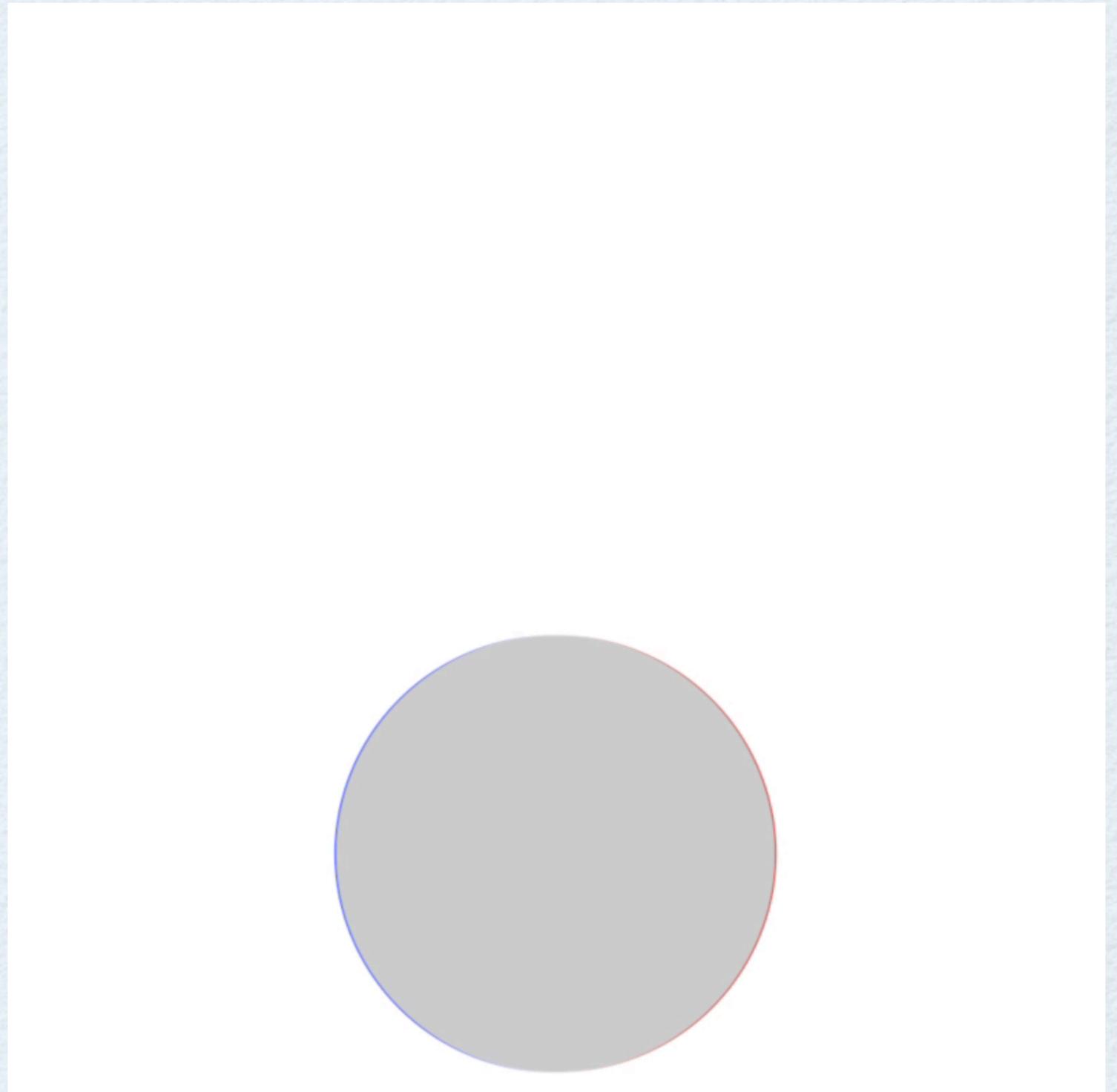
• Multipole Algorithms, Fast Poisson solvers, Adaptivity, multiresolution, multiphysics

CFD: Then and Now

Re = 9500 ~ 10⁶ particles



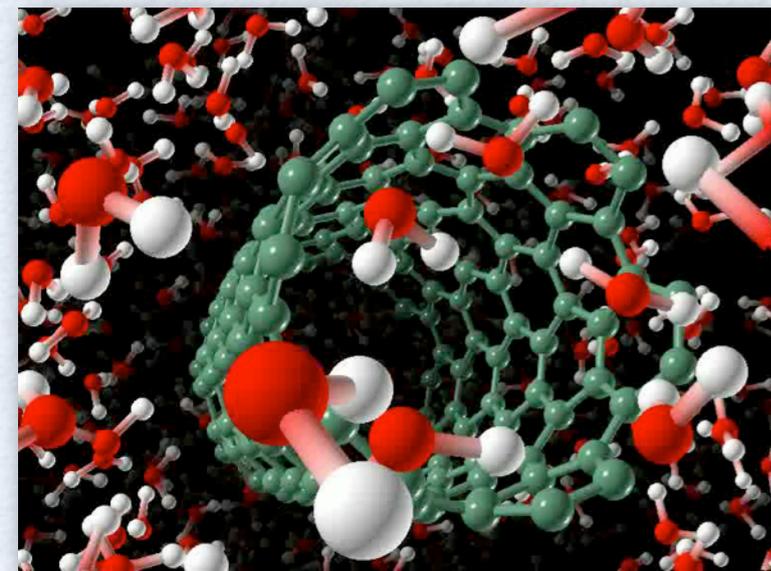
1995 20 Days on CRAY YMP



2009 150sec on GPU

multi Scale Simulations using Particles

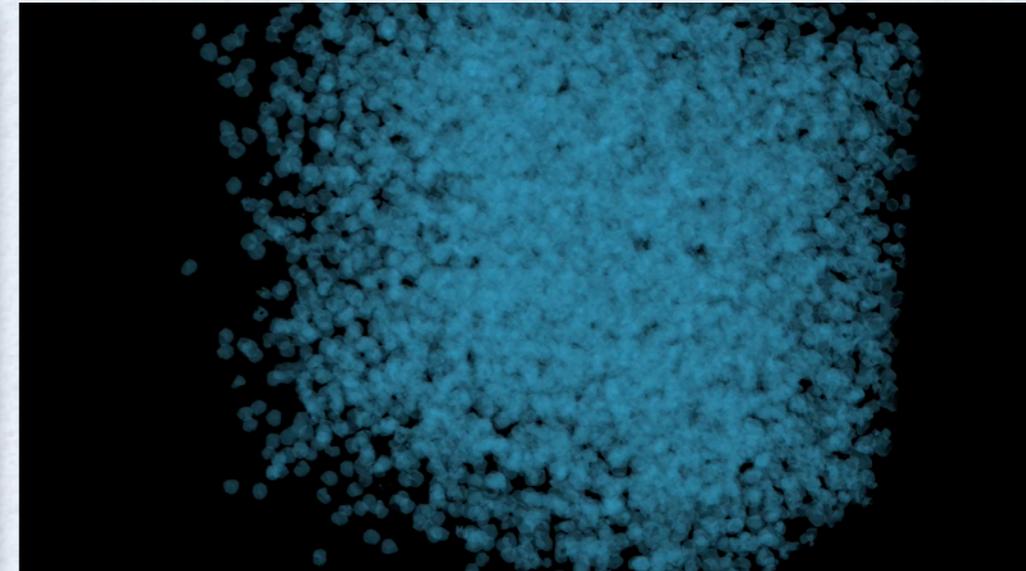
PK, *Ann. Rev. Fluid Mechanics*, 2005



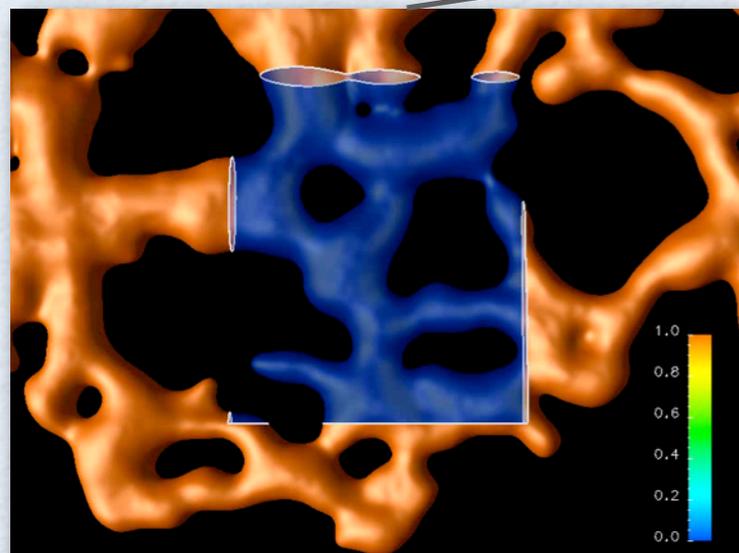
Water and CNTs



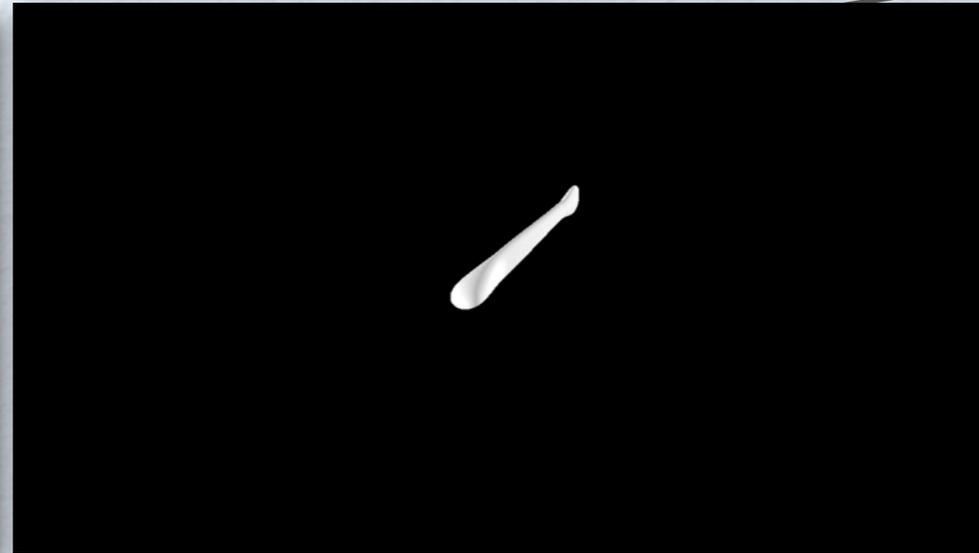
Cell Proliferation



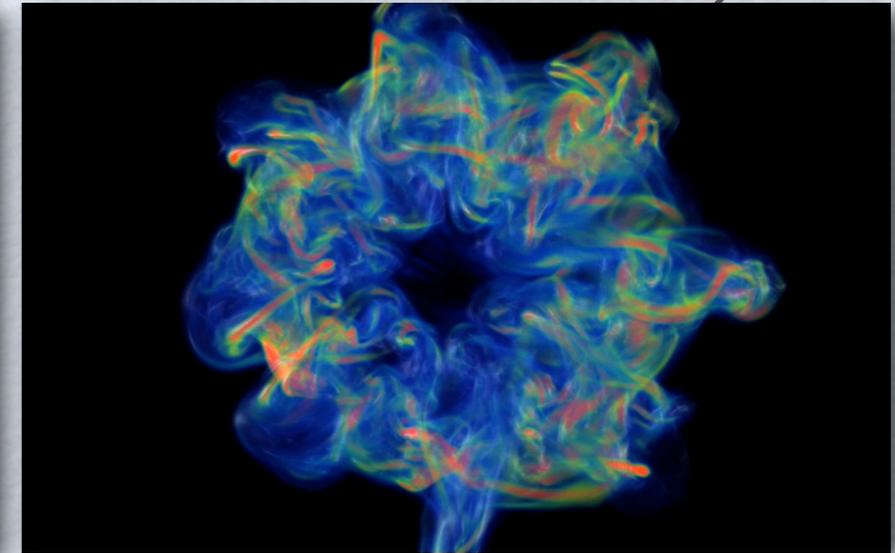
Cancer Modeling



Diffusion in/on Cell Organelles



Swimming Organisms



Vortex Rings



A BRIEF HISTORY of PARTICLE METHODS

Friday, July 20, 12

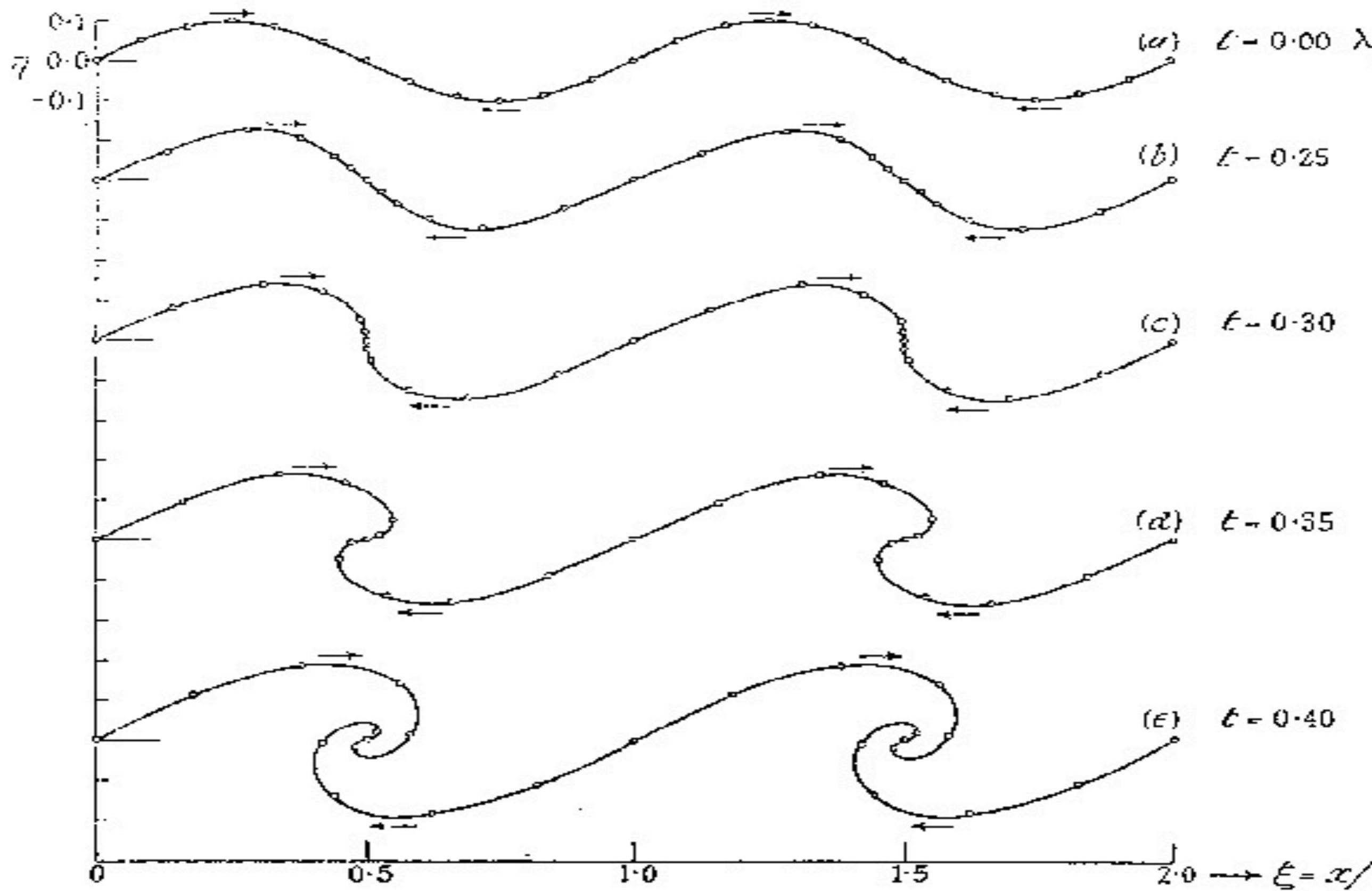


FIG. 4.

A BRIEF HISTORY of PARTICLE METHODS

CFD genesis : Vortex Particle Methods

$$\nabla \times \left(\frac{\partial \mathbf{u}}{\partial t} + \mathbf{u} \cdot \nabla \mathbf{u} = -\nabla P + \nu \nabla^2 \mathbf{u} \right)$$

$$\boldsymbol{\omega} = \nabla \times \mathbf{u} \qquad \nabla^2 \mathbf{u} = -\nabla \times \boldsymbol{\omega}$$

$$\frac{D\boldsymbol{\omega}}{Dt} = \boldsymbol{\omega} \cdot \nabla \mathbf{u} + \nu \nabla^2 \boldsymbol{\omega}$$

$$\frac{dx_p}{dt} = \mathbf{u}$$

- No pressure - Incompressibility enforced
- Poisson equation for getting the velocity
- Lagrangian formulation

Vortex Particle Methods : From the 20's to the 50's

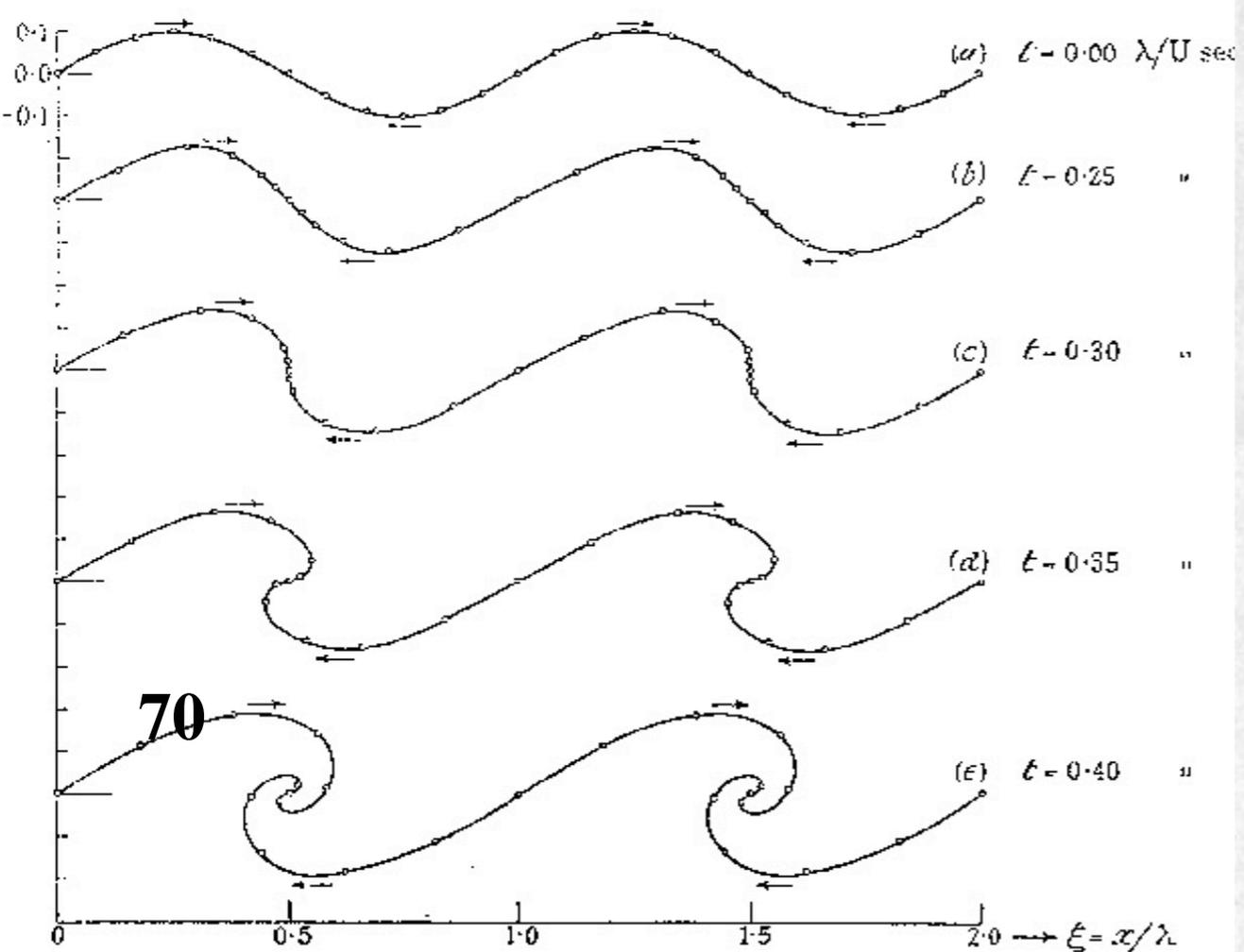
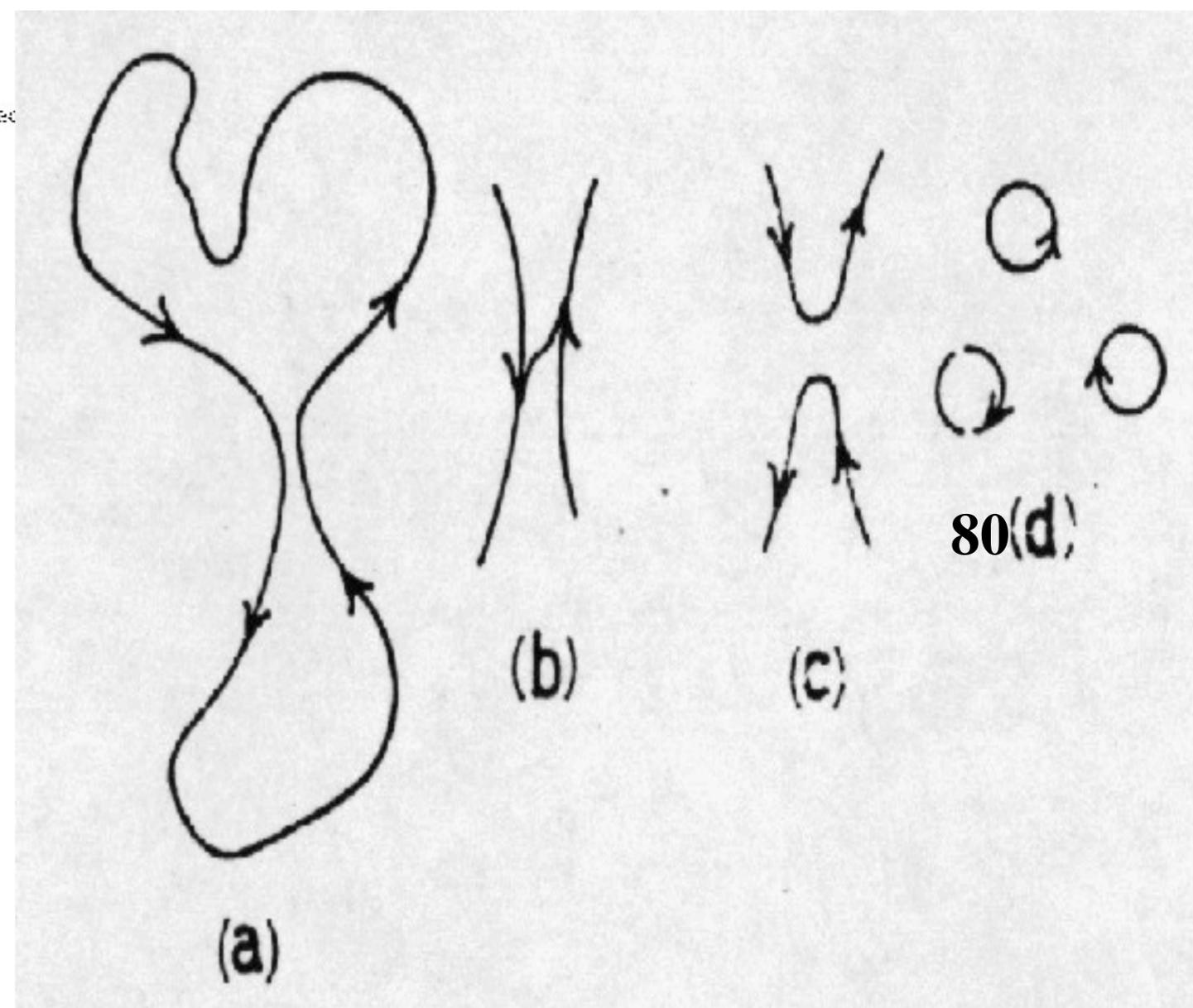


FIG. 4.

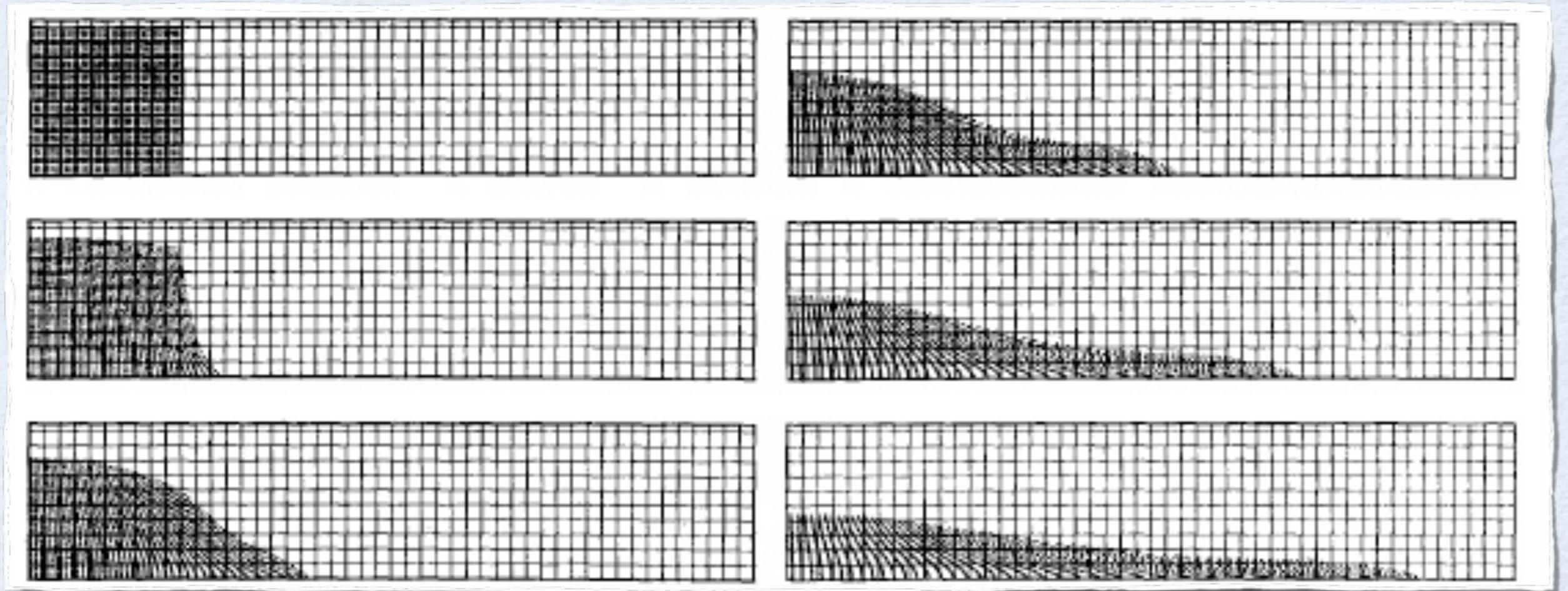
1920's : Rosenhead



1950's Feynman

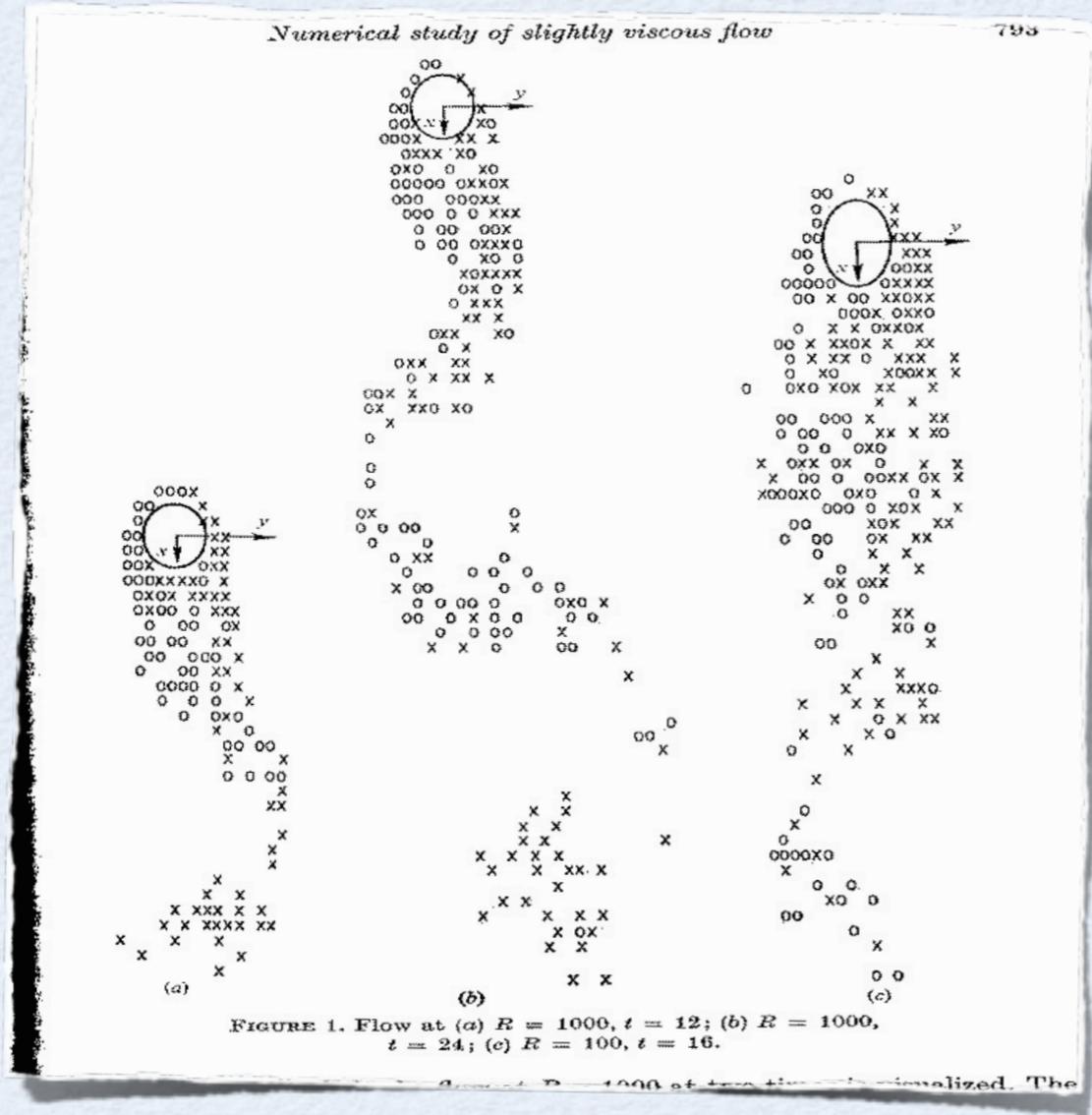
The 60's : Marker And Cell (MAC) ⁻(velocity - pressure)

F.H. Harlow and E.J. Welch



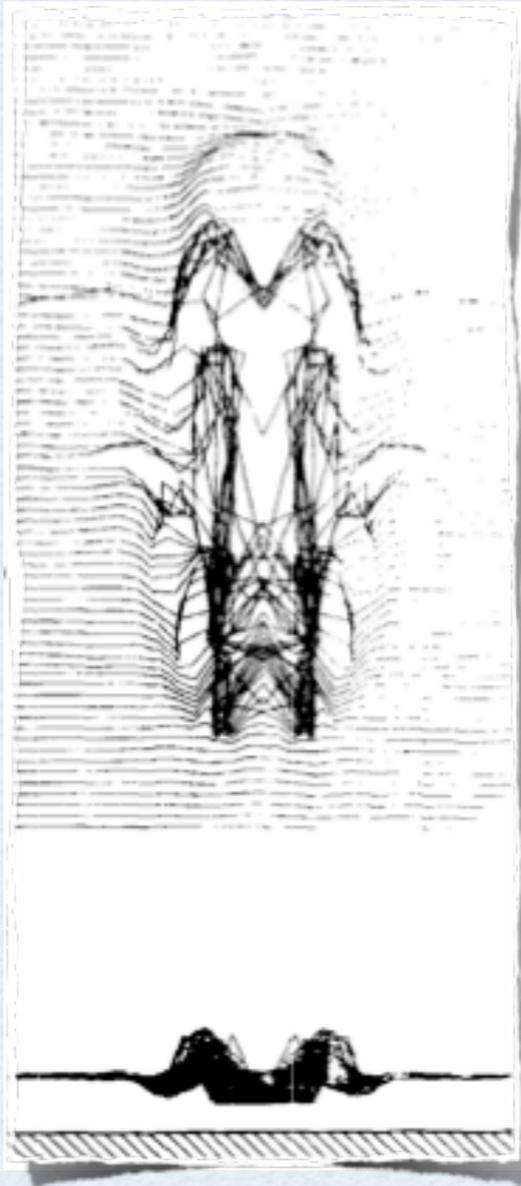
Numerical Calculation of Time-Dependent Viscous Incompressible Flow of Fluid with Free Surface, Harlow, Francis H. and Welch, J. Eddie, Physics of Fluids, 1965

Vortex Methods the 70-80's



Belotserkovsky

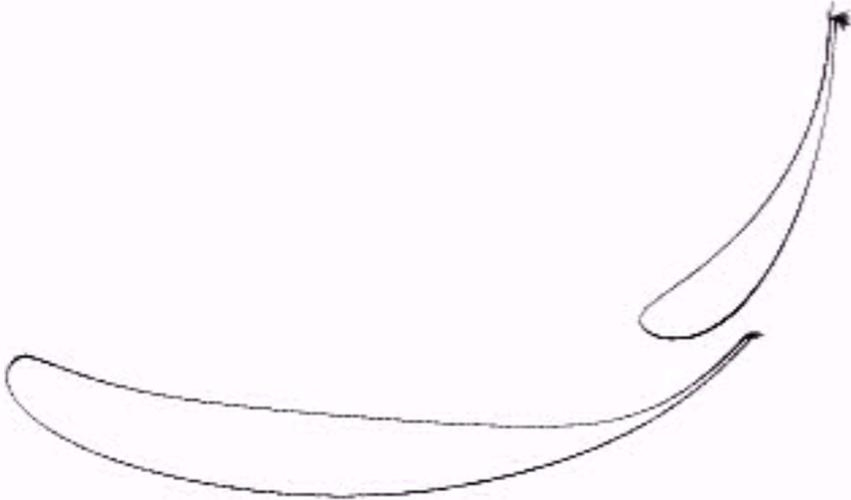
Chorin



Leonard

vortex **Particle Methods : From the 60's to the 80's**

t = 00.01



3D - Boundaries

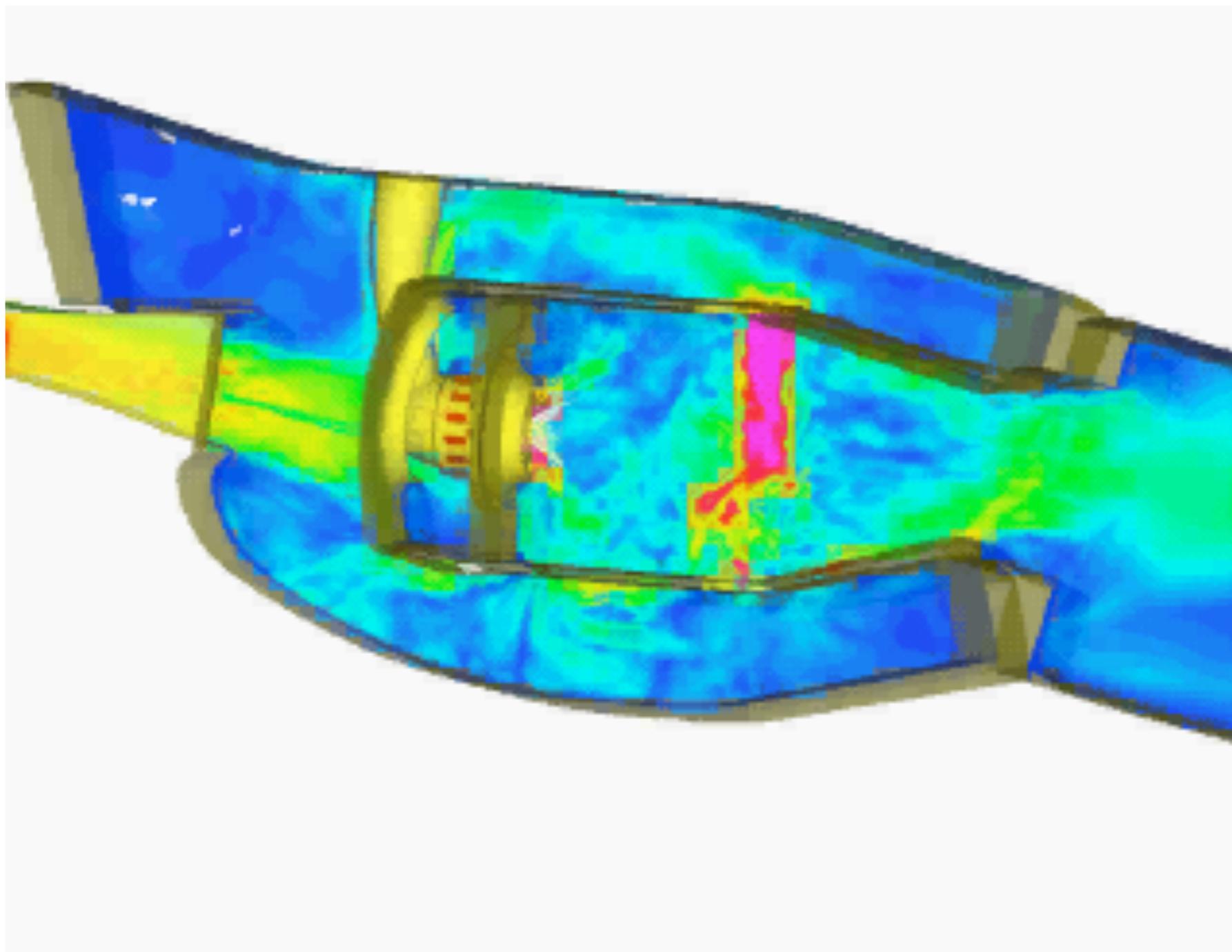
Cost

No theory of convergence

.....

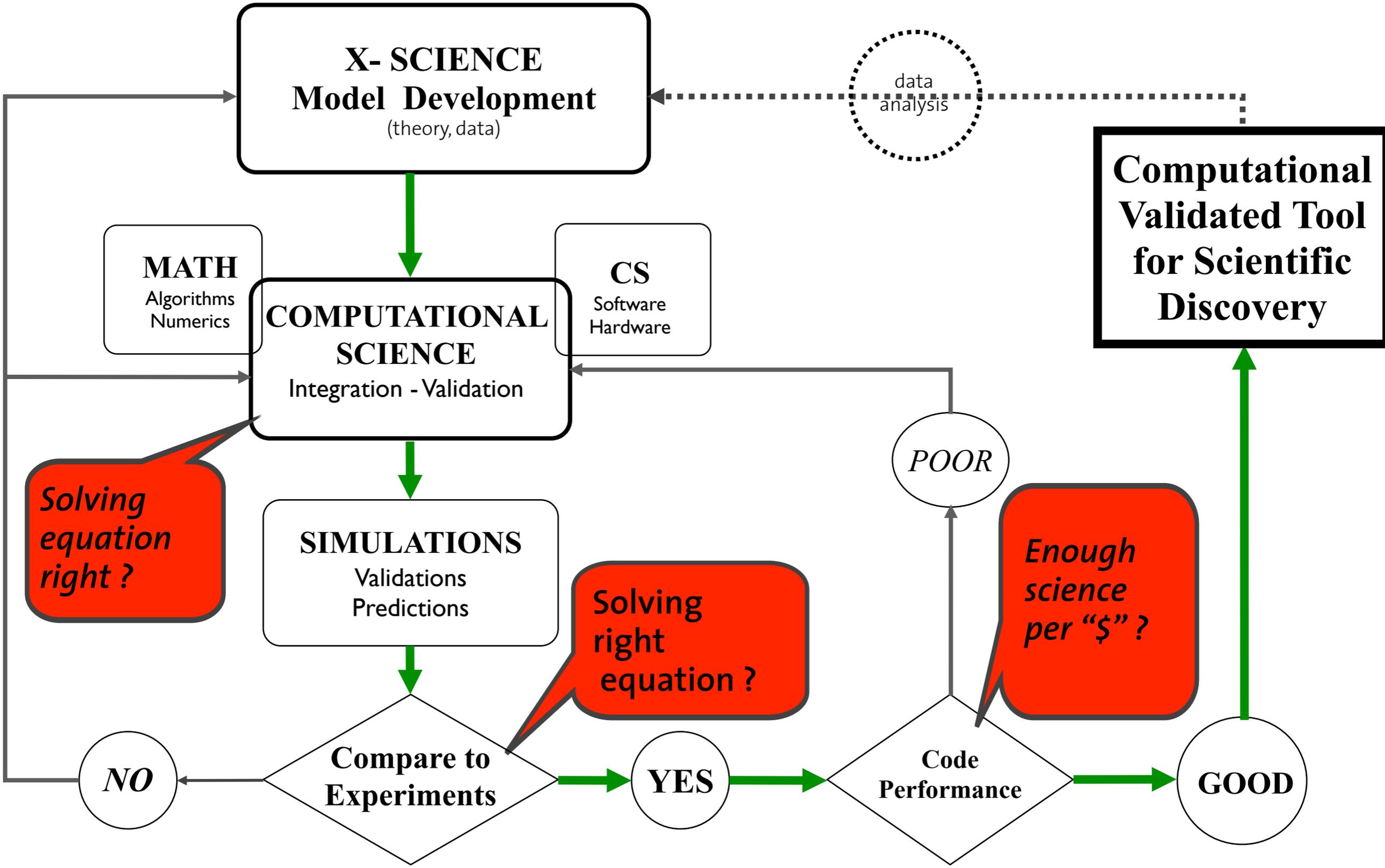
What **PAUSED** Vortex Methods ?

Mesh Methods for complex problems



Unstructured Mesh - Center for Turbulence Research, 2005

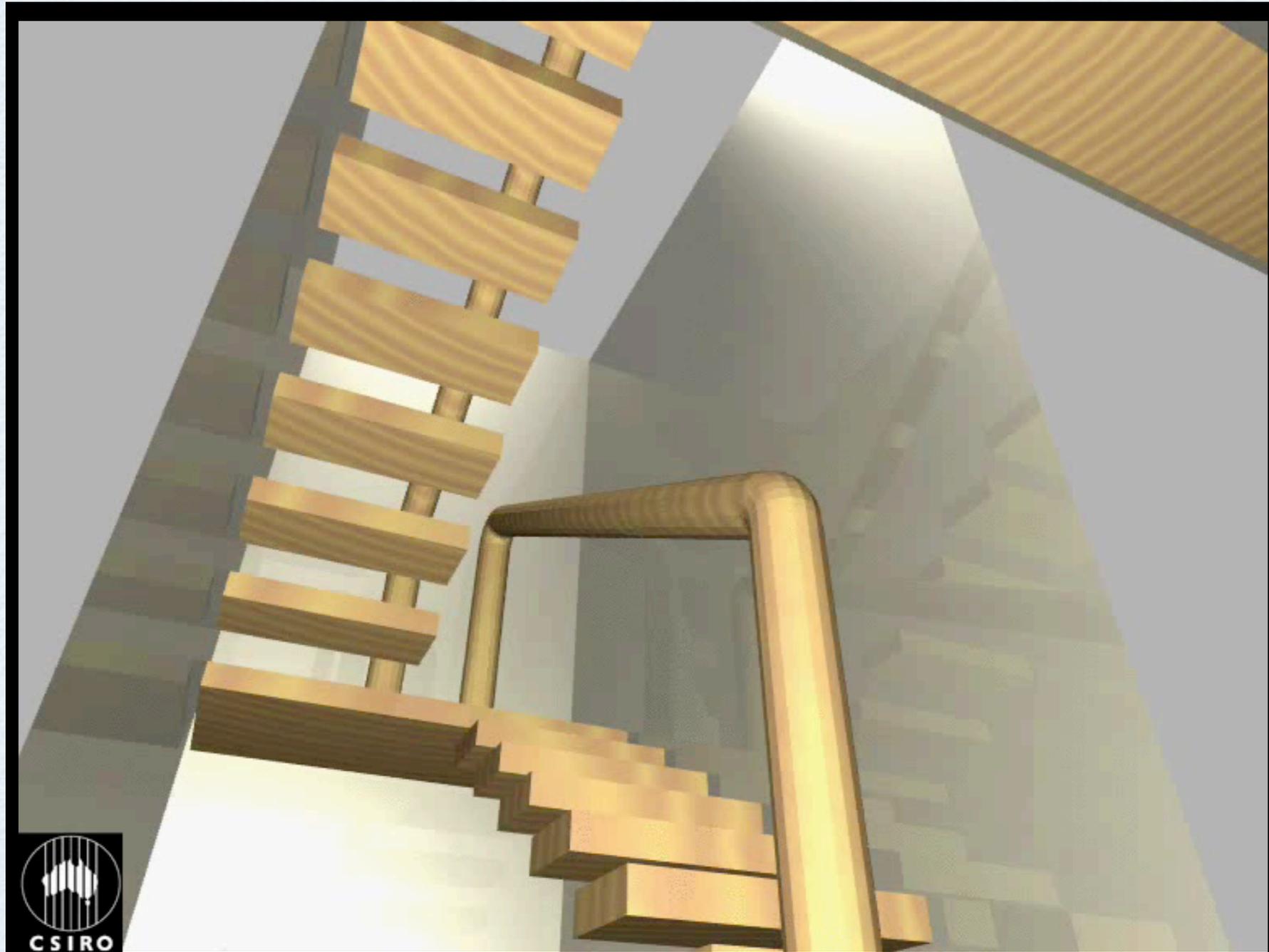
COMPUTING : The 3 Gaps



Adapted from : US-DOE

www.cse-lab.ethz.ch

Particles strike back : SPH (Monaghan, Lucy, 1970's)



Growth of Black Holes
Springel, MPI -
Hernquist, Harvard

GRID FREE + LAGRANGIAN / ADAPTIVE + NO POISSON EQUATION

Fluids, Particles and Graphics

Rigid Fluid: Animating the Interplay Between Rigid Bodies and Fluid

Mark Carlson

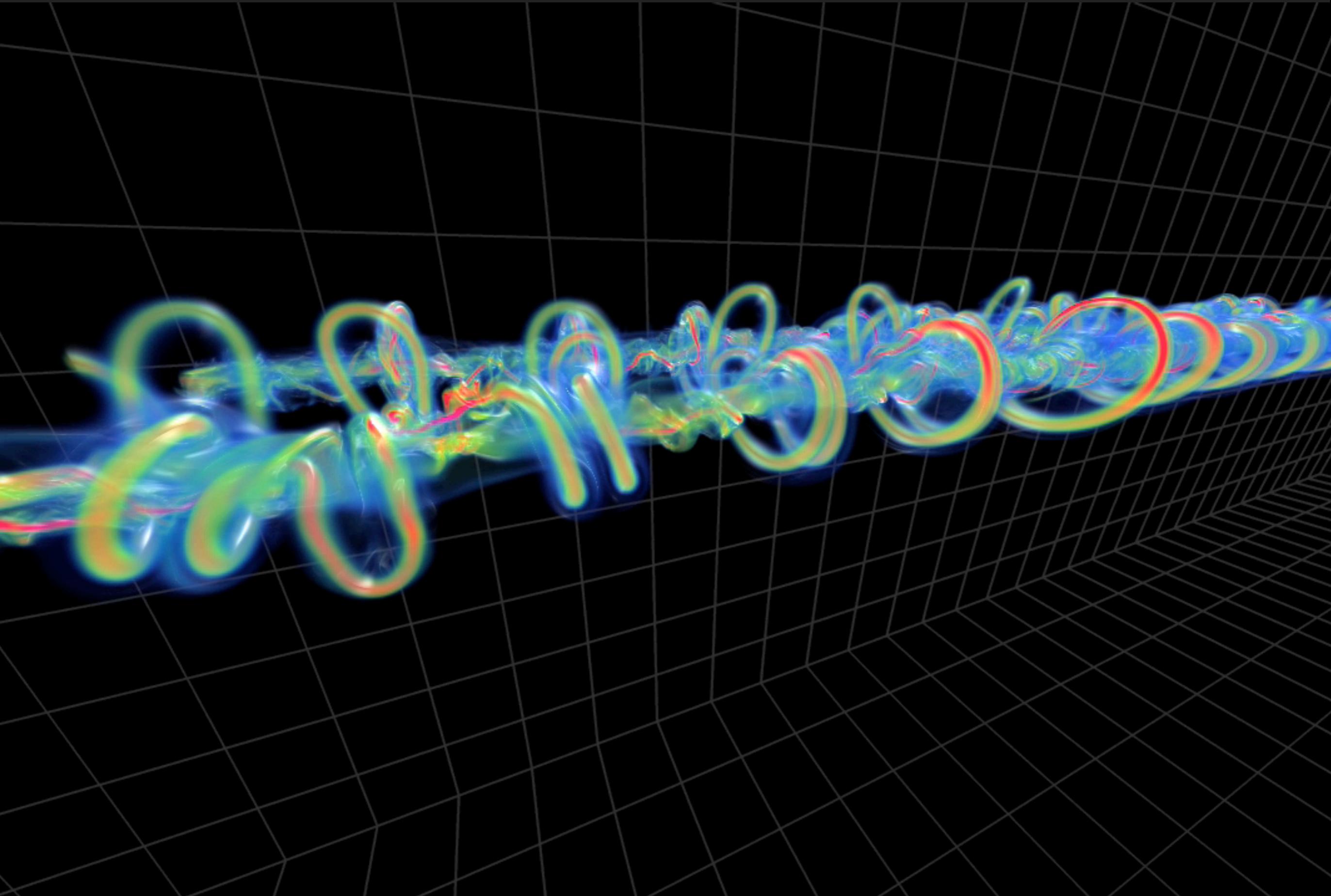
Peter J. Mucha

Greg Turk

Georgia Institute of Technology

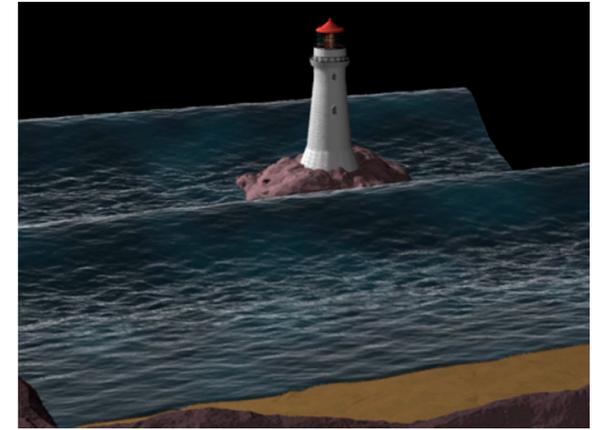
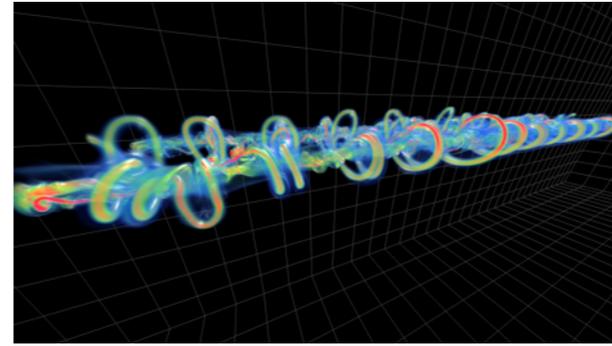
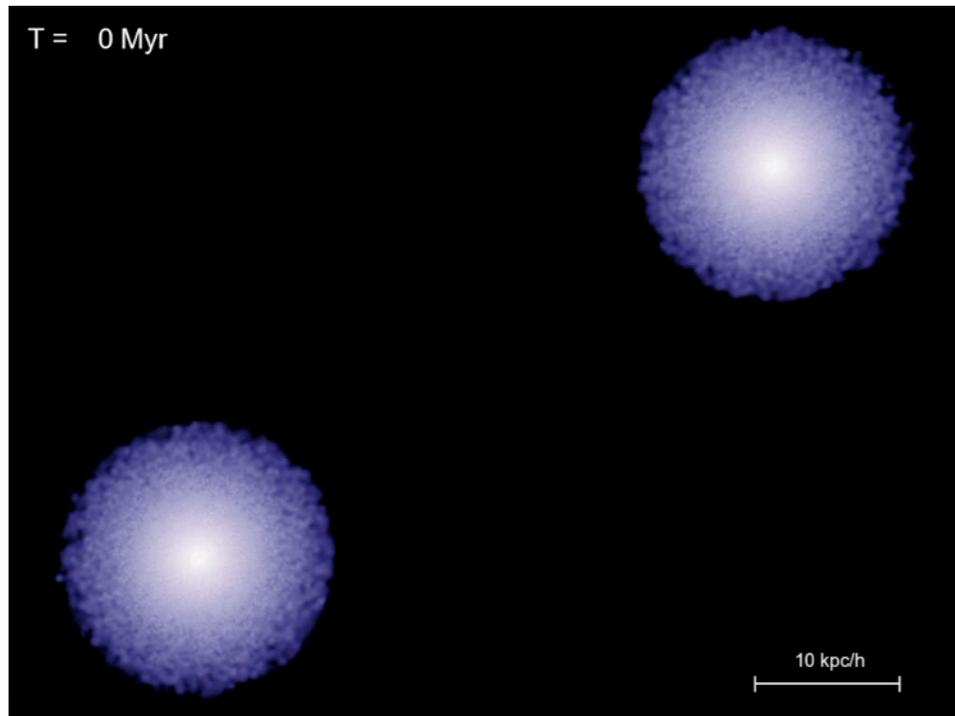
Sound FX by Andrew Lackey, M.P.S.E.

Fluids, Particles and **Graphics** and CFD

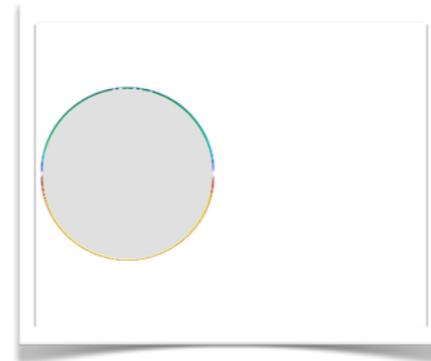


FLUIDS and PARTICLES : CFD and GRAPHICS

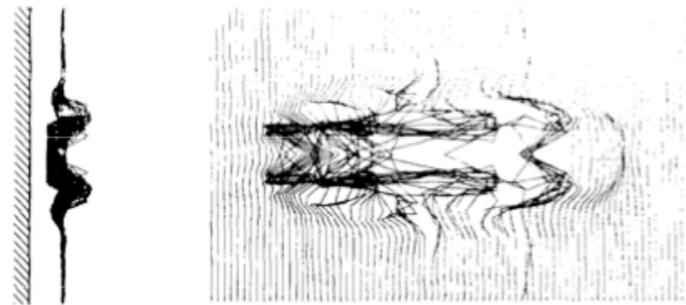
2000



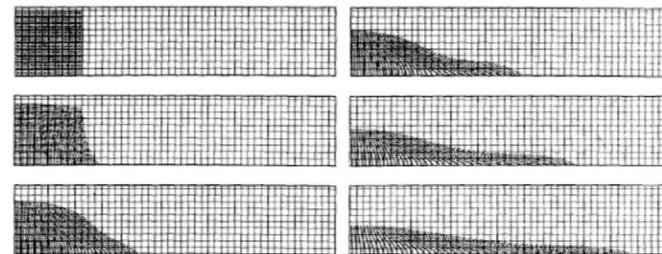
1990



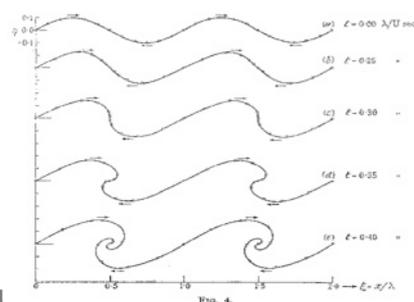
1980



1970

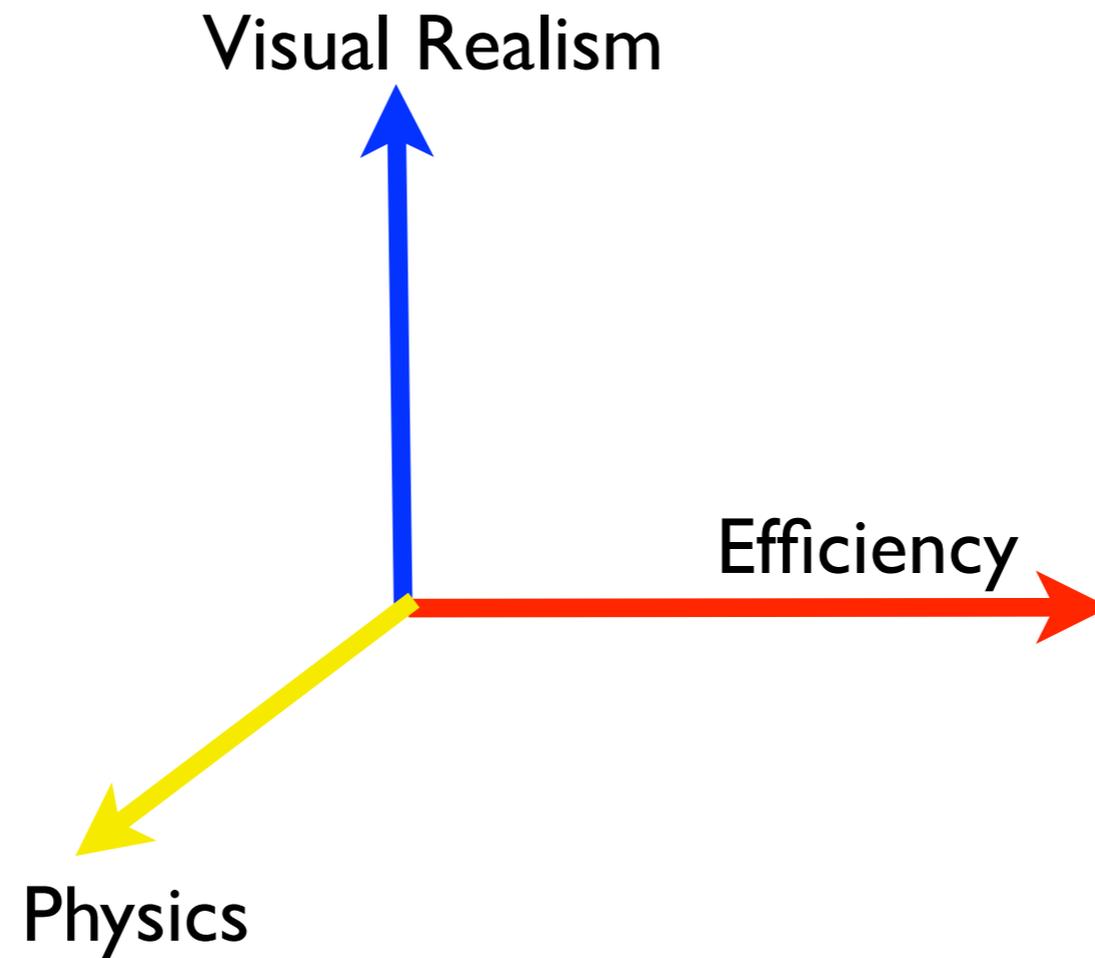


1960



1930

3 Factors for Particle Simulations



Can we precise the (V,E,P) of each simulation ?

PARTICLE METHODS

$$\frac{dx_i}{dt} = U_i(q_j, q_i, x_i, x_j, \dots)$$
$$\frac{dq_i}{dt} = G_i(q_j, q_i, x_i, x_j, \dots)$$

- **CONTINUUM APPROXIMATIONS**
 - Particles as quadrature points of integral approximations
- **DISCRETE MODELS**
 - Particles represent discrete elements
- **COMMON ALGORITHMIC STRUCTURES**
 - Algorithms, Data structures - HPC implementation

• PROS

- Adaptivity, Robustness
- Multiphysics

• CONS

- Low Accuracy, Inconsistent
- Expensive

- **Volumes**
- **Surfaces and Interfaces**
- **Equations**

See : *Multiscale flow simulations using particles*, Koumoutsakos P, *Ann. Rev. Fluid Mech.*, 37, 457-487, 2005

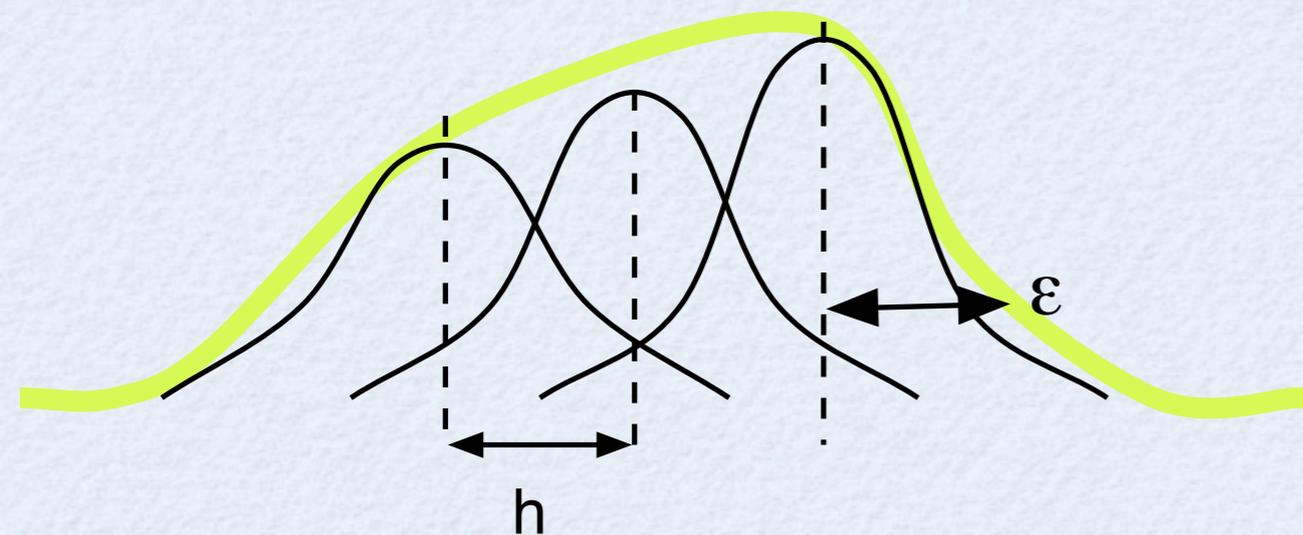
FUNCTIONS and PARTICLES

Integral Function Representation

$$\Phi(x) = \int \Phi(y) \delta(x - y) dy$$

Function Mollification

$$\Phi_\epsilon(x) = \int \Phi(y) \zeta_\epsilon(x - y) dy$$



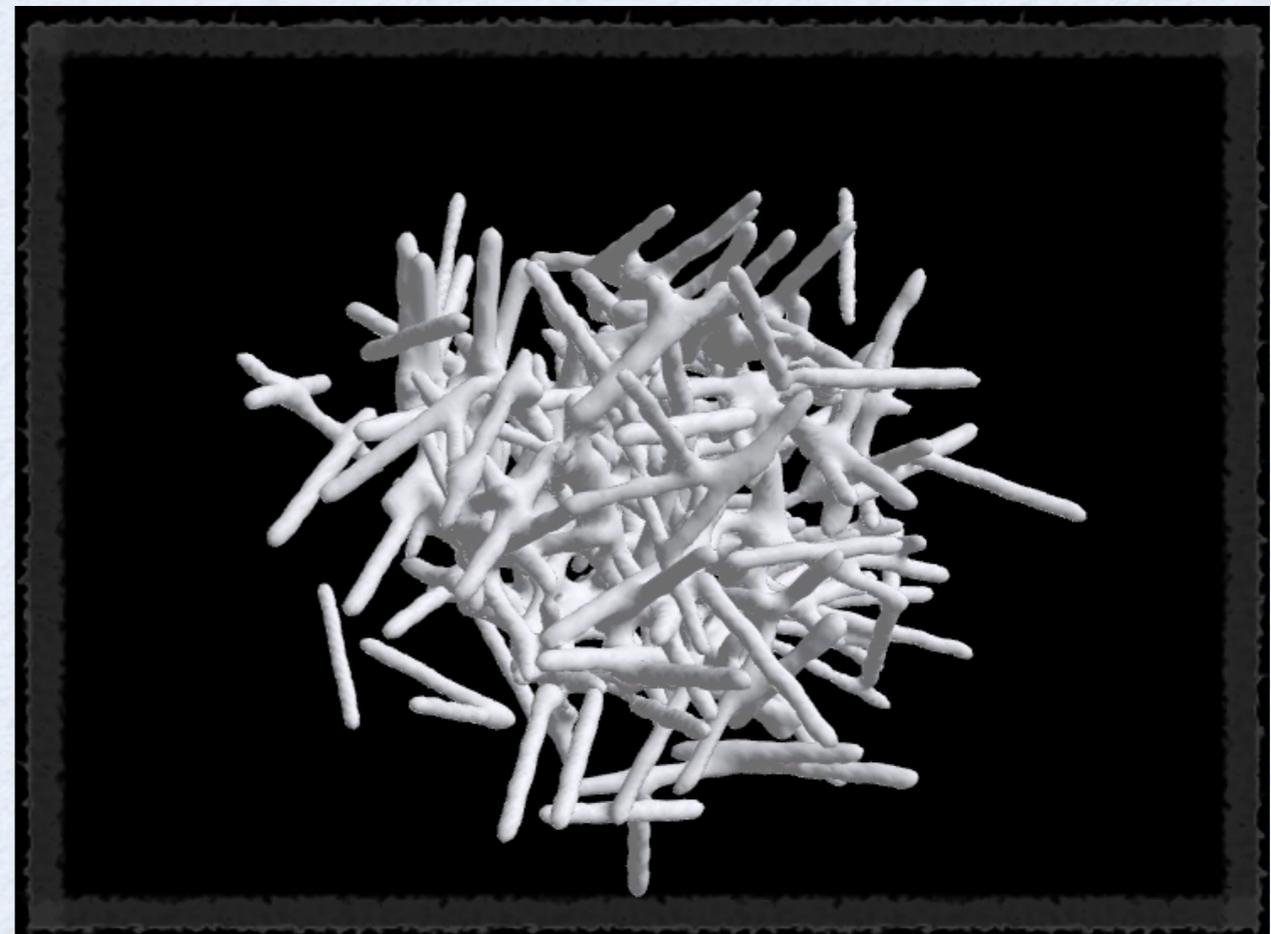
Particles are “mesh” free

Point Particle Quadrature

$$\Phi^h(x, t) = \sum_{p=1}^{N_p} h_p^d \Phi_p(t) \delta(x - x_p(t))$$

Smooth Particle Quadrature

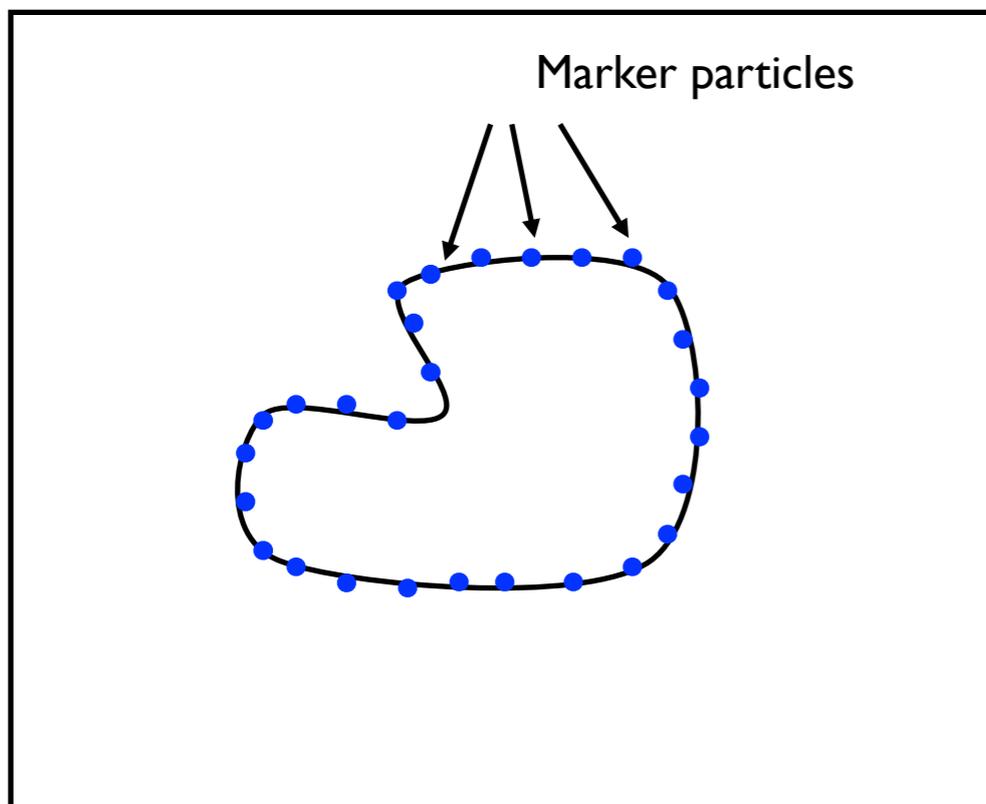
$$\Phi_\epsilon^h(x, t) = \sum_{p=1}^{N_p} h_p^d \Phi_p(t) \zeta_\epsilon(x - x_p(t))$$



Interface Tracking versus Capturing

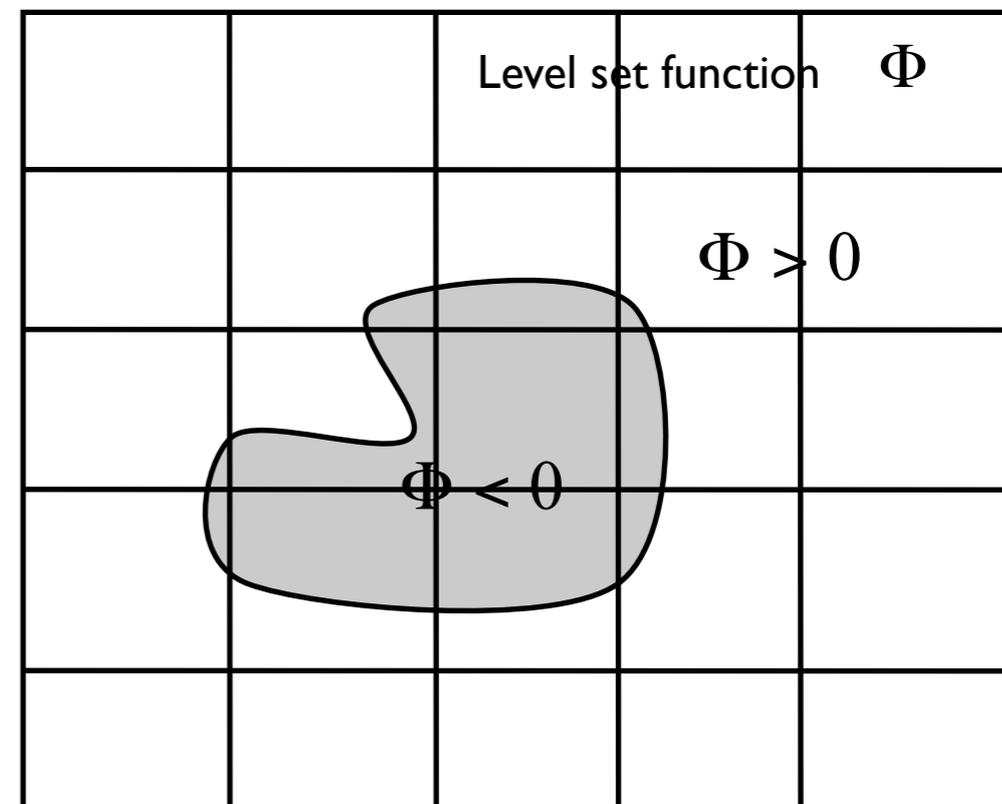
Tracking

- Explicit description
- Lagrangian framework
- Interface distortion requires reseeding



Capturing

- Implicit description
- Eulerian framework
- Evolution leads to numerical diffusion

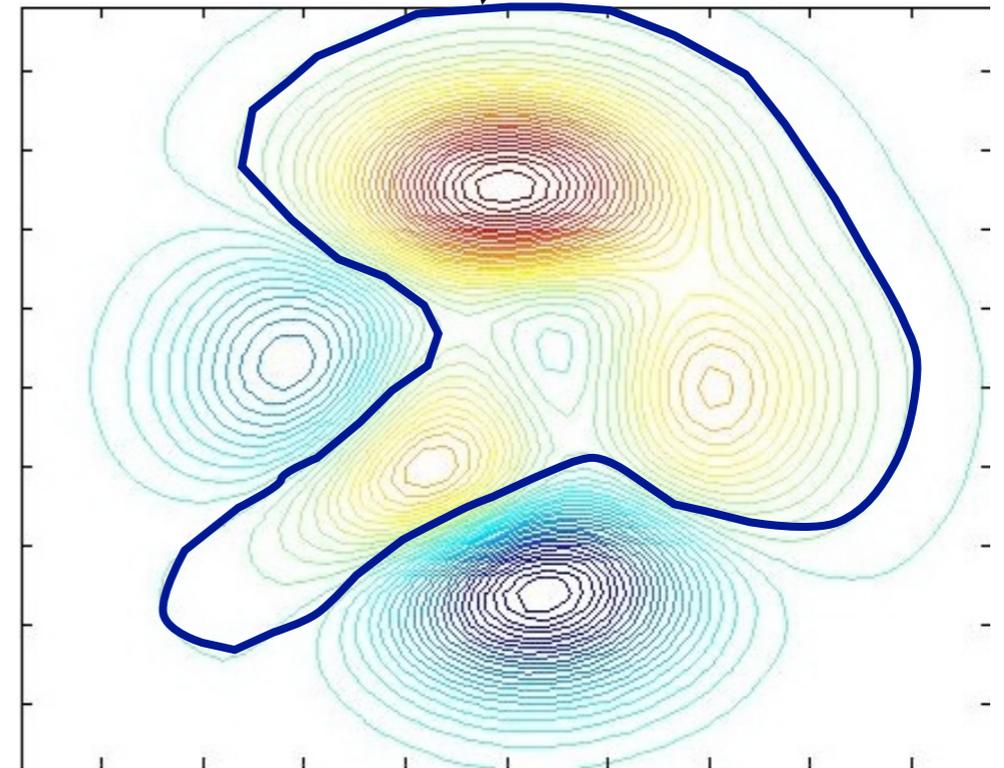
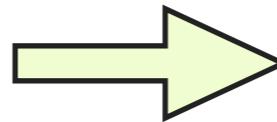
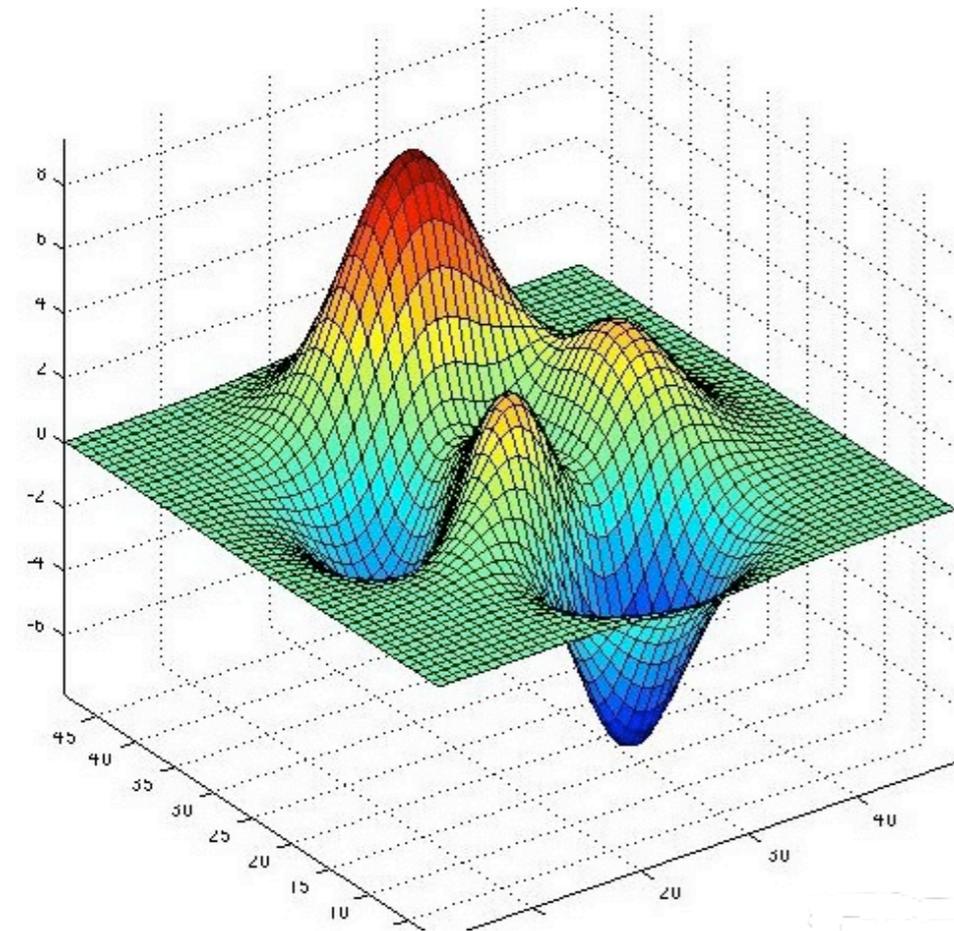


Level Sets for Surface Representation

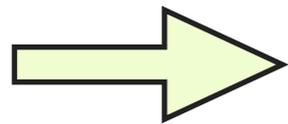
Level Set: implicit surface

$$M = \{x : \Phi(x) = 0\}$$

Sethian, PNAS 93:1591. 1996.



Why?

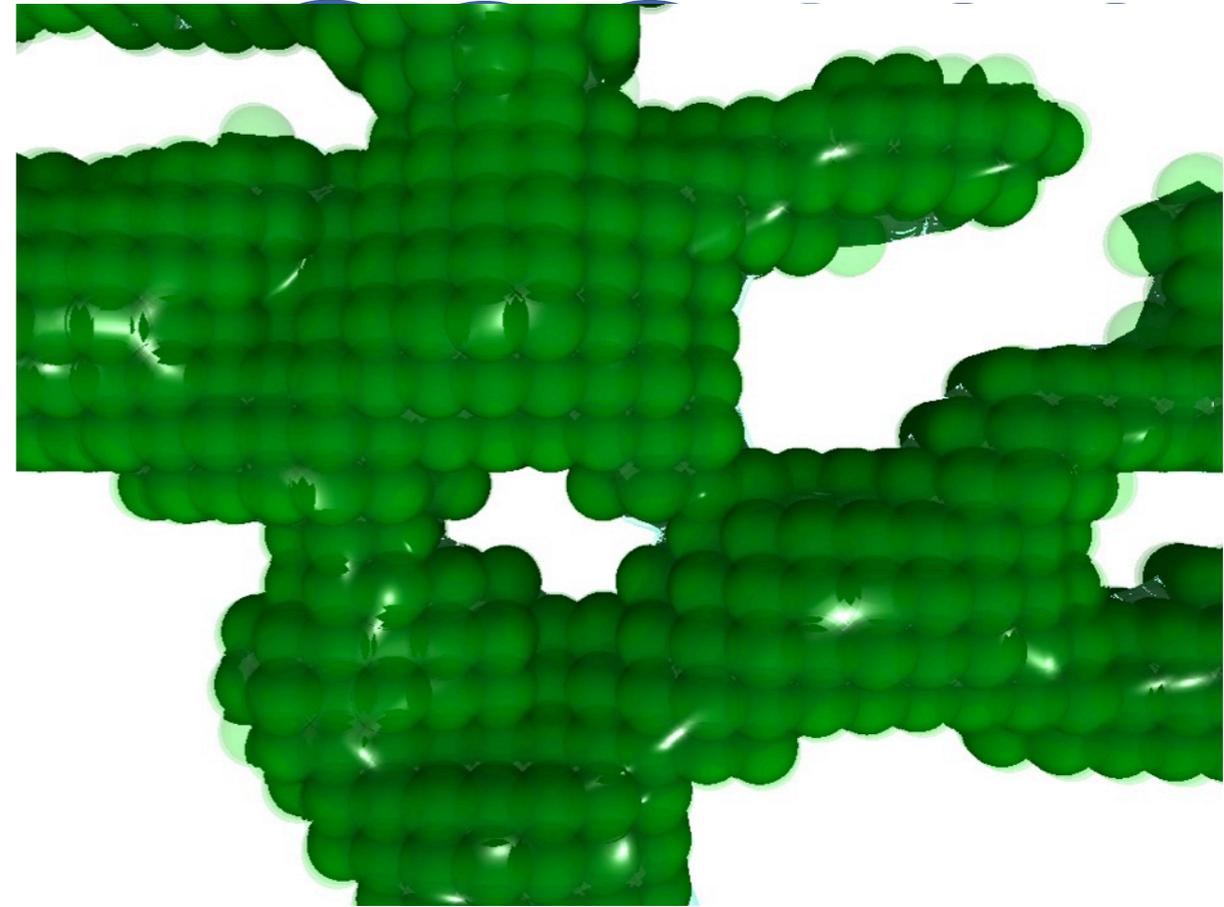


surface can be treated in space: **one method**

PARTICLE METHODS : Geometry

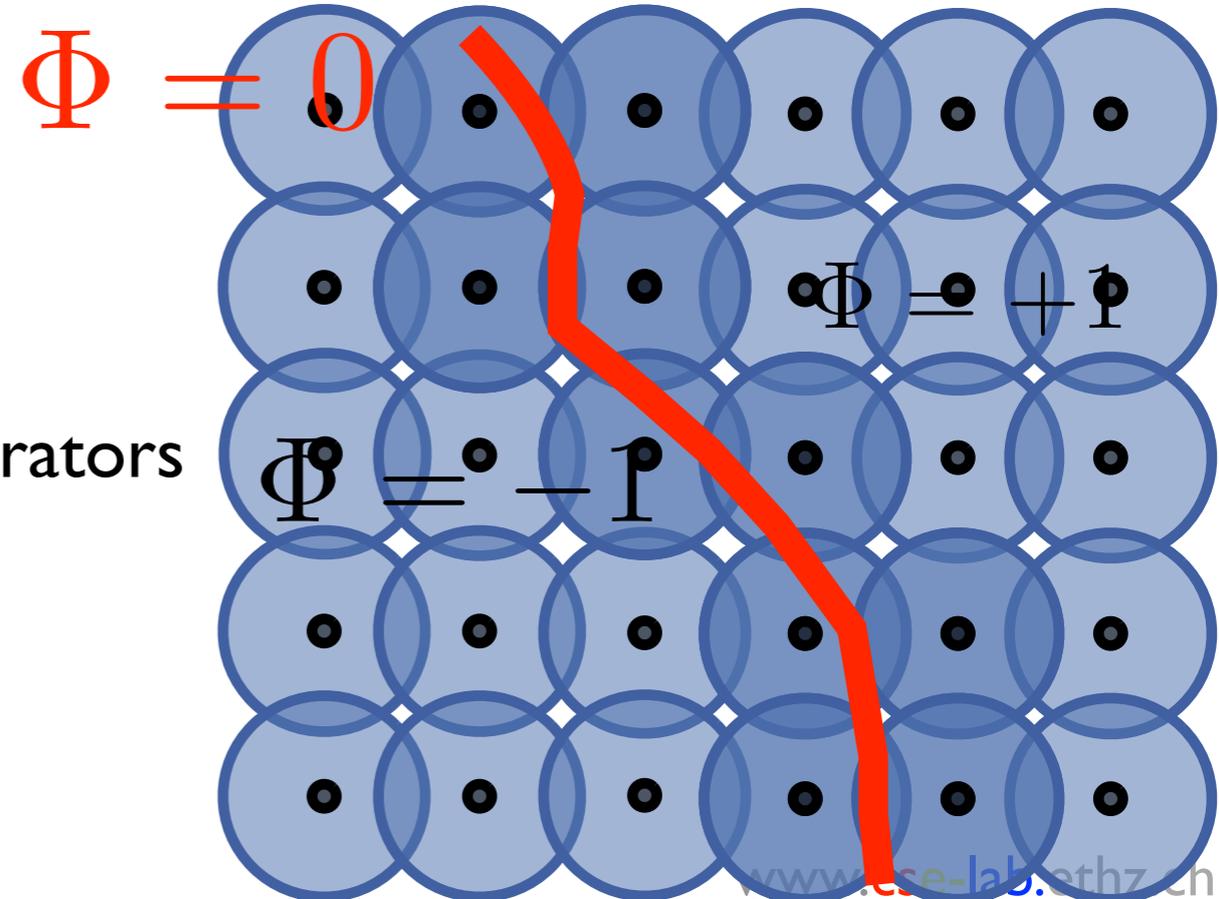
Volume particles

- Particles are quadrature points
- Easy to discretize **COMPLEX GEOMETRIES**



Surface particles

- **Particle - Level Sets - COMPLEX SURFACES**
- Surface Operators - Anisotropic Volume Operators



SURFACES AS LEVEL SETS

$$\Gamma(t) = \{\mathbf{x} \in \Omega \mid \phi(\mathbf{x}, t) = 0\}$$

$$|\nabla\phi| = 1$$

EVOLVING THE LEVEL SETS

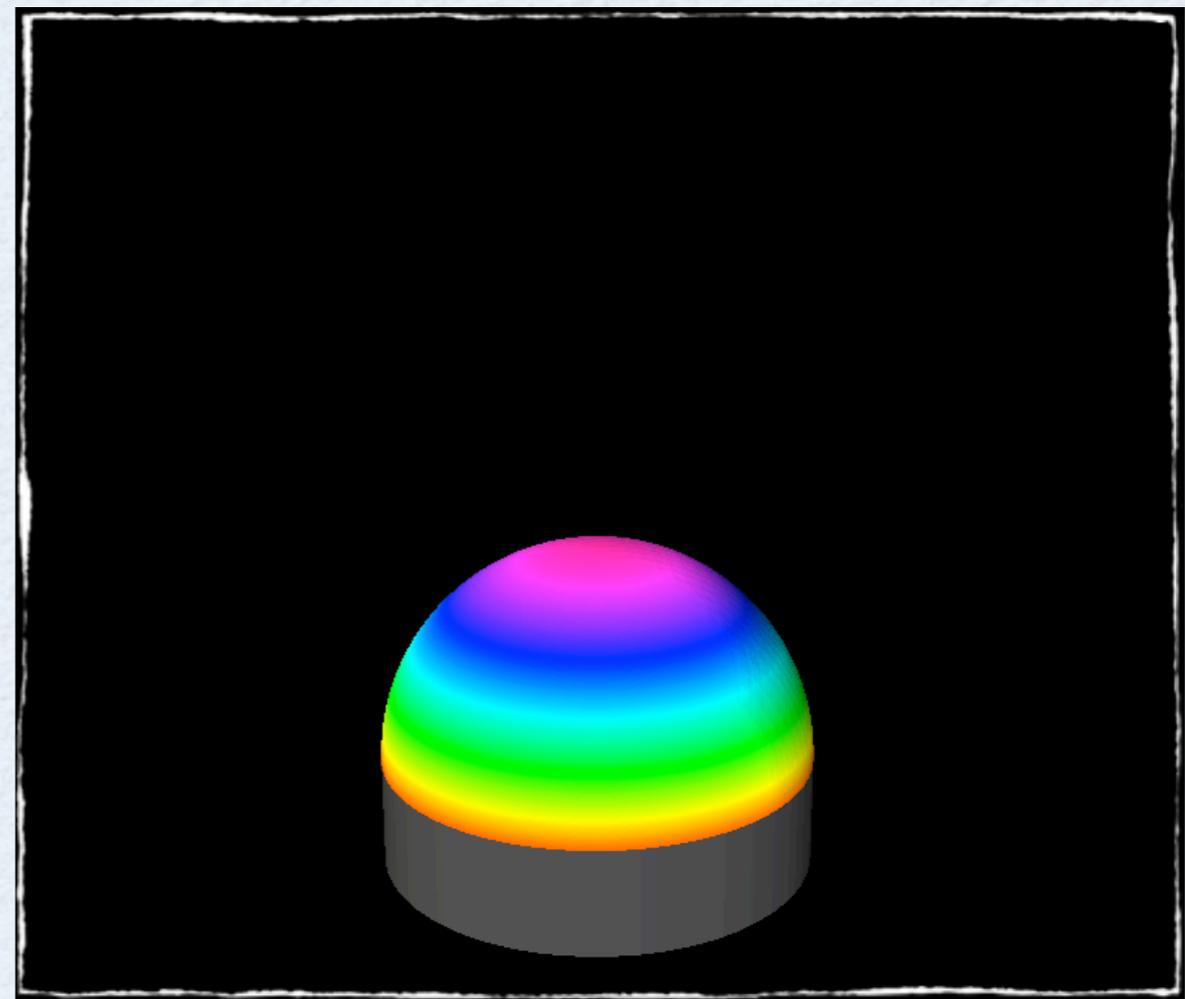
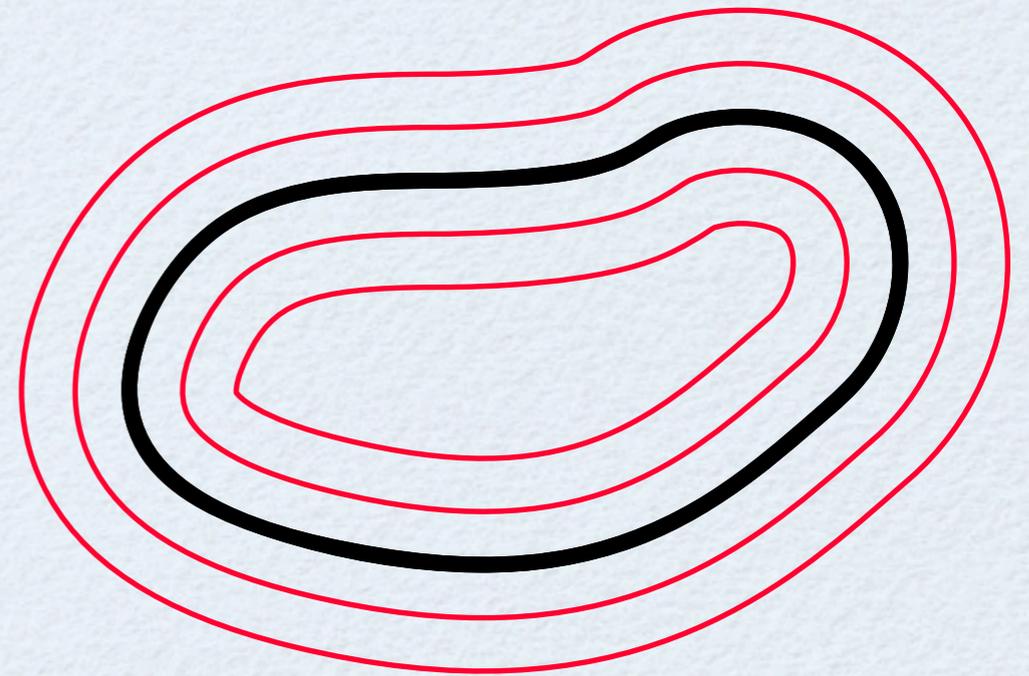
$$\frac{\partial\Phi}{\partial t} + \mathbf{u} \cdot \nabla\Phi = 0$$

PARTICLE APPROXIMATION

$$\Phi_\epsilon^h(x, t) = \sum_{p=1}^{N_p} h_p^d \Phi_p(t) \zeta_\epsilon(x - x_p(t))$$

Lagrangian Surface Transport

$$\frac{dx_p}{dt} = \mathbf{u}_p \quad \frac{D\Phi_p}{Dt} = 0$$



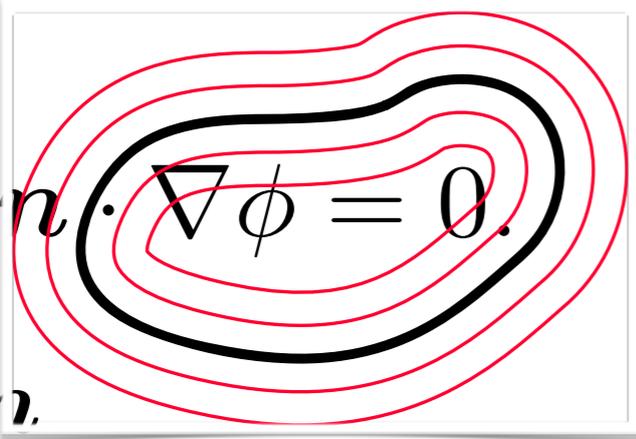
Particle Level sets : 3D curvature-driven flow: Collapsing Dumbbell

$$\frac{\partial \Phi}{\partial t} + \mathbf{u} \cdot \nabla \Phi = 0$$

$$\Gamma(t) = \{\mathbf{x} \in \Omega \mid \phi(\mathbf{x}, t) = 0\}$$

$$|\nabla \phi| = 1$$

$$\frac{\partial \phi}{\partial t} + \kappa \mathbf{n} \cdot \nabla \phi = 0$$

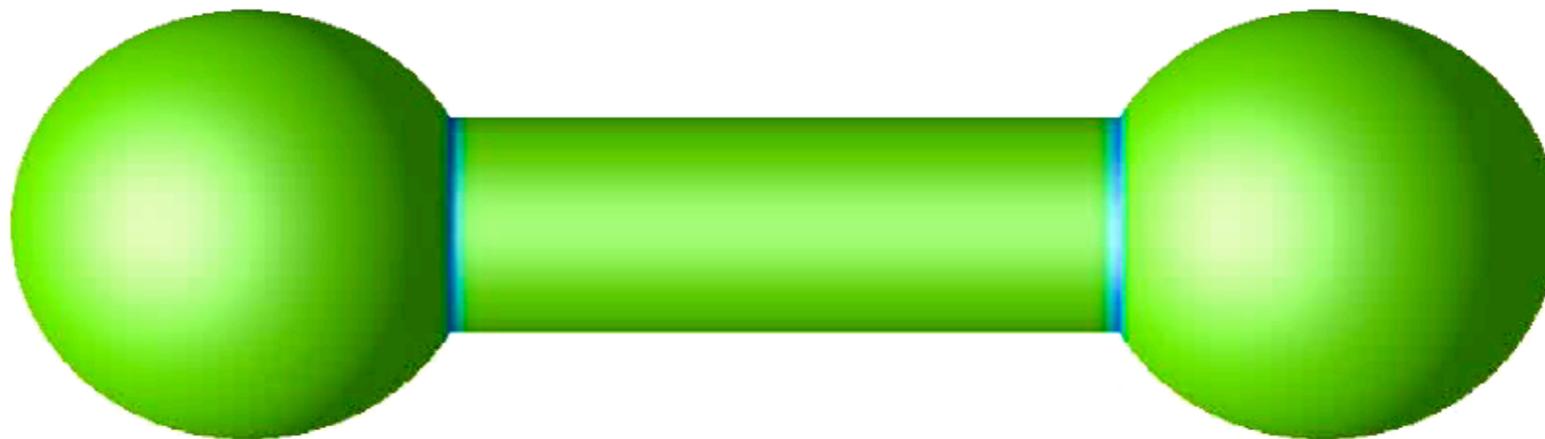
$$\kappa = \nabla \cdot \mathbf{n}$$


$$\Phi_\epsilon^h(x, t) = \sum_{p=1}^{N_p} h_p^d \Phi_p(t) \zeta_\epsilon(x - x_p(t))$$

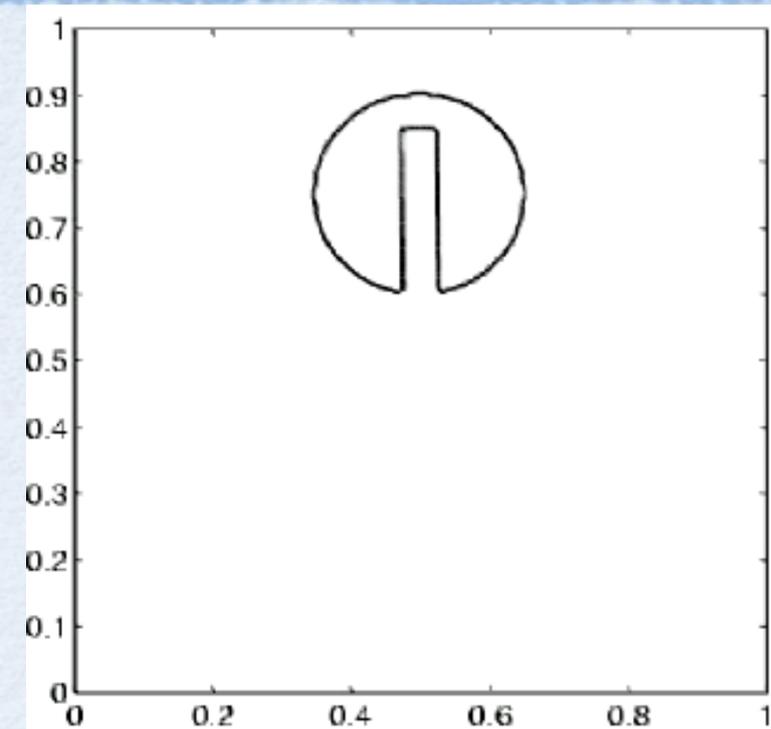
$$\frac{D\Phi_p}{Dt} = 0 \quad \frac{dx_p}{dt} = \mathbf{u}$$

Particle Approximation

A Lagrangian Particle Level Set, Hieber and Koumoutsakos, J. Comp. Phys. 2005



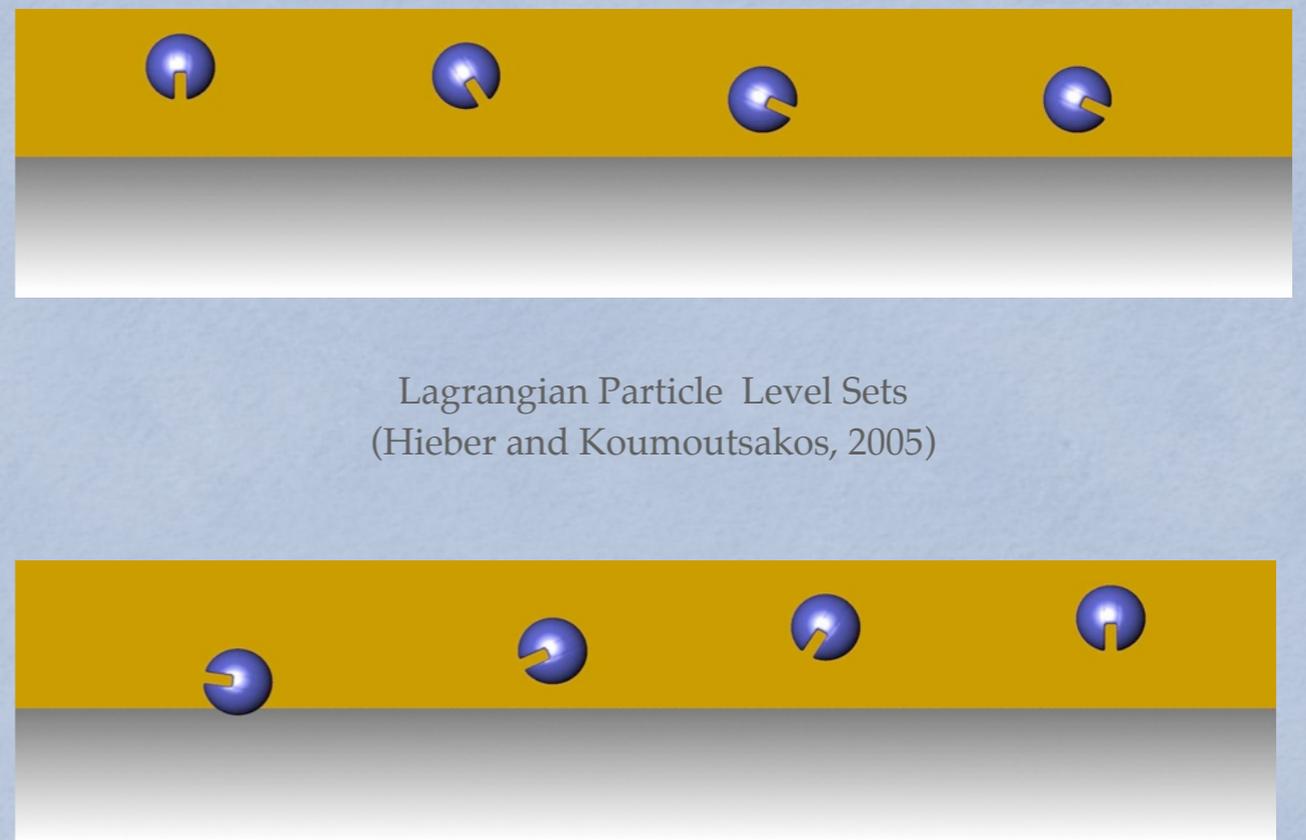
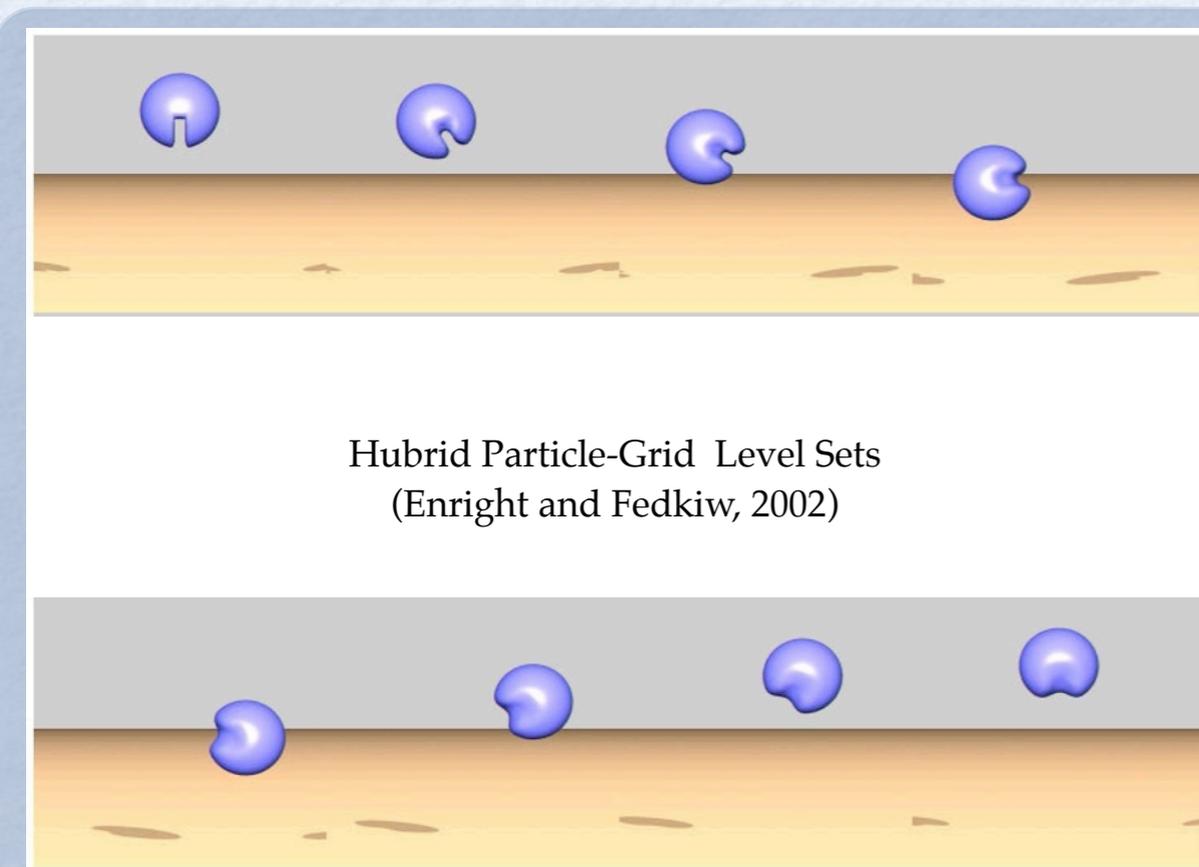
Lagrangian vs Eulerian Descriptions



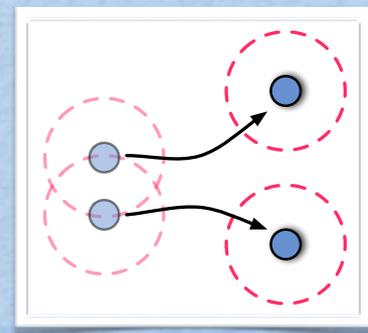
- **PARTICLE LEVEL SETS** exact for rigid body motion

$$\Phi(\mathbf{x}, t) = \Phi_0(\mathbf{x} - \mathbf{u}t)$$

Lagrangian Particle methods
good for **linear** advection



LAGRANGIAN DISTORTION



- loss of **overlap** -> loss of **convergence**

Particles follow flow trajectories - **Location distortion**

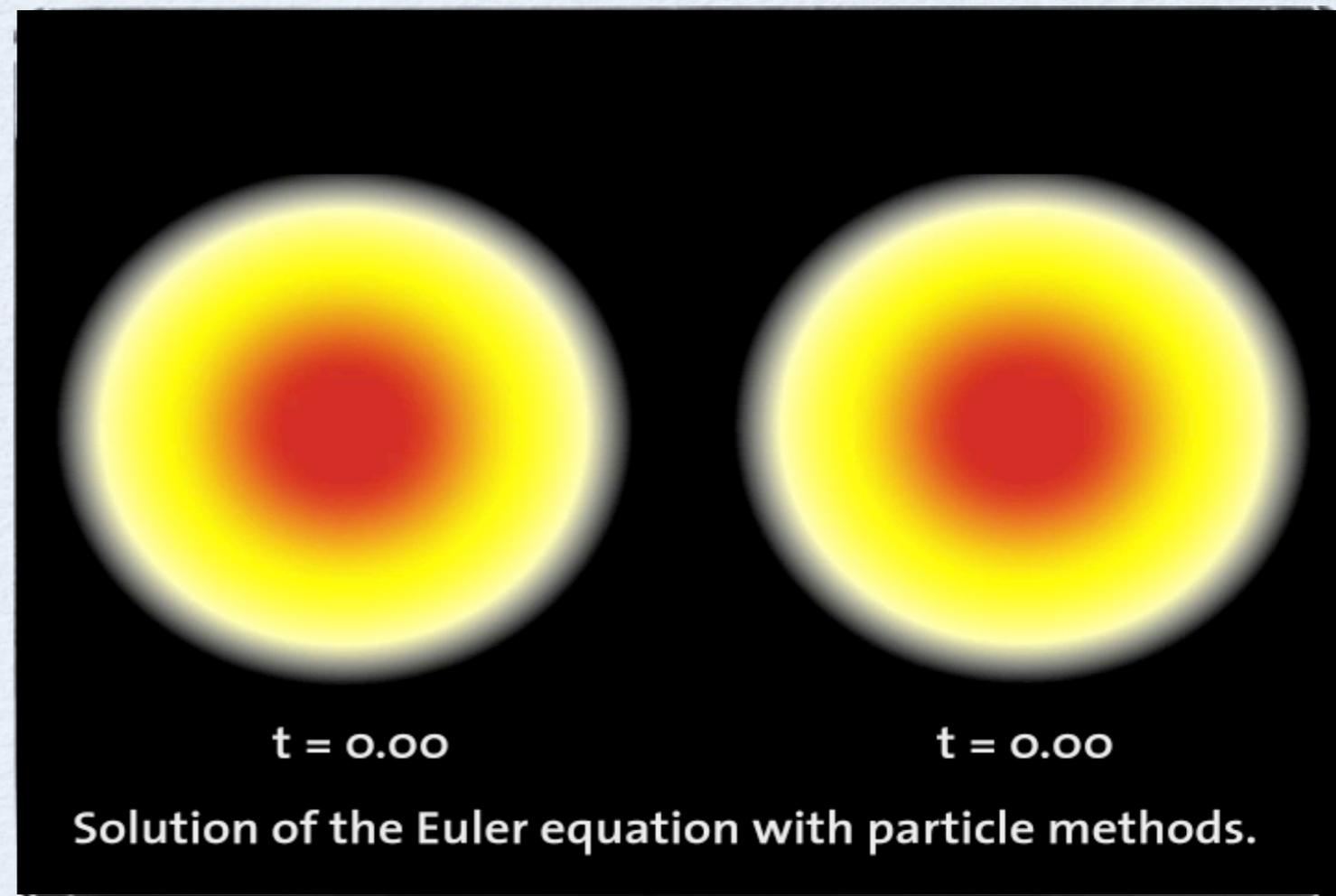
EXAMPLE :

Incompressible 2D Euler Equations

$$\omega = \nabla \times \mathbf{u} \quad \nabla \cdot \mathbf{u} = 0$$

$$\frac{D\omega}{Dt} = 0$$

There is an **exact** axisymmetric solution



SMOOTH PARTICLES MUST **OVERLAP**

Integral Function Representation

$$\Phi(x) = \int \Phi(y) \delta(x - y) dy$$

Point Particle Quadrature

$$\Phi^h(x, t) = \sum_{p=1}^{N_p} h_p^d \Phi_p(t) \delta(x - x_p(t))$$

Function Mollification

$$\Phi_\epsilon(x) = \int \Phi(y) \zeta_\epsilon(x - y) dy$$

Smooth Particle Quadrature

$$\Phi_\epsilon^h(x, t) = \sum_{p=1}^{N_p} h_p^d \Phi_p(t) \zeta_\epsilon(x - x_p(t))$$

$$\int \zeta x^\alpha dx = 0^\alpha \quad 0 \leq \alpha < r$$

TOTAL ERROR

$$\begin{aligned} \|\Phi - \Phi_\epsilon^h\| &\leq \|\Phi - \Phi_\epsilon\| + \|\Phi_\epsilon - \Phi_\epsilon^h\| \\ &\leq (C_1 \epsilon^r) + C_2 \left(\frac{h}{\epsilon}\right)^m \|\Phi\|_\infty \end{aligned}$$

Need $h/\epsilon < 1$ for accuracy

**PARTICLES MUST ALWAYS
OVERLAP**

Are Particle Methods Grid Free ?

How to fix it ?

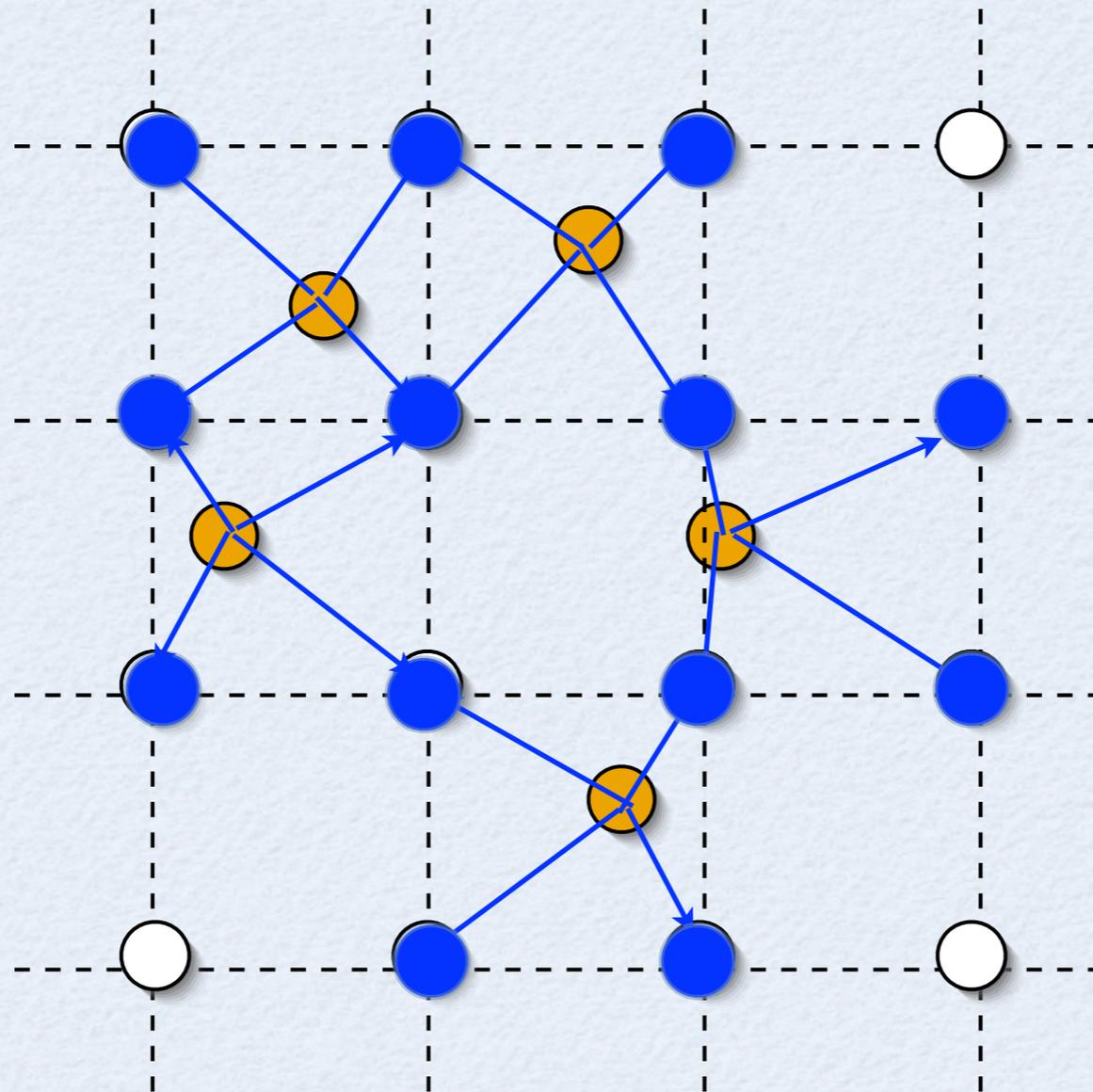
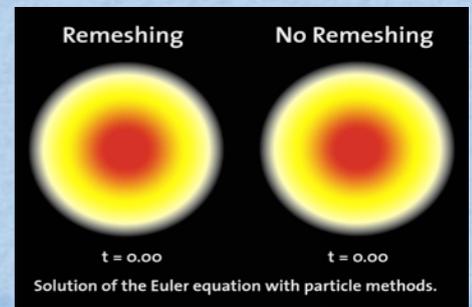
- Modify the smoothing kernels (SPH - Monaghan)
- Re-distribute particles with Voronoi Meshes (ALE - Russo)
- Re-initialise particle strengths (WRKPM - Liu, Belytchko)

DOES NOT WORK
EXPENSIVE - UNSTABLE
EXPENSIVE

REMESHING : Re-project particles on a mesh

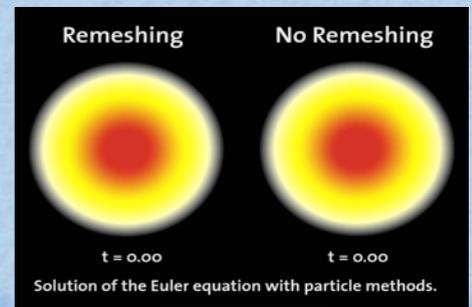
- NO MESH-FREE particle methods
- Can use all the “tricks” of mesh based methods
- High CFL
- Multiresolution & Multiscaling
-

Particle Remeshing = Resampling



$$Q_p^{\text{new}} = \sum_{p'} Q_{p'} M(j h - x_{p'})$$

Particle Remeshing = Resampling

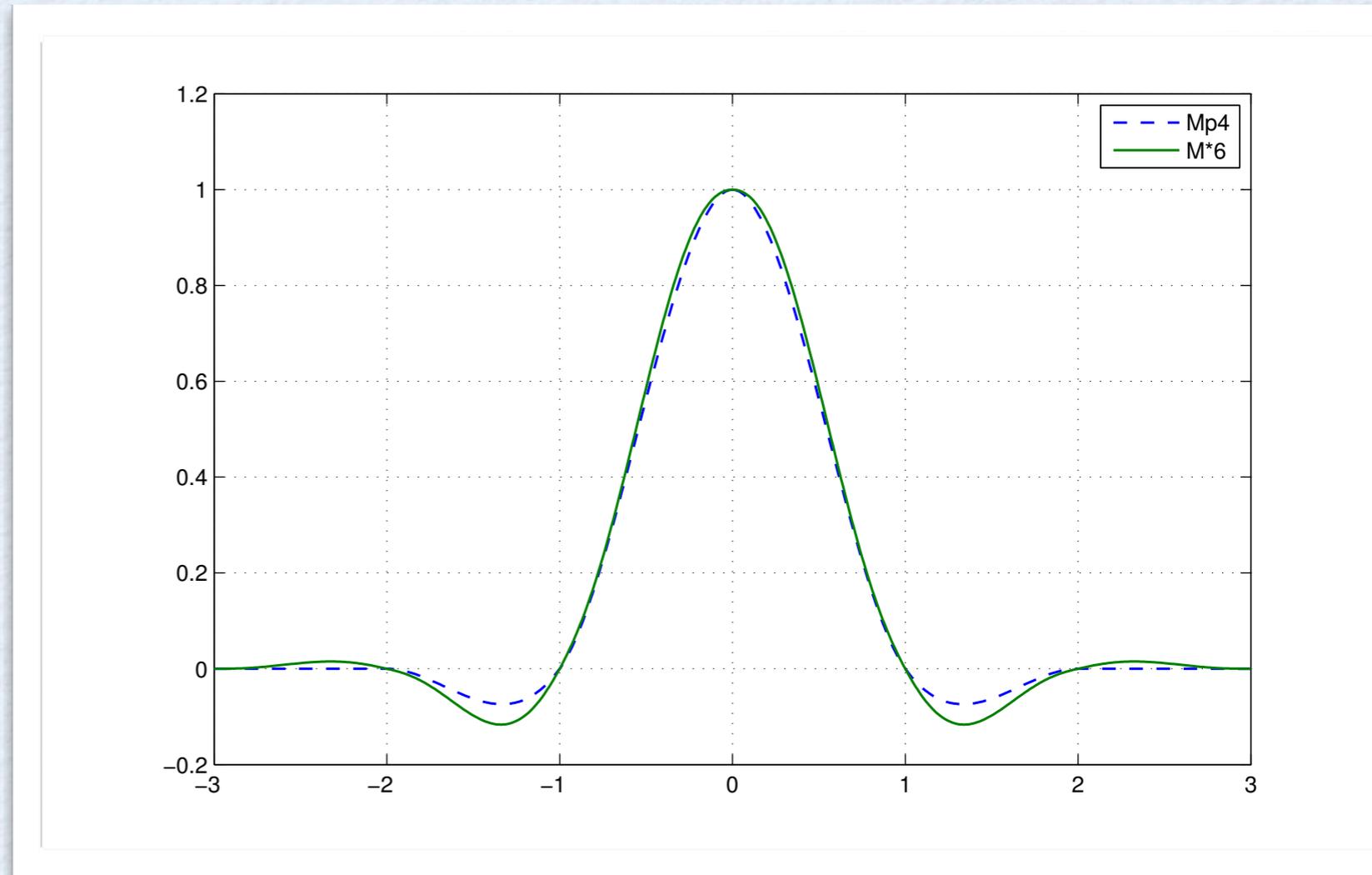


Moment conserving Interpolation

$$\sum_i M(x - i) i^\alpha = x^\alpha$$

Remesh on $i = 1 \dots L$ grid points

Conserving L moments $a = 1 \dots L$ implies
 L (well posed) equations for L unknowns



Solve to derive M

$$M_6^*(x) = \begin{cases} -\frac{1}{12}(|x| - 1)(24|x|^4 + 38|x|^3 - 3|x|^2 + 12|x| + 12) & |x| < 1 \\ \frac{1}{24}(|x| - 1)(|x| - 2)(25|x|^3 - 114|x|^2 + 153|x| - 48) & 1 \leq |x| < 2 \\ -\frac{1}{24}(|x| - 2)(|x| - 3)^3(5|x| - 8) & 2 \leq |x| < 3 \\ 0 & 3 \leq |x| \end{cases}$$

REMESHED PARTICLE METHODS

1. ADVECT : Particles -> Large CFL

2. REMESH : Particles to Mesh -> Vectorized

3. SOLVE : Poisson/Derivatives on Mesh -> FFTw/Ghosts

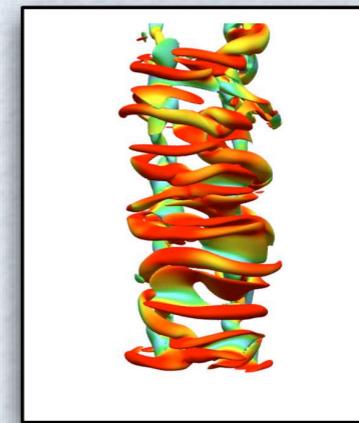
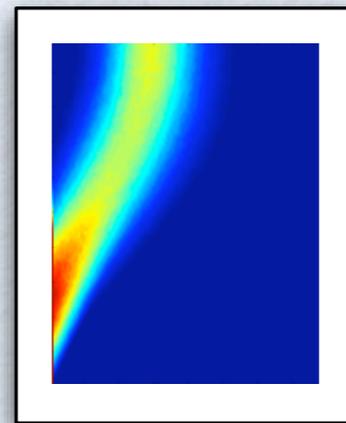
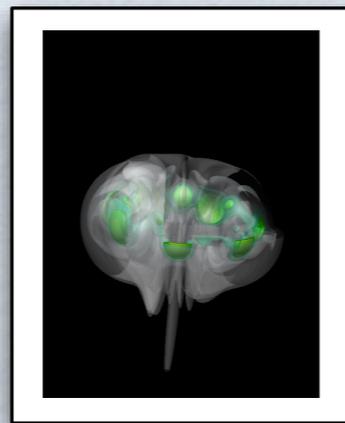
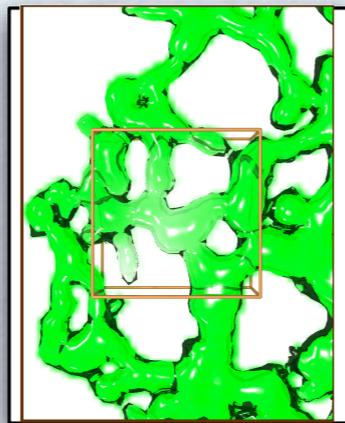
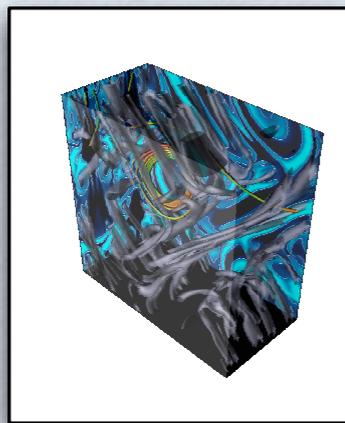
4. RESAMPLE : Mesh Nodes BECOME Particles

PPM : Parallel Particle Mesh library

www.ppm-library.org

OPEN SOURCE www.cse-lab.ethz.ch/software.html

Library for MPI parallel Particle-Mesh simulations



Parallel Particle Mesh Library (PPM)

Message Passing Interface (MPI)

METIS

FFTW

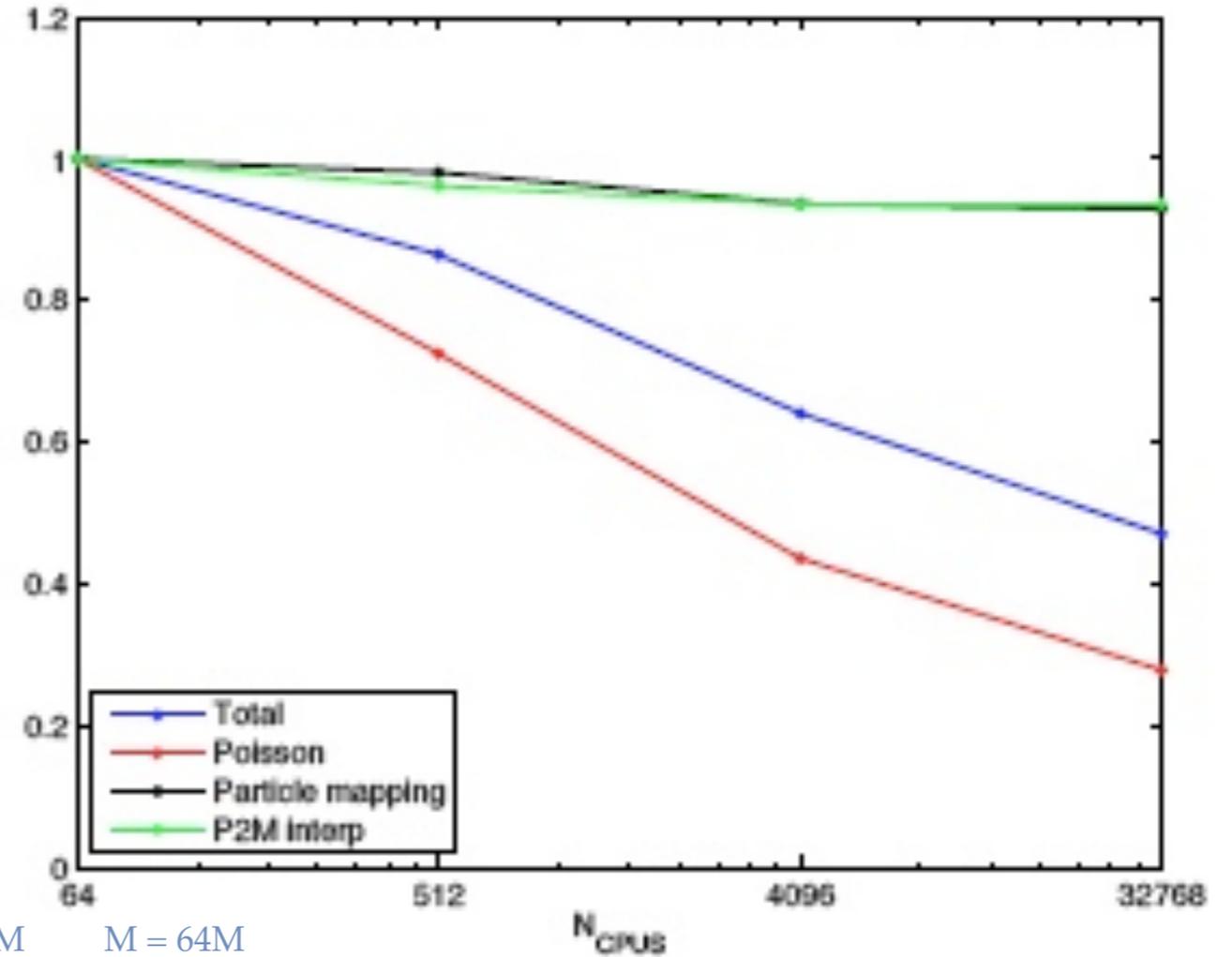
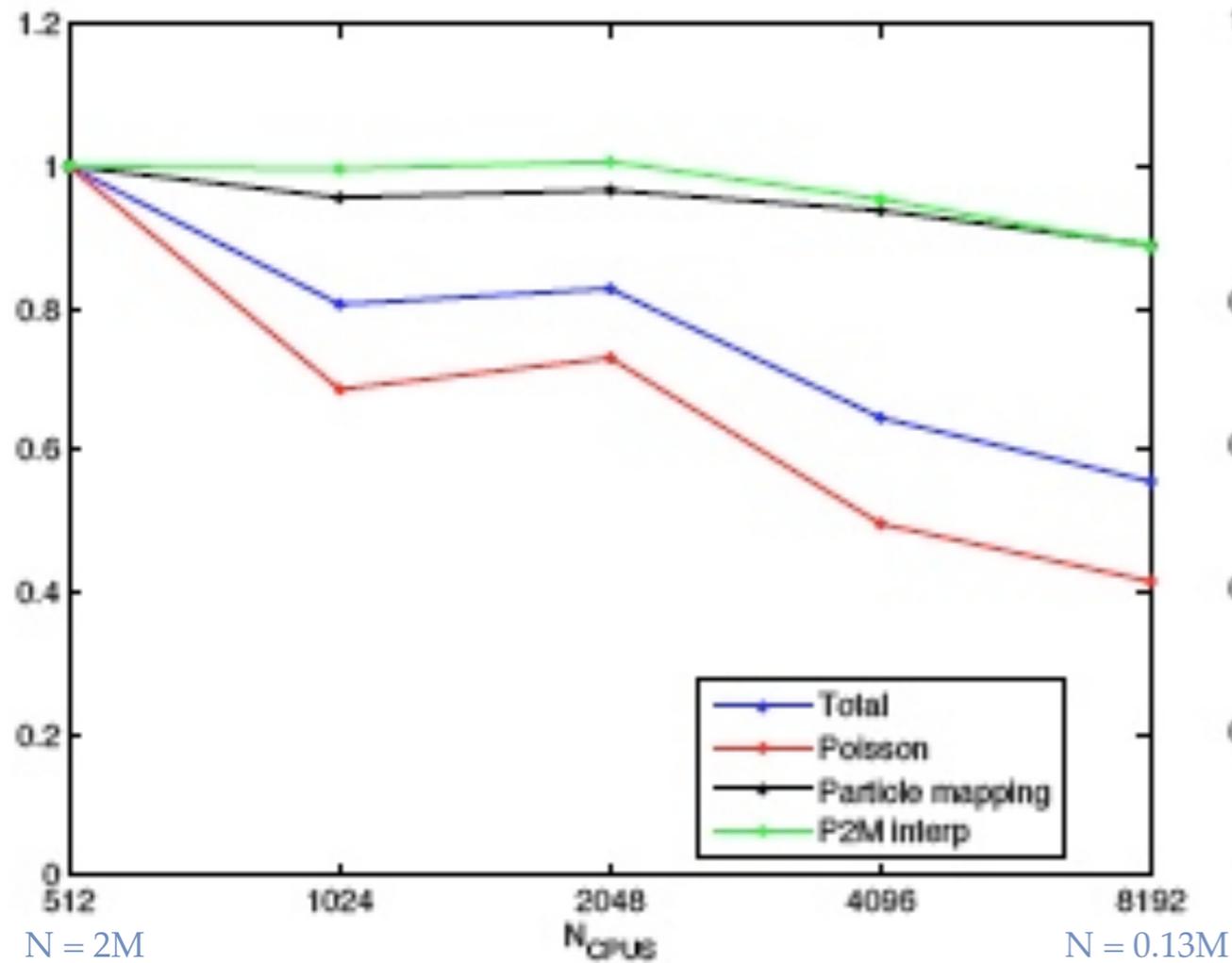
vector

shared memory

distributed memory

single processor

Scalability – CRAY XT5



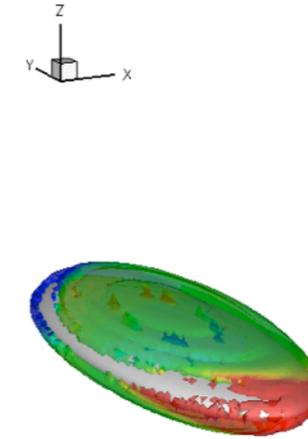
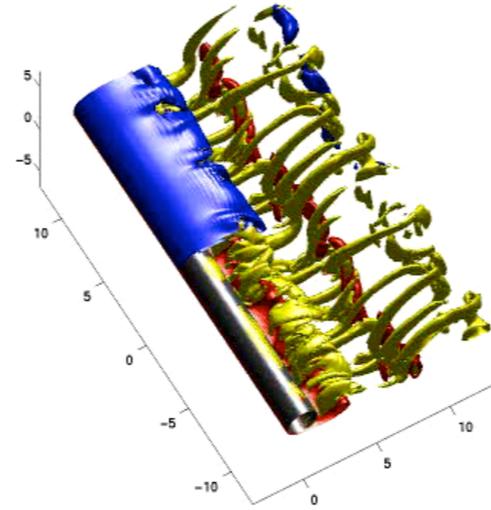
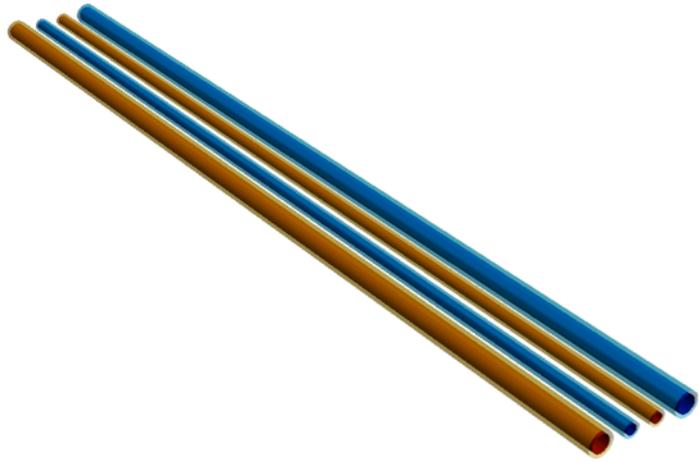
Strong

Size : 1280x1280x640
time : 512 / 90s - 8192 / 10s

Weak

time : 64 / 40s - 32768 / 85s

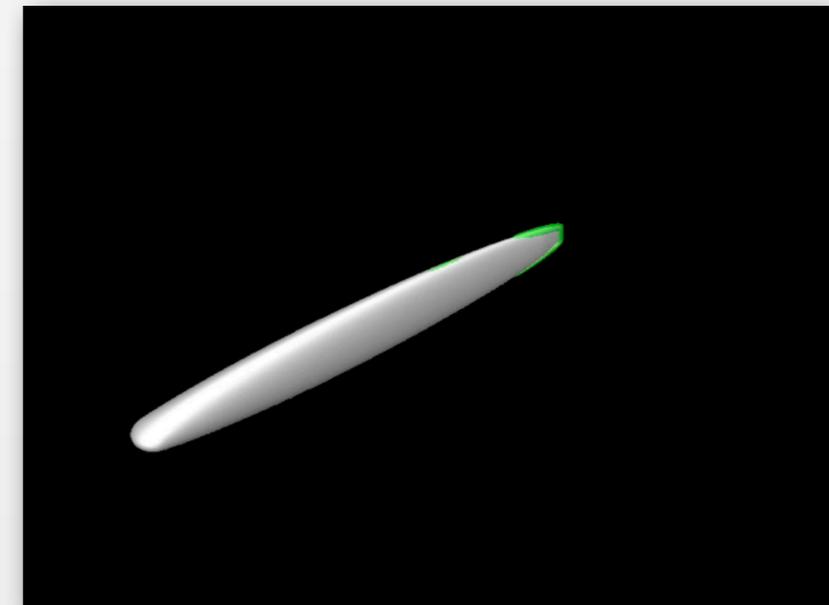
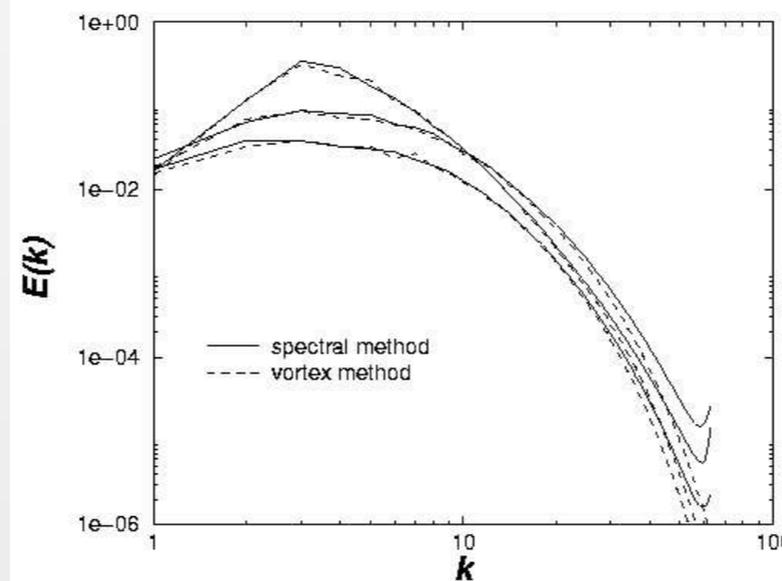
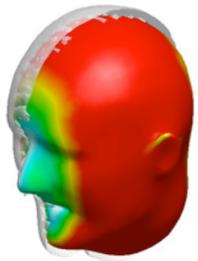
Particles for Fluid Mechanics @ 2000+



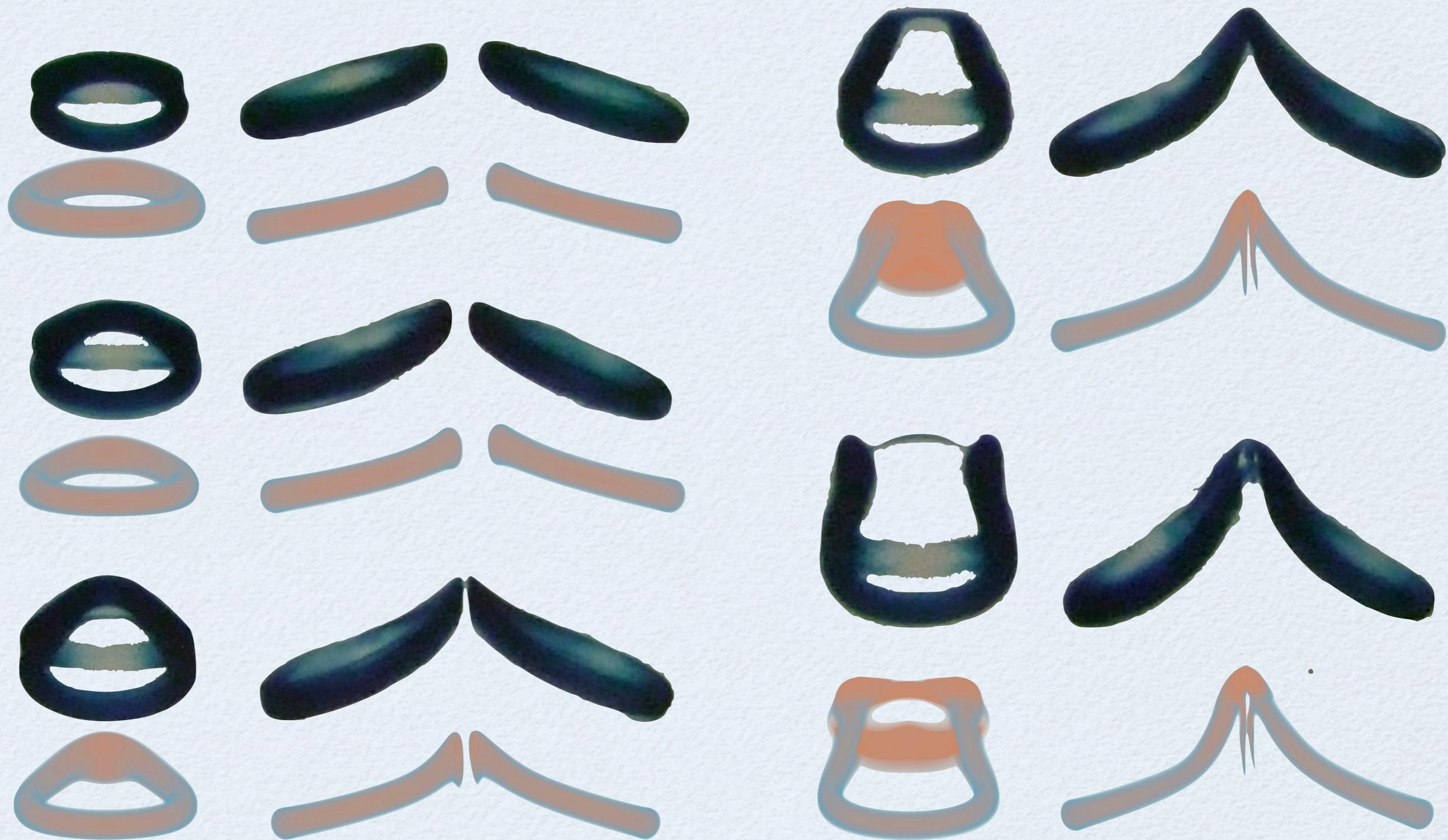
Vortex Rings and Vortex Wakes

Bluff Body and Turbulent Flows

Swimming and Flying

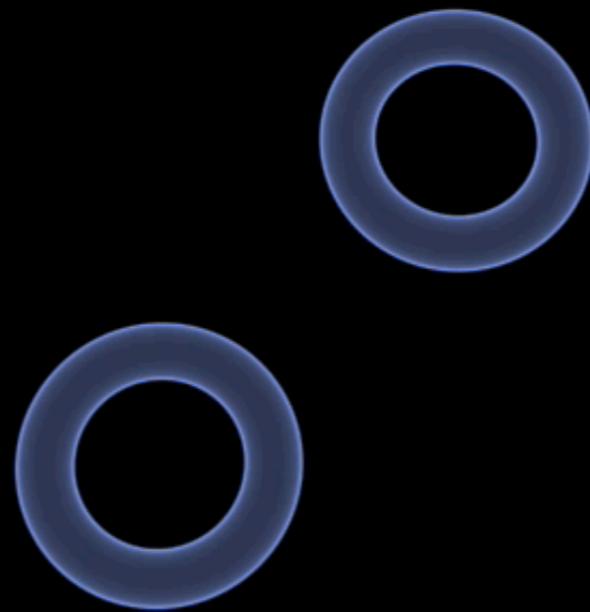


VORTEX RING COLLISION, $Re = 1800$



Experiments : P. Schatzle & D. Coles (1986)

Vortex Ring Collision - $Re = 10,000$

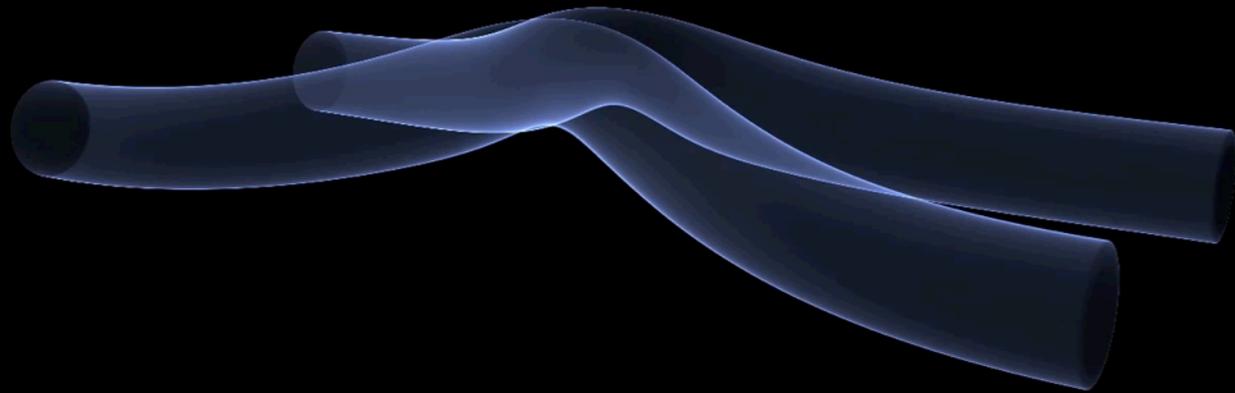


VORTEX DYNAMICS at High Re



VORTEX DYNAMICS OF TUBES @ $Re = 10,000$

PSP



VM



RESOLUTION : $1280 \times 960 \times 640 = 0.8$ Billion elements

Timings : 23sec (PSP) & 12.5 sec (VM) per step (on 4096 cores) : to $T = 11.5$: Nsteps (PSP - RK4) = 8400, Nsteps (VM)- RK3 = 17,000

VORTEX DYNAMICS OF TUBES @ $Re = 10,000$

What is the
effect of
Remeshing ?

PSP



VM + M'4



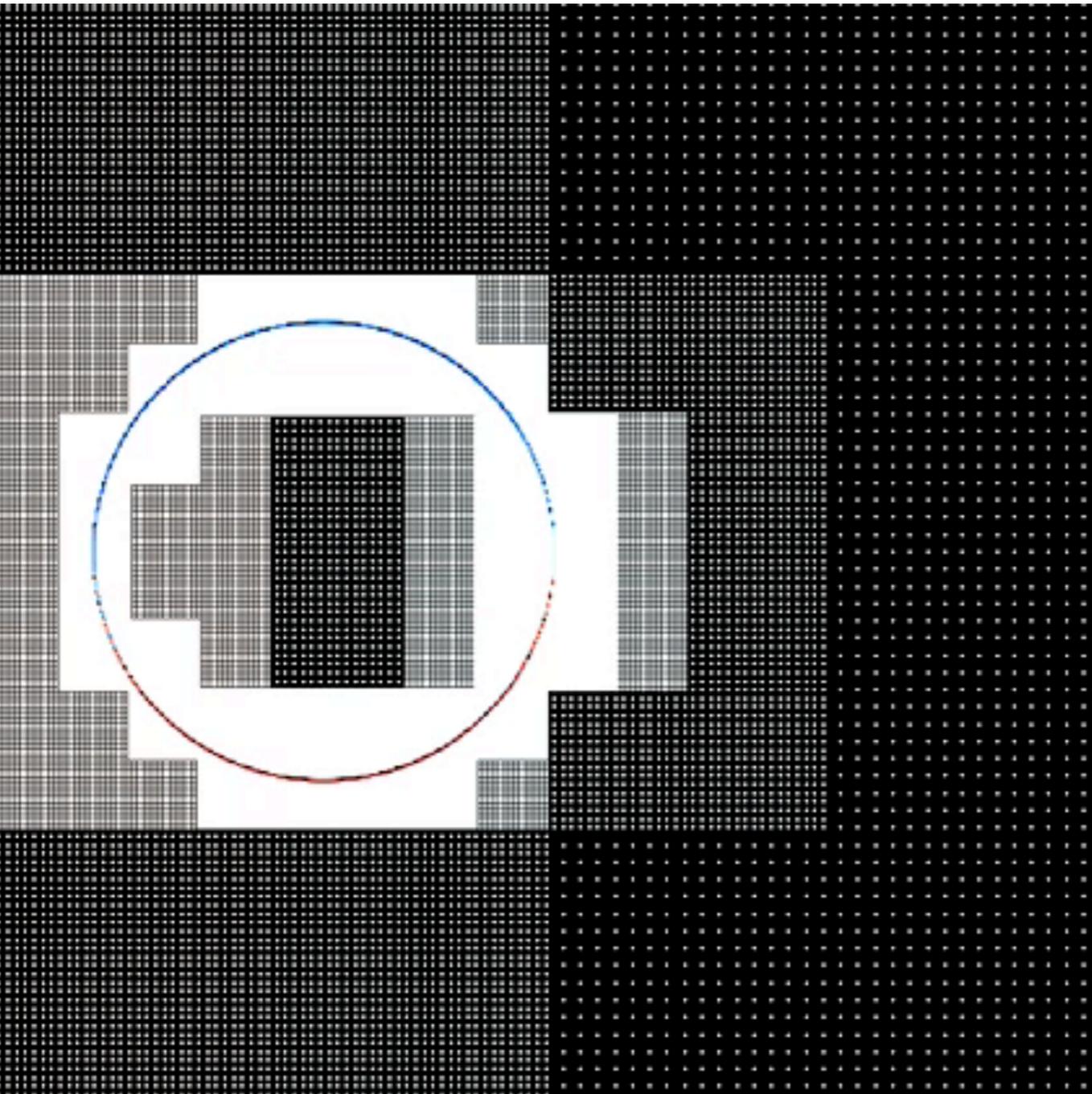
VM + M*6

RESOLUTION : $1280 \times 960 \times 640 = 0.8$ Billion elements

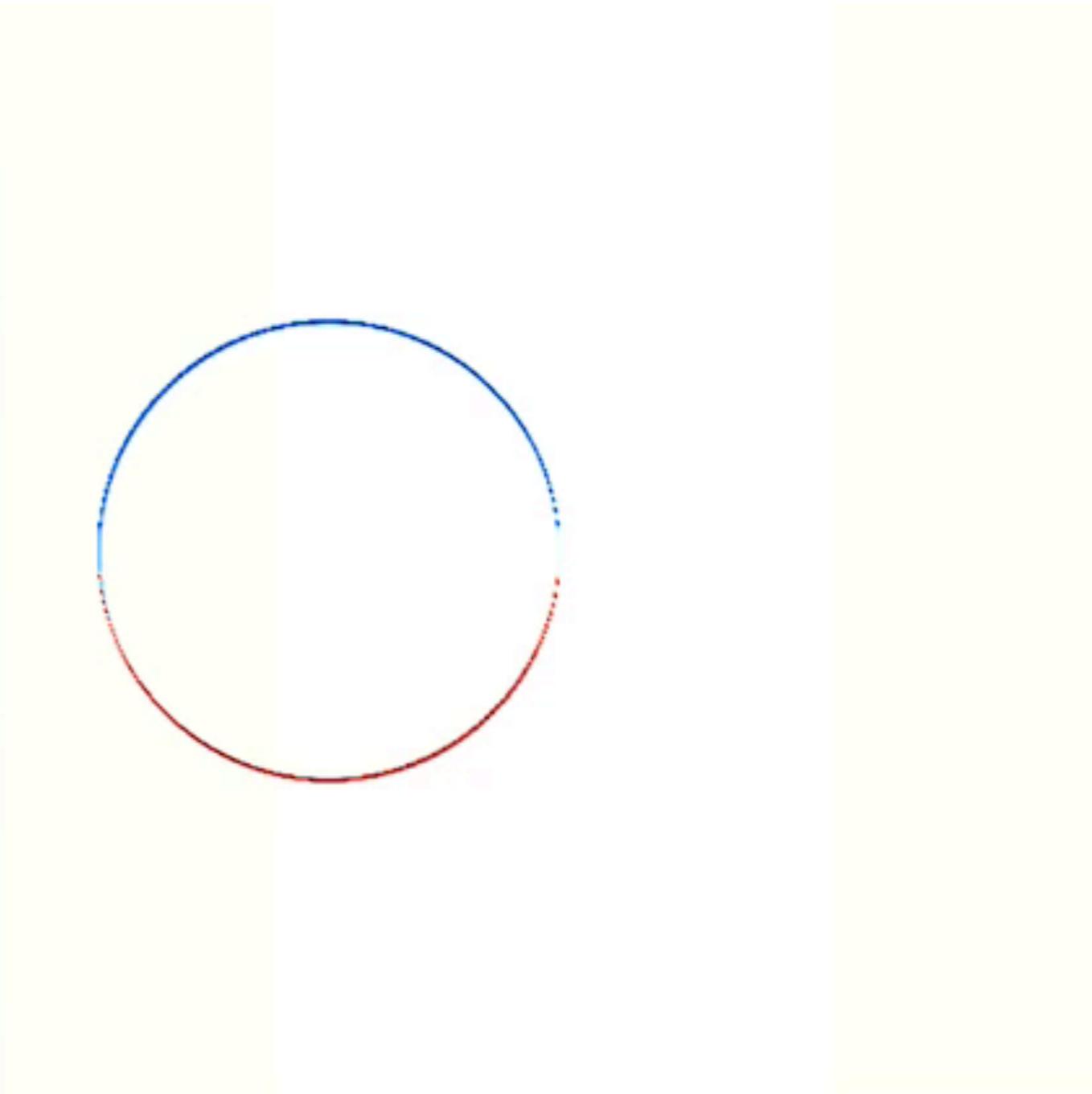
Timings : 23sec (PSP) & 12.5 sec (VM) per step (on 4096 cores) : to $T = 11.5$: Nsteps (PSP - RK4) = 8400, Nsteps (VM)- RK3 = 17,000

Wavelet-based Block-Adaptivity

IMPULSIVELY STARTED CYLINDER AT $Re = 2000$, $Ma = 0.4$

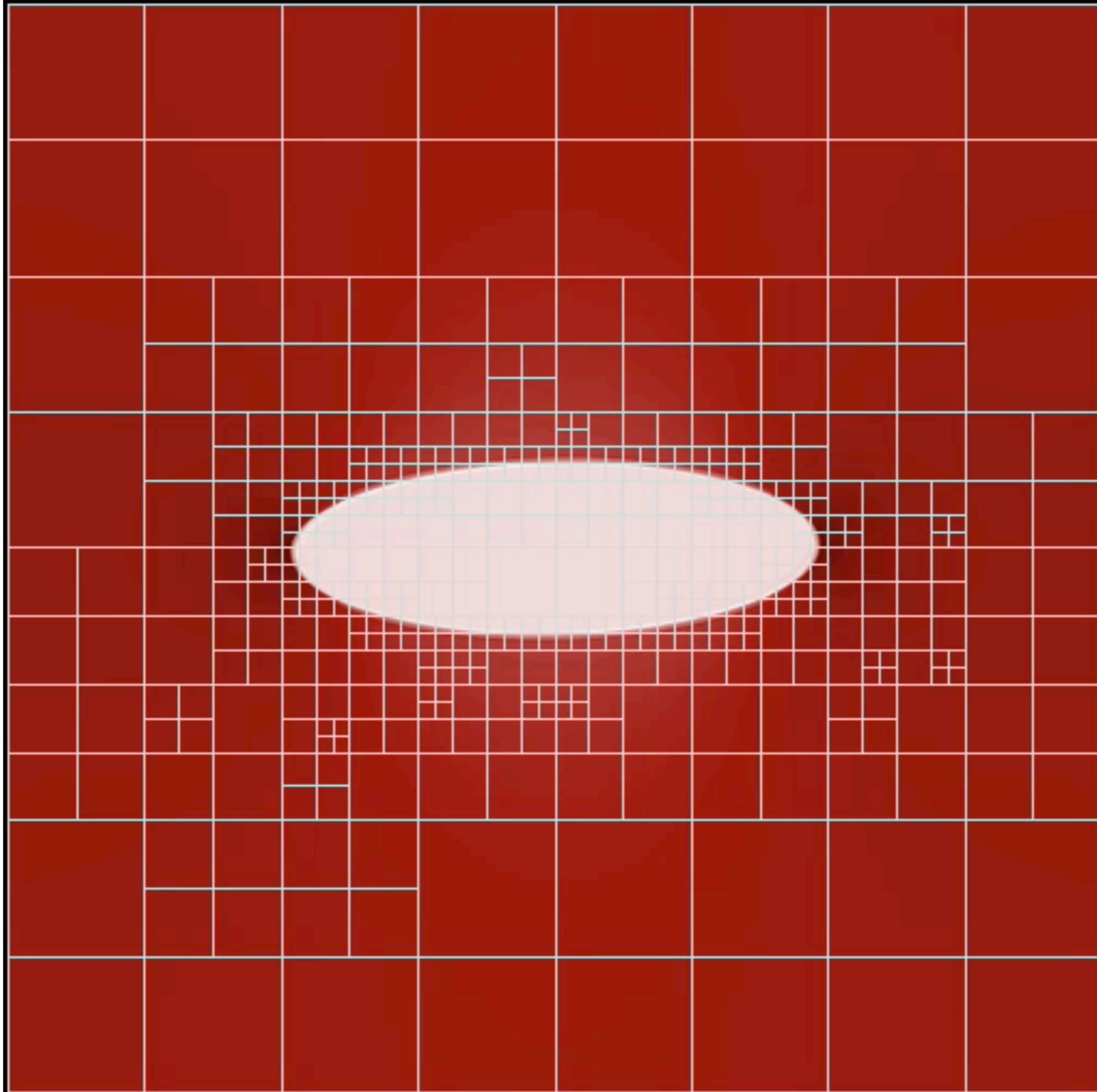


VORTICITY + BLOCKS



VORTICITY

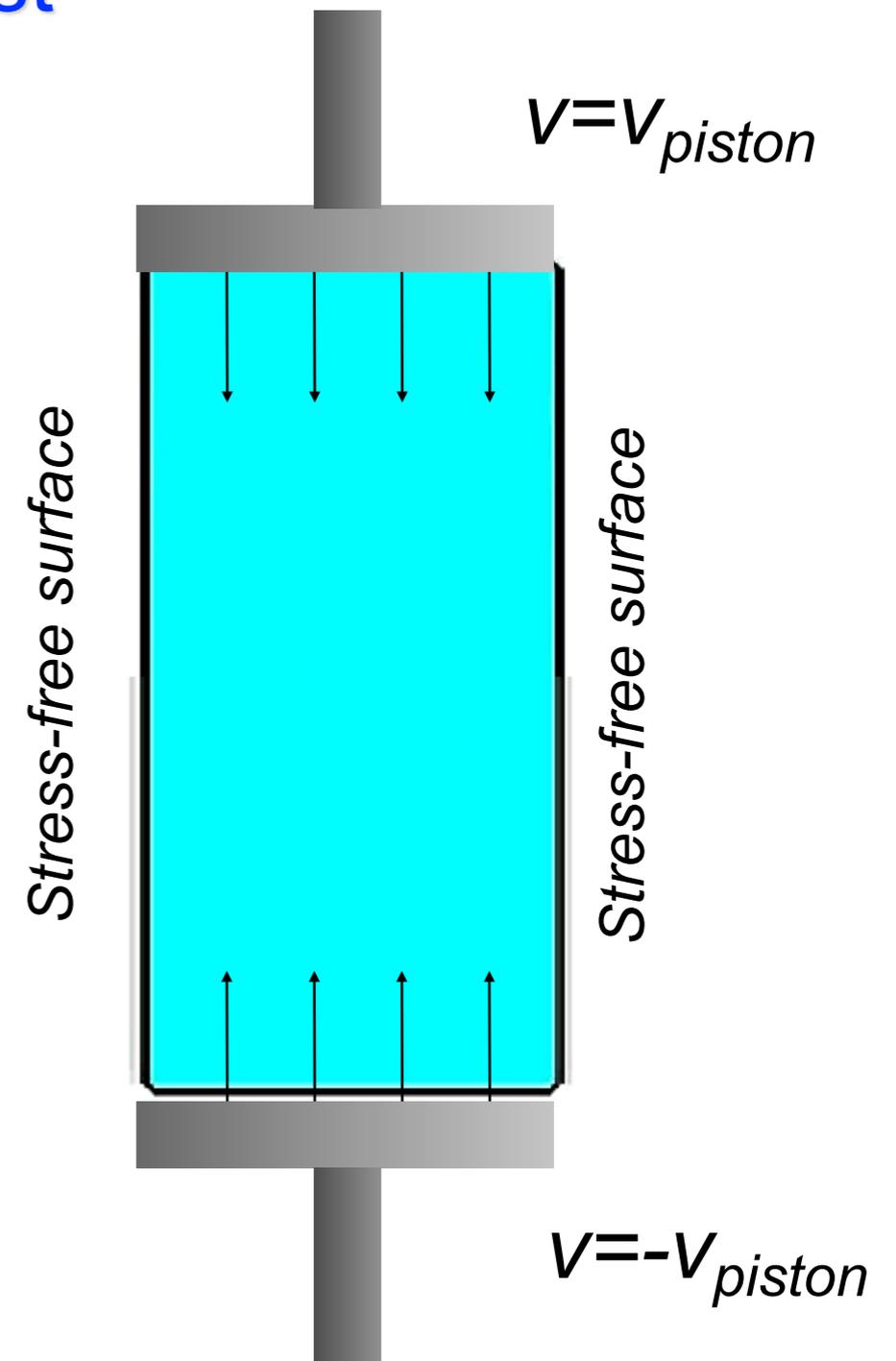
Wavelet-based Block-Adaptivity



Particle Simulation of Elastic Solid

Plane Strain Compression Test

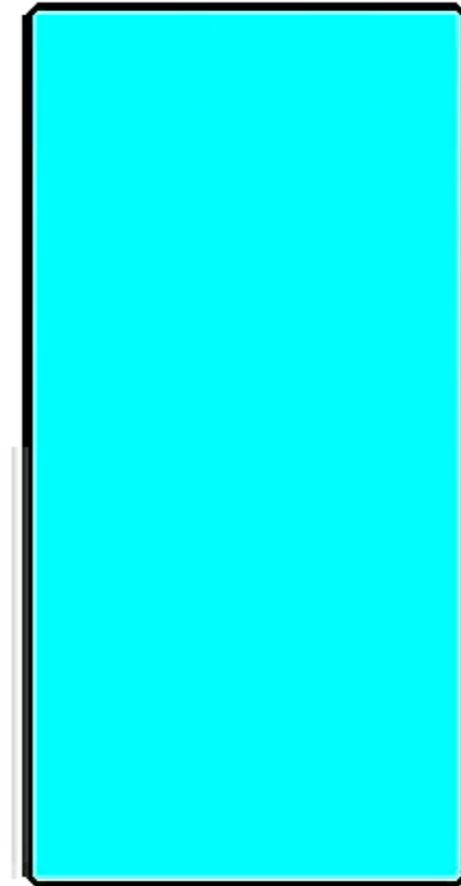
- Pistons move with constant velocity
- Elastic solid fixed to the pistons
- Highly dynamic deformation of large extent



Particle Simulation of Elastic Solid

Plane Strain Compression Test

- Pistons move with constant velocity
- Elastic solid fixed to the pistons
- Highly dynamic deformation of large extent



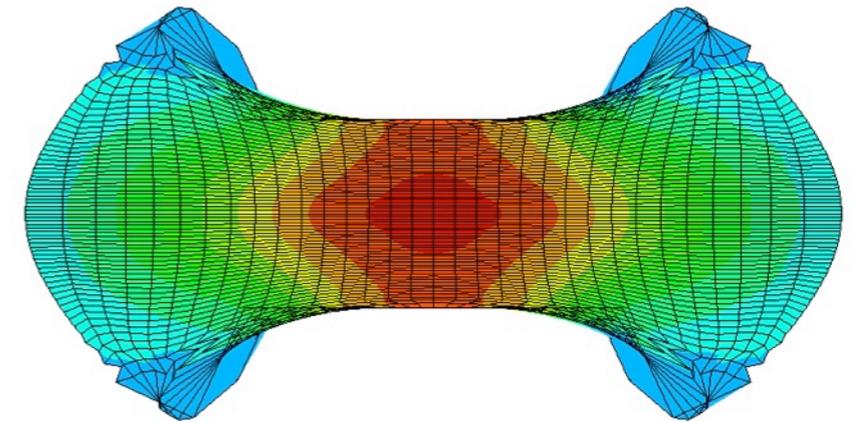
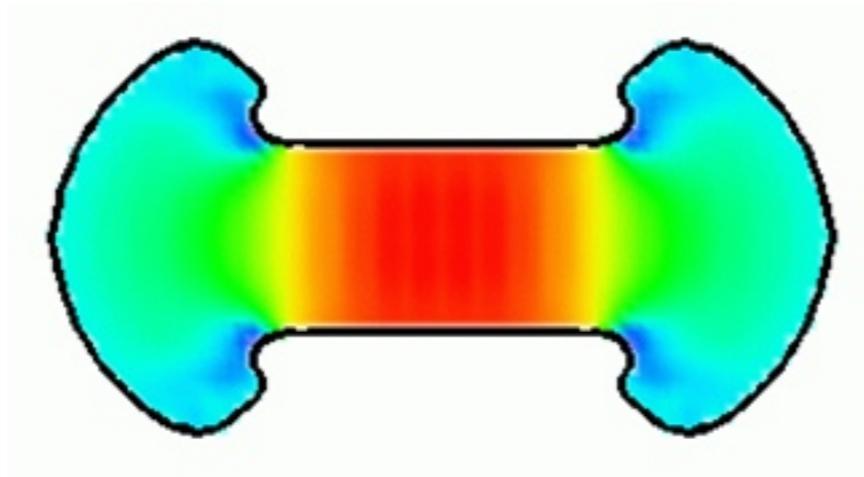
Plane Strain Compression Test

Redistributed
Particle solution

FEM solution (ABAQUS
6.4/Explicit)

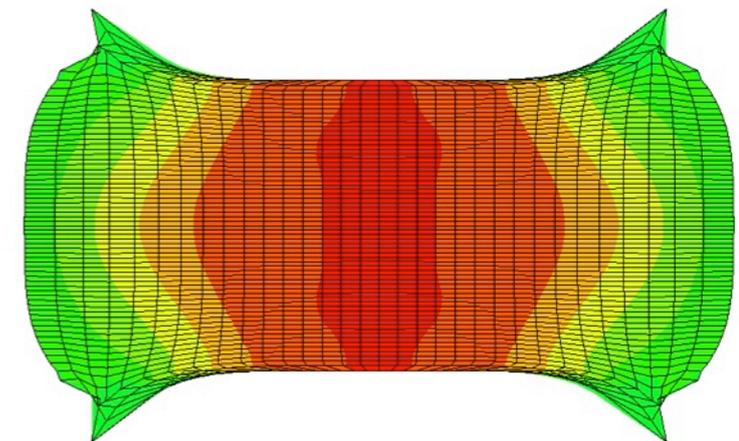
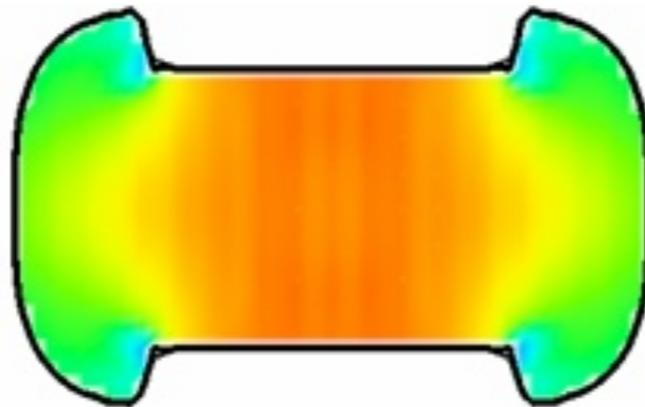
Linear Elasticity

Young's Modulus =100
Poisson ratio=0.49 ~2000
particles/nodes



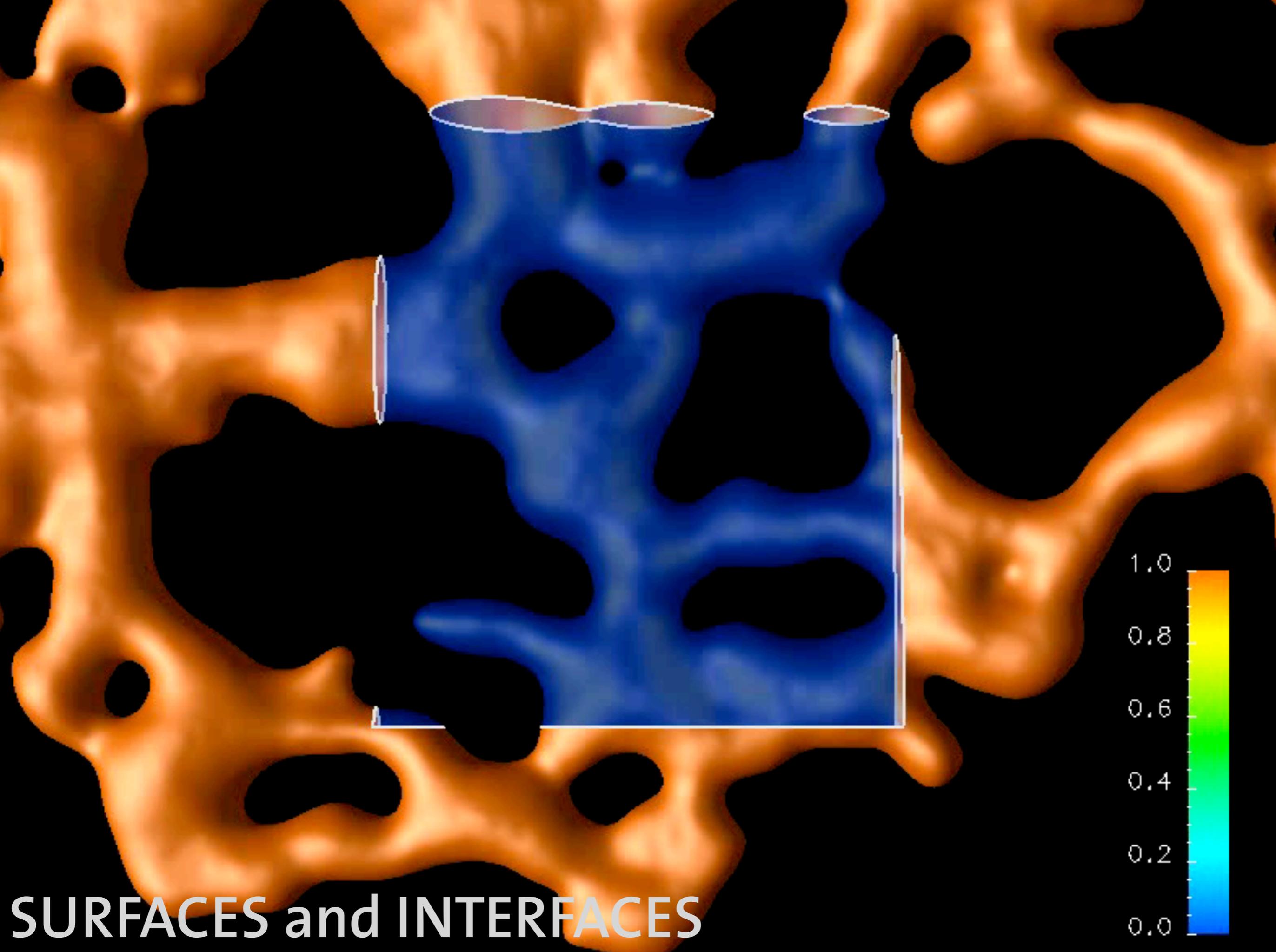
Nonlinear Elasticity

Hyperelastic Material
 $C_{10}=2.2$, $D=0.001$
~2000 particles/nodes

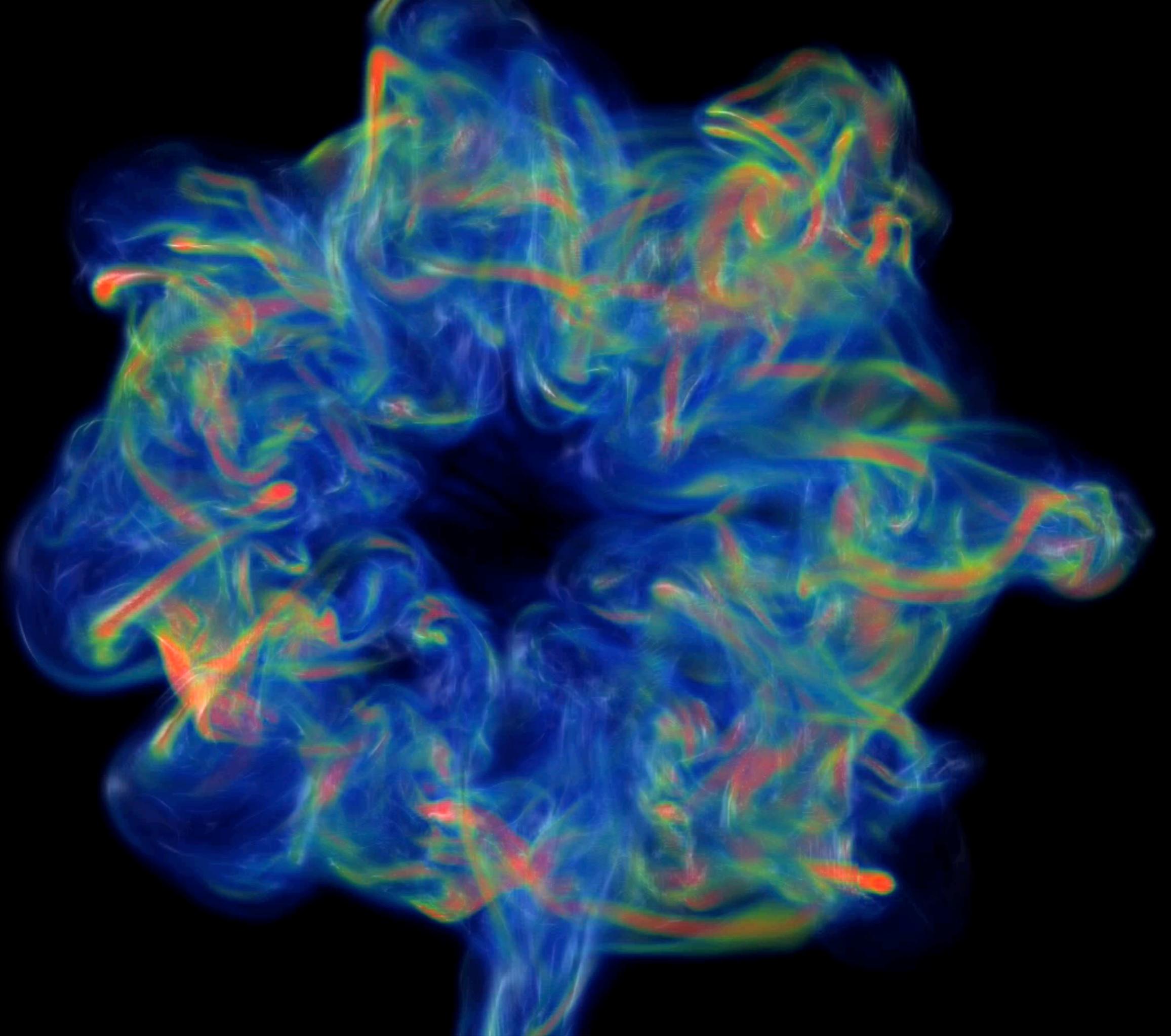


S.E. Hieber and P. Koumoutsakos A Lagrangian particle method for the simulation of linear and nonlinear elastic models of soft tissue. *al.*,
J. Comp. Physics, 2008

<http://www.icos.ethz.ch/cse>



SURFACES and INTERFACES





Walther



Chatelain



Cottet



Bergdorf



Rossinelli



Gazzola



Hedjazialhosseini



van Rees



Milde