TURBINS: An Immersed Boundary, Navier-Stokes Code for the Simulation of Gravity and Turbidity Currents Interacting with Complex Topographies

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Introduction

TURBINS (**TURB**idity currents via Immersed boundary Navier-Stokes simulations) is a highly parallel three-dimensional DNS based code developed to simulate gravity and turbidity currents propagating over complex topographies.

Left: Particle concentration contour for a turbidity

#### Parallelism

Domain decomposition approach is adopted to parallelize TURBINS. PETSc is used to distribute data among processors, update ghost nodes, and solve the linear systems via parallel Krylov solver (e.g. GMRES). HYPRE is incorporated to solve pressure Poisson equation via Algebraic MultiGrid preconditioner: *BoomerAMG*.



current flowing into a mini-basin and interacting with a hump. Transient deposit profiles, interaction of the current with the hump, vortical structrues and etc can be studied via TURBINS.

TURBINS provides detailed information on the sediment transport from river deltas into the deep ocean via turbidity currents for complex seafloor topographies.

## Modeling approach

- Divergence free velocity field $\nabla \cdot \mathbf{u} = 0$  Incompressible Navier-Stokes<br/>equations (Boussinesq). $\frac{\partial \mathbf{u}}{\partial t} + \mathbf{u} \cdot \nabla$
- Transport equation for describing particle motion
  Constant settling velocity

$$\frac{\partial \mathbf{u}}{\partial t} + \mathbf{u} \cdot \nabla \mathbf{u} = \frac{1}{Re} \nabla^2 \mathbf{u} - \nabla p + c \mathbf{e}^g$$

$$\frac{c}{dt} + (\mathbf{u} + u_s \mathbf{e}^g) \cdot \nabla c = \frac{1}{ScRe} \nabla^2 c$$

$$Re = \frac{\hat{u}_b \hat{H}}{\hat{\nu}}$$

Characteristic velocity: buoyancy velocity  $\hat{u}_b = \sqrt{\frac{\hat{H}\hat{g}(\hat{\rho}_1 - \hat{\rho}_0)}{\hat{c}_0}}$ 

## Scaling performance

Weak scaling: size of the subdomain on each processor is constant. Strong scaling: total size of the domain is constant.

CSDM5



# Results

#### Validation

1) Uniform flow over a cylinder

#### Flow Over a Bump Time evolution of the gravity

- Lock-exchange configuration

#### Numerical Method

Viscous terms: fully implicit second order finite difference method. Convective terms: explicit third order Essentially Non-Oscillatory (ENO) scheme.

Projection method: impose incompressibility condition. Time integration: third order TVD Runge-Kutta method.

## Boundary treatment: Immersed boundary method

Immersed boundary method is used to impose the correct boundary conditions along solid boundaries.

$$\frac{\mathbf{u}^{n+1} - \mathbf{u}^n}{\Delta t} = \mathbf{RHS} + \mathbf{f}^{n+1}$$



Surface pressure and wall shear stress are calculated very accurately (important for erosion)





current produced by a lockexchange configuration interacting with a Gaussain bump. Strong three-dimensional effect on the flow behavior, e.g. development of lobe-and-cleft instabilities can be studied via depth-resolved simulations.

Direct forcing approach is employed to compute **f** to ensure no extra restriction on time step.

Bilinear (trilinear in 3D) interpolation is used to obtain the value of any fluid quantity (q) at the mirrored node O via the neighboring fluid nodes F's

$$q_O = \sum_{l=1}^N w_l q^l$$

Immersed node *I* is updated depending on the boundary condition imposed on the solid surface Dirichlet B.C.,  $q_C = 0$   $q_I = -q_O$ 

Neumann B.C.,  $\nabla q \cdot \mathbf{n}|_C = 0$  $q_I = +q_O$ 

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