Total Ozone Column

150 Dobson Units (DU)



ATMS 502 CS 505 CSE 566

NUMERICAL FLUID DYNAMICS



ATMS 502 CSE 566

Thursday, 1 April 2019

Class #24

Program #5 is due Tuesday, April 16

Plan for Today

- 1) Using Stampede-2 • ... more effectively
- 2) Program 5, continued
- 3) Lee & Wilhelmson
 o Intro: Density currents, 3D model

Modeling 3d density currents – background for Program 6



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- Much in common w/computer problem #6 --
- Related to high plains 'landspout' tornadoes
- Configuration:
 - o 3-D, $\Delta x = \Delta y = \Delta z = 100$ m, dry, quasi-compressible, C-grid
 - Random sfc θ perturbations @ T=0
 - Semi-slip surface: $\left(\frac{\partial u}{\partial t}, \frac{\partial v}{\partial t}\right)_{sfc} = \frac{-C_D |\vec{V}|}{\Delta z}(u, v)$
 - o BC: Open X, periodic Y
 - Density current encounters significantly different *V*



• Evolution, step 1:

 Random temp. perturbations + semi-slip surface produces lobe and cleft instability along leading edge of density

current



Lee/Wilhelmson Fig. 5: density current leading edge: lobe and cleft instability



Kelvin-Helmholtz

SIMPSON (1997)

LOBE & CLEFT

• Evolution, step 2:

• Density current to V>0 region: **vortex sheet**

 Perturbations on density current lead to horizontal shearing instability (HSI) at leading edge



• Evolution, step 3:

Circulations with HSI evolve:
 vortex sheet roll up
 subharmonic interaction
 consolidation, dissipation

Figure 4: Evolution of leading edge of density current.



Transition from wavenumber 8, to 6, to 4

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Evolution of leading edge vorticity



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Computing: Stampede

MORE ON: OUR CLASS COMPUTING RESOURCE

9

DETAILS: <u>HTTPS://WWW.TACC.UTEXAS.EDU/SYSTEMS/STAMPEDE2</u>

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10

Stampede is currently in emergency maintenance mode. Remote access will be unavailable until after the maintenance is complete.

Connection closed by 129.114.62.13

• Please do backups!

- You can use the Work or Scratch space for backups
- Also available: the Ranch mass store system
- Remember *only* the Home directory is **backed up** by TACC
- Quick backup: *cp* yourfile *\$WORK*



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Stampede-2: By the numbers

• Stampede-2: About 18 PFLOPS (#12)

- FLOPS = Floating Point Operations per Second
- \circ 10⁶ = mega, 10⁹ = giga, 10¹² = tera, 10¹⁵ = peta, 10¹⁸ = exa
- Peta = quadrillion (fast).

• For comparison ... <u>www.top500.org</u>

- Blue Waters @Illinois ~ 13 PFLOPS
- Cheyenne (NCAR Atmospheric research) ~ 5 PFLOPS (#26)
- Wuxi Nat'l Supercomputing Center ~ 125 PFLOPS (#3)
- DOE/Oak Ridge Nat'l Lab: Summit ~ 201 PFLOPS (#1)

• Summary

- 4200 KNL nodes 1736 Skylake nodes 369,000 cores
- Only 31 PBytes of storage!

Stampede-2: Storage summary

13

- You may still do everything in your *home* directory
 - Typing "cd" does a *change directory* to home.
 - Quota: 10 GB, 200k files. \$HOME is backed up for you.
- There are other directories: (all are Lustre filesystems)
 \$WORK
 - × "*cdw*" same as *cd* \$WORK
 - × Quota: 1024 GB, 3M files. It is *not* backed up.
 - ▼ To copy a file to Work: *cp filename \$WORK*
 - \$SCRATCH
 - × "*cds*" same as *cd \$SCRATCH*
 - × Quota: None (sort-of)! *Not* backed up, and is occasionally *purged*.
 - To copy a file to Scratch: cp filename \$SCRATCH

B011: High-performance file systems

Stampede-2 : Login vs. compute nodes

• Login nodes:

• Shared with others! Could be slow.

- Details: On each node ...
 - × 2 sockets, 14 cores each, 28 cores total
 - × Each core runs at 2.7 GHz

o Use it ...

× Compiling, running *small* jobs, examining run output.

• Large multi-processor jobs are run in *batch*.

Using compute nodes interactively (<u>link</u>)
 idev (interact. development): <u>http://portal.tacc.utexas.edu/software/idev</u>
 idev -p normal -m 150 (normal queue, 150 min)

Stampede-2 – use summary

15

- Working in your home directory is fine.
 - But make occasional copies of your files to \$WORK
 - Remember HOME is backed up; WORK is not.
- Future
 - Anticipate the day (by program 6, if not program 5) when you will need to do you work in \$WORK
 - × you go there by *cd \$WORK* or by typing *cdw*
 - * when that day comes, working in \$WORK, you will need to regularly copy critical (source code, script) files back HOME.

• Consider ...

• Mailing yourself or otherwise occasionally copy your code back to your PC.... it is good to have a copy if Stampede goes down.

Stampede-2 – speeding up your work

16

- Consider *idt* instead of converting to GIFs (*use X11*)
- Only make clean if you change OPTIONS in Makefile
- Script the steps you are doing repeatedly:

```
#!/bin/tcsh
rm pgm5 gmeta # to not run old pgm5 -or- plot old files
make pgm5
./pgm5 << TheEnd
10
L
TheEnd
idt gmeta or ~tg457444/502/Tools/metagif gmeta -all -zip</pre>
```

Program #5

2D NONLINEAR, COMPRESSIBLE FLOW CONTINUED

17

Program 5 array sizes

18

Array sizes

- Need 1 ghost point per *U*, *W*, *P* array; 2 for theta (e.g. "s1")
- So in Fortran, I dimensioned 0:nx+1, 0:nz+1 for everything
 - × wait, what? What about staggering?
 - we don't need X ghost points for U (symmetry boundary)
 - we don't need Z ghost points for W (rigid lids top & bottom)
 - × pressure & theta
 - this provides 1 ghost point (X and Z) for P
 - theta: I used *one* ghost point per 2D theta variable, and set the extra point in the 1d array before passing to *advect1d*

Program 5 coding - general

19

• Theta (2 time levels)

Is still forward in time. Everything to do with theta uses *dt*Advection/diffusion is (1:nx, 1:nz) but needs 2 ghost points

• *U*, *W*, *P*

- o centered time differencing; each array has 3 time levels
- o pressure is strange: nothing uses *p2* other than update step
- o integration loops:
 - × U: 2:nx, 1:nz (i=1 and i=nx+1 set w/symmetry conditions)
 - × W: 1:nx, 2:nz (w=0 always at k=1, k=nz+1)
 - × P: 1:nx, 1:nz

Program 5 - specifics

20

Advection

• Theta advection is unchanged! except: piecewise linear

• Add advection of U and W somewhere in your 2D advection.

• PGF

- o It only needs *tstep* − not **dt**! (PGF involves only u, w, p)
- U uses (n-1) dp/dx term; finishes updating u3 to time (n+1)
- W uses (n-1) dp/dz term + buoyancy, takes w3 to (n+1)
- o dp/dx uses density, (n+1) du/dx and dw/dz: u₃, w₃ => p₃

Diffusion

Watch array index bounds – they vary by variable! (last slide)
U, W use *tstep* • Theta uses *dt* • 2nd-order expression!!

Overview: Wave equations in Geophysical Fluid Dynamics

21

REFERENCES: DURRAN CHAPS. 1,7 HALTINER & WILLIAMS CHAP. 1,2 FERZIGER AND PERIC (2002, 3RD EDITION)

Reference information

- A020 Inviscid flow
- A021 Euler equations
- A022 Momentum equation in CFD
- A023 Pressure equation and Exner form in CFD
- A024 Continuity equation in CFD
- A029 Compressibility
- A031 Boussinesq approximation

Eulerian vs. Lagrangian

• The Eulerian viewpoint:

- select a given location x,y,z
- observe how the properties (e.g., velocity, pressure and temperature) change there.

• The Lagrangian viewpoint: a fluid particle is followed

- As the fluid particle travels, observe the change of properties at its location –
 - \times position + T, ρ , p(x, y, z, t)
 - × where x, y, and z represent a particular particle/object.

Leonhard Euler was a Swiss mathematician and physicist



Joseph-Louis Lagrange was a mathematician and astronomer



Total derivatives following the flow *include* advective terms:

$$\frac{d\phi}{dt} = \frac{\partial\phi}{\partial t} + \vec{V} \cdot \vec{\nabla}\phi$$

4/11/19







Some approximations

26

- Incompressibility
 - Eliminates dρ/dt, u•dρ/dx

- Inviscid (Euler) flow
 - Eliminates friction terms
- Hydrostatic balance
 - Eliminates dw/dt, u•dw/dx terms

Boussinesq

- Density variations *neglected* in mass balance, but *retained* where connected to gravity.
 - Inappropriate if large changes in mean density over fluid depth

$$\frac{d\vec{V}}{dt} = -\vec{\nabla} \left(\frac{\mathbf{p}}{\rho_0}\right) - g\left(\frac{\rho - \overline{\rho}}{\rho_0} \text{ or } \frac{\theta - \overline{\theta}}{\theta_0}\right) \vec{k} \quad \text{and } \vec{\nabla} \cdot \vec{V} = 0$$

Approximations (1)

Incompressibility

 Constant density - appropriate for liquids, and gases for Mach number below 0.3 (FP).

• Ferziger and Peric (p. 184):

"The major difference between the equations of compressible flow and those of incompressible flow is their mathematical character. The <u>compressible flow equations</u> are hyperbolic which means that they have real characteristics on which signals travel at finite propagation speeds; this reflects the ability of compressible fluids to support sound waves.

"By contrast .. the incompressible equations have a mixed parabolic-elliptic character ...

"The <u>difference</u> can be traced to the <u>lack of a time derivative term</u> in the incompressible continuity equation. The compressible version contains the time derivative of density."



Approximations (2)

29

Inviscid (Euler) flow

- Navier-Stokes equations with no viscosity
- Far from solid surfaces ... or ...
 - Fluid cannot stick to walls
- Slip possible at solid boundaries
- Used to study high Mach # compressible flows

Hydrostatic balance

o dw/dt = 0; dp/dz balances buoyancy

• Anelastic

• Density in continuity eqn is f(z) only: $(\vec{\nabla} \cdot (\vec{\rho} \vec{v}) = 0)$

Boussinesq approximation

30

Boussinesq equation forms

$\vec{\frac{d\vec{v}}{dt}} = -\vec{\nabla}P + b\vec{k}$		$P = \frac{p}{\rho_0}$	$P = c_p \theta_0 \pi'$
$\frac{db}{dt} = -N^2 w$	<pre>> where </pre>	$b = -g \frac{\rho - \overline{\rho}}{\rho_0} \text{ or } <$	$b = -g\frac{\theta - \overline{\theta}}{\theta_0}$
$\vec{\nabla} \cdot \vec{v} = 0$		$N^2 = -\frac{g}{\rho_0} \frac{d\overline{\rho}}{dz}$	$N^2 = \frac{g}{\theta_0} \frac{d\overline{\theta}}{dz}$

Linearizes pressure gradient terms
 Inappropriate if large changes in mean density over fluid depth

• Durran: often *"easier to satisfy this constraint"* – $\theta \sim \theta_0$, than to demand $\rho \sim \rho_0$... gives better result than earlier form.

Boussinesq approximation (2)

Boussinesq - example

$$\left[\frac{D\zeta'}{Dt} = \vec{k} \cdot \left(\frac{d\vec{V}}{dz} \times \nabla w'\right)\right]$$

 In thunderstorms, derivation from the Boussinesq equation set describes growth of vorticity couplet relative to vertical shear vector



