

Progress in Geometry Modeling and Mesh Generation Toward the CFD Vision 2030

by
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17 June 2019

Placing The Study in Context

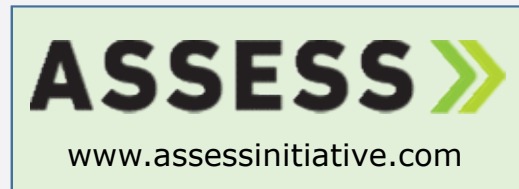
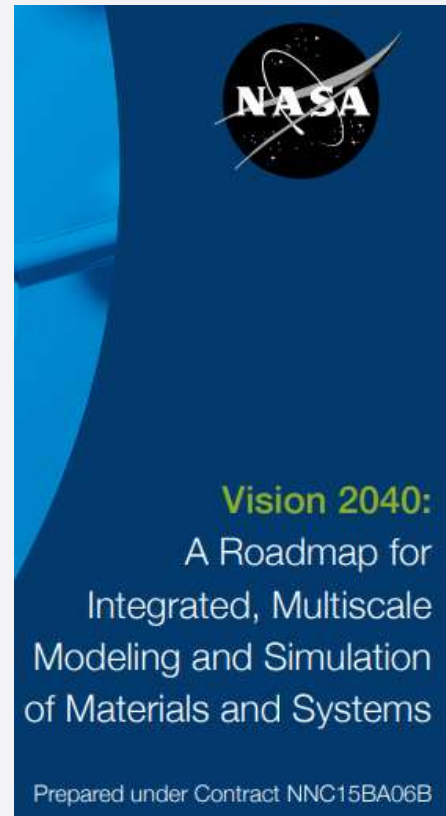


NASA/CR-2014-218178



CFD Vision 2030 Study: A Path to Revolutionary Computational Aerosciences

“a single engineer/scientist [is] able to conceive, create, analyze, and interpret a large ensemble of related simulations in a time-critical period (e.g. 24 hours), without individual managing each simulation, to a pre-specified level of accuracy.”



The Study & The MVCE TC



- 2015: “The Path to and State of Geometry and Meshing in 2030: Panel Summary”
- 2016: “Geometry, Mesh Generation, and the CFD 2030 Vision”
- 2017: 1st Geometry and Mesh Generation Workshop (GMGW-1)
- 2018: “Geometry Modelling: Underlying Concepts and Requirements for Computational Simulation”
- 2019: GMGW-2
- Future:
 - GMGW-3 (currently being planned)
 - AIAA Guide on geometry modeling for simulation (publication planned for 2020)

The Study's Challenges Refined

Communication/Social

- Establish a common understanding of the principles underlying the construction and use of geometry models.
- The CFD community currently lacks the common vocabulary to discuss a mesh's suitability.

Progress Vectors

- Suitability
 - Validity
 - Quality
 - Resolution
 - Intent
- HPC Support
- Emerging Tech

Geometry Modeling

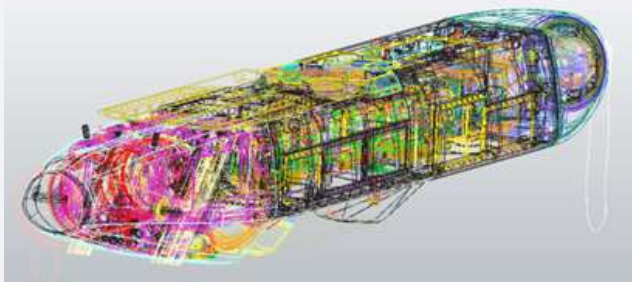
Suitability: Categorizing Geometry Models

- Representation

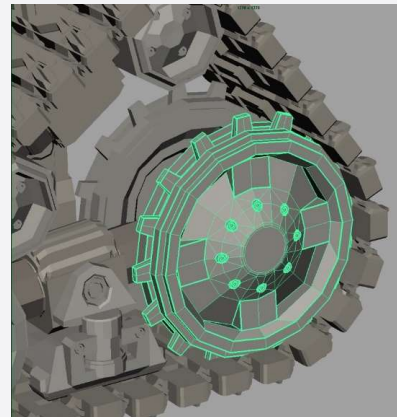
- Analytic: Boundary REPresentation NURBS
- Analytic: Sub-Division
- Discrete/Faceted
- Spatial Occupancy

- Intent

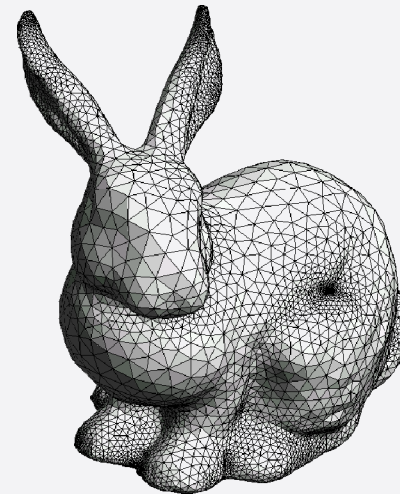
- Product Definition
- Simulation
- 3-D Scans
- Animation Artifacts
- Schematics



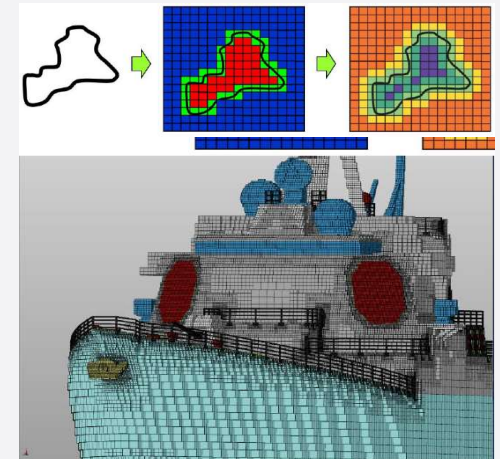
Boundary REPresentation



Sub-Division



Facets

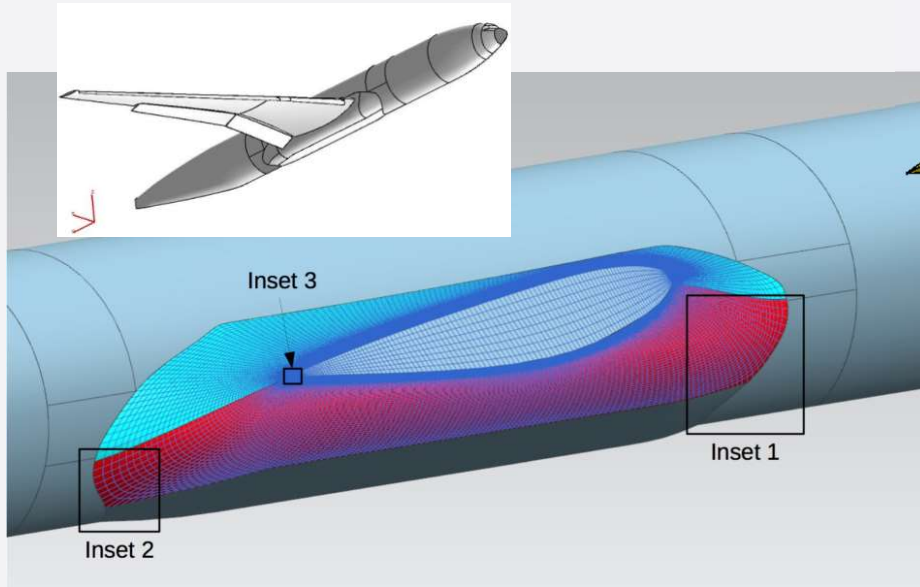


Spatial Occupancy

Suitability: Intent, BREPs, and GMGW

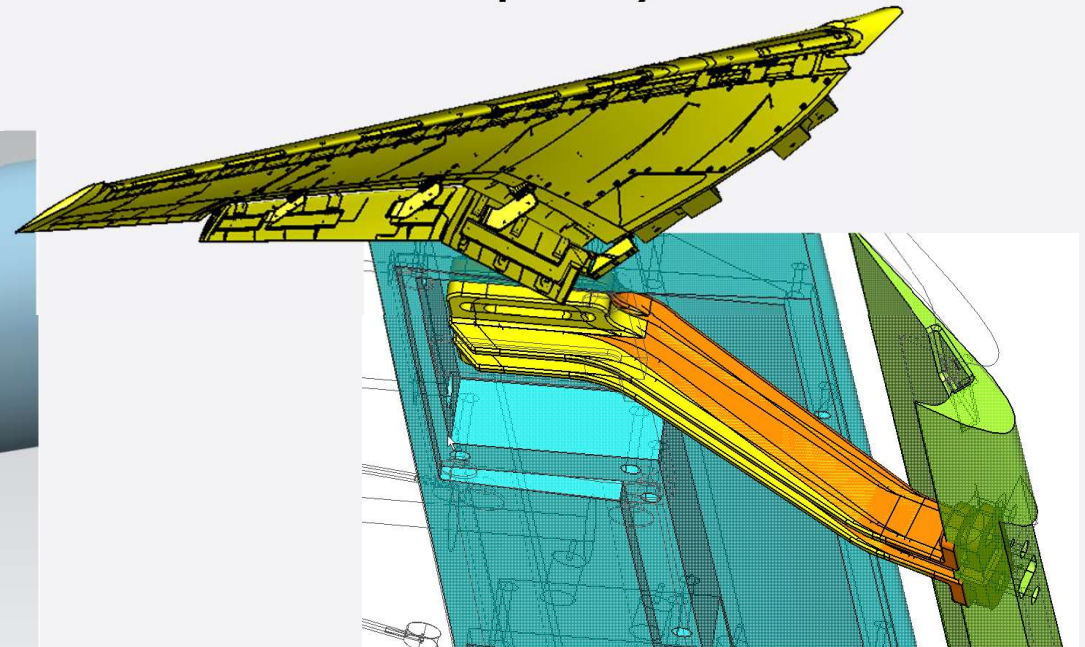
Simulation

- HL-CRM
- Relatively simple model
- Quirky BREP surfaces



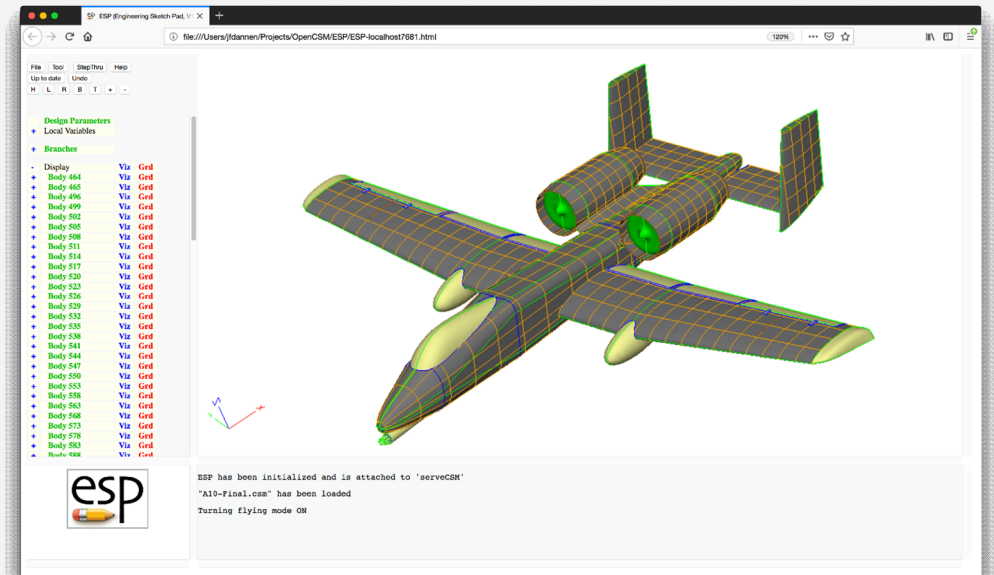
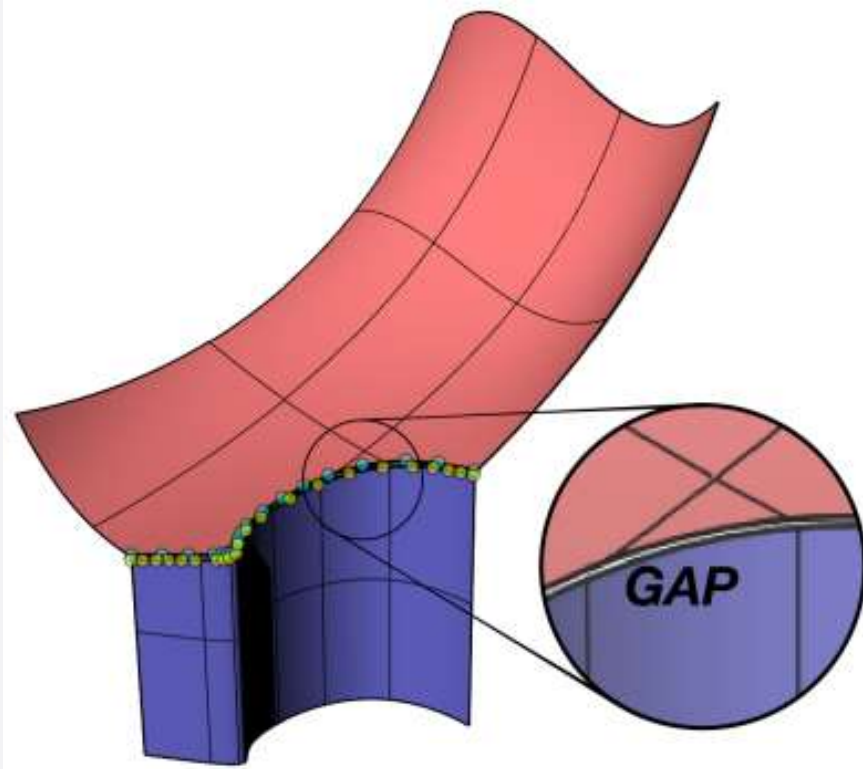
Product Definition

- HL-CRM-WT
- Relatively complex model
- Devoid of quirky surfaces



Suitability: Ambiguity in BREPs

- BREP models are not manifold geometrically.
- They are manifold topologically.



Example of modeling for simulation

High Performance Computing: Kernels



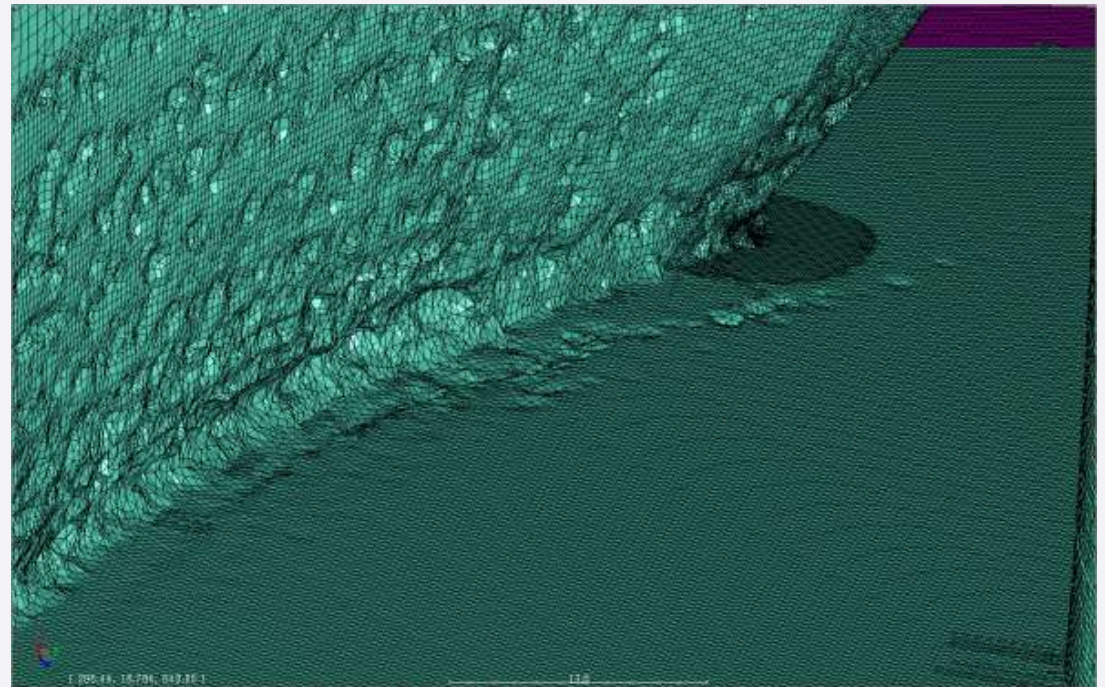
- Traditional BREP kernels were not designed for HPC.
 - Only sequential queries supported.
 - Cross-platform issues (hardware and operating system)
 - License scalability issues.
- Newer kernels are “HPC aware” from the start
 - EGADS (CAPS)
 - Boxer
 - Dyndrite
 - Geode
 - C3D
 - etc.

Complicating Factors

- Proper mapping of mesh to model
- Distributing the model across an HPC system

Emerging Tech: Manipulation & Control

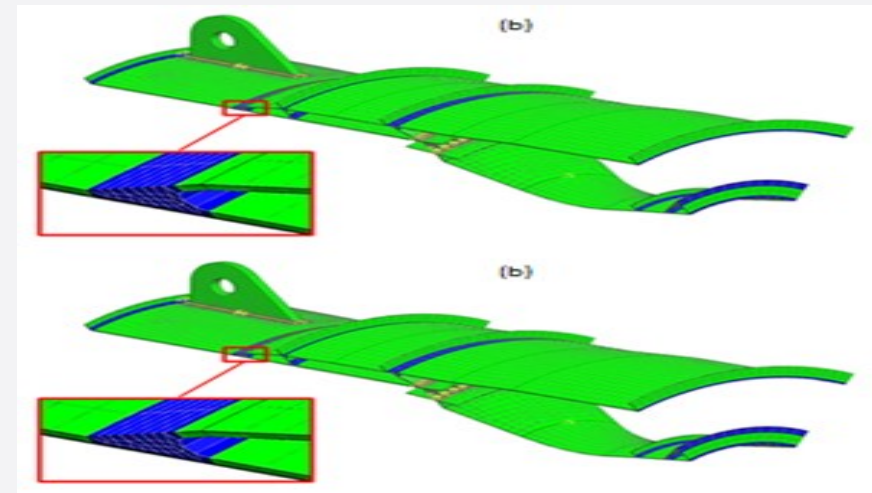
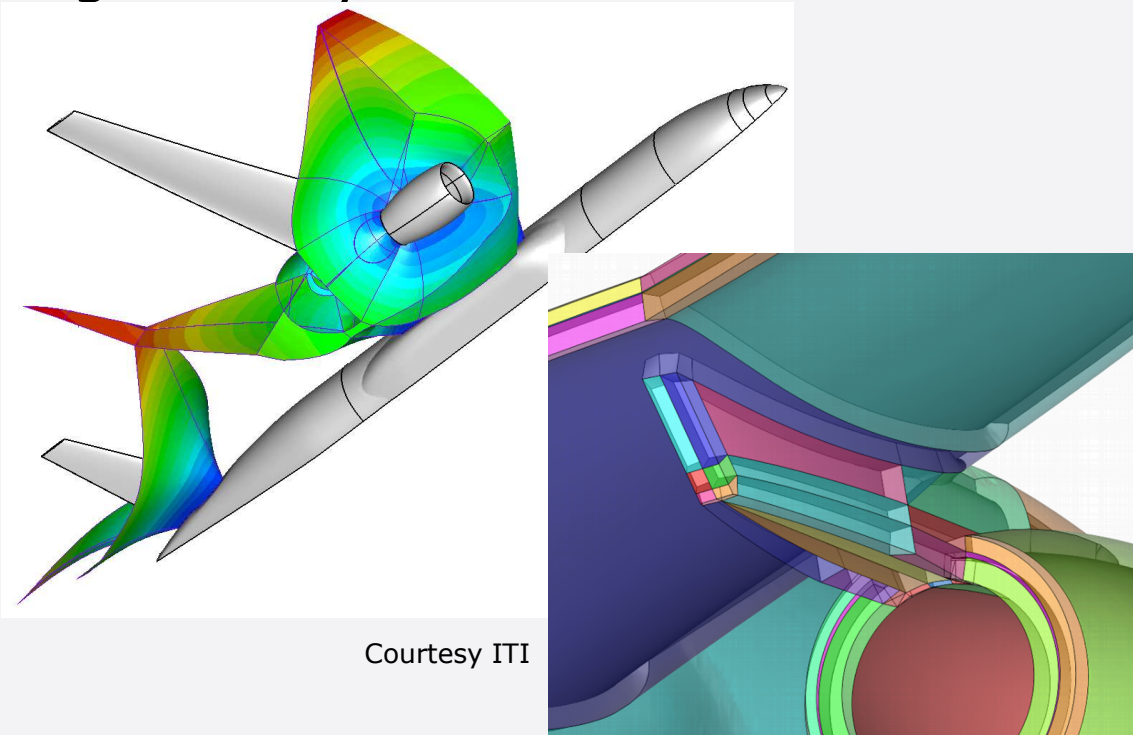
- The maturation of additive manufacturing allows us to manufacture products that cannot easily be design with BREPs in MCAD systems.
- Other representation types can truly enable design by simulation.



Turbine blade surface pitting modeled and simulated with a level set technique (via Cambridge Flow Solutions)

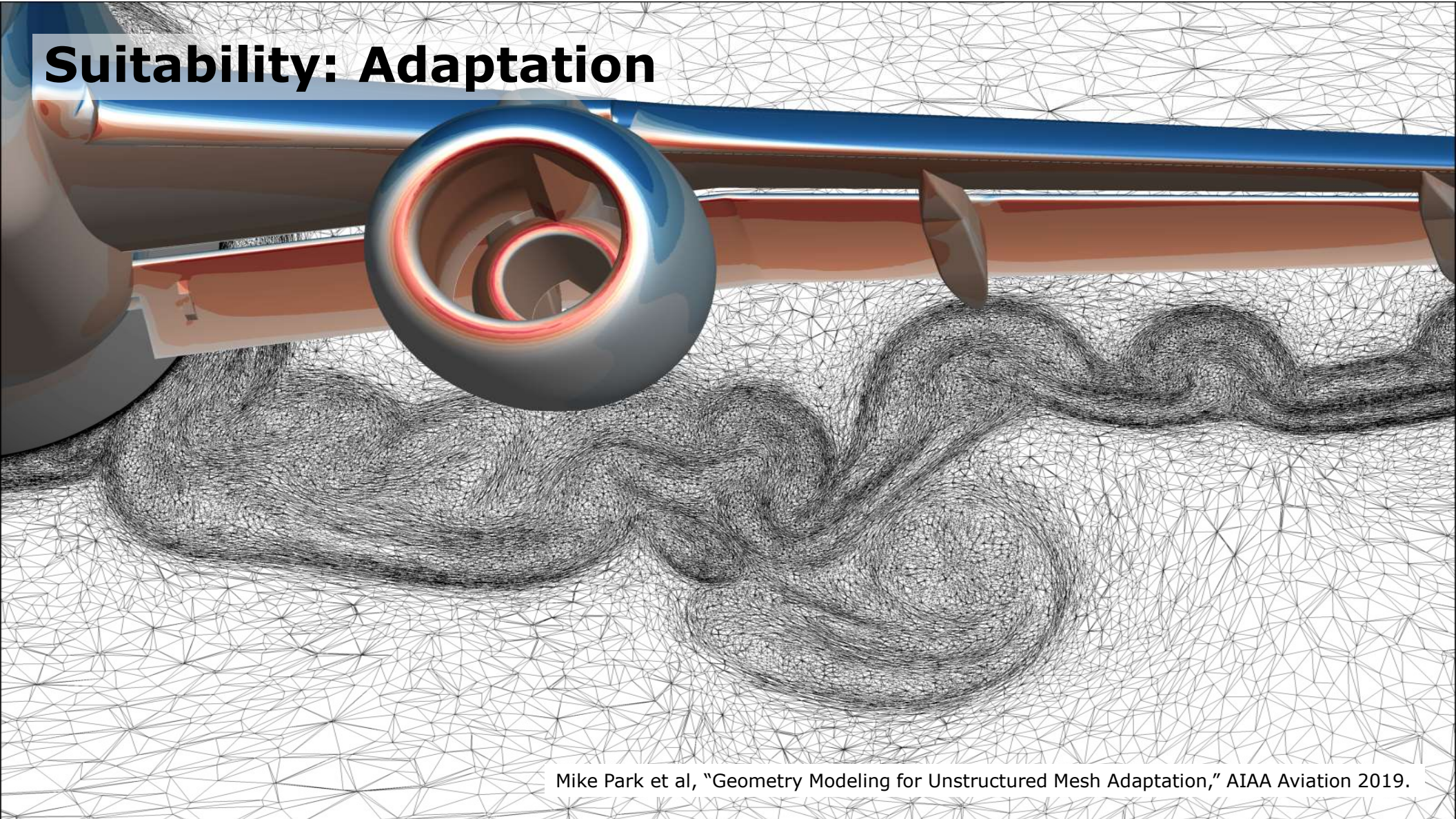
Emerging Tech: Geometric Reasoning

- Medial object technology allows simulation intent to be derived from the master model without altering the geometry.



Meshing Progress

Suitability: Adaptation



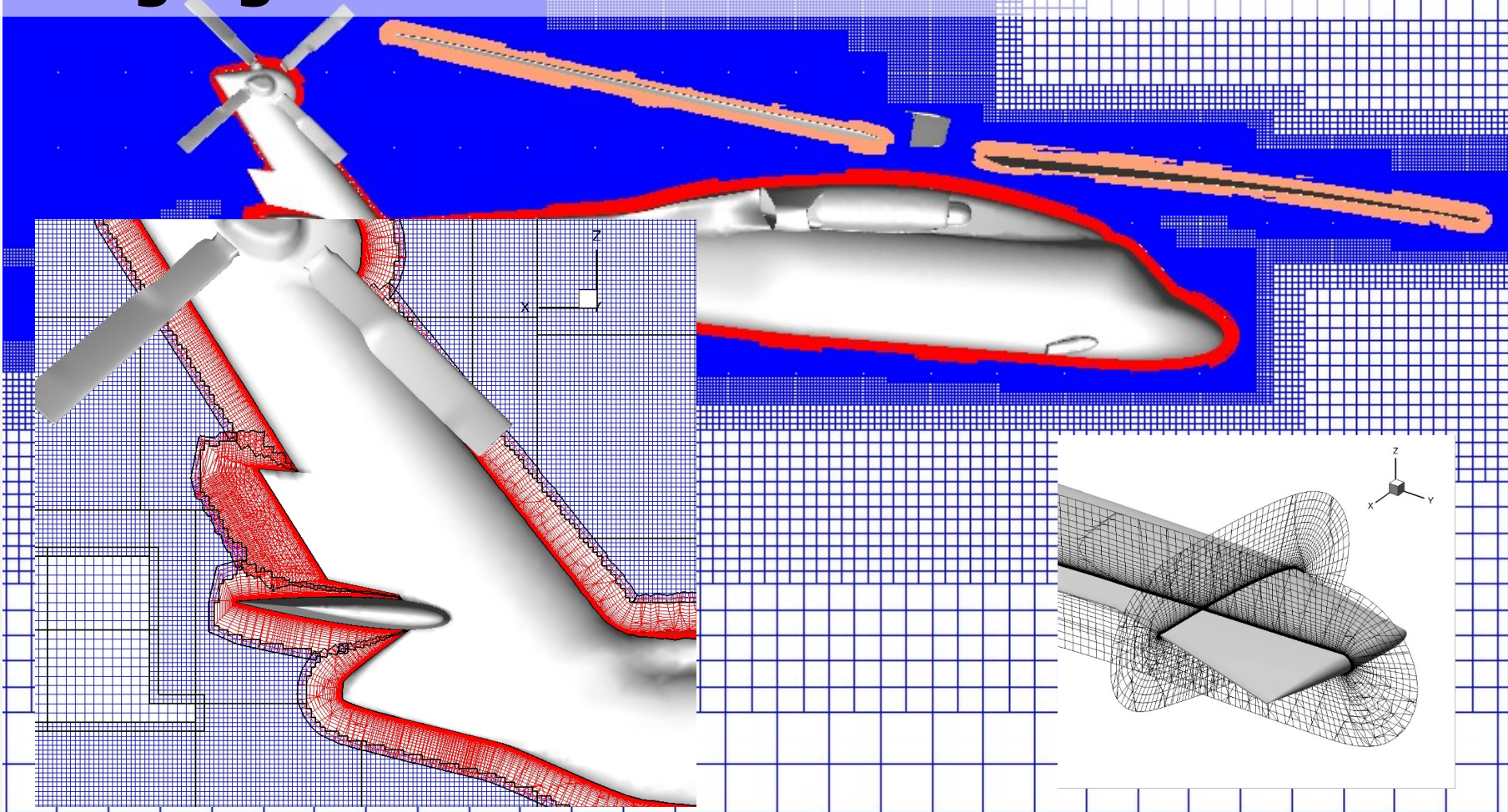
Mike Park et al, "Geometry Modeling for Unstructured Mesh Adaptation," AIAA Aviation 2019.

Emerging Tech: High-Order, Curved Meshes



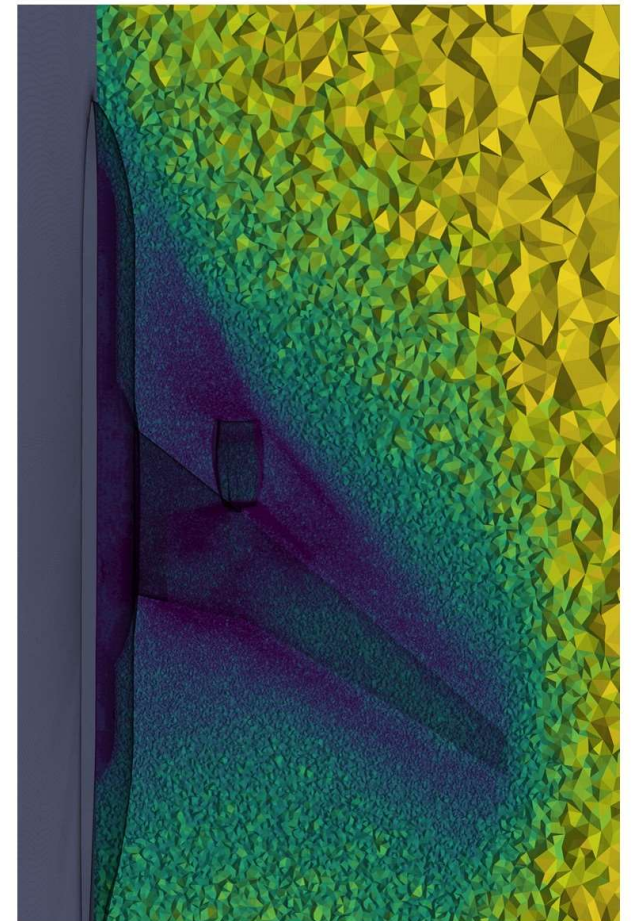
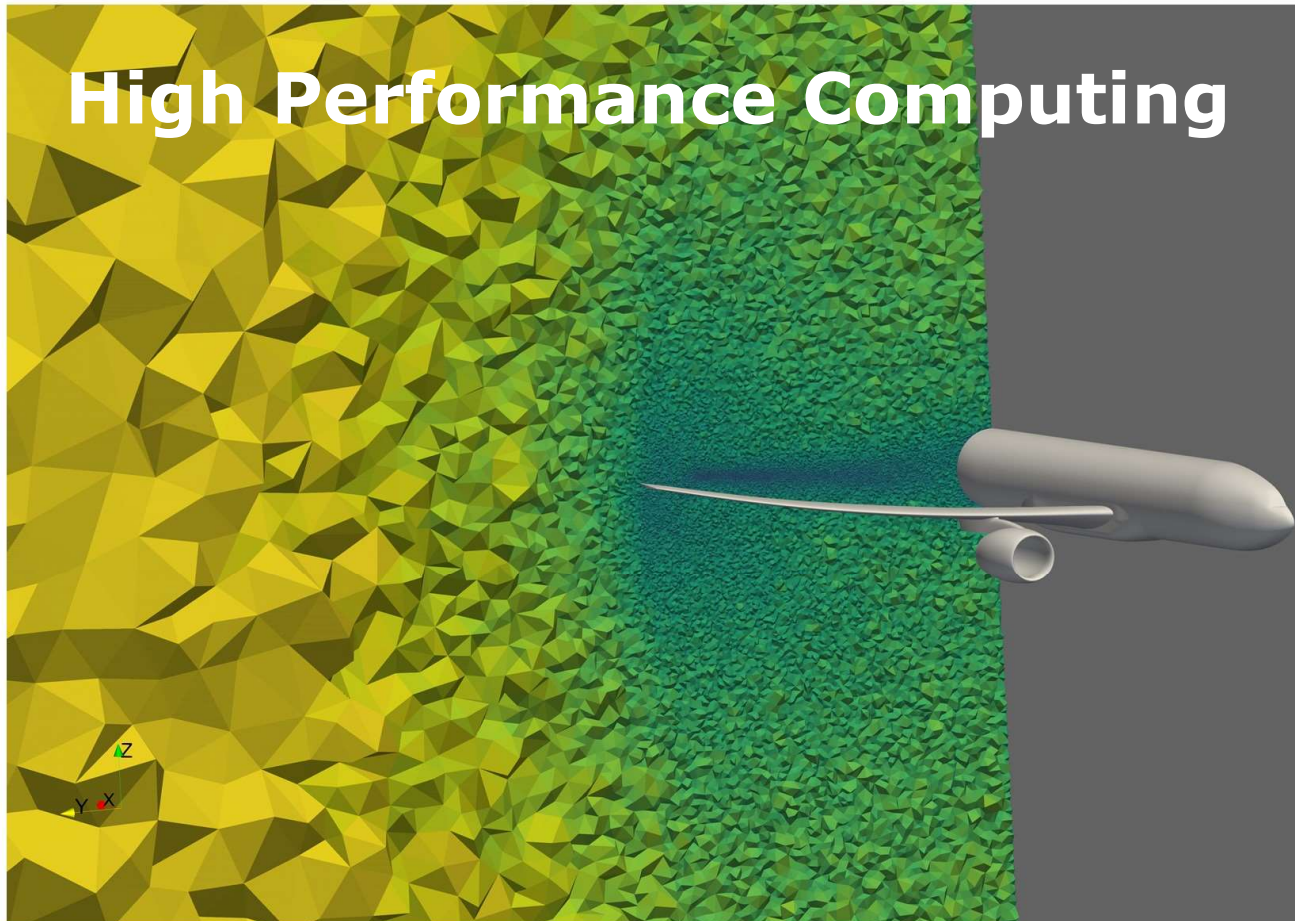
Steve Karman, "Mixed Order Curving for Viscous Meshes," AIAA Aviation 2019.

Emerging – Strand Grids



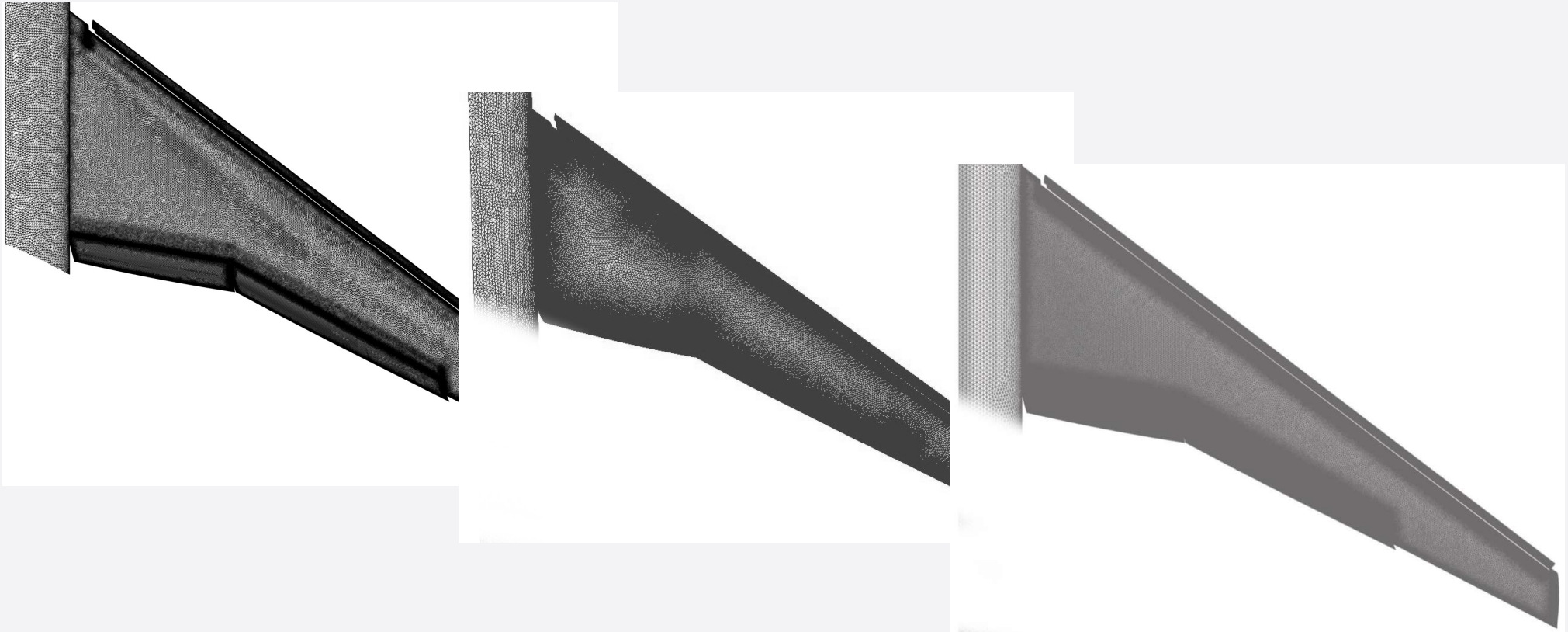
Vinod Lakshminarayan et al, "Simulation of Complex Geometries Using Automatically Generated Strand Meshes," AIAA-2018-0028.

High Performance Computing



[1] "Fine-grained Speculative Topological Transformation Scheme for Local Reconnection Methods", Fotios Drakopoulos, Christos Tsolakis and Nikos Chrosochoides, *AIAA Journal*, (under revision), 2019

Suitability: Validity, Quality, Resolution



HL-CRM meshes from GMGW-2

Closing Remarks



2015

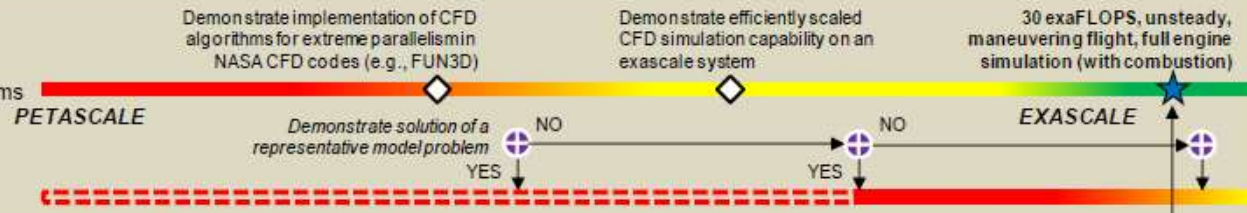
2020

2025

2030

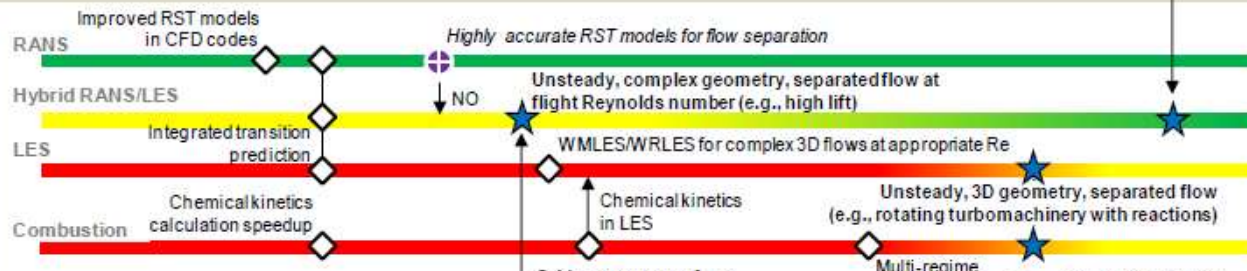
HPC

CFD on Massively Parallel Systems

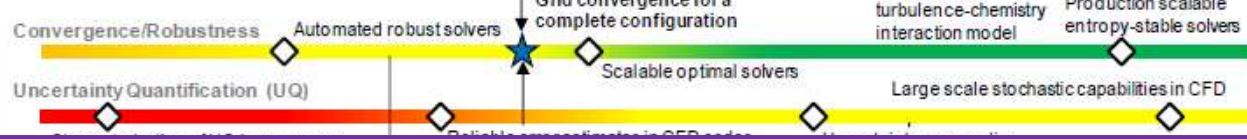


CFD on Revolutionary Systems (Quantum, Bio, etc.)

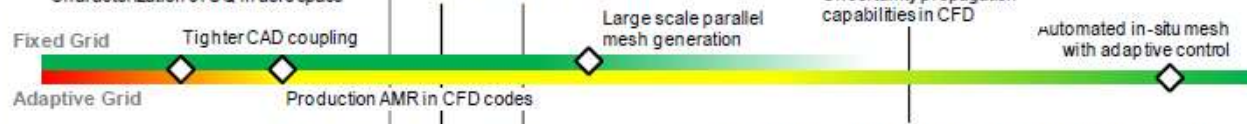
Physical Modeling



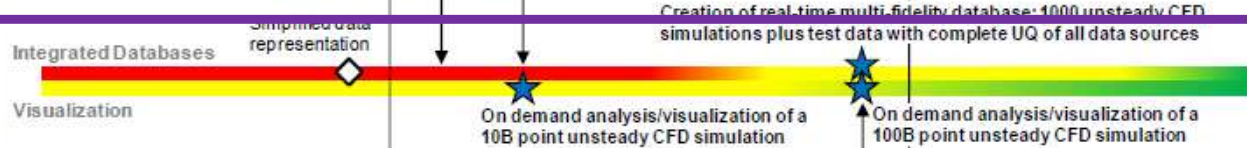
Algorithms



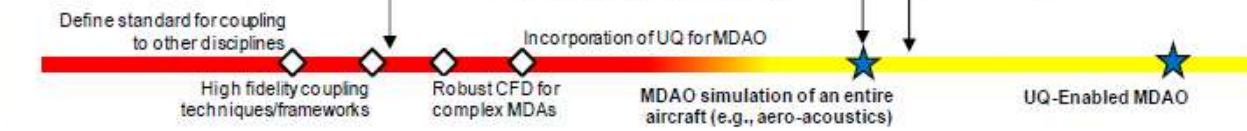
Geometry and Grid Generation



Knowledge Extraction



MDAO



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- Thanks to private communications with and images from Mike Park, Mark Gammon, Stephen Ferguson, Nikos Chrisochoides, Christos Tsolakis, Vinod Lakshminarayan, Ben Rich, Ben Urick, Bob Haimes.
- Image of Sub-D model of Pixar's Wall*E from <https://www.fxguide.com/featured/pixars-opensubdiv-v2-a-detailed-look/>

www.cfd2030.com