## Simulation of Bluff-Body Stabilized Flames with PeleC, an Exascale Combustion Code

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#### **Blue Waters Symposium**



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## **Problem Overview**

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Campbell & Chambers (1994)





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In many high-speed systems, maintaining stable combustion is a challenge

We can use the flow dynamics of recirculation zones for stabilization

Accurately capturing the physics of these zones with low-resolution codes is an ongoing challenge

#### We use Blue Waters to perform highresolution simulations



#### **Turbulent Combustion Dynamics**



Shanbhogue, Husain, Lieuwen (PECS, 2009)



## The Air Force Research Laboratory Case



Paxton et al. (AIAA, 2019)

- Flame stabilization by bluff bodies goes back to the first half of the 20<sup>th</sup> century
- The AFRL experiments are currently ongoing
- Matching computational and experimental results remains a challenge



#### **Problem Overview: The AFRL Case**



Methane flame stabilized on a circular rod, Zukoski (1954)

 Where can simulations realistically compare against experimental data?

- A common computational shortcut is to use a smaller spanwise domain with periodic boundary conditions in that direction
- There is very little in the literature on aspect ratio and spanwise boundary effects for these cases



#### PeleC

#### **Exascale Combustion Code**

- Developed at LBNL, NREL, and ANL for performance on current and future supercomputers
- Direct Numerical Simulations (DNS) of turbulencechemistry interactions in conditions relevant to practical combustion devices
- Embedded Boundary (EB) capability for modeling device structure
- Adaptive Mesh Refinement (AMR) built on the AMReX framework



(https://amrex-codes.github.io)



## **PeleC: Built on AMReX**

#### **Block-Structured AMR**

- Increase efficiency by focusing on dynamically important regions
- For the cold flow we refine on cut cells (the bluff body) and vorticity magnitude.
- For reacting cases we are currently also refining on intermediate species
- We see orders of magnitude speedup over static refinement



(https://amrex-codes.github.io)



## **Non-Reacting Convergence:**

#### Intent:

- Study effects of AMR on convergence of bluff-body flow simulation: "how much refinement do we need?"
- Understand effects of varying aspect ratio: "how wide a domain do we need?"

#### Cases:

#### Aspect Ratio



## **Non-Reacting Convergence:**

#### **Computational Cost:**

- Cheapest: run on 4 nodes, ~100 node-hours
- Most expensive: run on 80 nodes, ~20,000 node-hours.
- Good weak scaling in this range on Blue Waters.
- Scaling is limited by AMR refinement level and criteria

#### Cases:

#### Aspect Ratio





#### **AMR In Action**





#### **Increasing AMR Levels and Local Resolution**







#### **Increasing AMR Levels and Local Resolution**







## **Time-Averaged Velocity Fields**





## **AMR Resolution and Convergence: X-Velocity Statistics**



- X-velocity normalized by inflow bulk velocity U<sub>0</sub>
- Aspect ratio of 2
- Plots show:
  - PDF from recirculation zone
  - Mean x-velocity
  - Standard deviation
  - Skewness



## Aspect Ratio Comparison





## **Aspect Ratio: X-Velocity Statistics**



- X-velocity normalized by inflow bulk velocity U<sub>0</sub>
- 3 AMR levels
- Plots show:
  - PDF from recirculation zone
  - Mean x-velocity
  - Standard deviation
  - Skewness



## Work in Progress: Reactions



- Isothermal bluff body heated to 600K
- Premixed H2-air, inflow at 310K
- Hot spot is forming and intermediate species are produced
- Combustion has been unstable



## Summary

- AMR is accurately capturing the physics of interest, providing highresolution simulations at reduced cost compared with static refinement
- 3 levels of AMR are resolving the large-scale dynamics relevant to maintaining combustion
- Observed differences between full and reduced aspect-ratio domains are minimal
- Combustion in simulations with embedded boundaries and AMR is a work in progress and the current focus.



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# BLUE WATERS

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#### **Questions?**

