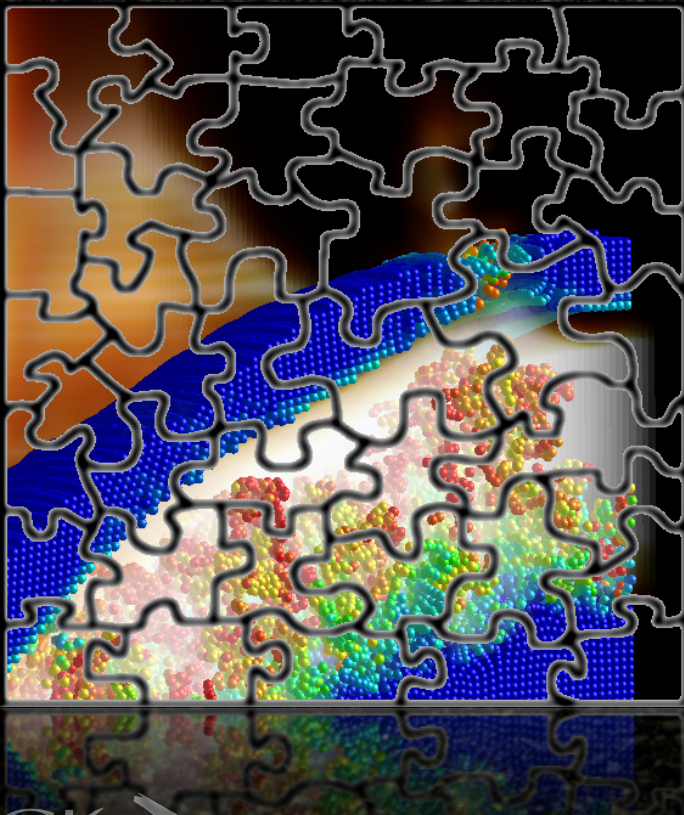


Simulating Fires and Explosives

Steven Parker
School of Computing
Scientific Computing and Imaging Institute
University of Utah/NVIDIA

Composing software

Building systems out of pieces

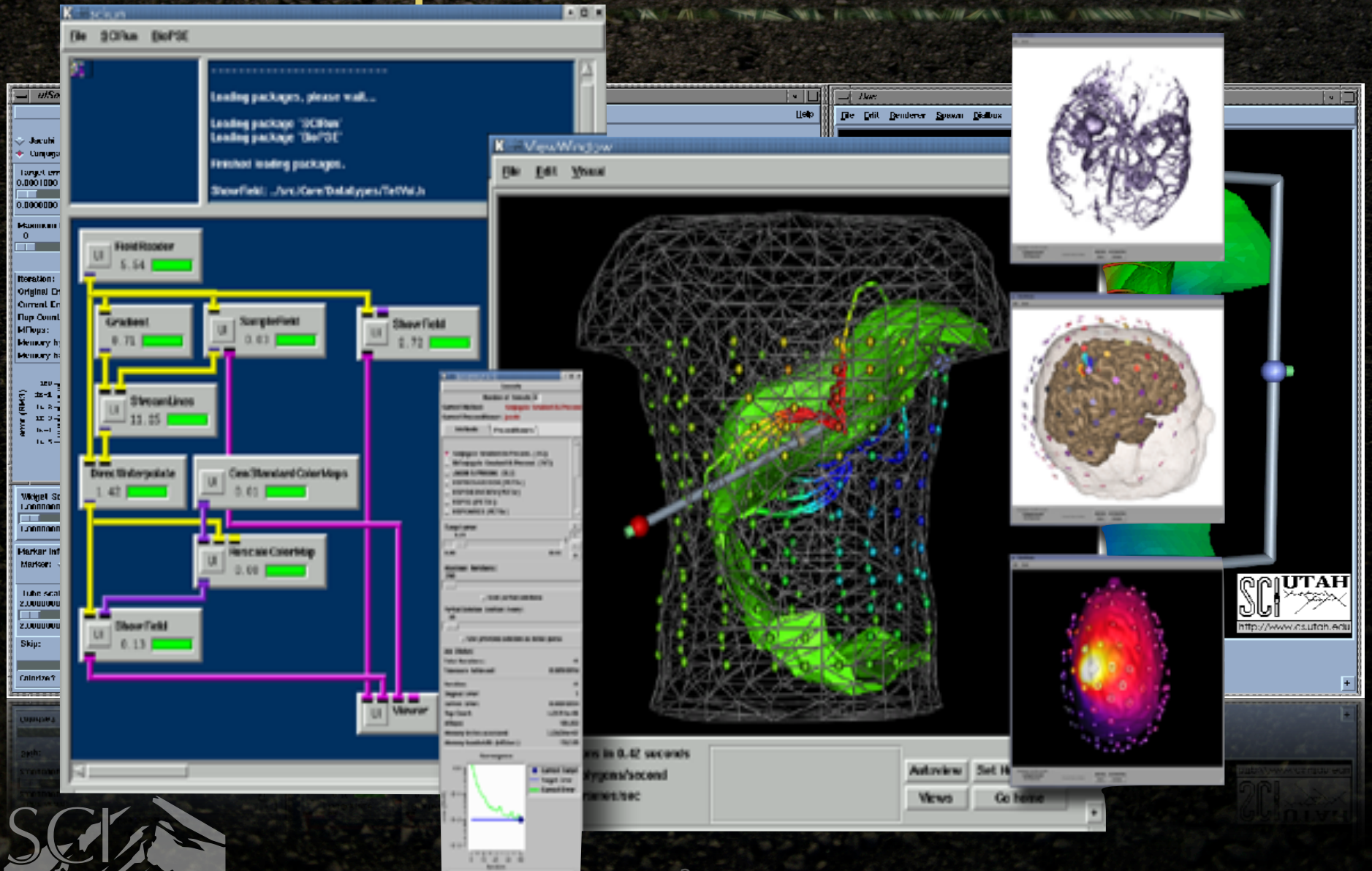


Or



www.rock101.com

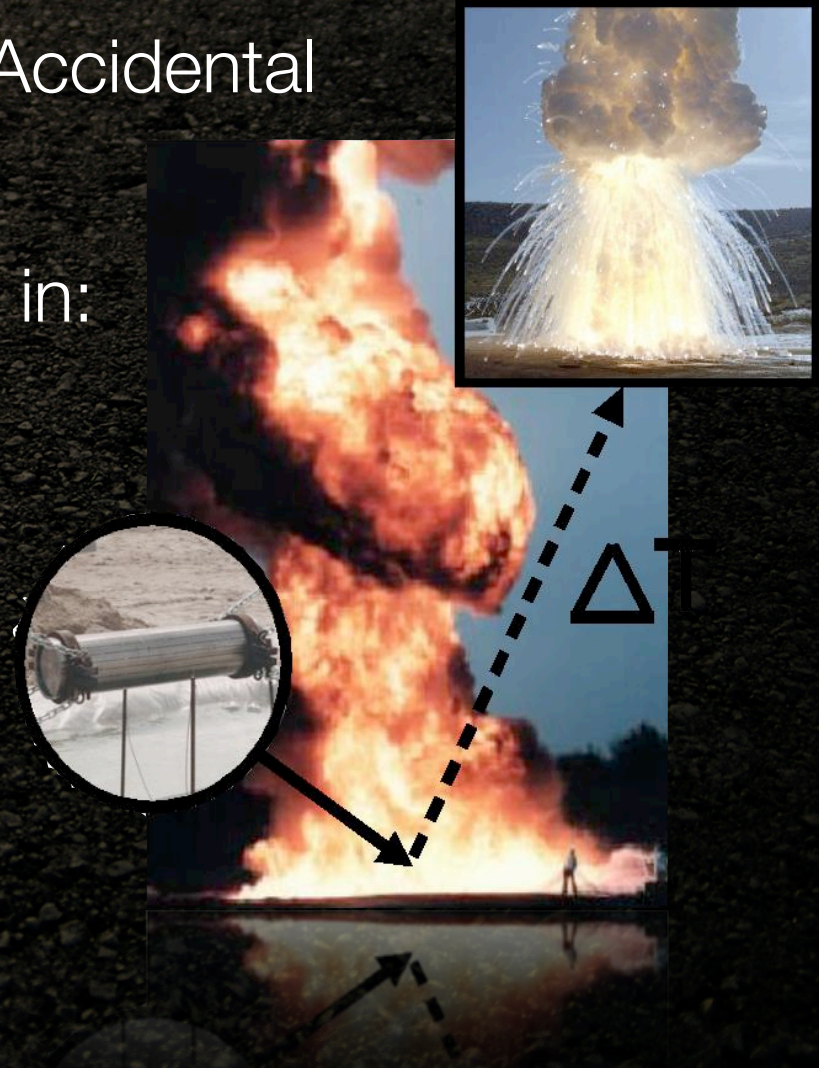
Component Software



C-SAFE

Center for the Simulation of Accidental
Fires & Explosions

- Solve fundamental problems in:
 - Physical chemistry
 - Structural mechanics
- Coupled with:
 - Experimental verification
 - Algorithm optimization
 - Advanced visualization





Pepcon disaster
Nevada 5/88



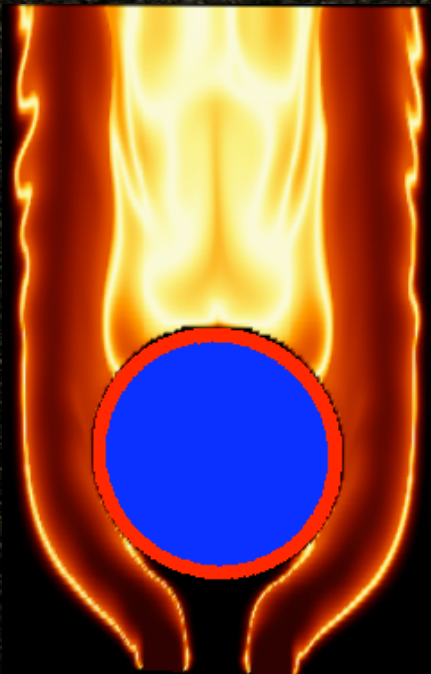
Spanish Fork Accident
Utah 8/05

Motivation



Shuttle booster derailed
Alabama 5/07

Time scales



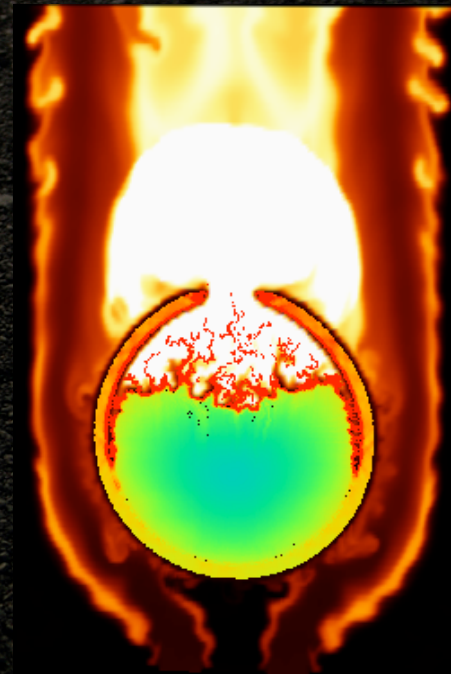
1-10 seconds

Fire



30-60 minutes

Heat-up



~1 msec

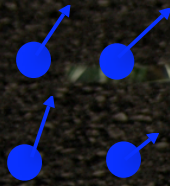
Explosion

Multi-physics challenges

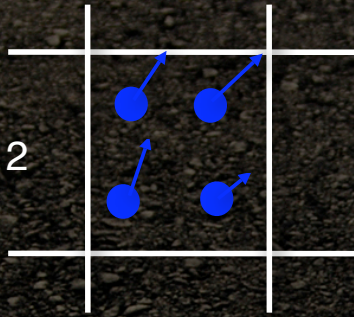
- Multiple time scales
- Multiple space scales
- Impedance matching of:
 - Mathematical description
 - Frame of reference
 - (Lagrangian vs. Eulerian)
 - Numerical algorithms
 - Software interfaces
 - Parallelization strategy
 - Interpersonal relationships



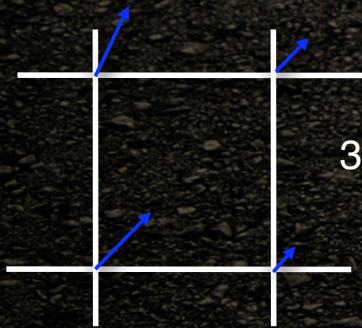
Material Point Method



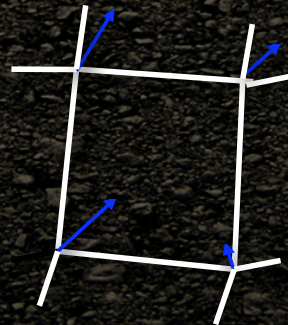
1



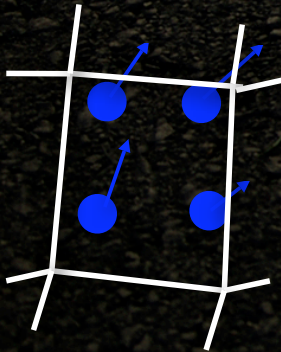
2



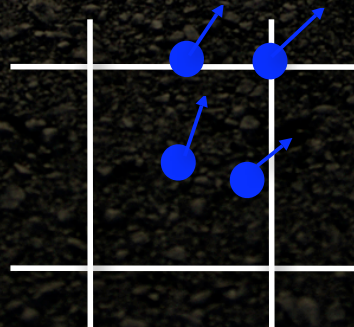
3



4

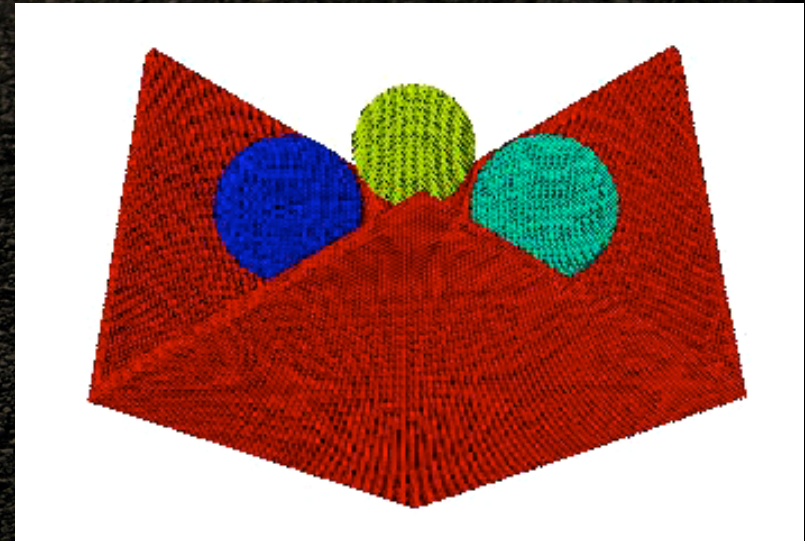


5



6

8



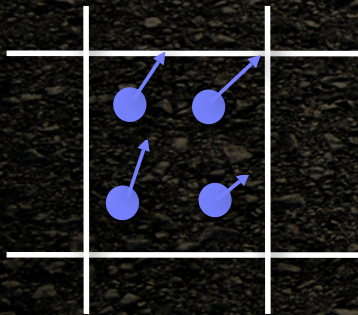
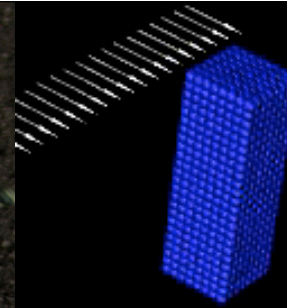
Handles deformation, contact, high strain

MPM-ICE

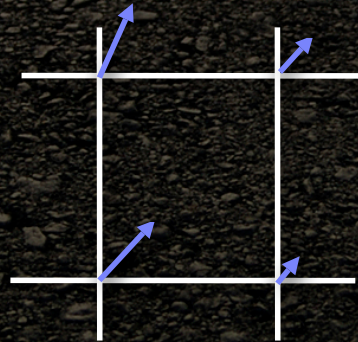
ICE is a cell centered finite volume method

MPM uses particles and nodes

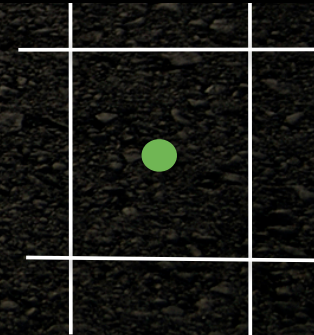
Cell-centered grid used as a common frame of reference



Particle:
Mass, volume,
Temperature,
Velocity, etc.



Node Centered:
Mass, volume,
Temperature,
Velocity, etc.

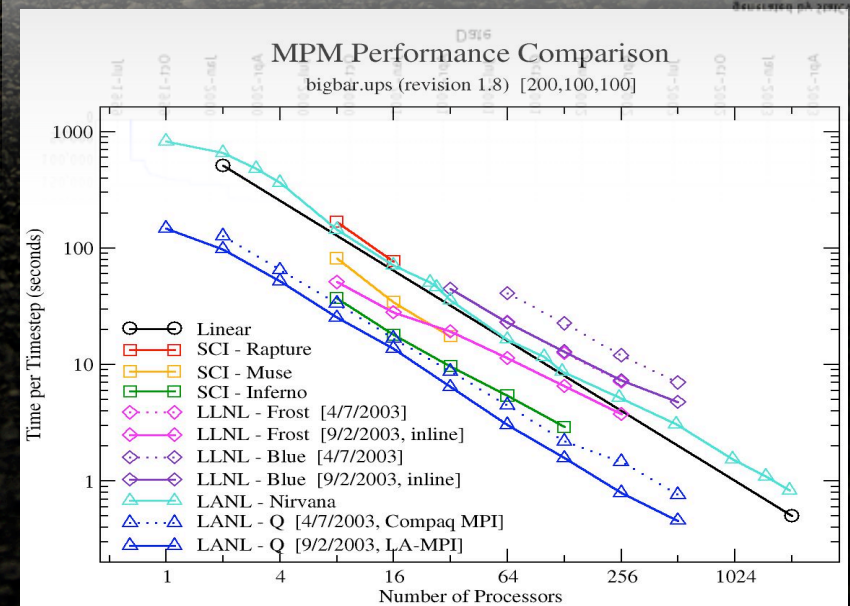
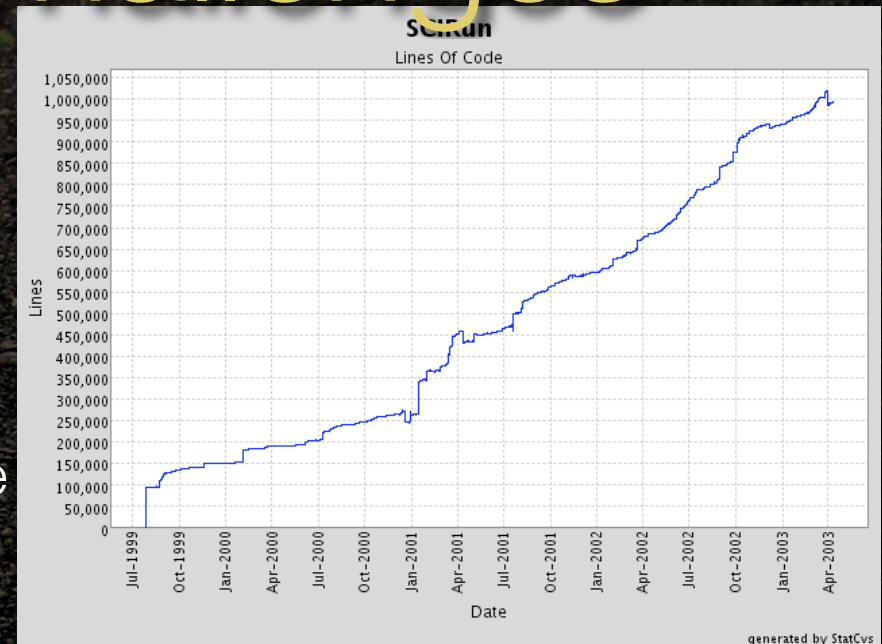


Cell Centered:
Density,
Internal Energy,
Momentum, etc.

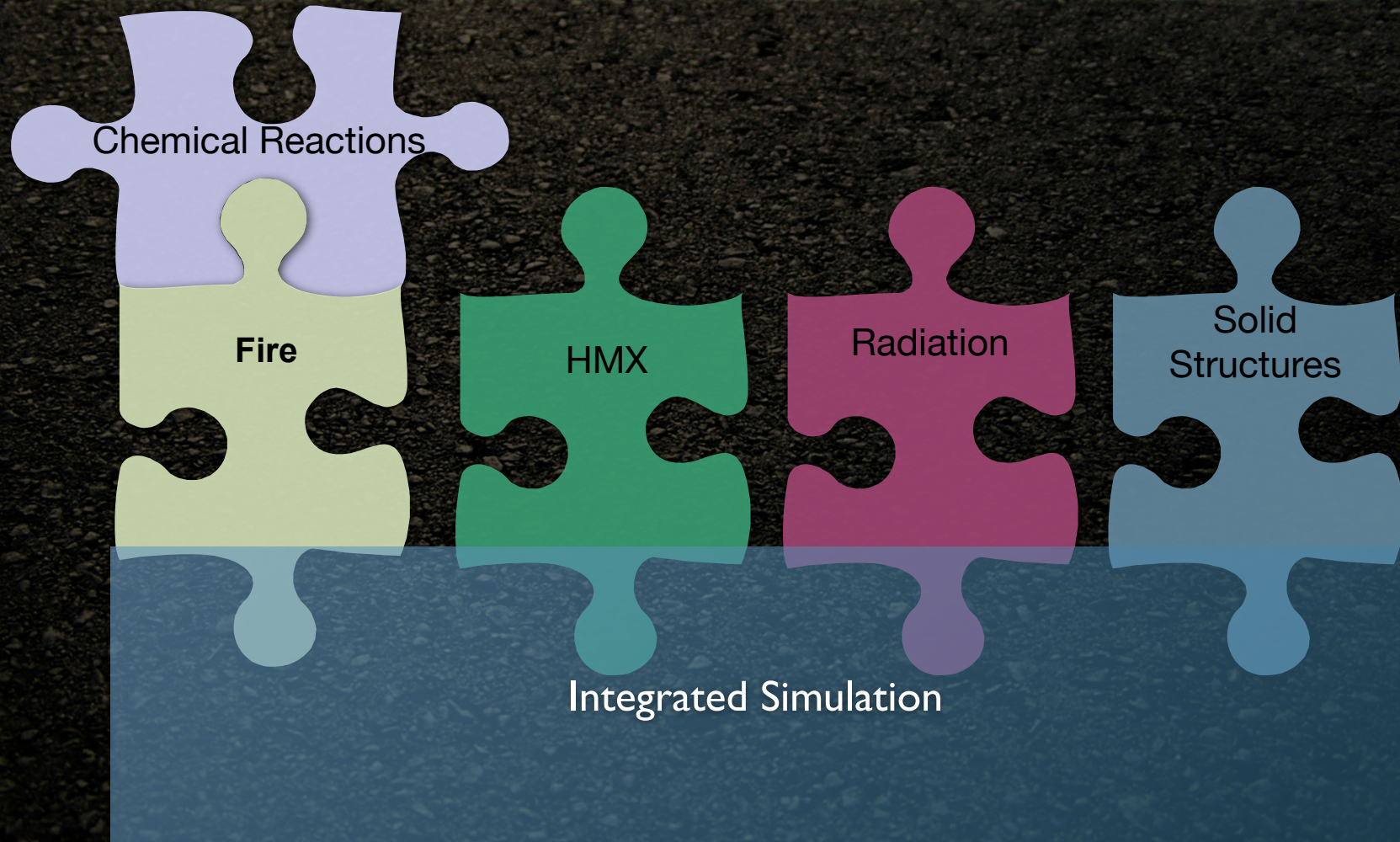
Tightly coupled fluid-solid interaction

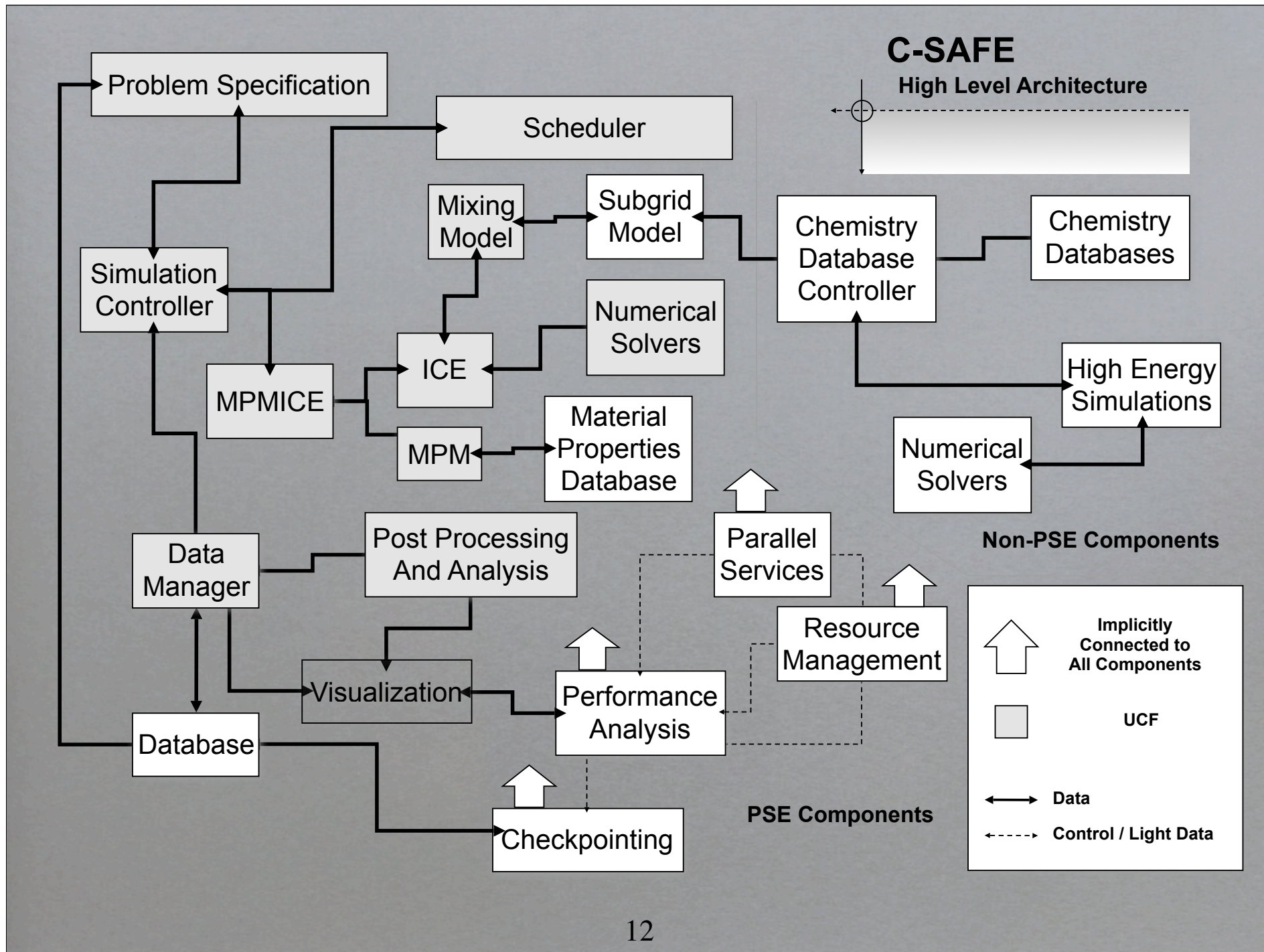
Software Challenges

- Software integration challenges:
 - Integration requires broad expertise
 - The effort required is too large to be justified any single application
 - Applications are not always designed top-down
 - Cannot give up performance



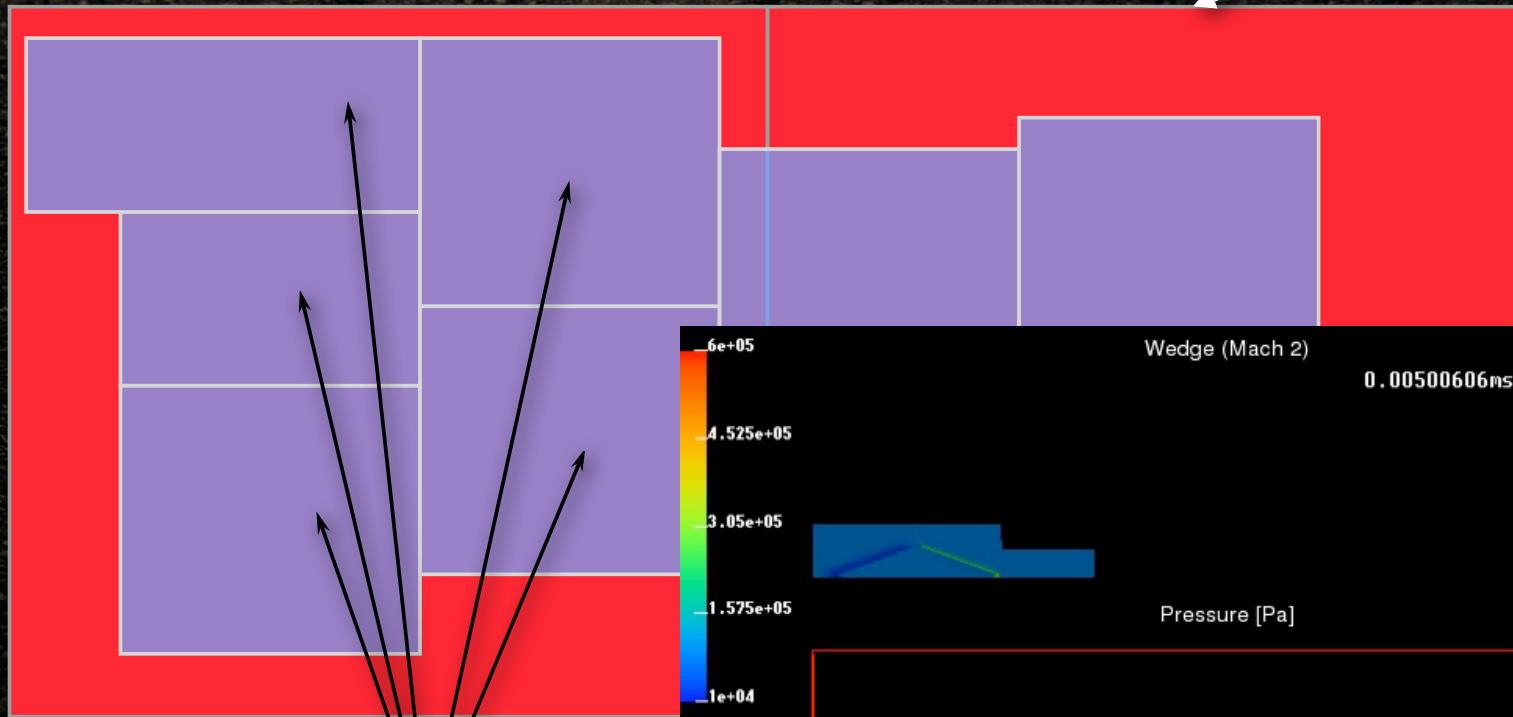
Component-based Architecture



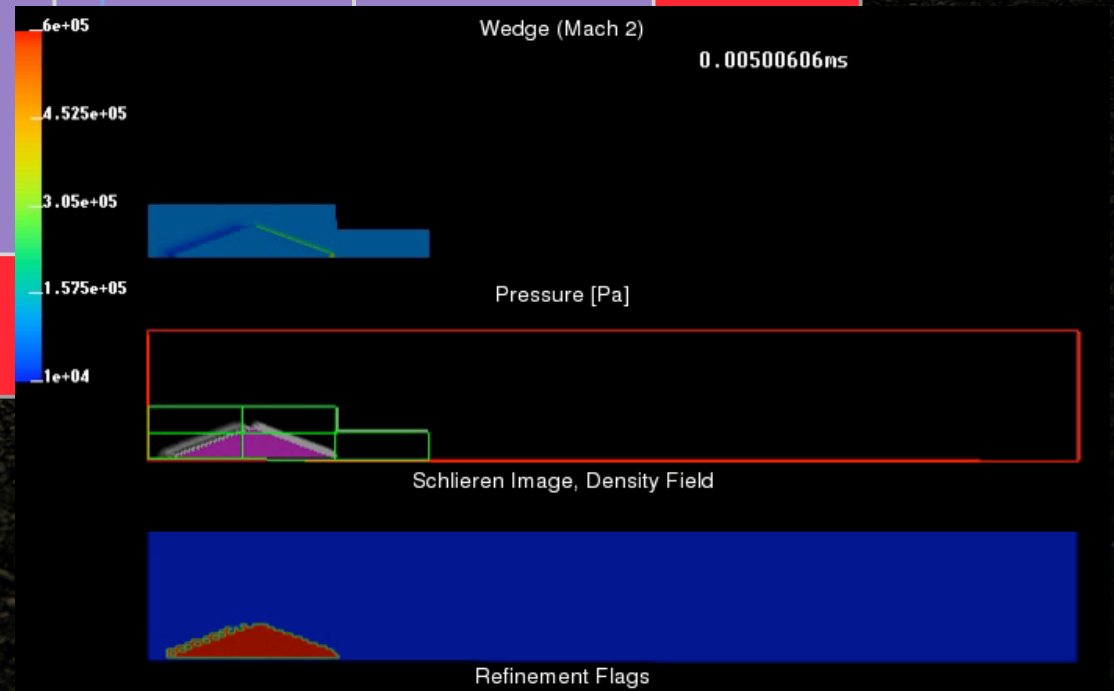


Structured AMR

Coarse Level



Fine Patches



Parallel Components

- Multiple ways to split up parallel work

- Task based (MxN)
- Data based (SCMD)
- A combination?

- Which?

Components

make local decisions

However

is a global decision

Key challenge

Solution: Uintah

- Explicit representation of parallelism in components
- Scheduling, domain decomposition factored out of simulation components
- Enables scalability in multi-physics simulation

Integrated Simulation

Fire Simulation

Structural Mechanics

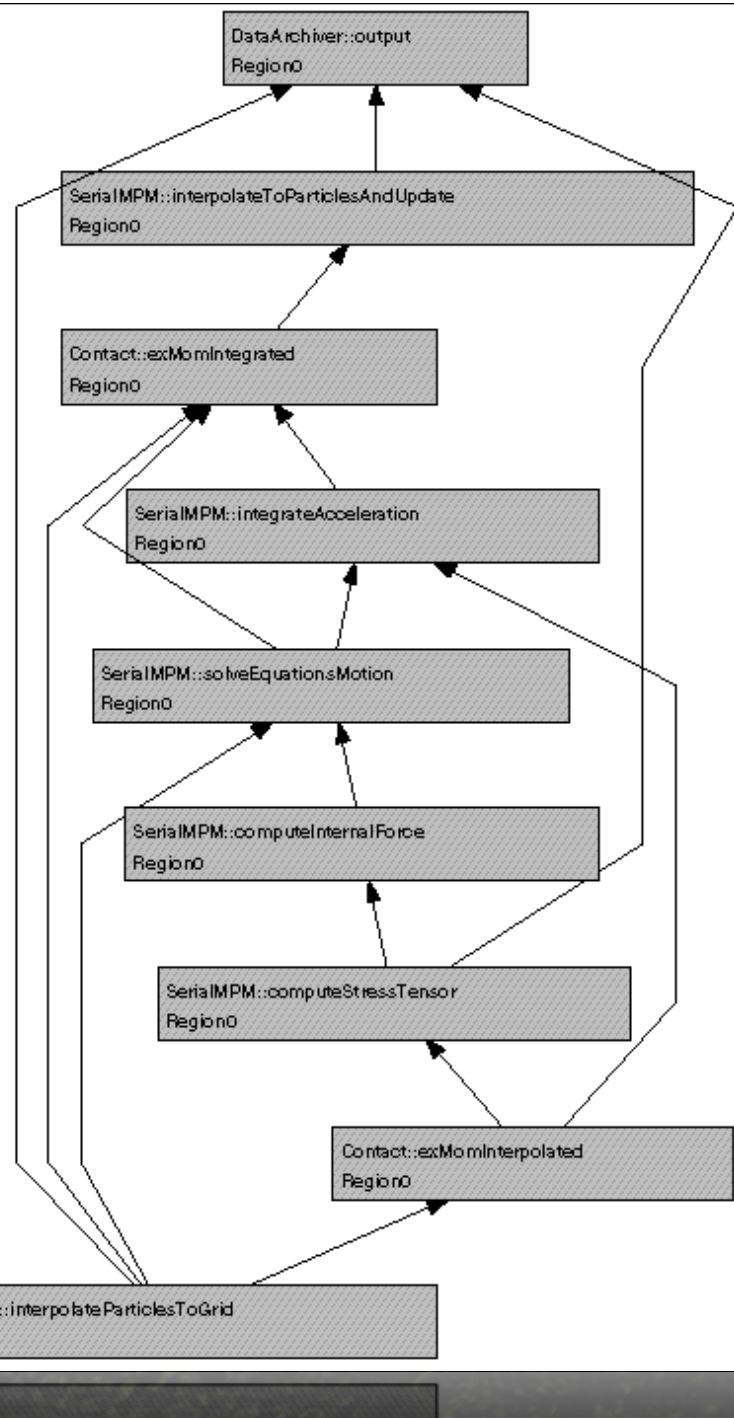
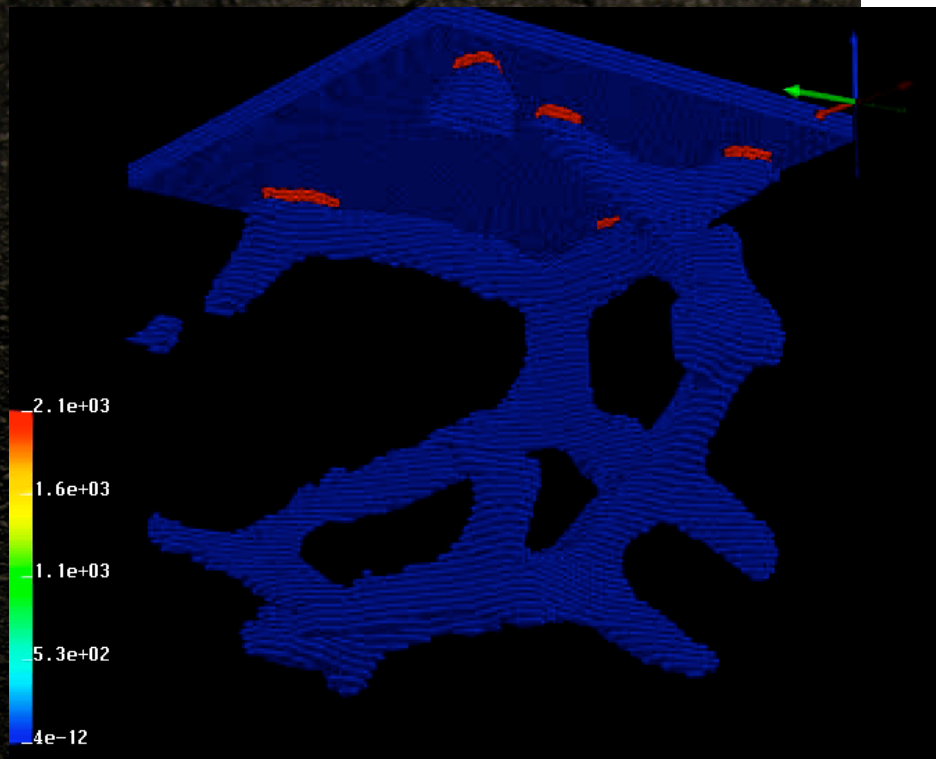
processors



Data Parallel
Load balance tradeoffs

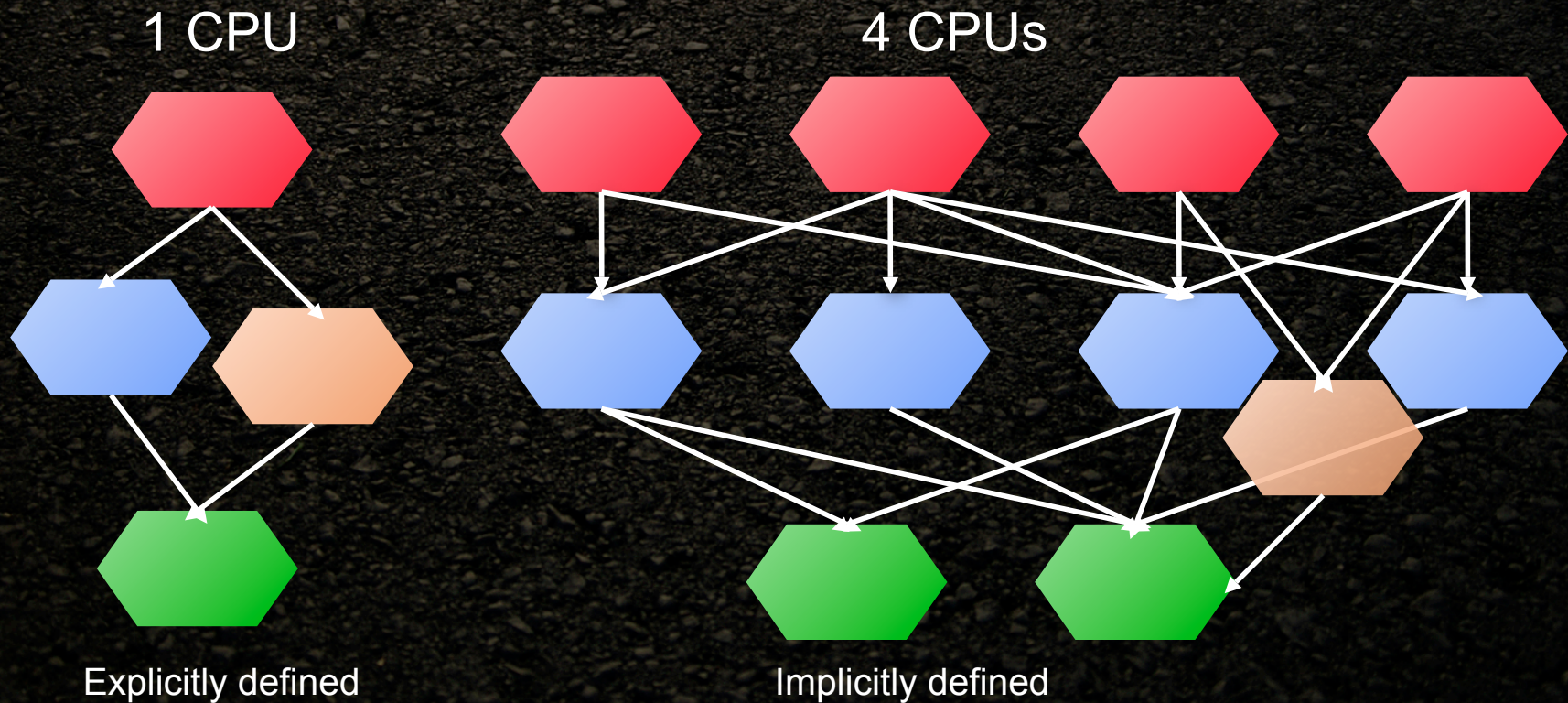


Task Parallel
High communication costs

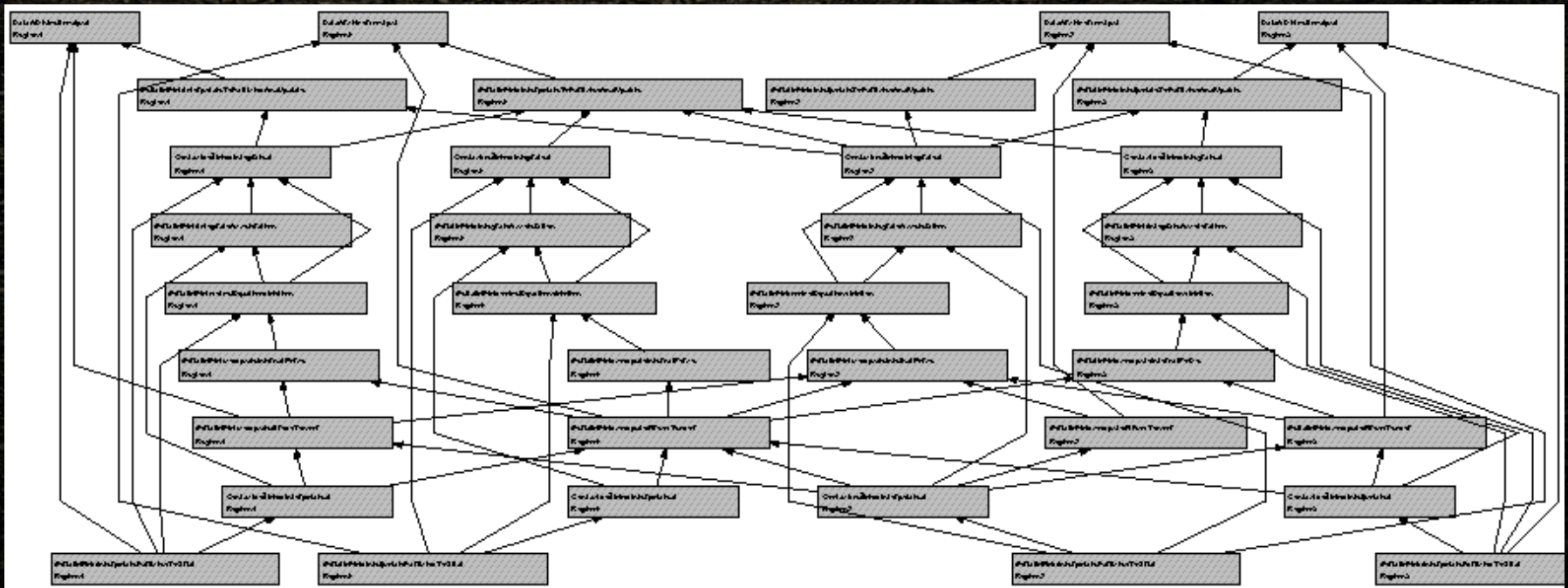


Taskgraphs

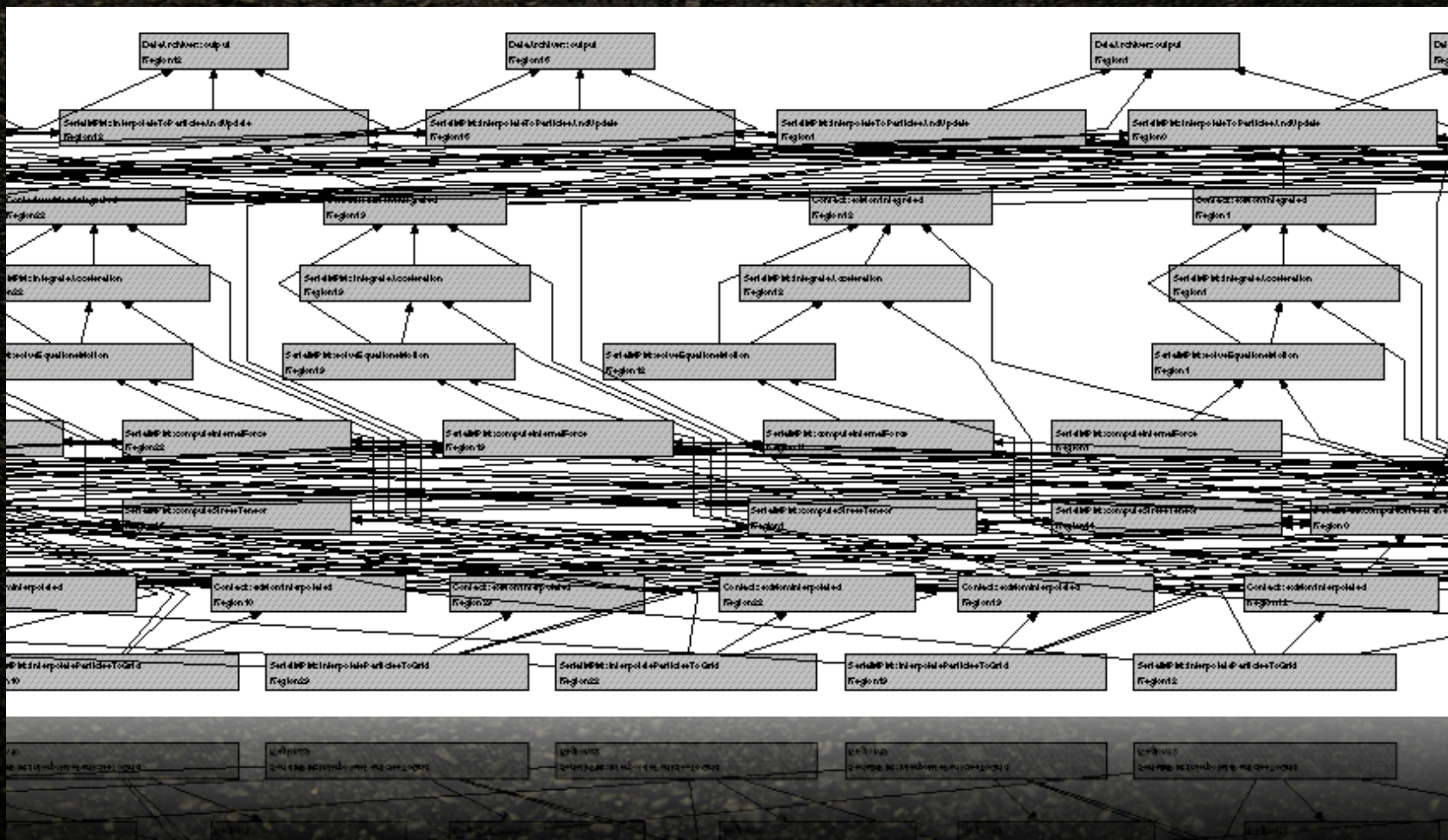
- Unique feature: explicit representation of parallelism
- Expresses data parallelism and task parallelism
- Enables compiler-like analysis of communication



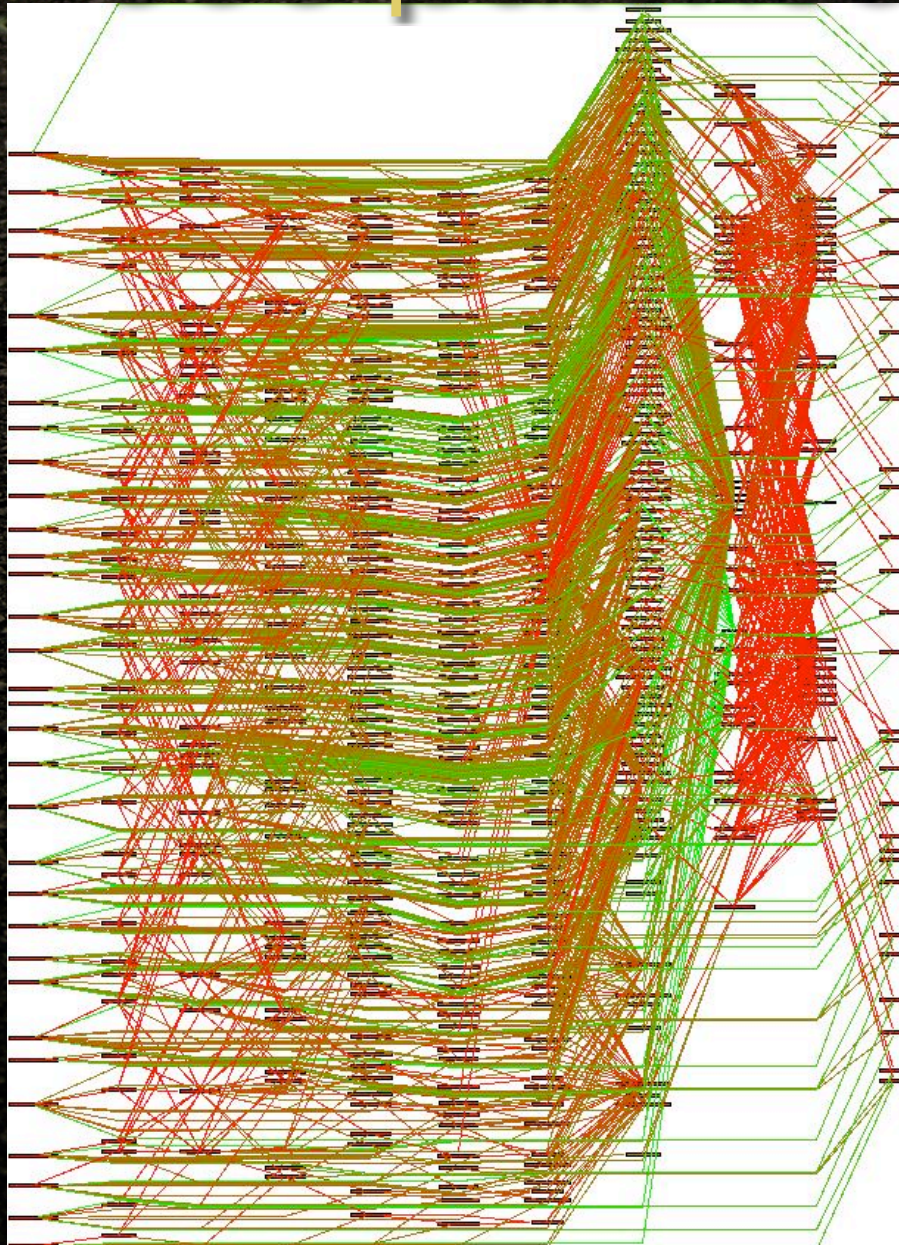
4 patches



32 patches

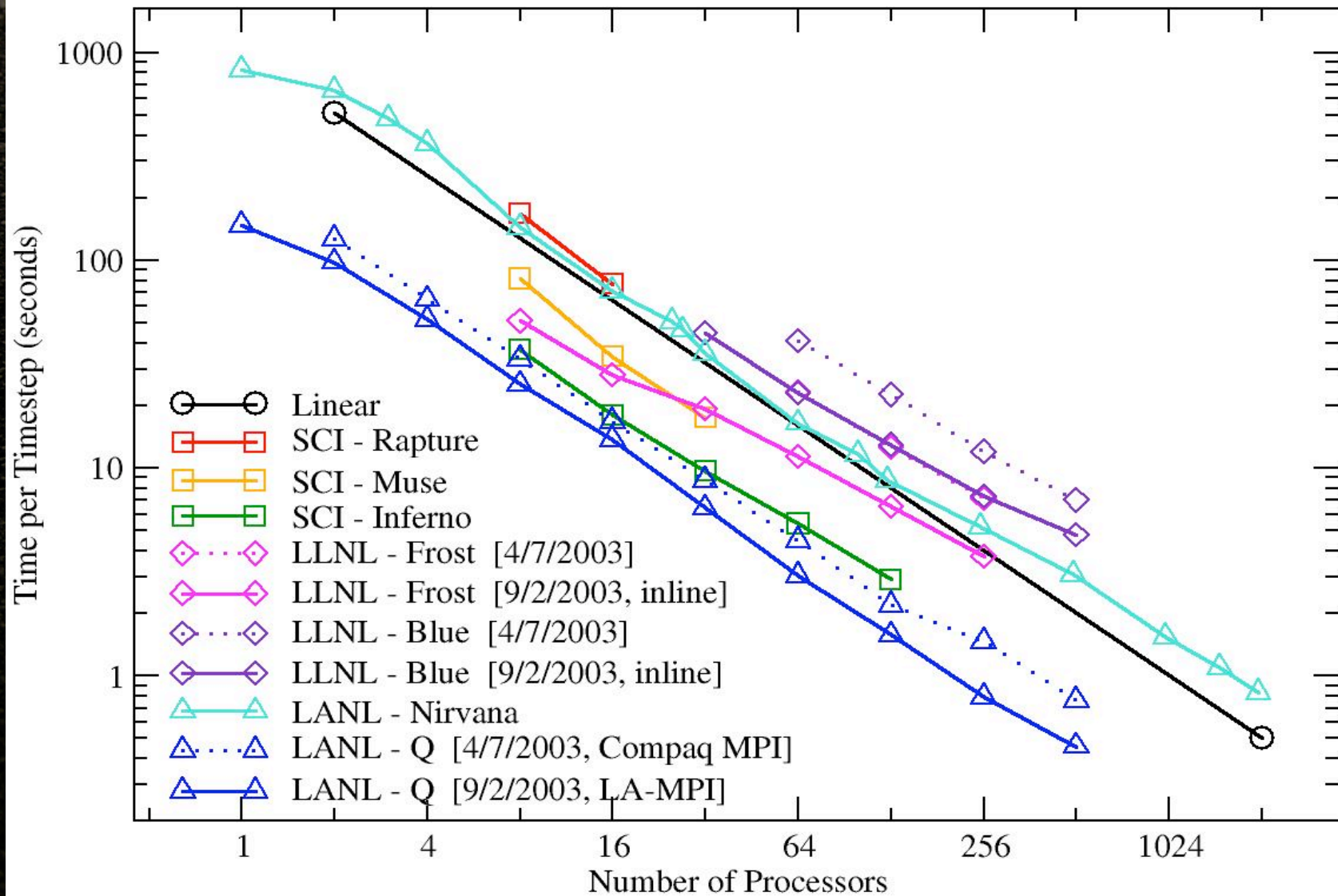


500 patches

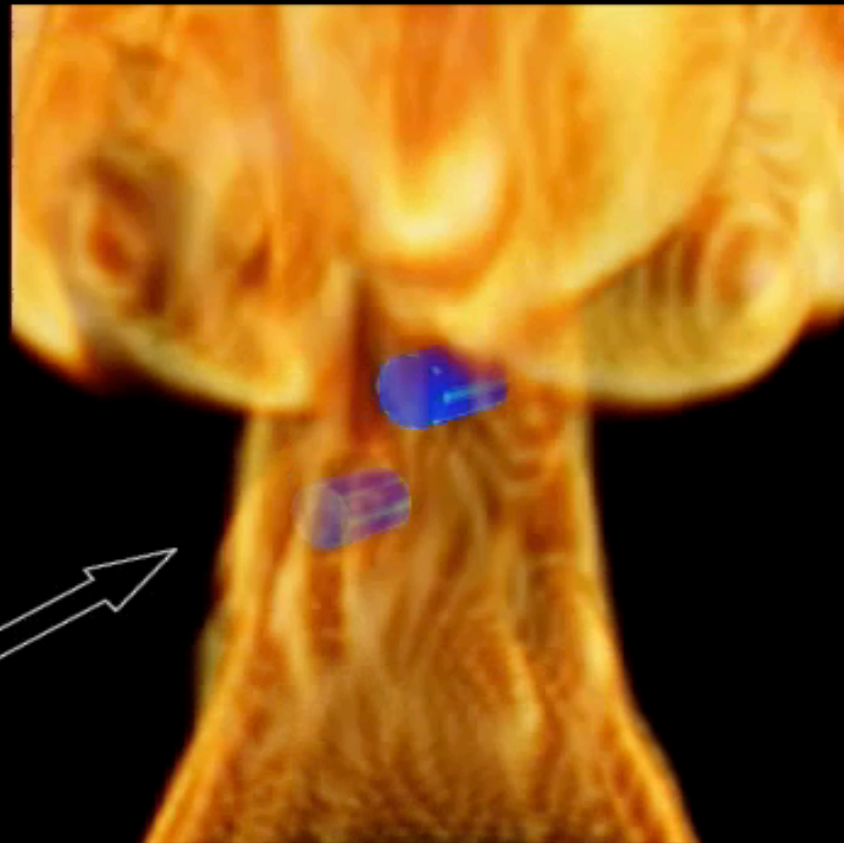
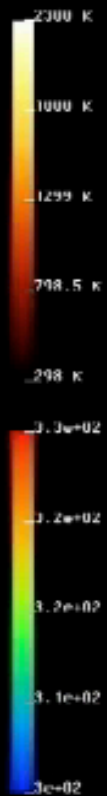


MPM Performance Comparison

bigbar.ups (revision 1.8) [200,100,100]



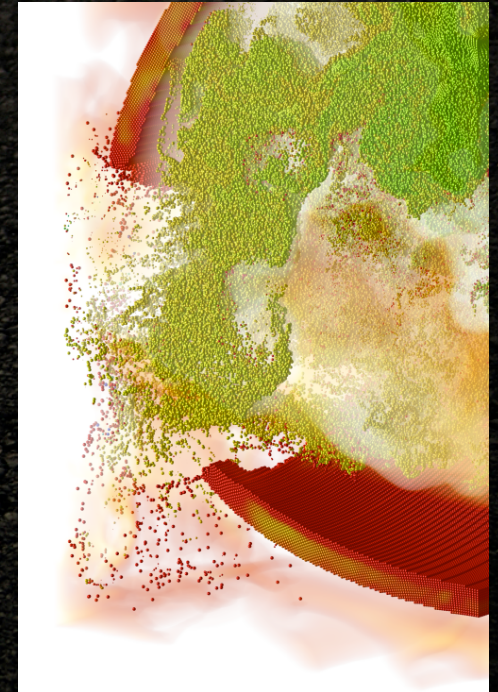
Space scales



00:00:01 + 300.333ms

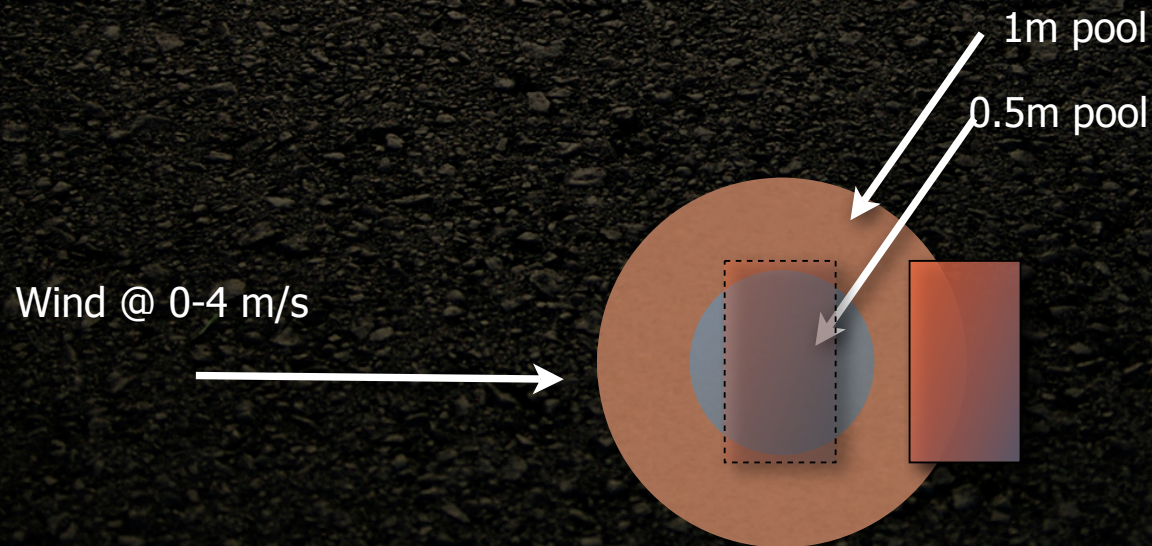
End-to-end Parameter Study

- Predict:
 - Time to explosion
 - Violence of explosion (various metrics)
- As a function of:
 - Pool fire diameter (0.5 meters to 1 meter)
 - Wind speed (0 to 4 m/s)
 - Position relative to fire
- Constants:
 - Device parameters (geometry, material)
 - Fuel
 - Methods/models



Scenario parameters

- Range of pool diameters 0.5m to 1m
- Examine locations only in wind plane
- Container centered or downwind

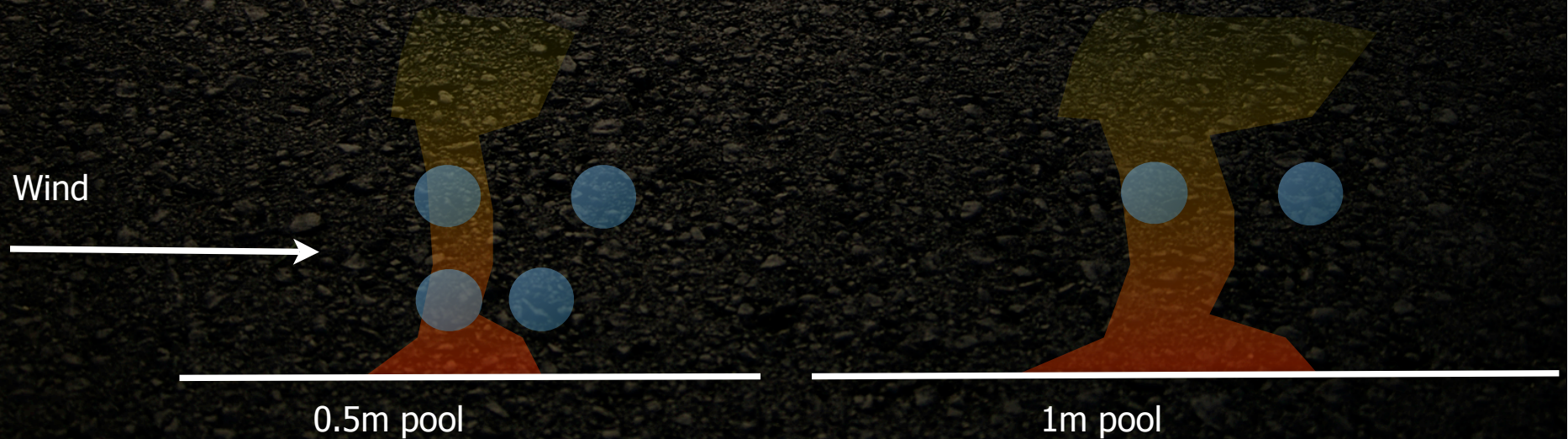


Top view

*Containers not to scale

Location

- Examine locations both absolute and relative to fire diameter

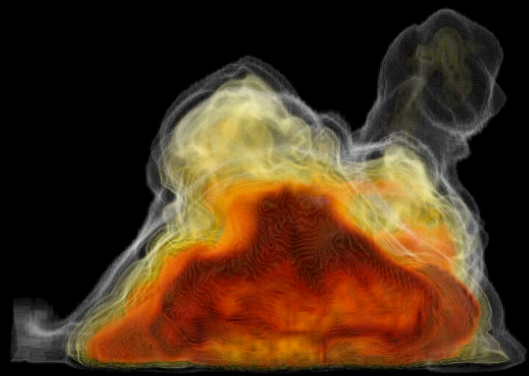
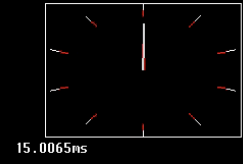
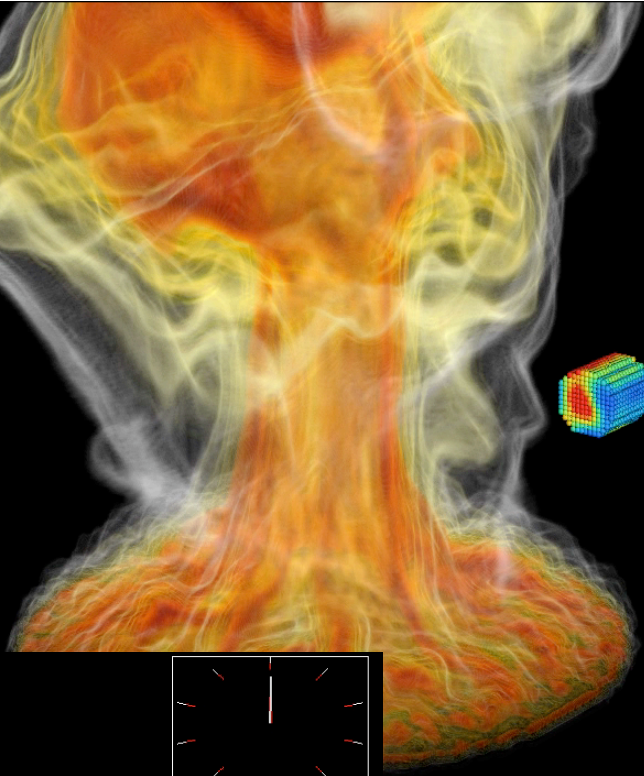
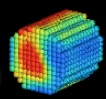
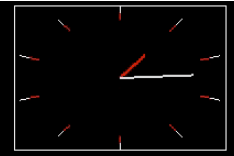
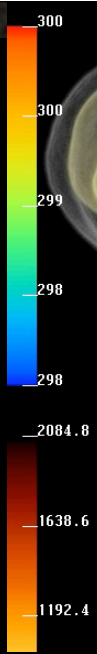
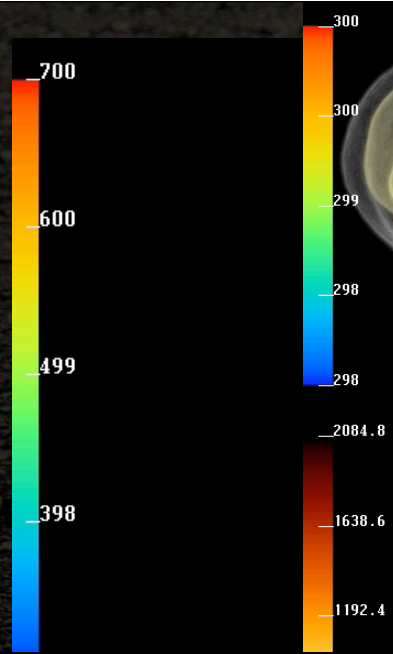


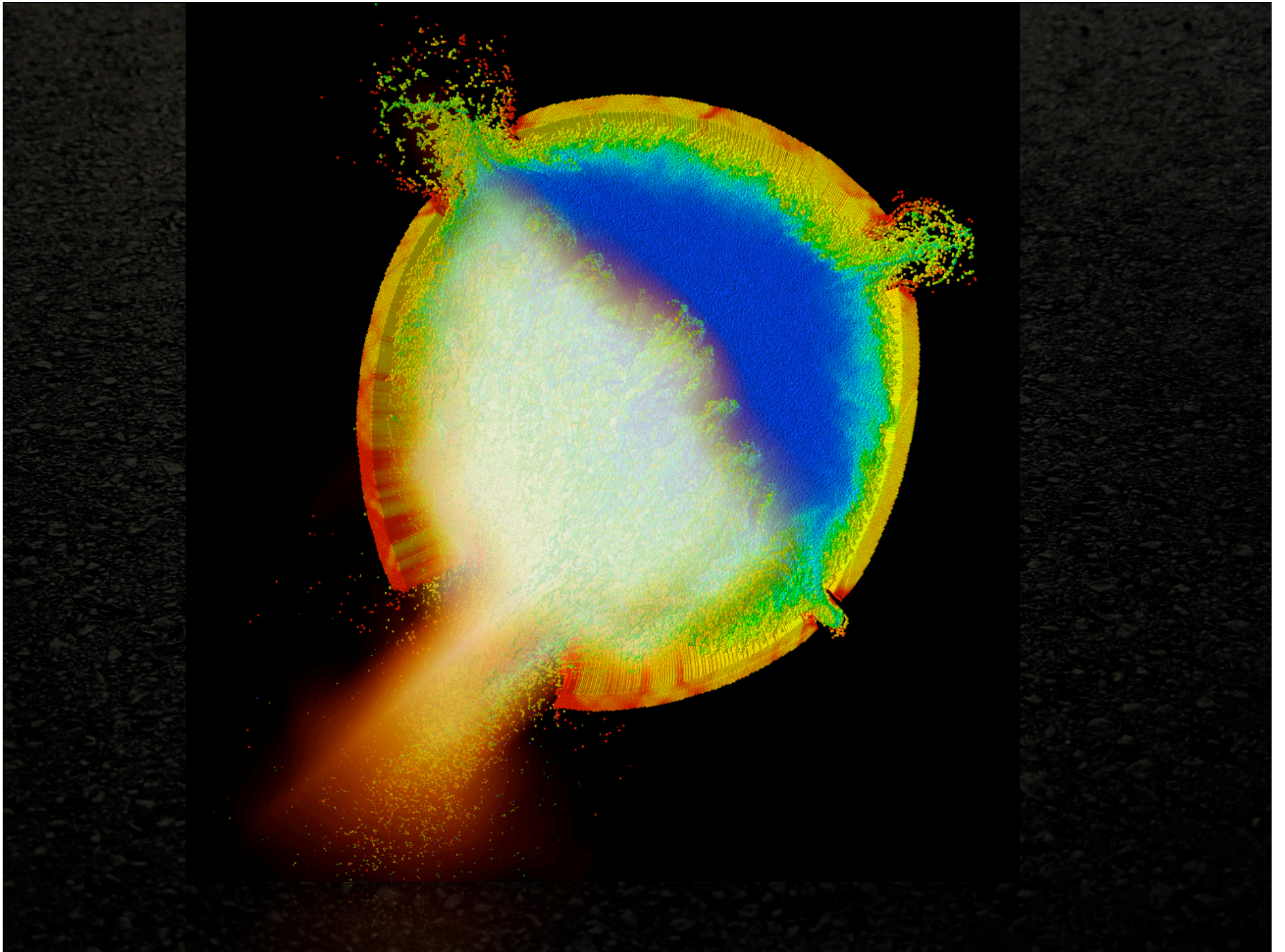
0.5m pool

1m pool

Side views

*Containers not to scale

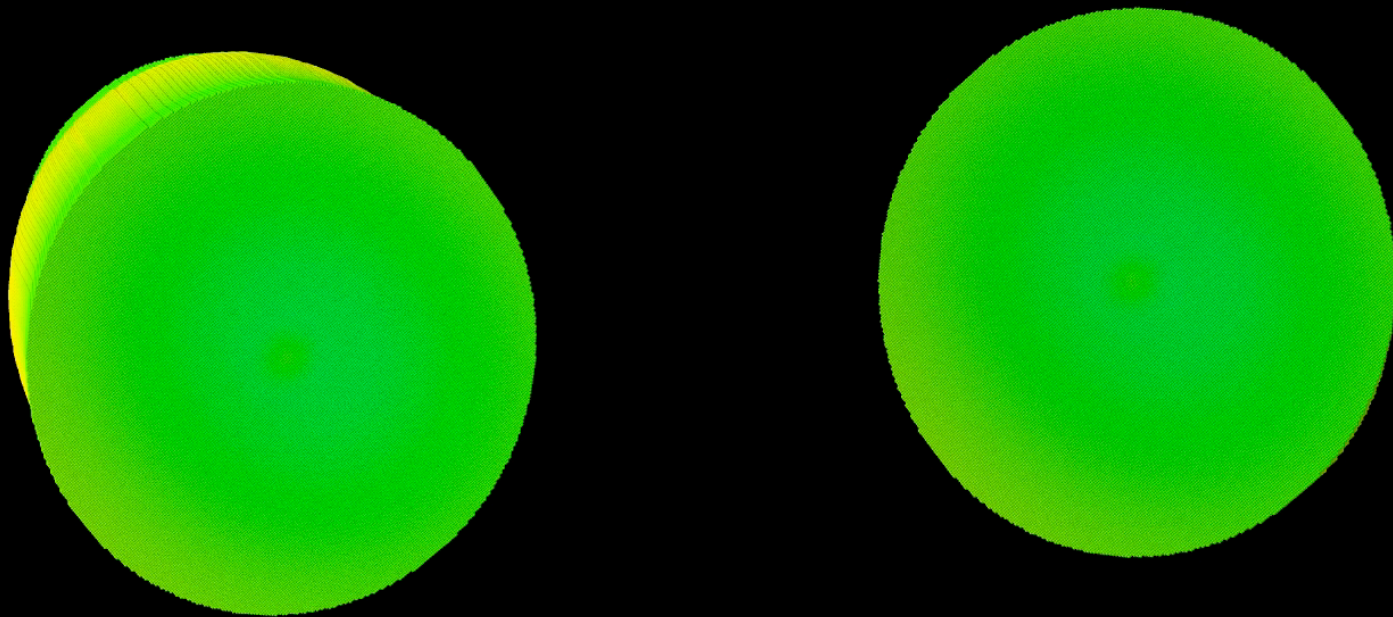




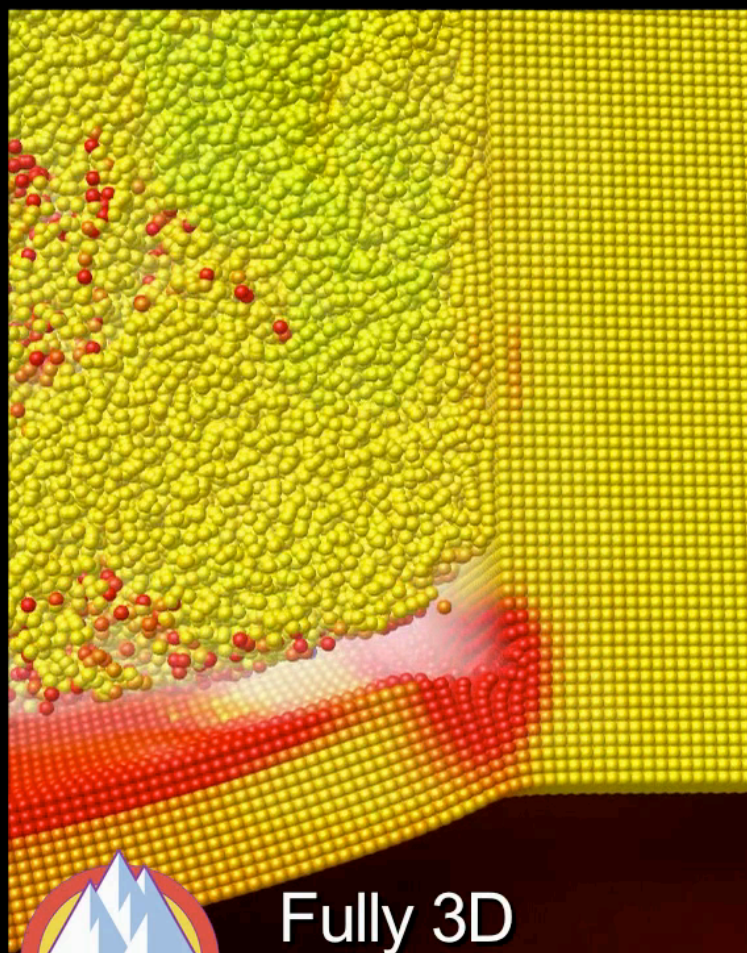
Closeup

- Pressurization of infinitely small boundary between explosive and container

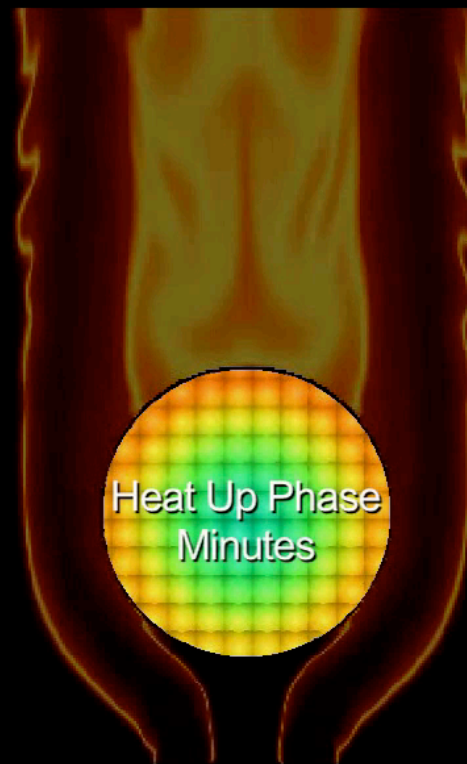
Explosion



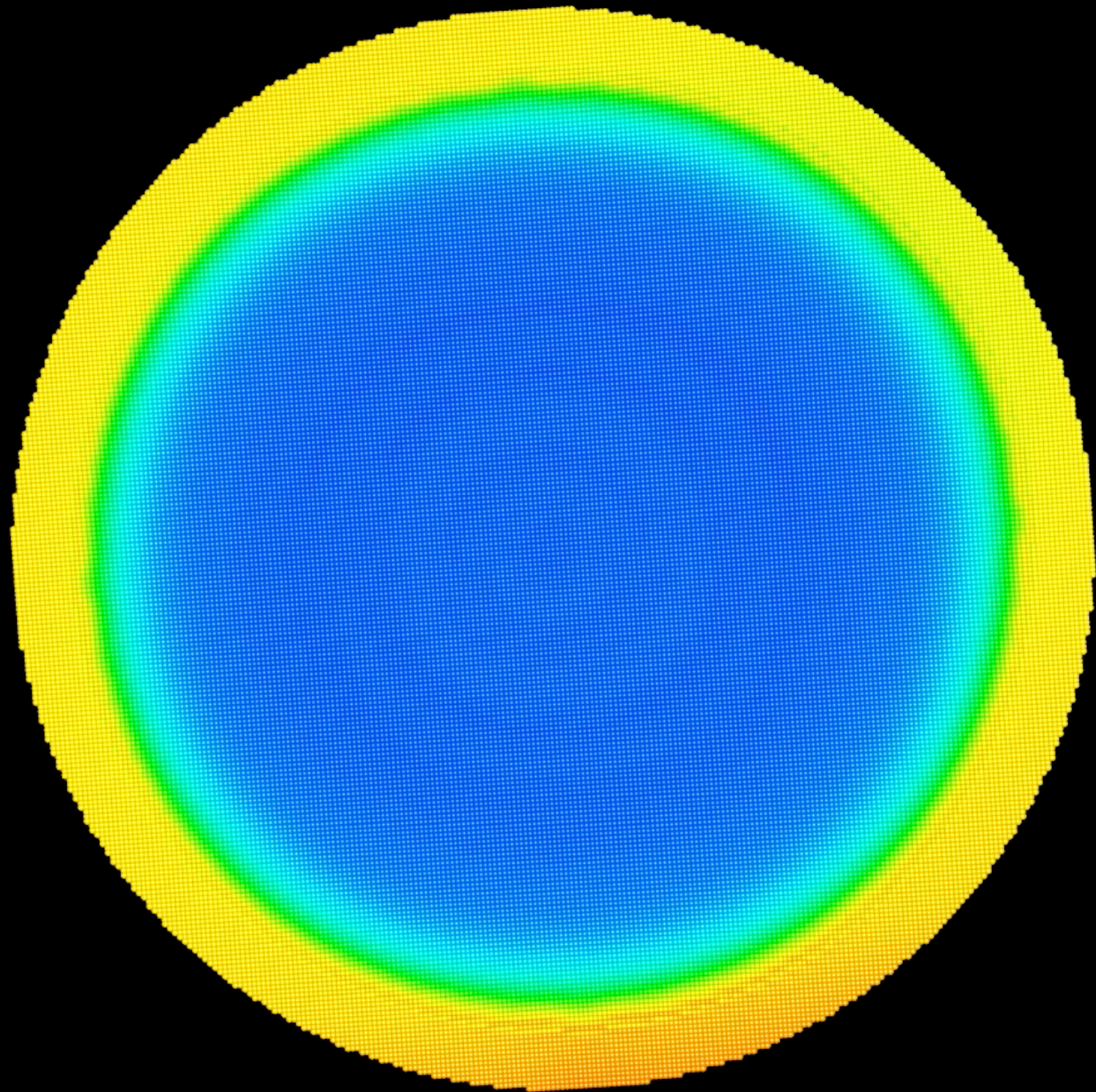
Complete End-to-End Simulation



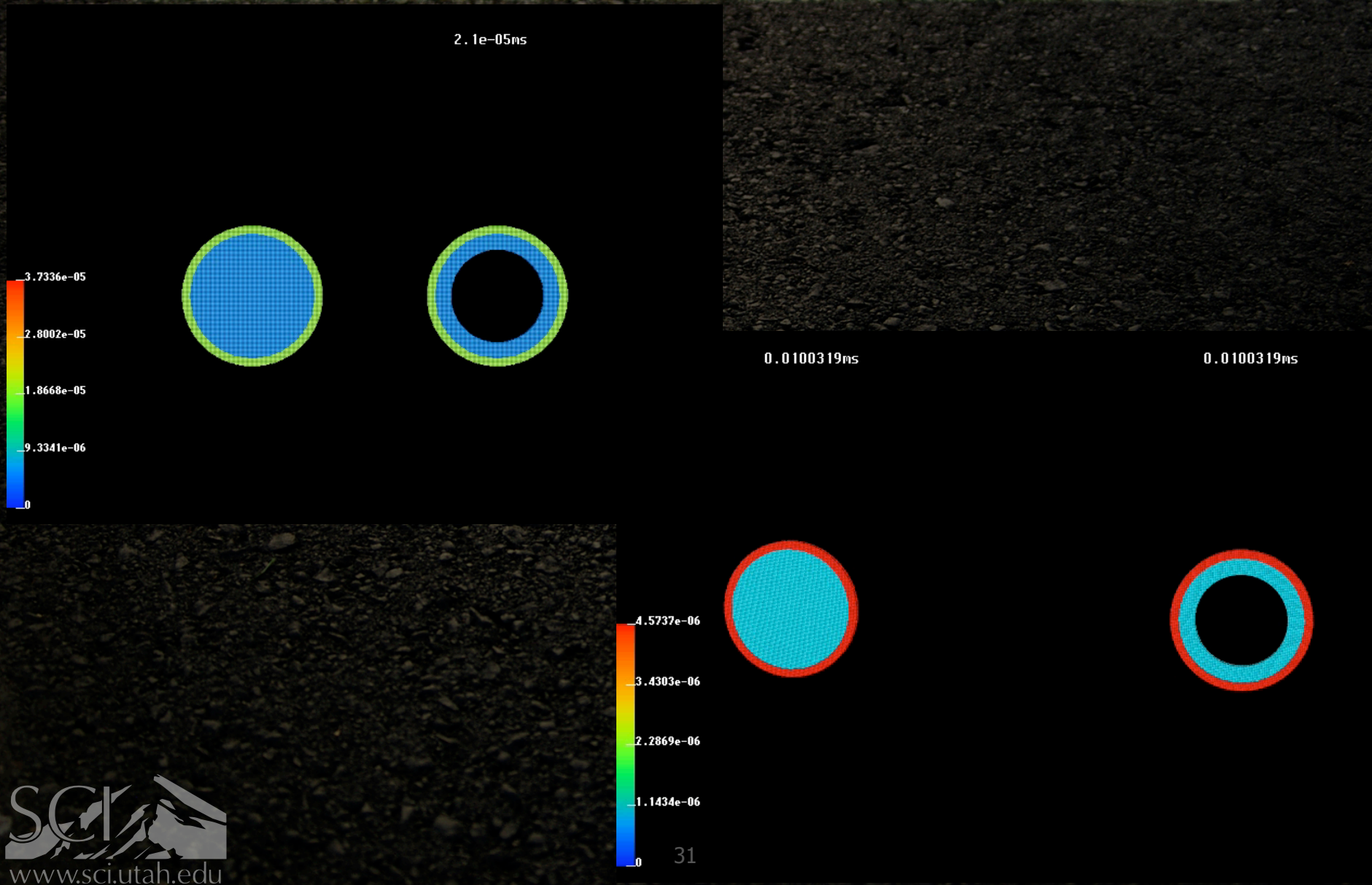
00:59:50 + 226.81ms

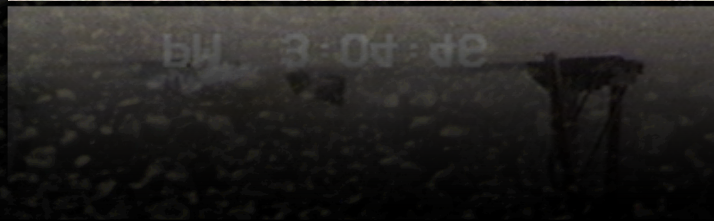
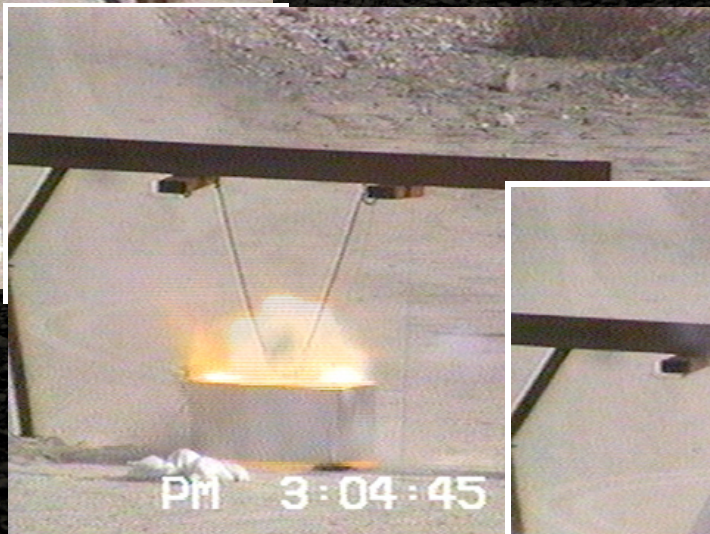
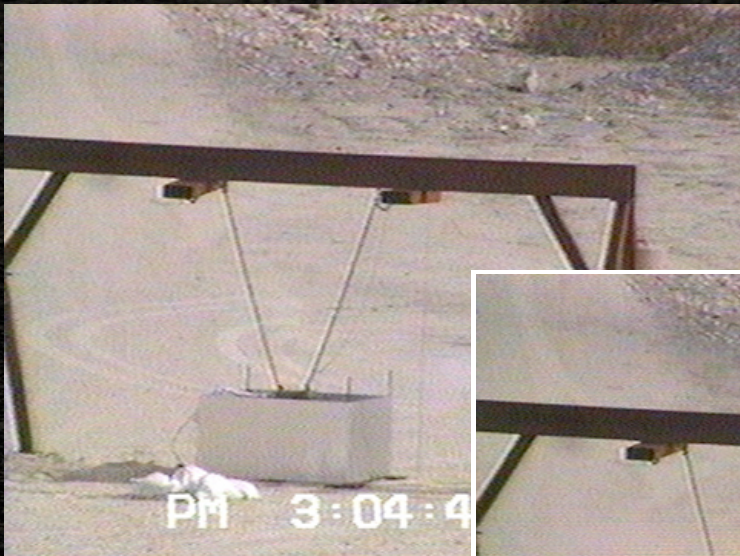


2D



AMR bore hole studies

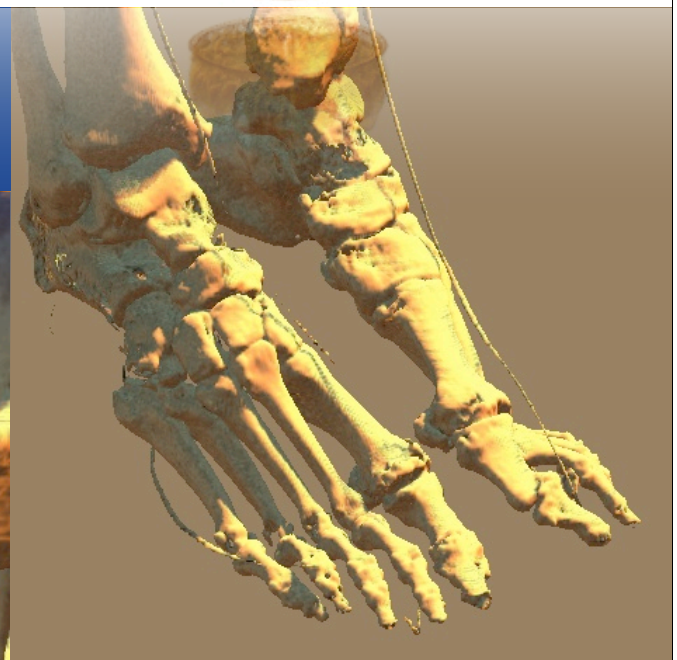
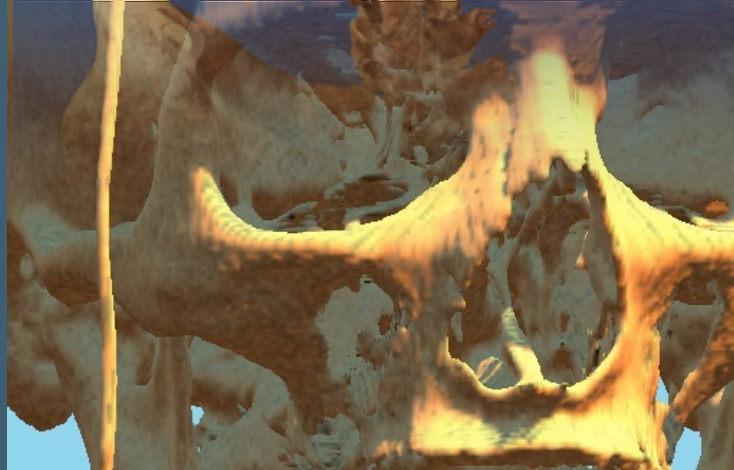
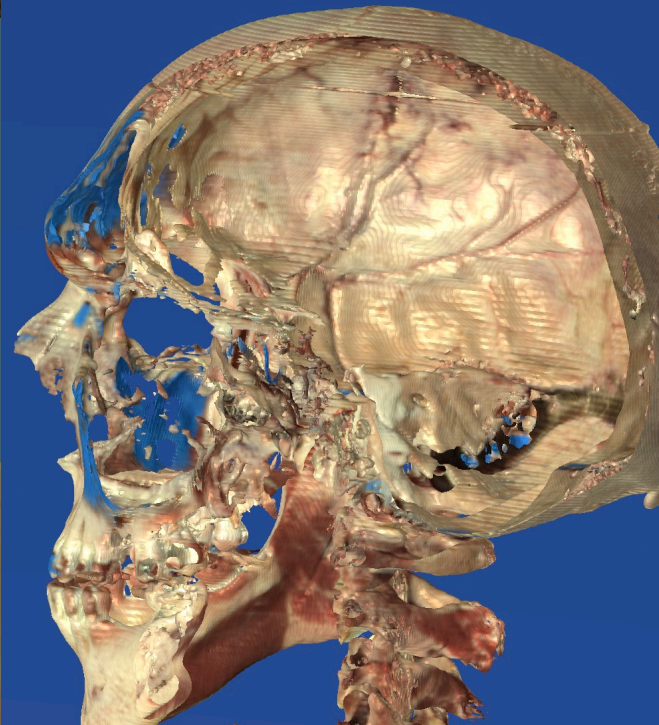




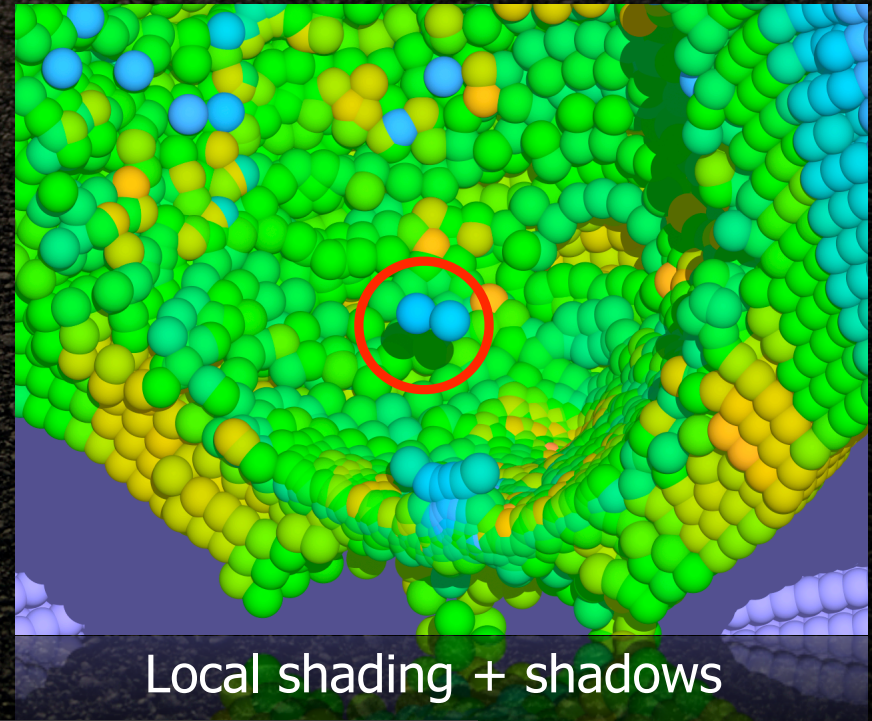
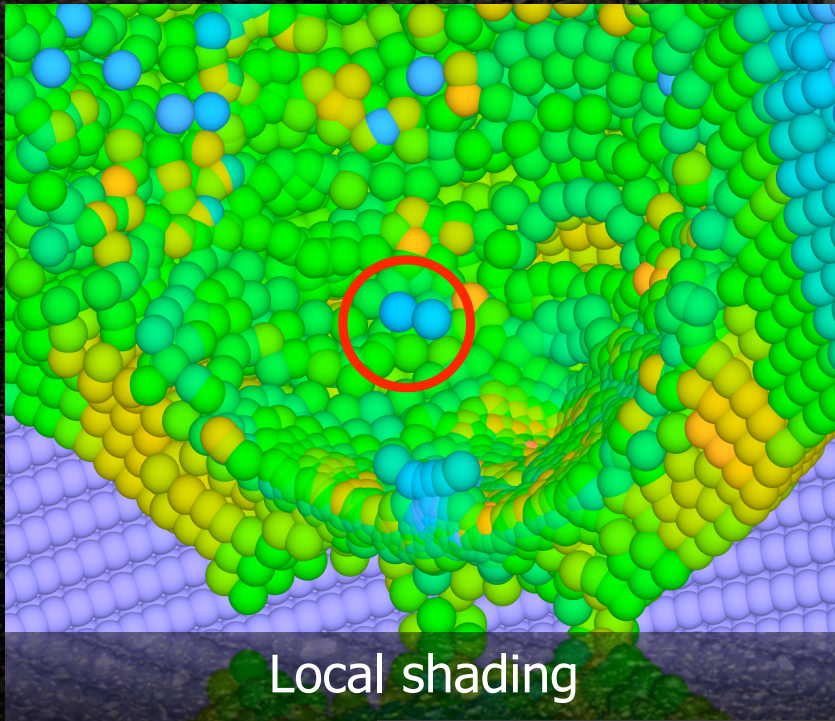
Experimental Comparisons



Visualization



Using shadows

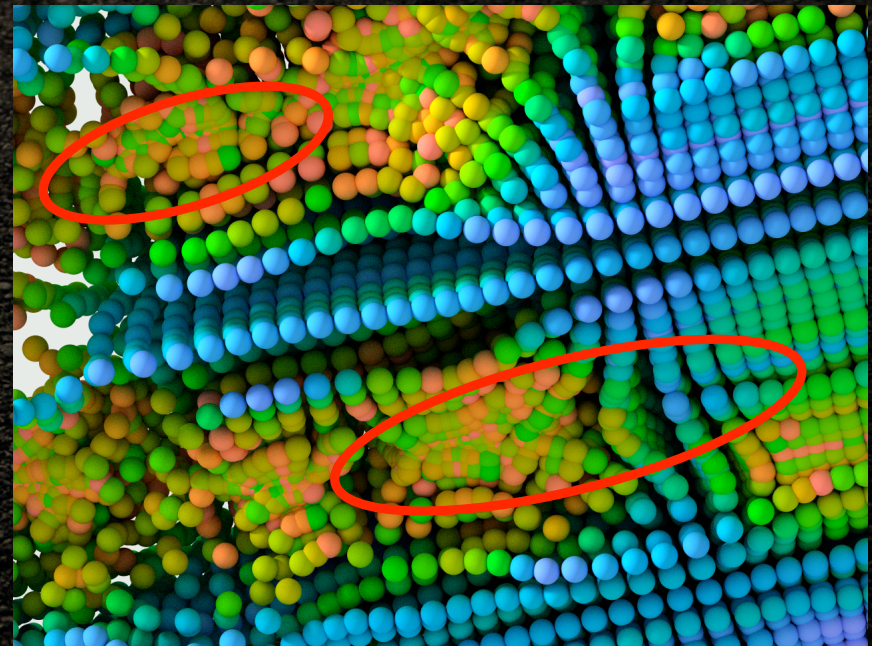


Shadows help to clarify the position of individual particles

Using global illumination



Local shading + shadows

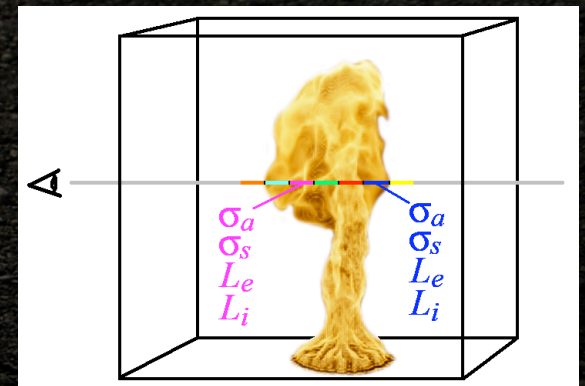


Global illumination

Advanced illumination models
enhance subtle detail

Realistic Fire Rendering

- Compute emission, absorption and refraction at visible wavelengths
- Handles both quasi-continuous emission from soot and discrete spectral emissions from other chemical species
- Model S-potential response of human photoreceptors to reproduce perceived colors



Visual Adaptive Response



Night



Day

Thermal Refraction



Physically-Based Realistic Flame Rendering Using Ray Integration

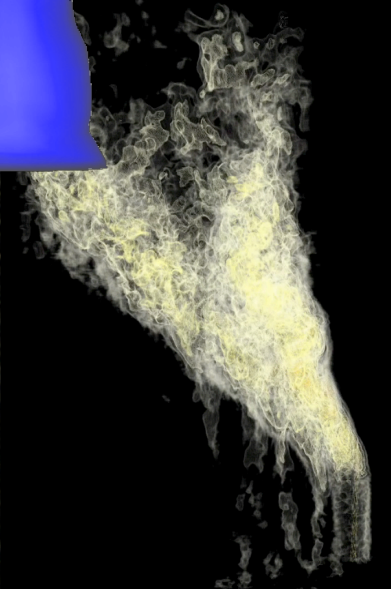
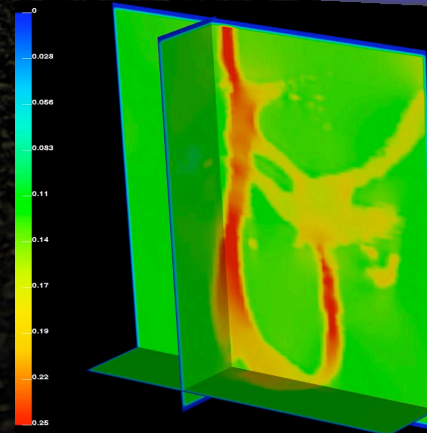
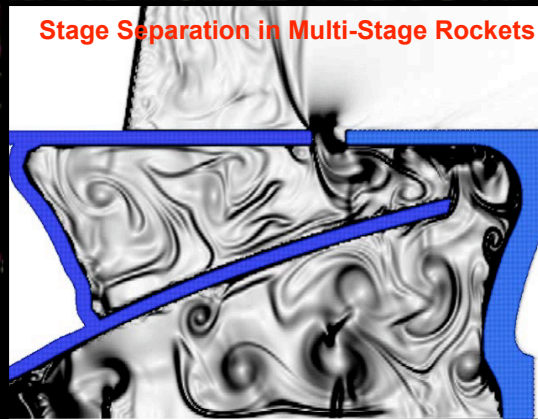
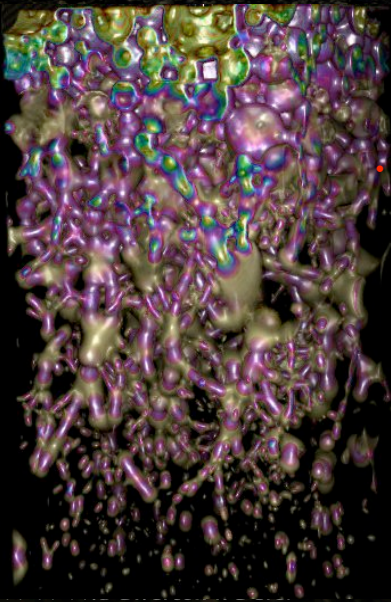
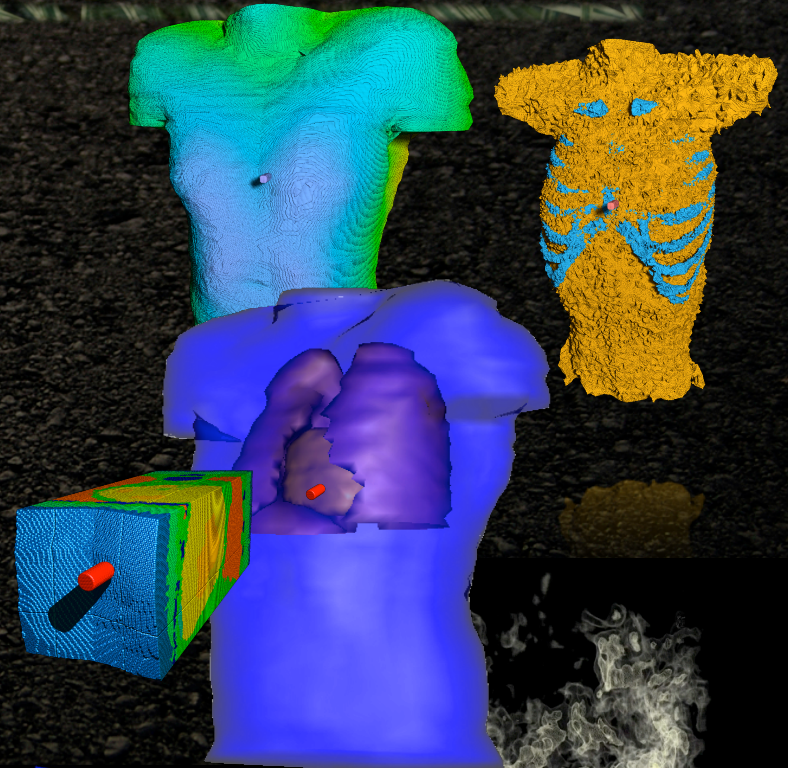


Heptane Pool
Fire Simulation

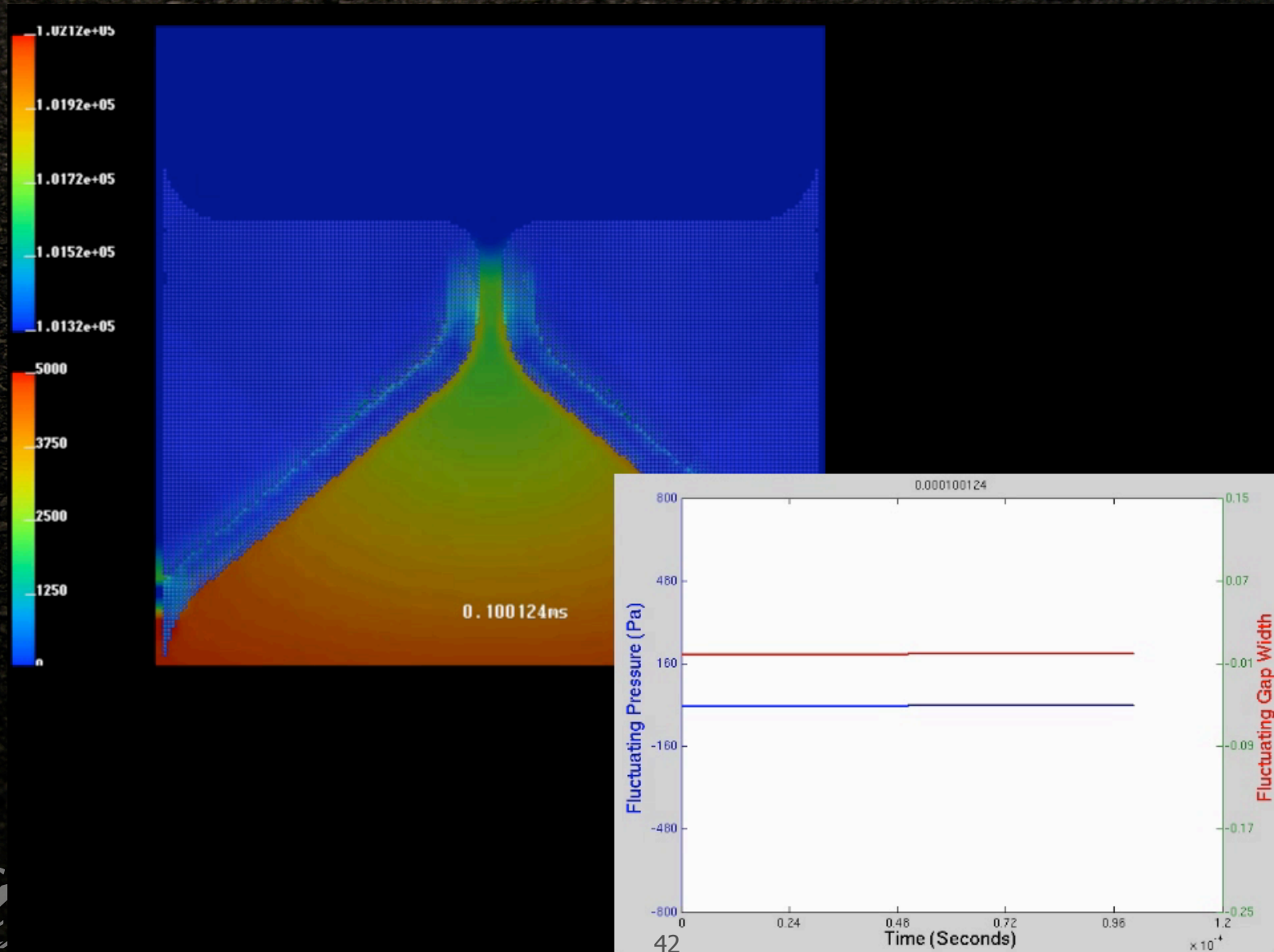


Uintah uses

- Fluid-structure interaction
 - Vocal fold modeling
 - Wound analysis
 - Blast-wave/vehicle interaction
- Fires
 - Flare simulation
 - Oxy-fired coal



Vocal fold modeling



Conclusions

- Interdisciplinary efforts require:
 - Patience
 - Respect
 - Improvements in all areas of Software Engineering, Numerical Methods, Modeling, etc.

Acknowledgements

- Department of Energy ASC program
- SCI Institute
- Center for Simulation of Accidental Fires and Explosions

Questions?

