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turtleFSI: A Robust and Monolithic FEniCS-based Fluid-Structure Interaction Solver

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Software

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Summary

It is often sufficient to study fluids (Moin & Mahesh, 1998) and solids (Holzapfel, 2002) in isolation to gain fundamental insights into a physical problem, as other factors may play a secondary role and can be neglected. On the other hand, there are certain phenomena or situations where the stresses on or by a fluid or a solid can lead to large deformations, and the interaction between fluids and solids are essential (Le Tallec & Mouro, 2001). Computational fluid-structure interaction (FSI) is an active field of research with much focus on numerical accuracy, stability, and convergence rates. At the same time, there is also a sweet spot in between these areas of research where there is a need to experiment with FSI without having an in-depth, bottom-up mathematical understanding of the problem, but where a physical insight might suffice. Therefore, the aim was to develop a fully monolithic and robust entry-level research code with ease-of-use targeted towards students, educators, and researchers.

FEniCS (Logg, Mardal, & Wells, 2012) has emerged as one of the leading platforms for development of scientific software due to the close connection between mathematical notation and compact computer implementation, where highly efficient C++ code is compiled during execution of a program. Combined with the out-of-the-box entry-level high-performance computing capabilities, FEniCS was a natural choice of computing environment. Compared to other open-source FSI solvers (Heil & Hazel, 2006; Jasak, Jemcov, Tukovic, & others, 2007; Malinen & Råback, 2013), turtleFSI is written in only a couple of hundred lines of high-level Python code, in contrast to tens of thousands of lines of low-level C++ code. This provides full transparency and a unique opportunity for researchers and educators to modify and experiment with the code, while still providing out of the box entry-level high-performance computing capabilities. Furthermore, because of the close resemblance between mathematics and code in FEniCS, users can make additions or modifications with ease.

The turtleFSI solver relies on a fully monolithic approach in the classical arbitrary Lagrangian-Eulerian formulation, and we used the generalized theta scheme for temporal discretization and P2P1P2 elements for velocity, pressure, and displacement, respectively. We implemented and evaluated four different mesh lifting operators, ranging from a simple and efficient second-order Laplace equation, most suitable for small deformations, to more sophisticated and computationally expensive 4th order bi-harmonic equations that can handle larger mesh deformations. We used The Method of Manufactured Solutions to verify the implementation. The obtained results are formally second-order accurate (L2) in space and time (Wick, 2011), respectively, and we demonstrate that all building blocks of code exhibit desired properties. The solver's validity was confirmed using the classical Turek Flag benchmark case (Turek & Hron, 2006) with a good agreement – including a diverged numerical solution for long term evolution under certain conditions, as expected. For a complete justification of computational approaches and further details, we refer to (Gjertsen, 2017; Slyngstad, 2017). We demonstrate adequate

strong scaling up to 64 cores (from one cluster node), although the latter is problem size-dependent. In the online documentation, we provide benchmarks, tutorials, and simple demos. The naive FEniCS implementation provides full transparency with compact code, which can easily be adapted to other 2D or 3D FSI problems.

In conclusion, turtleFSI is not a superior FSI solver in terms of speed, but it is a robust entry-level FSI solver and performs exactly as designed and intended; 'slow and steady wins the race'.

turtleFSI in Action

turtleFSI comes with several problem files, found under /turtleFSI/problems/, to illustrate the usage and document the Turek flag benchmarks used to validate the implementation of the solver. Here are some illustrations of the execution and outputs expected from the solver.

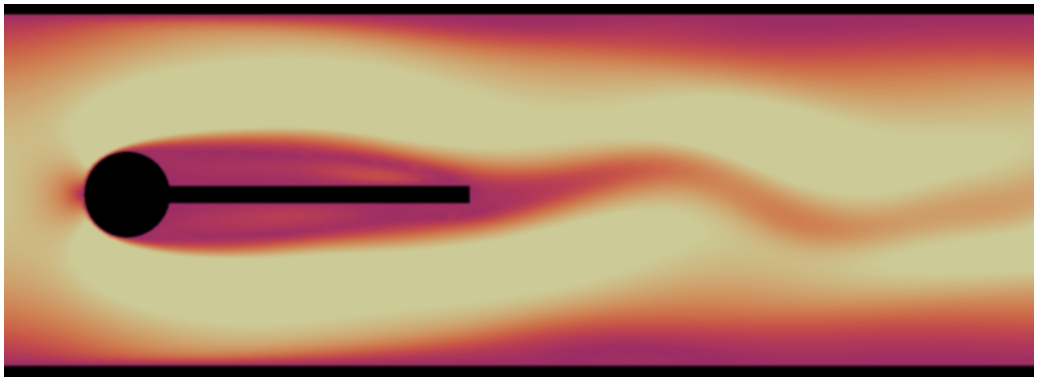
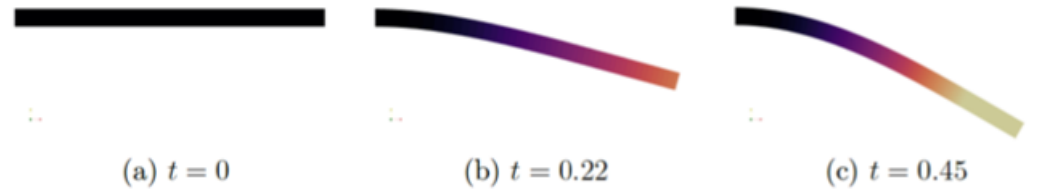


Figure 1: Fluid dynamics benchmark snapshot. Simulation executed with the command: `turtleFSI --problem TF_cfd`



(a) $t = 0$ (b) $t = 0.22$ (c) $t = 0.45$

Figure 2: Solid mechanics benchmark snapshots. Simulation executed with the command: `turtleFSI --problem TF_csm`

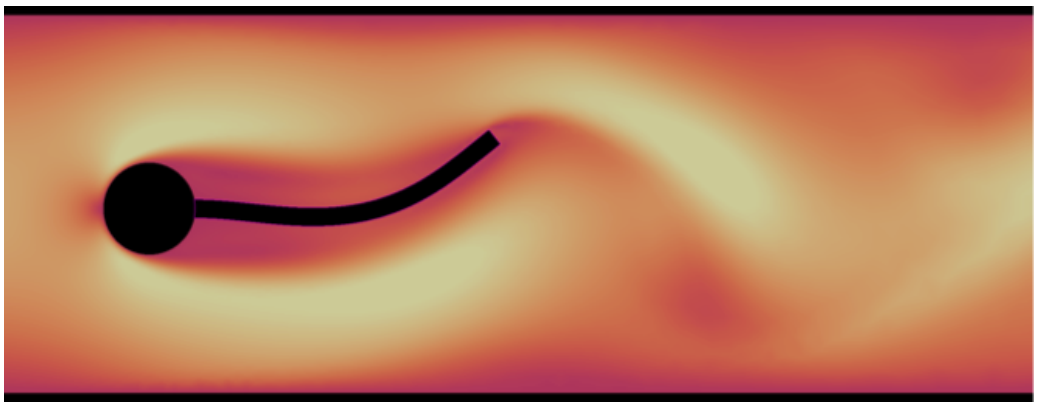


Figure 3: Full fluid-structure interaction benchmark snapshot. Simulation executed with the command: `turtleFSI --problem TF_fsi`

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