



A Sharp Interface Immersed Boundary Method  
for Flow and Aeroacoustics with Complex  
Moving Boundaries-I:  
Methodology and Implementation

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U N I V E R S I T Y

# Biological Flows

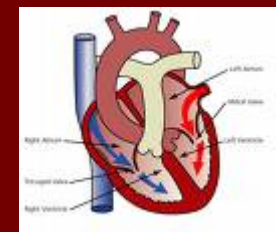
## ■ Biomimetics and Bioinspired Engineering

- What can we learn from Nature ?
- How can we adapt Nature's solutions into engineered devices/machines ?



## ■ Biomedical Engineering

- Cardiovascular flows
- Respiratory flows
- Phonatory/Speech Mechanisms
- Biomedical Devices



# Inspiration from Dragonflies

## ■ Dragonflies

- Existed for 350 million years
- Wingspan from 2 – 80 cm
- Fast and agile

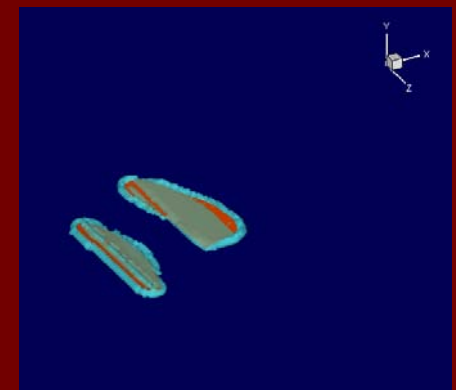
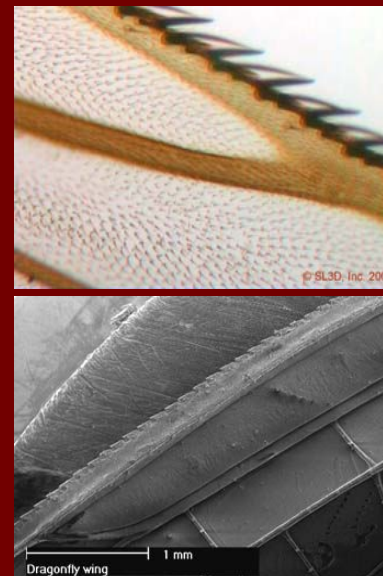
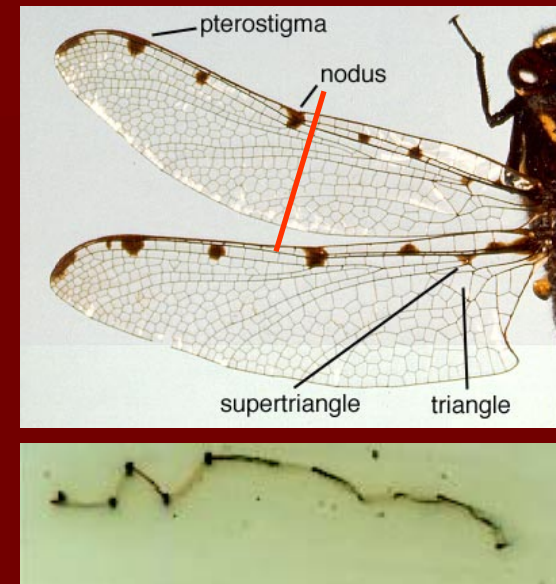
## ■ Wing Design

- Thin, lightweight
- Vein reinforced
- Pleated along chord
- Pterostigma
- Microstructure

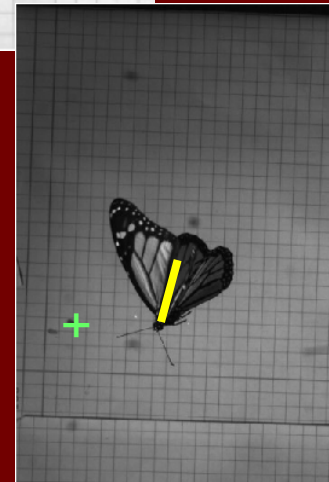
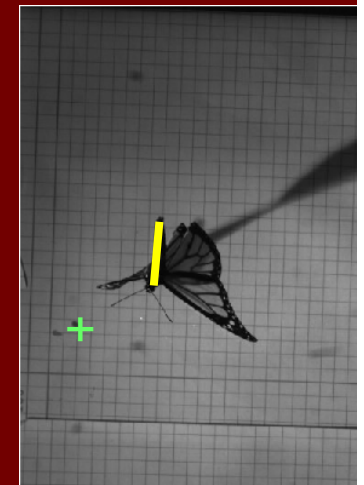
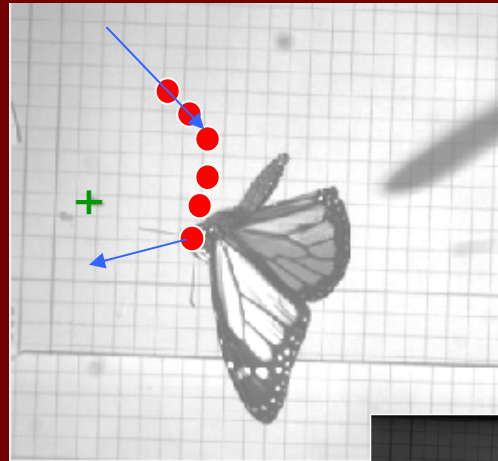
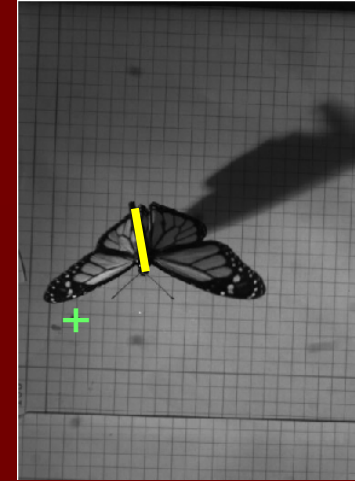
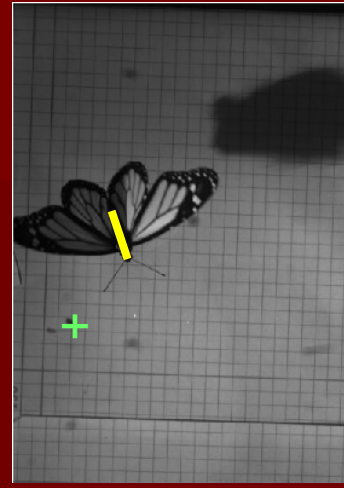
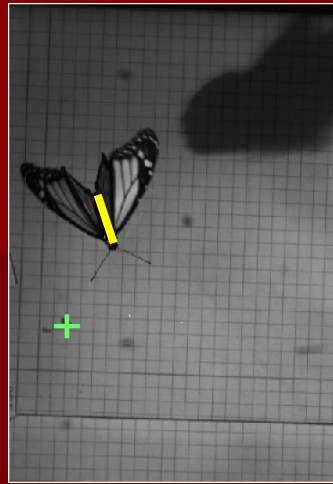
## ■ Wing Configuration

- Wing-wing interaction?

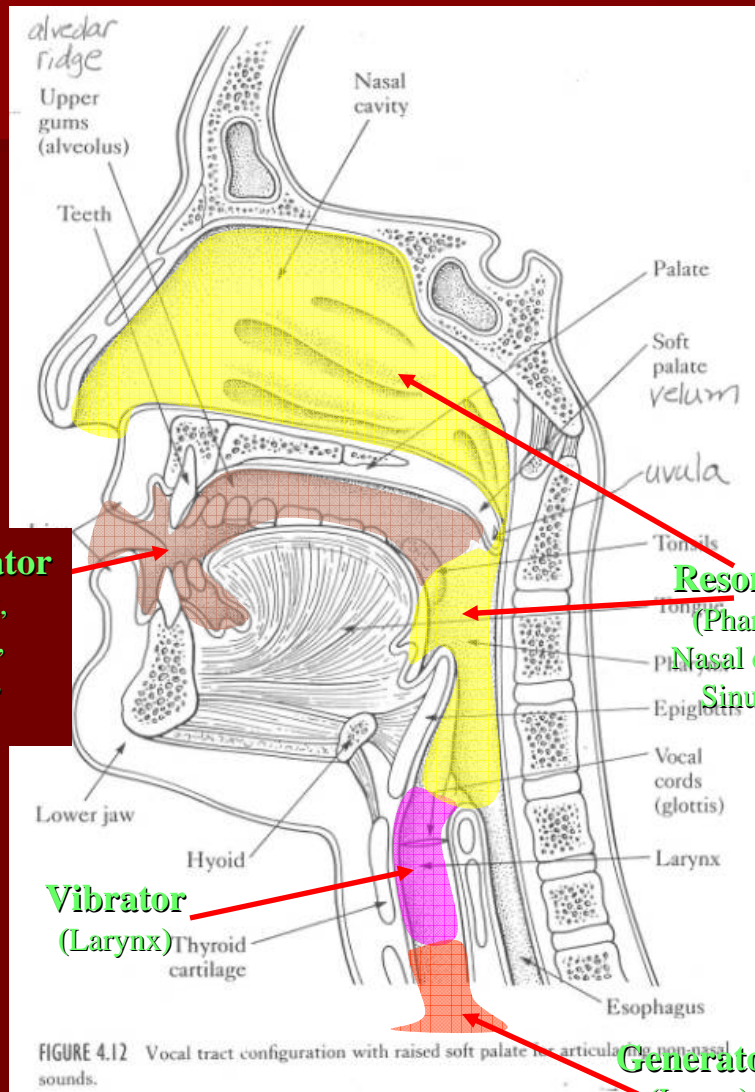
## ■ Wing Flexion?



- **Turning in a Monarch Butterfly**
- Sequence shows 1.5 flaps
- $>90^\circ$  change in heading !
- Turning distance  $<$  body size
- Turn on a dime!



# Biophysics of Phonation

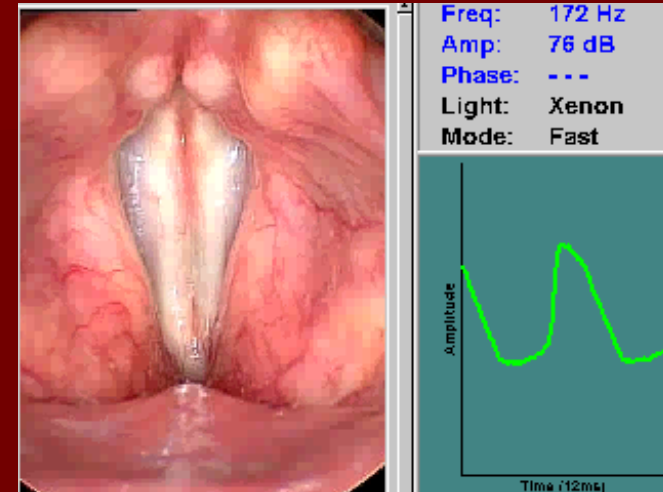


**Articulator**  
(Cheek, tongue, Teeth, lips)

**Resonator**  
(Pharynx, Nasal cavity, Sinuses)

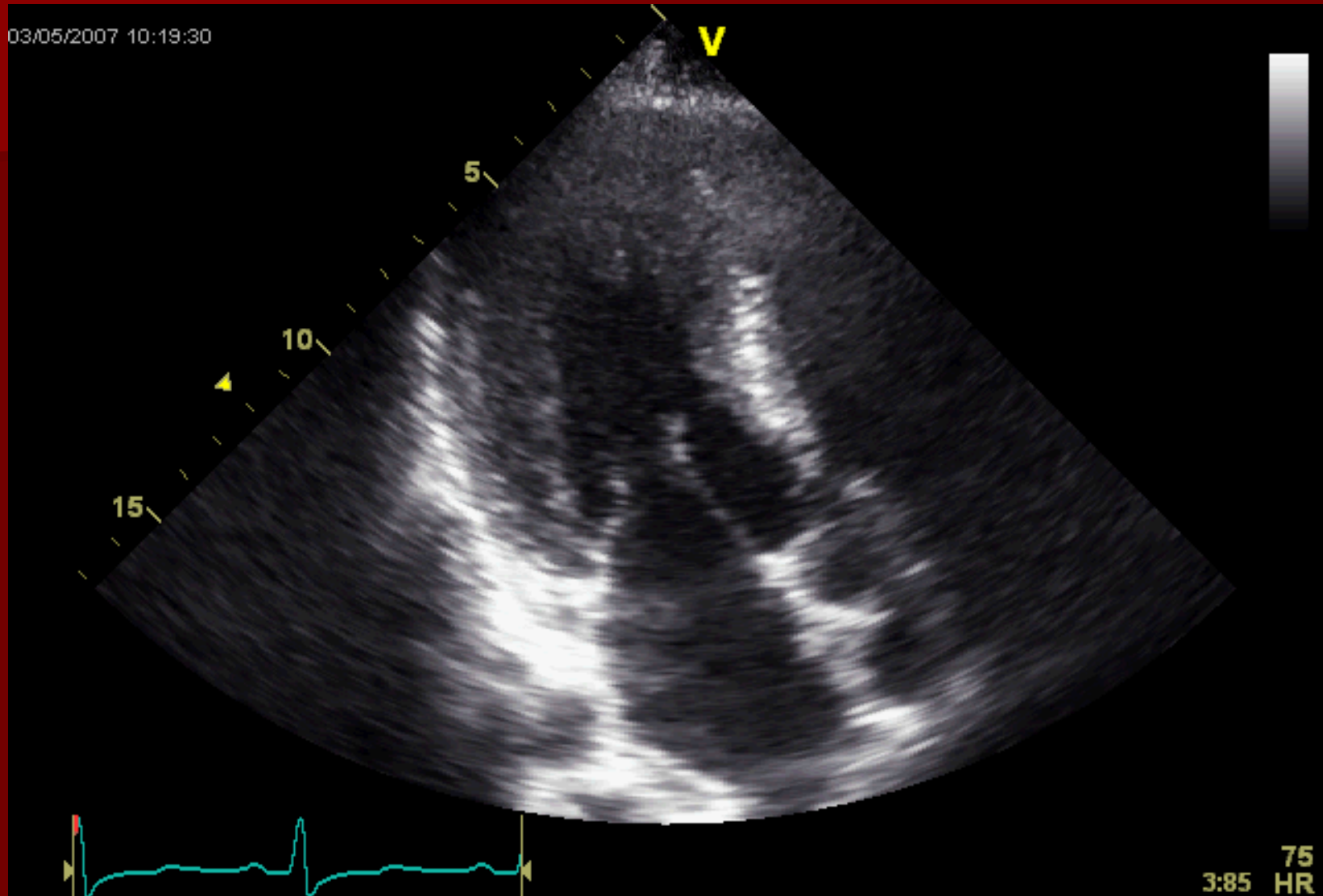
**Vibrator**  
(Larynx)

**Generator**  
(Lungs)



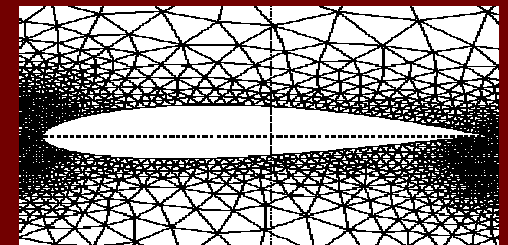
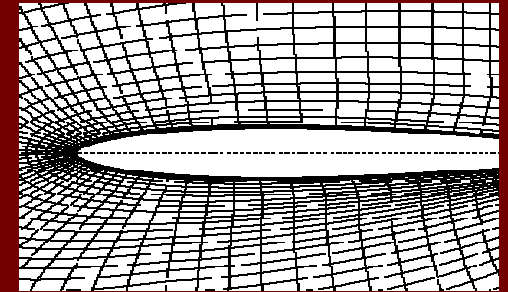
- Fluid-structure interaction between airflow and vocal folds is key to phonation.
- $Re \sim 3000$
- $M \sim 0.1$

# Cardiac Hemodynamics



# Computational Modeling

- Need to tackle
  - Complex 3D geometries
  - Moving boundaries
  - Fluid-Structure Interaction
  - Vortex dynamics
  - Relatively low Reynolds numbers
- Very challenging for conventional body fitted methods.
- Immersed Boundary Methods
  - handle these problems in all their complexity.



# Body Non-Conformal (Immersed Boundary) Methods

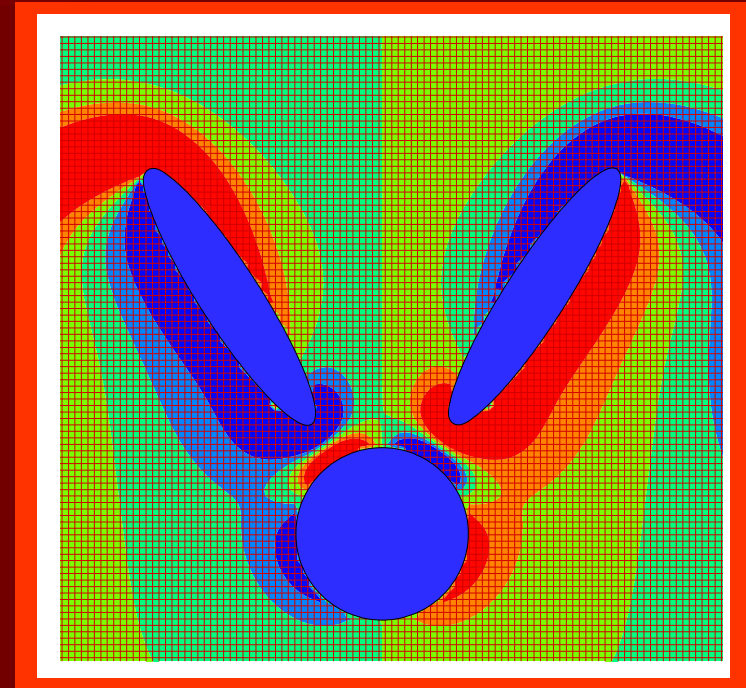
- Simulations performed on Cartesian grids that do not conform to the shape of the boundaries.

- Advantages

- mesh generation is simple even with very complicated geometries
- boundary motion does not affect the mesh
- simple grid connectivity

- Challenges

- need special techniques to apply BC
- maintain accuracy and conservation
- difficult to provide enhanced resolution in localized regions
- therefore not appropriate for high Re applications unless some local-refinement techniques are used





# Continuous Forcing Approach

$$L(u) = f \quad \text{in } \Omega - \sum \Gamma_k$$

$$u = g \quad \text{on } \partial\Omega$$

$$u = h_k \quad \text{on } \partial\Gamma_k$$

BC Removal



$$L(u) = f + \delta_k H_k \quad \text{in } \Omega$$

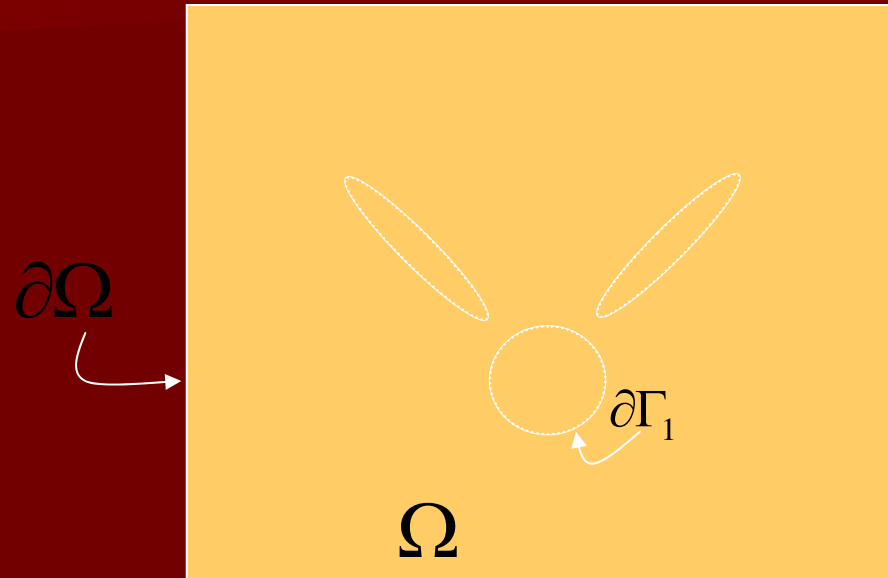
$$u = g \quad \text{on } \partial\Omega$$

Discretization on Cartesian Mesh



$$\tilde{L}(\tilde{u}) = \tilde{f} + \delta_k H_k \quad \text{in } \Omega$$

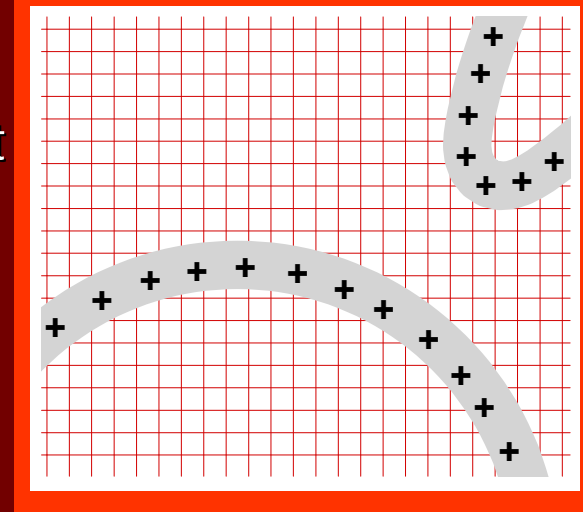
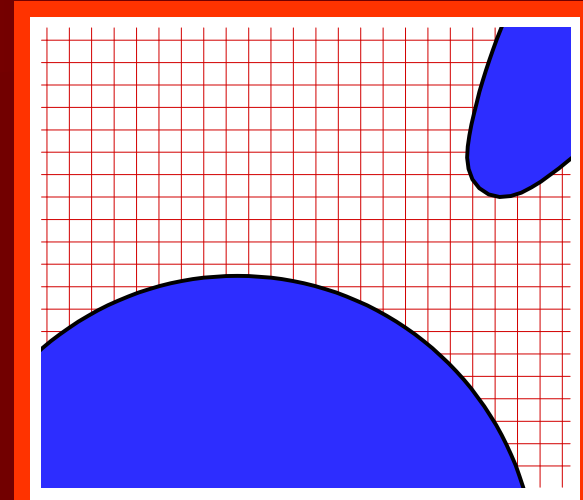
$$\tilde{u} = \tilde{g} \quad \text{on } \partial\Omega$$



$H_k$  determined such that  
 $u \approx h_k$  on  $\partial\Gamma_k$

# Pros and Cons

- Distributed force used to model the boundary
- Effect of boundary has to be spread over a number of cells
  - “Diffuse” boundary
- Lose accuracy precisely where it might be most important !
- Large and localized source term leads to a stiff system of equations.
- Advantage:- technique relatively independent of discretization scheme.
- Used extensively
  - Peskin (1972)
  - Goldstein et al. (1993)
  - Penalization methods



# Discrete Forcing Approach

$$L(u) = f \quad \text{in } \Omega - \sum \Gamma_k$$

$$u = g \quad \text{on } \partial\Omega$$

$$u = h_k \quad \text{on } \partial\Gamma_k$$

Discretization on Cartesian Mesh

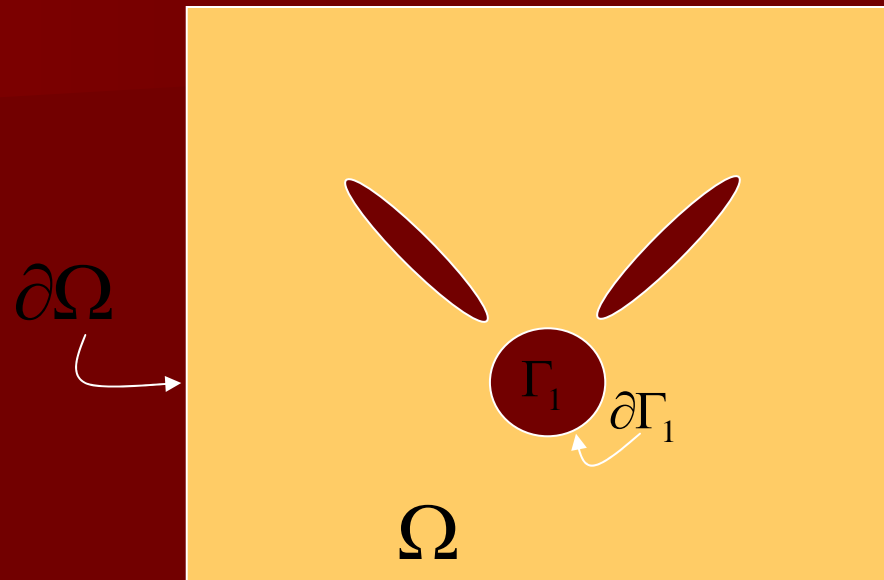
$$\tilde{L}(\tilde{u}) = \tilde{f} \quad \text{in } \Omega$$

$$\tilde{u} = \tilde{g} \quad \text{on } \partial\Omega$$

BC Removal

$$\tilde{L}(\tilde{u}) = \tilde{f} + J_k \quad \text{in } \Omega$$

$$\tilde{u} = \tilde{g} \quad \text{on } \partial\Omega$$

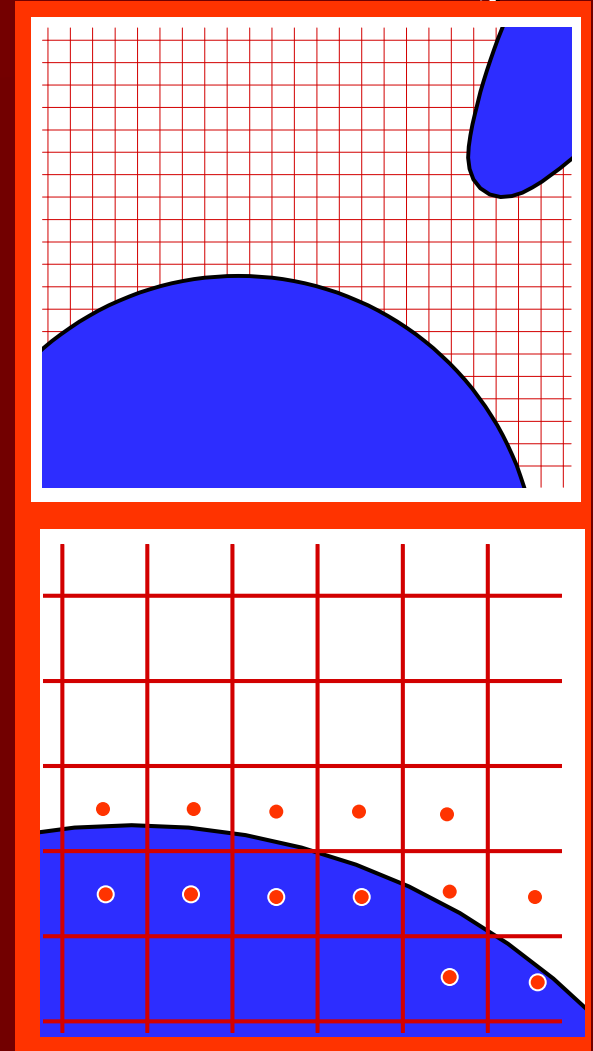


$J_k$  determined such that

$$\tilde{u} \approx \tilde{h}_k \quad \text{on } \partial\Gamma_k$$

# Pros and Cons

- Modification of discretization used to model the boundary
  - Can be viewed as a forcing in the discrete system
- “Sharp” boundary representation
- Maintain accuracy near boundary.
- Do not solve for a spurious flow inside the solid.
- No stiffness introduced in the discrete equations.
- Technique is obviously dependent on discretization scheme.
- Discontinuity in space leads to “fresh” & “dead” cells as boundary moves.

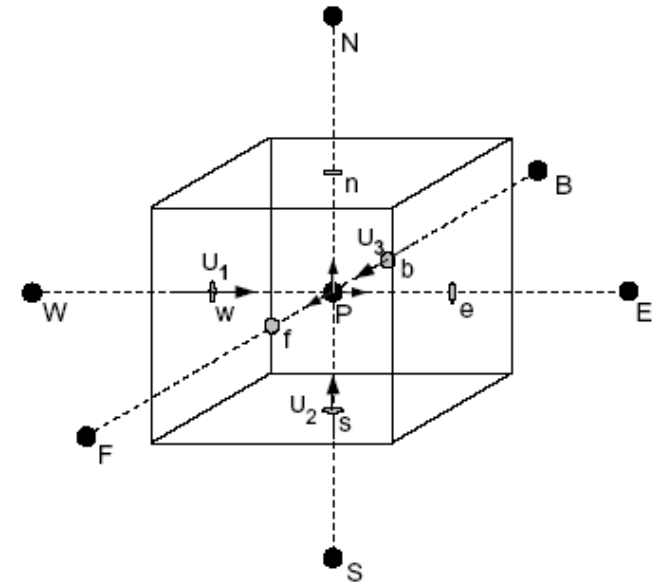


# Formulation: Governing Equations

$$\frac{\partial u_i}{\partial x_i} = 0$$

Incompressible  
Navier-Stokes

$$\frac{\partial u_i}{\partial t} + \frac{\partial (u_i u_j)}{\partial x_j} = -\frac{1}{\rho} \frac{\partial p}{\partial x_i} + \nu \frac{\partial}{\partial x_j} \left( \frac{\partial u_i}{\partial x_j} \right)$$



- Fractional-Step Method
- Second-order central scheme in space

$$\frac{u_i^* - u_i^n}{\Delta t} + \frac{1}{2} [3N_i^n - N_i^{n-1}] = -\frac{1}{\rho} \frac{\delta p^n}{\delta x_i} + \frac{1}{2} (D_i^* + D_i^n)$$

$$\frac{u_i^{n+1} - u_i^*}{\Delta t} = -\frac{1}{\rho} \frac{\delta p'}{\delta x_i}$$

$$\frac{1}{\rho} \frac{\delta}{\delta x_i} \left( \frac{\delta p'}{\delta x_i} \right) = \frac{1}{\Delta t} \frac{\delta U_i^*}{\delta x_i}$$

$$p^{n+1} = p^n + p'$$

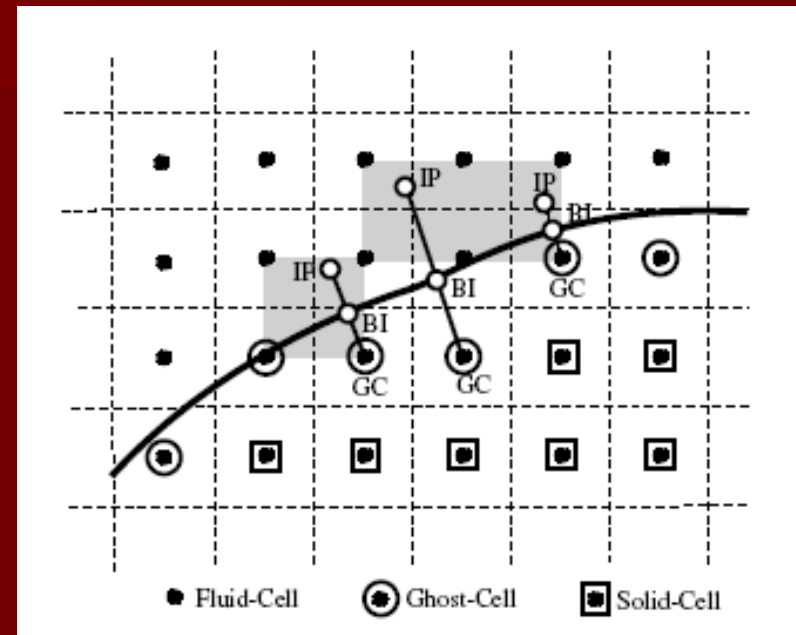
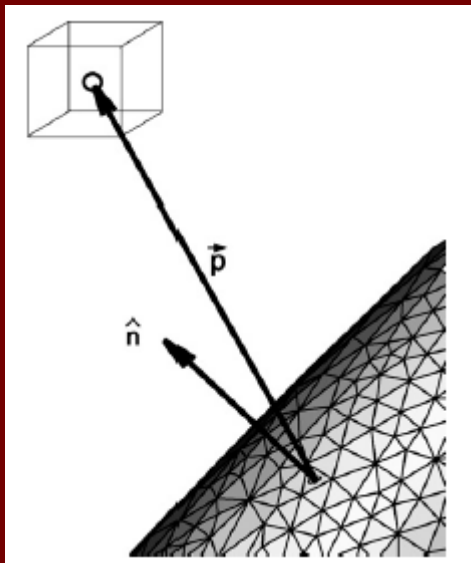
$$u_i^{n+1} = u_i^* - \Delta t \frac{1}{\rho} \left( \frac{\delta p'}{\delta x_i} \right)_{cc}$$

$$U_i^{n+1} = U_i^* - \Delta t \frac{1}{\rho} \left( \frac{\delta p'}{\delta x_i} \right)_{fc}$$

# ViCar3D

## Viscous Cartesian Grid Solver for 3D Immersed Boundaries

- Multi-dimensional ghost-cell methodology
- Immersed surfaces represented by triangular element mesh



$$\phi(x_1, x_2, x_3) = C_1 x_1 x_2 x_3 + C_2 x_1 x_2 + C_3 x_2 x_3 + C_4 x_1 x_3 + C_5 x_1 + C_6 x_2 + C_7 x_3 + C_8$$

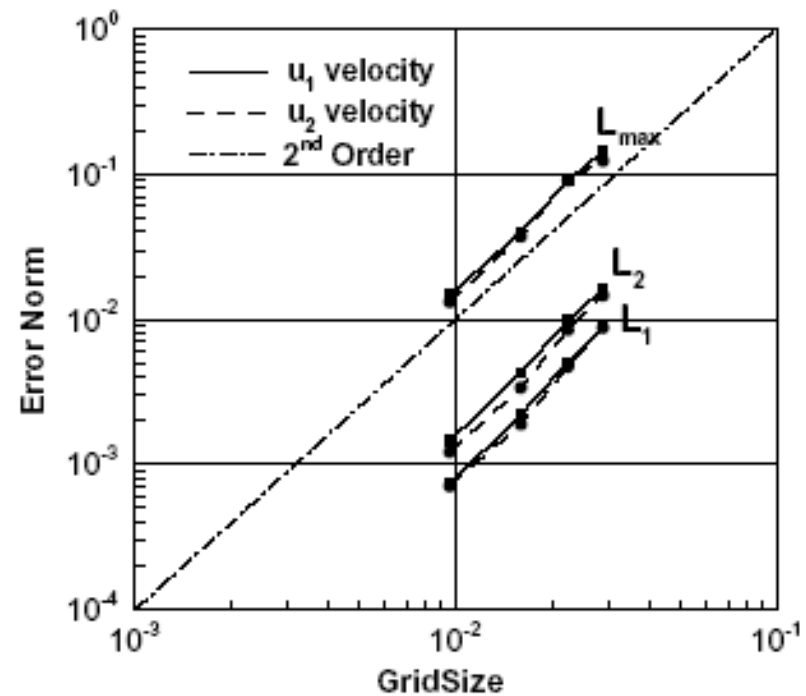
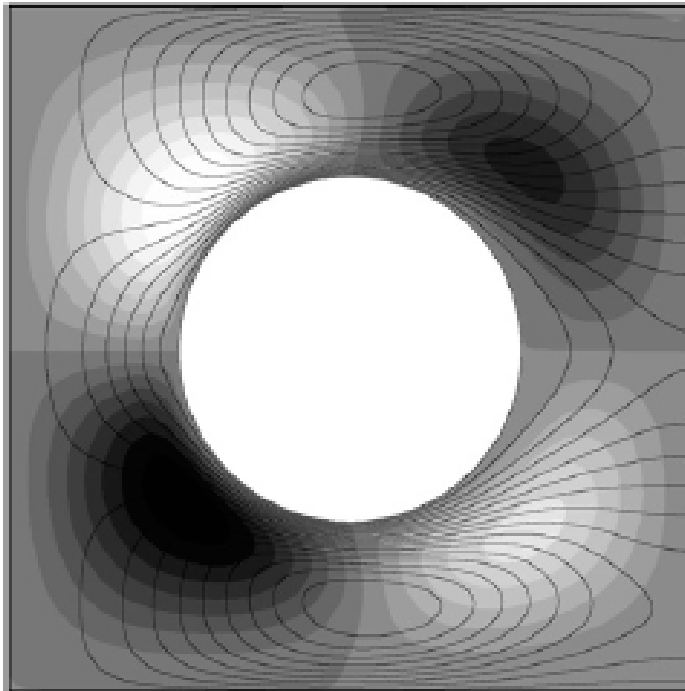
$$\phi_{IP} = \sum_{i=1}^8 \beta_i \phi_i + \text{T.E.}$$

$$\phi_{BI} = \frac{1}{2} (\phi_{IP} + \phi_{GC}) + O(\Delta l^2) = \frac{1}{2} \left( \sum_{i=1}^8 \beta_i \phi_i + \phi_{GC} \right) + O(\Delta^2) + O(\Delta l^2)$$

$$\left( \frac{\delta \phi}{\delta n} \right)_{BI} = \frac{\phi_{IP} - \phi_{GC}}{\Delta l} + O(\Delta l^2) = \frac{1}{\Delta l} \left( \sum_{i=1}^8 \beta_i \phi_i - \phi_{GC} \right) + O(\Delta^2 / \Delta l) + O(\Delta l^2)$$

# ViCar3D: Accuracy

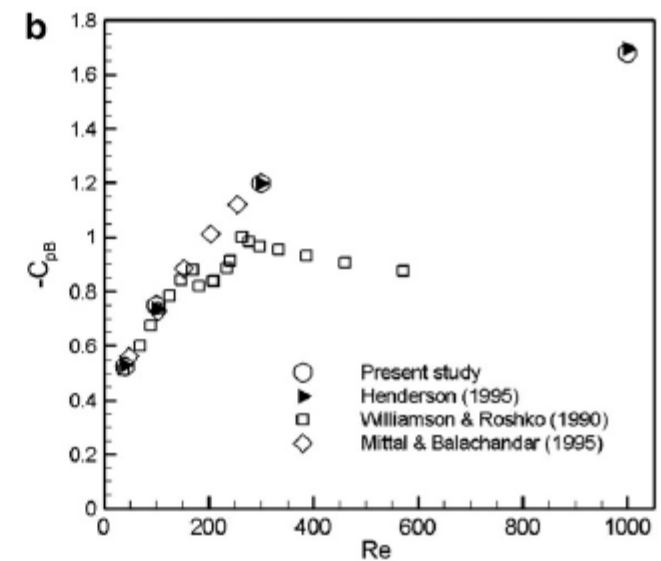
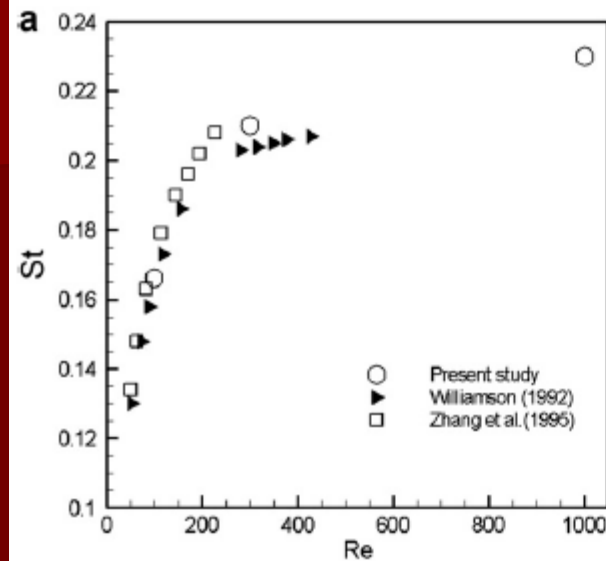
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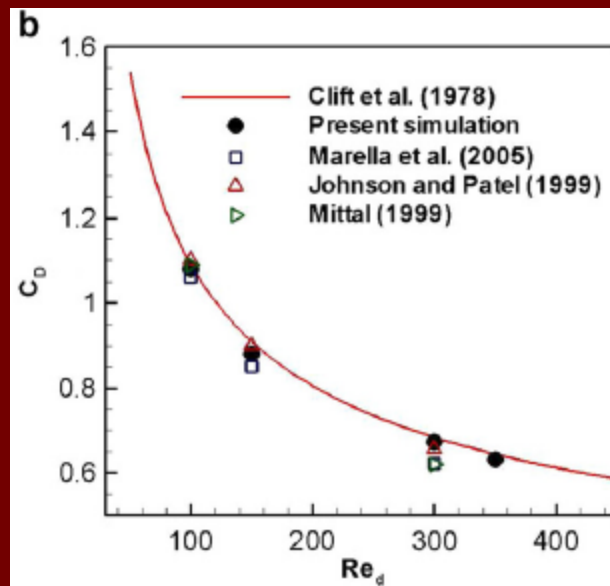
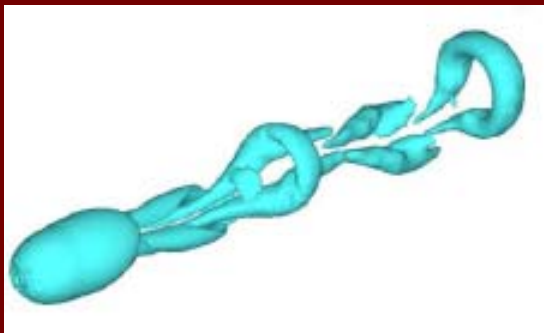
Flow past a Circular Cylinder

# ViCar3D: Validation

Flow past a circular cylinder



Flow past a sphere

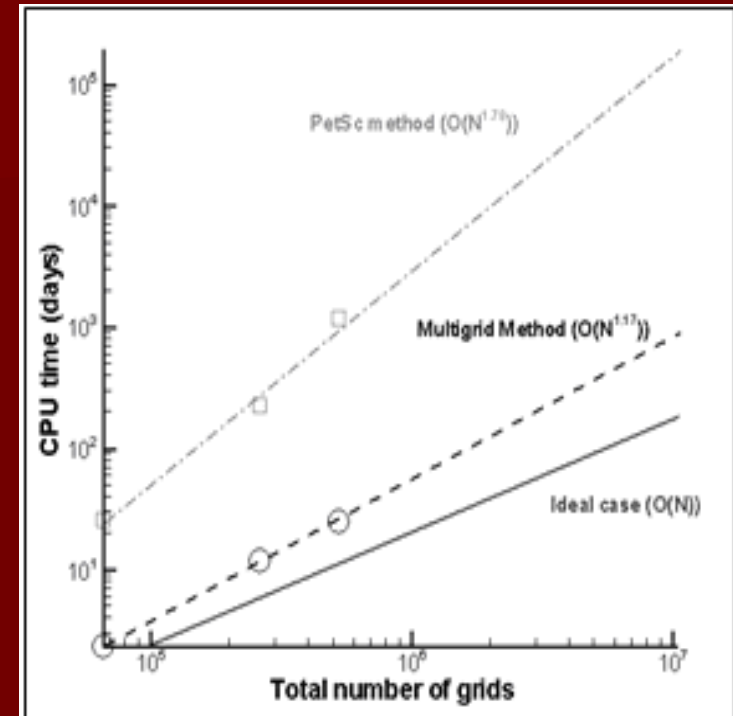
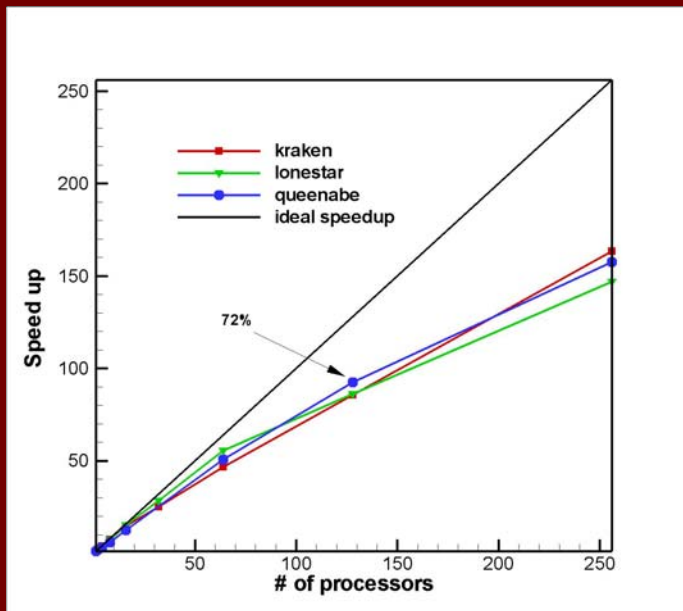




# ViCar3D: Performance

## ■ Pressure Poisson

- > 80% of CPU time
- Geometric multigrid method.
- Semi-coarsening + LSOR
- Approx. reconstruction of IB on coarse levels.



## ■ MPI based parallelization

- 2D domain decomposition

# Modeling Fluid-Tissue Interaction

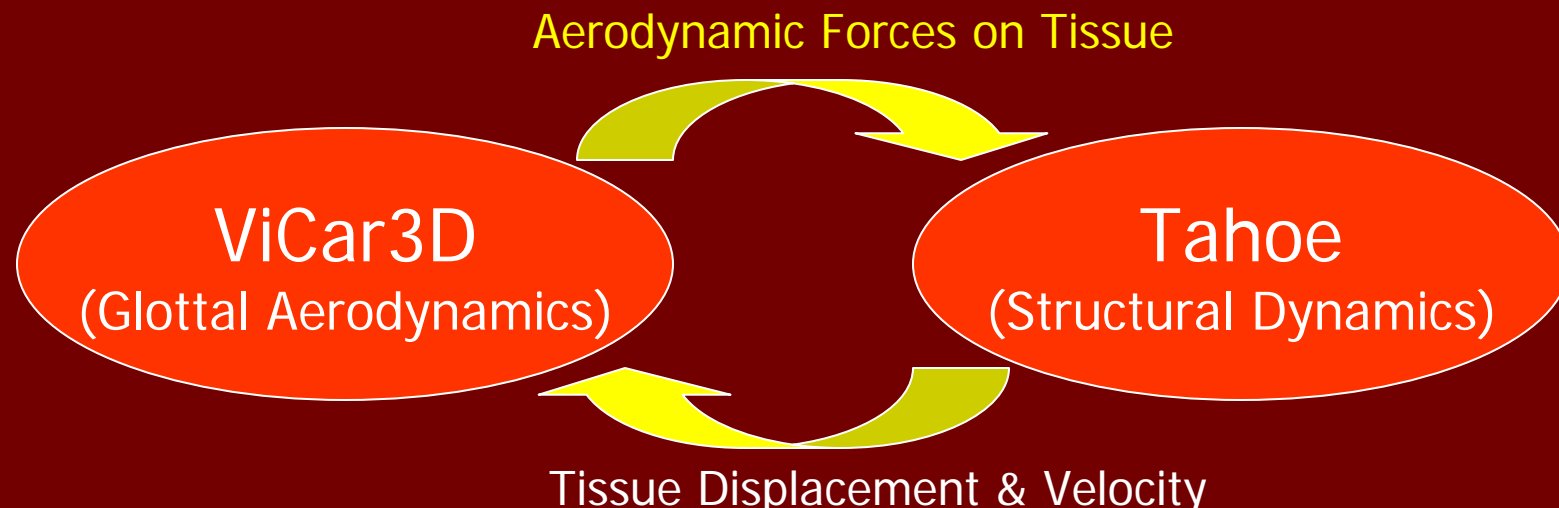
- ViCar3D coupled to another solver that computes deformation of elastic structures

- Tahoe

- Open source C++ FEM based solid mechanics solver.
- Research-oriented, parallel, modularized and highly flexible code.
- developed at Sandia National Lab.
- Variety of constitutive models and can handle large deformations.

Navier-Cauchy equations

$$\begin{aligned}\nabla \cdot \boldsymbol{\sigma} + \mathbf{F} &= \rho \ddot{\mathbf{u}} \\ \boldsymbol{\varepsilon} &= \frac{1}{2} [\nabla \mathbf{u} + (\nabla \mathbf{u})^T] \\ \boldsymbol{\sigma} &= \mathbf{C} : \boldsymbol{\varepsilon}\end{aligned}$$



# Tahoe: Constitutive Models and Solvers

## Small Strain (linear)

### Anisotropic

- Hookean
- Cubic

### Isotropic

- St-Venant
- St-Venant J2

### Viscoelastic

- Linear viscoelastic  
(Standard linear material)
- Linear viscoelastic prony series

## Large strain (non-linear)

- Hookean
- Cubic
- St-Venant
- Simo isotropic
- Quad log
- Quad log Ogden
- Simo J2
- Quad log J2
- Reese-Govindjee nonlinear viscoelastic model

## Solvers

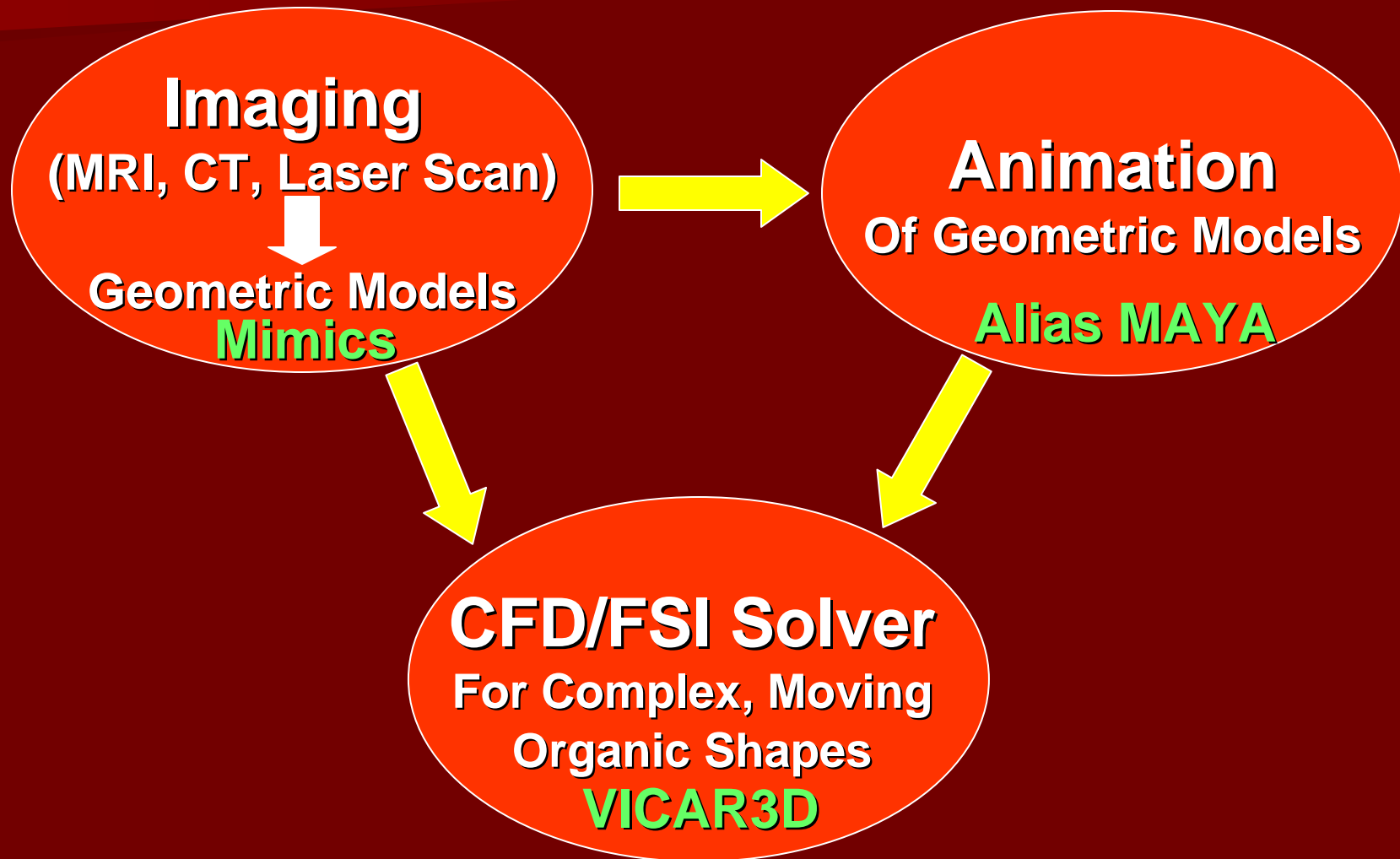
- Linear solver
- Non linear solver
- PCG solver
- Non linear solver

## Matrix options

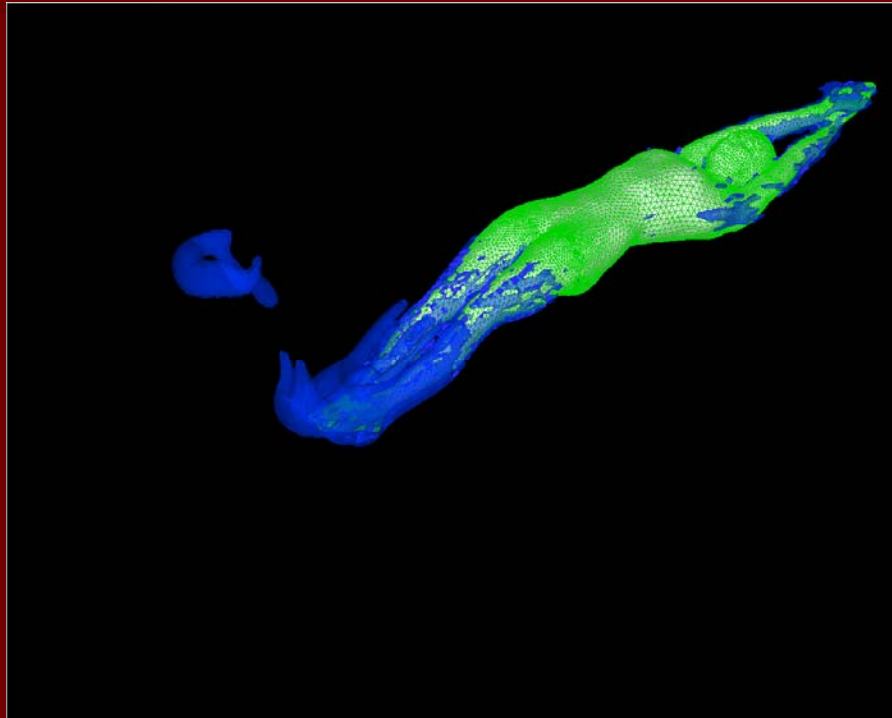
- Full
- Profile
- Diagonal
- SPOOLES — **FASTEST**

SPOOLES 2.2 : SParse Object Oriented Linear Equations Solver, developed at Boeing, 1999  
Non linear solver: NOX package based on Newton's method, developed at Sandia

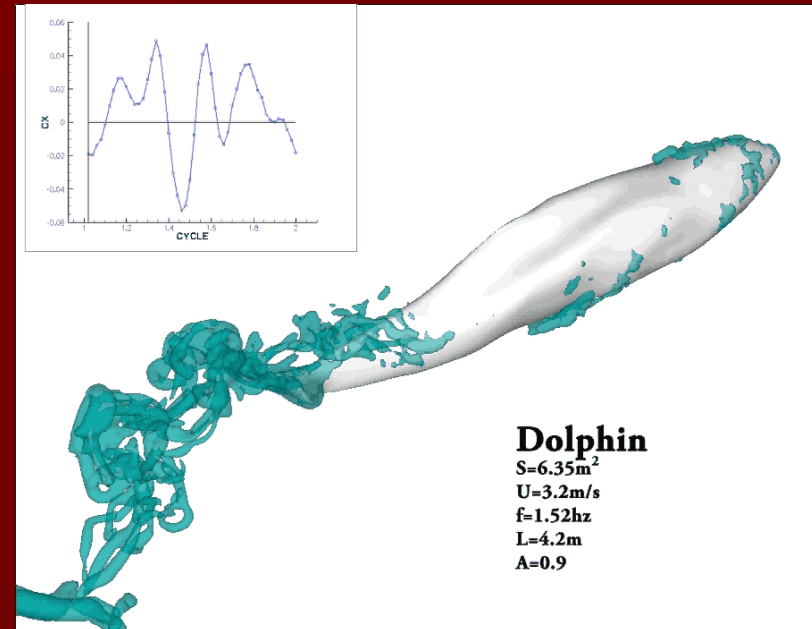
# Closing the Loop for CFD in Biology/Biomedical Engineering



# ViCar3D-Capabilities

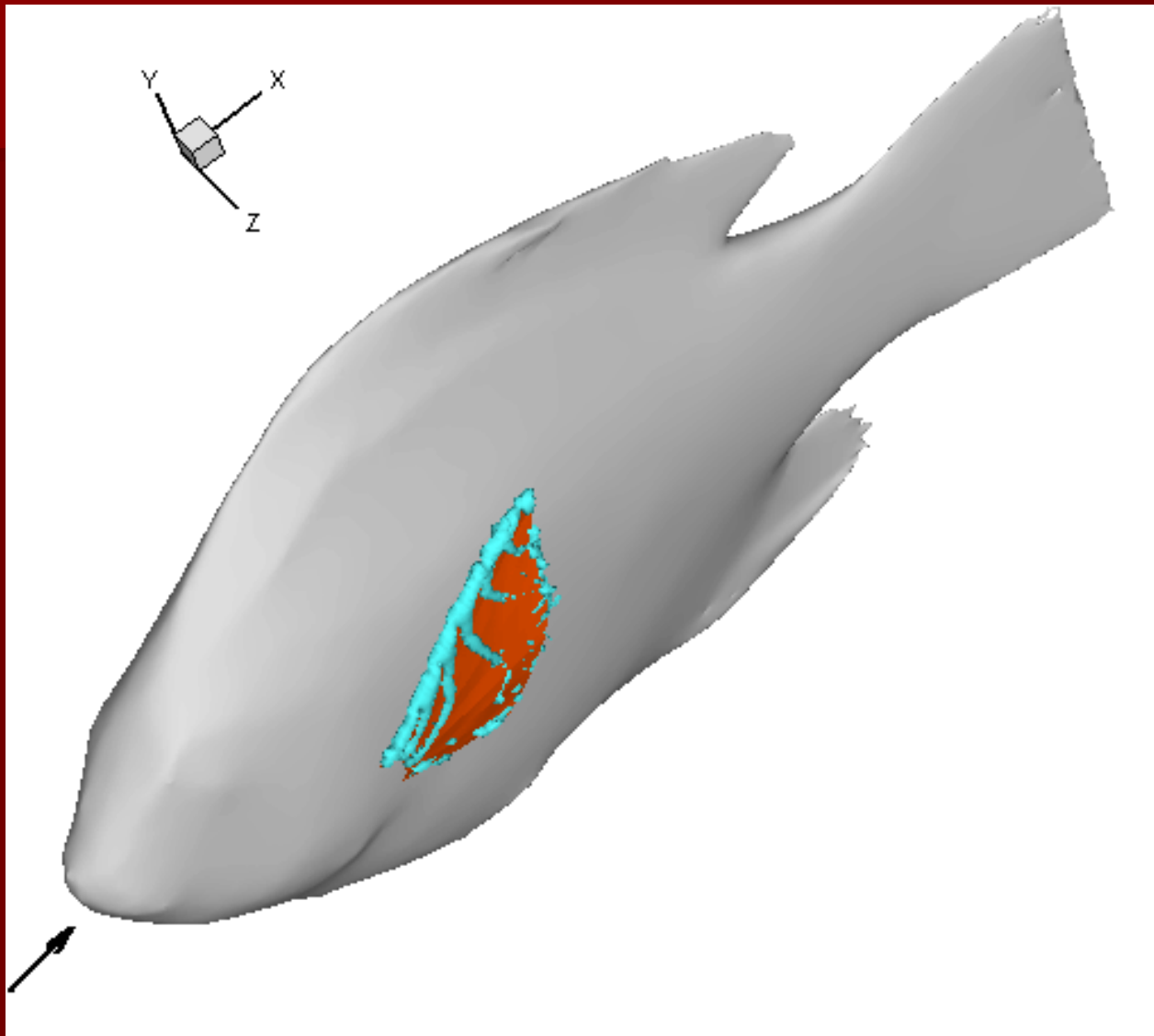


CFD of the dolphin kick



- "Propulsive Efficiency of the Underwater Dolphin Kick in Humans", Journal of Biomechanical Engineering, Vol. 131, May 2009
- "A computational method for analysis of underwater dolphin kick hydrodynamics in human swimming", Sports Biomechanics, 8(1), pp. 60-77, March 2009.
- "A comparison of the kinematics of the dolphin kick in humans and cetaceans", Human Movement Science, Vol.28, pp.99-112, 2009

# Labriform Propulsion in Fish

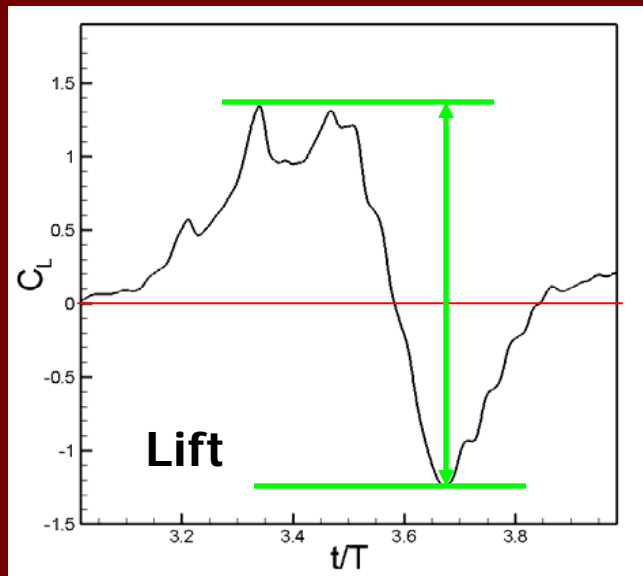
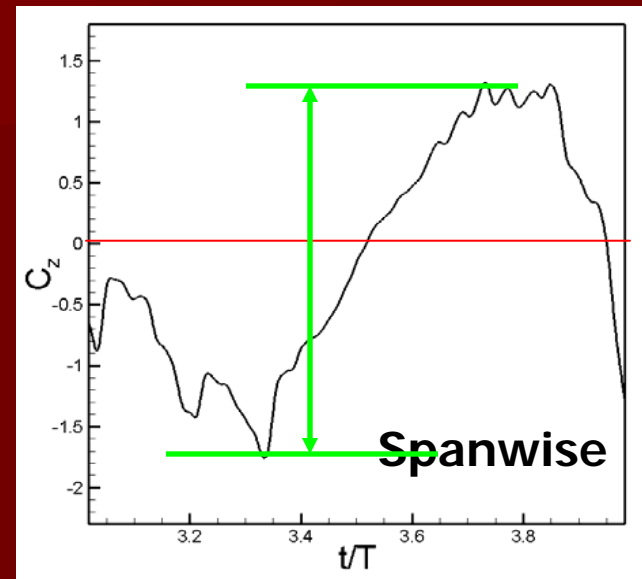
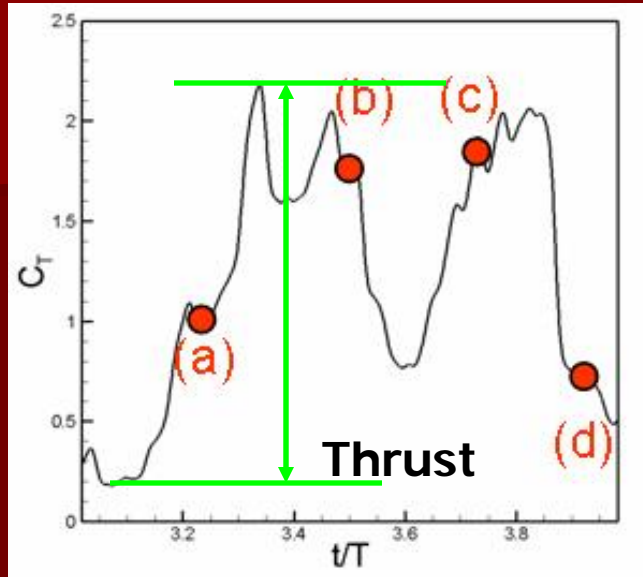


- "Wake Topology and Hydrodynamic Performance of Low-Aspect-Ratio Flapping airfoil", J. Fluid Mechanics (2006) Vol 566 pp 309-343 .

- Low-dimensional models and performance scaling of a highly deformable fish pectoral fin; J. Fluid Mech. (2009), vol. 631, pp. 311–342.

- "Computational modelling and analysis of the hydrodynamics of a highly deformable fish pectoral fin." (2010) , J. Fluid Mech. , doi:10.1017/S0022112009992941.

# Validation against Experiments



Peak to Peak

	CFD	PIV
Thrust	2.43	2.4
Lift	2.51	2.7
Span	3.61	3.7

Mean thrust Coeff.

CFD  
1.18

PIV  
1.09

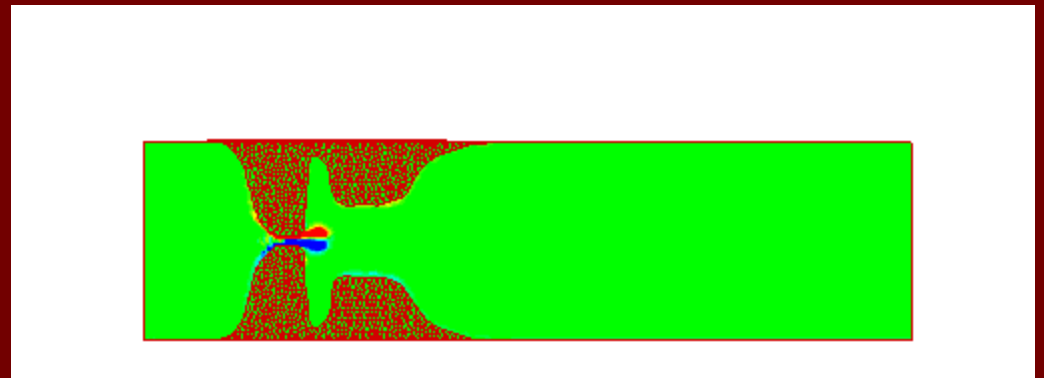
# Flow-Induced Vibration (FEM)

## ■ Simulation Details

- 2D Simulation
- Geometry based notionally on CT scan of human larynx
- ViCar3D for air-flow
- Finite-Element for VF
- VF not fully adducted

## ■ Observations

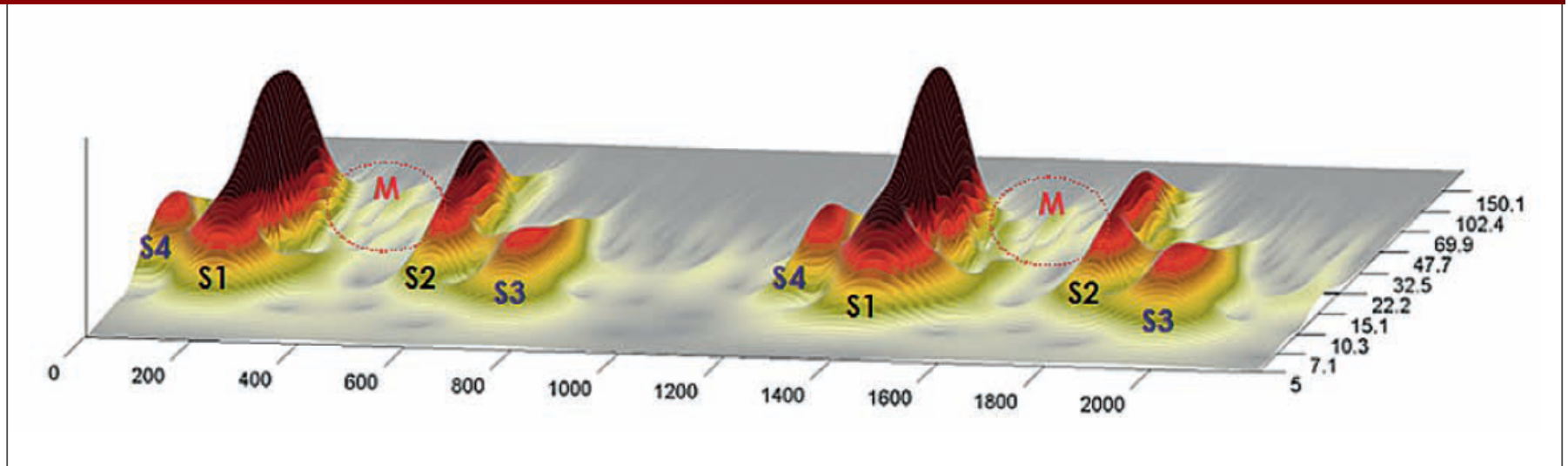
- Kelvin-Helmholtz vortices
- Bistable Jet
- Sustained vibrations of vocal folds.



(400K points)



# Flow-Induced Sound in Biomedicine



b

**Figure 6**

Acoustic cardiography report and time-frequency analysis of heart sounds for a subject with a systolic murmur.

The upper panel (a) shows an acoustic cardiography report for a subject with a systolic murmur and the panels below (b) illustrate the 2D and 3D scalogram views for a few beats from the acoustic cardiography rhythm strip shown above. Since murmurs have higher frequency components than diastolic heart sounds, they do not have to be high in intensity to be detected by the human ear. Thus in this case, it will be easier for the human ear to detect the murmur than the low frequency third and fourth heart sound.

## ■ Non-invasive Diagnosis

# Flow-Induced Noise in Engineering Applications

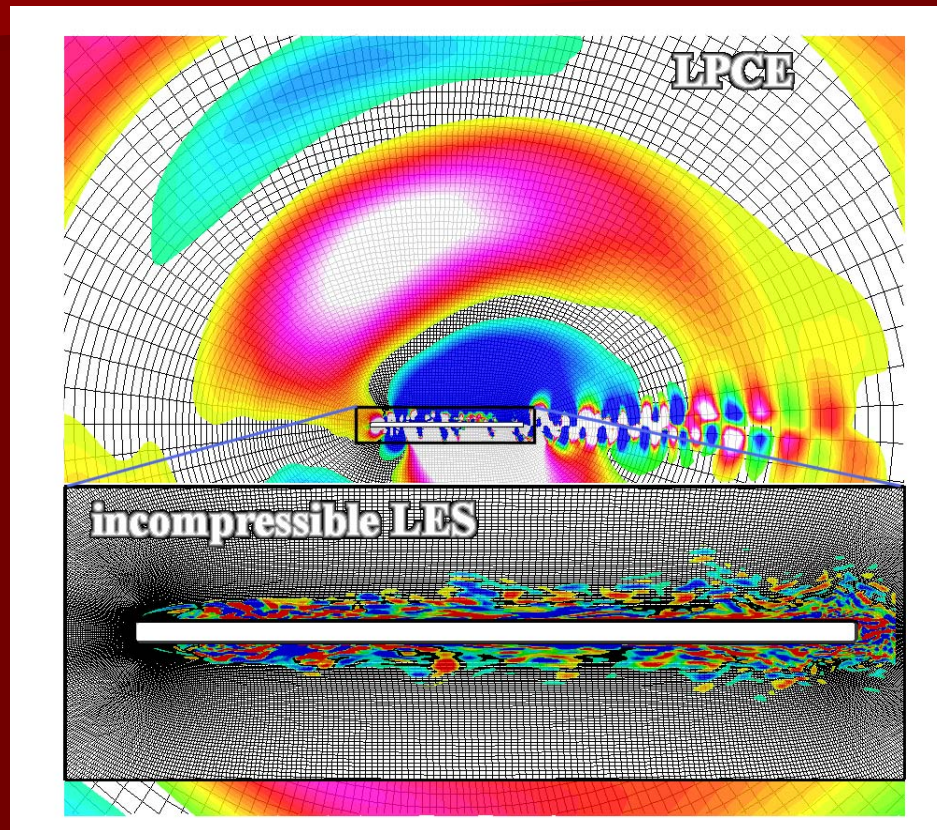


- Noise is un-desirable
- Seeking source mechanism to reduce or control the noise

# Current Approach

- Low Mach number regime ( $M < 0.3$ )  
large scale disparity between flow and acoustics
  - Two-step hybrid method for flow and acoustic field computation
- Complex geometry
  - : hard to generate good computational grid
    - Immersed Boundary Method on non-body conformal Cartesian grid.
    - Challenge: how to achieve higher order accuracy?
    - 6<sup>th</sup>-order Pade Scheme

# Hybrid method for Low Mach Number Aeroacoustics



Two-step approach, one-way coupled

$$u(x,t) = U(x,t) + u'(x,t)$$

Total,  
Compressible

incompressible

perturbed

Incompressible  
N-S

LPCE\*

\* Linearized Perturbed Compressible Equations

**Hydrodynamic/Acoustic Splitting method:**

Efficient method to solve low Mach number aeroacoustic problem

# Linearized Perturbed Compressible Equations

LPCE (Seo & Moon, JCP, 2006)

$$\rho(\vec{x}, t) = \rho_0 + \rho'(\vec{x}, t)$$

$$\vec{u}(\vec{x}, t) = \vec{U}(\vec{x}, t) + \vec{u}'(\vec{x}, t)$$

$$p(\vec{x}, t) = P(\vec{x}, t) + p'(\vec{x}, t)$$

$$\frac{\partial \rho'}{\partial t} + (\vec{U} \cdot \nabla) \rho' + \rho_0 (\nabla \cdot \vec{u}') = 0$$

$$\frac{\partial \vec{u}'}{\partial t} + \nabla(\vec{u}' \cdot \vec{U}) + \frac{1}{\rho_0} \nabla p' = 0$$

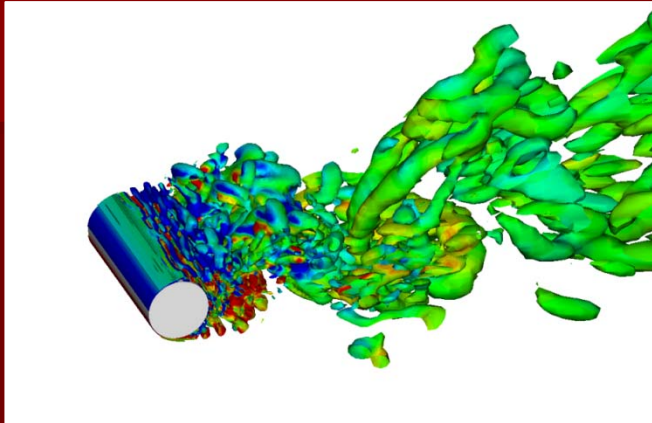
$$\frac{\partial p'}{\partial t} + (\vec{U} \cdot \nabla) p' + \gamma P (\nabla \cdot \vec{u}') + (\vec{u}' \cdot \nabla) P = - \frac{DP}{Dt}$$

- Subtracting INS from CNS

- Linearization

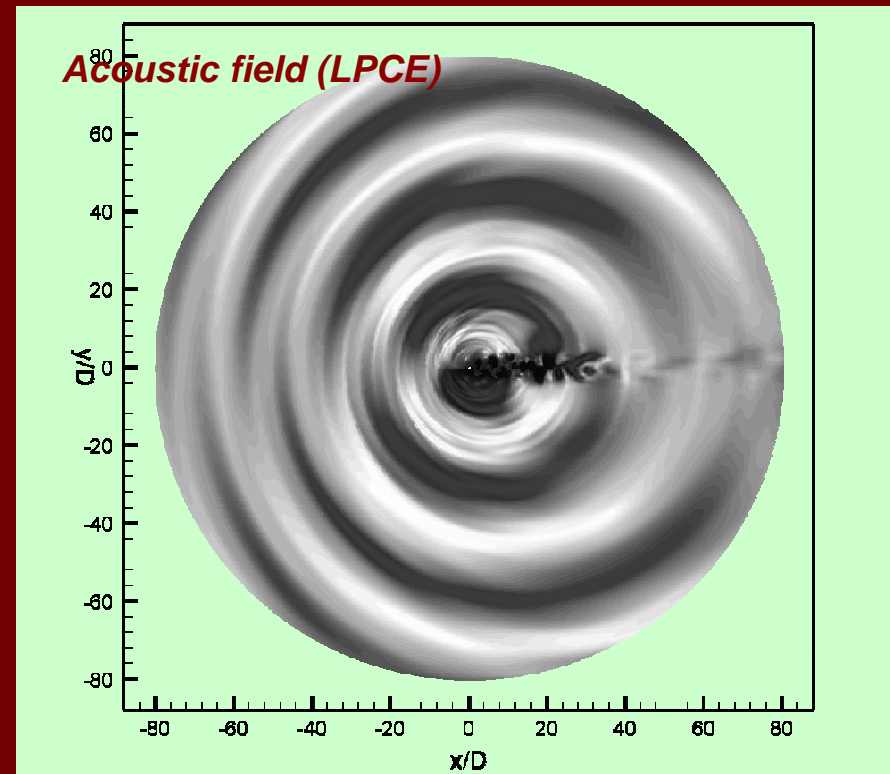
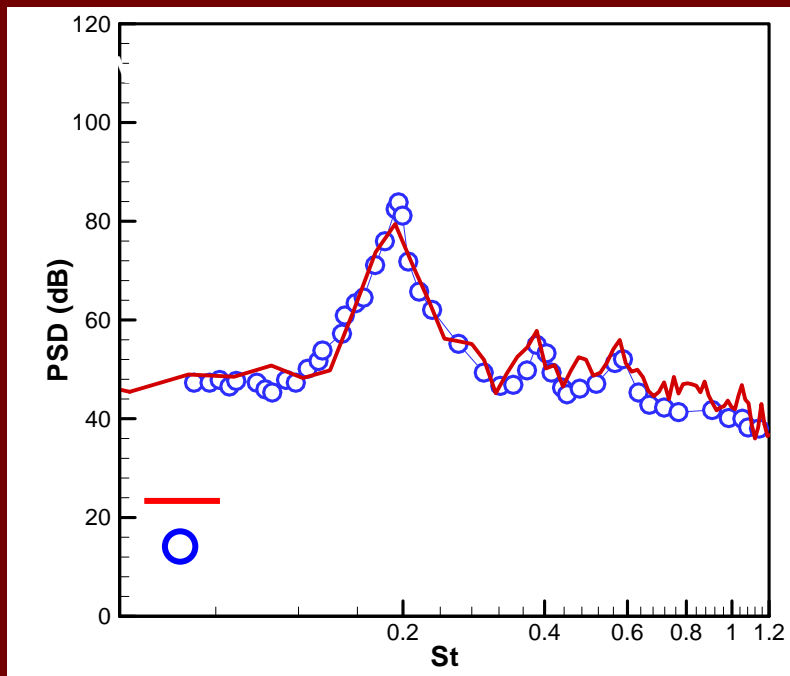
- Suppressing the generation and evolution of vortical component on the acoustic field.

# Validation of INS/LPCE Hybrid Method



Noise generated by turbulent flow over a circular cylinder at  $Re_D = 46000$ ,  $M = 0.21$

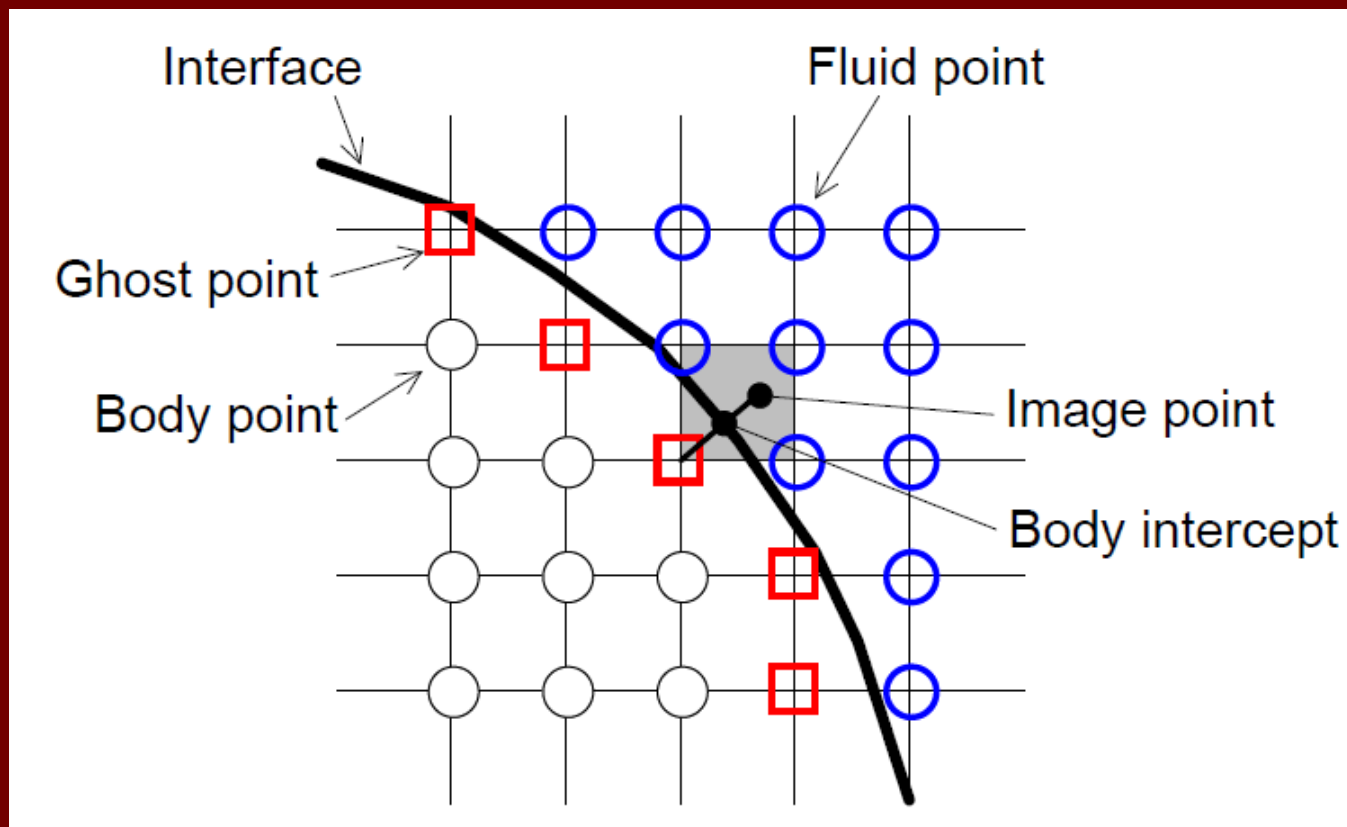
(Seo and Moon, JSV, 2007)



(Other cases : Moon et al., CF, 2010)

# Original Immersed boundary method ??

(Mittal et al., JCP, 2008)



Sharp interface IBM based on the ghost-cell method

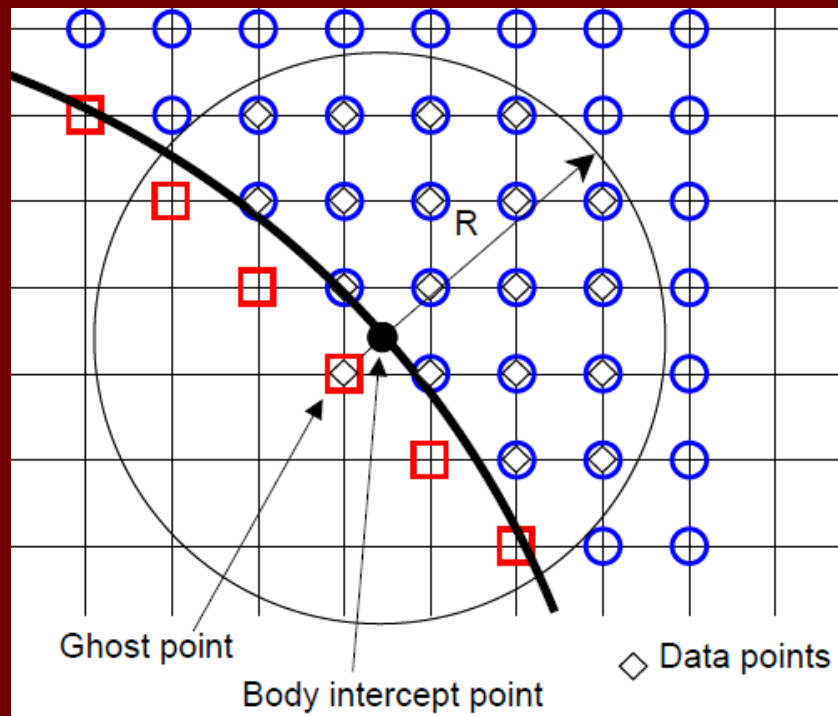
# IBM for Acoustic solver (LPCE)

Approximating polynomial method (Luo et al., JCP, 2008)

$$\phi(x', y', z') \approx \Phi(x', y', z') = \sum_{i=0}^N \sum_{j=0}^N \sum_{k=0}^N c_{ijk} (x')^i (y')^j (z')^k, \quad i + j + k \leq N$$

$$\varepsilon = \sum_{m=1}^M w_m^2 \left[ \Phi(x'_m, y'_m, z'_m) - \phi(x'_m, y'_m, z'_m) \right]^2$$

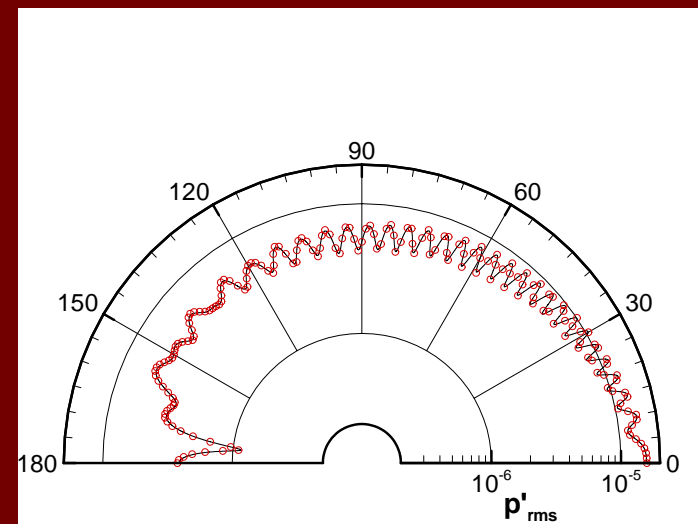
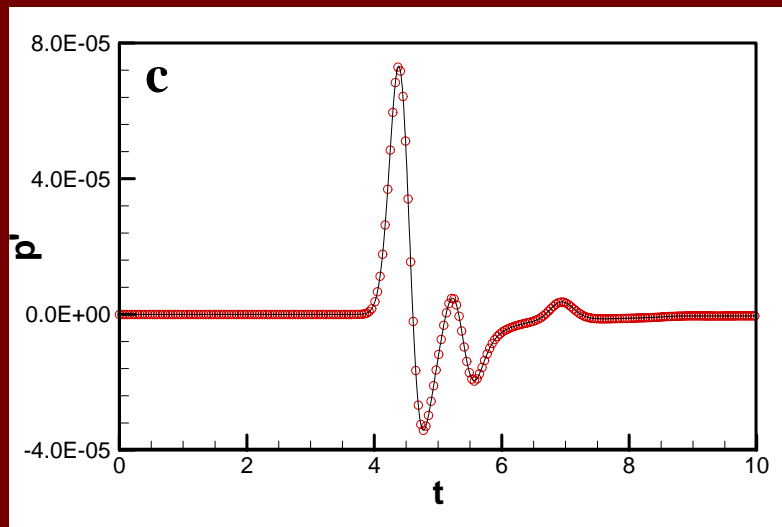
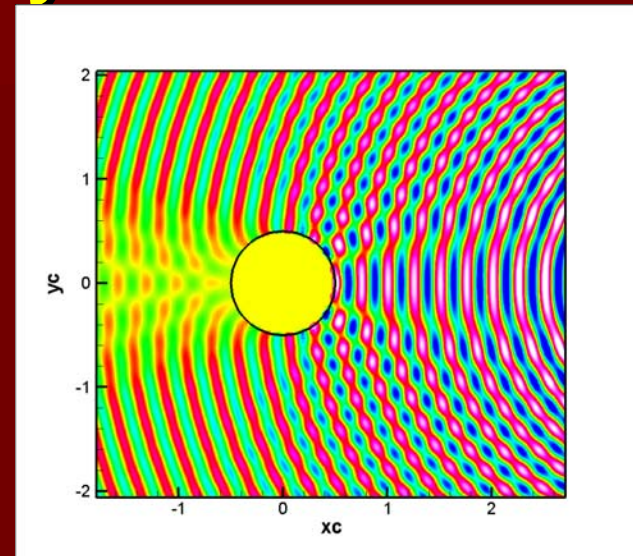
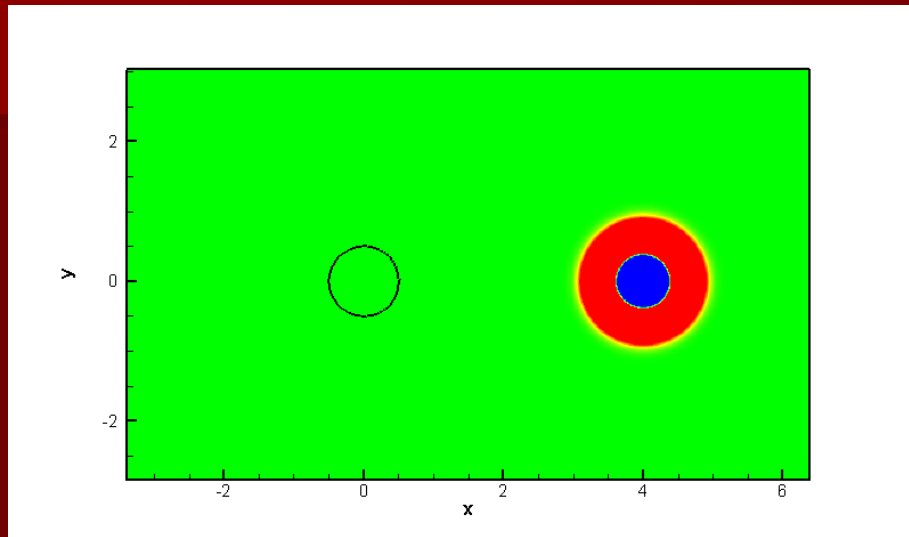
$$\vec{x}' = \vec{x} - \vec{x}_{BI}$$



$N$	Number of coefficients	
	2D	3D
1	3	4
2	6	10
3	10	20
4	15	35



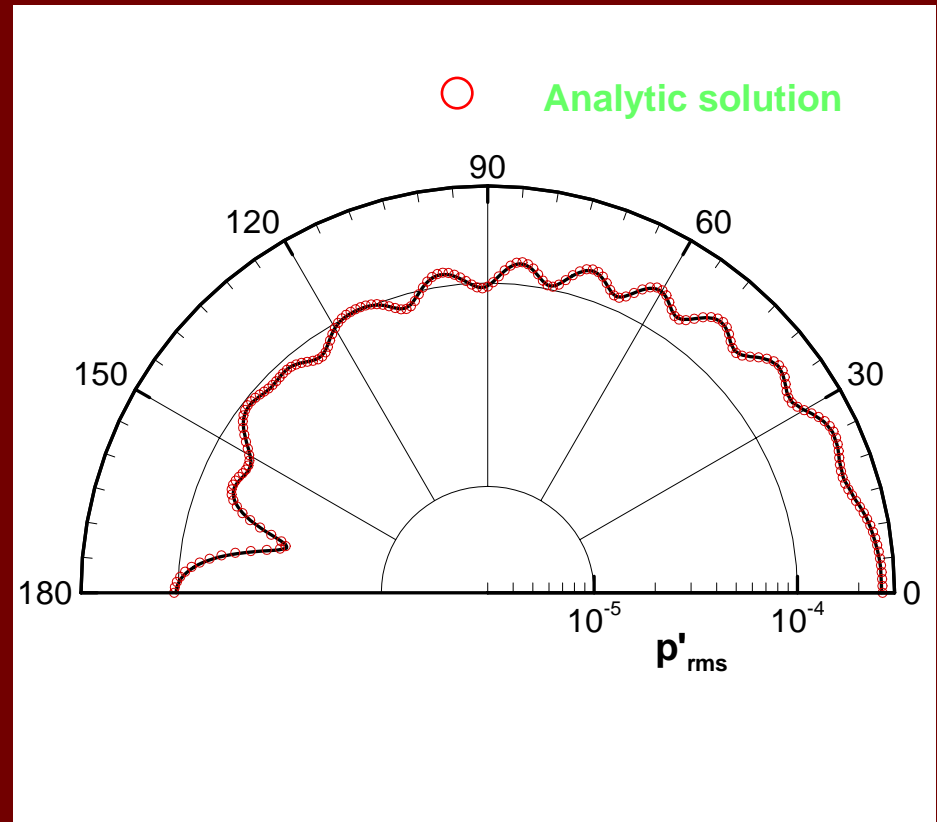
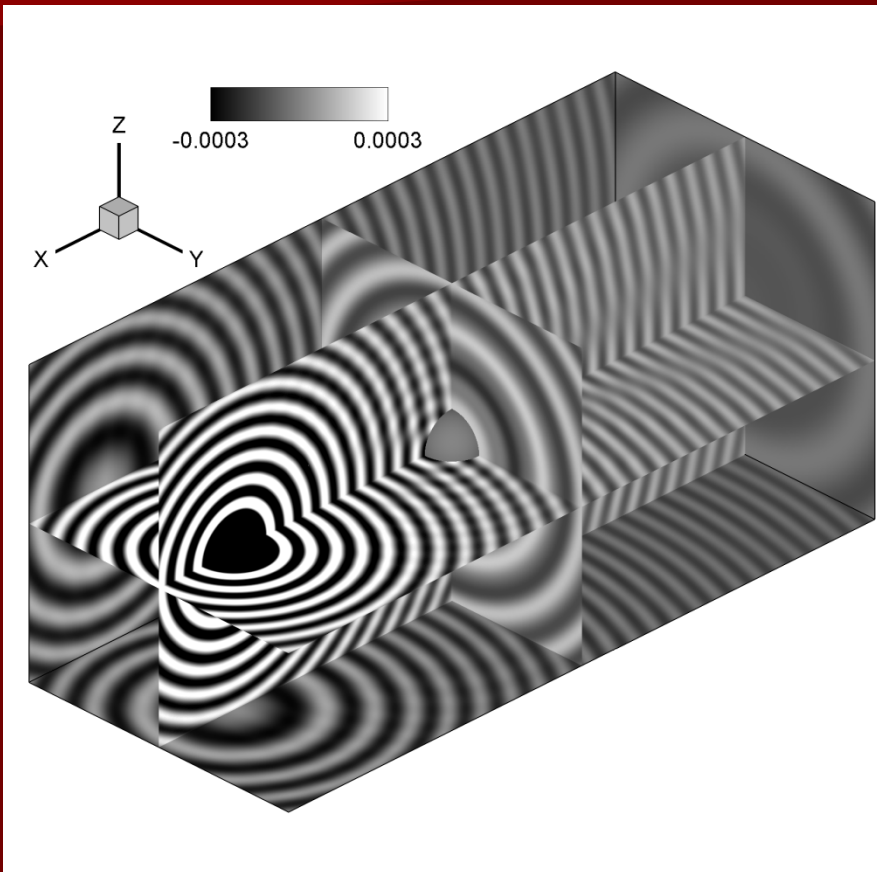
# Benchmark: Sound Scattering by a Circular Cylinder



Directivity at  $r=5$

# Sound Scattering by a Sphere

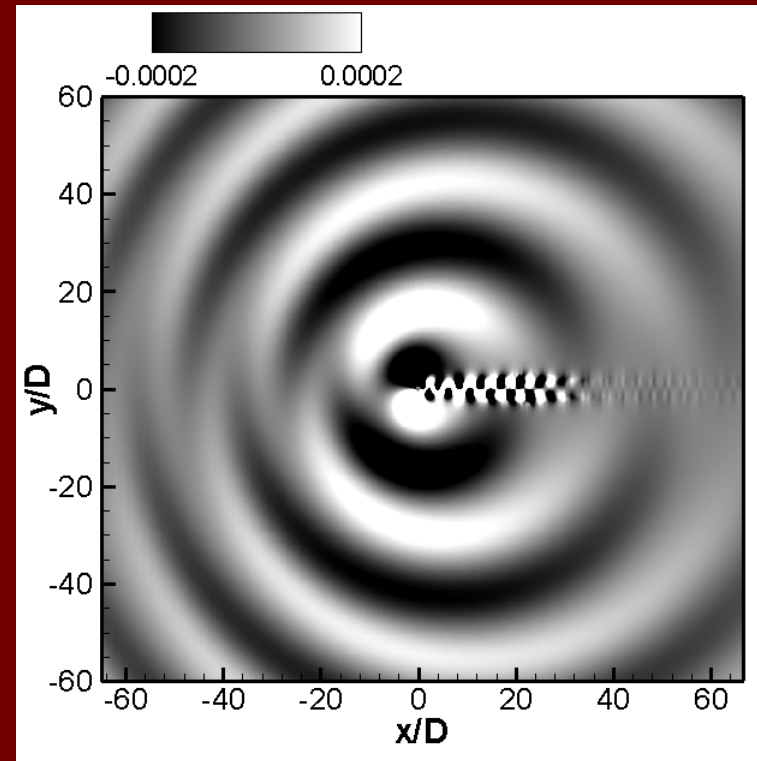
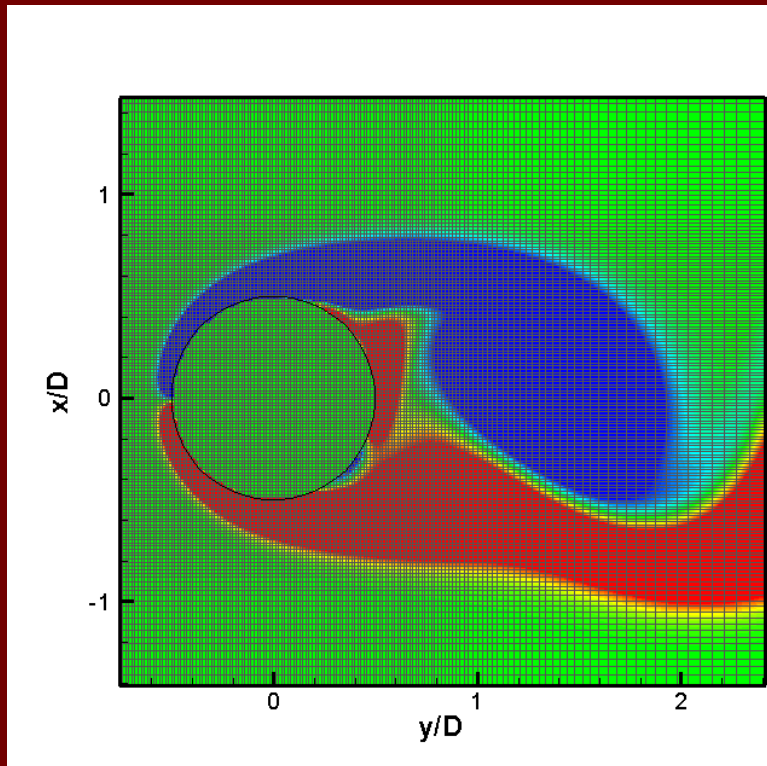
3D, time-harmonic wave scattering



# Flow induced Noise

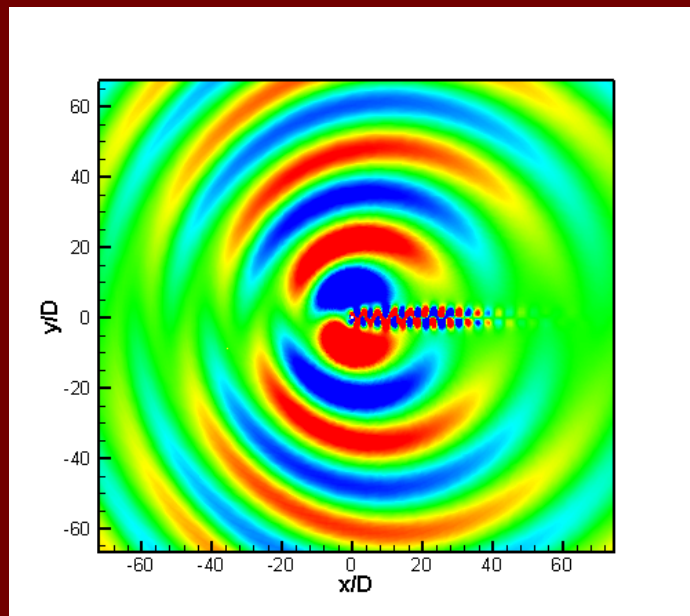
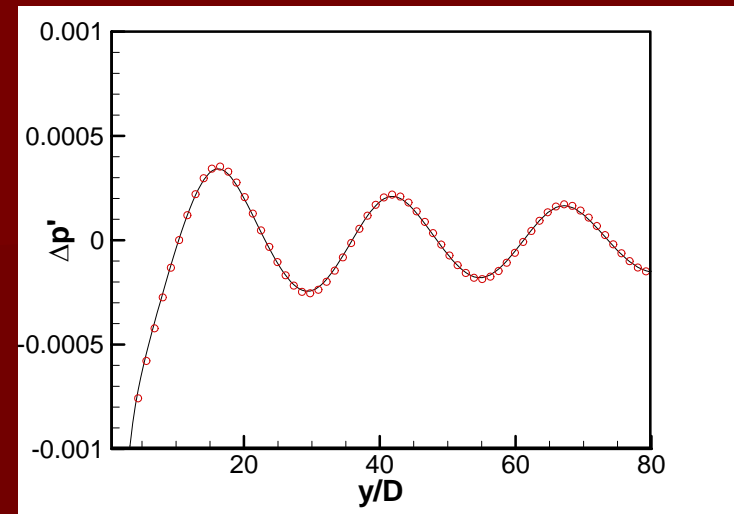
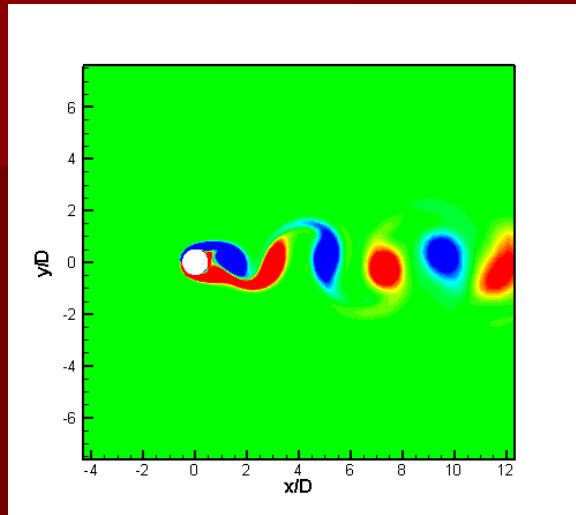
IBM, incompressible flow solver (*Vicar3D*) + IBM LPCE solver (*carLPCE*)

Tonal noise from a circular cylinder at  $M_\infty = 0.2$ ,  $Re_D = 200$

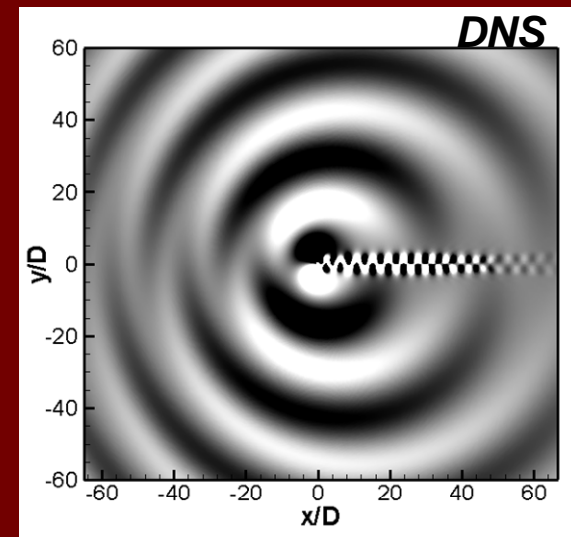


# Comparison with DNS

*ViCar3D*



*carLPCE*

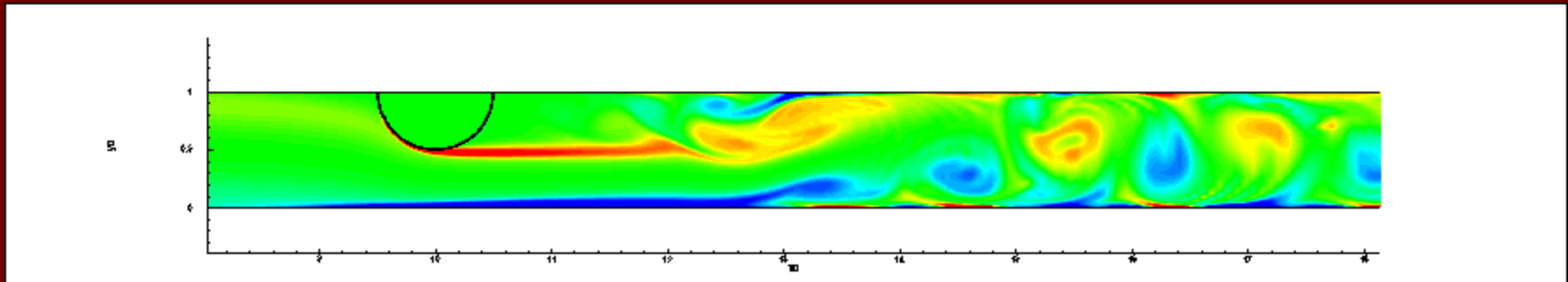


DNS : full compressible N-S  
Eqs. on a body-fitted O-grid 36

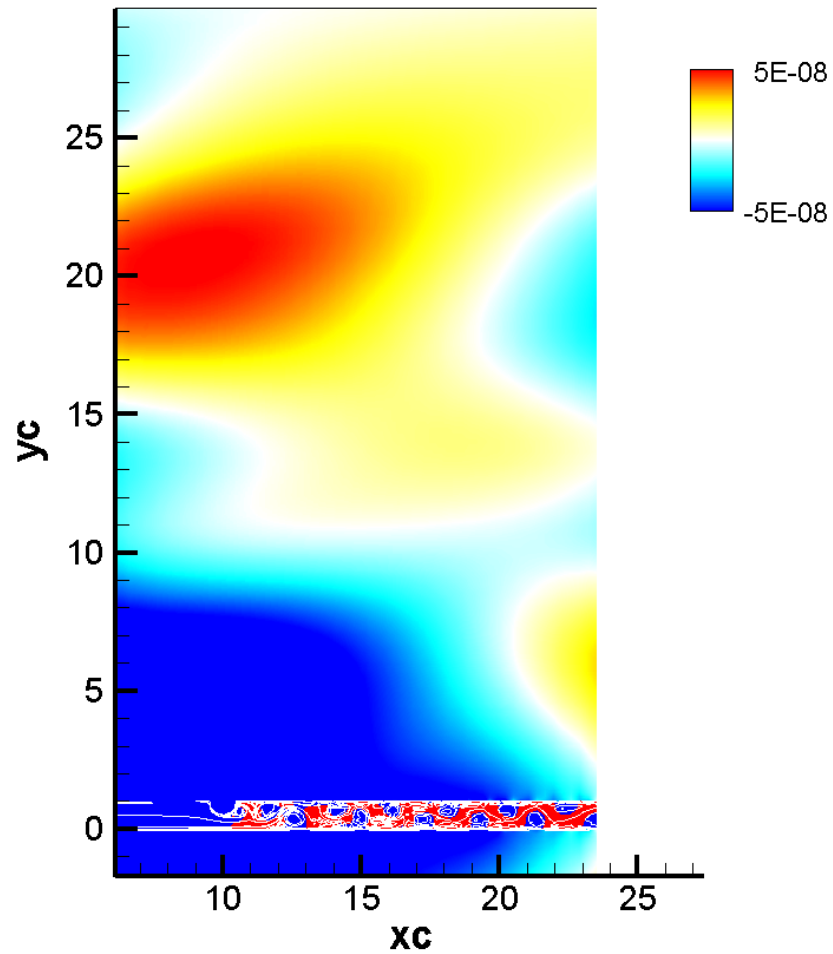
# Modeling of Arterial Murmurs (Bruits)

Re=2000

50% Constriction



# Modeled Sound



# Closing

- Immersed boundary methods are well suited for
  - Complex geometries
  - Moving boundaries
  - Multi-physics
- Challenges
  - High Reynolds number flows? → local refinement?
  - Strict conservation? → Cut-Cell?

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Questions?