



Special Issue on:

**Particle Methods for Flow Modeling
In Ocean Engineering**



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Ocean engineering poses many problems with violent surface flows and body interaction. Numerical modelling with particle methods in Lagrangian form has certain advantages over mesh based methods in that the particles naturally follow the extreme flow distortions which may include multi-phase interactions. This special issue solicits latest developments and applications on particle methods in this context. Smoothed Particle Hydrodynamics (SPH) in its various forms is perhaps most widely applied but there are many variations such as those based on the Meshless Local Petrov-Galerkin (MLPG) method and Particle Finite Element method which are also relevant.

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