

Pressure measurement in 2D sloshing simulations with SPH

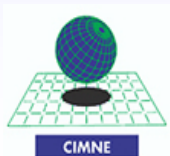
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www.canal.etsin.upm.es

² International Center for Numerical Methods in Engineering
(CIMNE). Universidad Politécnica de Cataluña (UPC)

www.cimne.upc.es

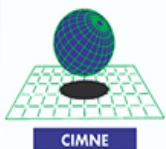
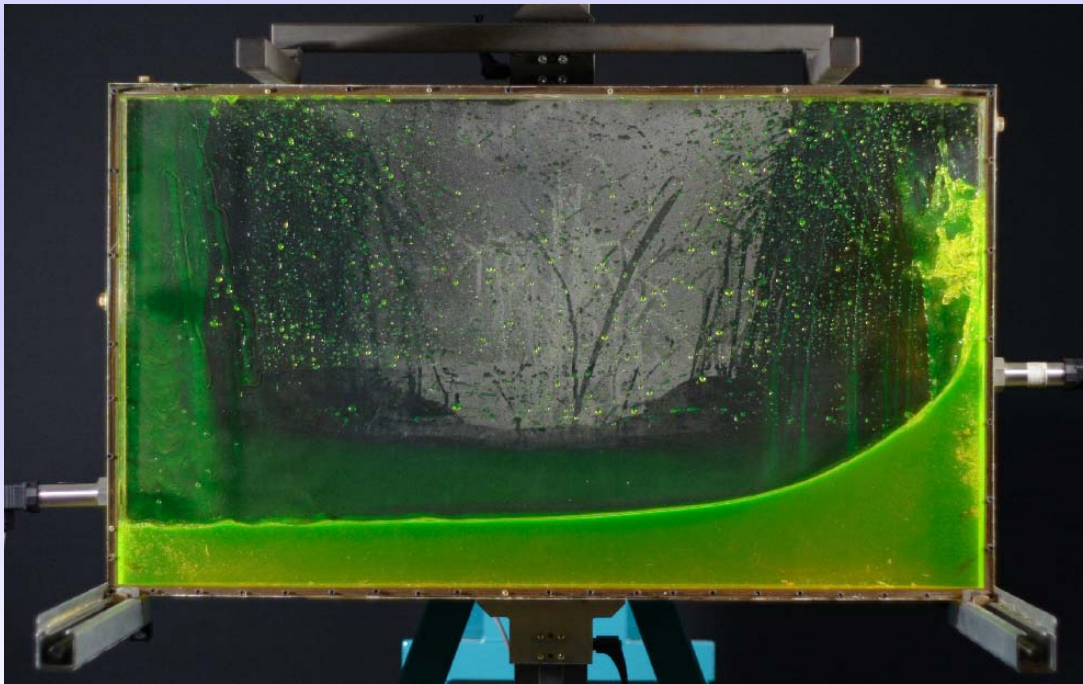


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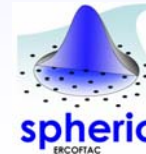


Introduction

Impact of waves on structures

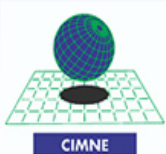


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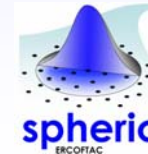


Case Study

- Model of a section of one of the tank of a LNG tanker
- Pitch oscillation at the resonance frequency
- Pressure transducer at the free surface location



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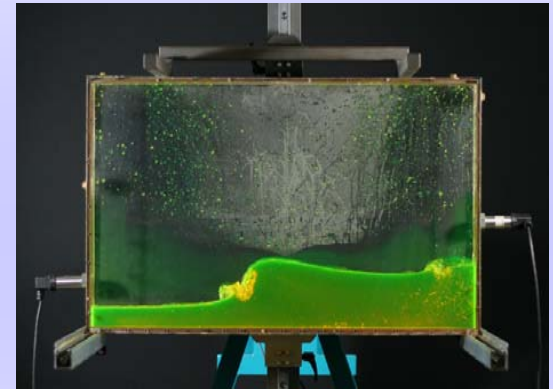


Impact Pressure

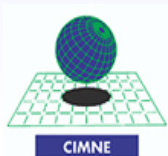
(Bass *et.al.*, 1985, Berg, 1987)

The impact pressure is affected by:

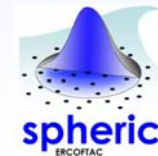
- The dynamics of the flow (Froude number)
- Ullage pressure
- Air-water mixture
- Wall flexibility



Liquid compressibility and viscosity do not have a significant effect on impact pressure



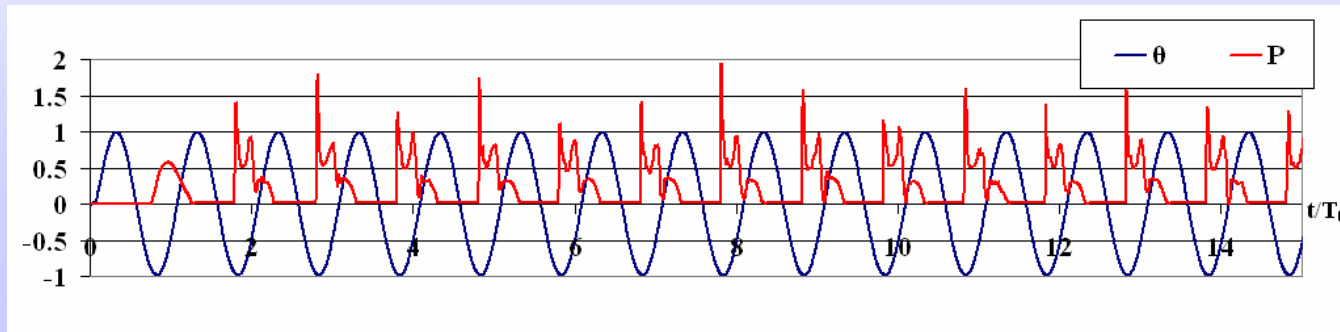
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Impact Pressure

(Peregrine, 2002)

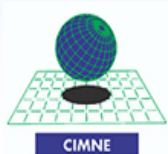
The impact pressure has a random character



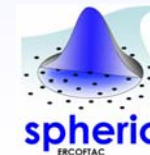
Provide pressure with their probability



Pressure impulse: Integral of the pressure over the impact duration

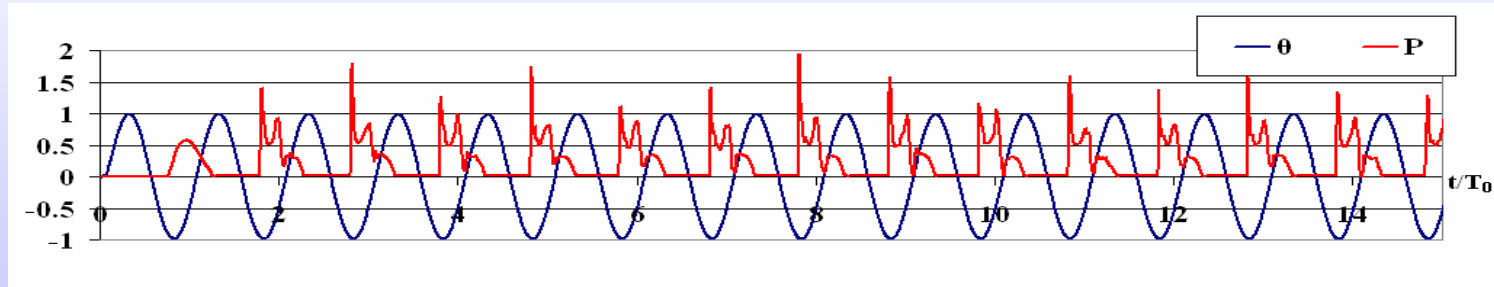


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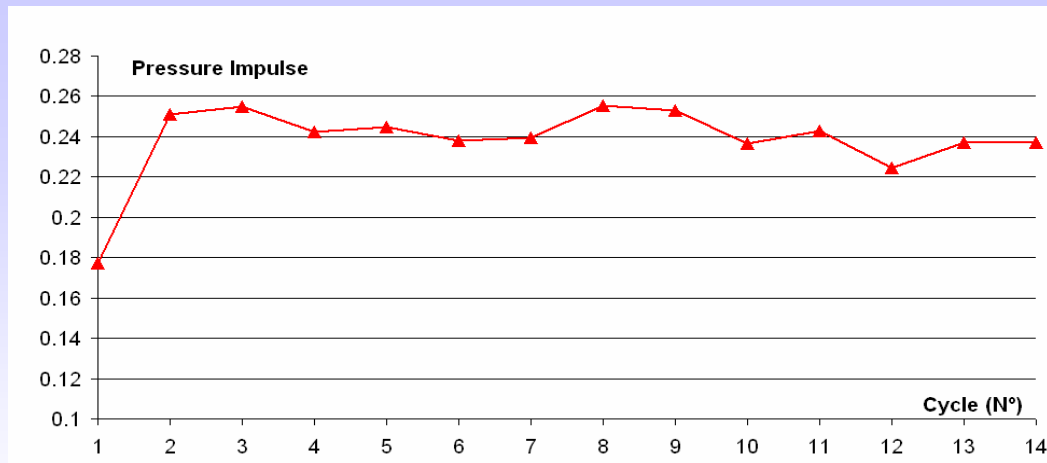


Pressure Impulse

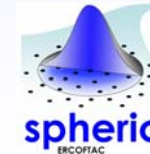
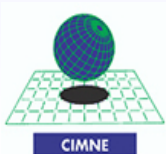
(Peregrine, 2002)



The pressure impulse presents lower variation than the impact pressure



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Numerical Simulation: SPH

Standard formulation (Monaghan, 2005)

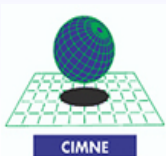
Artificial viscosity: $\alpha = 0.02$

Predictor-Corrector: courant factor = 0.15

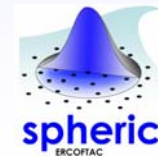
Boundary: Repulsive force using boundary particles

Resolution: 3000, 5000, 10 000 and 20 000
fluid particles

Sound speed: 20 and 40 m/s

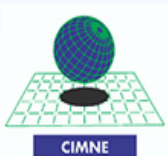
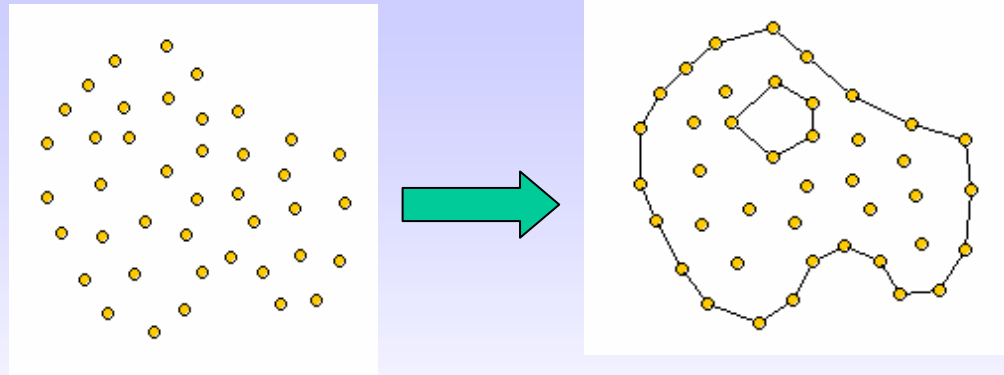


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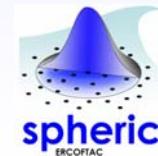


Numerical Simulation: PFEM

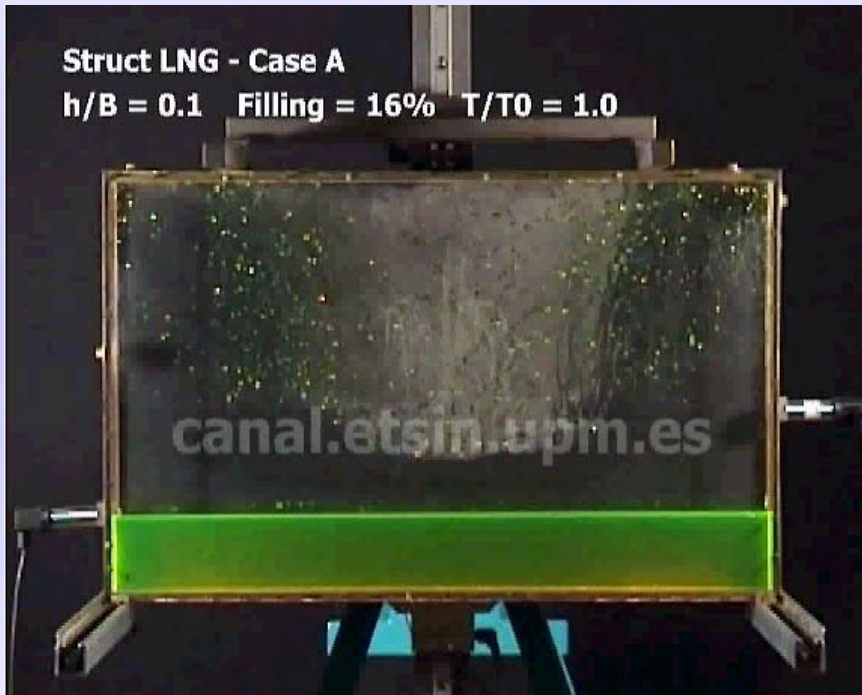
- Lagrangian formulation: The mesh velocity is the same as the fluid velocity.
- Fast re-meshing algorithm: Extended Delaunay Tesselation , used at every time step, to avoid large distortion of elements.
- The Alpha-shape technique to identify the boundary
- Standard FEM.



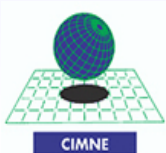
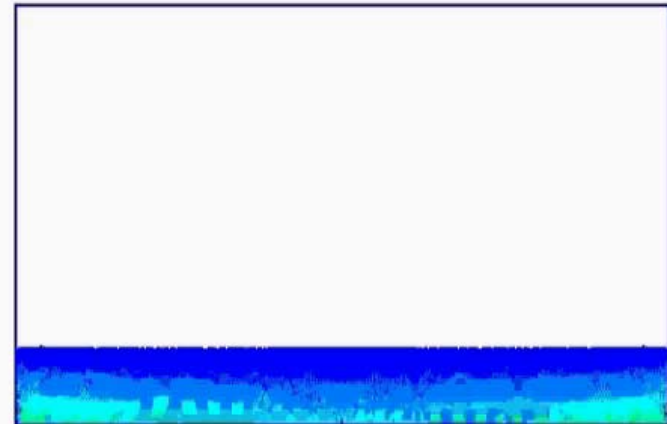
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Experiments Vs SPH : General Dynamics



SPH Simulation - Number of Fluid Particles: 20205
Sound speed: 20.0 m/s - Art Viscosity: 0.02
Boundary: Repulsive Force



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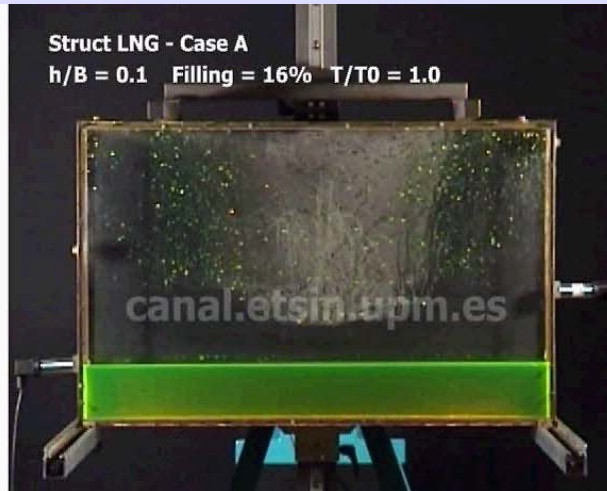
EXPERIMENT – SPH – PFEM

General Dynamics

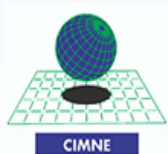
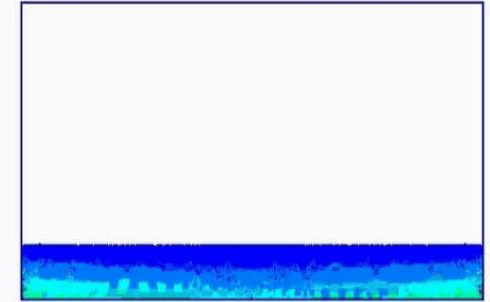
PFEM Simulation
Number of Elements: 40000



Struct LNG - Case A
 $h/B = 0.1$ Filling = 16% $T/T_0 = 1.0$



SPH Simulation - Number of Fluid Particles: 20205
Sound speed: 20.0 m/s - Art Viscosity: 0.02
Boundary: Repulsive Force

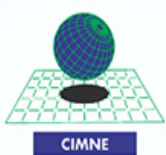
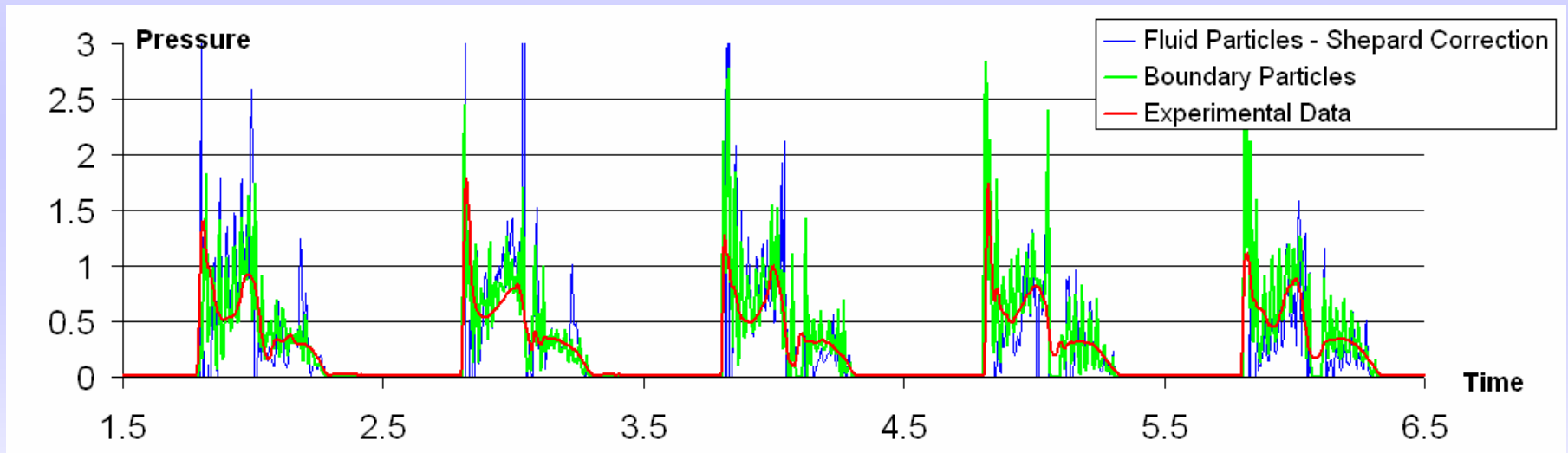


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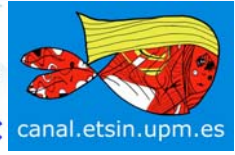


SPH – Pressure on the wall

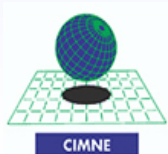
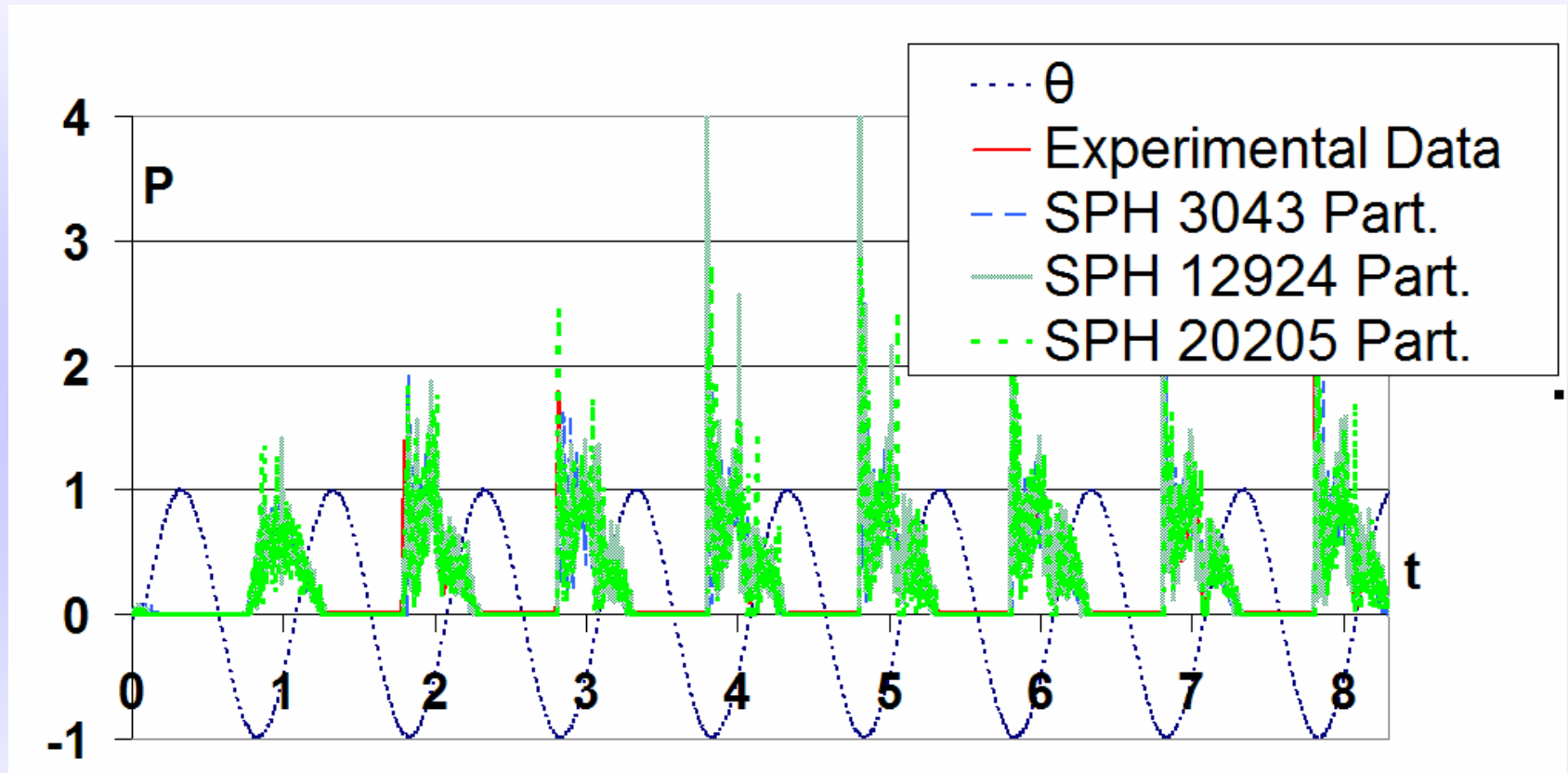
- By means of fluid particles
- By means of boundary particles



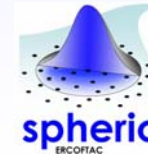
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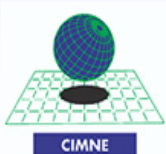
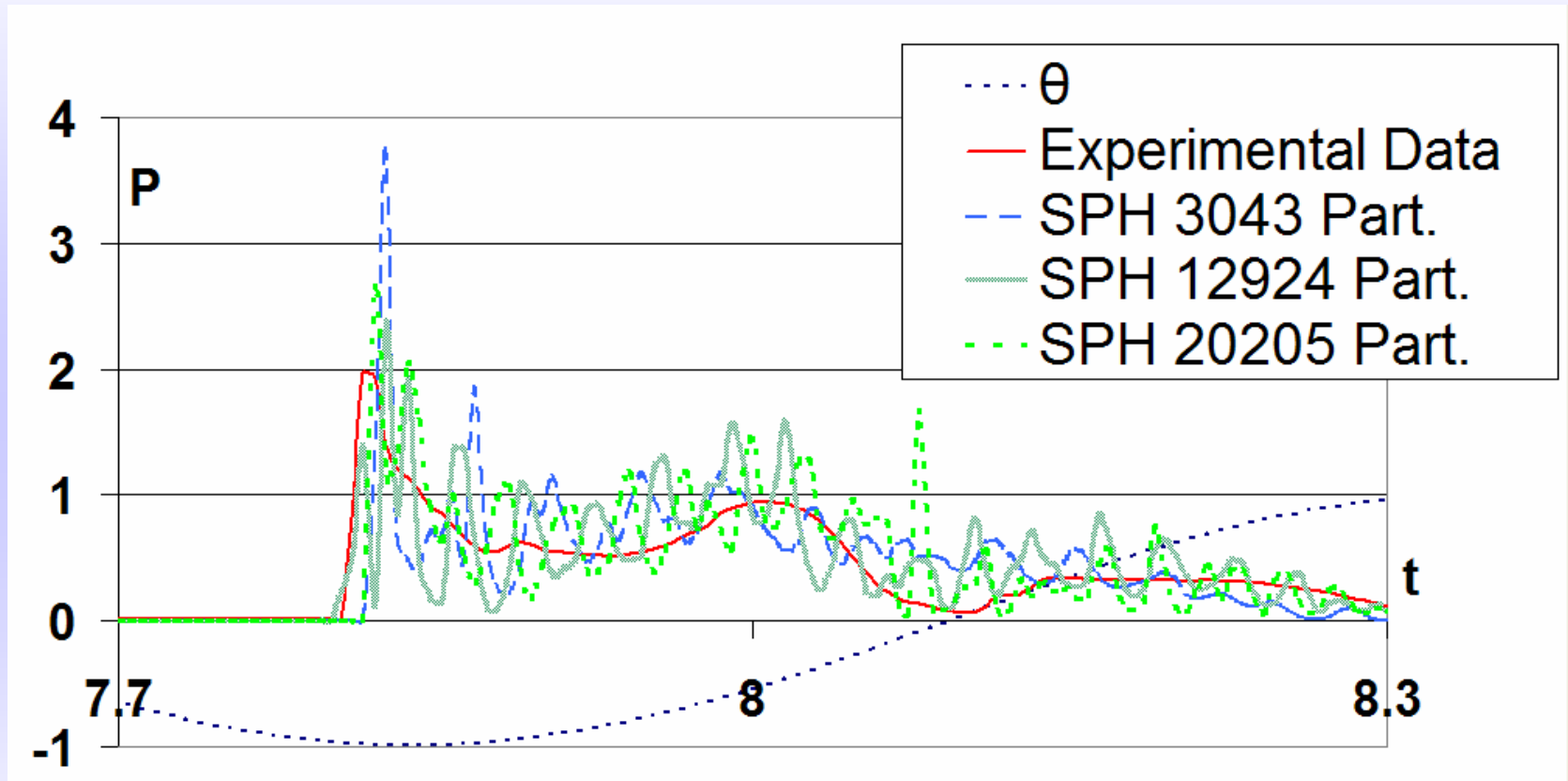
Results SPH - Resolution



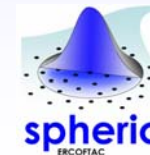
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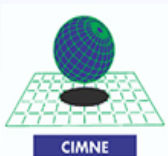
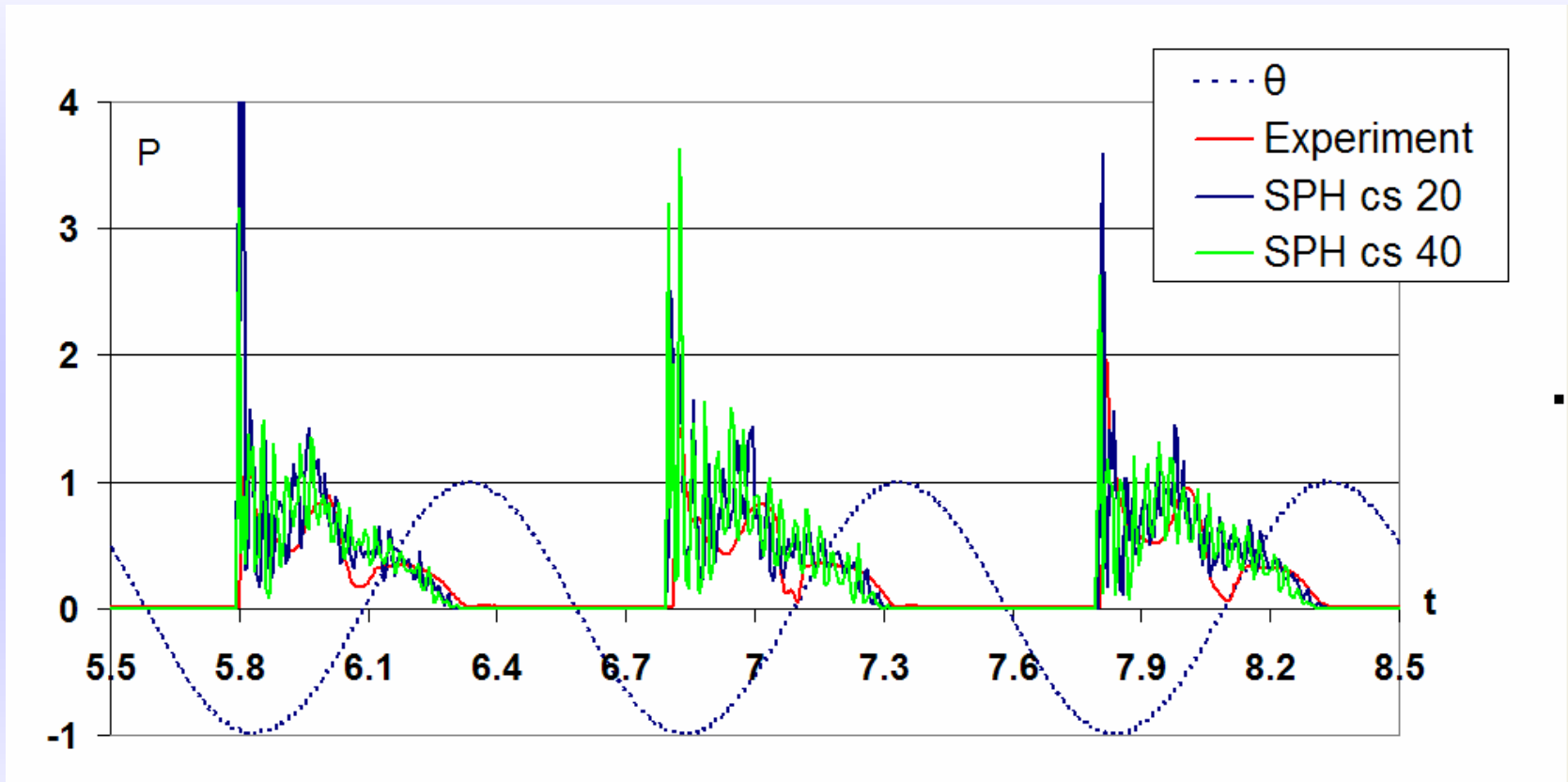
Results SPH - Resolution



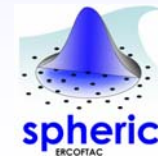
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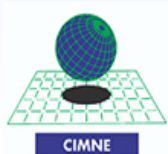
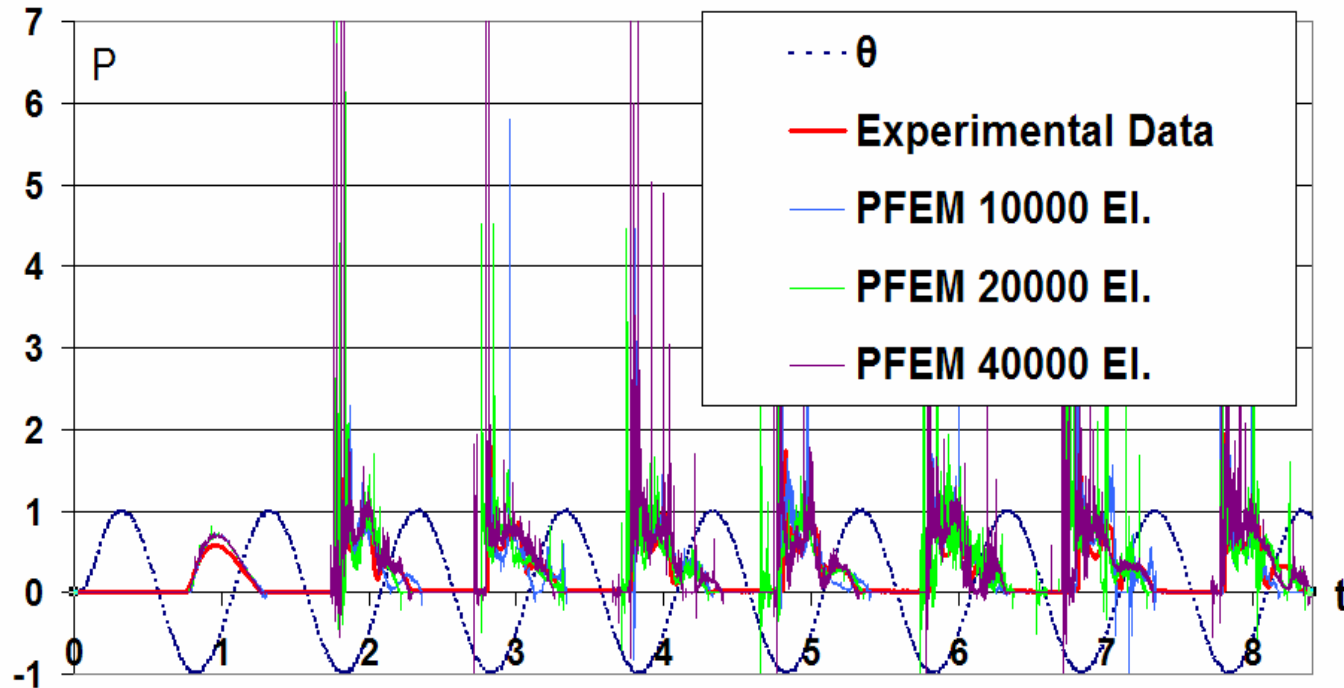
Results SPH – Sound speed



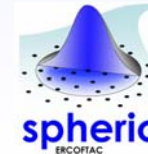
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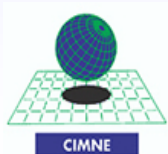
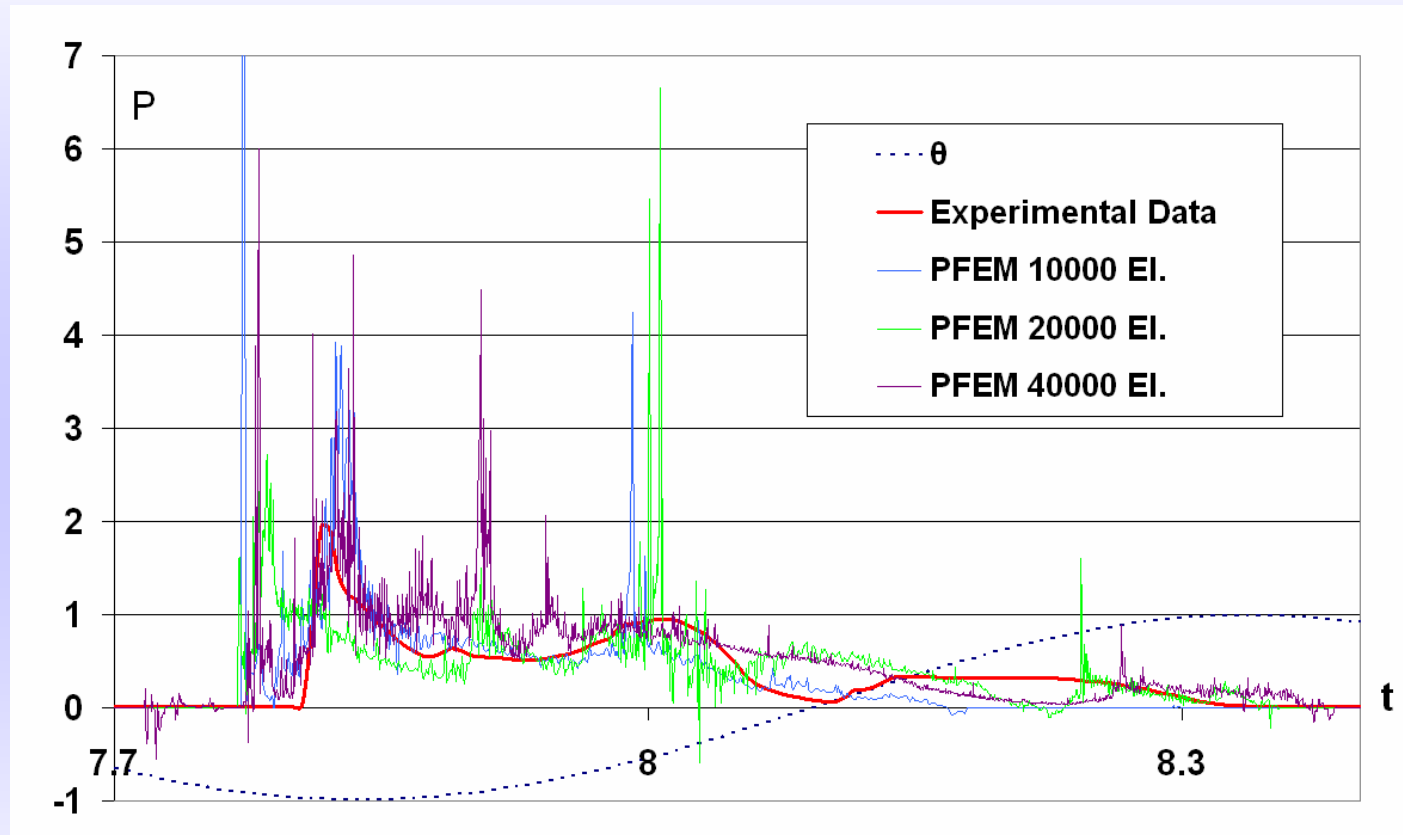
Results PFEM Resolution



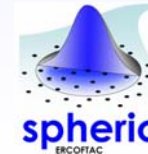
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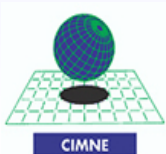
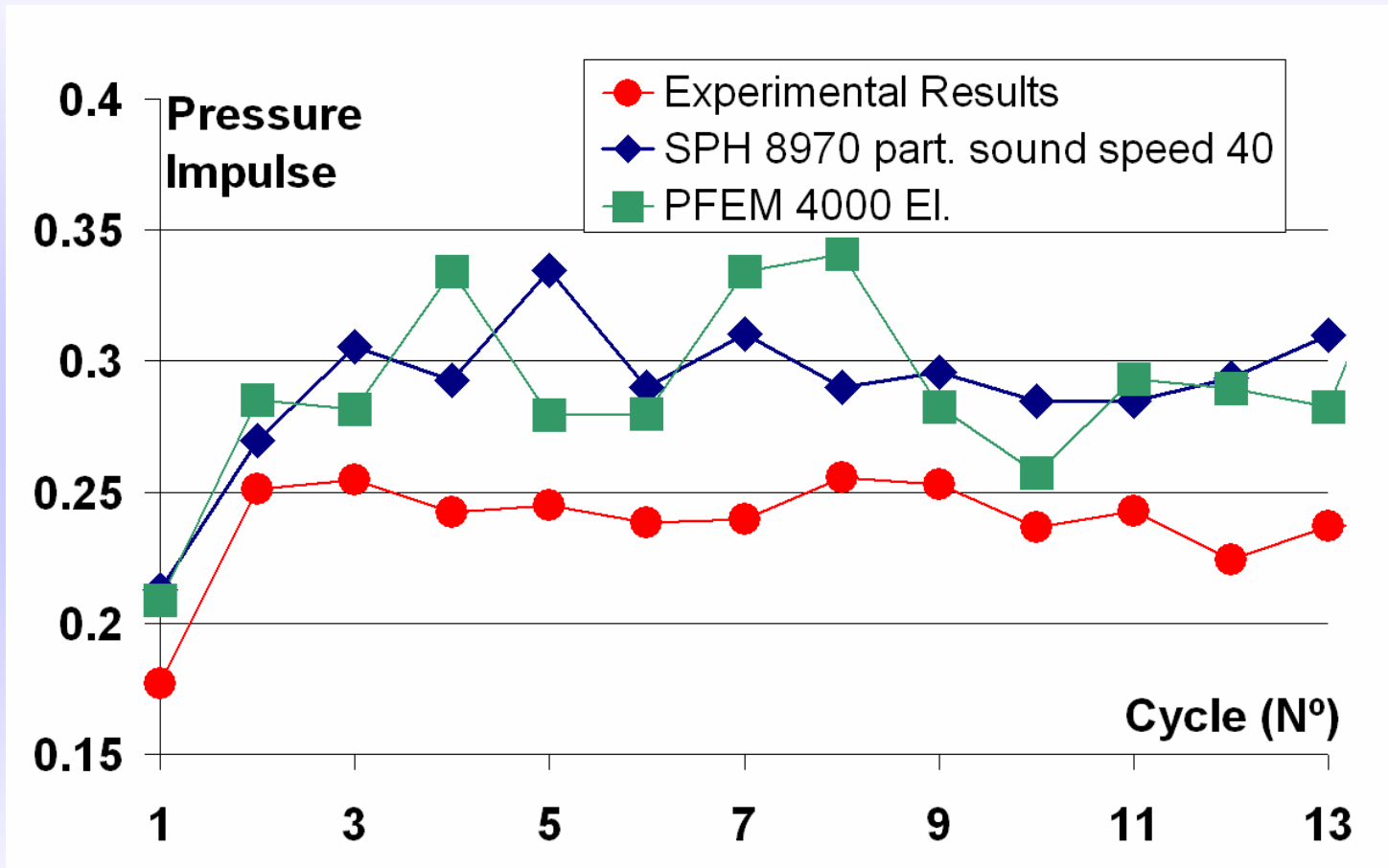
Results PFEM Resolution



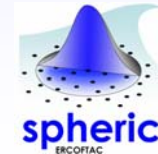
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Results Pressure Impulse

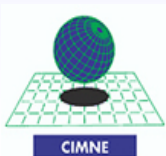


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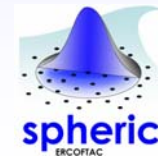


Conclusions & Future Works

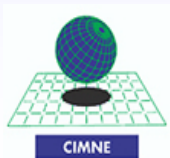
- Shape of the pressure curve is reproduced qualitatively
 - Not a specific trend increasing the resolution
 - Sound speed does not affect significantly the pressure curve
 - Unphysical Numerical oscillations appear
 - Over-estimated pressure peak with both methods
- Multi-phase simulations or single phase experiments



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THANKS FOR YOUR ATTENTION !



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