



Introduction

Recent advances in modeling Rayleigh-Benard convection have demonstrated the existence of turbulent superstructures, whose life and morphology largely varies with Rayleigh (Ra) and Prandtl (Pr) numbers. These structures appear as a two scale phenomena, where small scale rolls organize in larger convection cells, and can be modelled only in 3D on a simulation box characterized by a very large (>10) width/height (W/L) ratio, and sufficiently refined to resolve the boundary layer up to $Ra = 10^8$ (>100 divisions in height) and to $Ra = 10^{10}$ (>200 divisions). To achieve this goal, we use our own 3D Parallel Python implementation of the Lattice Boltzmann Method, tested to run with linear efficiency on thousands of cores.

The Lattice Boltzmann Method

The Boltzmann equilibrium distribution

$$f_a^{eq}(u) = \frac{\rho}{(2\pi RT)^{3/2}} \exp\left(-\frac{(\mathbf{c}-\mathbf{u})^2}{2RT}\right)$$

$$\Delta f_a^C = \frac{1}{\tau_f} (f_a^{eq} - f_a)$$

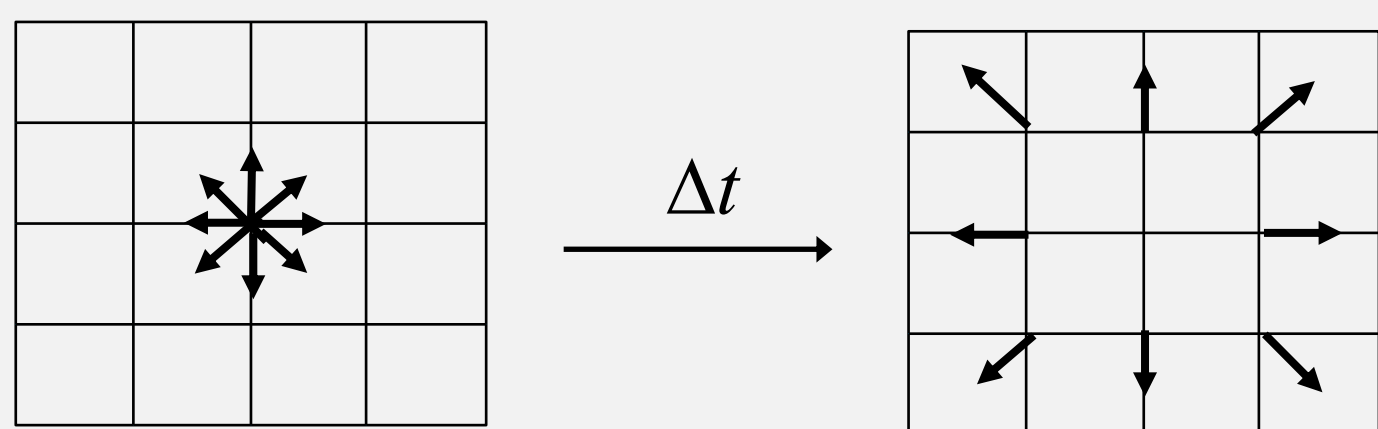
Taylor's expansion around $u \rightarrow 0$

$$f_a^{eq}(u) = \frac{\rho}{(2\pi RT)^{D/2}} \exp\left(-\frac{\mathbf{c}^2}{2RT}\right) \left(1 + \frac{\mathbf{c} \cdot \mathbf{u}}{RT} + \frac{1}{2} \frac{(\mathbf{c} \cdot \mathbf{u})^2}{(RT)^2} - \frac{1}{2} \frac{\mathbf{u}^2}{RT}\right)$$

$$f_a(\mathbf{x} + \Delta \mathbf{x}_a, t + \Delta t) = f_a(\mathbf{x}, t)$$

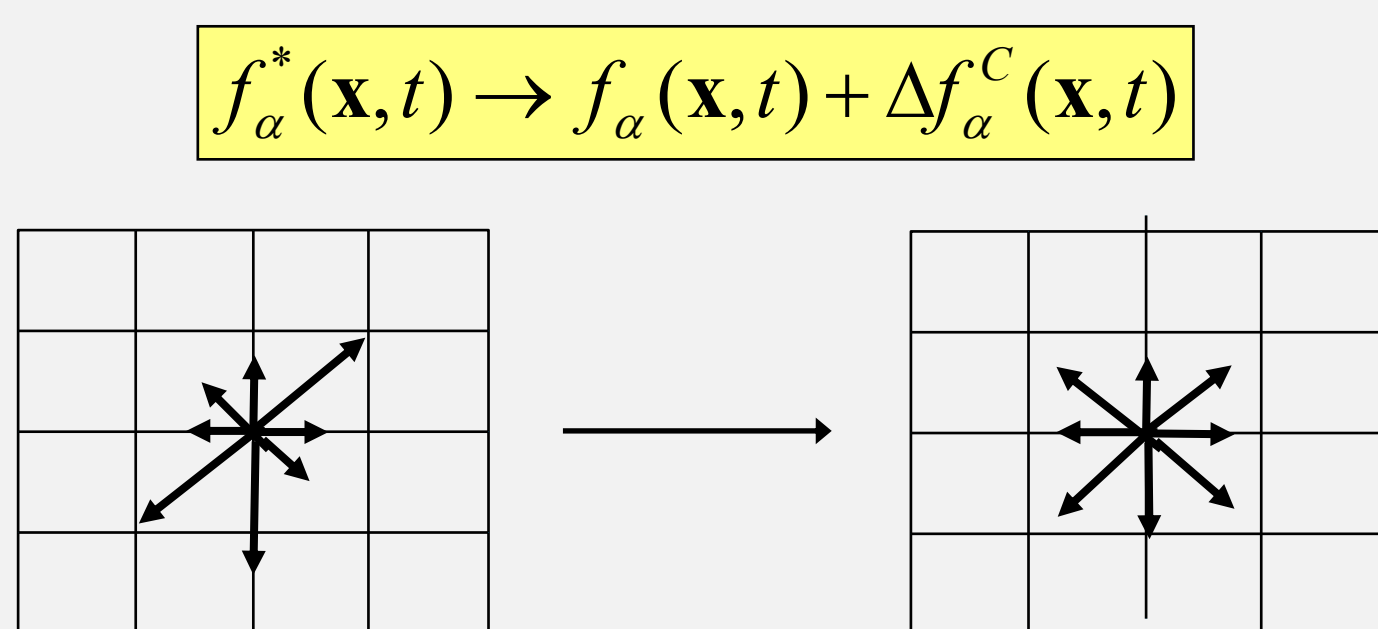
Streaming step

The streaming step moves particle densities



Collision step

The collision step adjusts particle densities such that momentum is conserved



$$c_s = \sqrt{RT} = \frac{1}{\sqrt{3}} \Rightarrow f_a^{eq} = \rho w_\alpha \left(1 + 3(\mathbf{c} \cdot \mathbf{u}) + \frac{9}{2}(\mathbf{c} \cdot \mathbf{u})^2 - \frac{3}{2}\mathbf{u}^2\right)$$

$$\Delta f_a^C = (f_a^{eq} - f_a) / \tau_f \quad \text{where} \quad \tau_f = \nu_f / (c_s^2 \Delta t) + 0.5$$

Relaxation time \nearrow Kinematic viscosity \nearrow Speed of sound \nearrow

$$f_a(\mathbf{x} + \Delta \mathbf{x}_a, t + \Delta t) = f_a(\mathbf{x}, t) + \Delta f_a^C(\mathbf{x}, t) + \Delta f_a^B(\mathbf{x}, t)$$

Collision term \nearrow Boussinesq term

$$\Delta f_a^B = -[w_\alpha 3(\mathbf{c}_a)_z \rho \beta \Delta T g] / \tau_B$$

$$\text{energy density} \quad g_a(\mathbf{x} + \Delta \mathbf{x}_a, t + \Delta t) = g_a(\mathbf{x}, t) + \Delta g_a^C(\mathbf{x}, t)$$

Streaming

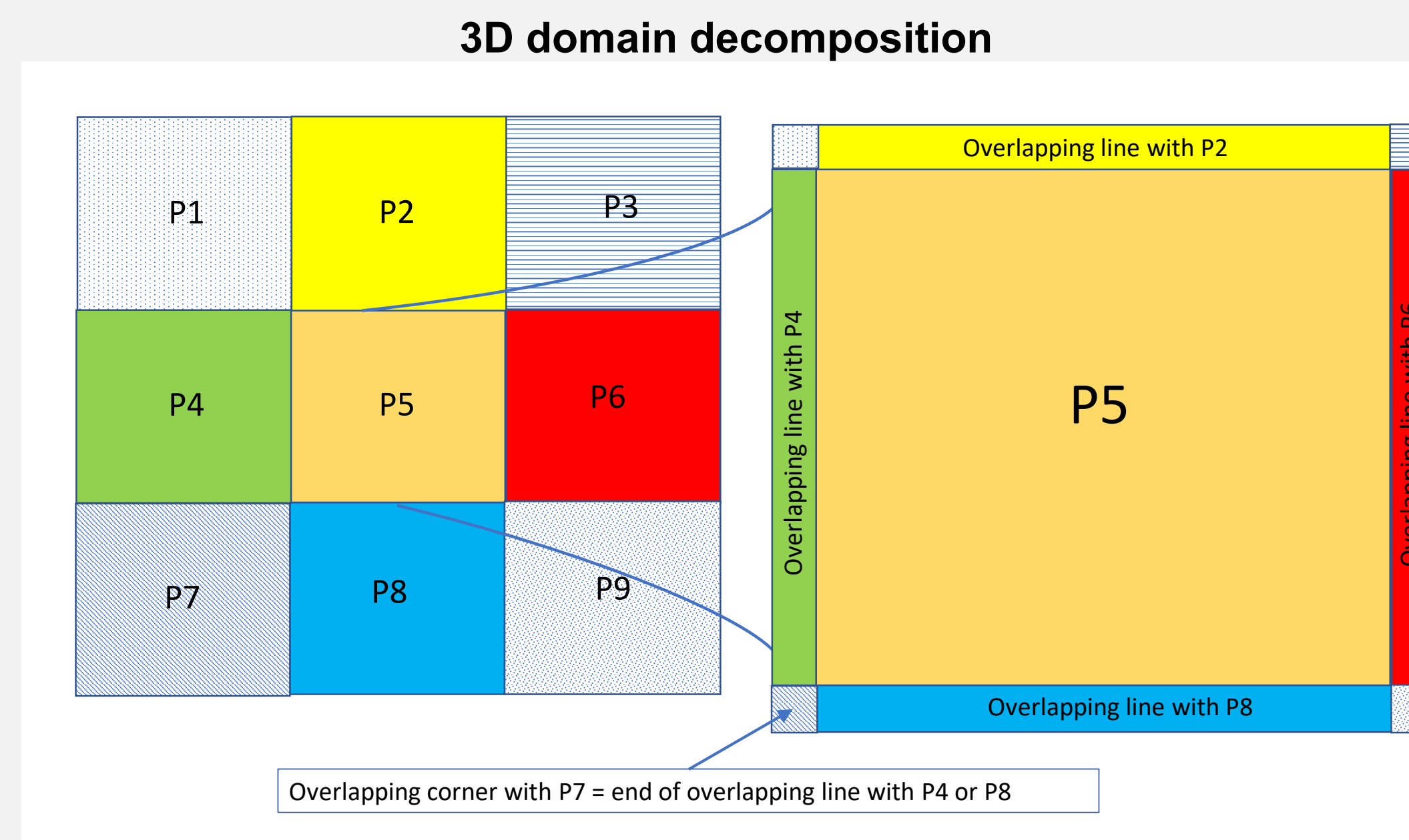
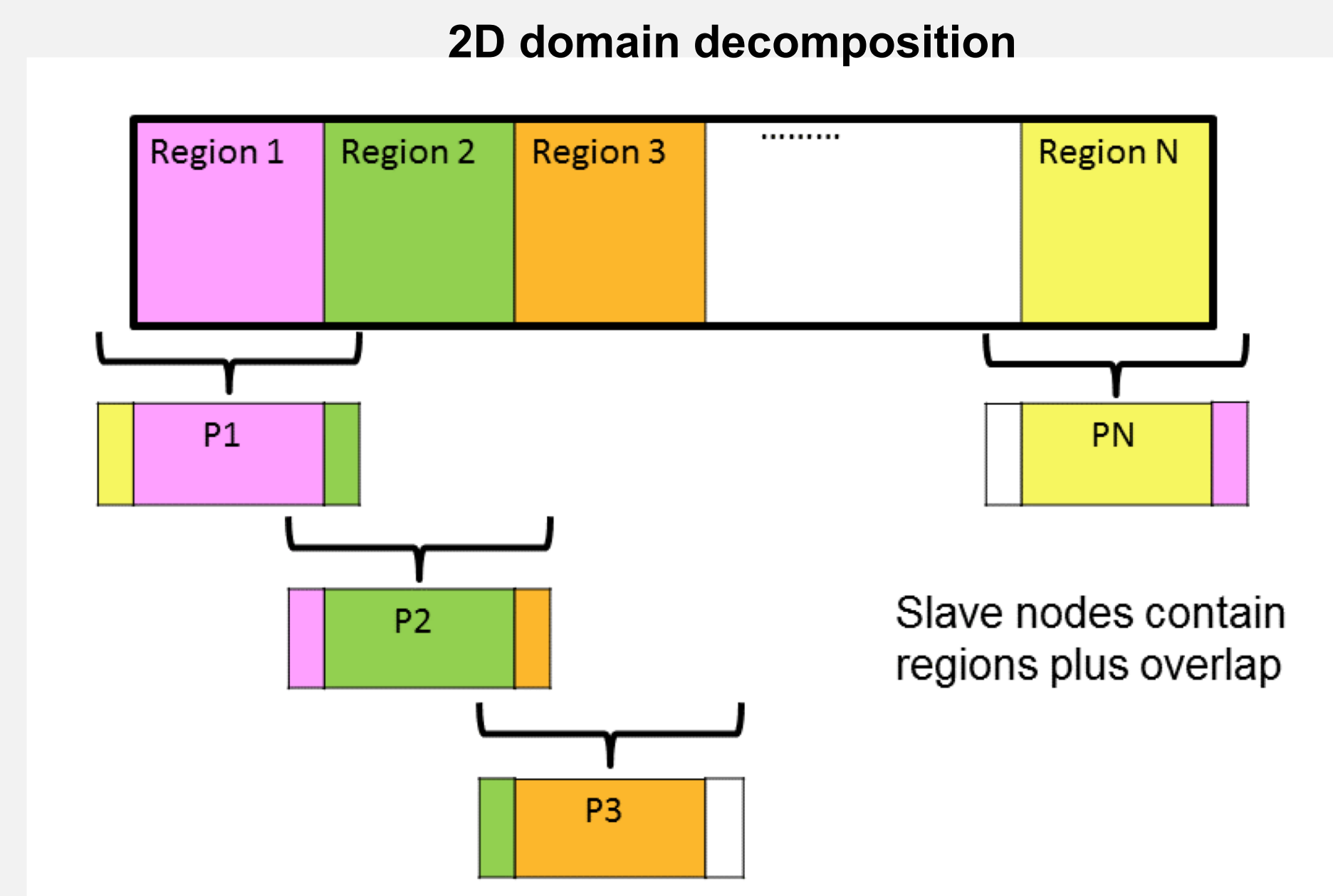
Collision

$$\Delta g_a^C = (g_a^{eq} - g_a) / \tau_g \quad \tau_g = \nu_g / (c_s^2 \Delta t) + 0.5 \quad \text{where} \quad \kappa = \nu_g$$

Relaxation time \nearrow Thermal diffusivity \nearrow

$$\text{Equilibrium distribution} \quad g_a^{eq} = \rho \epsilon w_\alpha \exp\left(1 + 3(\quad) + \frac{9}{2}(\mathbf{c} \cdot \mathbf{u})^2 - \frac{3}{2}\mathbf{u}^2\right) \quad \rho \epsilon = \rho D R T / 2 = \sum_\alpha g_\alpha$$

Parallel Implementation



```
def get_edges():
    if nr == 2:
        if rank == 1:
            f[0:na,0:nz,0] = f[0:na,0:nz,mx[1]]
            f[0:na,0:nz,mx[1]+1] = f[0:na,0:nz, 1]
        else:
            if rank > 0 and rank < nr:
                edgeR = np.zeros(nz)
                edgeL = np.zeros(nz)
                rr = rank+1 if rank<nr-1 else 1 #right block
                rl = rank-1 if rank>1 else nr-1 #left block
                for a in range(na):
                    comm.Send([ f[a,0:nz,mx[rank]].copy(), MPI.FLOAT ], dest=rr)
                    comm.Send([ f[a,0:nz,1].copy(), MPI.FLOAT ], dest=rl)
                    comm.Recv(edgeR,source=rr); f[a,0:nz,mx[rank]+1] = edgeR[0:nz]
                    comm.Recv(edgeL,source=rl); f[a,0:nz,0] = edgeL[0:nz]
            else:
                # Too Few cores: Periodic BC without MPI
                # Store edges to pass
                # Identifies last and first blocks for periodic BC
    # Blocking Communication of numpy arrays does not reduce performance
```

```
Macroscopic properties
rho = 0; for a in range(na): rho += f[a]
eta = 0; for a in range(na): eta += g[a]
eta /= rho

Pi = np.zeros((D,nz,nx-1))
for d in range(D):
    for a in range(na): Pi[d] += (f[a] * c[a][d])
    u[d] = Pi[d]/rho

u2 = 0; for d in range(D): u2 += u[d]**2
for a in range(na):
    cu = np.zeros((nz,nx-1))
    for d in range(D): cu += c[a][d]*u[d]
    f_eq[a] = rho * w[a] * (c1 + c2*cu + c3*cu**2 + c4*u2)
    g_eq[a] = eta * f_eq[a]

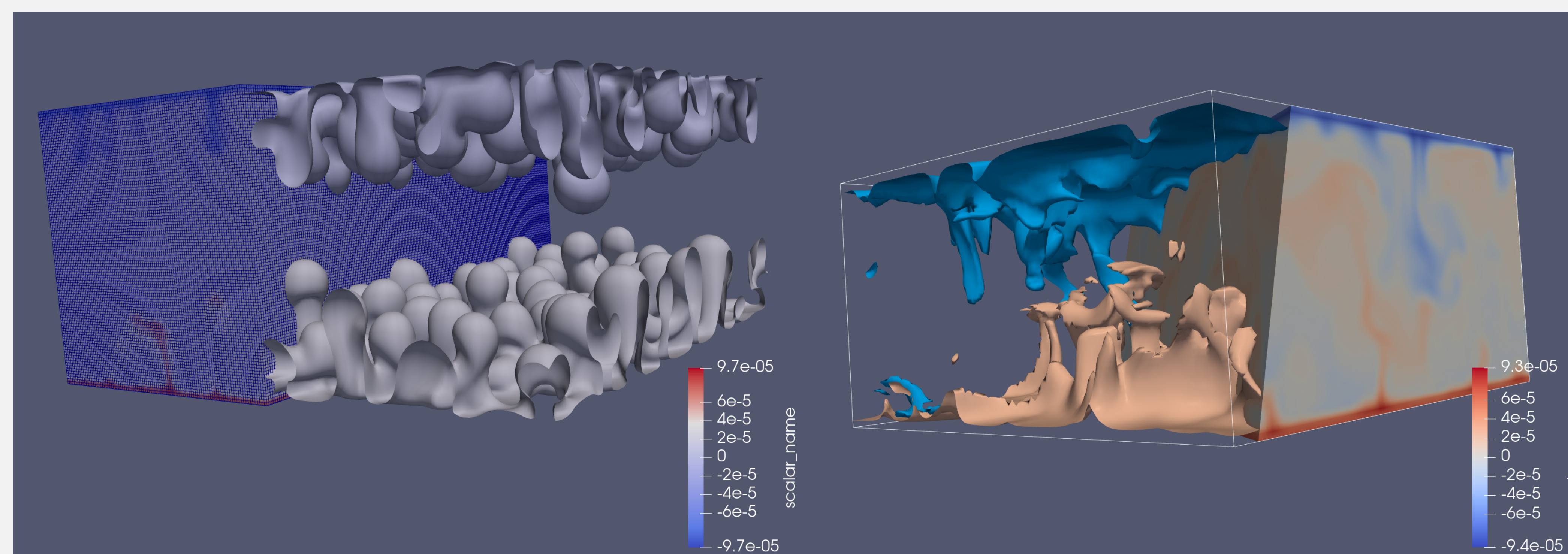
Equilibrium distributions
gi = -rho * beta * eta * G
for a in range(1,na): Delta_b[a] = (w[a] * c2 * c[a][1] * gi)

Boussinesq term
Delta_b /= tau_b # Collision term
Delta_f = (f_eq - f)/tau_f
Delta_g = (g_eq - g)/tau_g
f = f + Delta_f + Delta_b
g = g + Delta_g

Collision terms
```

Modern languages such as Python allow writing compact, easy to understand codes that can model exceptionally sophisticated physics. Here above, are the cores of two LBM implementations. On the left, the main MPI communication routine, which makes use of the mpi4py module. On the right is the core of the implementation of the Thermal Dependent Lattice Boltzmann Method used for modeling convection..

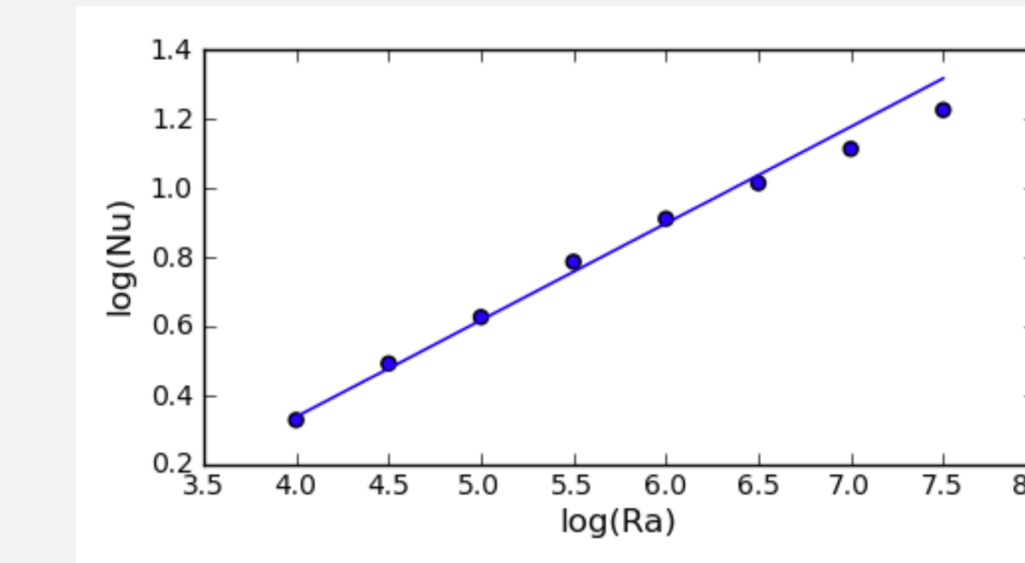
3D Simulations



Related References

H.R. Tufo, D.A. Yuen, G. Morra, M.G. Knepley, Bei Zhang张贝 and Shi Chen陈石. 2021, Application of HPC and Big Data in Post-Pandemic Times, *Earthquake Research Advances*, G. Morra, E. Bozdog, M. Knepley, L. Räss, and V. Vesselinov, 2021, A tectonic shift in analytics and computing is coming, *EOS, Transactions of the American Geophysical Union*, 102, P. Mora, G. Morra, D.A. Yuen, R. Juanes, 2021, Influence of wetting on viscous fingering via 2D Lattice Boltzmann simulations, *Transport in Porous Media*, DOI 10.1007/s11242-021-01629-8 P. Mora, G. Morra, D.A. Yuen, 2021, Optimized surface tension isotropy in the Rothman-Keller colour gradient Lattice Boltzmann Method for multi-phase flow, *Physical Review E*, 103, 033302 P. Mora, G. Morra, D.A. Yuen, R. Juanes, 2021, Optimal wetting angles in Lattice Boltzmann simulations of viscous fingering, *Transport in Porous Media*, 136, no. 3: 831-842, G. Morra, D.A. Yuen, H.R. Tufo, M.G. Knepley, 2020, Fresh Outlook in Numerical Methods for Geodynamics. Part 1: Introduction and Modeling, *Encyclopedia of Geology*, 2e. Pages 826-840 G. Morra, D.A. Yuen, H.R. Tufo, M.G. Knepley, 2020, Fresh Outlook in Numerical Methods for Geodynamics. Part 2: Big Data, HPC, Education, *Encyclopedia of Geology*, 2e. Pages 841-855 G. Morra. 2018. Pythonic geodynamics. *Lecture Notes in Earth System Sciences*. Springer Verlag.

Mantle Convection



2D scaling (Mora and Yuen, 2018)

Existing GL theory predicts a complex relationship between Pr, Ra, Re and Nu numbers:

$$(Nu-1)RaPr^{-2} = c_1 \frac{Re^2}{g(\sqrt{Re_L/Re})} + c_2 Re^3, \quad Nu-1 = c_3 Re^{1/2} Pr^{1/2} \left\{ f \left[\frac{2aNu}{\sqrt{Re_L}g} \left(\sqrt{\frac{Re_L}{Re}} \right) \right] \right\}^{1/2} + c_4 Pr Re f \left[\frac{2aNu}{\sqrt{Re_L}g} \left(\sqrt{\frac{Re_L}{Re}} \right) \right],$$

which at a first order, this implies a power law scaling:

$$Nu \sim Ra^\gamma$$

Pr = 1

$\gamma = 0.280$

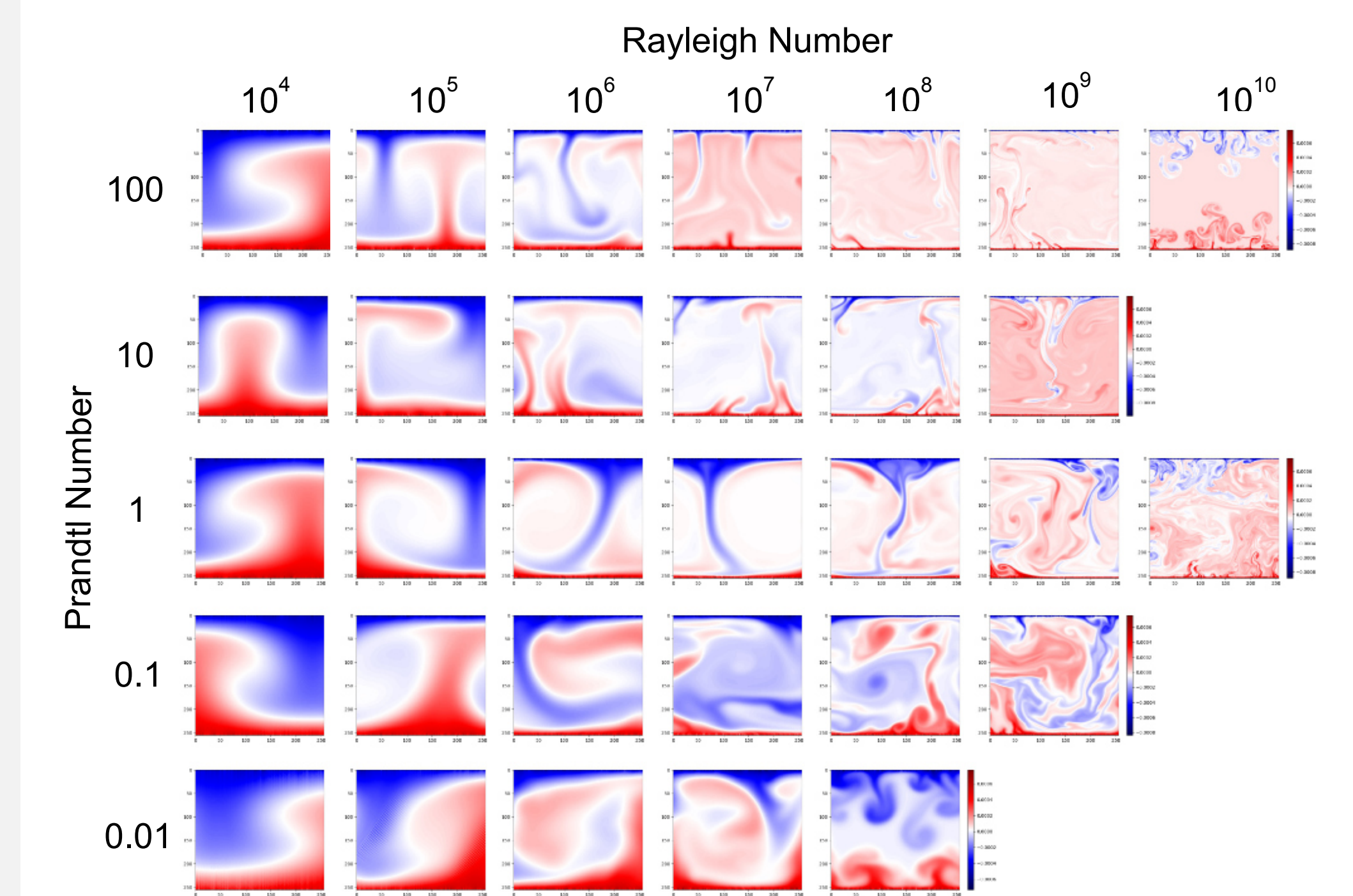
Pr = 10

$\gamma = 0.289$

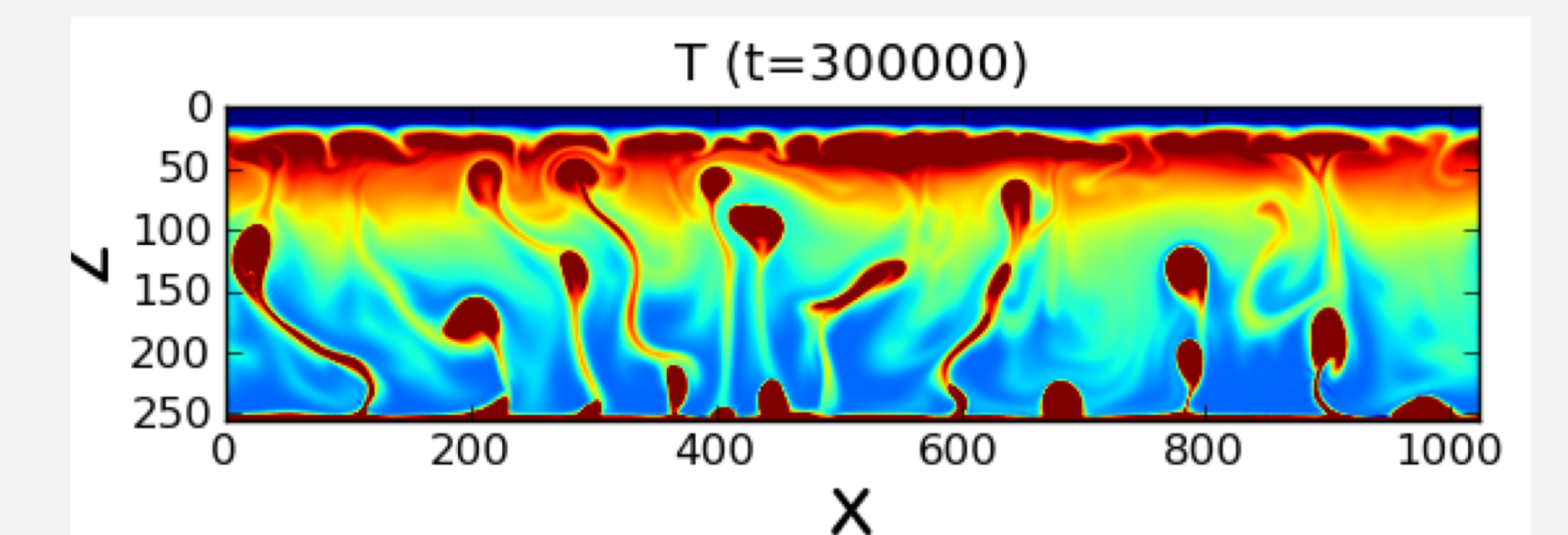
Pr = 100

$\gamma = 0.263$

Wide spectrum of Ra and Pr



Non-linear rheologies



Conclusions and Future Work

CONCLUSIONS: Scaling between Nu and Ra follows the same power law from Pr = 1 up to Pr = 100. This confirms the prediction of the GL theory.

FUTURE WORK

1) Ongoing work will aims at increasing the horizontal vs vertical ratio up to 25. Pandey et al, (2018) has shown that macrostructures appear soon after the onset of convection. Scaling shows that these structure are long term for very high Pr such as Earth and Planetary mantle. We are running large scale simulations to reproduce them in the specific case of large Ra and Pr.

2) Use the ability to model low Pr numbers to model magma oceans convection and solidification. As shown in parallel publications, modeling surface tension allows this transition as well.

