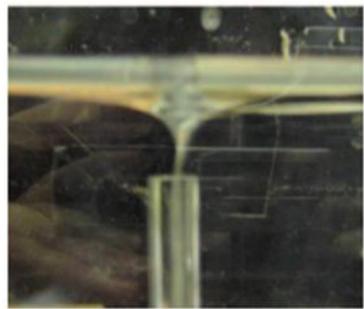


# Gas Entrainment Simulation for Fast Reactors using Two-phase Lattice Boltzmann Method

## Introduction



Free-surface vortex induced GE

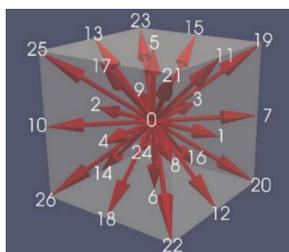
- Gas entrainment (GE) phenomena is crucial in Sodium-cooled Fast Reactors development:
  - Disturb reactivity and power,
  - Sensitive to geometry.
- There are limitations of Navier-Stokes based CFD solver in simulating GE in terms of accuracy and efficiency.

## Objectives:

Introduce two-phase Lattice Boltzmann Method(LBM) as an alternative for GE simulation:

- Validate the two-phase LBM for GE simulation
- Aim for few days calculation

## Numerical Methods



We employed LBM:

$$f_{\alpha}(\mathbf{x} + \mathbf{e}_{\alpha}\delta t, t + \delta t) = f_{\alpha}(\mathbf{x}, t) - \frac{1}{\tau} [f_{\alpha} - f_{\alpha}^{eq}]_{(\mathbf{x}, t)}$$

$f_{\alpha}$ : particle distribution functions (PDFs)

$f_{\alpha}^{eq}$ : equilibrium PDFs

$\tau$ : relaxation time

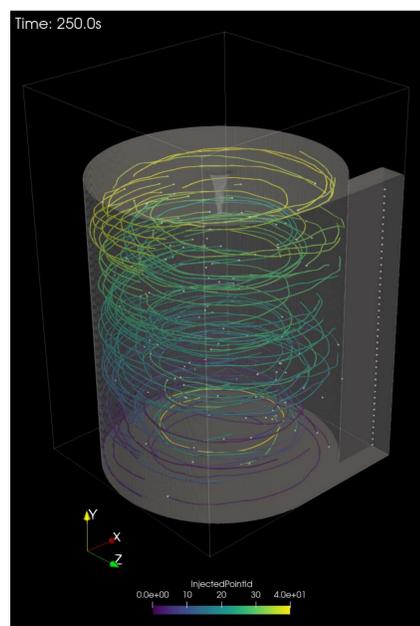
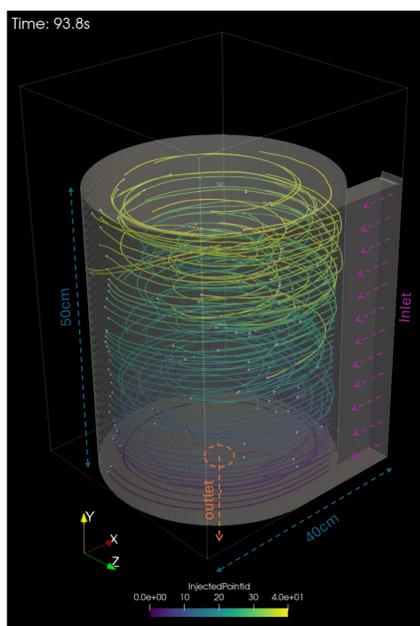
$\mathbf{x}$ : position,  $t$ : time,  $\mathbf{e}_{\alpha}$ : lattice velocities

- Velocity based two-phase LBM mode [1]
- Cumulant collision operator
- Phase-field LBM for interface tracking
- CSM-LES model
- Octree-based Local Mesh Refinement (LMR) [2]

## Validation: Flow Profile

We validated our two-phase LBM using Moriya's (1998) experiment (50 L/min flow, 5 cm outlet diameter) [3].

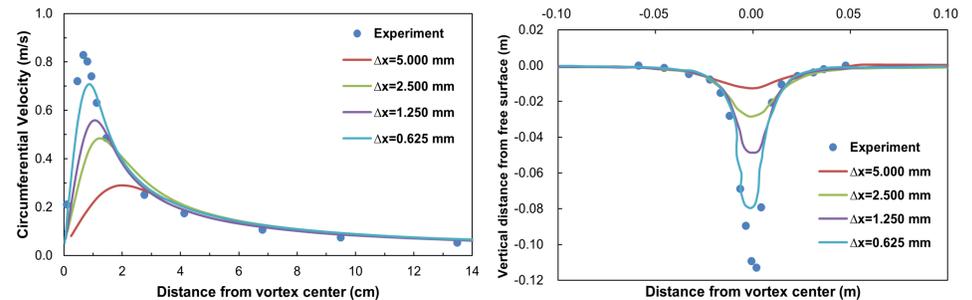
- We reproduced the free-surface vortex and gas entrainment (GE).
- We found that grid spacing < 0.625 mm is crucial for accuracy.



Flow profile shown using ParaView particle tracing. The onset of GE (left), GE length at quasi-steady state (right).

## Validation: Flow Statistics

We measure some important flow statistics:

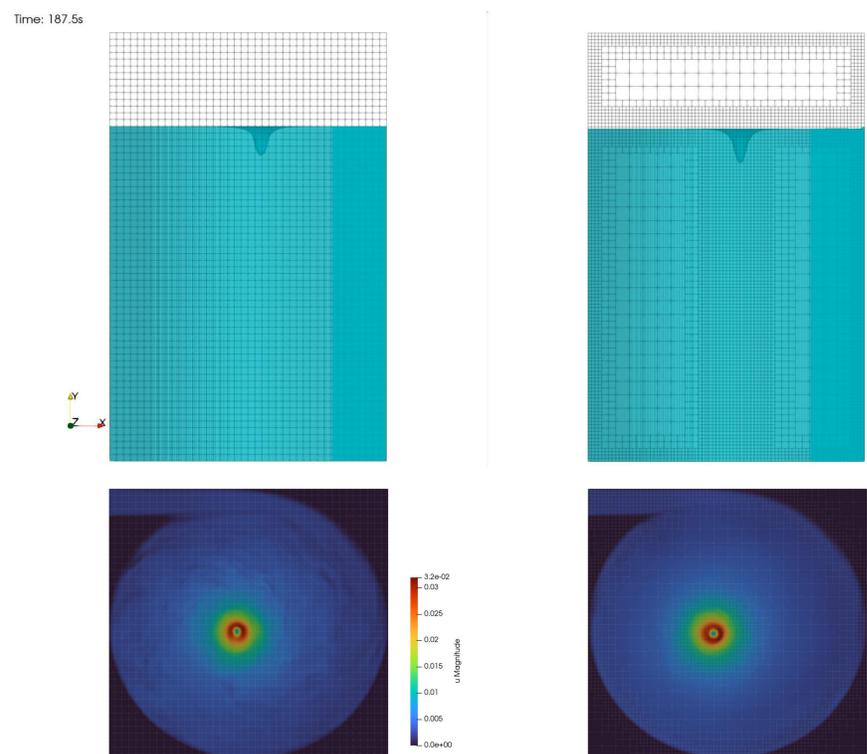


Circumferential profile at 15cm from the bottom (left), GE length(right) obtained using various mesh resolution.

- Velocity Profile:** Excellent agreement with experimental data
- GE Depth:** ~8 cm (vs. 11 cm in experiment)
- Performance (real time: 275s):**
  - ~1 million cells (80×128×80) → ~50 minutes on a single Wisteria A100 GPU
  - ~52 million cells (320×512×320) → ~33 hours on 8 Wisteria A100 GPUs
  - ~420 million cells (640×1024×640) → ~5 days on 128 SGI8600 V100 GPUs

## Local Mesh Refinement Study

We applied a 3-level LMR (320×512×320 case):



GE depth (top), velocity profile at  $z=Lz/2$  (bottom); uniform(left), LMR(right).

- 50% reduction** in total cell count
- 1.5× speedup**, total runtime ~20 hours on 8 Wisteria A100 GPUs
- Results showed strong agreement with the uniform grid in:
  - **Vortex center location**
  - **Axial and circumferential velocity profiles**
  - **Gas entrainment depth**

## Conclusions & Outlook

- We validated two-phase LBM with local mesh refinement (LMR)
  - Good agreement GE depth: **8 cm** (vs. **11.2 cm** in experiment)
  - Achieved **few days calculation** for real time 275s simulation
- Outlook: We will perform mesh convergence studies with LMR

## References

- [1] Sitompul, Y. P., & Aoki, T. (2019). *Journal of Computational Physics*, 390, 93-120.
- [2] Watanabe, S., & Aoki, T. *Computer Physics Communications*, 264 (2021):107871.
- [3] Moriya, Shoichi. Denryoku Chuo Kenkyusho Hokoku (Technical Report of the Central Research Institute of Electric Power Industry) (1998).

## Acknowledgment

This research was conducted using the Tokyo University's WISTERIA and the Japan Atomic Energy Agency's HPE SGI8600 supercomputers.