

# **Evaluation of the Lattice Boltzmann Method for wind modelling in complex terrain**

Feasibility Study

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# Table of contents

1. Background
2. Method
3. Results
4. Conclusion and future work

# Background

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# New wind energy research program at the HSR

- Digitalisation
  - Numerical Modelling (CFD)
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- More infos by Sarah Barber

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Problem: Linear models are fast but often not accurate enough and most Large Eddy Simulations are too computationally expensive to be applied outside the research environment

## Method

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## What is the difference to traditional CFD?

Instead of solving the Navier-Stokes equation, we solve the **Boltzmann transport equation**, which is the analogue of the Navier-Stokes equation at a molecular level.

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## How does it work?

Instead of macroscopic quantities like velocity or pressure, dynamics are described by the statistical quantity called **probability distribution function** and alternating **collision** and **streaming steps**

# Pre-Study - Bolund Experiment



Figure 1: Bolund Experiment

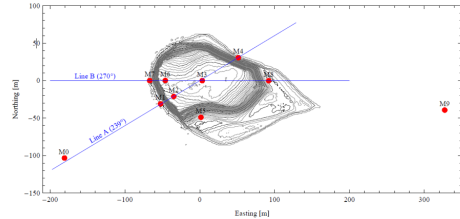


Figure 2: Location of Measurements

Measuring campaign performed in 2007 and 2008 by DTU Wind Energy. The Bolund hill has a geometrical shape that induces complex 3D flow. During the campaign, velocity and high frequency turbulence data were collected from 35 anemometers distributed on 10 masts. [?]



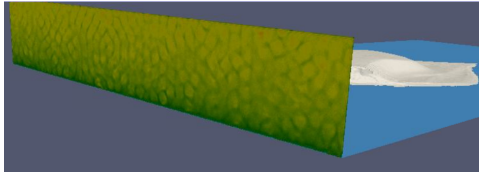
## PALABOS (Parallel Lattice Boltzmann Solver)

Open-source CFD solver developed by FlowKit

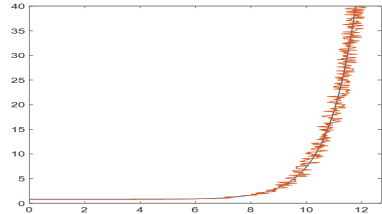
- Flow time 600 s
- No slip boundary conditions for lateral sides, top and water surface
- Time dependent logarithmic inlet profile corresponding to experimental guidelines
- Zero pressure gradient at outlet
- Smagorinsky LES,  $C_s = 0.14$
- Simulations were performed on three different orthogonal grids  $\Delta x = 0.25, 0.5, 1.0$  m (Immersed Solid approach)
- Neutral atmospheric conditions (thermal effects neglected)

# Inflow Condition

Time dependent logarithmic inlet profile corresponding to experimental guidelines



**Figure 3:** Turbulent inlet boundary condition



**Figure 4:** Inflow fluctuations given by turbulence intensity

## Results

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# Results

Q-criterion shows expected vortex structures

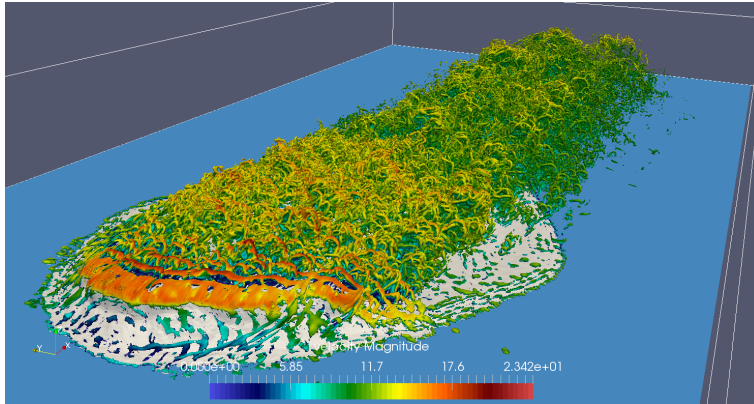
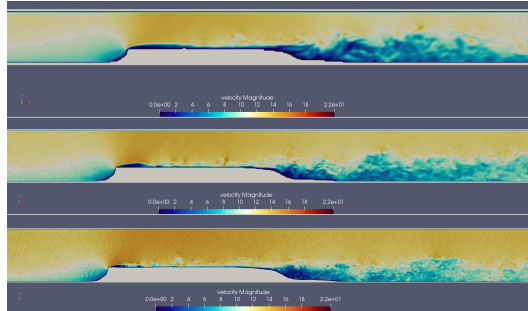


Figure 5: Q-criterion

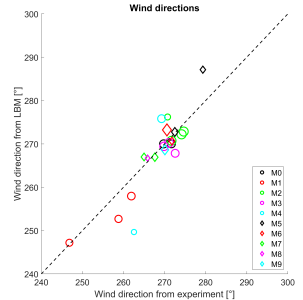
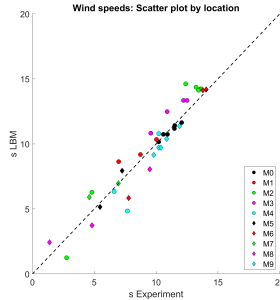
## Instantaneous velocity field for the three different grids



- Grid size affects boundary layer height and wake size

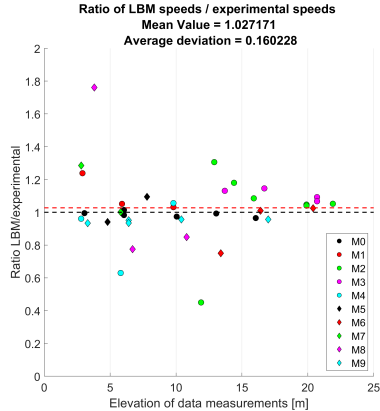
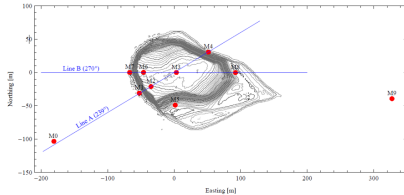
# Comparison to experimental data, e.g. 0.5 m grid

- Good agreement between field data and LBM results for wind speed and wind direction at the measurement points.
- Deviation of wind direction is small



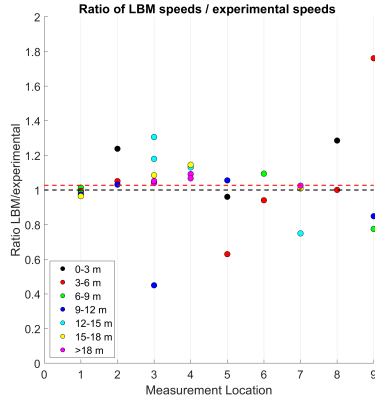
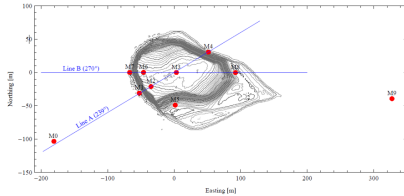
# Comparison to experimental data, e.g. 0.5 m grid

- Location of M4 and M8 in separated flow behind the hill lead to lower accuracy
- M2 deviations need further investigation



# Comparison to experimental data, e.g. 0.5 m grid

- M2, M4, M8 are again the largest deviations
- Accuracy increases with height

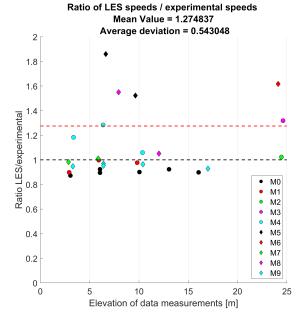
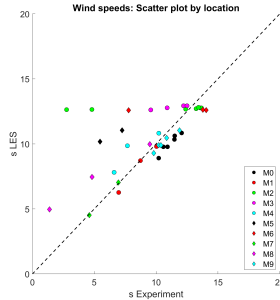




- Same input profile
- Turbulent Kinetic Energy given by Bolund Hill Blind Test instead of artificial time dependent fluctuations
- Average mesh resolution of about 1 m (Geometry conforming Polyhedra Mesh)
- LES Turbulence

# Comparison to experimental data, e.g. 0.5 m grid

- Generally poorer accuracy than LBM
- Under further investigation, but is taking time ...



Remark: One cause of deviation was an error at the inlet boundary condition.

**Table 1:** CPU Time @ 120 cores

Solver	$\Delta x$ [m]	#Nodes	CPU Time
LBM	1.0	5 Mio.	~ 25 min
LBM	0.5	40 Mio.	~ 11 h
LBM	0.25	330 Mio.	~ 13 d
Fluent	~ 1.0	9 Mio.	~ 6 d

## Conclusion and future work

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## Conclusion

- First LBM results are in good agreement with the experimental data, providing a good foundation for further developments
- Shorter computational time compared to other LES solver
- Application of PALABOS for modelling wind over complex terrain has been shown to be feasible, although much more work is required

## Future work

- Moving to a bigger wind site
- Integration of Multi-Grid to better resolve the boundary layer and to reduce the overall number of nodes
- Integration of thermal effects
- Using GPU acceleration

# Thank You