



## UDF Hooks --- 'DEFINE' Macros

Advanced UDF  
Modeling Course

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Advanced FLUENT Training  
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### Boundary Profiles: DEFINE\_PROFILE

- ◆ You can use this UDF to specify
  - Wall
    - temperature
    - heat flux, shear stress
  - Inlets
    - velocity
    - temperature
    - turbulence
    - species
    - scalars
- ◆ The macro **begin\_f\_loop** loops over all faces on the selected boundary thread
- ◆ The **F\_PROFILE** macro applies the value to face, **f** on the **thread**

*It's a must!*

```
#include "udf.h"

DEFINE_PROFILE(w_profile, thread, position)
{
    face_t f;
    real b_val;

    begin_f_loop(f, thread)
    {
        b_val = .../* your boundary value*/
        F_PROFILE(f, thread, position) = b_val;
    }
    end_f_loop(f, thread)
}
```

*User specified name*

*Arguments from the solver to this UDF*

**thread** : The thread of the boundary to which the profile is attached

**position** : A solver internal variable (identifies the stack location of the profile in the data stack)

User can rename the variables at will:

```
DEFINE_PROFILE(my_prof, t, pos)
```

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## Example 1: Transient Inlet Velocity

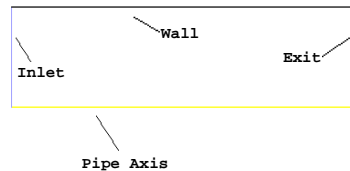
- ◆ Pulsatile flow in a tube

$$V_x = V_0 + A \sin(\omega t)$$

where  $V_0 = 20$  m/s,  $A = 5$  m/s,  $\omega = 10$  rad/s

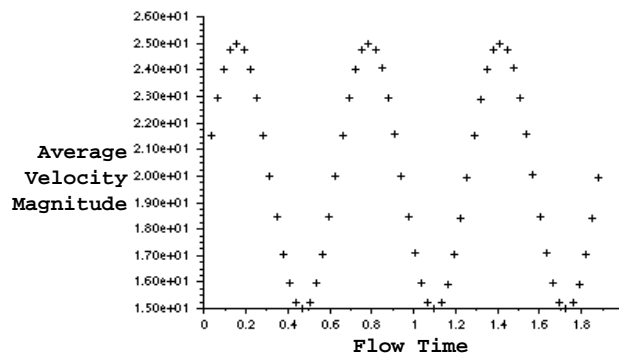
- ◆ Boundary condition is applied at inlet

```
#include "udf.h"
DEFINE_PROFILE(unsteady_v, t, pos)
{
    real time, velocity;
    face_t f;
    begin_f_loop(f, t)
    {
        time = RP_Get_Real("flow-time");
        velocity = 20.0 +
            5.0*sin(10.*time);
        F_PROFILE(f, t, pos) = velocity;
    }
    end_f_loop(f, t)
}
```



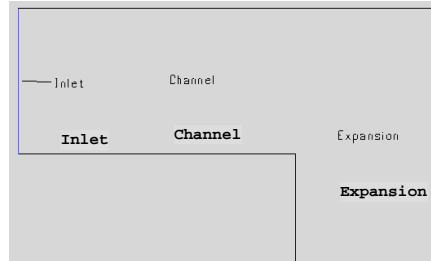
## Example 1: Results of Transient Inlet Velocity

- ◆ Time history of the average velocity at the pipe exit shows sinusoidal oscillation with a mean of 20 and amplitude of 5.



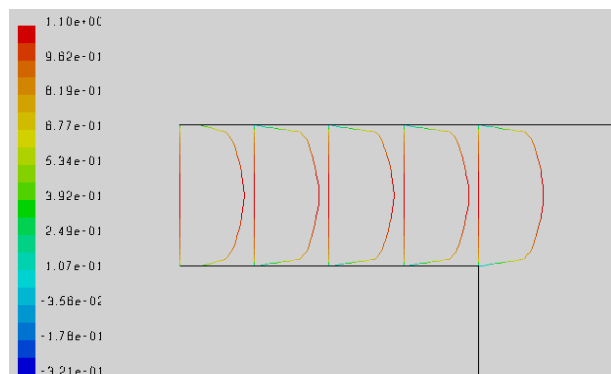
## Example 2: Fully Developed Turbulent Inlet

- ◆ Profiles for inlet velocity,  $k$  and  $\epsilon$  are used to approximate fully developed flow conditions
- ◆ Velocity profile follows 1/7 power law
- ◆ Turbulent kinetic energy varies linearly from a near-wall peak to a prescribed core-flow value
- ◆ Dissipation is prescribed by a mixing-length model
- ◆ Used to minimize the domain size and sensitivity to inlet boundary conditions



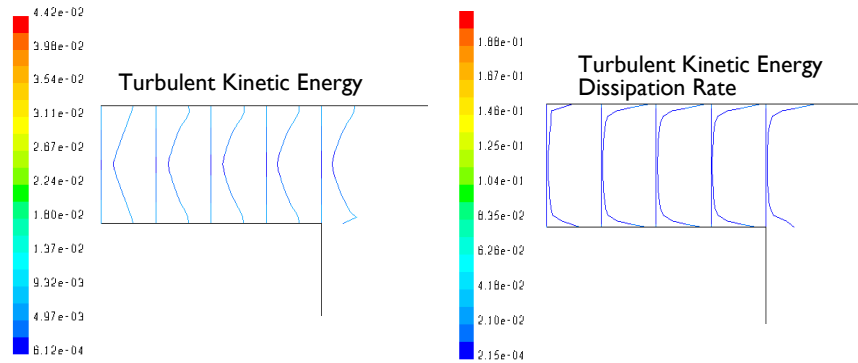
## Example 2: Results of Fully Developed Turbulent Inlet

- ◆ Axial velocity profile changes little downstream of inlet boundary



## Example 2: Results of Fully Developed Inlet

- ◆ Turbulence quantities change little downstream of the inlet

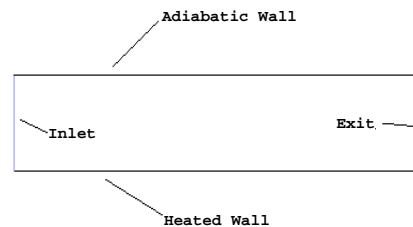


## Example 3: Sinusoidal Wall Temperature

- ◆ Lower wall temperature varies sinusoidally with x-position according to

$$T_x = 300 + 100 \sin(\pi x/L)$$

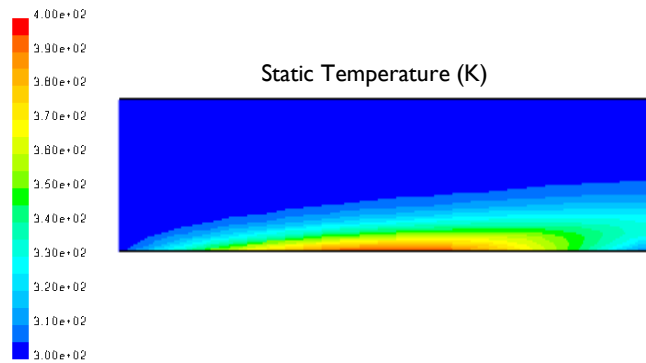
- ◆ Inlet fluid enters at 300 K
- ◆ Upper wall is insulated



Temperature: `F_PROFILE(f, t, pos) = 300.+100.*sin(PI*x/0.005);`

### Example 3: Results of Sinusoidal Wall Temperature

- ♦ Wall (and fluid) temperature reaches peak at midlength of channel



### Source Terms (1)

- ♦ The solvers compute source terms using the “linearized form”

$$S = A + B \phi$$

where  $\phi$  is the dependent variable,  $A$  is the explicit part of the source term and  $B\phi$  is the implicit part

- ♦ A recommended linearization is  $S = S^* + \left( \frac{\partial S}{\partial \phi} \right)^* (\phi - \phi^*)$   
where  $\phi$  is the dependent variable

- ♦ FLUENT Solver will automatically determine whether the user-supplied source is enhancing the numerical stability (namely, the diagonal dominance of the system matrix)

## Source Terms (2)

- ◆ Source term UDFs can be created for the governing equations:
  - continuity
  - momentum
  - $k, \epsilon$
  - energy
  - species
  - User-defined scalars
- ◆ Energy source term UDFs may also be defined for solid zones
- ◆ NOTE: The units of all source terms are expressed in terms of the volumetric generation rate. For example, a source term for the continuity equation would have units of  $(\text{kg/s/m}^3)$

## Source Terms (3)

- ◆ Solver call this UDF for each cell in the zone
- ◆ The solver passes the UDF the cell pointer associated with the cell
- ◆ The variable `ds[eqn]` sets up the implicit part of the source term for the equation the source term is used for
- ◆ Note that the UDF returns a real value for the explicit part of the source, the implicit part `ds[eqn]` is returned in a referenced array

```
include "udf.h"

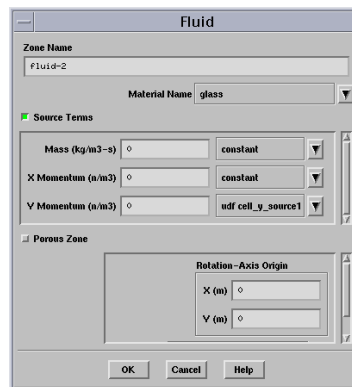
DEFINE_SOURCE(cell_y_source1,
              cell, thread, ds, eqn)
{
  real source;

  /* S = source + ds[eqn]*phi */
  ds[eqn] = /* expression */
  source = /* expression */

  return source;
}
```

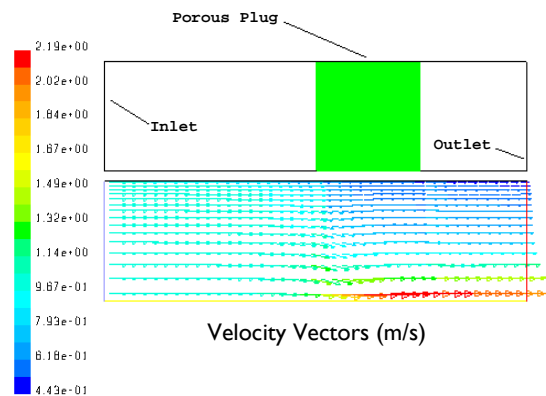
## Source Terms (4)

- ◆ To activate source terms **Define** ☒ **Boundary Conditions** ☒ **fluid-1** and click on **Source Terms**



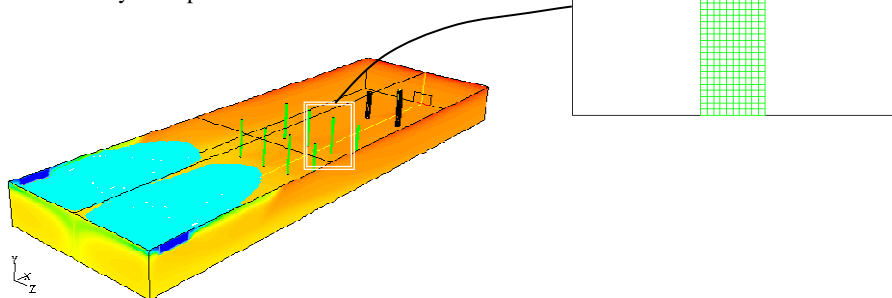
## Example 4: Position Dependent Porous Media

- ◆ Channel flow with porous plug
- ◆ x-momentum loss is linear in y-position, starting from zero at lower wall
- ◆ Fluid flows preferentially near the bottom of the channel



## Example 5: Bubble Generated Momentum

- ◆ A column of bubbles imparts vertical momentum inside a sparging tank.
- ◆ The rate of momentum addition is correlated to bubble size and number density.
- ◆ This simple model can be used in place of a more costly multiphase model.



## Example 5: Bubble Generated Momentum

- ◆ The rising plume of bubbles creates circulation throughout the tank

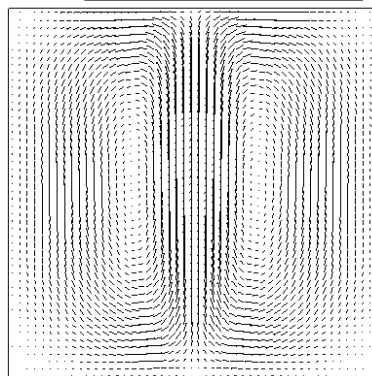
```
#include "udf.h"
real bubbler_vol=0.0; /*static variable*/
DEFINE_SOURCE(mom_y_src, c, t, rj, eqn)
{
#define PI 3.14159
#define GRAV 9.81
#define bub_rad 1.e-3
real bub_vel, f_d, bub_freq=5., bubbler_ht=1.;
float bub_num, source;
cell_t cc;
rj[eqn] = 0.0;
if(bubbler_vol == 0.) /*Bubbler volume*/
{begin_c_loop(cc, t)
bubbler_vol=bubbler_vol+C_VOLUME(cc,t);
end_c_loop(cc, t)}
/* Calculate force for single bubble */
bub_vel=GRAV*pow(bub_rad,2.)*C_R(c,t)/
(3.*C_MU_L(c,t));
f_d =4.*PI*C_MU_L(c,t)*bub_rad*bub_vel;
bub_num = (bub_freq*bubbler_ht/bub_vel);
source = bub_num*f_d*100./bubbler_vol;
return source;
}
```

$$v = g \cdot r^2 \cdot \rho / (3 \cdot \mu)$$

$$\text{Drag} = 4 \cdot \pi \cdot \mu \cdot r \cdot v$$

$$N = f \cdot h / v$$

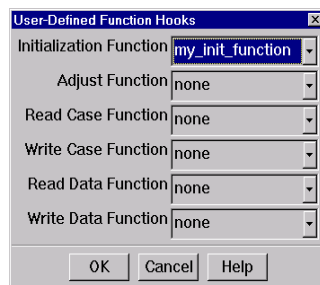
$$\text{Source} = N \cdot \text{Drag} \cdot 100 / \text{Volume}$$



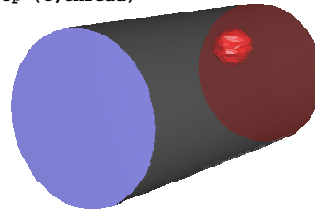


## Initialization and Example 6

- ◆ Initializes solutions for entire domain, similar to “patching” of values
- ◆ Executed once at the beginning of solution process
- ◆ Initialization Function appears under **Define**→**User Defined**→**Function hooks...**

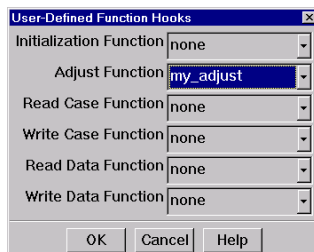


```
#include "udf.h"
DEFINE_INIT(my_init_function, domain)
{
    cell_t c;
    Thread *thread;
    real xc[ND_ND];
    thread_loop_c (thread, domain)
    {
        begin_c_loop (c, thread)
        {
            C_CENTROID(xc, c, thread);
            if (sqrt(ND_SUM(pow(xc[0]-0.5, 2.),
                pow(xc[1] - 0.5, 2.),
                pow(xc[2] - 0.5, 2.))) < 0.25)
                C_T(c, thread) = 400.;
            else
                C_T(c, thread) = 300.;
        }
        end_c_loop (c, thread)
    }
}
```



## Adjust Function and Example 7

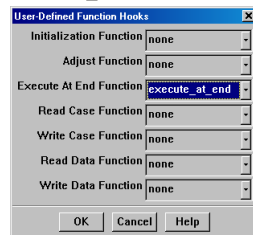
- ◆ Function called for every iteration
- ◆ Integrate the turbulent dissipation over the whole domain and print it to the text user interface
- ◆ Adjust Function appears under **Define**→**User Defined**→**Function hooks...**



```
DEFINE_ADJUST(my_adjust, domain)
{
    /* Integrate dissipation. */
    real sum_diss=0.;
    Thread *t;
    cell_t c;
    thread_loop_c (t, domain)
    {
        begin_c_loop (c, t)
        {
            sum_diss += C_D(c, t) * C_VOLUME(c, t);
        }
        end_c_loop (c, t)
    }
    Message("Volume integral of turbulent
        dissipation : %g\n", sum_diss);
}
```

## Execute\_at\_End Function and Example 8

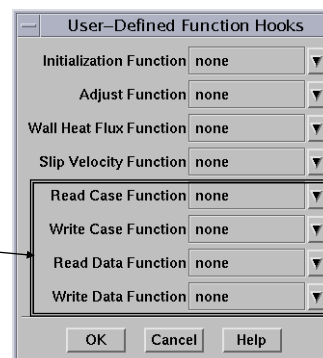
- ◆ This is a general purpose macro executed at the end of
  - an iteration in a steady state run, or
  - at the end of a time step in a transient run.
- ◆ UDF for integrating turbulent dissipation and printing it to console window at the end of the current iteration or time step
- ◆ This Function appears under Define → User Defined → Function hooks...



```
#include "udf.h"
DEFINE_EXECUTE_AT_END(execute_at_end)
{
    Domain *d; Thread *t;
    real sum_diss=0.;
    cell_t c;
    d = Get_Domain(1);
    thread_loop_c (t,d)
    {
        if (FLUID_THREAD_P(t))
        {
            begin_c_loop (c,t)
            {
                sum_diss+=C_D(c,t)*C_VOLUME(c,t);
            }
            end_c_loop (c,t)
        }
    }
    printf("Volume integral of turbulent
    dissipation: %g\n", sum_diss);
    fflush(stdout);
}
```

## User Defined I/O

- ◆ Ability to read/write custom data in case/data files
  - Can save and restore custom variables of any data types (e.g., integer, real, Boolean, structure)
  - Useful to save “dynamic” information (e.g., number of occurrences in conditional sampling)
  - Defined using **DEFINE\_RW\_FILE** macro
  - Selected in the User-Defined Function Hooks panel



## User Defined I/O (2)

```
#include "udf.h"
int count = 0; /* define and initialize static variable
count */
DEFINE_ADJUST(it_count, domain)
{
    count++;
    printf("count = %d\n",count);
}
DEFINE_RW_FILE(writer, fp)
{
    printf("Writing UDF data to data file...\n");
    fprintf(fp, "%d",count); /* write out count to data
file */
}
DEFINE_RW_FILE(reader, fp)
{
    printf("Reading UDF data from data file...\n");
    fscanf(fp, "%d",&count); /* read count from data file
*/
}
```

## Properties and Example 9

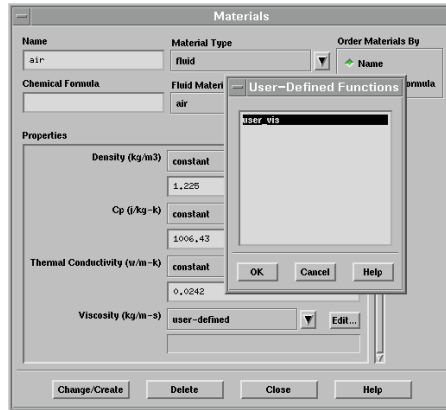
- ◆ UDF's can be used to define
  - Viscosity
  - Thermal Conductivity
  - Mass Diffusivity
  - Density
- ◆ UDF's cannot be used to define specific heat
- ◆ The function is called for every cell in the zone

$$\mu = \begin{cases} 5.5 \cdot 10^{-3} & T > 288K \\ 143.2 - 0.49725T & 286K \leq T \leq 288K \\ 1 & T < 286K \end{cases}$$

```
#include "udf.h"
DEFINE_PROPERTY(user_vis, cell, thread)
{
    real temp, mu_lam;
    temp = C_T(cell, thread);
    {
        if (temp > 288.)
            mu_lam = 5.5e-3;
        else if (temp >= 286. && temp <= 288.)
            mu_lam = 143.2135 - 0.49725 * temp;
        else
            mu_lam = 1.0;
    }
    return mu_lam;
}
```

## Properties (2)

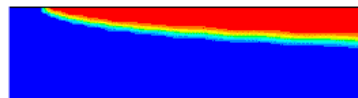
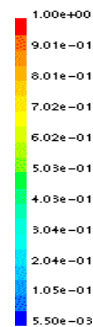
- ◆ To activate the UDF, select user-defined from the property drop down list
- ◆ When you select the user-defined option, a panel will appear with the names of your UDF's
- ◆ Select the name of the appropriate UDF



## Example 10: Temperature Dependent Viscosity

- ◆ Warm fluid enters the channel flowing from left to right.
- ◆ Viscosity increases as the fluid is cooled by contact with the cold upper wall.

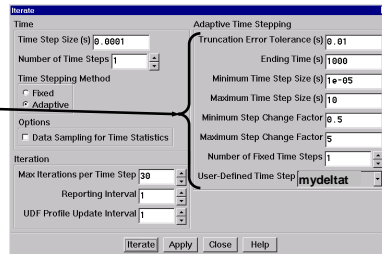
```
#include "udf.h"
DEFINE_PROPERTY(user_vis, cell, thread)
{
    real temp, mu_lam;
    temp = C_T(cell, thread);
    /* Limit viscosity for high temperature */
    if (temp > 288.) mu_lam = 5.5e-3;
    /* Otherwise, use a profile for viscosity */
    else if (temp >= 286. && temp <= 288.)
        mu_lam = 143.2135-0.49725*temp;
    else
        mu_lam = 1.0;
    return mu_lam;
}
```



Contours of molecular viscosity (kg/ms)

## Time Step: DEFINE\_DELTAT

- ◆ In Fluent, you may use adaptive timestepping based on minimum and maximum values of timesteps as well as other parameters
- ◆ Adaptive timestepping is activated by selecting the corresponding radio-button in the **Solve-Iterate** panel for unsteady problems
- ◆ **DEFINE\_DELTAT** lets the user control the timestep based on any custom logic/algorithm



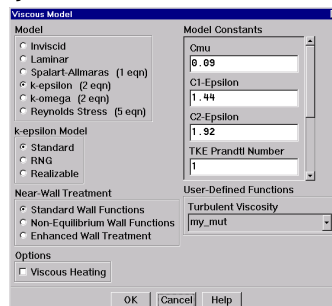
```
#include "udf.h"
DEFINE_DELTAT(mydeltat, domain)
{
    real time_step;
    real flow_time =
        RP_Get_Real("flow-time");
    if (flow_time < 0.5)
        time_step = 0.1;
    else
        time_step = 0.2;
    return time_step;
}
```

## Turbulent Viscosity: DEFINE\_TURBULENT\_VISCOSITY

- ◆ Any custom relation for the turbulent viscosity formulation can be adopted using this UDF hook
- ◆ The variable names for the constants in the standard k-ε model are:

- $C_1$  : **M\_keC1**
- $C_2$  : **M\_keC2**
- $C_\mu$  : **M\_keCmu**
- $\sigma_k$  : **M\_keigk**
- $\sigma_\epsilon$  : **M\_keige**
- $\sigma_\epsilon$  : **M\_keprt**

```
DEFINE_TURBULENT_VISCOSITY(my_mut, cell, thread)
{
    real mu_t;
    real rho = C_R(cell, thread);
    real k = C_K(cell, thread);
    real epsilon = C_D(cell, thread);
    mut = M_keCmu * rho * SQRT(k) / epsilon;
    return mut;
}
```

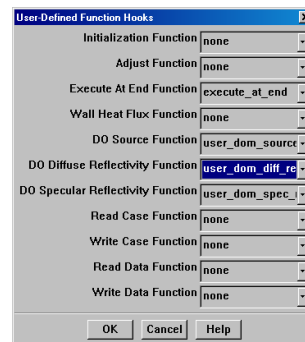


$$\mu_t = C_\mu \rho \frac{k^2}{\epsilon}$$

## Radiation Reflectivity: Discrete Ordinate Model Only

- ◆ **Diffused Reflectivity**
- ◆ Modify the interfacial reflectivity at **diffusely** reflecting semi-transparent walls, based on the refractive index
- ◆ This function is called for each semi-transparent wall and each band (non-gray DO Model)
- ◆ The function can be used to modify interface values of diffuse reflectivity and diffuse transmissivity
- ◆ In this example, reflectivity values are not customized: they are just printed

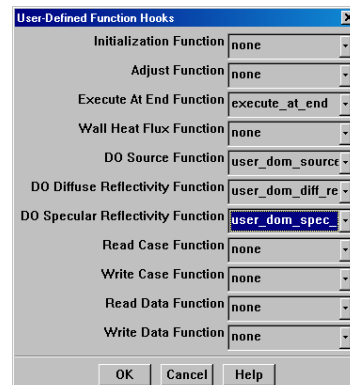
```
#include "udf.h"
DEFINE_DOM_DIFFUSE_REFLECTIVITY
(user_dom_diff_refl, t, nband,
n_a, n_b, diff_ref_a, diff_tran_a,
diff_ref_b, diff_tran_b)
{
    printf("diff_ref_a=%f diff_tran_a=%f\n",
        *diff_ref_a, *diff_tran_a);
    printf("diff_ref_b=%f diff_tran_b=%f \n",
        *diff_ref_b, *diff_tran_b);
}
```



## Radiation Reflectivity: Discrete Ordinate Model (2)

- ◆ **Specular Reflectivity**
- ◆ Modify the **specular** reflectivity and transmittivity at semi-transparent walls, along direction s at a face (f)
- ◆ The same UDF is called for all the faces of the semi-transparent wall, for each of the directions

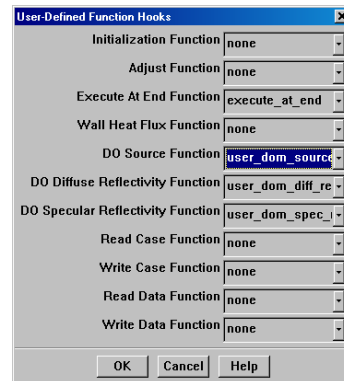
```
#include "udf.h"
DEFINE_DOM_SPECULAR_REFLECTIVITY
(user_dom_spec_refl, f, t, nband, n_a,
n_b,
ray_direction, en,
internal_reflection,
specular_reflectivity,
specular_transmissivity)
{
    real angle, cos_theta;
    real PI = 3.141592;
    cos_theta = NV_DOT(ray_direction, en);
    angle = acos(cos_theta);
    if (angle > 45 && angle < 60)
    {
        *specular_reflectivity = 0.3;
        *specular_transmissivity = 0.7;
    }
}
```



## Emission & Scattering: Discrete Ordinate Source Macro

- ◆ Can be used to modify the emission and scattering terms in the radiative transport equation

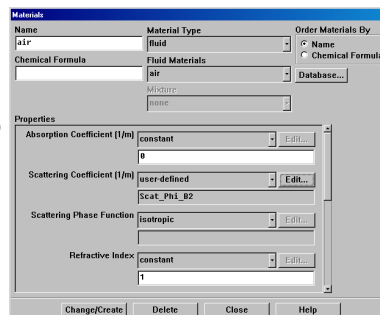
```
#include "udf.h"
DEFINE_DOM_SOURCE(user_dom_source,
c, t, ni, nb, emission,
in_scattering, abs_coeff,
scat_coeff)
{
    *emission *= 1.05;
}
```



## Scattering Phase Function: Discrete Ordinate Model

- ◆ Define the radiation scattering phase function for the Discrete Ordinates (DO) model
- ◆ The function computes two values: the fraction of radiation energy scattered from direction *i* to direction *j*, and the forward scattering factor
- ◆ Look at the UDF manual for a complete listing of the UDF for backward and forward scattering phase functions after Jendoubi et al *J. Thermophys. Heat Transfer*, 7(2):213-219, 1993
- ◆ This function is loaded as user-defined scattering coefficient in the materials panel

```
#include "udf.h"
DEFINE_SCAT_PHASE_FUNC(Scat_Phi_B2,c,fsf)
{
    real phi=0;
    *fsf = 0;
    phi = 1.0 - 1.2*c + 0.25*(3*c*c-1);
    return (phi);
}
```



## ***Additional Macros***

- ◆ There are a number of additional model specific macros
  - You can learn more about these from the UDF manual section 4.3

```
DEFINE_CHEM_STEP( name, ifail, n, dt, p, temp, yk)
DEFINE_NET_REACTION_RATE( name, p, temp, yi, rr, jac)
DEFINE_NOX_RATE ( name, c, t, NOx)
DEFINE_PRANDTL_D ( name, c, t)
DEFINE_PR_RATE ( name, c, t, r, mw, ci, p, sf,
                 dif_index, cat_index, rr)
DEFINE_SR_RATE ( name, f, t, r, my, yi, rr)
DEFINE_VR_RATE ( name, c, t, r, mw, yi, rr, rr_t)
DEFINE_TURB_PREMIX_SOURCE ( name, c, t, turb_flame_speed,
                             source)
```

- ◆ Multiphase specific macros will be discussed later