# Appendix J

## **THERMICA-THERMISOL 4.3.4**

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#### Abstract

#### **THERMICA Performances**

For its latest version 4.3.4, one major concern was the computation performance. The ray-tracing algorithm has been reviewed in order to speed-up its execution. Besides, THERMICA is now multi-threaded which allows to take benefit of the computer performance. Results and CPU time will be compared on significant cases, demonstrating that not only the accuracy of the v4 has been improved but the execution time has also become one of the strengths of THERMICA.

#### **Ray-tracing visualization**

Another major feature of the 4.3.4 version is the ray-tracing display in 3D view. In order to understand THERMICA results, ray paths can be displayed around the spacecraft visualization in the realistic mission render. User is free to navigate around rays and geometry, to filter by bouncing or emitting meshes, and to display in a same view results as shape color or textual value.

#### **THERMISOL Evolutions**

Performance issues have also been raised for complex models such as satellite systems including biphasic fluid loops. This kind of models requires small time-steps in order to converge. Therefore we decided to investigate on the multi time-steps algorithm already studied a few years ago. The principle of this algorithm is to adjust the main time-step so a certain percentage of the nodes (usually about 95%) have a good accuracy. For the other nodes, an adequate sub-step is used in order to get a full convergence of the system.







THERMICA Ray-Tracing Performances

## THERMICA 4.3.4

- Double Precision Multi-threaded software
- Uses a wide voxels discretization optimized for better performances
- Accuracy problems are avoided thanks to error controls in the raytracing process
- Performs computation **directly** on thermal nodes, then symmetries the results
- Write compressed hdf5 files (rad.h5 and optional box.h5)
- Uses dynamic memory allowing more complex models

SYSTER			Ray-Ti	HERMICA racing Performances
Execution Time Comparison				
<ul> <li>Machine used:</li> <li>&gt; Red Hat Linux 64bits with 2 quad core processors</li> <li>Model departmention:</li> </ul>				
<ul> <li>Telecommunication External model composed of 3500 meshes</li> </ul>				
Geo-stationary orbit with 16 orbital positions and kinematics body				
Execution Time Summary:				
Versions	3.2.32		4.3.4	
Number of threads	1	1	4	8
Radiation Solar Flux	83 min	28 min	11 min	10 min
	3 11111 99 min	2 11111 20 min	1 11111 12 min	11 min
Ratio vs 3 2 32	00 11111	2.93	7.33	
Ray-Tracing Improvements + Multi-threading				
SYSTEMA THERMICA Ray-Tracing Performances				
Ray-Tracing Performances: Conclusion				
<ul> <li>THERMICA v4.3.4 is a high-performance ray-tracing algorithm</li> <li>The performances mainly depend on the number of rays.</li> <li>The complexity of the model has a limited impact on the CPU time but increases the amount of necessary RAM</li> </ul>				
<ul> <li>This improvements allow to:</li> <li>Decrease the execution time (by about 7 on a quad core machine)</li> <li>Increase the model complexity</li> </ul>				

> Use directly CAD geometries on a thermal model

The v4 has now a performance level never reached in thermal analysis software

It is optimized for accuracy, fast execution and lower hard-drive memory usage











- ightarrow the mesh size shall be decreased to minimize the surface fluxes
- There is no mathematical evidence of the couplings solving equations
  - $\rightarrow$  it is not possible to quantify the error made



## The Reduced Conductive Network method is now mathematically demonstrated

Key points of the demonstration

▶ Definition of all linear solutions in a triangle (6 parameters to be defined)
 A set of 5 equations can be written to define them
 A 6th coefficient can be of any value (∀a ∈ ℜ<sup>+</sup>)

Introduction of a tiny power on the triangle surface Q<sub>S</sub> = ε<sub>S</sub>
 Then the 6th equation becomes∃a / T̃<sub>S</sub> = T<sub>S</sub> + a.ε<sub>S</sub> + o(ε<sub>S</sub><sup>2</sup>)
 Meaning that not all solutions of the linear case are solutions of this problem
 But it exists at least one solution among them (which we don't know...)
 The error made on the temperature is proportional to the power ε<sub>S</sub>



## Demonstration conclusion

Even if the analytical description of the couplings is not known, and even if the detailed network is written using only a linear solution (and not the solution of the real problem), The reduction of such network tends to the exact solution of the problem as the submesh size decreases.













- Minimize rejected computations
  - > Automatic prime-step leads to a lot of rejected computations (which increases CPU time)
- Minimize the number of nodes to re-compute
  - > All arithmetic nodes are systematically recomputed need to find an alternative
- Validation of the convergence vs time compromise
  - > More cases shall be studied to identify rules and possible improvements of the algorithm

