

Abstract Submitted
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Computational Fluid Dynamics using Graphic Processing Units

RUMA DUTTA, The University of Southern Mississippi, FLUID DYNAMICS COLLABORATION, APPLIED PHYSICS COLLABORATION — To Better understand the hydrodynamics flow behavior in turbulence, particle-fluid flow have to studied numerically in dispersed phase based on Navier Stokes equation. generally detail simulation based on number of grids have been becoming increasingly complex in CFD physics. In today's super computer scenario, computational approach have been shifted to Graphic processing units. we have approached our two phase simulation using GPU units and developed code using GPU units.

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