



But the complexity of thermal radiation demands high computational cost when included in the simulation of combusting flows



Dr N.W Bressloff **Computational Engineering** and Design Centre University of Southampton Highfield, Southampton SO17 1BJ

Telephone: +44 (0) 1703 595076 E-mail: nwb@soton.ac.uk Fax: +44 (0) 1703 593058



Therefore, parallelisation of radiation algorithms is particularly attractive for improving the turn around time of computational fluid dynamics simulation of combustion systems.



The discrete transfer radiation model solves the radiative transfer equation throughout a domain by a method of ray tracing from surface elements on its boundaries. Solutions



between infinite parallel walls. Constant absorption coefficient (CAC); Weighted sum of gray gases (WSGG); Differential total absorptivity (DTA)



Parallelisation techniques (a) loop splitting; (b) lazy master-slave; (c) working master-slave. Speed up depends on: (a) algorithm-processor loading (granularity and detail) (b) relative cost of communications and computation (c) algorithm





Different parallelisation algorithms coupled to the DTA solution using 256 rays per surface. All calculations were performed on the IBM SP2 at Southampton University using the message passing interface (MPI).

CEDC

correspondence to cedc@soton.ac.uk or Prof. A.J. Keane, Department of Mechanical Engineering, University of Southampton, Highfield, Southampton, SO17 1BJ, U.K. Tel +44-1703-592944 FAX +44-1703-593220.



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