# A Lattice Boltzmann Method for immiscible multiphase flow simulations using the Level Set Method

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**BGCE Student Project** 

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# Multiphase flow

#### Examples

- Liquid-liquid mixtures (e.g. oil in water)
- Gas-liquid mixtures (e.g. bubble dynamics)



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- N immiscible fluids.
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- Hydrodynamics described by (incompressible) NSE

Outlook

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#### Interface conditions

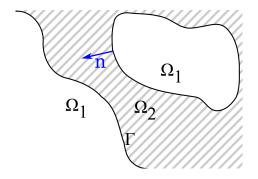
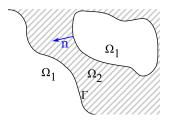


Figure : Two fluid domains  $\Omega_i$  and interface  $\Gamma$  inbetween

■ Velocity across interface is  $C_0$ -continous

$$[v] = \lim_{\epsilon \to 0} (\vec{v}(x + \epsilon \vec{n}) - \vec{v}(x - \epsilon \vec{n})) = 0$$

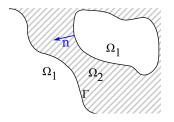
Interface conditions cont'd



lacktriangle Normal stress is balanced by surface tension ightarrow pressure jump

$$[T] \cdot \vec{n} = \lim_{\epsilon \to 0} (\mathbf{T}_2(x + \epsilon \vec{n}) - \mathbf{T}_1(x - \epsilon \vec{n})) \cdot \vec{n} = 2\sigma \kappa \vec{n}$$

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where  $\mathbf{T}_i$  is the stress tensor  $\mathbf{T}_i = 2\nu_i \rho_i \mathbf{S}_i - p\mathbb{I}$  and  $\kappa$  is the curvature of the interface  $\nabla \cdot \vec{n}$ .  $\mathbf{S}_{ij} = \frac{1}{2}(\partial_i v_j + \partial_j v_i)$ .

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Interface capturing

The interface between fluid phases is captured by a Level-Set Method. I.e. a *level set function*  $\varphi := \varphi(x,t) \to \mathbb{R}$  is tracked through the fluid domain. The interface is given (implicitly) by the zero-isosurface of this function. It holds:

$$\frac{\partial \varphi}{\partial t} + \vec{\mathbf{v}} \cdot \nabla \varphi = 0$$

where  $\vec{v}$  is the velocity at the interface; given by NSE. Benefit of Level-Set Method:

- Implicit surface description eases bubble coalescence/breakup in code
- High density and viscosity ratios (> 10³) possible for simulation

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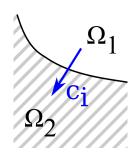
Interface implementation (Methods Coupling)

Hydrodynamics are solved by LBM (Stream-Collide, D2Q9, SRT for our first test)

■ Interface becomes a new boundary condition for LBM

$$f_i(x, t+1) = f_{i*}^+(x, t) + 6\Delta x f_i^* c_i \cdot \tilde{v} + R_i$$

- $\tilde{v}$  is the velocity on the interface along the direction  $c_i$
- R<sub>i</sub> ensures the jump conditions of the normal stress and corrects the error terms resulting from the bounce back treatment



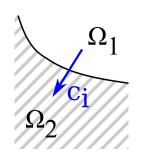
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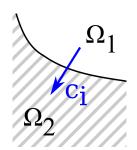
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$$\tilde{v}=qv(x_2,t)+(1-q)v(x_1,t)$$

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$$\Lambda_i = c_i \otimes c_i - \frac{1}{3} |c_i|^2 \mathbb{I}$$

$$A = -q(1-q)[S] - (q-1/2)S^2$$

- $S^{(k)}$  velocity gradient at  $x_k$
- $[S] = \lim_{\epsilon \to 0} (S(x + \epsilon \vec{n}) S(x \epsilon \vec{n}))$  jump of velocity gradient at the interface. Depends on normal, tangent and curvature.

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Algorithm for LBM with level set

#### ■ Create initial interface

- Run level set method to calculate surface description
- Run LBM for a prescribed number of steps
- Run level set method for the same time interval
- Repeat until end of simulation

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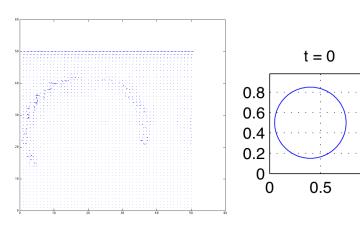
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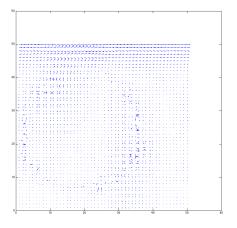
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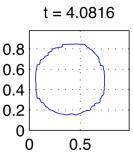
#### Results

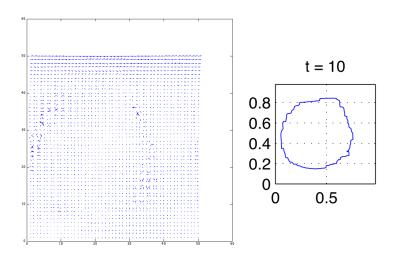
#### Setup

Transient couette flow with immersed drop.









... more to come

#### Outlook

... so far intermediate results

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- Add correction term to prevent mass loss
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- Thömmes, Guido, et al. "A lattice Boltzmann method for immiscible multiphase flow simulations using the level set method." Journal of Computational Physics 228.4 (2009): 1139-1156
- D. Adalsteinsson, and J. A. Sethian. A fast level set method for propagating interfaces. J. Comput. Phys., 118(2):269-277, 1995
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