# Swirl Flow Around a Rotating Disk

# 1)Important Info's: -

→This example models a rotating disk in a tank.

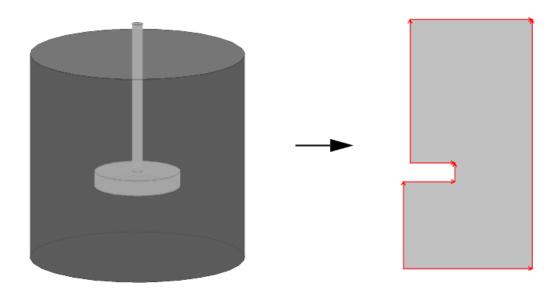


Figure 1: The original 3D geometry can be reduced to 2D because the geometry is rotationally symmetric.

→ the velocities in the angular direction differ from zero, so the model must include all three velocity components, even though the geometry is in 2D.

## 2) Physics and Equations: -

→ The flow is described by the Navier-Stokes equations:

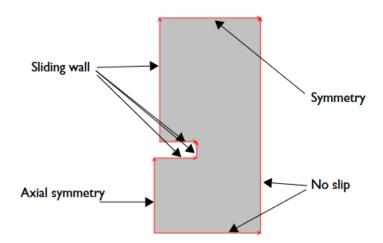
$$\rho \frac{\partial \mathbf{u}}{\partial t} - \nabla \cdot \mathbf{\eta} (\nabla \mathbf{u} + (\nabla \mathbf{u})^T) + \rho \mathbf{u} \cdot \nabla \mathbf{u} + \nabla p = \mathbf{F}$$
$$\nabla \cdot \mathbf{u} = 0$$

- u denotes the velocity (SI unit: m/s),
- ρ the density (SI unit: kg/m³),
- $\mu$  the dynamic viscosity (SI unit: Pa·s),
- p the pressure (SI unit: Pa).

$$\begin{split} &\rho\Big(u\frac{\partial u}{\partial r}-\frac{v^2}{r}+w\frac{\partial u}{\partial z}\Big)+\frac{\partial p}{\partial r}=\mu\Bigg[\frac{1}{r}\frac{\partial}{\partial r}\Big(r\frac{\partial u}{\partial r}\Big)-\frac{u}{r^2}+\frac{\partial^2 u}{\partial z^2}\Bigg]+F_r\\ &\rho\Big(u\frac{\partial v}{\partial r}+\frac{uv}{r}+w\frac{\partial v}{\partial z}\Big)=\mu\Bigg[\frac{1}{r}\frac{\partial}{\partial r}\Big(r\frac{\partial v}{\partial r}\Big)-\frac{v}{r^2}+\frac{\partial^2 v}{\partial z^2}\Bigg]+F_{\phi}\\ &\rho\Big(u\frac{\partial w}{\partial r}+w\frac{\partial w}{\partial z}\Big)+\frac{\partial p}{\partial z}=\mu\Bigg[\frac{1}{r}\frac{\partial}{\partial r}\Big(r\frac{\partial w}{\partial r}\Big)+\frac{\partial^2 w}{\partial z^2}\Bigg]+F_z \end{split}$$

- u is the radial velocity, v the rotational velocity,
- w the axial velocity (SI unit: m/s).
- In the model we set the volumetric force components  $F_r$ ,  $F\varphi$ , and Fz to zero.

# 3) Boundary Conditions: -



 $\rightarrow$  The velocity components in the plane are zero, and that in the angular direction is equal to the angular velocity,  $\omega$ , times the radius, r:

→ At the boundaries representing the cylinder surface a no slip condition applies, stating that all velocity components equal zero:

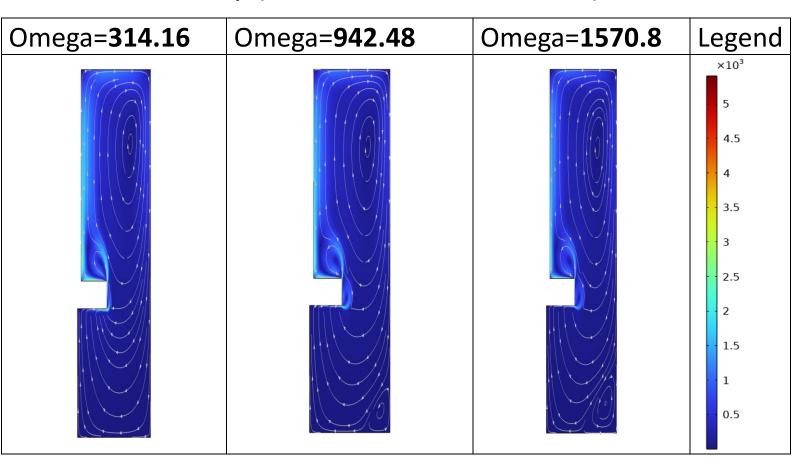
$$u = (0,0,0);$$

→At the boundary corresponding to the rotation axis, use the axial symmetry boundary condition allowing flow in the tangential direction of the boundary but not in the normal direction.

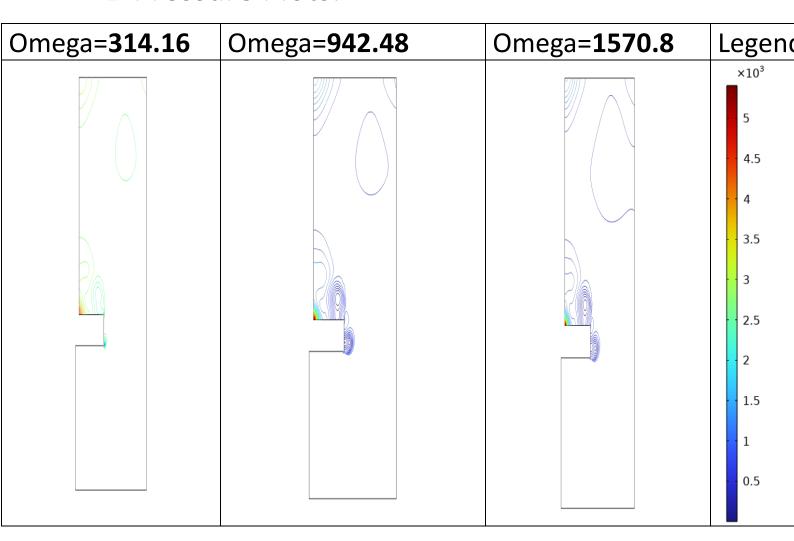
$$u=0; v=0;$$

## 4)Results: -

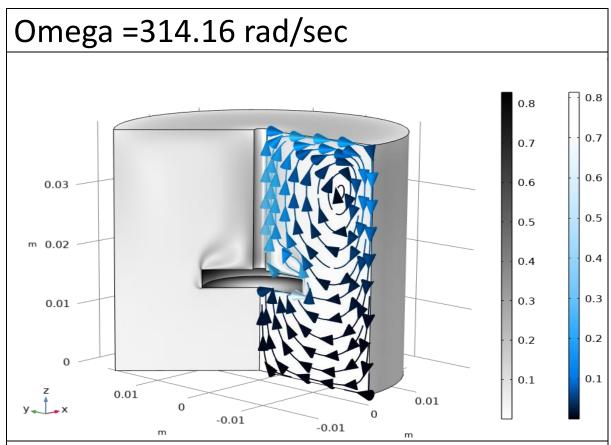
→ Velocity (Surface and Streamline) Plot: -



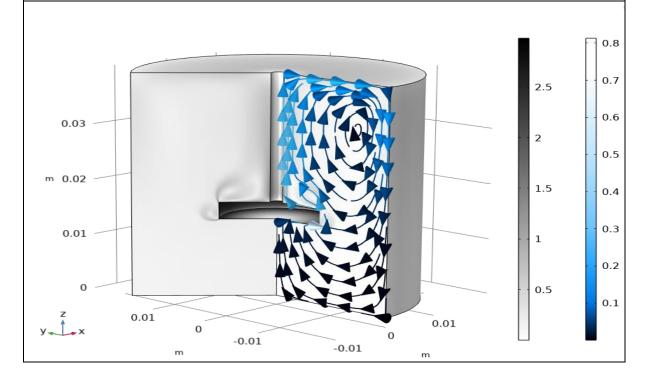
#### → Pressure Plots: -

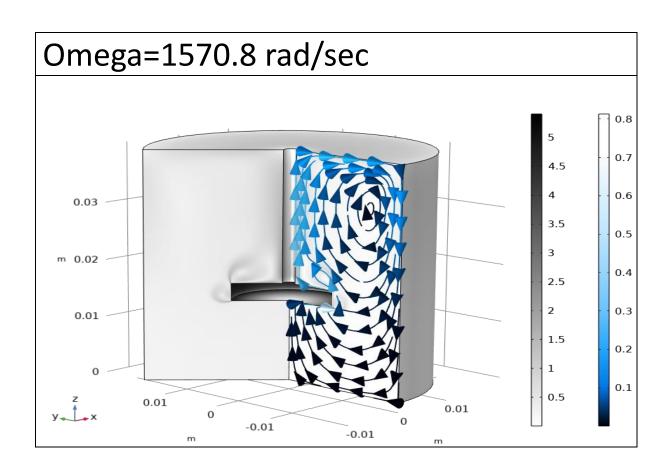


#### → Velocity 3D Plots: -

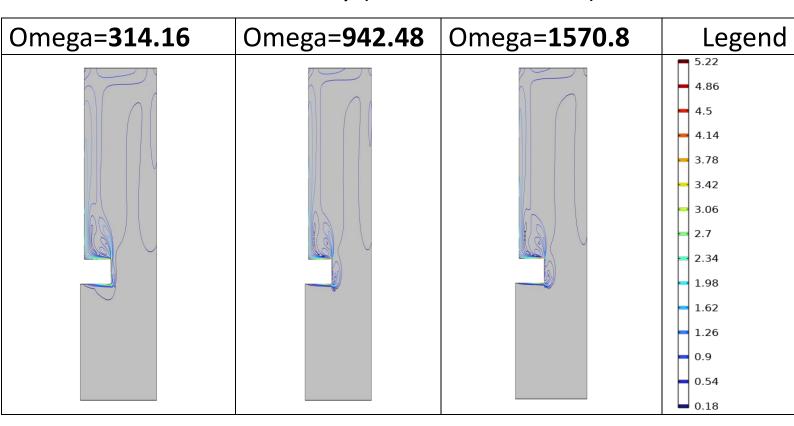








#### → Azimuthal Velocity (Surface & Contour) Plot: -



### → Turbulent Velocity (Surface & Streamline) Plot:

