
11th i-CoMSE Workshop: Mesoscale Particle-Based Modeling

**Mississippi State University
July 21–25, 2025**

**Multiparticle collision dynamics II
Session 13: Coupling to boundaries I (wall-driven flow)**



Fluid flow



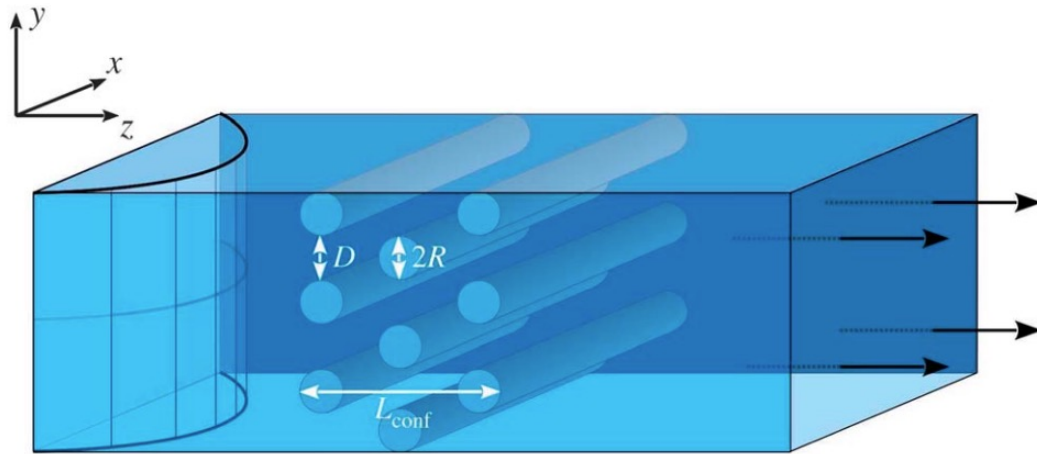
https://corporate.exxonmobil.com/news/news-releases/2023/0919_exxonmobil-expands-chemical-production-at-baytown

Fluid flow

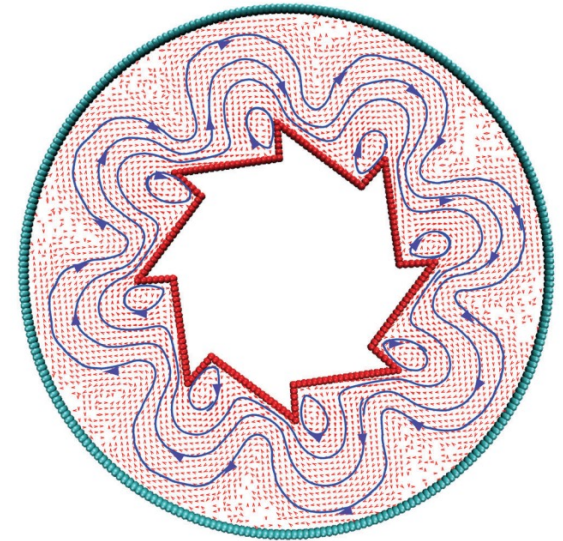


<https://www.tainstruments.com/discovery-core-rheometer/>

Fluid flow



A. Nikoubashman et al. *Soft Matter* **9**, 2603 (2013)



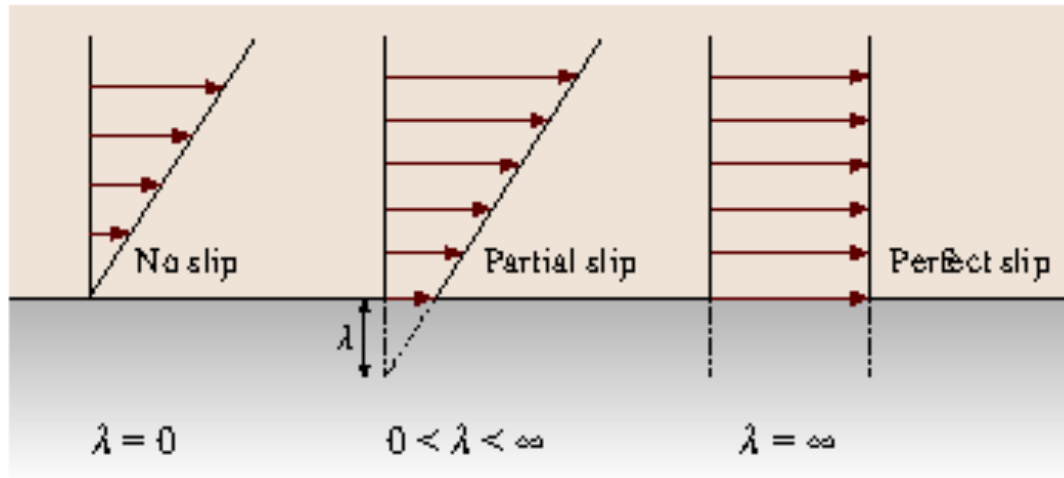
M. Yang and M. Ripoll. *Soft Matter* **12**, 8564 (2016)



L.B. Weiss et al.
Macromolecules **52**, 4111 (2019)

Solid boundaries and fluids

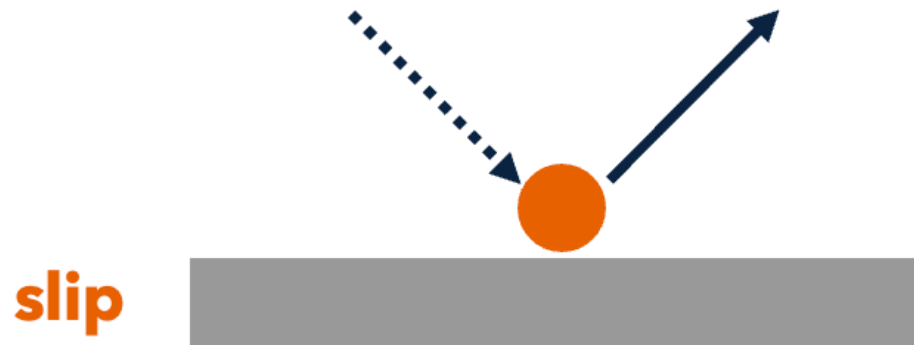
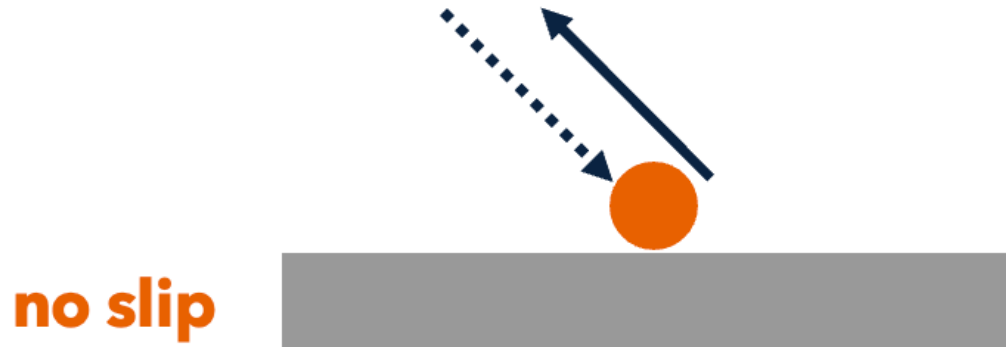
- Solid boundaries:
 - Prevent fluid from entering (no penetration)
 - *May* exert friction on the fluid (no slip, partial slip, perfect slip)



E. Lauga, M. Brenner, and H. Stone. Microfluidics: The No-Slip Boundary Condition (2007).
https://doi.org/10.1007/978-3-540-30299-5_19

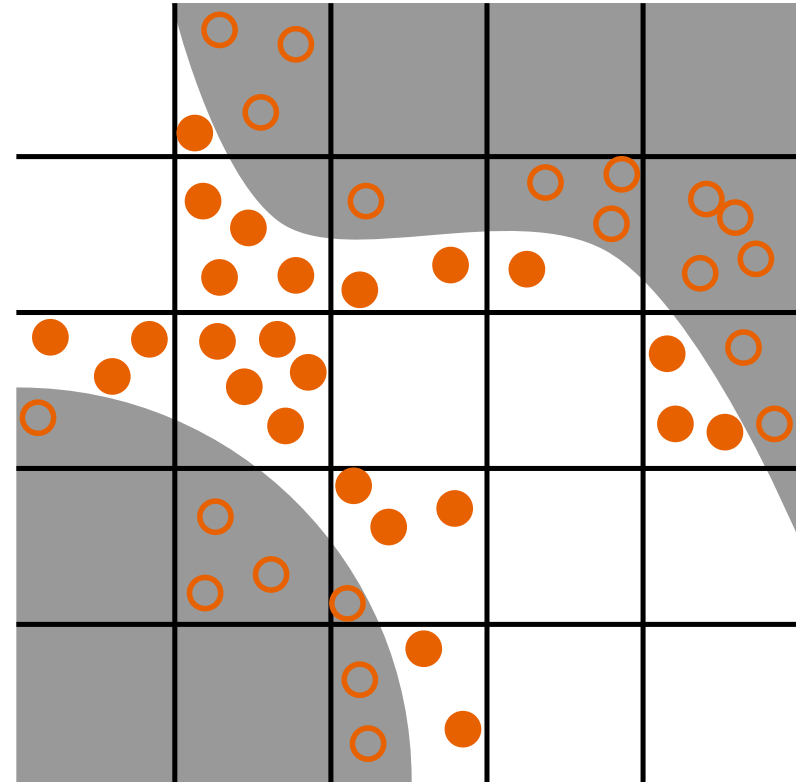
Solid boundaries in MPCD

- Bounce-back (specular reflection) of velocity relative to surface
 - Normal component is always reversed
 - Tangential component is reversed for no-slip



Solid boundaries in MPCD

- Virtual particle filling
 - Cells near solid boundaries are “underfilled” in the collision, giving them different properties
 - Add particles inside these solid boundaries. Note: some caution needs to be taken to give the virtual particles the right statistics!

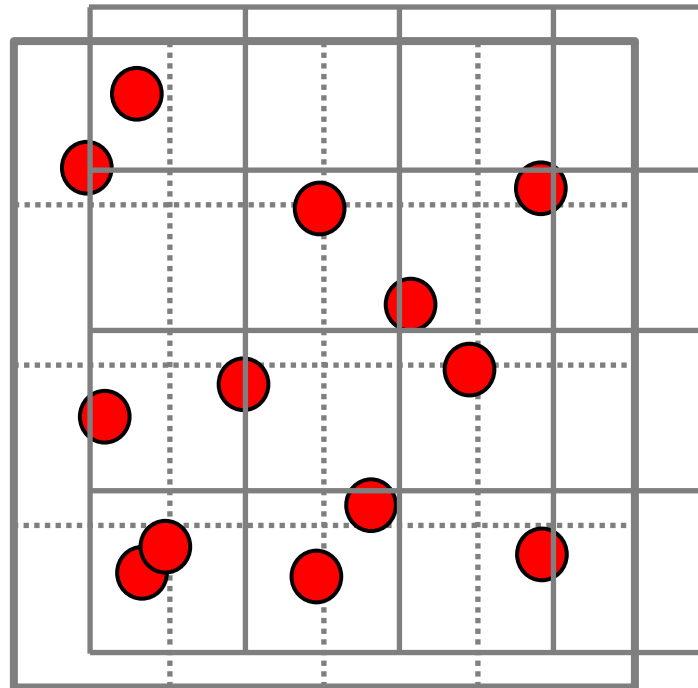


A. Lamura et al. *Europhys. Lett.* **56**, 319 (2001).

D.S. Bolintineanu et al. *Phys. Rev. E* **86**, 066703 (2012).

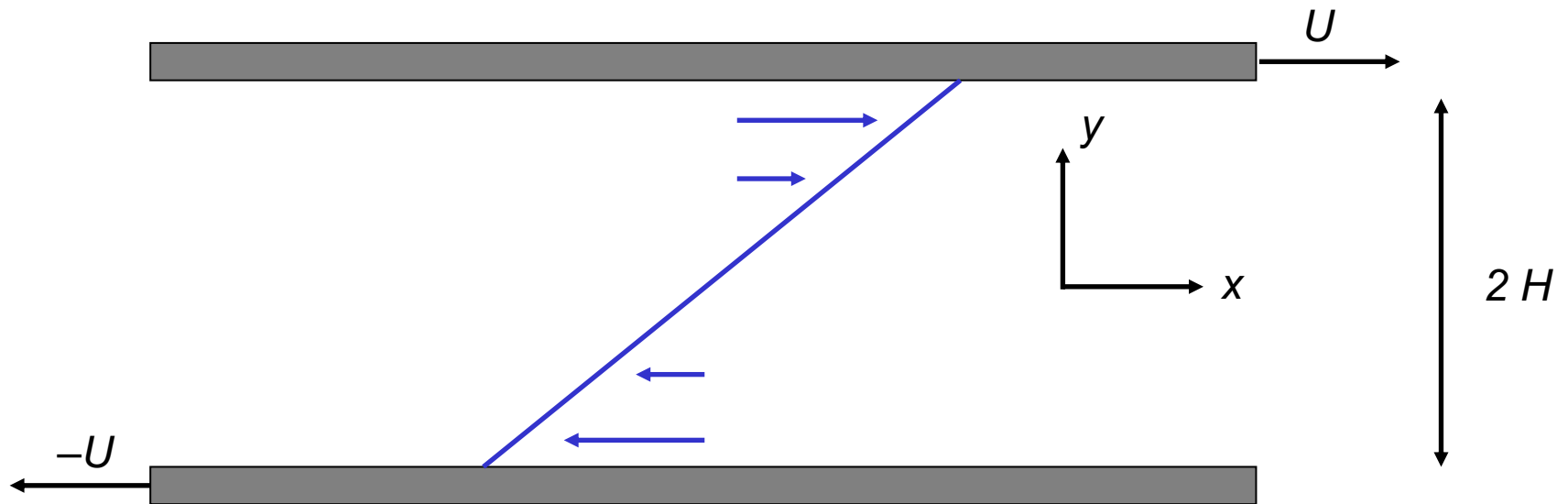
Solid boundaries in MPCD

- Grid shifting
 - If many particles stay in the same cell, they become correlated, and the correlations are influenced by flow.
 - This breaks what is called *Galilean invariance*.
 - One way to mitigate this effect is to randomly shift the grid before each collision.



Exercise: Couette flow

- Wall-driven flow is created when a fluid is in contact with a moving surface.



$$u_x(y) = U \frac{y}{H}$$