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# Arbitrary Order Boundary Reconstruction Algorithm for Robin Boundary Conditions in Particle-Resolved Direct Numerical Simulations

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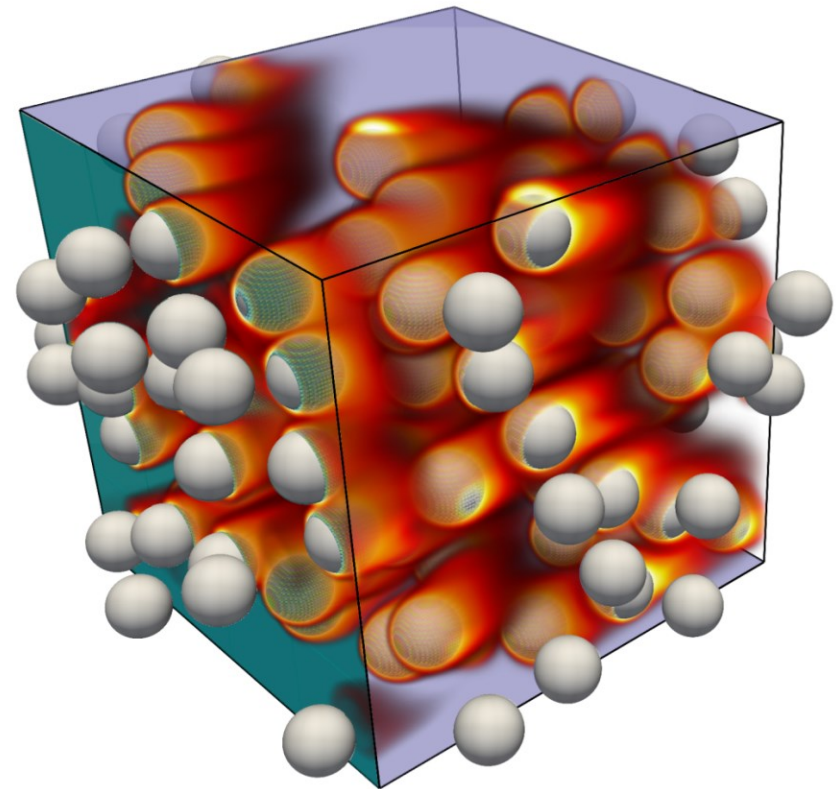
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Arbitrary Order Boundary Reconstruction  
Algorithm for Robin Boundary Conditions in

# Particle-Resolved Direct Numerical Simulations

F. Municchi, S. Radl<sup>1</sup>

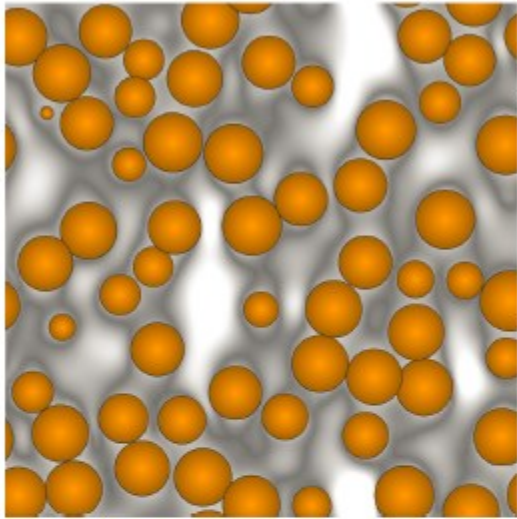
<sup>1</sup>Graz University of Technology



# Example Application of CxD

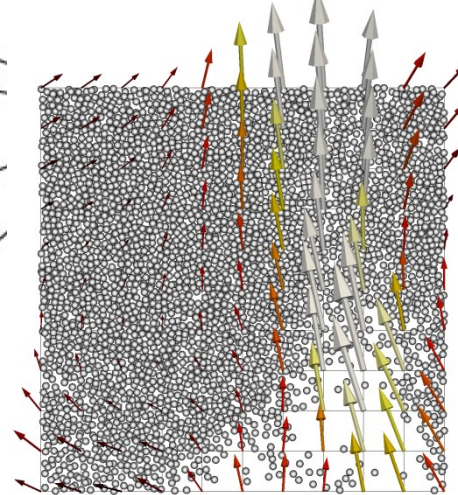
## I - MICRO

$\sim 50\mu\text{m}-\text{mm}$



## II - MESO

$\sim \text{mm}-\text{cm}$

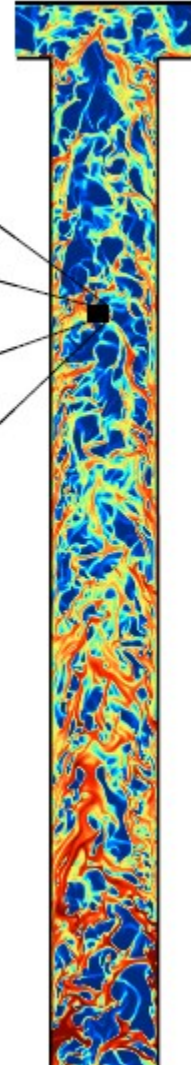


closures  
→

closures  
→

## III - MACRO

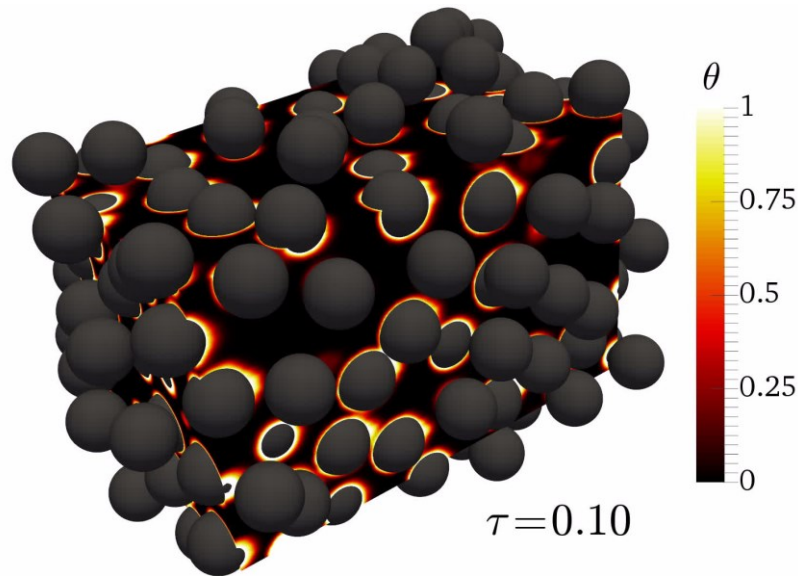
$\sim \text{cm}-\text{m}$



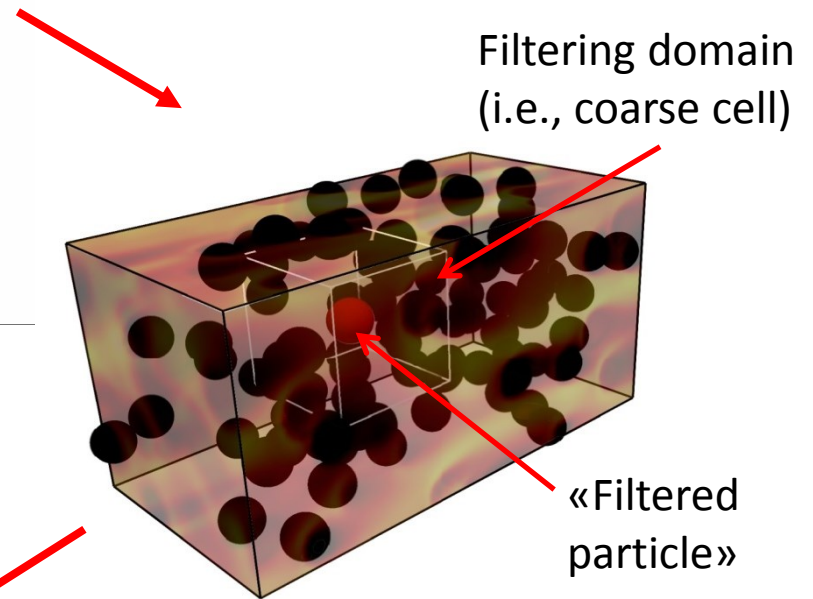
$\phi$   
0.6  
0.5  
0.4  
0.3  
0.2  
0.1

- **Meaningful** reaction kinetics must be fed into “**micro-scale**” models
- **Continue with meso and macro scale** if necessary.  
...but therefore we need closures!

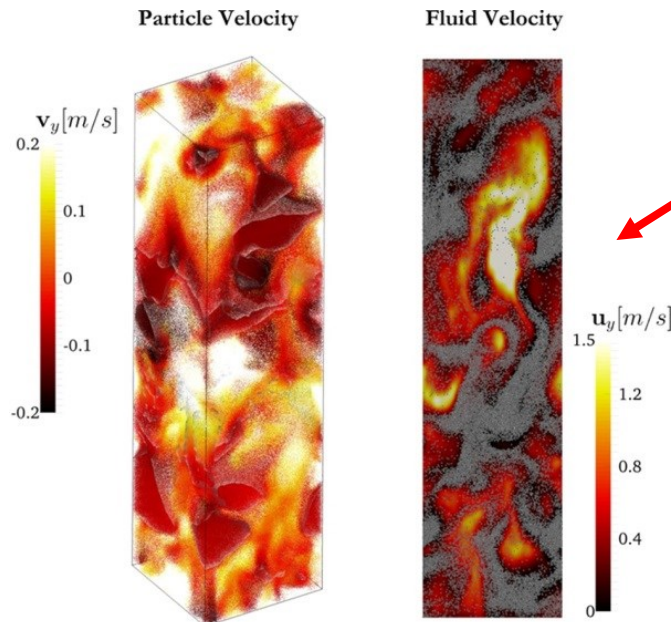
# Micro & Meso Level: Typical Results



**Micro Level:** Particle-Resolved Direct Numerical Simulation (PR-DNS), e.g., using the tool CFDEM®



**Meso Level:**  
Closures are used in Particle-Unresolved Euler-Lagrange models, e.g., using the tool CFDEM®



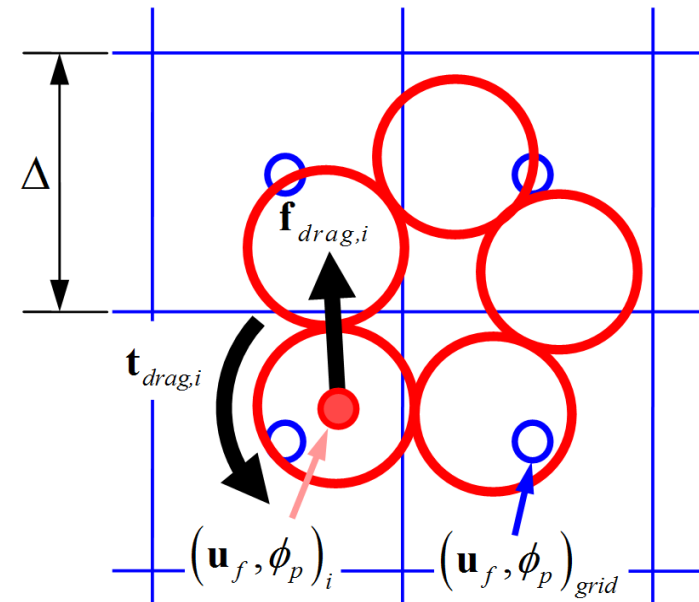
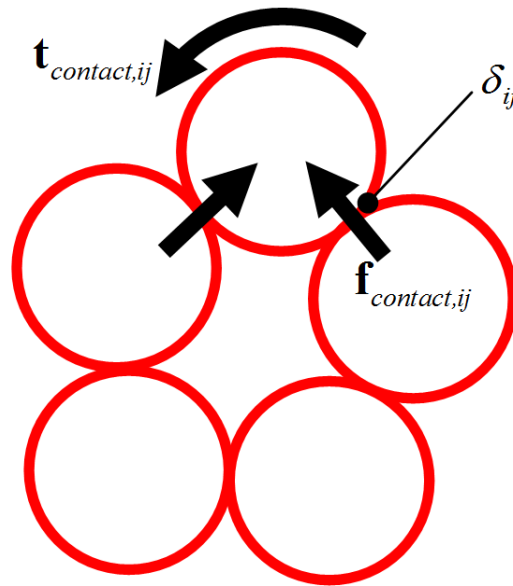
**Micro-Meso Bridging:** data filtering and statistical analysis (closure development) using the tool CPPPO



# Closures at the Meso Level

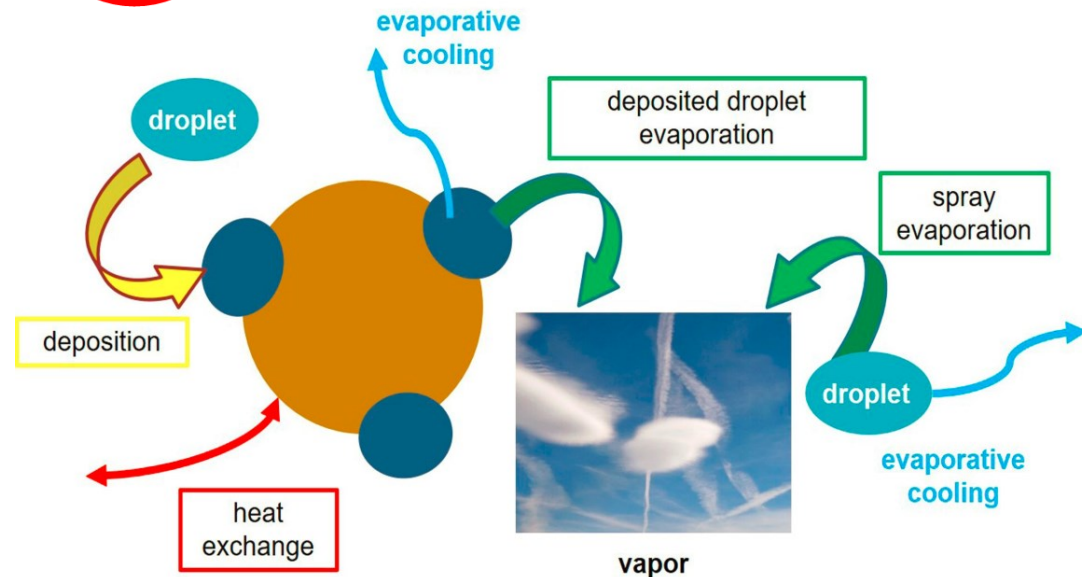
## Flow

- Contact+cohesive forces and torques *per contact*
- Fluid-Particle interaction (drag) forces and torques *per particle*



## Scalar Transport

- Heat and mass transfer rates (Nusselt/Sherwood numbers) *per particle*
- Dispersion rates (*fluid phase*)
- Filtration rates *per particle*
- Liquid transfer rates *per contact*

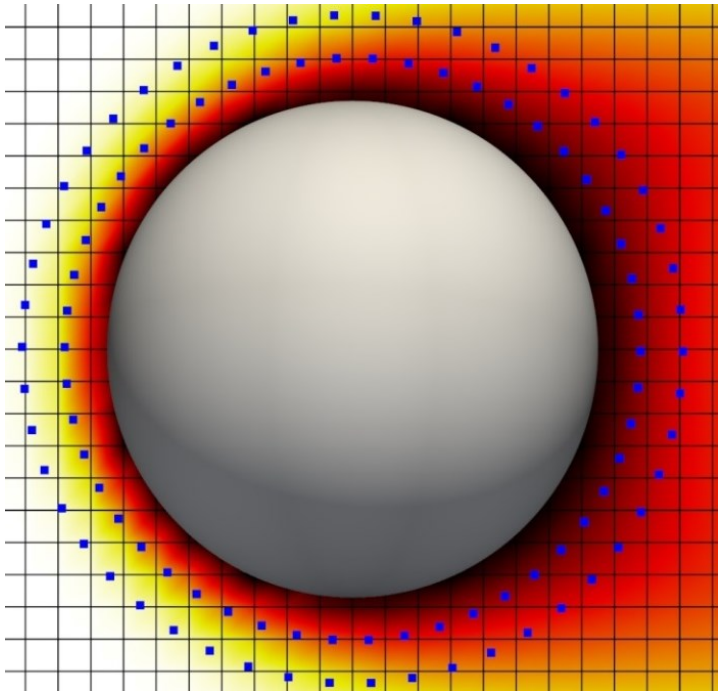


- Part I      **The Method**
- Part II     **Application to Bi-Disperse Flows**
- Part III    **Application to Wall-Bounded Flows**

# *The Method*

# The Idea

## Hybrid Fictitious Domain / Immersed Boundary Method



- **Combine** Fictitious Domain and Immersed Boundary algorithm (HFD-IB, [3]).
- **Impose** the rigidity inside immersed bodies (in the spirit of the fictitious domain method)
- **Enforce** a (Dirichlet) boundary condition at the immersed surfaces: Specifically, we rely on a **reconstruction of the flow and concentration field** in the vicinity of the immersed surface using an interpolation technique
- **Advantage:** high order boundary treatment
- **Drawback:** interpolation points must be in domain to ensure highest order



# The Idea

## Hybrid Fictitious Domain / Immersed Boundary Method

$$\frac{\partial u_i}{\partial x_i} = 0$$

$$\frac{\partial u_i}{\partial t} + \frac{\partial u_i u_j}{\partial x_j} = -\frac{\partial p}{\partial x_i} + \frac{1}{Re} \frac{\partial^2 u_i}{\partial x_j \partial x_j} + f_i^{IB,u}$$

$$\frac{\partial \theta}{\partial t} + \frac{\partial u_i \theta}{\partial x_i} = \frac{1}{Pe} \frac{\partial^2 \theta}{\partial x_i \partial x_i} + f_i^{IB,\theta}$$

Take into account the presence of rigid bodies inside the fluid domain

### Fictitious Domain

The forcing term imposes a rigidity condition inside the immersed body [4].

### Immersed Boundary

The forcing term forces the solution to a (Dirichlet) boundary condition at the immersed body surface [5]. It would be desirable to have a **single flexible formulation** that allows, e.g., Dirichlet and Neumann BCs.

[4] Smagulov S., *Preprint CS SO USSR*, N 68 (1979)

[5] Peskin C., *Journal of computational physics* (1971)

# Algorithmic Details

---

## How to calculate the forcing terms near the surface?

$$\mathcal{P}^k \theta(t, \mathbf{x}) - \Phi(t, \mathbf{x}) = f^{IB, \theta}(t, \mathbf{x})$$

*Rewrite the scalar transport equation: general partial differential equation of order  $k$*

$$\sum_{n=0}^{k-1} \alpha_n [\mathbf{n}(t, \mathbf{x}) \cdot \nabla]^n \theta(t, \mathbf{x}) = \gamma$$

*General boundary condition at the particle surface expressed via a «boundary operator»*

*The forcing term is calculated from:*

$$f^{IB, \theta}(t, \mathbf{x}) = \mathcal{P}^k \theta(t, \mathbf{x}) - \Phi(t, \mathbf{x}) + (\theta(t, \mathbf{x}) - \theta_i(t, \mathbf{x}))$$

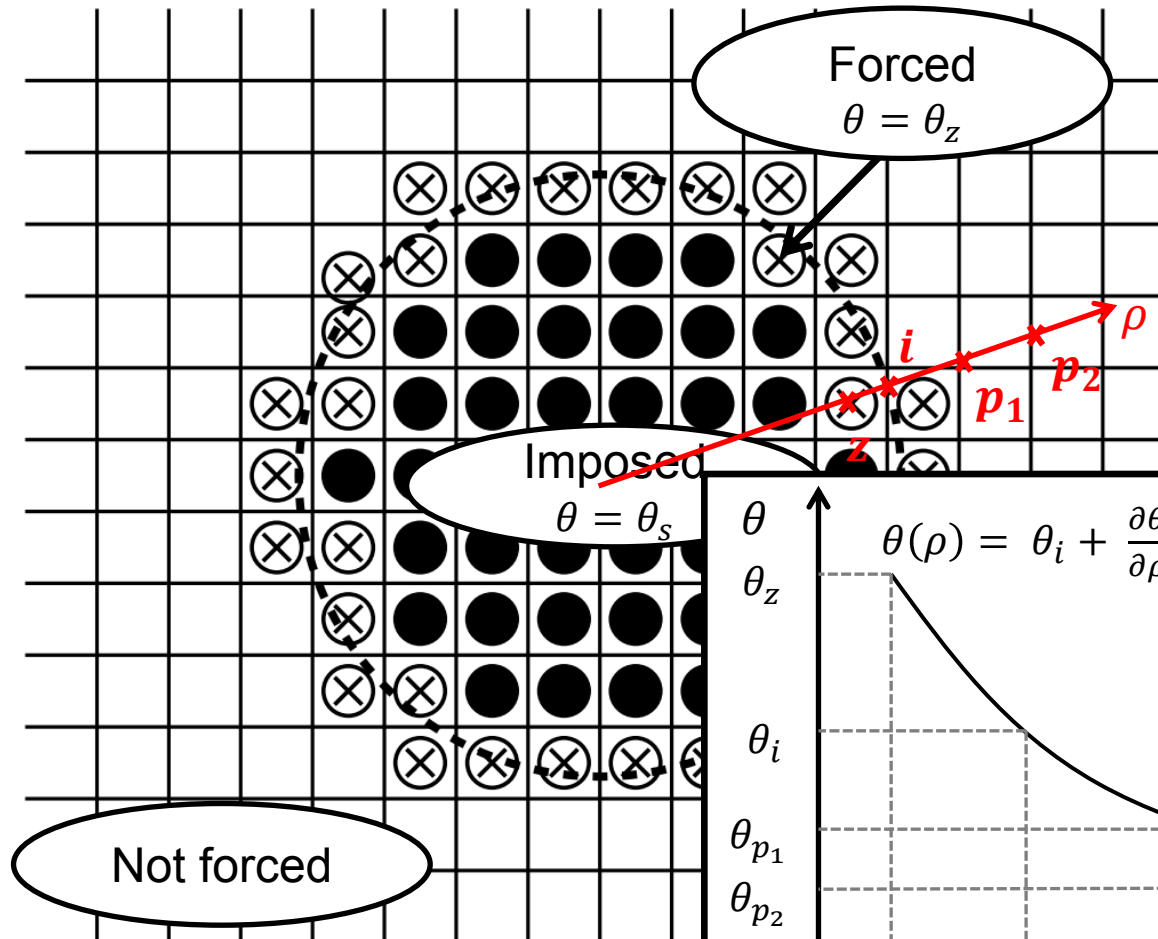
$$\theta_i(t, \mathbf{x}) = \left\{ \sum_{n=0}^{k-1} \alpha_n [\mathbf{n}(t, \mathbf{x}) \cdot \nabla]^n \right\}^{-1} \gamma$$

*The boundary operator needs to be inverted!*

*Remaining challenge: determine the values at the cell centers  $\mathbf{z}$  from that at the interface point  $i$ .*

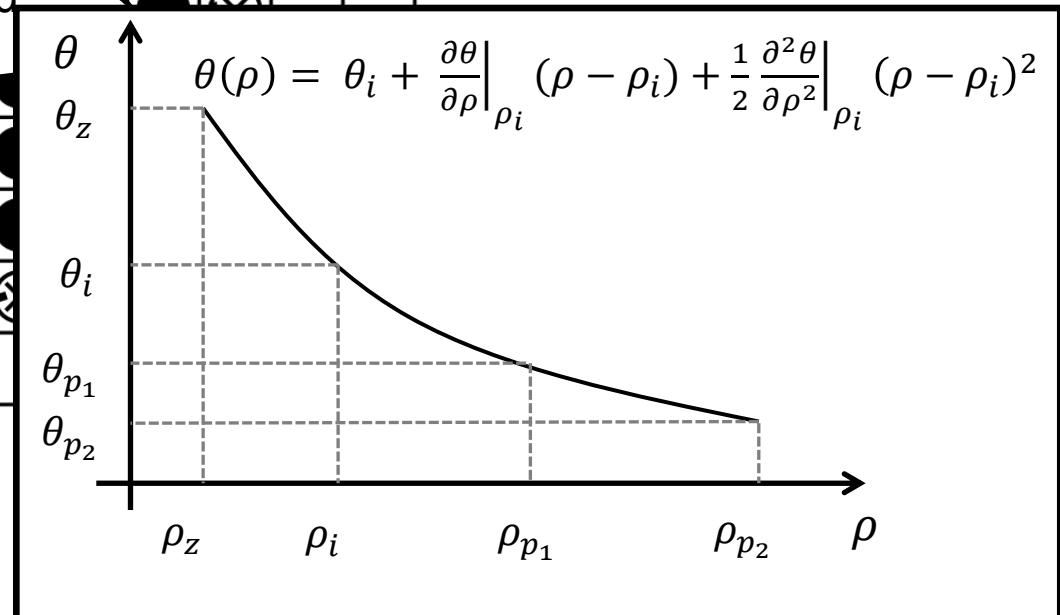
# Algorithmic Details

## How to calculate the forcing terms near the surface?



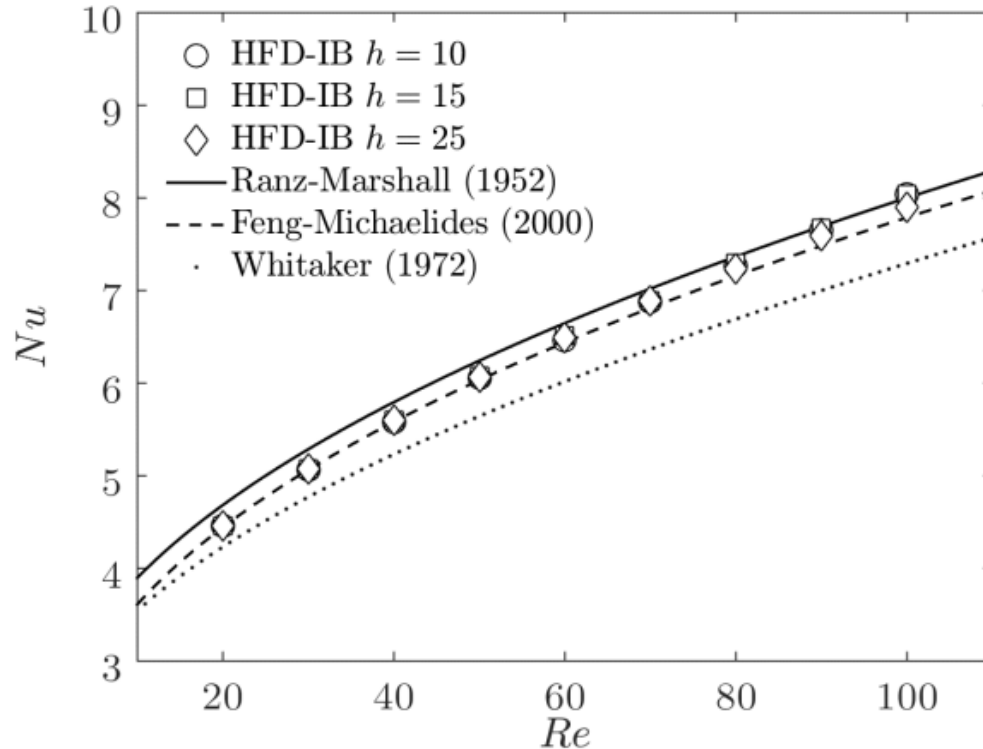
use a **Taylor expansion** to construct a system of equations to calculate  $\theta_i(t, x)$  and its derivatives

$\theta_z$  is calculated from  $\theta_i(t, x)$  and its derivatives



# Algorithmic Details

## Verification - Forced convection around a sphere



*Excellent agreement with existing correlations*

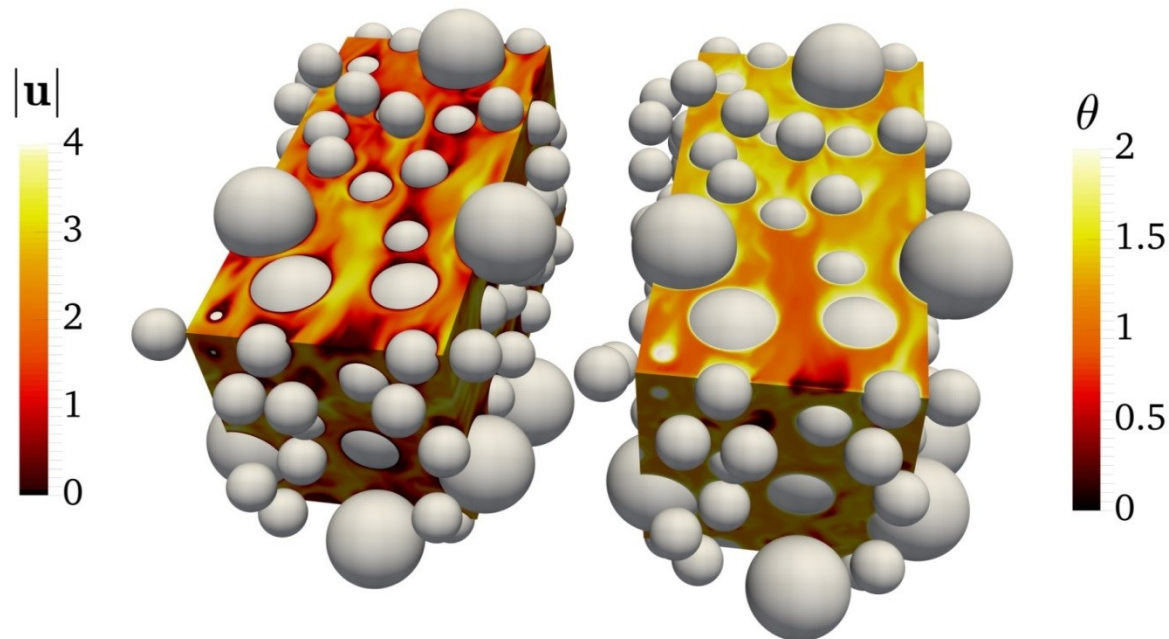
*Weak mesh dependence*

*Accurate even on coarse grids*

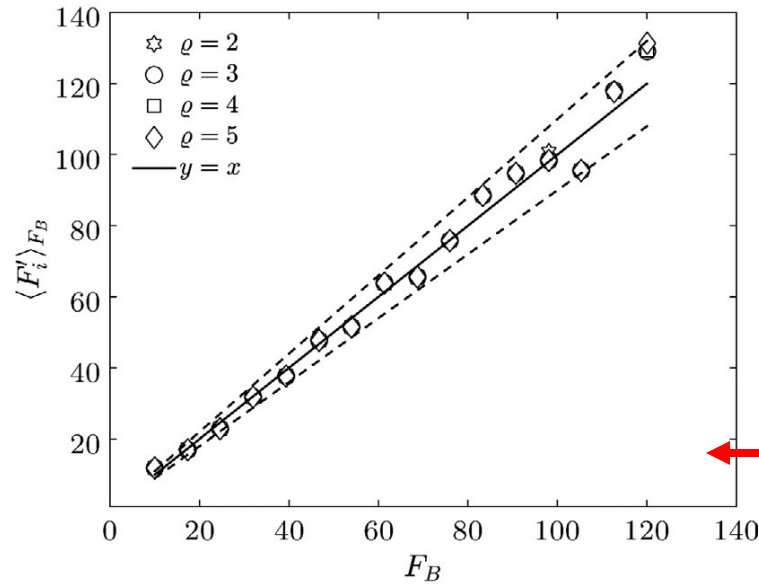
*Boundary operator*

$$\theta(t, x) = \gamma$$

# *Application: Bi-Disperse Flows*

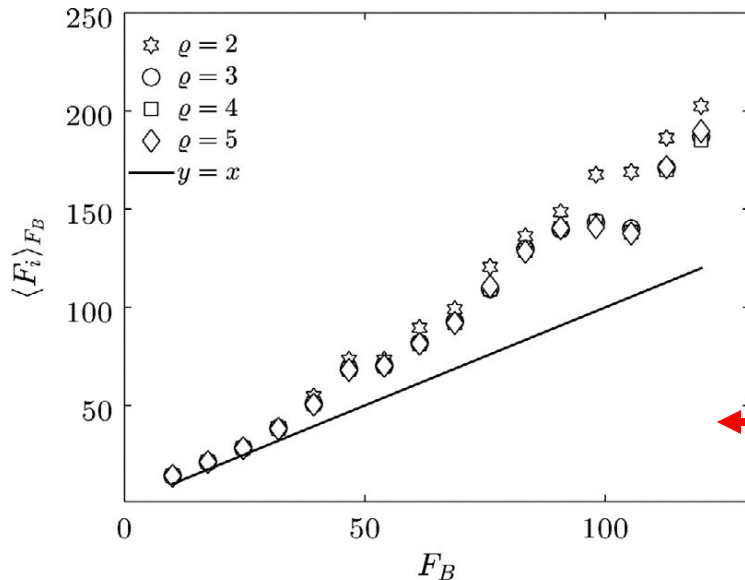


# Bi-Disperse Systems: Mean Drag Coefficient



- One **cannot simply re-scale** the fluid-particle interaction force (with  $1 - \phi_p$ ) to extract the drag force in bi- (and poly) disperse suspensions
- Fortunately, this can be **“repaired”** [3]

Municchi and Radl (**simple re-scaling**) versus Beetstra et al. (**simple re-scaling**)



$$\mathbf{f}_{drag,i} \equiv \mathbf{f}_i - \mathbf{f}_i^{\nabla p^q}$$

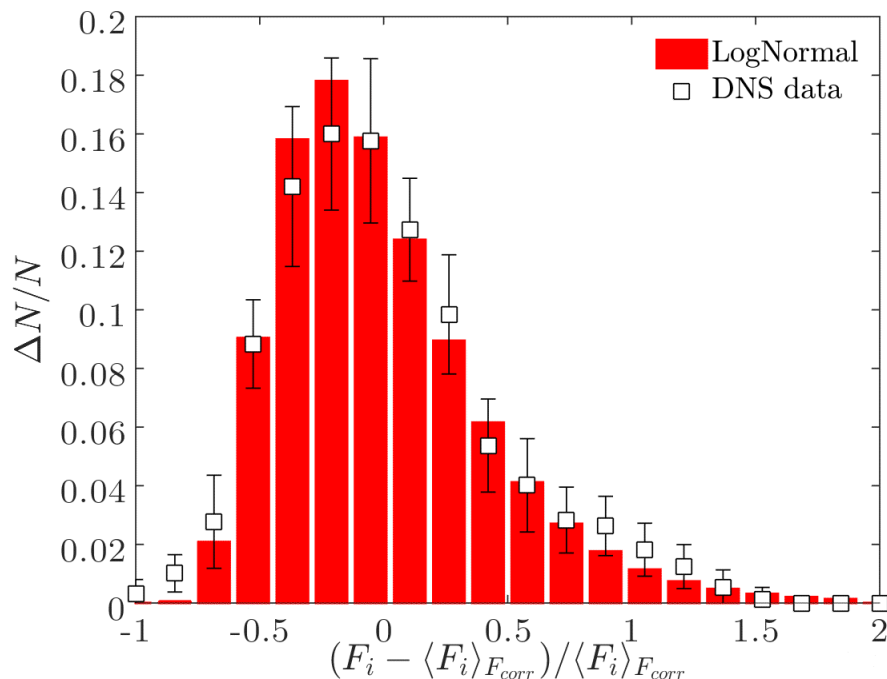
- $\mathbf{f}_i$  : Total force acting on particle  $i$   
 $\mathbf{f}_i^d$  : Drag force acting on particle  $i$   
 $\mathbf{f}_i^{\nabla p^q}$  : Force due to mean pressure gradient

Municchi and Radl (**correct pressure gradient handling**) versus Beetstra et al. (**simple re-scaling**)



# Bi-Disperse Systems: Mean versus Per-Particle

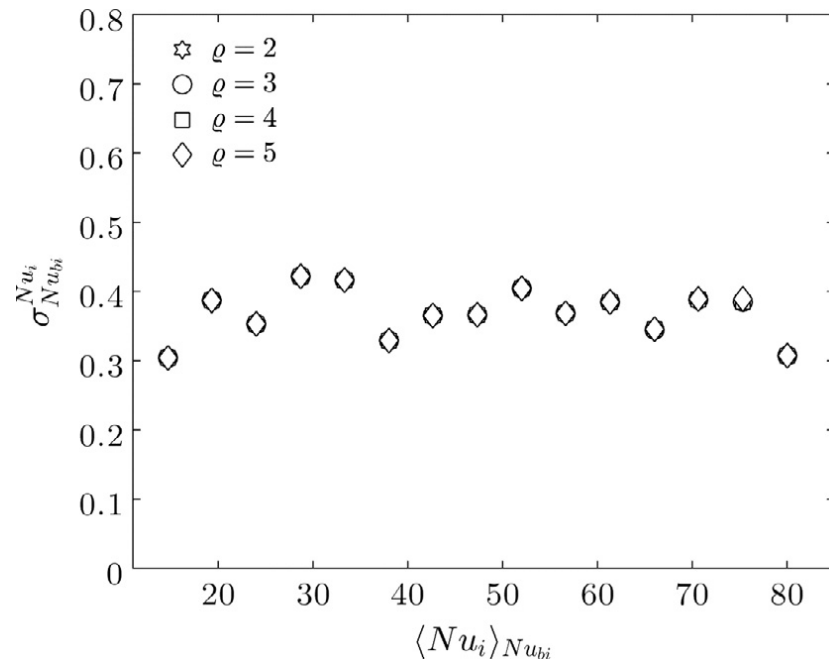
## Drag Coefficient



- Previous work [6] on per-particle drag variation attempted to model the **total fluid-particle force** (with moderate success)
- However, when using a correctly-defined drag coefficient: the **scaled variance for the drag coefficient** is approximately constant: **simple closure possible!**
- Particle-individual deviations can be approximated using a **Log-Normal distribution**

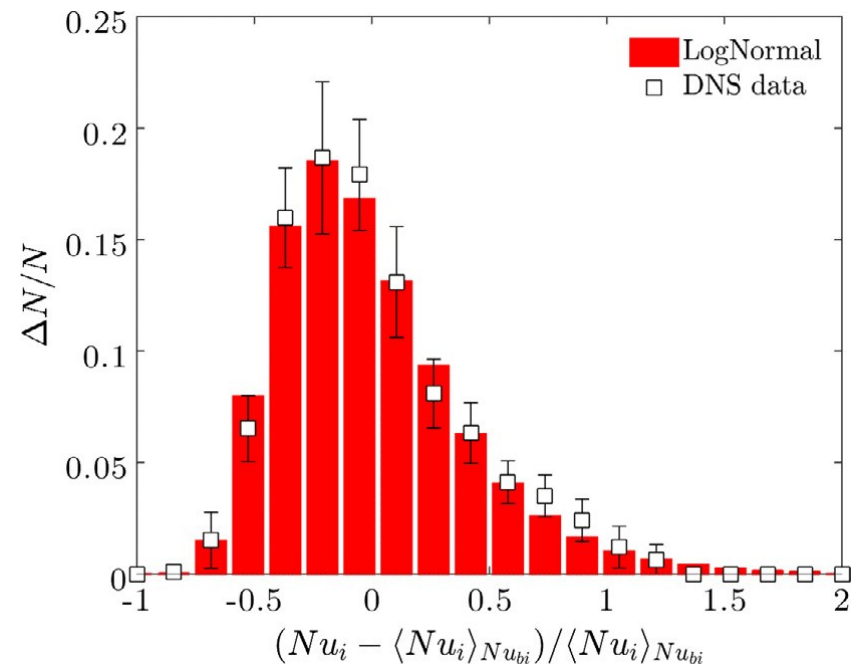
# Bi-Disperse Systems: Mean versus Per-Particle

## Nusselt Number

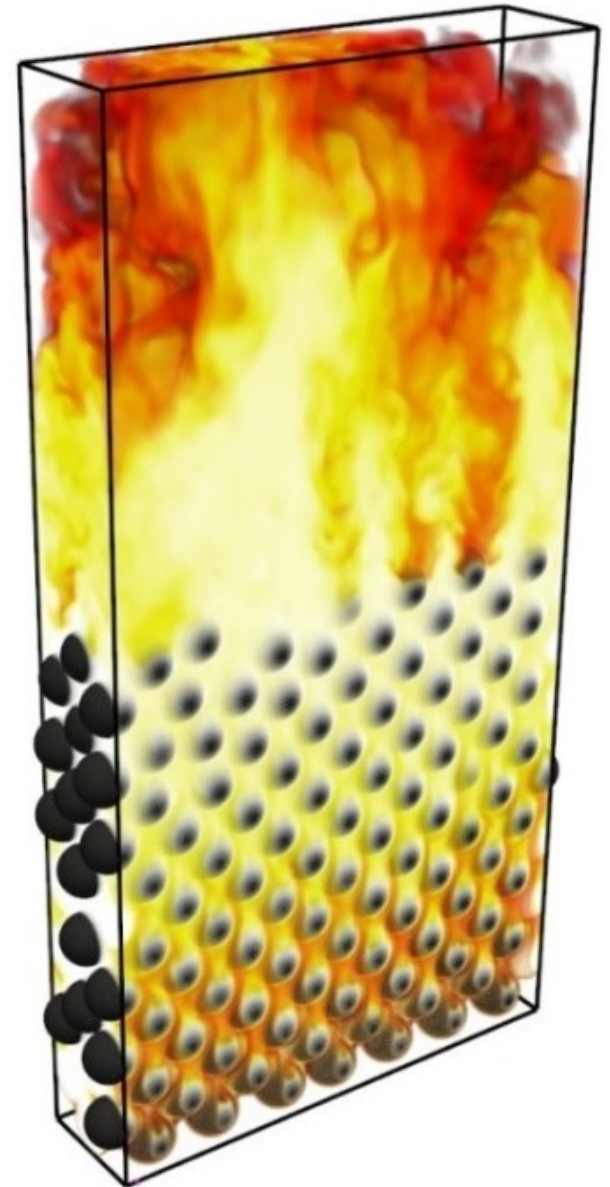


- Particle-individual deviations again follow a **Log-Normal distribution**, which is a bit more peaked

- Same as for the drag coefficient: **scaled variance for the Nusselt number** is approximately constant: **simple closure possible!**

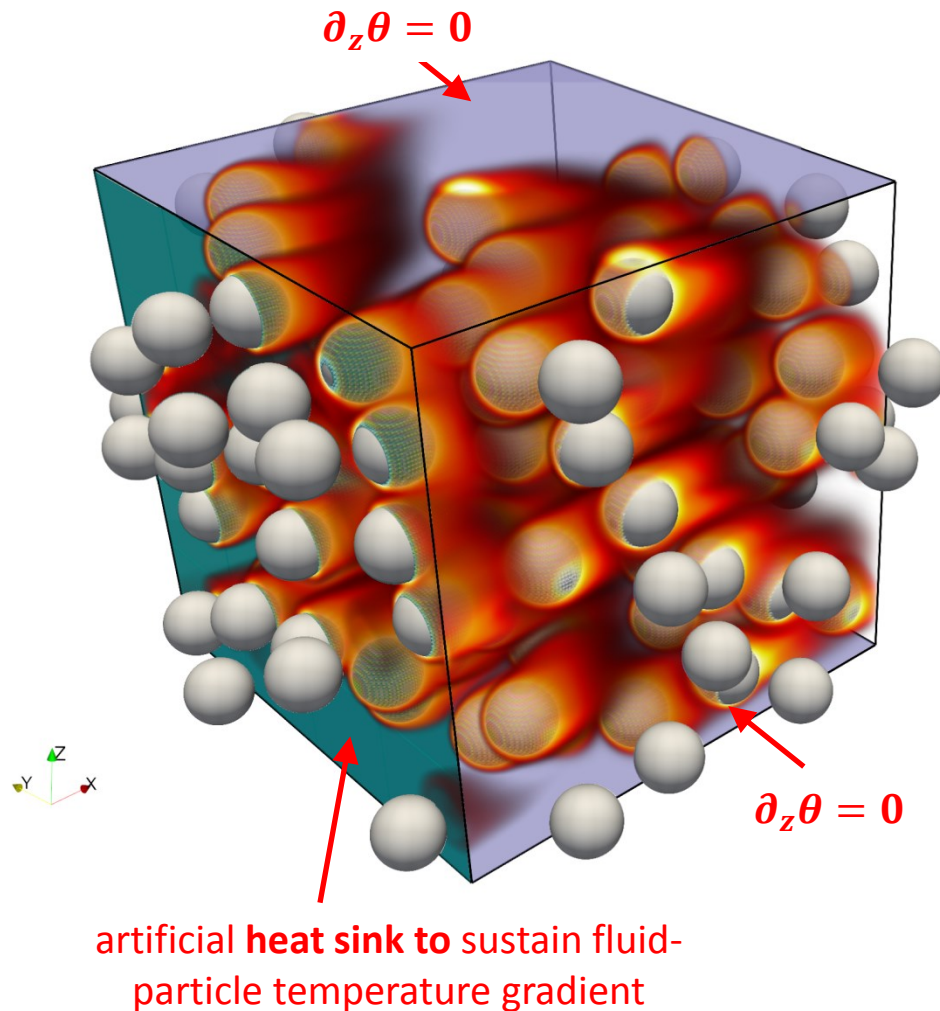


# *Application: Wall-Bounded Flows*



## Particle-Resolved DNS to identify Modeling Needs

Boundary conditions: temperature field



- Particle bed generated via bi-axial **compaction** in the xy plane using LIGGGHTS®
- Flow and temperature fields are solved in a xy **periodic domain**. **Particles are isothermal.**
- **CFDEM®Coupling** to solve the governing equations for the continuum phase
- Particles are represented by forcing terms in the governing equations, **Hybrid Fictitious Domain-Immersed Boundary** method

# Walls

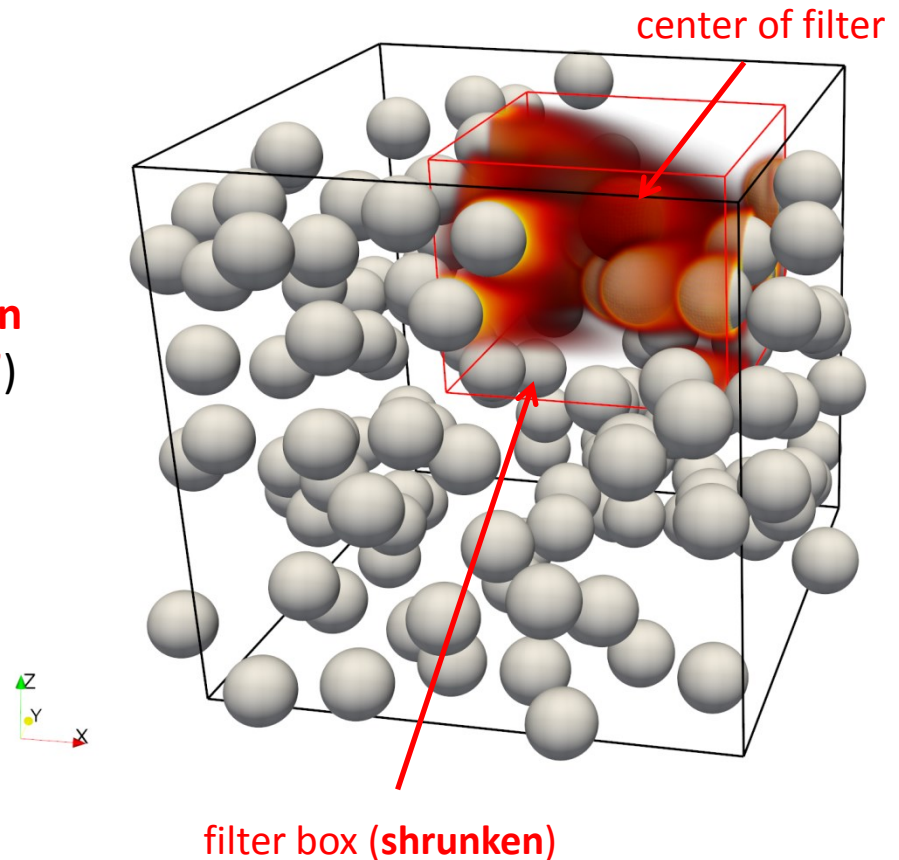
## Particle-Resolved DNS to identify Modeling Needs

- We make use of the filtering toolbox **CPPPO** to spatially average (“filter”) the continuum phase properties around **each particle**

$$\varrho = \frac{L_{\text{filter}}}{d_p} \quad \begin{array}{l} \text{Dimensionless} \\ \text{filter size} \end{array}$$

- CPPPO is also employed to draw more “conventional” statistics (e.g., **profiles in wall-normal direction, “pancake filter”**)
- Filter boxes are **shrunk in the vicinity of wall boundaries**, same as done for wall bounded single phase turbulent flow

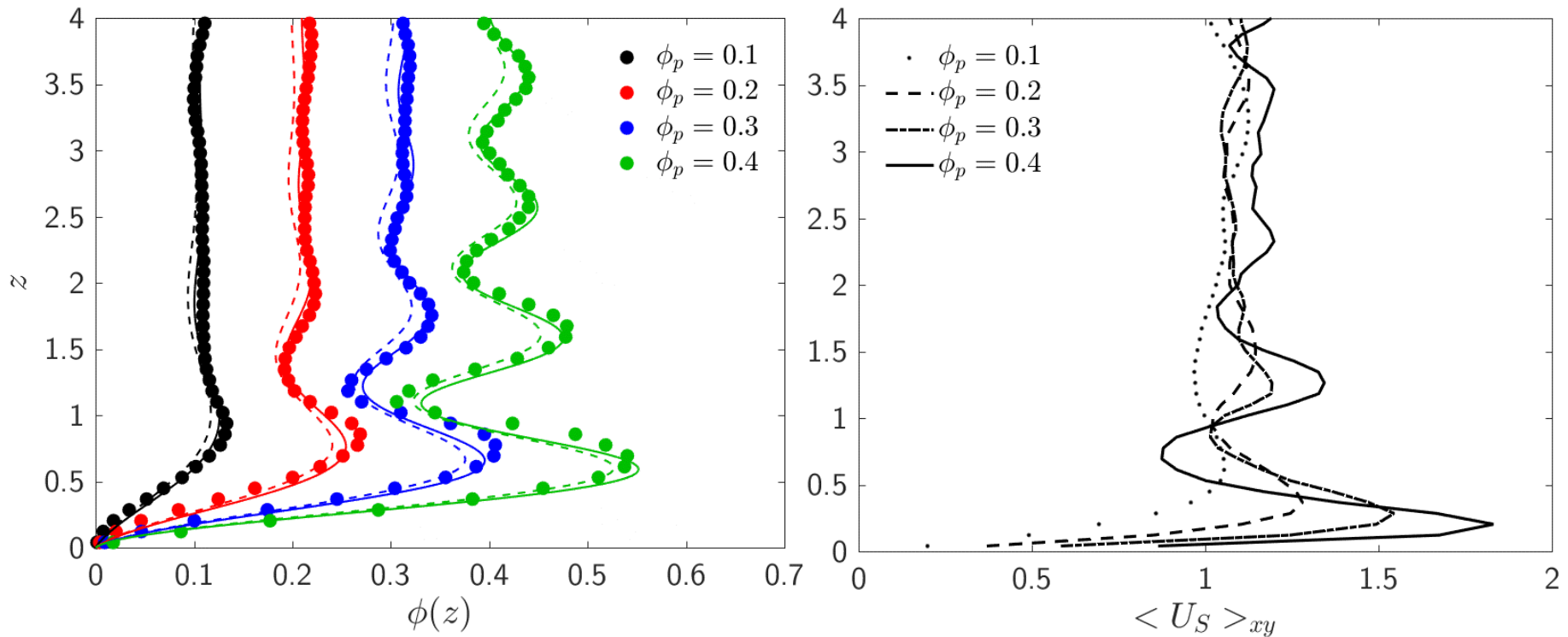
### Lagrangian filtering: wall particles



# Walls

## Particle-Resolved DNS to identify Modeling Needs

### Local Voidage and Speed



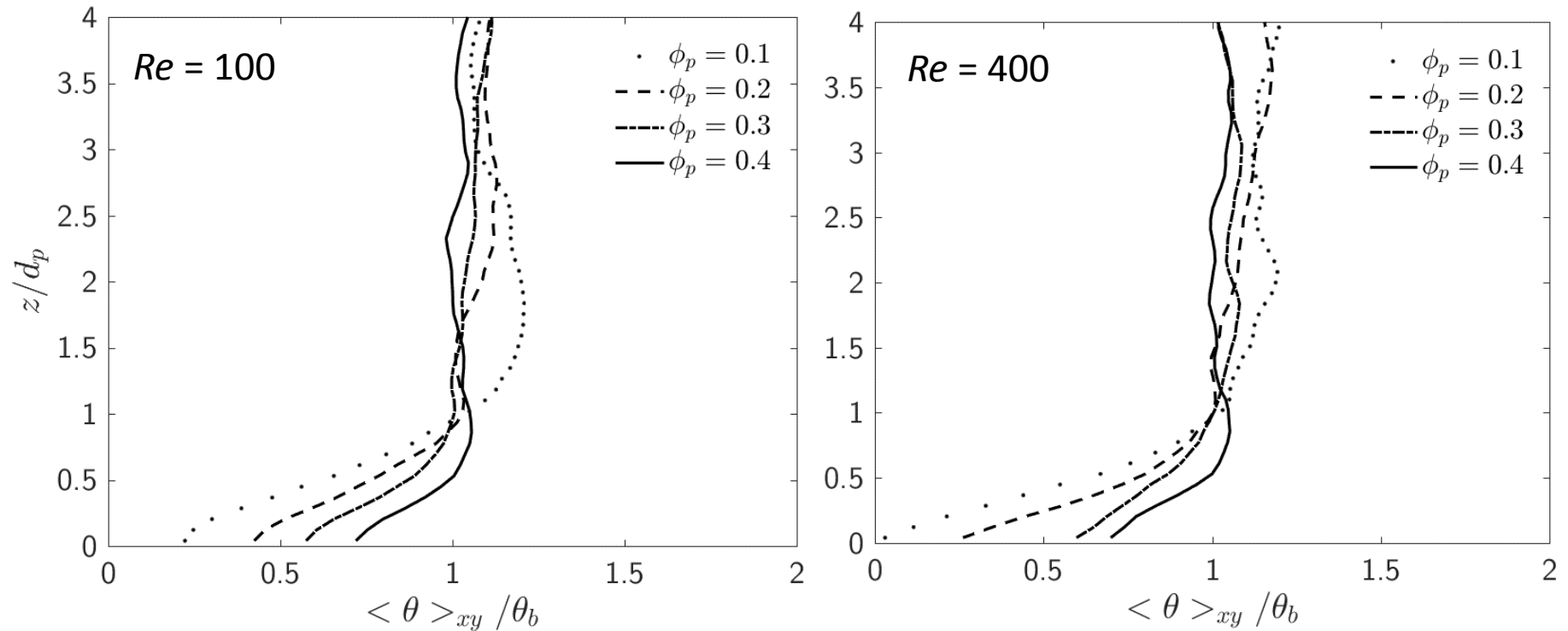
- General **correlation proposed for  $\phi(z)$**
- Fluid speed **fluctuates strongly**, but with **small wavelength**  $\rightarrow$  we expect a **filter-size independent near-wall correction**



# Walls

## Particle-Resolved DNS to identify Modeling Needs

### Local Temperature

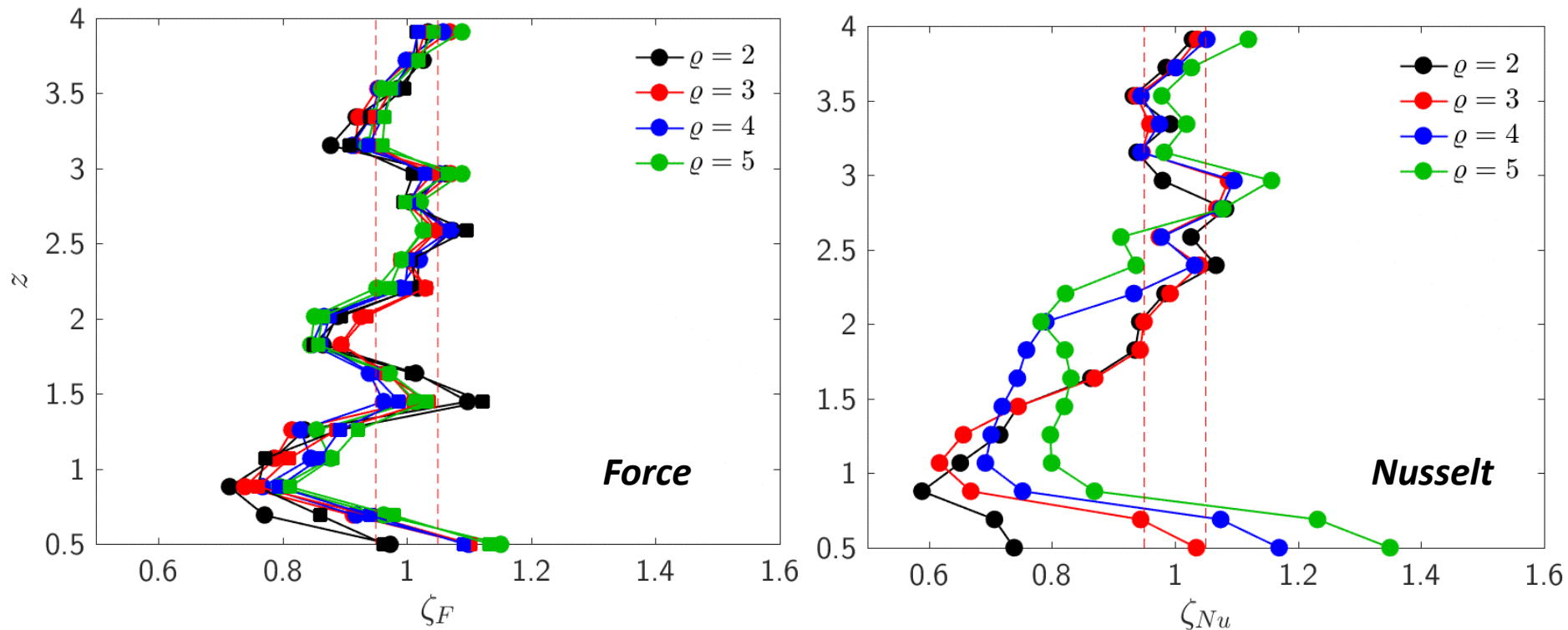


- Fluid temperature **shows a “boundary layer” behavior** due to “near-wall convection”
- Significant and systematic **decrease of temperature when approaching the (adiabatic!) wall** → we expect a filter-size dependent near-wall correction

# Walls

## Particle-Resolved DNS to identify Modeling Needs

### Local Drag Correction and Nusselt Number



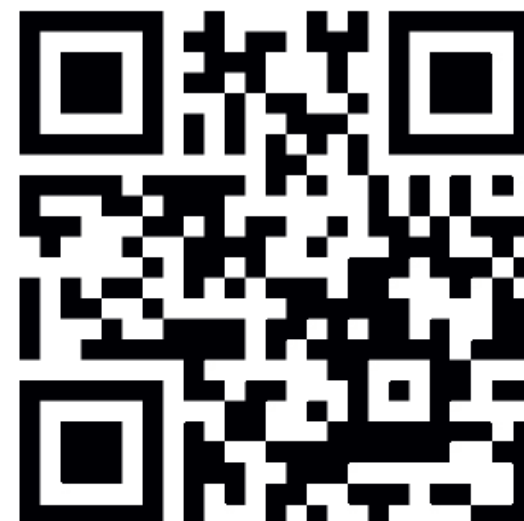
- $\langle \phi_p \rangle = 0.4$ : substantial **negative drag correction** for “2<sup>nd</sup> layer” particles
- For the Nusselt number, the situation is **more complex (due to temperature profile!)**, and even higher **(mixed) heat flux corrections** are necessary

# *Conclusions*

- Adopting the **boundary operator concept** allows one to implement **flexible BCs**. Order of boundary treatment depends on number of **reconstruction points**
- **Mean drag coefficient and Nusselt number** in bi-disperse systems: worth to **recheck** existing closures
- Closures for drag and heat/mass transfer are still **poor on a per-particle level**. **Particle (thermal) inertia “irons out” this problem**.
- **A first set of near wall corrections** ready to use! ...but there are still many improvements necessary near walls (e.g., wall-fluid heat transfer rates, polydispersity)

# escape\_28

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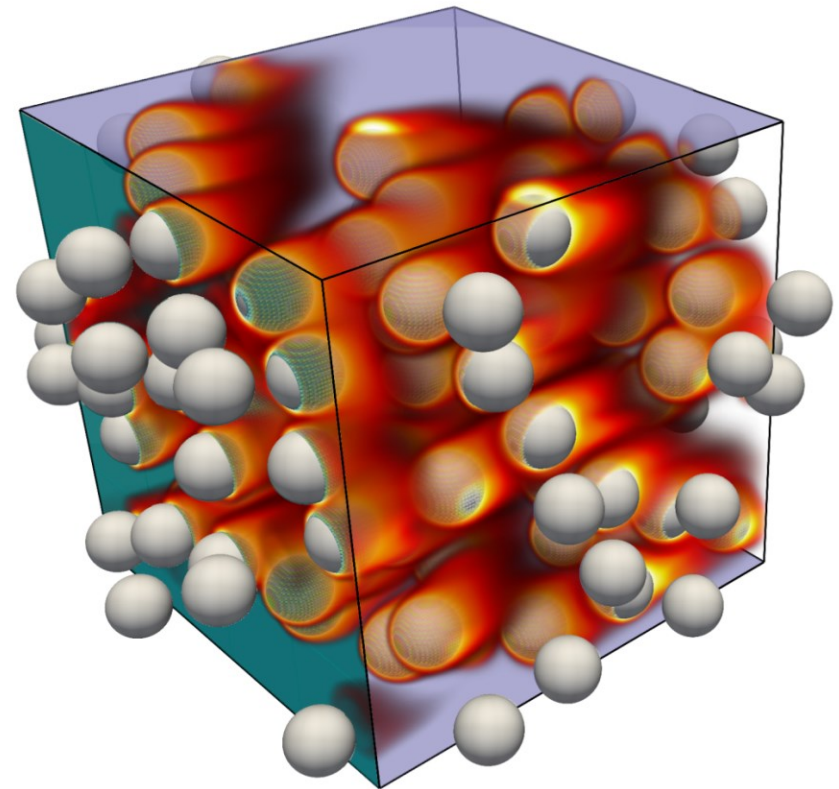


Arbitrary Order Boundary Reconstruction  
Algorithm for Robin Boundary Conditions in

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F. Municchi, S. Radl

Graz University of Technology





Parts of the “CPPPO” code were developed in the frame of the “NanoSim” project funded by the European Commission through FP7 Grant agreement no. 604656.

<http://www.sintef.no/projectweb/nanosim/>

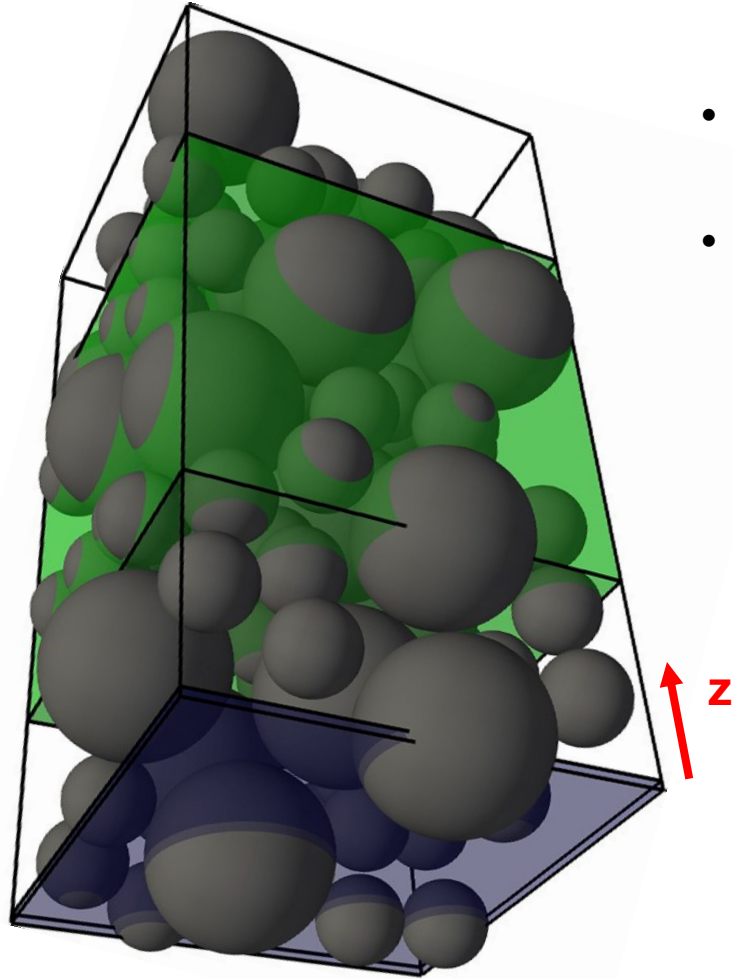


NanoSim

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# Saturation



- For small  $Re$  and high  $\phi_p \rightarrow$  fluid phase is **quickly saturated** with the transferred quantity (**i.e., small  $z_{sat}$** )
- Fluid **field quickly relaxes** to equilibrium value provided at particle surface
- In a meso-scale simulation,  **$Nu$  would NOT matter!**

