



Turbulent Mixing in a Stirred Tank

Introduction

This tutorial demonstrates how mixing can be simulated in a stirred vessel by seeding a trace species from a point. The flow is modeled using the Rotating Machinery, Fluid Flow interface, which solves the Navier–Stokes equations on geometries with rotating parts such as impellers. The transport of the trace species is modeled using the Transport of Diluted Species interface. The trace species is added when the mixer is running in steady operation. The mixing time is evaluated by comparing the concentration in a measurement point to the average concentration in the vessel.

Model Definition

MODEL GEOMETRY

[Figure 1](#) shows the model geometry, which is a schematic cross section of a tank with a four-blade impeller. The tank has four baffles attached to the wall to enhance mixing. The mixer blades and the impellers are approximated to be infinitely thin. The seeding of the trace species is done at the marked seeding point. The tank also contains a measurement point, close to the wall, where the concentration can be probed.

The circle between the impeller and the tank wall is the assembly boundary where the mesh is allowed to slide when the impeller rotates.

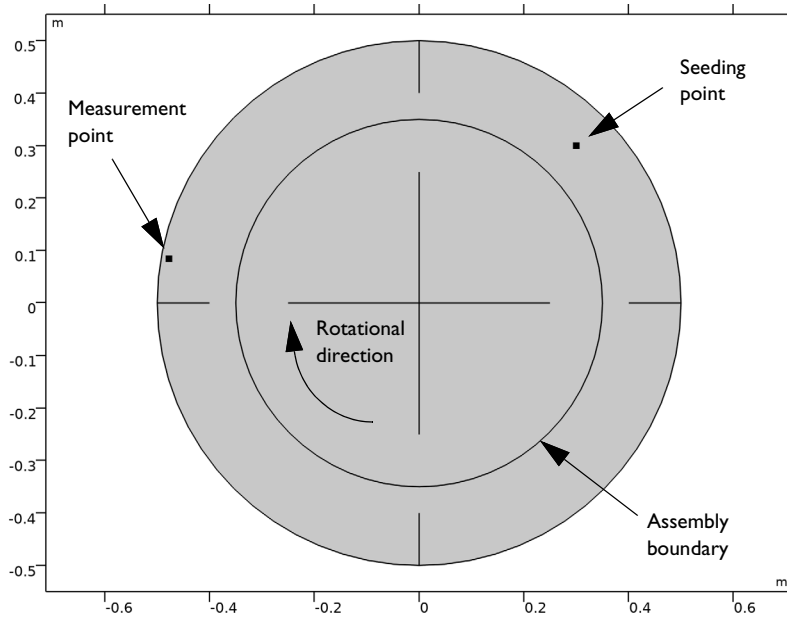


Figure 1: Model geometry.

DOMAIN EQUATION AND BOUNDARY CONDITIONS

The mixer fluid is water, and a rotational speed of 20 rpm is prescribed for the impeller. This rotation is achieved by prescribing the inner domain to be a rotating domain. The boundary between the inner and the outer domain is prescribed to be a continuity boundary that transfers momentum to the fluid in the outer domain.

The Reynolds number based on the impeller radius and the impeller tip speed is approximately 1.9×10^6 , which means that the flow is turbulent. The k - ϵ turbulence model is applied in this example.

There are two methods to reach operating conditions. One is to accelerate the impeller up to full speed and wait for the flow to reach a quasi steady-state. This approach is simple but can be time consuming. A computationally more efficient method is to first simulate the flow using the frozen rotor approach. Frozen rotor means that the impeller, or rotor, is frozen in position. The flow in the rotating domain is assumed to be stationary in terms of a rotating coordinate system. The effect of the rotation is then accounted for by Coriolis and centrifugal forces. This solution couples to the nonrotating parts where the flow is also

assumed to be stationary, but in a nonrotating coordinate system. See the *CFD Module User's Guide* for more information about frozen rotor.

The result of a frozen rotor simulation is an approximation to the flow at operating conditions. The result depends on the angular position of the impeller and cannot represent transient effects. It is still a very good starting condition to reach operating conditions. Here, to make sure that the correct operating conditions are reached, a time dependent simulations is ran starting from the frozen rotor solution. The average flow quantities are inspected in order to determine when a quasi-steady state is reached.

A trace species is a species introduced in very small quantities. It is often of a sharp color to be clearly visible even in small amounts. A trace species is not supposed to affect the flow, and hence, the flow can be solved for first and then the trace species transport solved for subsequently. The seeding is performed by injection at the seeding point during one second. Then the mixing in the vessel is simulated for 40 revolutions. The degree of mixing is evaluated by comparing the averaged concentration to the concentration measured near the wall behind one of the baffles.

To reduce the computational effort, the fluid flow field is not solved for during the mixing. The flow field and turbulent diffusion during the last revolution of the flow simulation is reused repeatedly during the mixing stage.

Note that in order to be able to reuse the flow field in a periodic fashion, variables are re-defined in the Equation View of the multiphysics coupling feature (Reacting Flow, Diluted Species).

Results and Discussion

[Figure 2](#) shows the frozen rotor velocity field. As expected, the highest velocity magnitude is found at the tip of the mixer blades. There are also clearly visible recirculation zones both before and behind the baffles.

[Figure 3](#) shows the velocity field at the end of the fluid flow simulation (at $t = 30$ s, corresponding to 10 revolutions). The rotor position is the same as in [Figure 2](#), and the results in the figures are similar. There are, however, differences. The most notable difference is that the recirculation zones before the baffles are smaller in [Figure 3](#) than in [Figure 2](#). The size and shape of the recirculation zones for the time-dependent simulation also vary with the position of the impeller.

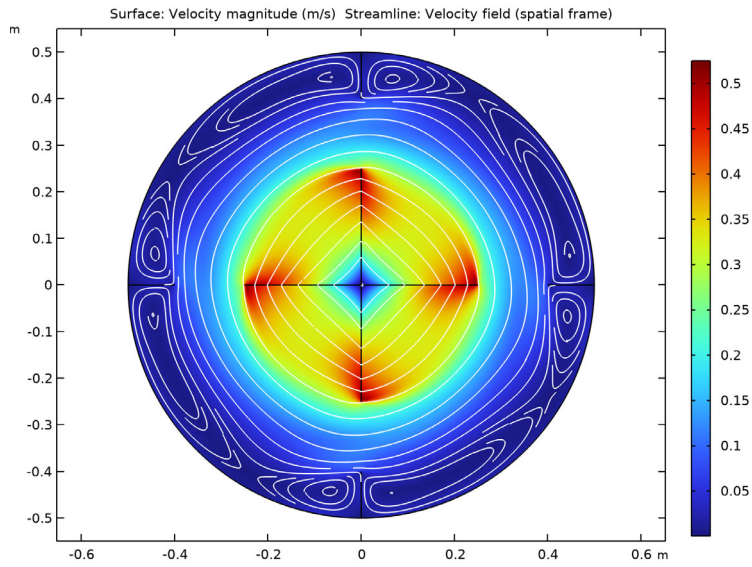


Figure 2: The velocity field obtained from the frozen rotor simulation.

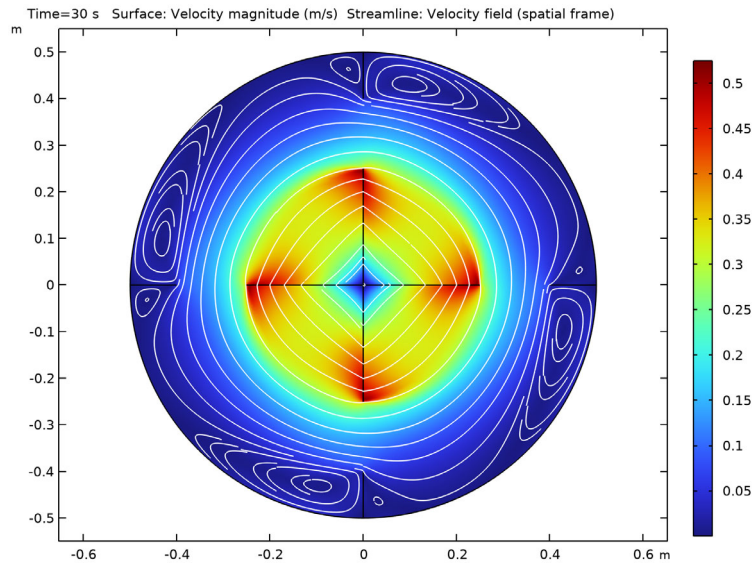


Figure 3: A snapshot of the time-dependent velocity field at $t=30$ s.

The average velocity and the average turbulent dynamic viscosity are plotted in [Figure 4](#) to visualize the flow field development over time. The variables are normalized using the results from the frozen rotor solution. It can be noted that there is a drift over the first couple of rotations, but the magnitude of the variations is small. The frequency with which the impeller blades are passing the baffles is clearly seen in the velocity variations. The flow is noted to have reached a cyclic steady state after around seven revolutions. This implies that the last revolution of the simulation can confidently be used repeatedly for the mixing simulation.

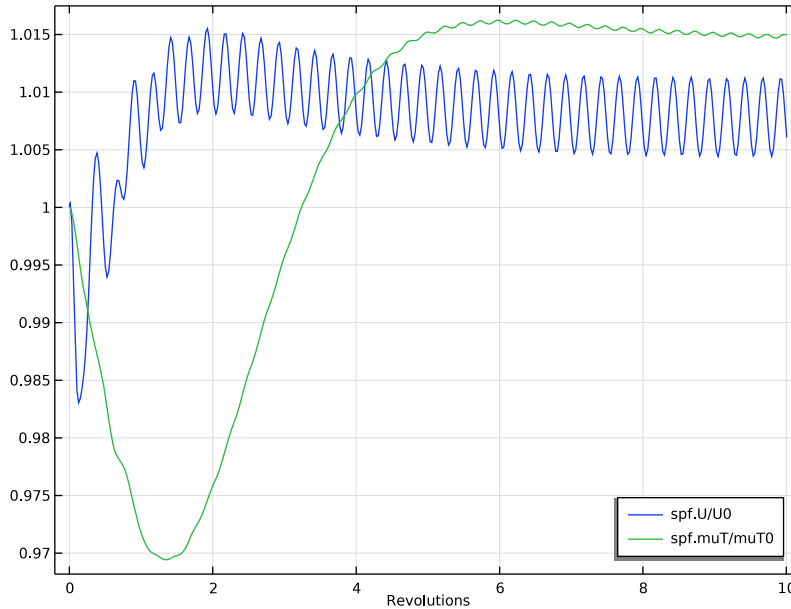


Figure 4: Flow development starting from the frozen rotor solution. The average velocity and average turbulent diffusion normalized by the respective initial values are shown.

[Figure 5](#) shows four snapshots of the mixing process, with the time running from the upper-left to the lower-right picture. Since the velocity is rather slow at the seeding point (see also [Figure 3](#)), the initial transport is almost isotropic around the seeding point ($t = 2$ s). Some trace species is, however, entrained in the faster velocity field in the center of the mixer and becomes thereby spread in the azimuthal direction ($t = 8$ s). The slowest spreading is to the regions behind the left baffle, close to the measuring point, as well as behind the top baffle. Species in the space between the impeller blades is mixed poorly with

species in the outer region. This is a well-known phenomenon and is the reason why chemical substances are commonly added as close to the impeller axis as possible.

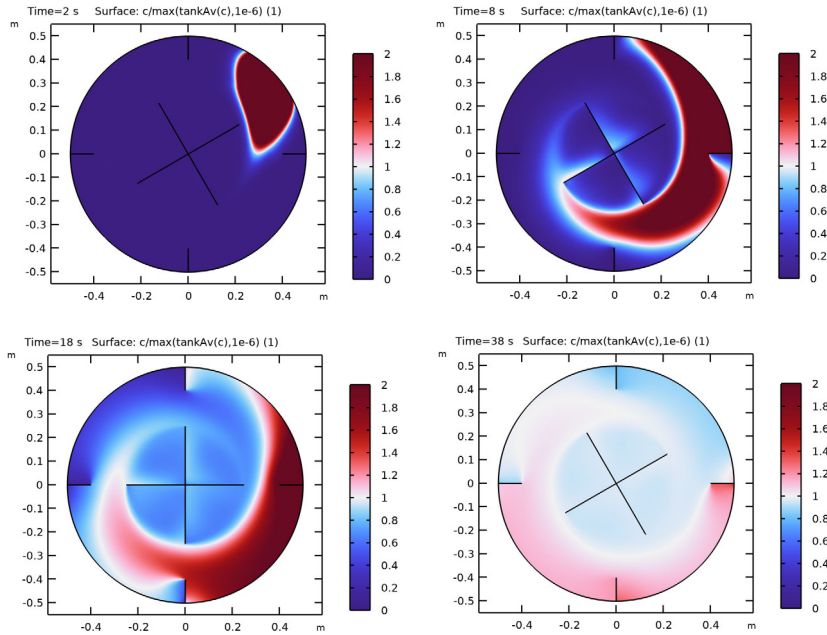


Figure 5: The mixing process. Surface plots of the trace species, normalized by the average concentration, at $t = 2, 8, 18$ and 38 seconds.

The mixing development can be evaluated in [Figure 5](#) where the concentration at the measurement position and the average concentration are plotted. As was noted in the previous figure it takes a number of rotations of the impeller before the species is spread to the measurement position. After about 14 rotations the concentration behind the baffle surpasses the averaged concentrations, and after around 30 rotations the average concentration has been reached.

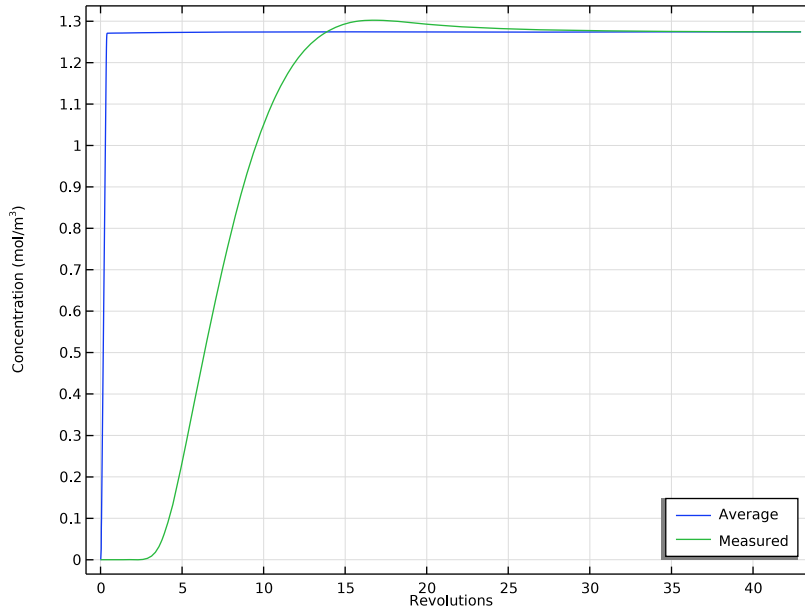



Figure 6: Concentration development during mixing. Comparing the average concentration in the tank to the one in the measurement point.

Application Library path: CFD_Module/Single-Phase_Flow/turbulent_mixing


Modeling Instructions

From the **File** menu, choose **New**.

NEW

In the **New** window, click  **Model Wizard**.

MODEL WIZARD


- 1 In the **Model Wizard** window, click  **2D**.
- 2 In the **Select Physics** tree, select **Fluid Flow>Single-Phase Flow>Rotating Machinery, Fluid Flow>Turbulent Flow>Turbulent Flow, k-ε**.
- 3 Click **Add**.

- 4 Click  **Study**.
- 5 In the **Select Study** tree, select **Preset Studies for Selected Physics Interfaces>Frozen Rotor**.
- 6 Click  **Done**.

GLOBAL DEFINITIONS


Import some model parameters from a text file.

Parameters 1



- 1 In the **Model Builder** window, under **Global Definitions** click **Parameters 1**.
- 2 In the **Settings** window for **Parameters**, locate the **Parameters** section.
- 3 Click  **Load from File**.
- 4 Browse to the model's Application Libraries folder and double-click the file `turbulent_mixing_parameters.txt`.

GEOMETRY 1



Circle 1 (c1)

- 1 In the **Geometry** toolbar, click  **Circle**.
- 2 In the **Settings** window for **Circle**, locate the **Size and Shape** section.
- 3 In the **Radius** text field, type `tank_R`.

Circle 2 (c2)

- 1 In the **Geometry** toolbar, click  **Circle**.
- 2 In the **Settings** window for **Circle**, locate the **Size and Shape** section.
- 3 In the **Radius** text field, type `0.7*tank_R`.
- 4 Click  **Build Selected**.

Difference 1 (dif1)



- 1 In the **Geometry** toolbar, click  **Booleans and Partitions** and choose **Difference**.
- 2 In the **Settings** window for **Difference**, locate the **Difference** section.
- 3 Select the **Keep objects to subtract** check box.
- 4 Select the object **c1** only.
- 5 Click to select the  **Activate Selection** toggle button for **Objects to subtract**.
- 6 Select the object **c2** only.

Line Segment 1 (ls1)



- 1 In the **Geometry** toolbar, click  **More Primitives** and choose **Line Segment**.

- 2 In the **Settings** window for **Line Segment**, locate the **Starting Point** section.
- 3 From the **Specify** list, choose **Coordinates**.
- 4 Locate the **Endpoint** section. From the **Specify** list, choose **Coordinates**.
- 5 Locate the **Starting Point** section. In the **x** text field, type -tank_R.
- 6 Locate the **Endpoint** section. In the **x** text field, type -tank_R+baffle_L.



Rotate 1 (rot1)

- 1 In the **Geometry** toolbar, click  **Transforms** and choose **Rotate**.
- 2 Select the object **ls1** only.
- 3 In the **Settings** window for **Rotate**, locate the **Rotation** section.
- 4 Click  **Range**.
- 5 In the **Range** dialog box, type 90 in the **Start** text field.
- 6 In the **Step** text field, type 90.
- 7 In the **Stop** text field, type 270.
- 8 Click **Replace**.
- 9 In the **Settings** window for **Rotate**, locate the **Input** section.
- 10 Select the **Keep input objects** check box.


Point 1 (pt1)

- 1 In the **Geometry** toolbar, click  **Point**.
- 2 In the **Settings** window for **Point**, locate the **Point** section.
- 3 In the **x** text field, type inject_x.
- 4 In the **y** text field, type inject_y.
- 5 Click  **Build Selected**.

Point 2 (pt2)

- 1 In the **Geometry** toolbar, click  **Point**.
- 2 In the **Settings** window for **Point**, locate the **Point** section.
- 3 In the **x** text field, type -tank_R*0.97.
- 4 Click  **Build Selected**.


Rotate 2 (rot2)

- 1 In the **Geometry** toolbar, click  **Transforms** and choose **Rotate**.
- 2 Select the object **pt2** only.
- 3 In the **Settings** window for **Rotate**, locate the **Rotation** section.

4 In the **Angle** text field, type -10.

5 Click  **Build Selected**.

Union 1 (uni1)

1 In the **Geometry** toolbar, click  **Booleans and Partitions** and choose **Union**.

The final operation will later be set to **Form an assembly**. Union operations are therefore necessary to merge the domains and the lines.

2 Select the objects **dif1**, **ls1**, **pt1**, **rot1(1)**, **rot1(2)**, **rot1(3)**, and **rot2** only.

Line Segment 2 (ls2)

1 In the **Geometry** toolbar, click  **More Primitives** and choose **Line Segment**.

2 In the **Settings** window for **Line Segment**, locate the **Starting Point** section.

3 From the **Specify** list, choose **Coordinates**.

4 Locate the **Endpoint** section. From the **Specify** list, choose **Coordinates**.

5 Locate the **Starting Point** section. In the **x** text field, type -0.25.

6 Locate the **Endpoint** section. In the **x** text field, type 0.25.

Line Segment 3 (ls3)

1 In the **Geometry** toolbar, click  **More Primitives** and choose **Line Segment**.

2 In the **Settings** window for **Line Segment**, locate the **Starting Point** section.

3 From the **Specify** list, choose **Coordinates**.

4 Locate the **Endpoint** section. From the **Specify** list, choose **Coordinates**.

5 Locate the **Starting Point** section. In the **y** text field, type -0.25.

6 Locate the **Endpoint** section. In the **y** text field, type 0.25.

Union 2 (uni2)

1 In the **Geometry** toolbar, click  **Booleans and Partitions** and choose **Union**.

2 Select the objects **c2**, **ls2**, and **ls3** only.


Form Union (fin)

The boundary between the rotating and nonrotating domains must be an assembly boundary so that the parts can move relative to each other.

1 In the **Model Builder** window, under **Component 1 (comp1)>Geometry 1** click **Form Union (fin)**.

2 In the **Settings** window for **Form Union/Assembly**, locate the **Form Union/Assembly** section.


3 From the **Action** list, choose **Form an assembly**.

- 4 In the **Geometry** toolbar, click  **Build All**.
- 5 Click the  **Zoom Extents** button in the **Graphics** toolbar.

Create a selection for the interior boundaries representing the impeller and baffles.


DEFINITIONS

Impeller and Baffles



- 1 In the **Definitions** toolbar, click  **Explicit**.
- 2 In the **Settings** window for **Explicit**, locate the **Input Entities** section.
- 3 From the **Geometric entity level** list, choose **Boundary**.
- 4 Select Boundaries 1–4 and 13–16 only.
- 5 In the **Label** text field, type **Impeller and Baffles**.

Create an average operator to be used for computing average quantities in the tank.

Average 1 (aveop1)

- 1 In the **Definitions** toolbar, click  **Nonlocal Couplings** and choose **Average**.
- 2 In the **Settings** window for **Average**, type tankAv in the **Operator name** text field.
- 3 Locate the **Source Selection** section. From the **Selection** list, choose **All domains**.

ADD MATERIAL

- 1 In the **Home** toolbar, click  **Add Material** to open the **Add Material** window.
- 2 Go to the **Add Material** window.
- 3 In the tree, select **Built-in>Water, liquid**.
- 4 Click **Add to Component** in the window toolbar.
- 5 In the **Home** toolbar, click  **Add Material** to close the **Add Material** window.

MOVING MESH

Rotating Domain 1


- 1 In the **Model Builder** window, under **Component 1 (comp1)>Moving Mesh** click **Rotating Domain 1**.
- 2 Select Domain 2 only.
- 3 In the **Settings** window for **Rotating Domain**, locate the **Rotation** section.
- 4 In the f text field, type -rpm.

TURBULENT FLOW, K- ϵ (SPF)

Interior Wall I

- 1 In the **Model Builder** window, under **Component 1 (comp1)** right-click **Turbulent Flow, k- ϵ (spf)** and choose **Interior Wall**.
- 2 In the **Settings** window for **Interior Wall**, locate the **Boundary Selection** section.
- 3 From the **Selection** list, choose **Impeller and Baffles**.


Pressure Point Constraint I

- 1 In the **Physics** toolbar, click  **Points** and choose **Pressure Point Constraint**.
- 2 Select Point 10 only.

The pressure level must be specified to obtain a unique solution since water is an incompressible liquid.


Hide the internal boundaries between the moving and the stationary part of the geometry. First copy the boundary selection from the continuity feature.

Flow Continuity I

- 1 In the **Model Builder** window, click **Flow Continuity I**.
- 2 In the **Settings** window for **Flow Continuity**, click to expand the **Boundary Selection** section.
- 3 Click  **Copy Selection**.

DEFINITIONS

Hide for Physics I


- 1 In the **Model Builder** window, right-click **View 1** and choose **Hide for Physics**.
- 2 In the **Settings** window for **Hide for Physics**, locate the **Geometric Entity Selection** section.
- 3 From the **Geometric entity level** list, choose **Boundary**.
- 4 Click  **Paste Selection**.
- 5 In the **Paste Selection** dialog box, Press CTRL+V to paste the copied boundary selection.
- 6 click **OK**.

MESH I

- 1 In the **Model Builder** window, under **Component 1 (comp1)** click **Mesh 1**.
- 2 In the **Settings** window for **Mesh**, locate the **Physics-Controlled Mesh** section.
- 3 From the **Element size** list, choose **Fine**.


- 4 Right-click **Component 1 (comp1)**>**Mesh 1** and choose **Edit Physics-Induced Sequence**.

Size 1

- 1 In the **Model Builder** window, right-click **Free Triangular 1** and choose **Size**.
- 2 In the **Settings** window for **Size**, locate the **Geometric Entity Selection** section.
- 3 From the **Geometric entity level** list, choose **Point**.
- 4 Select Point 11 only.
- 5 Locate the **Element Size** section. Click the **Custom** button.
- 6 Locate the **Element Size Parameters** section.
- 7 Select the **Maximum element size** check box. In the associated text field, type $3\text{e-}3$.
- 8 Click  **Build All**.

STUDY 1

Step 1: Frozen Rotor


In the **Home** toolbar, click  **Compute**.

RESULTS

Velocity (spf)

Create [Figure 2](#) using the following steps.

Streamline 1

- 1 Right-click **Velocity (spf)** and choose **Streamline**.
- 2 In the **Settings** window for **Streamline**, locate the **Streamline Positioning** section.
- 3 From the **Positioning** list, choose **Uniform density**.
- 4 In the **Separating distance** text field, type 0.02.
- 5 Locate the **Coloring and Style** section. Find the **Point style** subsection. From the **Color** list, choose **White**.
- 6 In the **Velocity (spf)** toolbar, click  **Plot**.
Add a **Time Dependent** study.

Pressure (spf), Velocity (spf), Wall Resolution (spf)

- 1 In the **Model Builder** window, under **Results**, Ctrl-click to select **Velocity (spf)**, **Pressure (spf)**, and **Wall Resolution (spf)**.
- 2 Right-click and choose **Group**.

Fluid Flow, Frozen Rotor

In the **Settings** window for **Group**, type Fluid Flow, Frozen Rotor in the **Label** text field.


DEFINITIONS

Variables I

- 1 In the **Model Builder** window, under **Component 1 (comp1)** right-click **Definitions** and choose **Variables**.
- 2 In the **Settings** window for **Variables**, locate the **Variables** section.
- 3 In the table, enter the following settings:

Name	Expression	Unit	Description
U0	<code>withsol('sol1', tankAv(spf.U))</code>	m/s	Average velocity, frozen rotor
muT0	<code>withsol('sol1', tankAv(spf.muT))</code>	Pa·s	Average turbulent dynamic viscosity, frozen rotor



Domain Probe: U

- 1 In the **Definitions** toolbar, click  **Probes** and choose **Domain Probe**.
- 2 In the **Settings** window for **Domain Probe**, type Domain Probe: U in the **Label** text field.
- 3 Locate the **Expression** section. In the **Expression** text field, type `spf.U/U0`.
- 4 Right-click **Domain Probe: U** and choose **Duplicate**.

Domain Probe: muT

- 1 In the **Model Builder** window, under **Component 1 (comp1)>Definitions** click **Domain Probe: U 1 (dom2)**.
- 2 In the **Settings** window for **Domain Probe**, type Domain Probe: muT in the **Label** text field.
- 3 Locate the **Expression** section. In the **Expression** text field, type `spf.muT/muT0`.

ADD STUDY


- 1 In the **Home** toolbar, click  **Add Study** to open the **Add Study** window.
- 2 Go to the **Add Study** window.
- 3 Find the **Studies** subsection. In the **Select Study** tree, select **General Studies>Time Dependent**.
- 4 Click **Add Study** in the window toolbar.
- 5 In the **Home** toolbar, click  **Add Study** to close the **Add Study** window.

STUDY 2

In the **Study** toolbar, click  **Show Default Plots**.

Step 1: Time Dependent

Store time steps at the end of the simulation when the flow field is expected to have reached a quasi steady state.

- 1 In the **Model Builder** window, under **Study 2** click **Step 1: Time Dependent**.
- 2 In the **Settings** window for **Time Dependent**, locate the **Study Settings** section.
- 3 In the **Output times** text field, type `0 range(frev_t0, rev_dt, frev_tEnd)`.
Enable results while solving, and use the probes to monitor when a quasi steady state is reached.
- 4 Click to expand the **Results While Solving** section. Select the **Plot** check box.
- 5 From the **Plot group** list, choose **Probe Plot Group 4**.
- 6 From the **Update at** list, choose **Time steps taken by solver**.
- 7 From the **Probes** list, choose **Manual**.
Start from the frozen rotor solution.
- 8 Click to expand the **Values of Dependent Variables** section. Find the **Initial values of variables solved for** subsection. From the **Settings** list, choose **User controlled**.
- 9 From the **Method** list, choose **Solution**.
- 10 From the **Study** list, choose **Study 1, Frozen Rotor**.
- 11 In the **Study** toolbar, click  **Compute**.

RESULTS

Pressure (spf) 1, Probe Plot Group 4, Velocity (spf) 1, Wall Resolution (spf) 1

- 1 In the **Model Builder** window, under **Results**, Ctrl-click to select **Probe Plot Group 4**, **Velocity (spf) 1**, **Pressure (spf) 1**, and **Wall Resolution (spf) 1**.
- 2 Right-click and choose **Group**.

Fluid Flow, Time Dependent

In the **Settings** window for **Group**, type Fluid Flow, Time Dependent in the **Label** text field.

Probe Plot Group 4

- 1 In the **Model Builder** window, click **Probe Plot Group 4**.
- 2 In the **Settings** window for **ID Plot Group**, locate the **Legend** section.

- 3 From the **Position** list, choose **Lower right**.

Probe Table Graph 1

- 1 In the **Model Builder** window, expand the **Probe Plot Group 4** node, then click **Probe Table Graph 1**.
- 2 In the **Settings** window for **Table Graph**, click to expand the **Preprocessing** section.
- 3 Find the **x-axis column** subsection. From the **Transformation** list, choose **Linear**.
- 4 In the **Scaling** text field, type rpm.

Probe Plot: Fluid flow development

- 1 In the **Model Builder** window, under **Results>Fluid Flow, Time Dependent** click **Probe Plot Group 4**.
- 2 In the **Settings** window for **ID Plot Group**, type Probe Plot: Fluid flow development in the **Label** text field.
- 3 Locate the **Plot Settings** section.
- 4 Select the **x-axis label** check box. In the associated text field, type Revolutions.

Probe Table Graph 1

- 1 In the **Model Builder** window, click **Probe Table Graph 1**.
- 2 In the **Settings** window for **Table Graph**, click to expand the **Legends** section.
- 3 From the **Legends** list, choose **Manual**.
- 4 In the table, enter the following settings:

Legends
spf.U/U0
spf.muT/muT0


- 5 In the **Probe Plot: Fluid flow development** toolbar, click  **Plot**.

Velocity (spf) 1

Recreate [Figure 3](#) using the following steps.


Streamline 1

- 1 In the **Model Builder** window, right-click **Velocity (spf) 1** and choose **Streamline**.
- 2 In the **Settings** window for **Streamline**, locate the **Streamline Positioning** section.
- 3 From the **Positioning** list, choose **Uniform density**.
- 4 In the **Separating distance** text field, type 0.02.




- 5 Locate the **Coloring and Style** section. Find the **Point style** subsection. From the **Color** list, choose **White**.
- 6 In the **Velocity (spf) I** toolbar, click  **Plot**.

DEFINITIONS




Rectangle I (rectI)

- 1 In the **Home** toolbar, click  **Functions** and choose **Local>Rectangle**.
- 2 In the **Settings** window for **Rectangle**, locate the **Parameters** section.
- 3 In the **Lower limit** text field, type 0.1.
- 4 In the **Upper limit** text field, type 1.1.
- 5 Click to expand the **Smoothing** section. In the **Size of transition zone** text field, type 0.2.

Domain Probe : c_av

- 1 In the **Definitions** toolbar, click  **Probes** and choose **Domain Probe**.
- 2 In the **Settings** window for **Domain Probe**, type Domain Probe : c_av in the **Label** text field.
- 3 Locate the **Expression** section. In the **Expression** text field, type c.
- 4 Click to expand the **Table and Window Settings** section. From the **Output table** list, choose **New table**.
- 5 Click  **Add Table**.
- 6 From the **Plot window** list, choose **New window**.
- 7 Click  **Add Plot Window**.

Point Probe : c



- 1 In the **Definitions** toolbar, click  **Probes** and choose **Point Probe**.
- 2 In the **Settings** window for **Point Probe**, type Point Probe : c in the **Label** text field.
- 3 Locate the **Probe Type** section. From the **Type** list, choose **Integral**.
- 4 Locate the **Source Selection** section. Click  **Clear Selection**.
- 5 Select Point 2 only.
- 6 Locate the **Expression** section. In the **Expression** text field, type c.
- 7 Click to expand the **Table and Window Settings** section. From the **Output table** list, choose **Table 2**.
- 8 From the **Plot window** list, choose **Probe Plot 2**.
- 9 Click  **Go to Source**.

RESULTS

Probe Table 2

- 1 In the **Model Builder** window, under **Results>Tables** click **Table 2**.
- 2 In the **Settings** window for **Table**, type Probe Table 2 in the **Label** text field.

ADD PHYSICS


- 1 In the **Home** toolbar, click  **Add Physics** to open the **Add Physics** window.
- 2 Go to the **Add Physics** window.
- 3 In the tree, select **Chemical Species Transport>Transport of Diluted Species (tds)**.
- 4 Find the **Physics interfaces in study** subsection. In the table, clear the **Solve** check boxes for **Study 1** and **Study 2**.
- 5 Click **Add to Component 1** in the window toolbar.
- 6 In the **Home** toolbar, click  **Add Physics** to close the **Add Physics** window.

TRANSPORT OF DILUTED SPECIES (TDS)

Thin Impermeable Barrier 1


- 1 Right-click **Component 1 (comp1)>Transport of Diluted Species (tds)** and choose **Interior Surfaces>Thin Impermeable Barrier**.
- 2 In the **Settings** window for **Thin Impermeable Barrier**, locate the **Boundary Selection** section.
- 3 From the **Selection** list, choose **Impeller and Baffles**.

Line Mass Source 1

- 1 In the **Physics** toolbar, click  **Points** and choose **Line Mass Source**.
- 2 Select Point 11 only.
- 3 In the **Settings** window for **Line Mass Source**, locate the **Species Source** section.
- 4 In the $\dot{q}_{1,c}$ text field, type $\text{rect1}(\text{t}[1/\text{s}])$.


MULTIPHYSICS

Reacting Flow, Diluted Species 1 (rfd1)

In the **Physics** toolbar, click  **Multiphysics Couplings** and choose **Domain>Reacting Flow, Diluted Species**.

ADD STUDY


- 1 In the **Home** toolbar, click  **Add Study** to open the **Add Study** window.

- 2 Go to the **Add Study** window.
- 3 Find the **Studies** subsection. In the **Select Study** tree, select **General Studies> Time Dependent**.
- 4 Find the **Physics interfaces in study** subsection. In the table, clear the **Solve** check box for **Turbulent Flow, k-ε (spf)**.
- 5 Click **Add Study** in the window toolbar.
- 6 In the **Home** toolbar, click  **Add Study** to close the **Add Study** window.


Next, set up the study step for the mixing to periodically re-use the fluid flow solution from the last rotation in Study 2.


STUDY 3

Step 1: Time Dependent

- 1 In the **Settings** window for **Time Dependent**, locate the **Study Settings** section.
- 2 In the **Output times** text field, type `range(0, rev_t/3, rev_t*mix_revs)`.
- 3 Locate the **Results While Solving** section. Select the **Plot** check box.
- 4 From the **Update at** list, choose **Time steps taken by solver**.
- 5 From the **Probes** list, choose **Manual**.
- 6 In the **Probes** list, choose **Domain Probe: U (dom1)** and **Domain Probe: muT (dom2)**.
- 7 Under **Probes**, click  **Delete**.
- 8 Locate the **Values of Dependent Variables** section. Find the **Values of variables not solved for** subsection. From the **Settings** list, choose **User controlled**.
- 9 From the **Method** list, choose **Solution**.
- 10 From the **Study** list, choose **Study 2, Time Dependent**.
- 11 From the **Time (s)** list, choose **Automatic (all solutions)**.

Solution 3 (sol3)

- 1 In the **Study** toolbar, click  **Show Default Solver**.
- 2 In the **Model Builder** window, expand the **Solution 3 (sol3)** node, then click **Time-Dependent Solver 1**.
- 3 In the **Settings** window for **Time-Dependent Solver**, click to expand the **Advanced** section.
- 4 Select the **Periodic values of variables not solved for** check box.
- 5 In the **Start time** text field, type `frev_tEnd-rev_t`.

- 6 In the **Interval length** text field, type `rev_t`.
- 7 In the **Study** toolbar, click  **Show Default Plots**.

RESULTS

Concentration (tds)


Plot the dataset edges on the spatial frame to make them follow the rotation.

- 1 In the **Settings** window for **2D Plot Group**, locate the **Plot Settings** section.
- 2 From the **Frame** list, choose **Spatial (x, y, z)**.

Now solve for the injection and mixing of the passive trace species.

STUDY 3

Step 1: Time Dependent

- 1 In the **Model Builder** window, under **Study 3** click **Step 1: Time Dependent**.
- 2 In the **Settings** window for **Time Dependent**, locate the **Results While Solving** section.
- 3 From the **Plot group** list, choose **Concentration (tds)**.
- 4 In the **Study** toolbar, click  **Compute**.

RESULTS

Concentration (tds), Probe Plot Group 8

- 1 In the **Model Builder** window, under **Results**, Ctrl-click to select **Probe Plot Group 8** and **Concentration (tds)**.
- 2 Right-click and choose **Group**.


Species Mixing, Time Dependent

In the **Settings** window for **Group**, type Species Mixing, Time Dependent in the **Label** text field.

Probe Table Graph 1

- 1 In the **Model Builder** window, expand the **Probe Plot Group 8** node, then click **Probe Table Graph 1**.
- 2 In the **Settings** window for **Table Graph**, locate the **Preprocessing** section.
- 3 Find the **x-axis column** subsection. From the **Transformation** list, choose **Linear**.
- 4 In the **Scaling** text field, type `rpm`.

Probe Plot: Mixing

- 1 In the **Model Builder** window, under **Results>Species Mixing, Time Dependent** click **Probe Plot Group 8**.
- 2 In the **Settings** window for **ID Plot Group**, type Probe Plot: Mixing in the **Label** text field.
- 3 Locate the **Plot Settings** section.
- 4 Select the **x-axis label** check box. In the associated text field, type Revolutions.
- 5 Select the **y-axis label** check box. In the associated text field, type Concentration (mol/m^3).
- 6 Locate the **Legend** section. From the **Position** list, choose **Lower right**.
- 7 In the **Probe Plot: Mixing** toolbar, click  **Plot**.

Probe Table Graph 1

- 1 In the **Model Builder** window, click **Probe Table Graph 1**.
- 2 In the **Settings** window for **Table Graph**, locate the **Legends** section.
- 3 From the **Legends** list, choose **Manual**.
- 4 In the table, enter the following settings:


Legends
Average
Measured

- 5 In the **Probe Plot: Mixing** toolbar, click  **Plot**.

Concentration (tds)

The following steps create an animation that contains the plots in [Figure 5](#).

Surface 1

- 1 In the **Model Builder** window, expand the **Concentration (tds)** node, then click **Surface 1**.
- 2 In the **Settings** window for **Surface**, locate the **Expression** section.
- 3 In the **Expression** text field, type $c/\max(\text{tankAV}(c), 1e-6)$.
- 4 Click to expand the **Range** section. Select the **Manual color range** check box.
- 5 In the **Minimum** text field, type 0.
- 6 In the **Maximum** text field, type 2.
- 7 Locate the **Coloring and Style** section. Click  **Change Color Table**.
- 8 In the **Color Table** dialog box, select **Wave>Wave** in the tree.

9 Click **OK**.

Streamline I

In the **Model Builder** window, right-click **Streamline I** and choose **Disable**.

Animation I

1 In the **Results** toolbar, click  **Animation** and choose **File**.

2 In the **Settings** window for **Animation**, locate the **Target** section.

3 From the **Target** list, choose **Player**.

4 Locate the **Scene** section. From the **Subject** list, choose **Concentration (tds)**.

Set the frames to be displayed for as long as the time between the saved solutions.

5 Locate the **Playing** section. In the **Display each frame for** text field, type 0.15.

6 Locate the **Frames** section. From the **Frame selection** list, choose **All**.

7 Click the  **Play** button in the **Graphics** toolbar.

