Mathematical modeling of a spray-dryer

in Matlab and OpenFoam.



Chemical plants and process operations management
Politecnico di Milano - 2022



Mathematical Formulation:

Balances on an evaporating particle and gas phase

- MomB on the particle;
- MassB on the particle
- MassB on the gas phase;
- EnergyB on the particle;
- EnergyB on the gas phase;
- Velocity to axial coordinate conversion

$$m_p \frac{dv_s}{dt} = (\rho_p - \rho_g) V_p g - 3f_D \mu \pi D_p v_s - v_s K_p S_p \left(P_w - P^0(T_g) \right)$$

$$\rightarrow \frac{dm_p}{dt} = K_p S_p \left(P_w - P^0 (T_g) \right)$$

$$\rightarrow \frac{dG_i}{dt} = K_p S_p \left(P_w - P^0 (T_g) \right) \eta A v_p$$

$$m_p c_{pL} \frac{dT_p}{dt} = hS(T_g - T_p) + K_p S_p \left(P_w - P^0(T_g) \right) \Delta H_{ev}$$

$$\rightarrow Gc_p \frac{dT_g}{dt} = hS_p (T_p - T_g) \eta A v_p$$

$$\rightarrow \frac{dz}{dt} = v_p$$

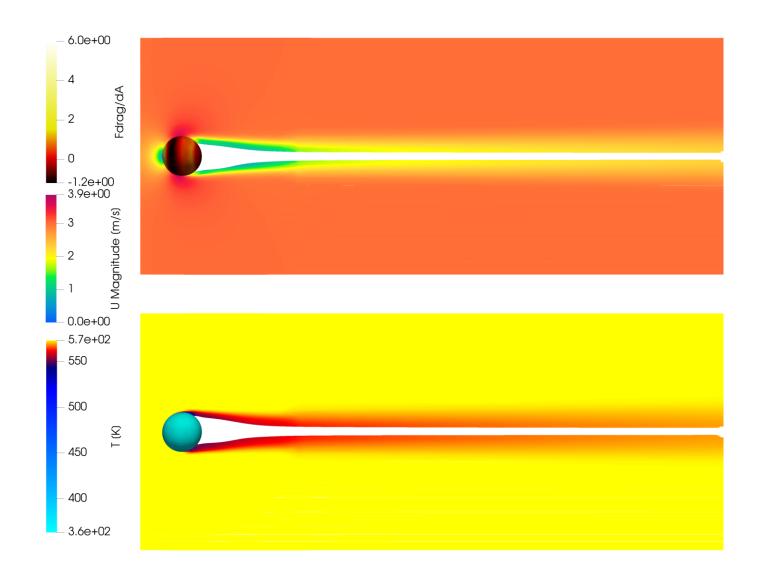
Closure Terms:

Evaluation of Nu,Sh,Cd

Chosen relations:

- $Nu = 2 + 0.4Re^{0.5}Pr^{0.33}$
- $Sh = 2 + 0.4Re^{0.5}Sc^{0.33}$
- $Cd = 24/Re(1+0.14Re^{0.7})$

Simulation of a still, **cold** particle in a **hot** stream; drag coefficient, velocity field and temperature field are presented.



Code Overview:

Everything is evaluated inside the integration loops

```
1 function spraydryer = solver(t,x)
2    ...
3    x_H20 = (mp - mp0*fat) / mp;
4    rho_avg = x_H20 * rhoL + (1 - x_H20) * rho_milk;
5    V = mp / rho_avg;
6    dp = (6 * V / pi)^(1/3);
7    Dmin = 83.87e-6;
8    dp = max(Dmin, dp);
9    ...
10 end
```

Adimensional numbers and **coefficients** are calculated inside the integration function, furthermore to ensure **physical results** some considerations have been done.

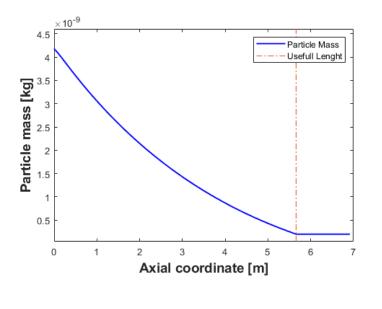
```
1 function spraydryer = solver(t,x)
2    ...
3    Re = abs(rhoG * vs * dp / muG);
4    Pr = muG * CpG / kG;
5    Sc = muG / rhoG / Diff;
6    Nu = 2 + 0.4 * Re^0.5 * Pr^(1/3);
7    Sh = 2 + 0.4 * Re^0.5 * Sc^(1/3);
8    f = (1 + 0.14*Re^0.7);
9    h = Nu * kG / dp;
10    Kc = Sh * Diff/ dp;
11    Kpw = Kc / R / Tg * MWwater;
12    ...
13 end
```

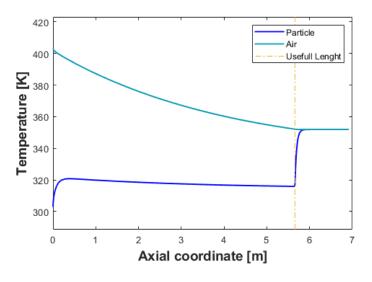
```
1 function spraydryer = solver(t,x)
2    ...
3    mmin = mp0 * fat;
4    mp = max(mmin, mp);
5    ...
6    if mp > mmin + mmin/10000
7         spraydryer(1) = Kpw * Sp * (Pw - P0);
8    else
9         spraydryer(1) = 0;
10    end
11    ...
12 end
```

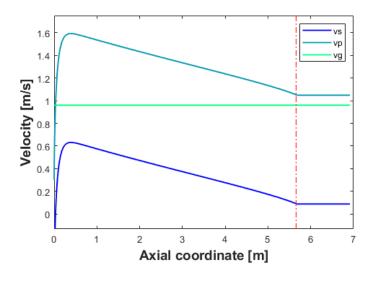
Results: Realistic trends obtained

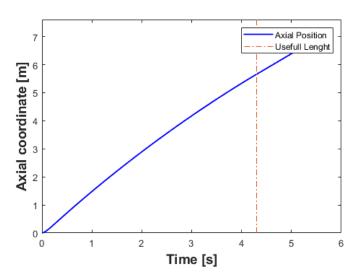
Proposed results present **realistic trends** for the calculated fields:

- Particle mass reaching a minimum;
- p-velocity almost reaching Gvelocity;
- Temperature sharply increasing after the consuption of water.



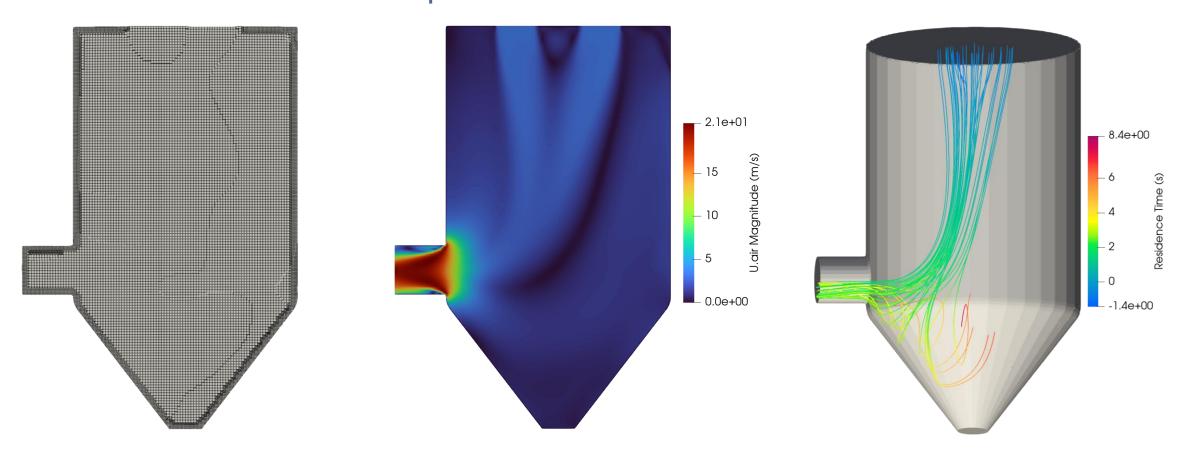






OpenFoam setup:

Ras-model, K-omega-SST

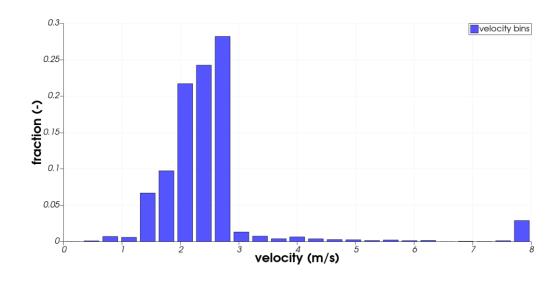


3D-case hex-dominant mesh 2Mln cells

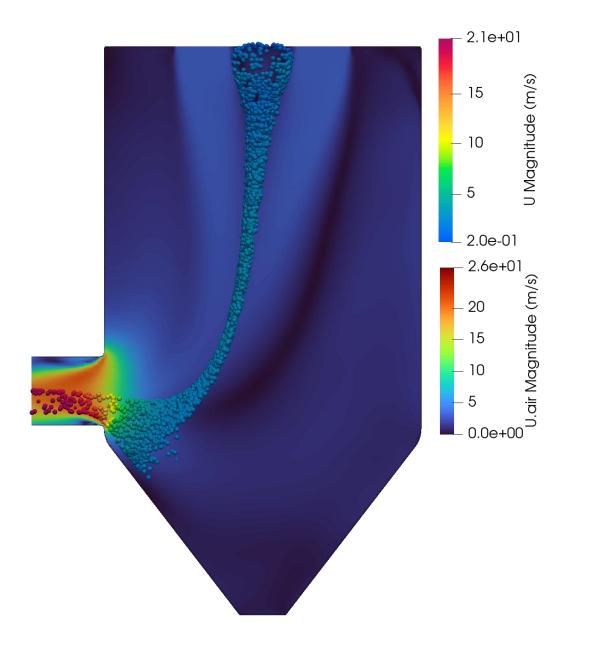
Velocity field and streamline **residence time**, in SI units. Recirculations and velocity gradients are **not** negligible.

OpenFoam setup:

Ras-model, denseParticleFoam solver

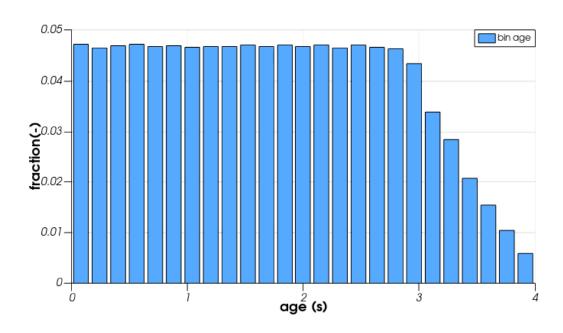


Particles tend to **strictly follow** the air stream, given the almost negligible mass (very mass-diluted system). The displayed graph is at 4s after the first injection.

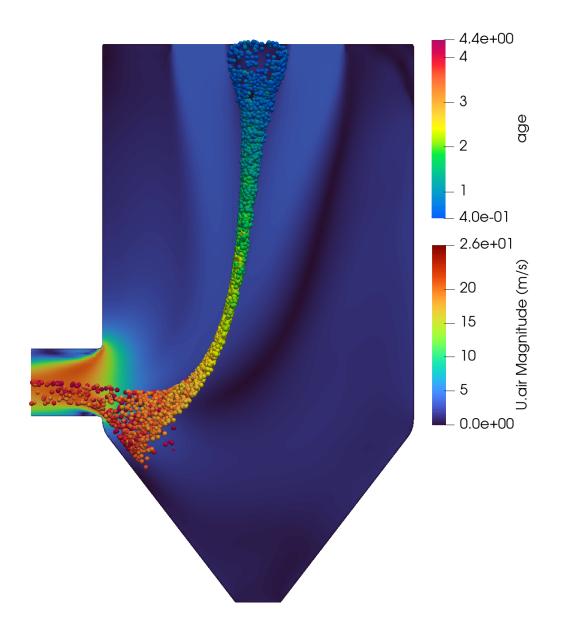


OpenFoam setup:

Ras-model, denseParticleFoam solver



Particles **have not** the required age, due to the non uniform velocity field. The displayed graph is at 4s after the fisrt particle injection.

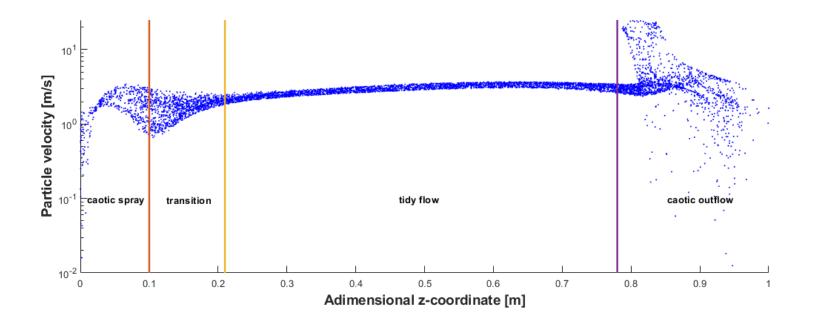


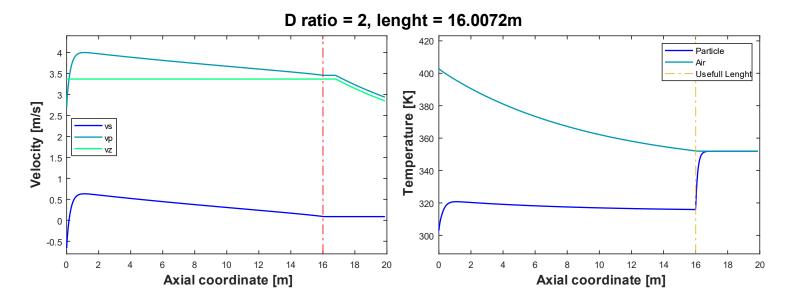
Jet correlation:

Riyiaz and Ahmad 2014

$$v_z = egin{cases} U_{exit}, & \emph{if} \ 0 \leq z \leq x \ 6.11 D_{outlet} U_{exit} rac{1}{z}, & \emph{if} \ (z > x \ \& \ v_z > v_{dev}) \ v_{dev}, & \emph{otherwise} \end{cases}$$

A new correlation is nedeed to ensure that the particle is affected by a realistic velocity, with this a new corrected 1D-model can be developed.



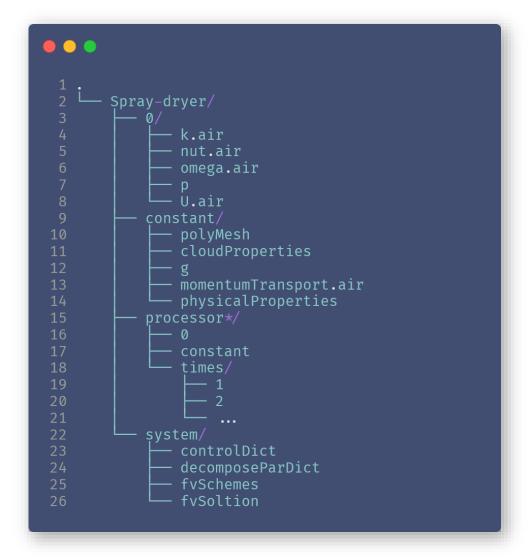


Workflow Overview:

Mesh, Boundary conditions, Solve!



Tipical folder tree of a **mesh** in OpenFoam, with SnappyHexMesh.



Tipical folder tree of a **densePartilceFoam** case in OpenFoam, cloudProperties is the file where all paticle properties/models are defined.

Thank you for the attention.

github.com/sommaa

