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► To cite this version:

Solmaz Boroomandi Barati, Jean-Charles Pinoli, Stéphane Valette, Yann Gavet. Mathematical model of dropwise condensation on textured surfaces. Khashayar SALEH. 9e Colloque Science et Technologie des Poudres - STP 2018, Jul 2018, Compiègne, France. , Actes_STP2018, pp.99. hal-01851661

HAL Id: hal-01851661

<https://hal.science/hal-01851661>

Submitted on 30 Jul 2018

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Mathematical model of dropwise condensation on textured surfaces

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Introduction

- ▶ General issue: formation of water droplets in foggy days on interior side of car light shields.
- ▶ Idea for solving the problem: applying different texturing patterns on the vitreous substrate to control the rate of droplets growth.

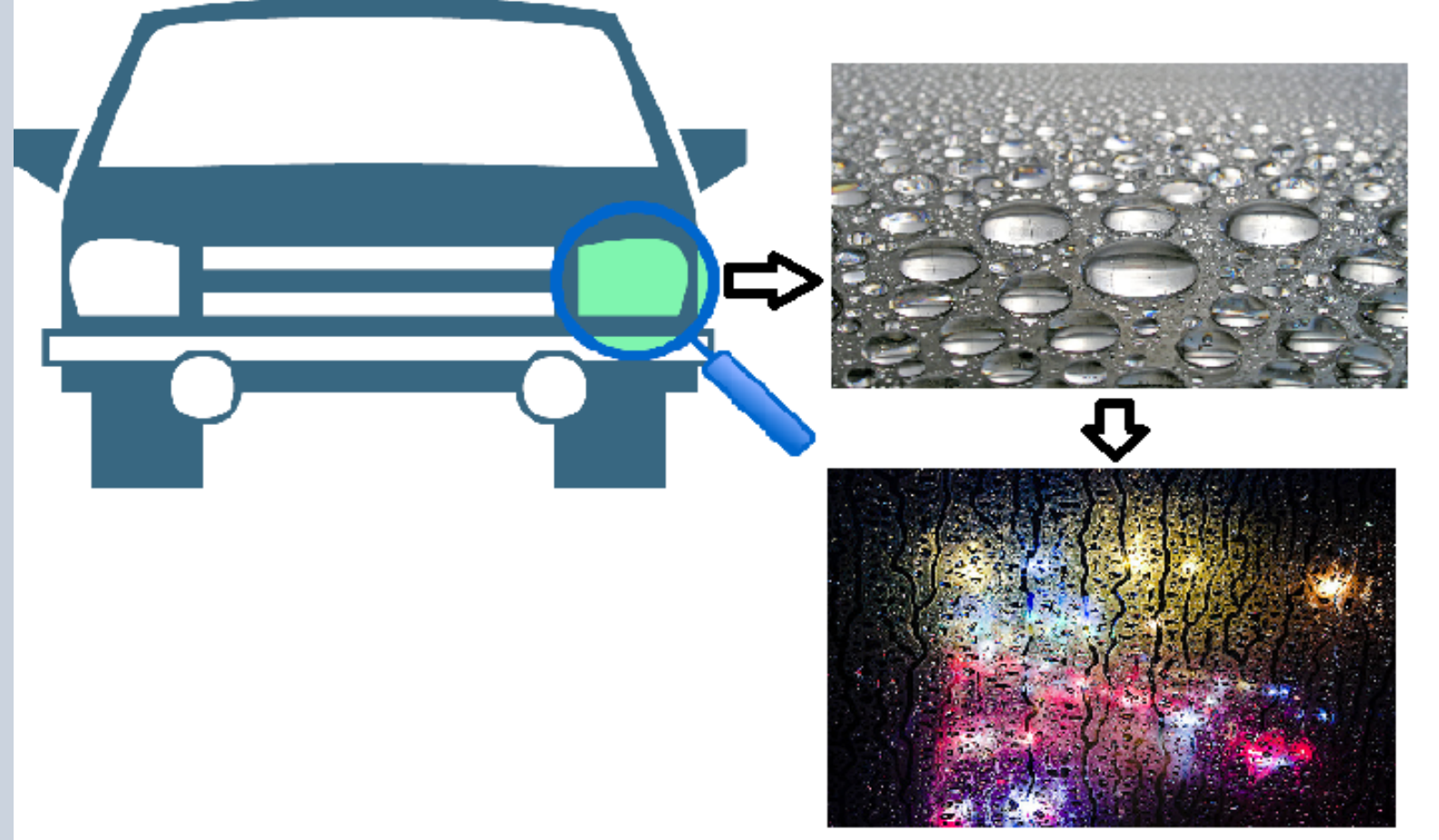


Figure: Formation of water droplets (because of dropwise condensation) on car light shields reduces light reflection in foggy days.

Dropwise condensation

The process of dropwise condensation consists of five main steps:

- ▶ nucleation of initial droplets
- ▶ growth rate due to adsorption
- ▶ growth rate due to coalescence
- ▶ nucleation of new small droplets
- ▶ sliding very big droplets from the surface.

Flat v.s textured substrates

The most important difference between droplets on flat and textured substrates: their geometry:

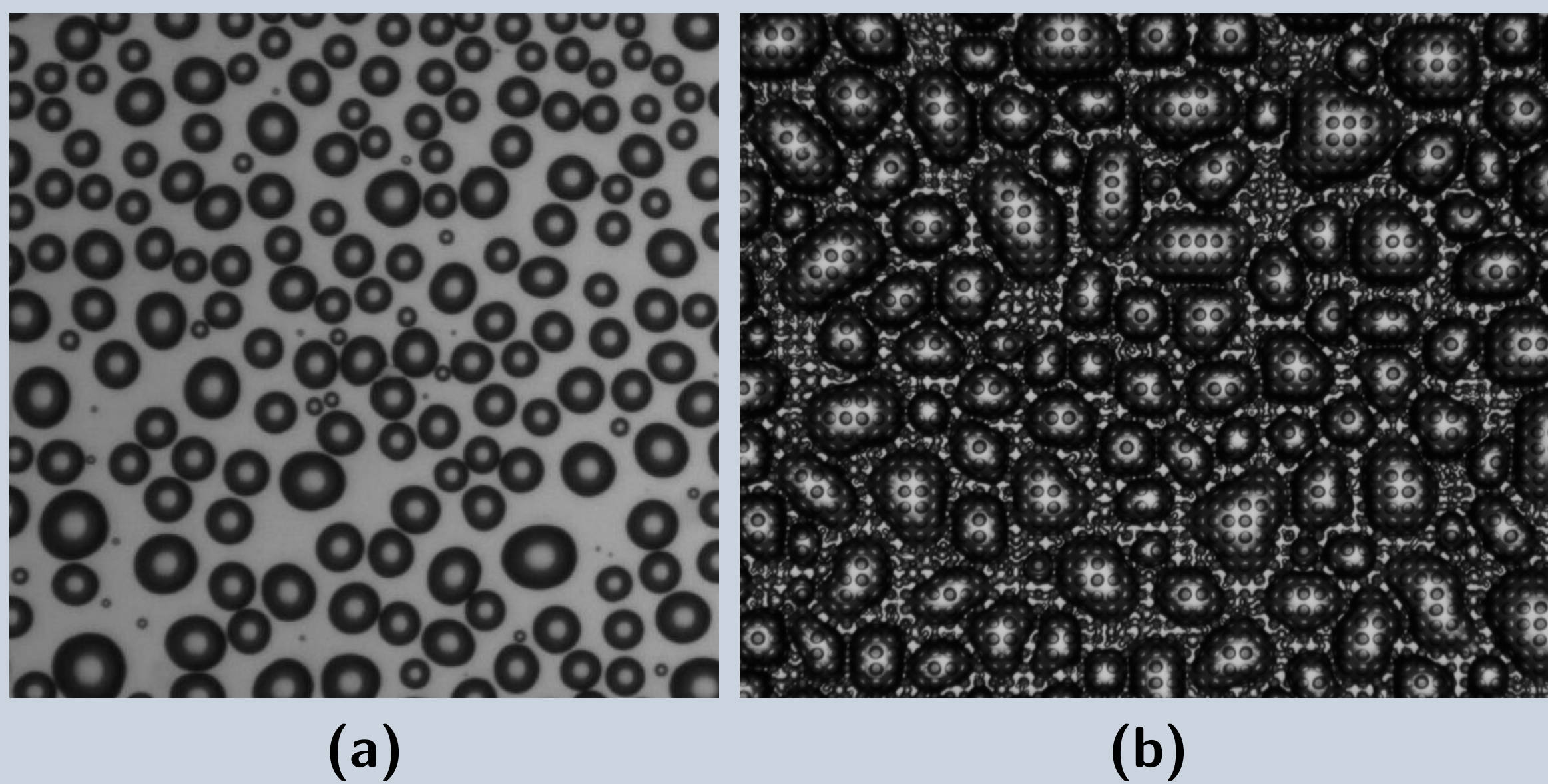


Figure: (a) Spherical droplets on the flat, (b) elliptical droplets on the sinusoidal substrates.

$$\text{Equation of sphere: } \frac{1}{r^2}(X - X_0)^2 + \frac{1}{r^2}(Y - Y_0)^2 + \frac{1}{r^2}(Z - Z_0)^2 = 1$$

$$\text{Equation of ellipsoid: } \frac{1}{a^2}(X - X_0)^2 + \frac{1}{b^2}(Y - Y_0)^2 + \frac{1}{c^2}(Z - Z_0)^2 = 1$$

Mathematical modeling

Aim: improving the existing models regarding circular droplets ([1]) for elliptical ones.
Adsorption of ellipsoidal droplets:

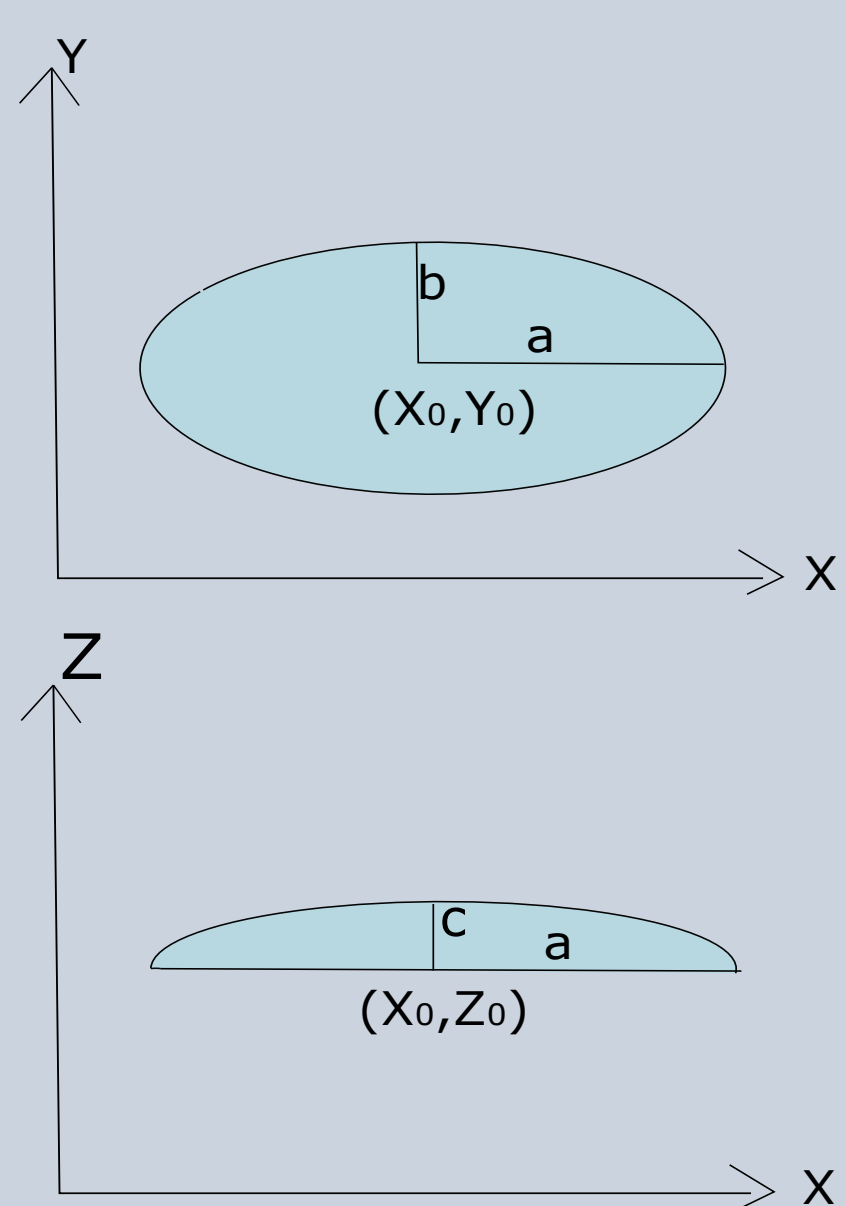


Figure: Ellipsoid in two planes $X - Y$ and $X - Z$.

$$a_k = a_{k-1} + \frac{da}{dt}, \quad (1)$$

where k represents the time step. For b and c the same equation can be written. $\frac{da}{dt}$ is the growth rate and can be calculated from adsorption laws.

Mathematical modeling

Coalescence of ellipsoidal droplets:

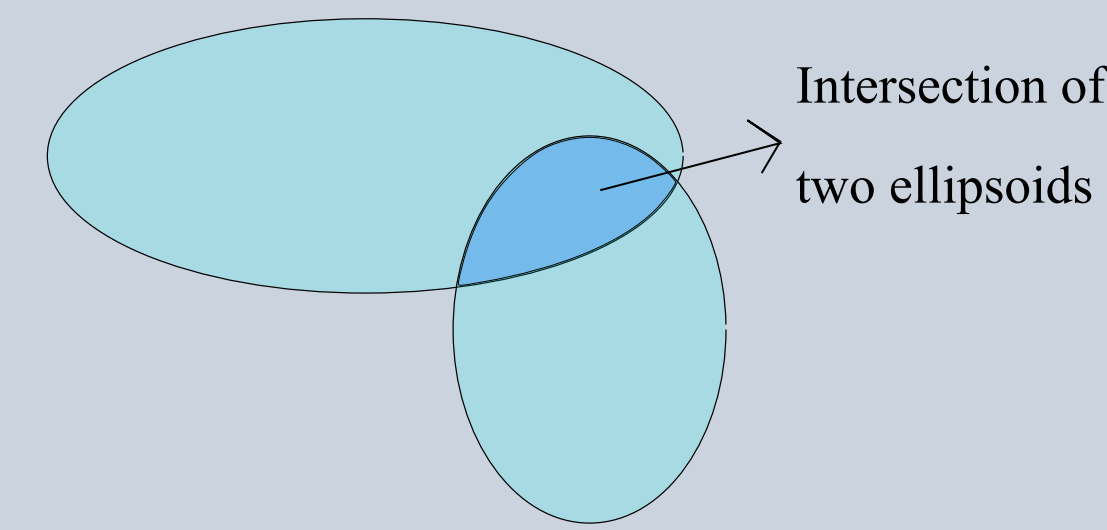


Figure: Checking for coalescence is done by verifying the existence of real intersection between two ellipses

Intersection between two ellipses: solving the system of equations of two ellipses:.

$$\begin{cases} A_1 X^2 + Y^2 = R_1, & (2) \\ A_2 (X - X_0)^2 + (Y - Y_0)^2 = R_2, & (3) \end{cases}$$

where $A_1 = \frac{b_1^2}{a_1^2}$ and $R_1 = b_1^2$, $A_2 = \frac{b_2^2}{a_2^2}$, and $R_2 = b_2^2$.

Results

Model was applied on 6 pillared substrate:

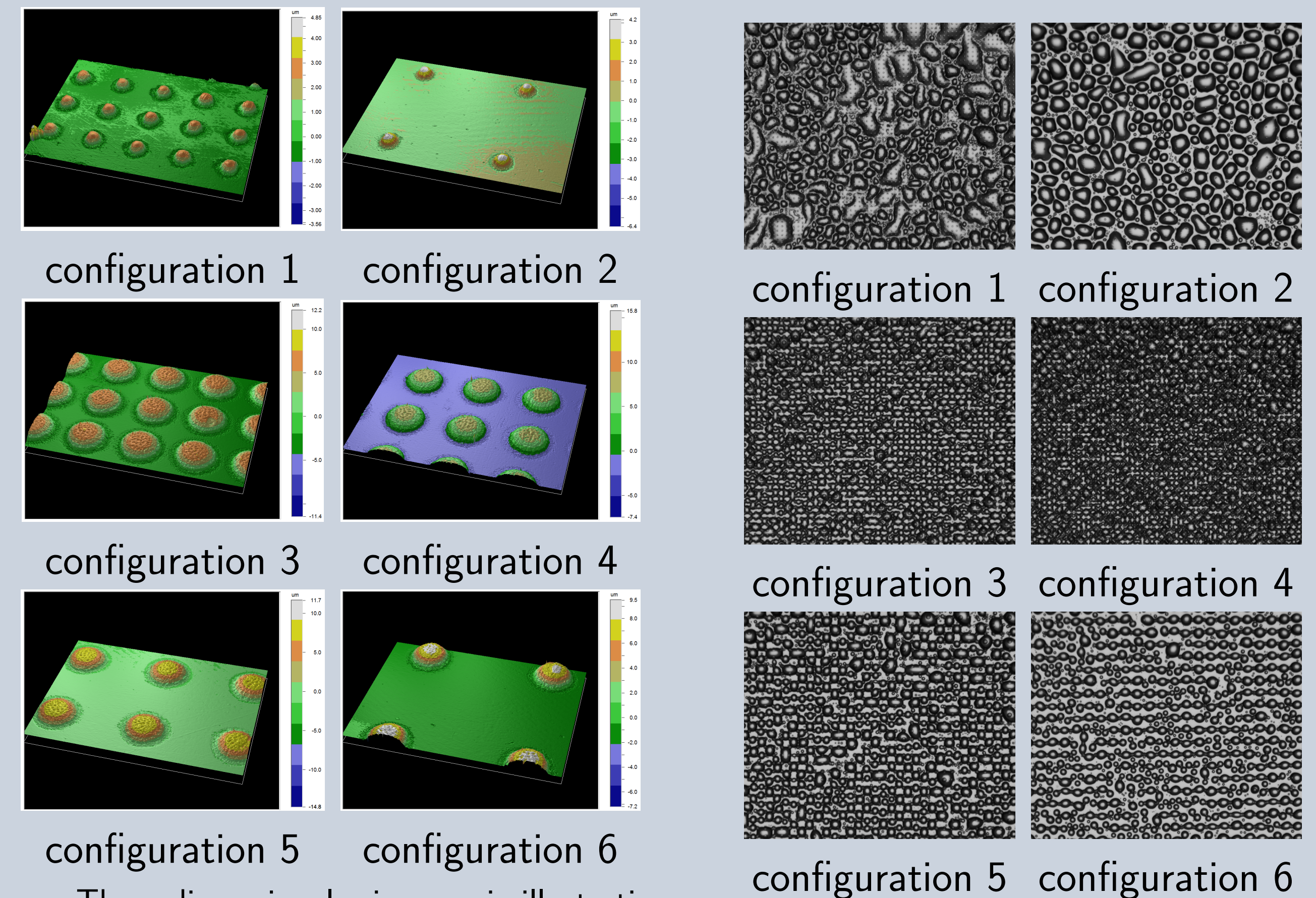


Figure: Three dimensional microscopic illustration of 6 pillared substrates with 50 \times magnification.

Figure: Illustration of 6 pillared surfaces after 1800s.

Table: Mean errors (e_{ave}) of the model in calculating density and radius of the droplets on 6 different textured surfaces. r_t : pillars radius, d_t : distance between the pillars, and h_t : pillars height.

configuration of pillars	r_t (μm)	d_t (μm)	h_t (μm)	e_{ave} of density (%)	e_{ave} of radius (%)
configuration 1	12.5	50	3	21.28	-0.62
configuration 2	12.5	125	3	3.55	9.26
configuration 3	25	60	10	3.01	-2.01
configuration 4	25	65	10	13.14	0.18
configuration 5	25	100	10	11.33	1.80
configuration 6	25	150	10	7.7	5.04
Mean	-	-	-	10.00 ± 0.68	2.28 ± 0.42

Conclusions

- ▶ we presented a mathematical model for simulating ellipsoidal droplets growth on textured substrates.
- ▶ The presented model is applied to 6 different pillared surfaces and its mean error is calculated on all the surfaces of about **10%** for droplets density and **2%** for droplets size.

Acknowledgements

This work was funded by LABEX MANUTECH-SISE (ANR-10-LABX-0075, within the program "Investissements d'Avenir" (ANR-11-IDEX-0007) operated by the French National Research Agency (ANR).

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- [2] L. Glicksman, A. Hunt, "Numerical simulation of dropwise condensation", *International Journal of Heat and Mass Transfer*. 15 (1972), 2251–2269.