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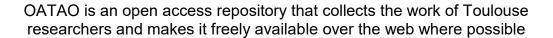
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DSMC of fully developed turbulent particle-laden channel flow with non-elastic frictional wall bouncing

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Abstract

Direct Simulation Monte Carlo (DSMC) have been used to predict the statistics of solid particles transported by a fully developed turbulent channel flow. The particle inertia was large allowing to neglect the turbulent dispersion by the fluid motion. However, the particle volume fraction is sufficient large for observing an effect of the inter-particle collisions on the particle dynamics. In contrast, the solid mass loading remains low so that the modification of the fluid phase by the presence of the particles is neglected. In a previous study we showed that DSMC provided accurate statistics of the particulate phase but in the near-wall region the deterministic simulation by Discrete Element Method (DEM) exhibit an increase of the particle concentration. Such an effect, called wall shelter effect, is not taken into account in standard DSMC. Here we introduce a new Monte Carlo algorithm for taking into account the wall shelter effect by a direct modification of the collision kernel and we compare the results to another method based on the addition of a wall-force. The effects of non-elastic and frictional bouncing with walls are also investigated.

Introduction

Particle-laden flows are found in a wide range of practical applications from geophysical flows (sediment transport, pyroclastic flow, volcano ashes dispersion ...) to industrial applications (solid fuel combustor, catalytic reactor) and passing by medical applications (medicament aerosol inhalation). Even if many complex phenomena take place in particle-laden turbulent flows, the current study put the focus on the inter-particle collisions and particle bouncing with smooth frictional walls.

Basically several methods can be found to perform numerical simulations of particle-laden flow differing in terms of accuracy and computational cost. Stochastic Lagrangian algorithm is one of those methods and consists in the Lagrangian tracking of numerical particles (called parcels) and in the using of Direct Simulation Monte Carlo (DSMC) for taking into account the inter-particle collisions (Sommerfeld, 2001).

Recently, following the results obtained by Sakiz (1999) with Discrete Element Method (DEM), Fede & Simonin (2018) showed that DSMC fails to account for the wall shelter effect due to the wall-normal unbalanced interparticle collisions influence induced by the presence of the wall. The authors proposed to add a wall-force for taking into account the wall shelter effect. The wall-force model being derived from the moment approach and then require some closure model. In the present study we propose a new algorithm for taking into account the wall shelter effect by a direct modification of the collision kernel in the near-wall region. The effect of the wall-boundary condition is also analyzed by using such an algorithm.

Configuration and numerical method

The configuration is a fully developed turbulent channel flow. The domain is periodical in x- and z-direction. Two walls are placed on y-direction (see Figure 1). The fluid velocity profile is imposed and comes from a previous numerical simulation with a $k-\varepsilon$ model.

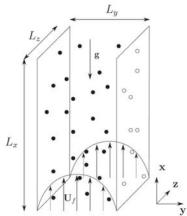


Figure 1: Configuration where $L_x = 240mm$, $L_y = 40mm$ and $L_z = 32mm$ (From Fede & Simonin, 2018)

The particles are assumed spherical with a diameter d_p and with a large particle-to-fluid density ratio. In such a framework, only the drag force and the gravity are acting on the particles motion,

$$\frac{d\mathbf{u}_p}{dt} = -\frac{\mathbf{u}_p - \mathbf{u}_{f@p}}{\tau_p} + \mathbf{g} \tag{1}$$

where u_p is the particle velocity, $u_{f@p}$ the fluid velocity, g the gravity and τ_p the particle relaxation timescale.

When two particles p and q collide their velocities are changed by using the hard-sphere model

$$\boldsymbol{u}_p^* = \boldsymbol{u}_p + \frac{1 + e_c}{2} (\boldsymbol{w}. \boldsymbol{k}) \boldsymbol{k}$$
 (2)

$$\mathbf{u}_{p}^{*} = \mathbf{u}_{p} + \frac{1 + e_{c}}{2} (\mathbf{w}.\mathbf{k})\mathbf{k}$$

$$\mathbf{u}_{q}^{*} = \mathbf{u}_{q} - \frac{1 + e_{c}}{2} (\mathbf{w}.\mathbf{k})\mathbf{k}$$
(2)
(3)

where $\mathbf{w} = \mathbf{u}_p - \mathbf{u}_q$ is the relative velocity, \mathbf{k} the unit vector linking the centers of the two particles and e_c the normal restitution coefficient.

Direct Simulation Monte Carlo (DSMC)

The DSMC approach is based on a statistical description of the gas-particle turbulent flows. The dispersed phase is described by the Probability Density Function (PDF) $f_n(\boldsymbol{c}_n, \boldsymbol{x}; t)$. In such a framework, it is possible to obtain a Boltzmann-like transport equation

$$\frac{\partial f_p}{\partial t} + c_{p,i} \frac{\partial f_p}{\partial x_i} + \frac{\partial}{\partial c_{p,i}} \left[\langle \frac{d u_{p,i}}{dt} | c_p \rangle f_p \right] = \left(\frac{\partial f_p}{\partial t} \right)_{col} \tag{4}$$

where the right-hand-side is the modification of the PDF by inter-particle collisions. In Eq. (4), c_p is a realization of the particle velocity and $\frac{du_{p,i}}{dt}$ is the force, per unit of mass, experienced by the particles. In DSMC the PDF is approximated by a sum of Dirac. In such an approximation, the particles are represented by numerical particles, also called parcels, where each parcel represent ω_i real particles. Stochastic Lagrangian simulation contains two steps. First a free-flight step where the left-hand-side of Eq. (4) is solved and a second step for the collision operator. The standard Monte Carlo (MC) algorithm can be described as:

- the parcels are randomly paired and the probability of collision is computed for each pair.
- A rejection method is used to determine the occurrence of the collision or not.
- If the collision occurs an impact vector (k) is randomly built and the parcel velocity are modified according to Eqs. (2) & (3).

In the new algorithm the third step is modified. Using the random impact vector, the virtual position of the colliding particle is computed and if such a position is not in the computational domain the velocity of the paired particle is not modified.

Results and Discussion

Figure 2 shows the mean particle density number obtained by DEM (Sakiz & Simonin, 1998), by standard DSMC and by the new algorithm. The case corresponds to particle with a diameter of $1500\mu m$, a density of 1032 kg/m^3 and the bulk solid volume fraction is $\overline{\alpha_p}$ =

 1.4×10^{-2} .

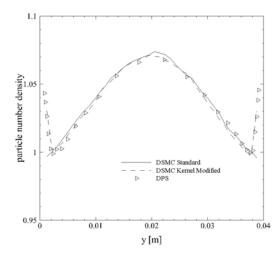


Figure 2: Normalized mean particle number density across the channel for $e_c = 1$, $e_w = 1$ and $\mu_w = 0$.

As shown by Figure 2, in the near-wall region we can observe an increase of the mean particle number density. Such a wall shelter effect comes from the wall-normal unbalanced interparticle collisions induced by the presence of the wall. It can be observed that the new algorithm is able to take into account this effect just by a direct modification of the algorithm and without addition of model as proposed by Fede & Simonin (2018).

Conclusions

A new algorithm is introduced for taking into account the wall shelter effect. The results are compared to DEM and to DSMC predictions using a wall force for modelling the wall shelter effect. The study also investigates the effects of the non-elastic and frictional bouncing in particle-laden turbulent flows.

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