Simulations of solid-liquid suspensions from dilute to dense

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Outline

 Introduction 		
liquid-solid examples (w	hy do we do this work?)	
Industrial cr	ystallization, fluidization,	
 Dilute systems 		
 a point-particle approa 	ach	~1% solids vol.
 stirred suspensions 		
• DNS with solid-liquid int	erface resolution	
 methodology 		10% colide vol
 particle-particle intera 	ctions in turbulent flow	~10% Solius vol.
 Liquid-solid fluidization 		
 inhomogeneities 		
 bulk viscosity in Euler 	/Euler closure	~50% SONAS VOI.
 Sheared suspensions 		
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(G)LS example: industrial crystallization



GS/LS example: fluidization



LS example: sheared granular bed



courtesy François Charru (IMFT)

sedimentation and resuspension



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Agitated liquid-solid flow

Issues:

- attrition, formation of fines (role of collisions)
- power consumption
- scale-up

A starting point:

just-suspended experiments: Zwietering (1958); Baldi *et al.* (1978)

$$N_{js} = s \frac{d_{\rho}^{0.2} \,\mu_{L}^{0.1} (g\Delta \rho)^{0.45} \,\phi_{m}^{0.13}}{\rho_{L}^{0.55} \,D^{0.85}}$$

hydrodyn. interaction collisions 2way coupling

with
$$s \approx 15$$
 for $\frac{T}{C} = \frac{T}{D} = 3$

(Rushton turbine in baffled tank)

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Single-phase flow: LES



Solid phase dynamics: Lagrangian



Collisions:

- hard-sphere particle-particle and particle-wall collisions
- 2 parameters: restitution coefficient e (=1 mostly) friction coefficient μ_f (=0 mostly)



Derksen, AIChE J 49 (2003)

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Results: impressions $Re = \frac{ND^2}{v} = 10^5$ 10 liter vessel, $d_p=0.3$ mm, $\rho_{part}/\rho_{liq}=2.5, \phi_V=3.6\%, n_p=2.4 \ 10^7$ $St = \frac{\rho_{part}}{\rho_{liq}} \frac{d_p^2 \ 6N}{18v} = O(1)$









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horizontal cross section









Collision mechanics







DNS with interface resolution¹





O(10³) particles in a periodic box

Particles:

Lattice-Boltzmann simulation Fully resolved particles

Turbulence:

Fluctuating bodyforce²

Particle interactions:

Through LB fluid Lubrication forces Hard-sphere p-p collisions

Particle – turbulence interactionCollision statistics

¹ Ten Cate et al. *JFM* 2004 ² Alvelius *PoF* 1999



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Lattice-Boltzmann (LB) discretization

Particles move from one lattice site to the other and collide:

$$N_{i}(\mathbf{x} + \mathbf{c}_{i}, t + 1) = N_{i}(\mathbf{x}, t) + \Gamma_{i}(\mathbf{N})$$
$$\rho u_{\alpha} = \sum_{i} c_{i\alpha} N_{i}$$



Space, time, *and velocity* are discretized: *local operations:* good parallel efficiency uniform, cubic lattice

2nd order (space and time) representation of a Navier-Stokes-*like* equation, *e.g.*: $\frac{\partial \rho u_{\alpha}}{\partial t} + \frac{\partial}{\partial x_{\beta}} \rho u_{\alpha} u_{\beta} = -\frac{1}{3} \frac{\partial \rho}{\partial x_{\alpha}} + v \frac{\partial}{\partial x_{\beta}} \left(\frac{\partial \rho u_{\beta}}{\partial x_{\alpha}} + \frac{\partial \rho u_{\alpha}}{\partial x_{\beta}} \right) + f_{\alpha}$ we locity/physical time-step constraint this is incompressible Navier-Stokes if $|\mathbf{u}^{2}| << c_{sound}^{2}$ $p = \frac{\rho}{3} \rightarrow c_{sound} = \sqrt{\frac{1}{3}}$ *TUDelft Kramers Laboratorium voor Fysische Technologie*

Forced turbulence within LB



DNS of decaying homogeneous, isotropic turbulence



 $\nabla \times \mathbf{u}$ contours at 2 moments in time started from same initial condition courtesy Li-Shi Luo



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Boundary conditions: forcing method^(1,2)

no-slip at the surface of the moving, spherical particles



- (1) Goldstein et al., *J. Comp. Phys.* **105** (1993) *applied within spectral method*
- (2) Ten Cate et al., *Phys. Fluids* **14** (2002) applied within LB method





at • determine the fluid local velocity by interpolation from •

$$\mathbf{P} \mathbf{u} = \mathbf{u}_{\mathsf{fluid}} - (\mathbf{u}_{\mathsf{particle}} + \mathbf{P}_{\mathsf{particle}} \times \mathbf{r})$$

 $\mathbf{F}^{i+1} = \alpha \mathbf{F}^{i} - \beta \mathbf{?} \mathbf{u}$ $\alpha = 0.95; \beta = 1.8$

distribute \mathbf{F}^{i+1} at \bullet to the lattice-nodes \bullet

 $-\Sigma \mathbf{F}$ is the fluid to particle force

Single-particle tests



Lubrication forces (and torques)*

For particles in close proximity to another particle or a wall

Example: radial lubrication force





* Kim & Karrila: *Microhydrodynamics* (1991) Nguyen & Ladd, *Phys. Rev. E*, **66** (2002)

Hard-sphere collisions





A two parameter model*

- restitution coefficient e
- Coulomb friction coefficient µ_f

default settings: e=1, $\mu_f=0$

no overlap between particles is allowed:

event-driven simulation of particle motion

* Yamamoto et al., JFM, 442 (2001)



Settings for solid-liquid simulations

Particle diameter in grid units: 8 Kolmogorov scale in grid units: 1.2

Vol %	$ρ_p / ρ_f$	N _p
2	1.414	773
5	1.414	2200
10	1.414	3868
5	1.146	2200
5	1.728	2200



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Short range interactions (2)

primary collisions:

exponential behavior of the PDF (Poisson-process)



What did we learn?

- Turbulence modulation by particles
- Primary and secondary collision mechanism demonstrated
- Collision time depends on volume fraction Primary/Secondary collision ratio depends on particle inertia

To do

. . . .

compare point-particle LES/DNS and full DNS on periodic domains relative particle velocities collisions statistics







Much denser systems: liquid-solid fluidization

φ_s≈0.5 no turbulence

Same methodology as for turbulent suspension Lattice-Boltzmann method for the fluid flow

> with immersed boundary technique for no-slip at solidliquid interface

Hard-sphere collision algorithm

Lubrication forces





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Detailed view of void formation

Onset of 2D instabilities in a flat bed $\frac{\rho_s}{1000} = 16$ 3D domain: $20d_p x 24d_p x 6d_p \quad \phi_{av} = 0.505$ ρ_f Compare to the scenario as measured by Duru & Guazzelli* g * JFM 470 (2002) *e*=1, μ_{*f*}=0 g $(d_{\rho}=1 \text{ mm})$ 1 cm **TU**Delft Kramers Laboratorium voor Fysische Technologie 🔀

Voids in flat beds (ctd)



One step simpler: 1D (narrow) beds





Simulation of L-S fluidization



Wave-speed and wave-shape







Momentum transfer (stress) (2)

influence of collision parameters on $\sigma_{\rm czz}$



Collisional pressure (ϕ_{av} =0.505)



Solids-phase viscosity (ϕ_{av} =0.505)

$$\tau_{zz} = \frac{4}{3}\mu_s \frac{du_{z,p}}{dz}$$

 $\tau_{zz}\!\!:$ deviatoric solids-phase stress

(sum of collisional and pstreaming stress)

$$\begin{array}{c|c}
 I_{s} \\
 80 \\
 40 \\
 0 \\
 0.2 \\
 0.2 \\
 0.3 \\
 0.4 \\
 0.4 \\
 0.5 \\
 0.5 \\
 0.6 \\
 0.7 \\
 \phi_{s}
\end{array}$$



$$\varphi_{av} = 0.488$$
double hump wave relative magnitude of stresses collisional pressure
$$\int_{0}^{0} \varphi_{av} = 0.488 \qquad \int_{0}^{1} \varphi_{a$$

Role of bulk viscosity





Sheared granular beds

Experiment (Charru et al.)

http://www.imft.fr/recherche/interface/ english/theme7/op_2.html

Simulation

Increase Re_{part}: resuspenion in turbulent flow

Sheared suspensions

Momentum transfer in granular-fluid flows

The elementary picture in simple shear due to Bagnold (1954):

"slow" flows: viscous effects dominate: $\sigma \propto \dot{\gamma} v_{fluid}$

"rapid" flows: collisional stress dominates: $\sigma \propto \dot{\gamma} v_{eff} \rightarrow v_{eff} \propto \ell^2 \dot{\gamma} \rightarrow \sigma \propto \dot{\gamma}^2$

Qualitative observations

Summary

- Point particle approach in turbulent liquid-solid systems: possibilities and limitations
 - detailed information on particle motion and collisions in complex flows
 - the physics of two-way coupling and turbulent scales versus particle size → *finite size effects*
- Lattice-Boltzmann-based methodology for the dynamics of (dense) suspensions
- Turbulent suspensions
 - turbulence modification
 - collision dynamics: primary and secondary collisions
- Dense suspensions, fluidization
 - collisional stress dominates in the bulk
 - dilation and compaction behave differently
 - in terms of stresses

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Simulation tool for complex fluids

Non-spherical particles fibrous materials concrete (high Stokes numbers)

Colloidal systems self organization

Reservoir engineering

oil recovery by displacement with water

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Donev et al., Physical Rev. Lett. 92 (2004)

Levels in process simulation

finer levels

Track every molecule in physical and composition space

Continuum approach: solve the transport equations including appropriate boundary conditions

Disparity of scales (turbulence: *Re*-3/4, particles,...): generalize the continuum approach to coarser levels

Compartmental approaches, population balances,...

derive closure from DNS

LES, RANS, Euler/Euler, KTGM, micromixing models,...

coarser levels

Delft

the interactions we call multi-scale modeling

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3D view

