### **Numerical Simulation of a Solubility Process in a Stirred Tank Reactor**

**Hugo Hartmann; Jos J. Derksen; Harry E.A. Van den Akker**

**Delft University of Technology, The Netherlands**

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**Kramers Laboratorium voor Fysische Technologie Multi-Scale Physics Department**



**Delft University of Technology** 

## **Outline**

### **Introduction**

- industrial mixing
- objective

### **Simulation approach**

- LES (lattice-Boltzmann)
- scalar mixing (finite volume)
- particle transport
- flow system & settings

### **Results**

- solids and scalar distributions
- particle size distribution
- solubility time

### **Conclusions and perspectives**









## **Introduction**

Scalar mixing; objectives

Contribute to reliable numerical predictions of complex, multi-phase processes

 $\leq$  Focus: solid-liquid mixing including mass transfer

 $\epsilon$  Complex geometry: Rushton turbine stirred tank

 $\epsilon$  Applications: crystallization, solubility processes, ...

- $\rightarrow$  Tools: LES flow solver (lattice-Boltzmann)
	- Scalar transport solver (finite volume)
	- Particle transport solver (extension of the work of Derksen**(1)**)

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**(1)** Derksen (2003)





### **Simulation approach** Large Eddy Simulation (LES)



Colors: kinetic energy

**(1)** Smagorinsky (1963) **(2)** Somers (1993)

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Assessment stirred tank flow (LES), Re = *ND<sup>2</sup> /n* = 7,300**(1)**



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**(1)** Hartmann et al (2004)

### **Simulation approach, cont'd** Scalar mixing

 $\le$  Explicit finite volume scheme (LES; small time steps)

- $\leq$  Cartesian grid of the flow
- Coupled to LES

 $\leq$  Flux-limited convection scheme (TVD)

- $\leq$  Staircase-shaped walls inaccurate wall representation (impeller!)
- $\leq$  Impose dc/dn = 0 by means of ghost cells (2nd order)





 $\leq$  No cut cells; no stability problems  $\leq$  Scalar mass conservation not guaranteed





Particle transport**(1)**

 $\blacktriangleright$  Euler-Lagrange approach 'Point' particles; *d<sup>p</sup>* < Δ

 $\leq$  Particle dynamics

- forces from *single*-particle correlations (drag, lift, ...)
- collisions
- simple two-way coupling

### limits the applicability to "low"  $f<sub>V</sub>$

 $\epsilon$  Particle-impeller and particle wall collisions: fully elastic



 $Re = 10^5$ 

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**(1)** Derksen (2003)



Solid-liquid mixing including mass transfer



Focus on solubility process



source term FV code:

$$
S\,=\,\Sigma_p\,\,\varphi_m
$$

 $\mathcal I$  mass flux:

d

$$
D_{\rm m}^{\prime\prime} = \text{Shp}_{\rm p}(\Gamma/d_{\rm p})(c_{\rm sat} - c)
$$

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Flow system, settings



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### *Physical case*

- $\leq T = 0.23$  m (10 liter vessel)
- working fluid: water
- $\mathcal{F}$  *Re* = 10<sup>5</sup>  $\rightarrow$  *N* = 16.5 rev/s
- 7·10<sup>6</sup> calcium-chloride beads

$$
\ll c_{sat} = 600 \text{ kg/m}^3
$$

- $G_{mol} = 0.7.10^{9} \text{ m}^2/\text{s}$  (calcium ions)
- beads released in upper part (0.9*T*-*T*)

$$
\leq d_p = 0.3
$$
 mm;  $\rho_p / \rho_{liq} = 2.15$ 

 $\leq \phi_v = 10\%$  (average 1%)

$$
\sim N_{\text{js}} = 11.4 \text{ rev/s}
$$



## **Results**

Animation spatial particle distribution: 0 < *Nt* ≤ 60



## **Results, cont'd**

Animation concentration distribution: 0 < *Nt* ≤ 20





### **Results, cont'd**

Snapshots spatial particle distributions (particles 10 times enlarged)





### **Results, cont'd**

Snapshot of spatial particle and concentration distribution at *Nt* = 15



### The particles are 10 times enlarged





August 8, 2005 **16 November 2018** 16 November 2018 16 November 2018 16 November 2018 16 November 2016













## **Conclusions…**

- $\leq$  Solubility time at most one order of magnitude larger than mixing time scale
- $\leq$  Four stages identified: mixing and dispersing, quasi steady-state, resuspension, dissolution
- Decreasing particle inertia: streaky patterns disappear
- $\leq$  Non-homogeneous mixing effects: development PSD
- $\leq$  Scalar transport matches particle transport
- Unphysical scalar mass increase is due to newly developed immersed boundary technique



### **… and perspectives**

- LES including scalar mixing in conjunction with particle transport has become a promising possibility to study multi-phase processes in lab-scale reactors
- $\leq$  Improvements:
	- Collision algorithm
	- Inclusion hydrodynamic interactions between particles
	- Immersed boundary technique for scalars
- Future direction: crystallization process
	- Nucleation
	- Attrition
	- Agglomeration



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