

# Computational Fluid Dynamics

## Theory, Numerics, Modelling

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Computational Biomechanics

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## Fluid phase system

**State variables:**

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### Physical laws:

- Mass conservation
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- Equation of state

### Example for the equations of state:

$$p = \rho R_s T \quad \text{and} \quad e = c_v T$$



Reynolds transport theorem:

## Reynolds transport theorem:

$$\frac{d}{dt} \int_{\Omega(t)} f(\mathbf{x}, t) \, d\Omega = \int_{\Omega(t)} \left\{ \frac{\partial f}{\partial t}(\mathbf{x}, t) + \nabla \cdot (f \vec{u}) \right\} \, d\Omega$$

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Look at the mass  $m$  inside of an arbitrary volume  $\Omega(t)$

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Force:

$$F = F_{\Omega} + F_{\partial\Omega}$$

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Force:

$$F = F_{\Omega} + F_{\partial\Omega} = \int_{\Omega(t)} \rho \vec{f} \, d\Omega + \int_{\partial\Omega(t)} \underline{\underline{\sigma}} \vec{n} \, dS$$

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- volume force:  $\int_{\Omega(t)} \rho \vec{f} \cdot \vec{u} d\Omega$

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According to:

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- heat flux:  $\int_{\partial\Omega(t)} \kappa \nabla T \cdot \vec{n} dS$

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- ④ equation of state (e.g. ideal gas equation)

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- 2 Strain rate tensor:

$$D := \frac{\partial \underline{\underline{\epsilon}}}{\partial t} = \frac{1}{2} \left[ (\nabla \vec{u}) + (\nabla \vec{u})^T \right]$$

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### Newtonian fluid:

$$\underline{\underline{\tau}} = \mu \cdot \left[ (\nabla \vec{u}) + (\nabla \vec{u})^T \right] - \left( \frac{2}{3} \mu \nabla \cdot \vec{u} \right) \mathbb{1}$$

with the dynamic viscosity  $\mu$

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### Navier-Stokes equations

$$\nabla \cdot \vec{u} = 0 \quad (1)$$

$$\rho \frac{\partial \vec{u}}{\partial t} + \rho (\vec{u} \cdot \nabla) \vec{u} = \rho \vec{f} - \nabla p + \mu \nabla \cdot \underline{\underline{\tau}}} \quad (2)$$

Note: often, the kinematic viscosity  $\nu := \frac{\mu}{\rho}$  is used if  $\rho = \text{const}$

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# Break

5 min

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### Navier-Stokes equations

$$\nabla \cdot \vec{u} = 0 \quad (3)$$

$$\frac{\partial \vec{u}}{\partial t} + (\vec{u} \cdot \nabla) \vec{u} = \vec{f} - \frac{1}{\rho} \nabla p + \nu \nabla \cdot \underline{\underline{\tau}}} \quad (4)$$

Note: often, the kinematic viscosity  $\nu := \frac{\mu}{\rho}$  is used

## Dimensionless Navier-Stokes:

### Navier-Stokes momentum equation

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Define characteristic time  $T$ , length  $L$  and velocity  $U$  with  $L = U \cdot T$ :

$$\tau = \frac{t}{T} \quad \vec{v} = \frac{\vec{u}}{U} \quad \vec{\xi} = \frac{\vec{x}}{L}$$

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Dimensionless representation of the momentum equation:

$$\frac{\partial \vec{v}}{\partial \tau} + (\vec{v} \cdot \nabla) \vec{v} = \frac{L}{U^2} \vec{f} - \frac{1}{\rho U^2} \nabla p + \frac{\mu}{\rho U L} \nabla \cdot \underline{\underline{\tilde{\tau}}}$$

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- dimensionless forcedensity  $\vec{\kappa} := \frac{L}{U^2} \vec{f}$  (look for Froude number)

## Dimensionless Navier-Stokes:

### Navier-Stokes momentum equation

$$\frac{\partial \vec{u}}{\partial t} + (\vec{u} \cdot \nabla) \vec{u} = \vec{f} - \frac{1}{\rho} \nabla p + \frac{\mu}{\rho} \nabla \cdot \underline{\underline{\tau}}$$

Define characteristic time  $T$ , length  $L$  and velocity  $U$  with  $L = U \cdot T$ :

$$\tau = \frac{t}{T} \quad \vec{v} = \frac{\vec{u}}{U} \quad \vec{\xi} = \frac{\vec{x}}{L}$$

Dimensionless representation of the momentum equation:

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- pressure rescaling  $\tilde{p} := \frac{p}{\rho U^2}$  (NOTE: only for inc. fluid)

## Diffusion term & Reynolds number:

$$\frac{\partial \vec{v}}{\partial \tau} + (\vec{v} \cdot \nabla) \vec{v} = \vec{\kappa} - \nabla \tilde{p} + \frac{\mu}{\rho UL} \nabla \cdot \underline{\underline{\tilde{\tau}}}$$

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## Dimensionless Navier-Stokes equations

$$\nabla \cdot \vec{v} = 0 \tag{5}$$

$$\frac{\partial \vec{v}}{\partial \tau} + (\vec{v} \cdot \nabla) \vec{v} = \vec{\kappa} - \nabla \tilde{p} + \frac{1}{Re} \nabla \cdot \underline{\tilde{\tau}} \tag{6}$$

## Pressure equation:

$$\frac{\partial \vec{v}}{\partial \tau} + (\vec{v} \cdot \nabla) \vec{v} = \vec{\kappa} - \nabla \tilde{p} + \frac{1}{Re} \nabla \cdot \underline{\underline{\tilde{\tau}}}$$

Divergency free velocity field implies

$$\nabla \cdot \left( \frac{\partial \vec{v}}{\partial \tau} + (\vec{v} \cdot \nabla) \vec{v} \right) = \nabla \cdot \left( \vec{\kappa} - \nabla \tilde{p} + \frac{1}{Re} \nabla \cdot \underline{\underline{\tilde{\tau}}} \right)$$

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with  $\frac{\partial}{\partial \tau} \nabla \cdot \vec{v} = 0$ , we get the Poissin-Pressure equation:

$$\Delta \tilde{p} = \nabla \cdot \left( \vec{\kappa} - (\vec{v} \cdot \nabla) \vec{v} + \frac{1}{Re} \nabla \cdot \underline{\underline{\tilde{\tau}}} \right)$$

Turbulent flow:

## Turbulent flow:

- If  $Re \ll 1$ , the diffusion time scale is much smaller as the time scale for momentum transportation
  - velocity field perturbations smooth out quickly
  - velocity field tends to be laminar



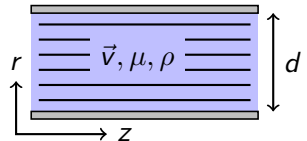
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### Example: (flow in pipe)

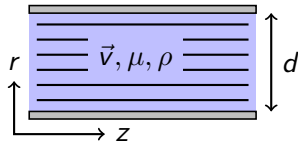


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### Example: (flow in pipe)

- Reynolds number:  $Re = \frac{\rho d v_z}{\mu}$
- Observation: Julius Rotta (at 1950)  
 $Re_{krit.} \approx 2300$



## Kolmogorov scales:

*The smallest scales that influences the turbulent flow by dissipation effects.*

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**The scales are given as:** ( $\epsilon$  is the average dissipation rate)

$$\text{length : } \eta = \left( \frac{\mu^3}{\epsilon \rho^3} \right)^{\frac{1}{4}} \quad \text{vel : } u_\eta = \left( \frac{\mu}{\rho} \epsilon \right)^{\frac{1}{4}} \quad \text{time : } \tau_\eta = \left( \frac{\mu}{\rho \epsilon} \right)^{\frac{1}{2}}$$

with

$$Re_\eta = \frac{\eta u_\eta \mu}{\rho} = 1$$

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Example: ( $L \approx 10^3 \text{ m}$  ,  $\nu \approx 1 \frac{\text{m}}{\text{s}}$  ,  $\rho \approx 1.3 \frac{\text{kg}}{\text{m}^3}$  ,  $\mu \approx 17.1 \mu\text{Pa} \cdot \text{s}$ )

$$Re \approx 7.5 \cdot 10^9$$

$$\eta \approx 4 \cdot 10^{-5} \text{ m}$$

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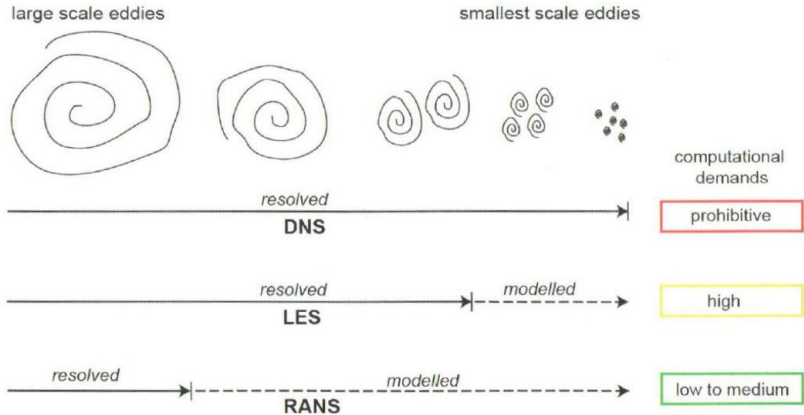
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Example: ( $L \approx 10^{-3} \text{ m}$ ,  $\nu \approx 0.1 \frac{\text{m}}{\text{s}}$ ,  $\rho \approx 1060 \frac{\text{kg}}{\text{m}^3}$ ,  $\mu \approx 3 \text{ mPa} \cdot \text{s}$ )

$$Re \approx 35$$

$$\eta \approx 7 \cdot 10^{-5} \text{ m}$$

## Simulation approaches:



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- **Eddy dissipation modelling on small scales:**

- Reynolds-Averaged Navier Stokes (RANS)
- Large-Eddy Simulation
- ...

$$v = \langle v \rangle + v' \quad \text{and} \quad p = \langle p \rangle + p'$$

with the mean value  $\langle \cdot \rangle$  of  $\cdot$  and the fluctuating part  $\cdot'$ .



## RANS:

- Special cases: temporal or spatial averaging
- In general:  $\langle f(\vec{x}, t) \rangle = \lim_{N \rightarrow \infty} \frac{1}{N} \sum_{n=1}^N f(\vec{x}, t_n)$
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$$\nabla \cdot \langle \vec{v}' \vec{v}' \rangle = \nabla \cdot \begin{pmatrix} \langle v'_x v'_x \rangle & \langle v'_x v'_y \rangle & \langle v'_x v'_z \rangle \\ \langle v'_y v'_x \rangle & \langle v'_y v'_y \rangle & \langle v'_y v'_z \rangle \\ \langle v'_z v'_x \rangle & \langle v'_z v'_y \rangle & \langle v'_z v'_z \rangle \end{pmatrix}$$

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- ③ SST brings the advantage of both together

## Large-Eddy simulations (LES):

spatial averaging method

$$\langle \vec{v}(\vec{x}, t) \rangle := \int_V \vec{v}(\vec{x}', t) \cdot G(\vec{x}, \vec{x}', \Delta) dV'$$

with

① step-function

$$G := \begin{cases} \frac{1}{\Delta^3}, & \text{if } |\vec{x} - \vec{x}'| < \Delta/2 \\ 0, & \text{else} \end{cases}$$

② gauss-filter

$$G := \mathcal{A}(\Delta) \exp \left\{ \frac{-\beta |\vec{x} - \vec{x}'|^2}{\Delta^2} \right\}$$

③ ...

## Large-Eddy simulations (LES):

### LES equation:

$$\nabla \cdot \langle \vec{v} \rangle = 0$$

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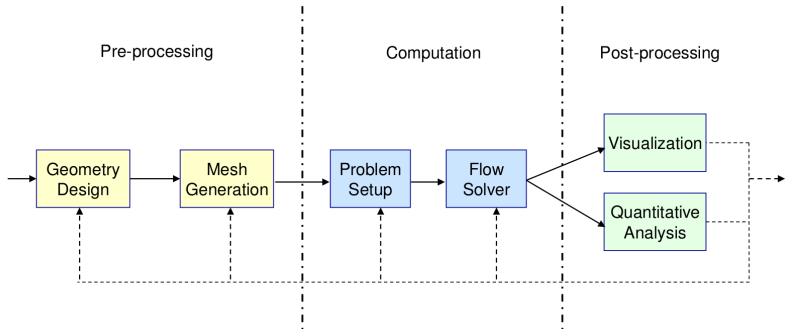
$$\tau^S = \underbrace{\langle \langle \vec{v} \rangle \langle \vec{v} \rangle \rangle - \langle \vec{v} \rangle \langle \vec{v} \rangle}_L + \underbrace{\langle \langle \vec{v} \rangle \vec{v}' \rangle - \langle \vec{v}' \rangle \langle \vec{v} \rangle \rangle}_C + \underbrace{\langle \vec{v}' \vec{v}' \rangle}_{\tau^{SR}}$$

- Leonard-strain: creation of small eddys through large eddys
- Cross-stress: interaction of the different scales
- Subgrid-scale Reynolds stress tensor

# Break

5 min

# Application



## Geometry

- Not as easy



## Geometry

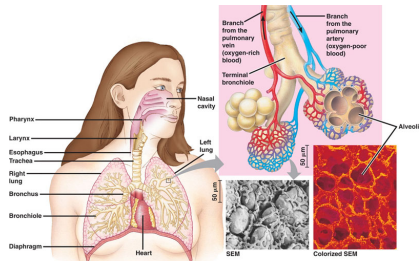
- Not as easy
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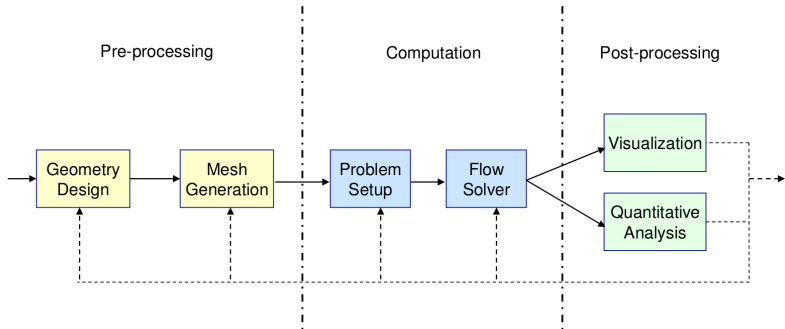
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# Geometry

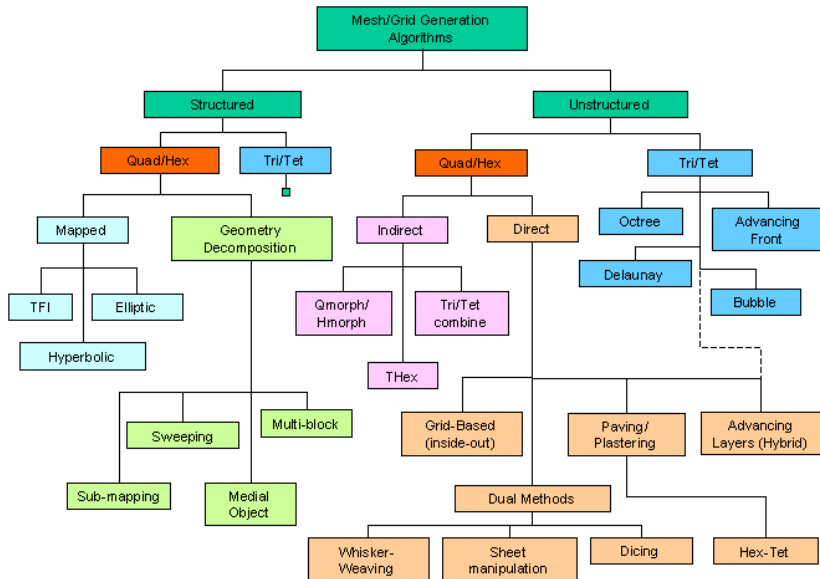
- Not as easy
- complicated
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# Application



# Mesh



# Mesh

Mesh quality determined by:

- area
- aspect ratio
- diagonal ratio
- edge ratio
- skewness
- orthogonal quality
- stretch
- taper
- volume

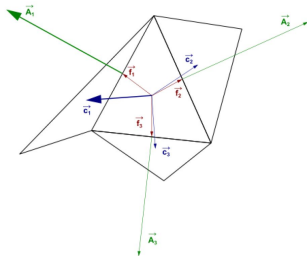
## Mesh - Orthogonal Quality

$$OQ = \min_i \left\{ \frac{A_i \dot{f}_i}{|\vec{A}_i| |\vec{f}_i|}, \frac{A_i \dot{c}_i}{|\vec{A}_i| |\vec{c}_i|} \right\}, \quad (7)$$

$A_i$  face normal vector

$f_i$  vector from the centroid of the cell to the centroid of that face

$c_i$  vector from the centroid of the cell to the adjacent cell



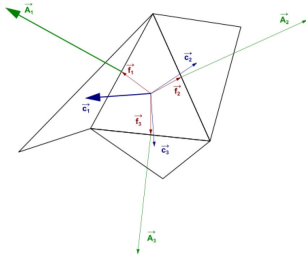
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Unacceptable	Bad	Acceptable	Good	Very good	Excellent
0-0.001	0.001-0.14	0.15-0.20	0.20-0.69	0.70-0.95	0.95-1.00



## Mesh

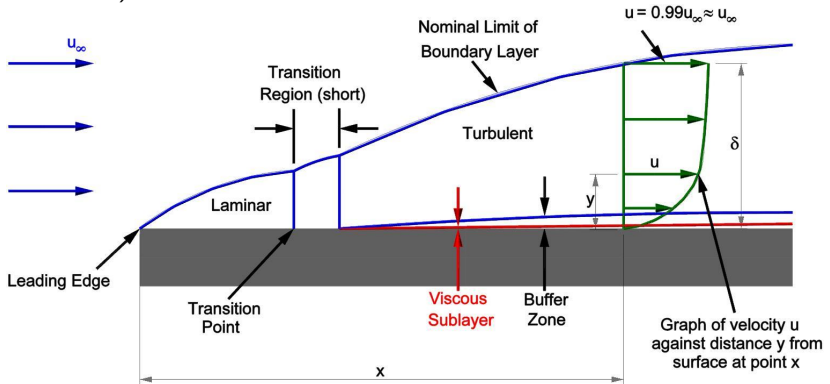
### Boundary layer mesh

for flows with high Reynold's number, strong gradients exist within the boundary layer close to a solid wall (with a no-slip boundary condition)

## Mesh

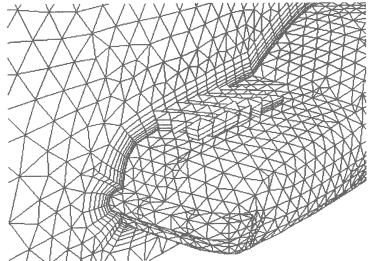
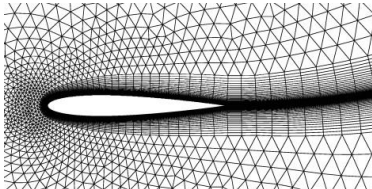
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## Mesh

Inflation layer examples:



# Mesh

## Hints for mesh generation

- minimize mesh complexity
  - use structured mesh when appropriate
  - use quad / hex elements when appropriate
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## Mesh

### Hints for mesh generation

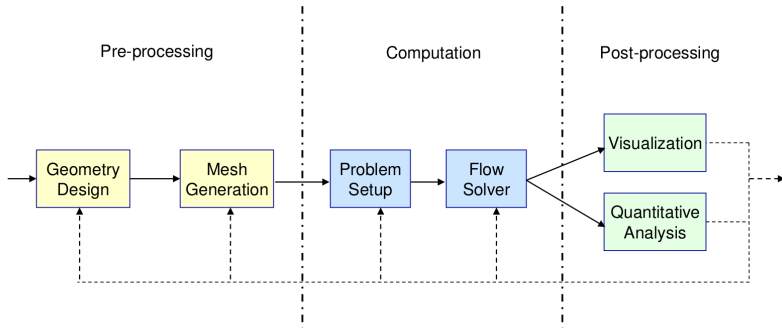
- minimize mesh complexity
  - use structured mesh when appropriate
  - use quad / hex elements when appropriate
  - use tri / tet elements for complex geometries
- minimize number of mesh elements
  - do not use too many (or too few) elements
  - use quad / hex elements when appropriate (e.g. boundary layers, long pipes)

# Mesh

## Hints for mesh generation

- minimize mesh complexity
  - use structured mesh when appropriate
  - use quad / hex elements when appropriate
  - use tri / tet elements for complex geometries
- minimize number of mesh elements
  - do not use too many (or too few) elements
  - use quad / hex elements when appropriate (e.g. boundary layers, long pipes)
- maximize solution accuracy
  - concentrate mesh elements in critical regions (e.g. boundary layers, wakes, shocks)
  - align quad / hex meshes with flow direction
  - avoid poor quality elements (e.g. twisted, skewed)

# Application



## Problem Definition - Boundary conditions

Choosing appropriate boundary conditions:

- nature of flow – incompressible / compressible ...
- physical models – turbulence, species transport ...
- position of boundary
- what is known
- convergence of solution may (strongly) depend on choice of boundary conditions



## Problem Definition- Numerical solver

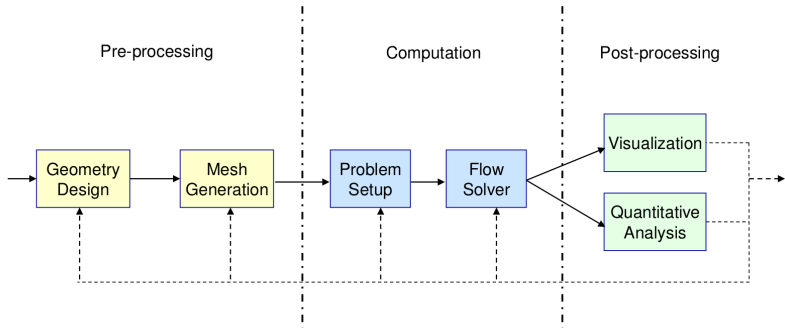
two basic solver approaches :

- pressure-based solver
  - originally developed for low-speed flows
  - pressure determined from pressure or pressure-correction equation (obtained from manipulating continuity and momentum equations)
- density-based solver
  - originally developed for high-speed flows
  - density determined from continuity equation
  - pressure determined from equation of state

similar discretization method is used for both pressure-based and density-based solvers.

linearization and solving of the discrete equations is different for two approaches.

## Application



## Calculation - Convergence of the iterative numerical scheme

- at convergence :
  - all discretized conservation equations are satisfied in all cells to a specified tolerance
  - solution no longer changes significantly with more iterations
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- checking for property conservation
  - overall heat and mass balances should be within 0.1% of net flux through domain

## Convergence difficulties

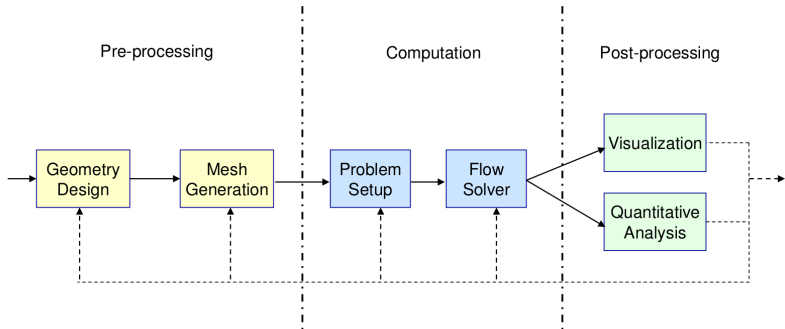
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## Convergence difficulties

- numerical instabilities can arise due to :
  - ill-posed problem (no physical solution)
  - poor quality mesh
  - inappropriate boundary conditions
  - inappropriate solver settings
  - inappropriate initial conditions
- trouble-shooting
  - ensure problem is physically realizable
  - compute an initial solution with a first-order discretization scheme
  - decrease under-relaxation for equations having convergence problems (segregated)
  - reduce CFL number (unsteady flow)
  - re-mesh or refine mesh regions with high aspect ratio or highly skewed cells



# Application



## Post Processing

- qualitative analysis (visualization):
  - displaying the mesh
  - contours of flow fields (e.g. pressure, velocity, temperature, concentrations ... )
  - contours of derived field quantities
  - velocity vectors
  - animation (using keyframes or frame-by-frame)
- quantitative analysis:
  - XY plots (e.g. pressure, velocity, temperature vs position)
  - forces and moments on surfaces
  - surface and volume integrals
  - Flow solvers may contain a complete post-processing environment
  - generally not necessary to use external post-processing software

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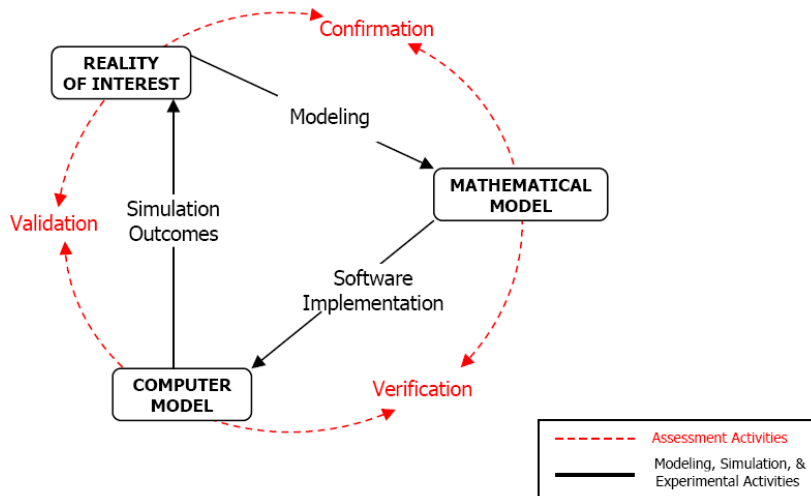
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Essentially, one implements a model into a computer code and then uses the code to perform a CFD simulation which yields values used in the engineering analysis.

## Verification & Validation - Level 1



## Verification & Validation - Level 2

