

The Effect of Model Parameters of the Soft-Sphere Scheme on Particle-Particle Collisions



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Outline

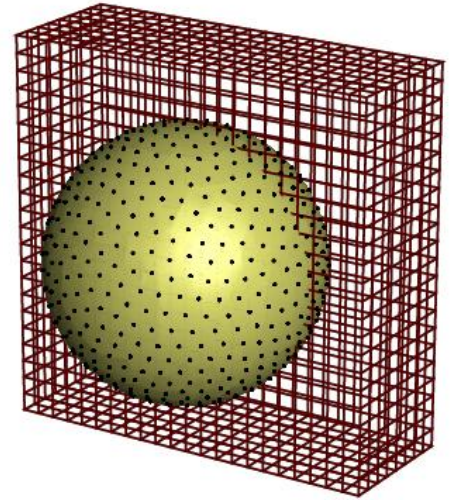
- Rationale
- The Importance of the RDPM/IBM
- Soft-Sphere Model
- How to determine k_n and η_n
- Effects on Drafting Kissing and Tumbling
- Conclusions

Rationale

- Eulerian and Lagrangian systems need a scheme to model particle-particle or particle-wall collisions.
- The soft-sphere scheme is the most common. How do we **choose** the **spring stiffness** and **damping coefficient** in a soft-sphere collision model?
- How do the **collision parameters** affect the **particle dynamics** when particles collide?

Resolved Discrete Particle Method (RDPM with IBM)

- Existing collision models are:
 - Hard sphere
 - ❖ event driven → one collision at a time
 - Soft sphere
 - ❖ time driven → multiple collisions at a time
 - Repulsive force
 - Lubrication force
- The Discrete particle method (DPM) a.k.a. DNS has the capability of handling particle-particle/wall collisions unlike MFX and DEM
- The RDPM/IBM approach is advantageous because:
 - it effectively handles overlap
 - No regridding is required for moving particles.



*Fixed Eulerian grid &
Moving Lagrangian*

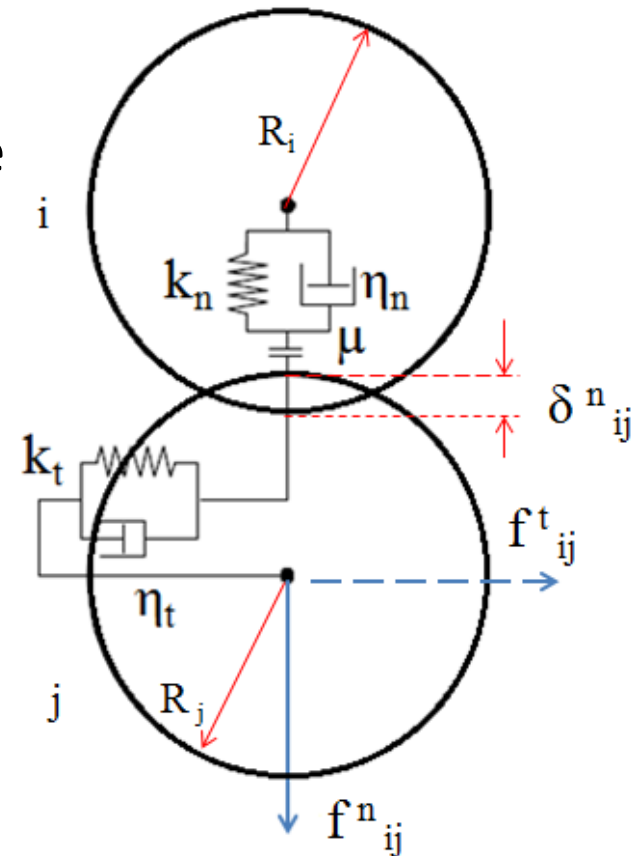
*Courtesy: A combined soft-sphere
collision / IBM for Resolved
simulations of particulate flows
Wim-Paul Breugem Laboratory for
Aero & Hydrodynamics*

Soft-Sphere collision model

- Its simplest form is the **linear spring-dashpot model**
- Allows particles to slightly **overlap** (<0.5% d).

For two particles **i** and **j**, the force balance for collisions in the normal direction is :

$$f_{ij}^n = -k_n \delta_{ij}^n - \eta_n v_{ij}^n$$



Soft-Sphere Model Parameters

δ_{ij}^n :normal overlap displacement

k_n :normal Spring Stiffness

η_n :normal damping coefficient

v_{ij}^n :normal relative velocity

$$f_{ij}^n = -k_n \delta_{ij}^n - \eta_n v_{ij}^n$$

$$v_{ij}^n = (v_{ij} \cdot n_{ij}) n_{ij}$$

The **reduced mass** is given as:

$$m_{ij} = \left(\frac{1}{m_i} + \frac{1}{m_j} \right)^{-1}$$

We can do same for collisions in the tangential direction

Soft-Sphere Model Parameters cont.

For **dry collisions** (in air) the following analytical solution is obtained ,Hoomans et al. [1]

$$\eta_n = \begin{cases} \frac{-2\ln(e_n)\sqrt{m_{ij}k_n}}{\sqrt{\pi^2 + \ln^2(e_n)}} & \text{if } e_n \neq 0 \\ 2\sqrt{m_{ij}k_n} & \text{if } e_n = 0 \end{cases}$$

e_n : the **normal coefficient** of restitution
 η_n : in terms of k_n and e_n

the **normal contact time** is expressed as:

$$t_{con,n} = \sqrt{m_{ij} \frac{\pi^2 + \ln^2(e_n)}{k_n}} = N_c \delta t$$

N_c : the number of computational time steps with $N_c > 1$

δt : time step with $\delta t < t_{con,n}$

Soft Sphere Collision Parameters N_c and e_n

$$k_n = m_{ij} \frac{\pi^2 + \ln^2(e_n)}{(N_c \delta t)^2}$$

In **dry collisions** the contact force dominates the drag force and so can be neglected

dry collisions can be used to approximate collisions in a viscous fluid

$$\eta_n = -\frac{2m_{ij}\ln(e_n)}{N_c \delta t}$$

N_c and e_n are now the inputs that link η_n and k_n

How to determine k_n and η_n for a collision process

- Experimental methods, Muller et al. [2]

$$k_n = 3 \times 10^5 \sim 10^6 \text{ dyn/cm}$$

- ❖ gives a very wide range of results for k_n
- ❖ Uses k_n and e_n graphically to find η_n

- Trial and Error methods, Xu and Yu [3]

❖ less elegant

- Method being introduced:

Using N_c and e_n with δt given to find k_n and η_n

❖ (more elegant)

[2] Mullier et al., 1991, "A Single-Particle Friction Cell for... Granular Materials," *Powder Technol.*, 65, pp. 61–74.

[3] Xu, B.H. and Yu, A.B., (1997). Numerical simulation of the gas-solid flow in a fluidized... *Chem. Engng Sci.* 52, 2785.



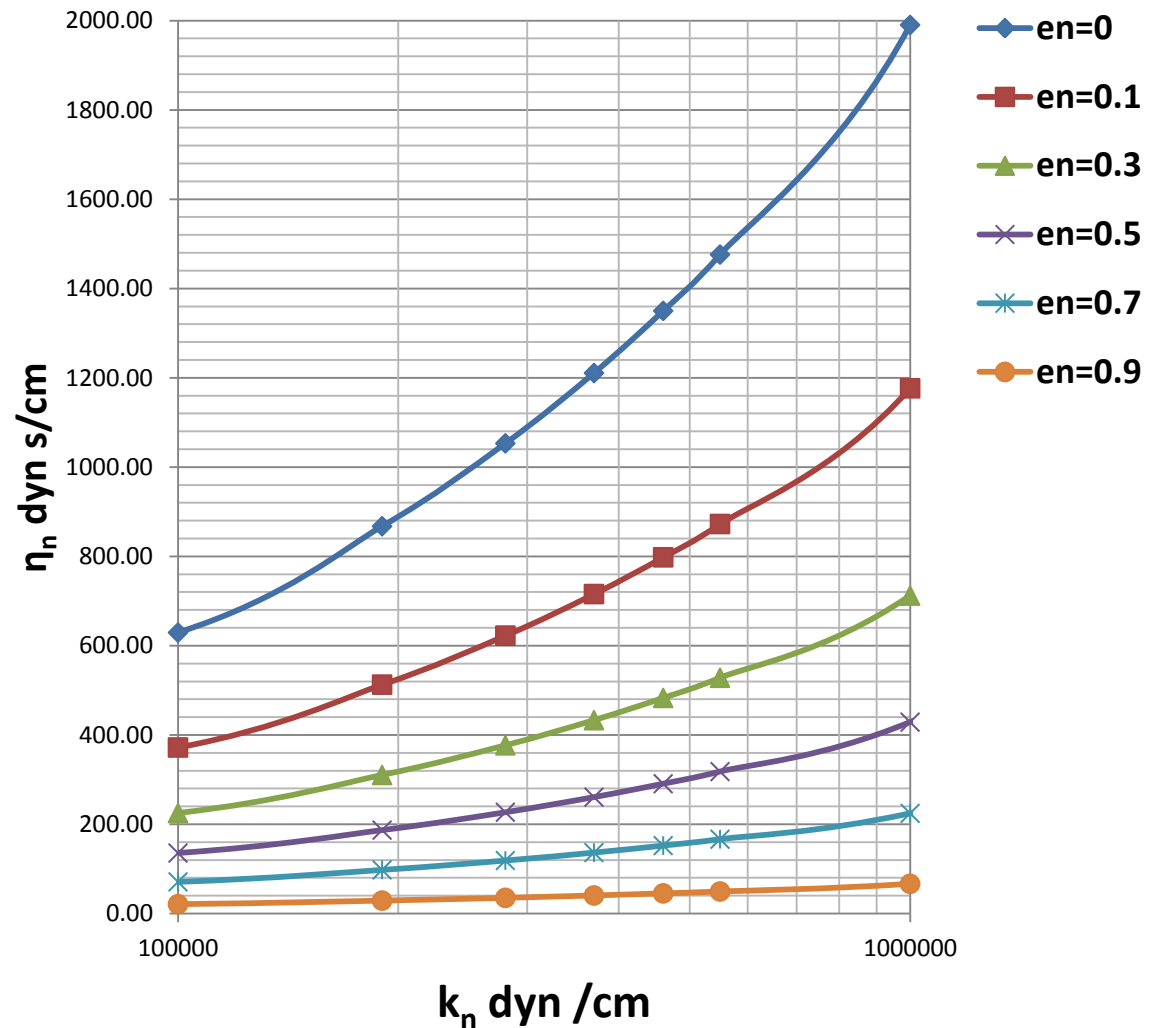
Experimental/Graphical Approach

k_n	$\eta_n(e_n=0)$	$\eta_n(e_n=0.8)$	$t_{cont,n}$	N_c		
dyn/cm	dyn s/cm	dyn s/cm	s	$\delta t=0.25E-3$	$\delta t=0.5E-3$	$\delta t=1E-3$
100	19.90	1.41	0.3134	1254	626.82	313.41
1000	62.94	4.46	0.0991	396	198.22	99.11
5000	140.73	9.97	0.0443	177	88.65	44.32
50000	445.03	31.53	0.0140	56	28.03	14.02
100000	629.36	44.59	0.0099	40	19.82	9.91
500000	1407.30	99.71	0.0044	18	8.86	4.43
1000000	1990.22	141.01	0.0031	13	6.27	3.13
10000000	6293.64	445.91	0.0010	4	1.98	0.99

Finding η_n from k_n , e_n

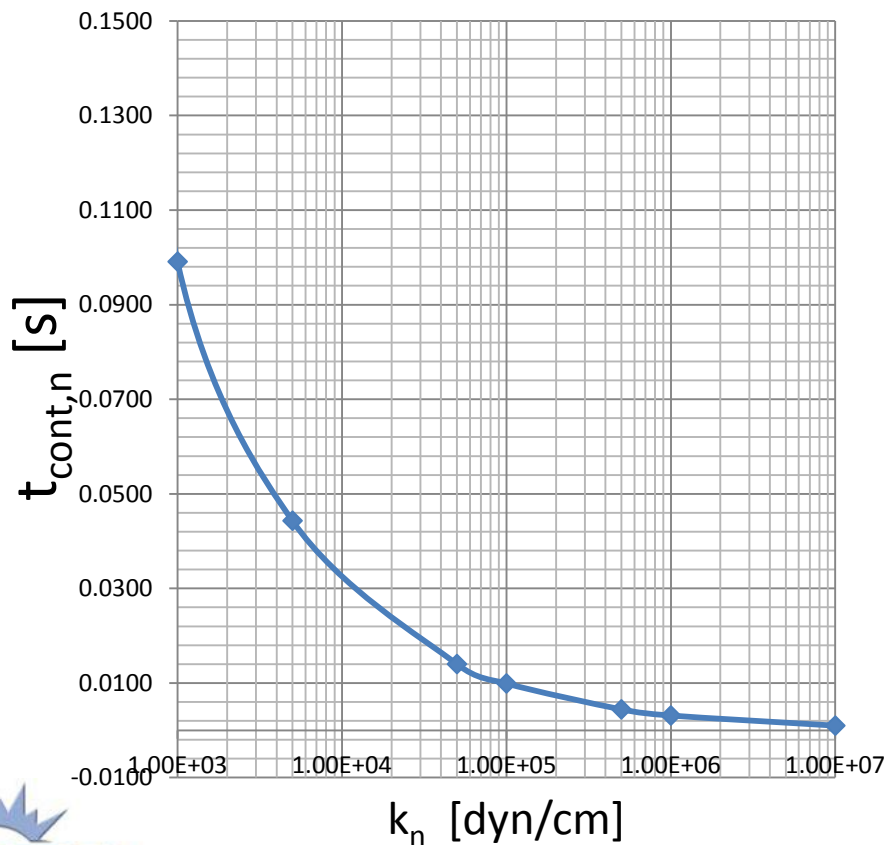
η_n is obtained graphically from k_n and e_n ($0 \sim 0.9$)

The range of k_n that is of interest is $(10^5 \sim 10^6)$ dyn/cm

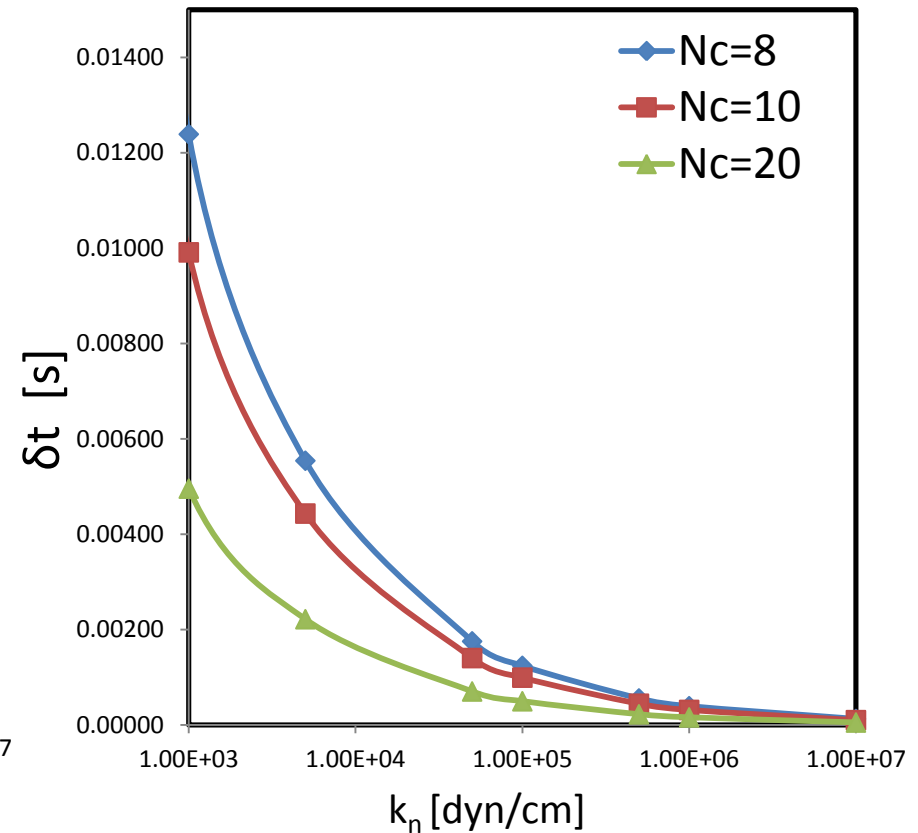


Relationship between δt and k_n

$t_{\text{cont},n}$ vs. k_n



δt vs. k_n



Finding η_n and k_n from N_c , e_n

1. Predictions from the **non-linear Hertz contact theory** are used to get the **lower limit** of the contact time ($N_c \delta t \sim 10^{-9}s$)

$$K = \frac{8E}{15(1-\sigma^2)} \sqrt{\frac{R_i R_j}{R_i + R_j}} \quad t_{con,n} = 2.94 \left[\frac{m_{ij}}{K^2 v_{ij}^n} \right]^{\frac{1}{5}} = N_c \delta t$$

E is the Young's modulus and **σ** is the Poisson's ratio

2. From the discussion of **Van der Hoef et al. [4]**
 - Choose (**$N_c \delta t$**) **not too large** to allow severe overlapping between particles
 - Choose (**$N_c \delta t$**) **not too small** to accurately resolve collision in time (inaccuracy)

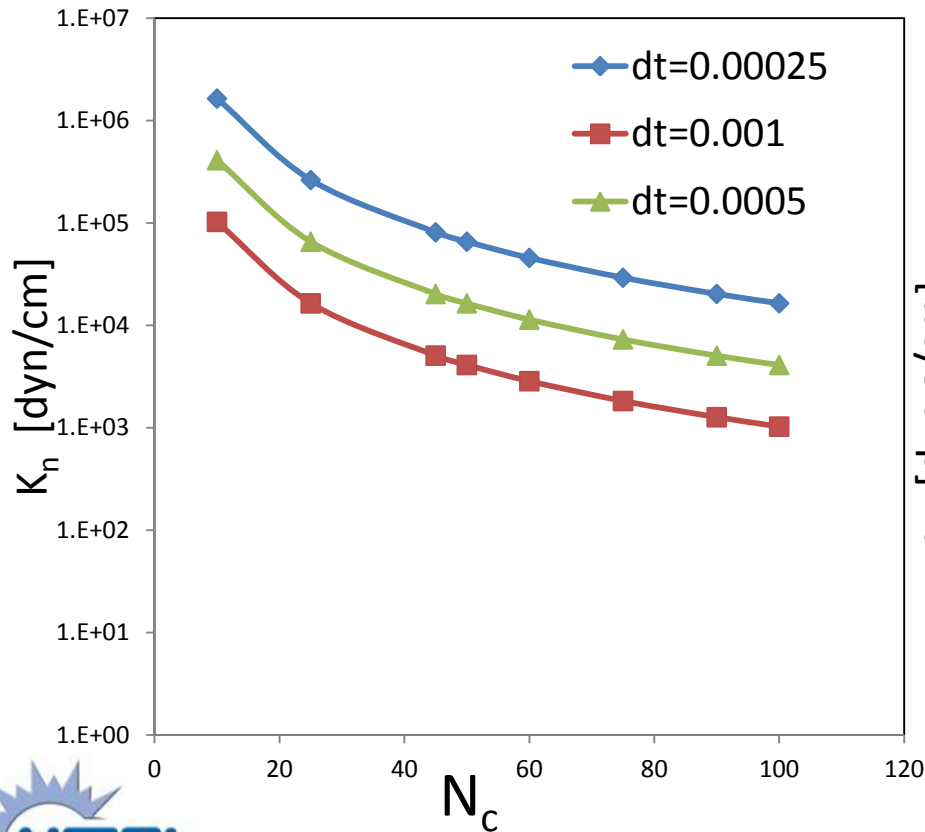
First, we use stability/convergence tests to find a value for **δt**

We vary **N_c** to find a range that satisfies the above limits

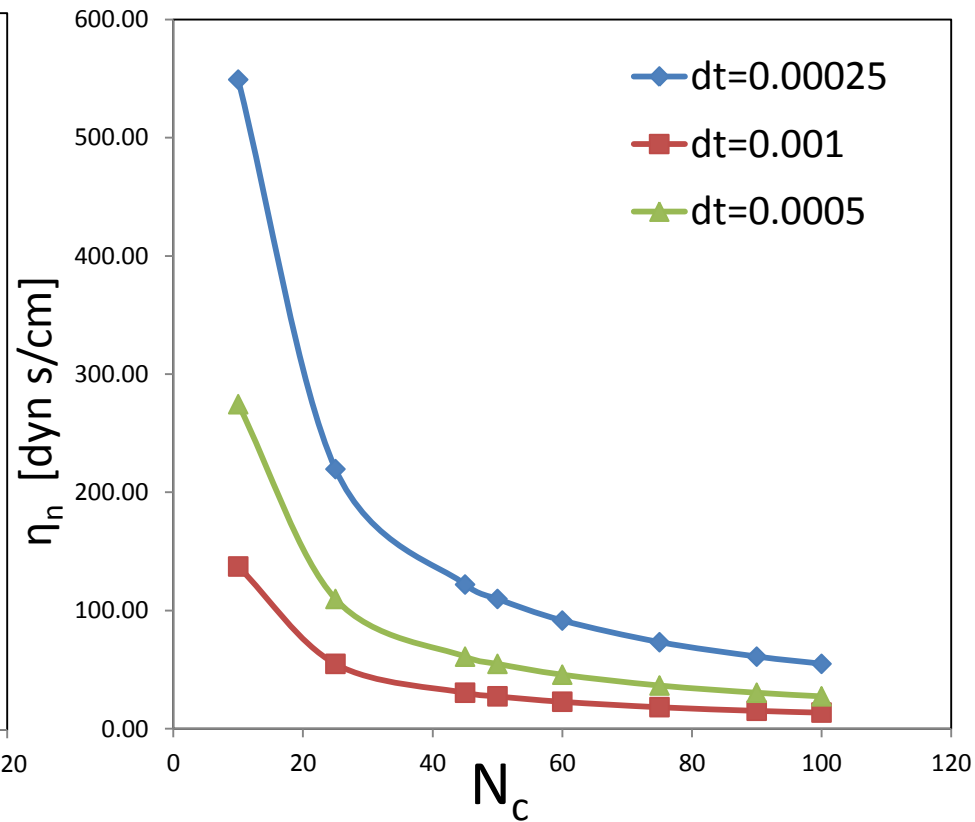


Relationship between η_n/k_n and N_c for different time steps

k_n vs N_c

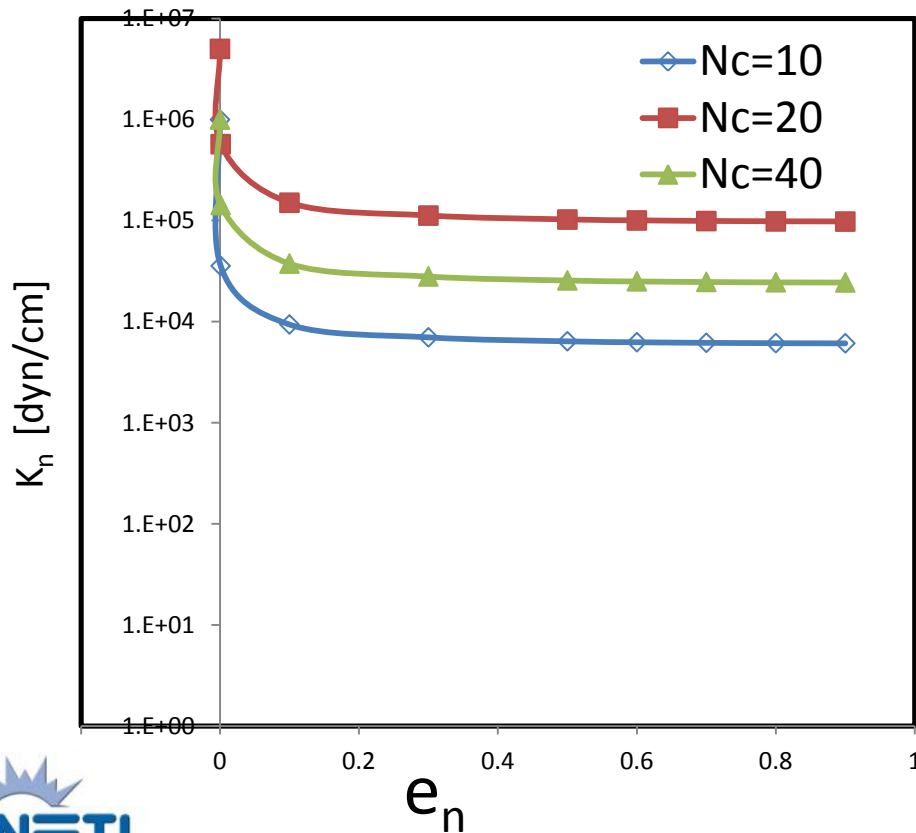


η_n vs N_c

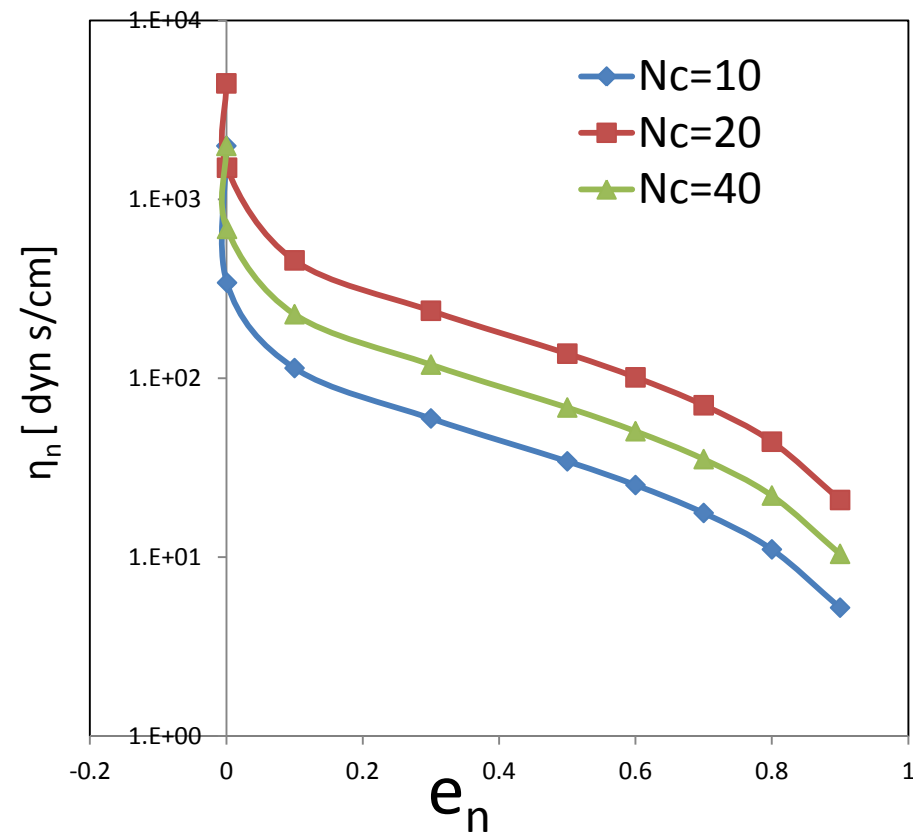


Relationship between η_n / k_n and e_n for different N_c 's

k_n vs e_n



η_n vs e_n



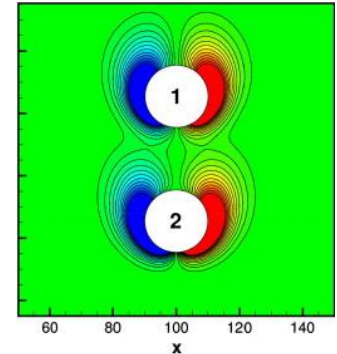
Effects of the Collision scheme on Drafting Kissing and Tumbling (DKT)

What is DKT ?

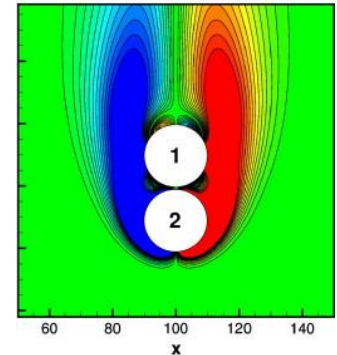
During **Sedimentation**
particles experience DKT

- **Drafting** \Rightarrow Attraction due to low pressure
- **Kissing** \Rightarrow Repeated collisions
- **Tumbling** \Rightarrow Rolling on each other

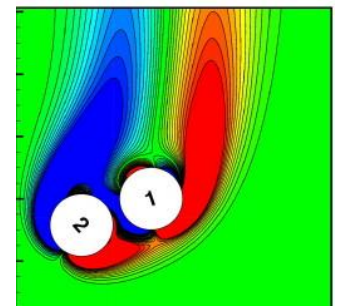
D



K



T



Effect of Collision Parameters on DKT

To study k_n and DKT we use:

$k_n = 1000, 5 \times 10^4, 5 \times 10^5 \text{ dyn/cm}$

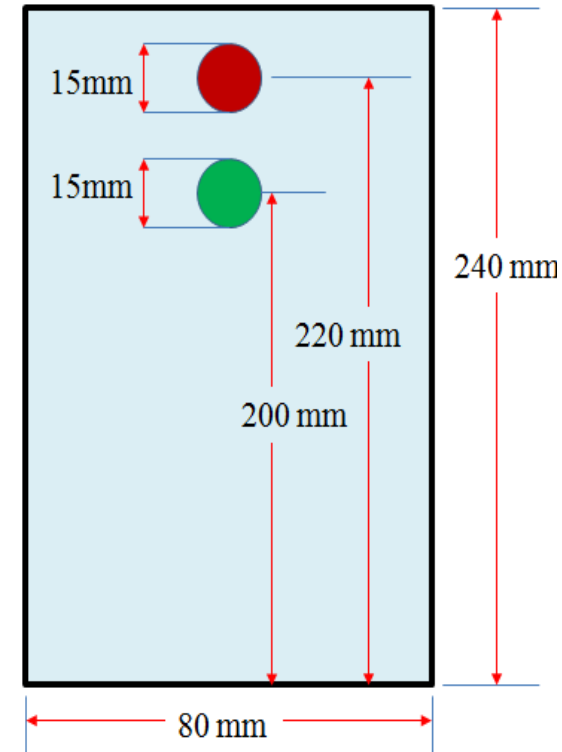
$\eta_n = 100 \text{ dyn s/cm}$

To study η_n and DKT we use :

$\eta_n = 0, 50, 100 \text{ dyn s/cm}$

$k_n = 50000 \text{ dyn/cm}$

The results show that as k_n and η_n **decrease** the **softer** the collisions get and the longer the **kissing process**



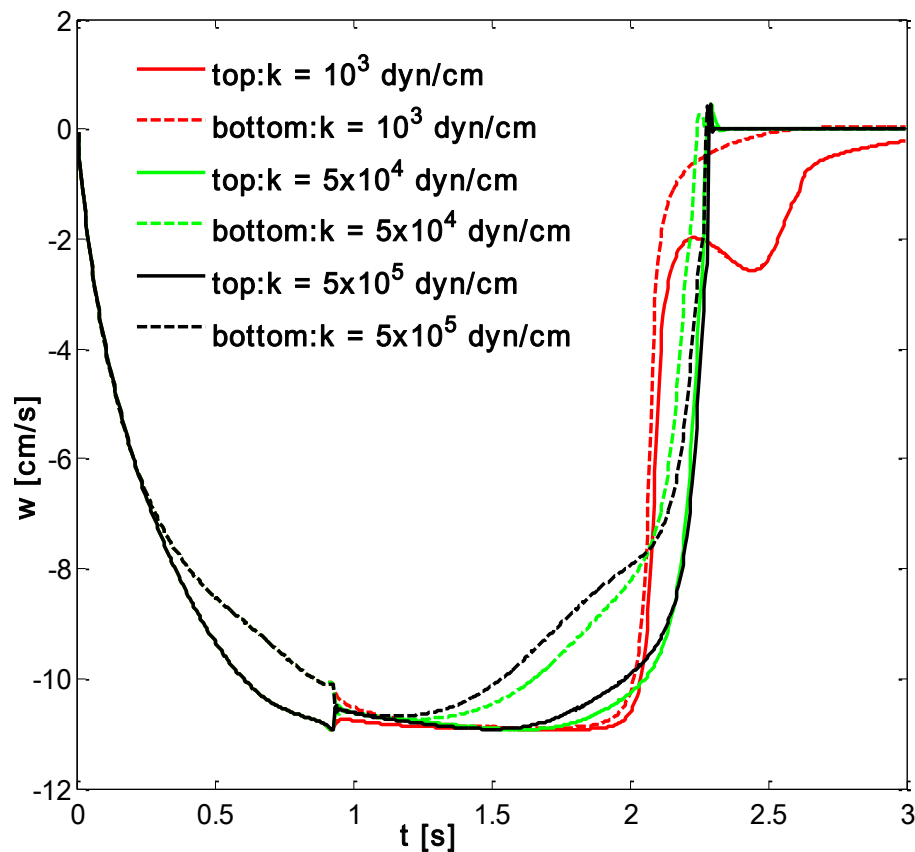
$\rho_p = 1120 \text{ kg/m}^3$

$\rho_f = 962 \text{ kg/m}^3$

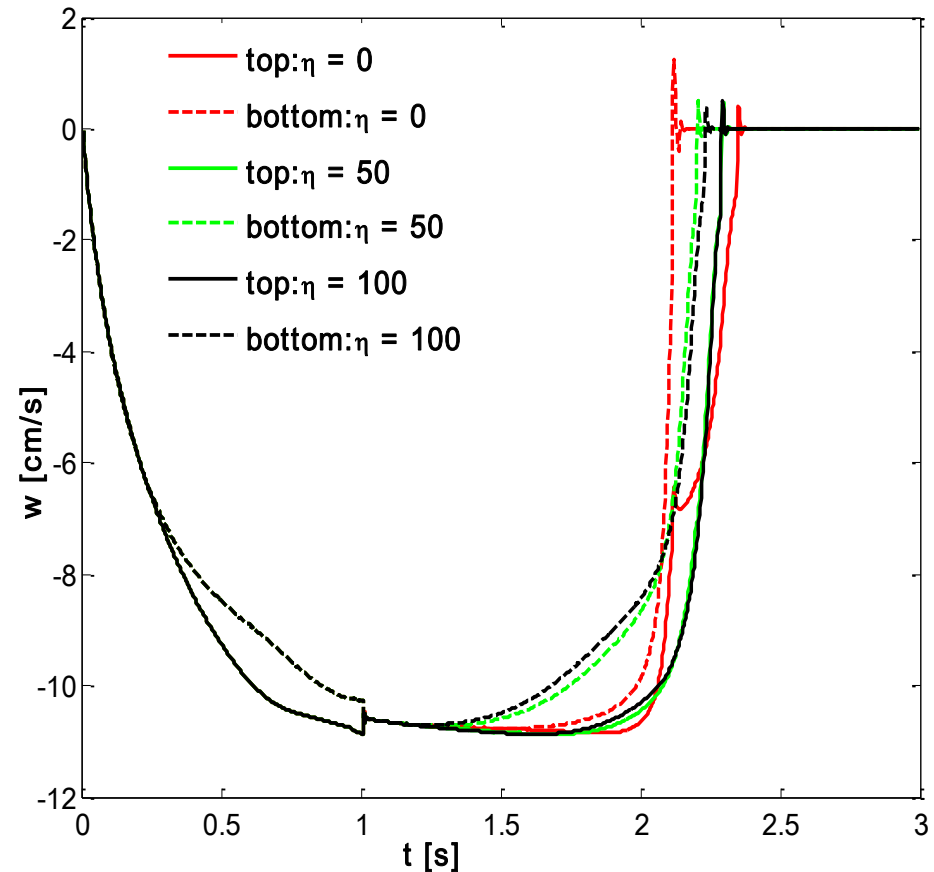
$\mu = 0.913 \text{ Ns/m}^2$

$d_p = 15 \text{ mm}$

Results: Settling velocity and DKT

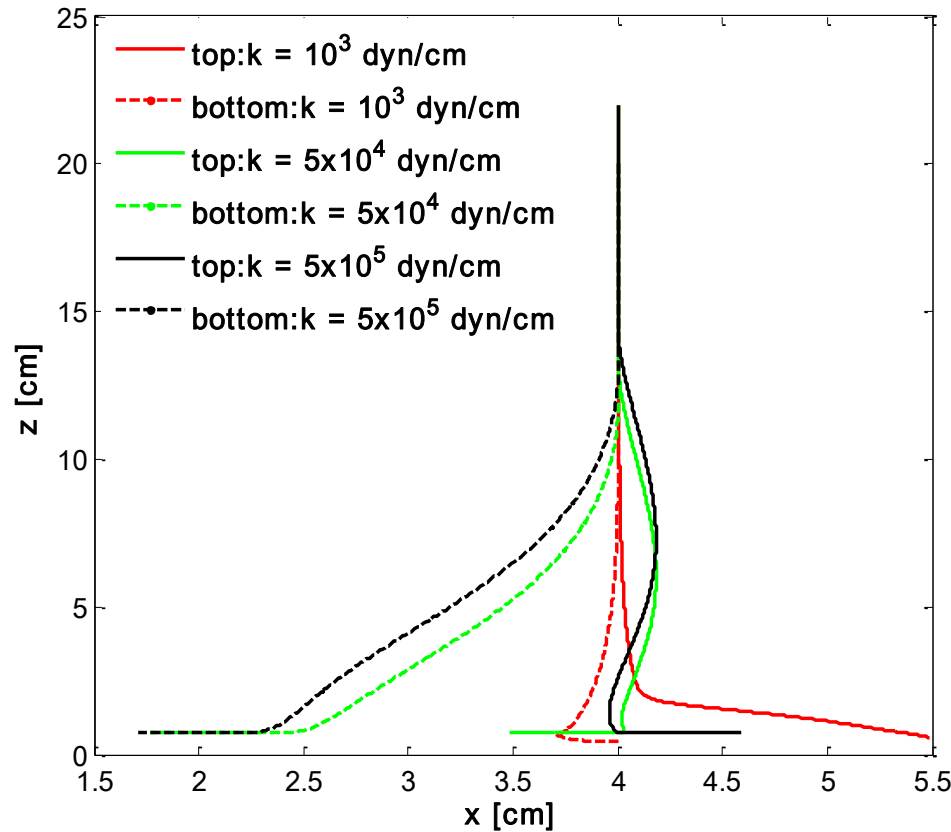


Particle settling velocity
for different k_n

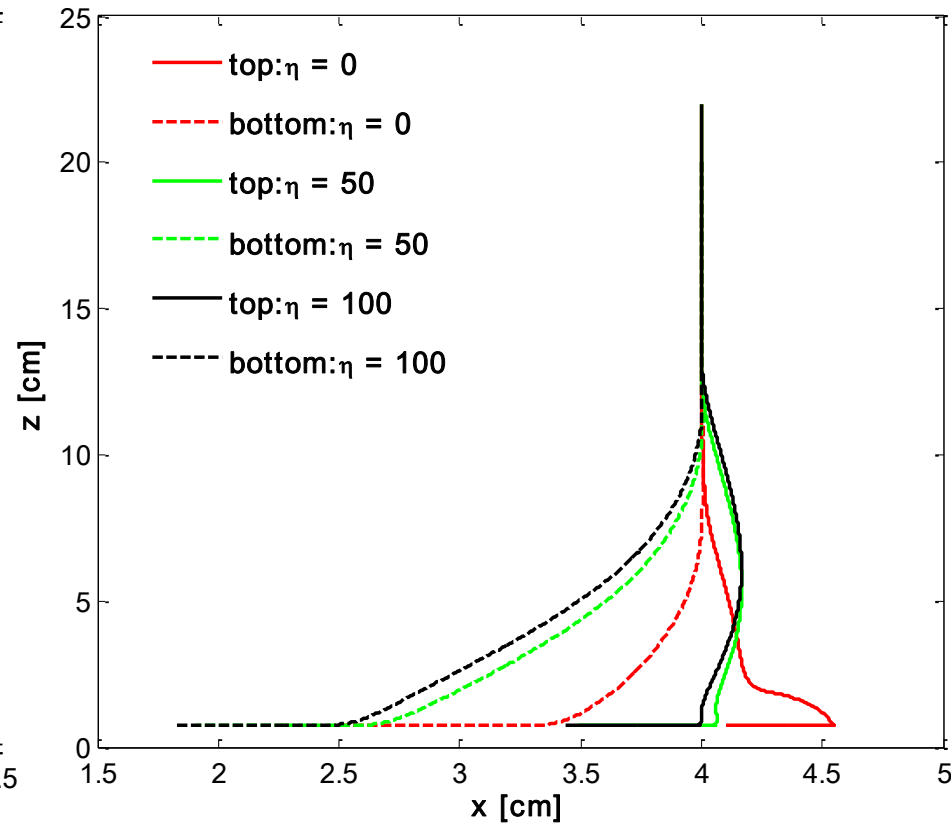


Particle settling velocity for
different η_n

Results: Settling Trajectory and DKT

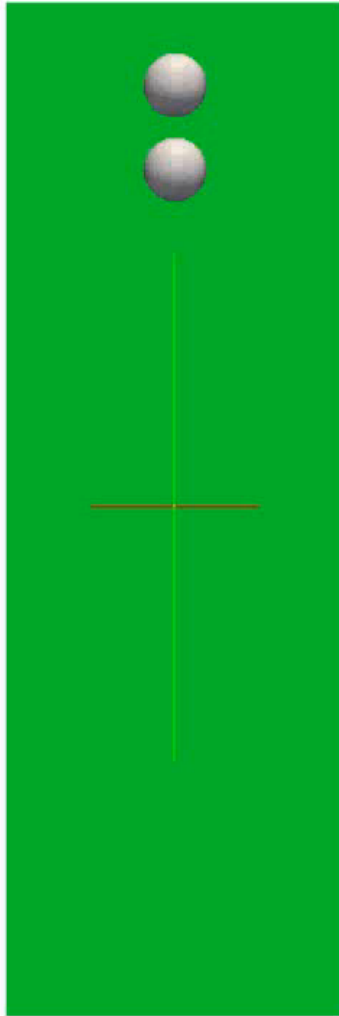


Particle settling trajectory
at different k_n

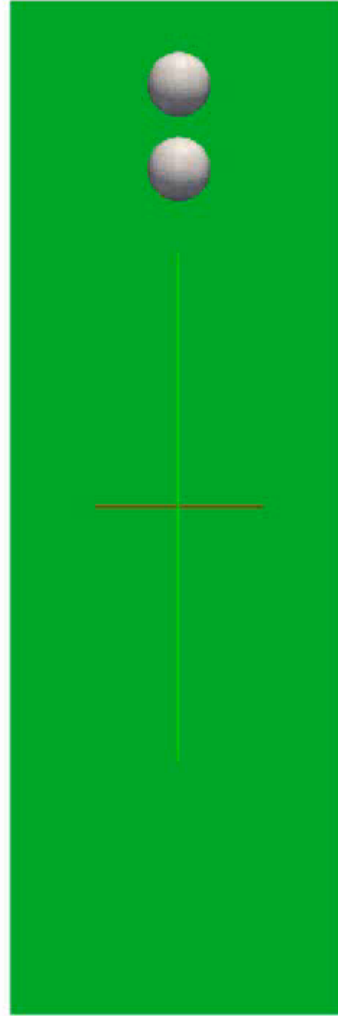


Particle settling trajectory
for different η_n

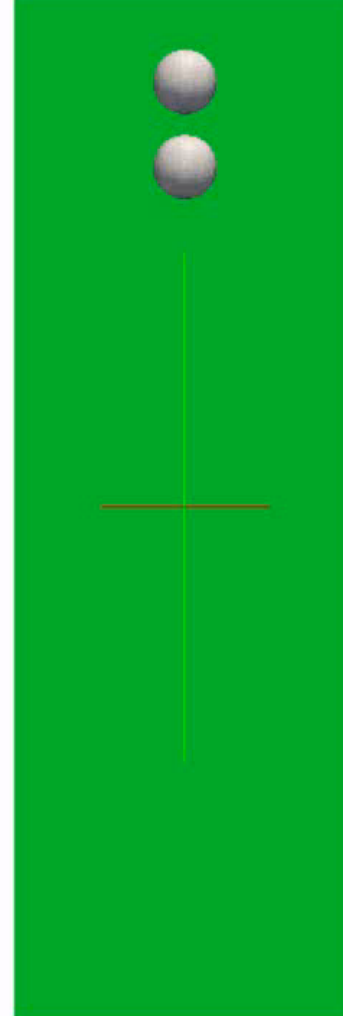
Spring Stiffness and DKT-video



$k_n = 1000$

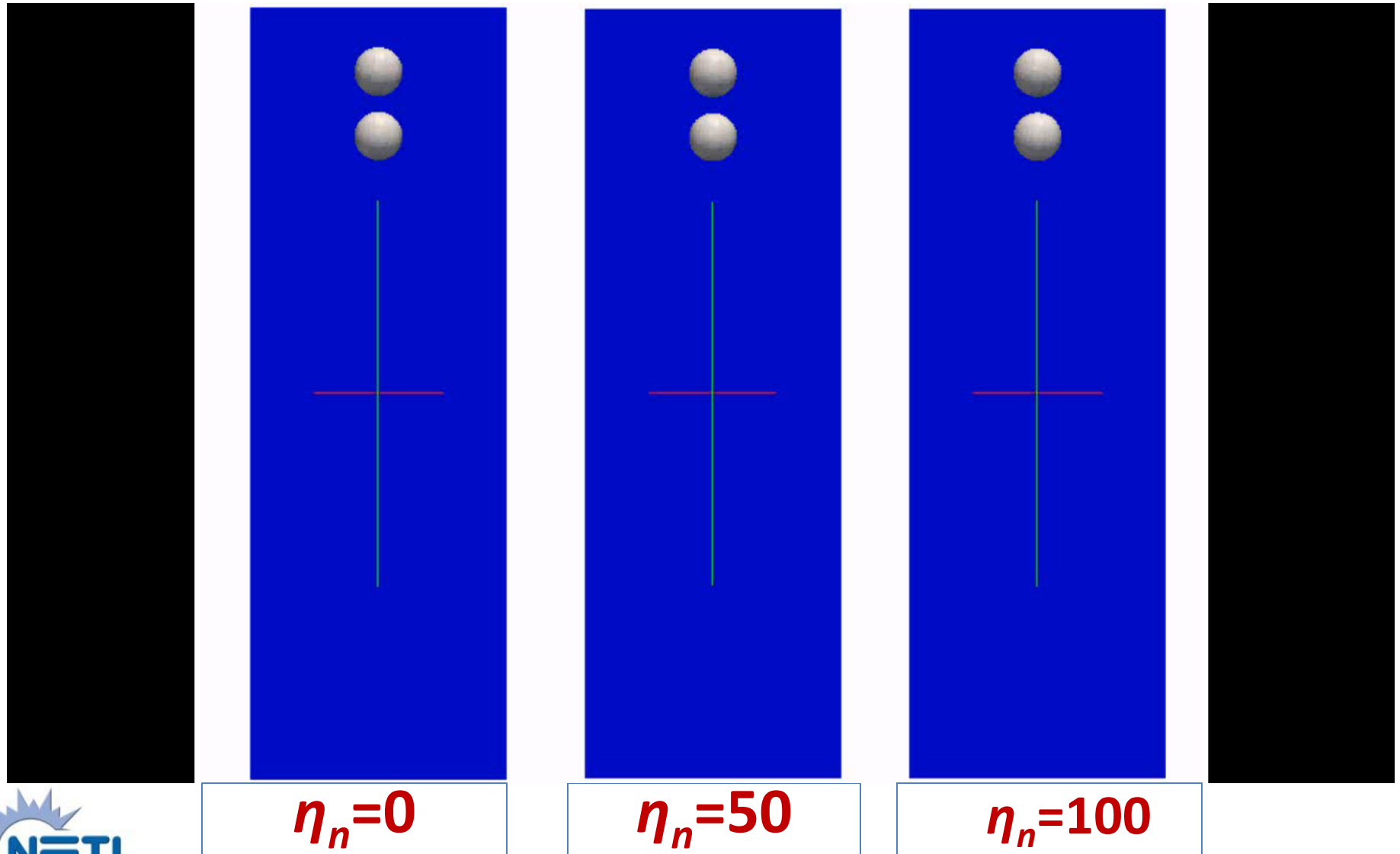


$k_n = 50000$

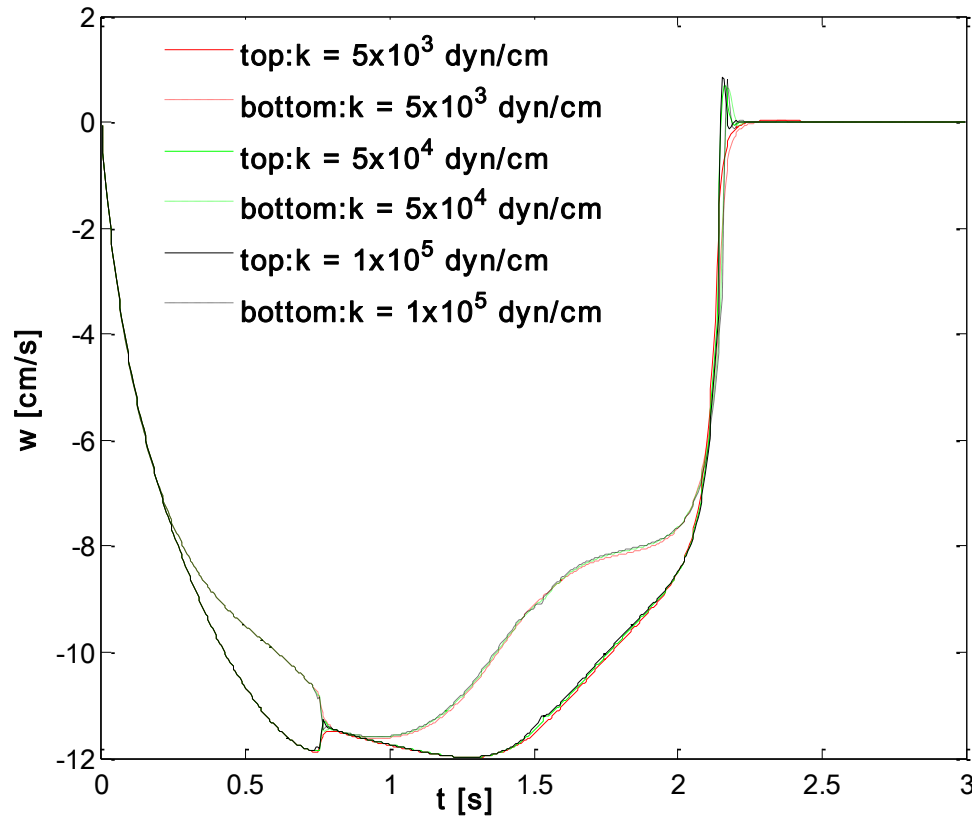


$k_n = 500000$

Damping Coefficient and DKT-video



Refining the range of k_n



Particle settling velocity for
 $5000 \leq k_n \leq 100,000$

We could by trial and error
find the range:

$$5000 \leq k_n \leq 10^5 \text{ dyn/cm}$$

for $\eta_n = 150 \text{ dyn s/cm}$

The change in DKT with k_n
was insignificant

Overlap and Contact time in DKT: refining range with N_c

Periodic kissing **increases** with k_n
For **very small** N_c (large k_n) the model approaches a **hard sphere** scheme with **no overlap**

The choice of N_c is in the range:

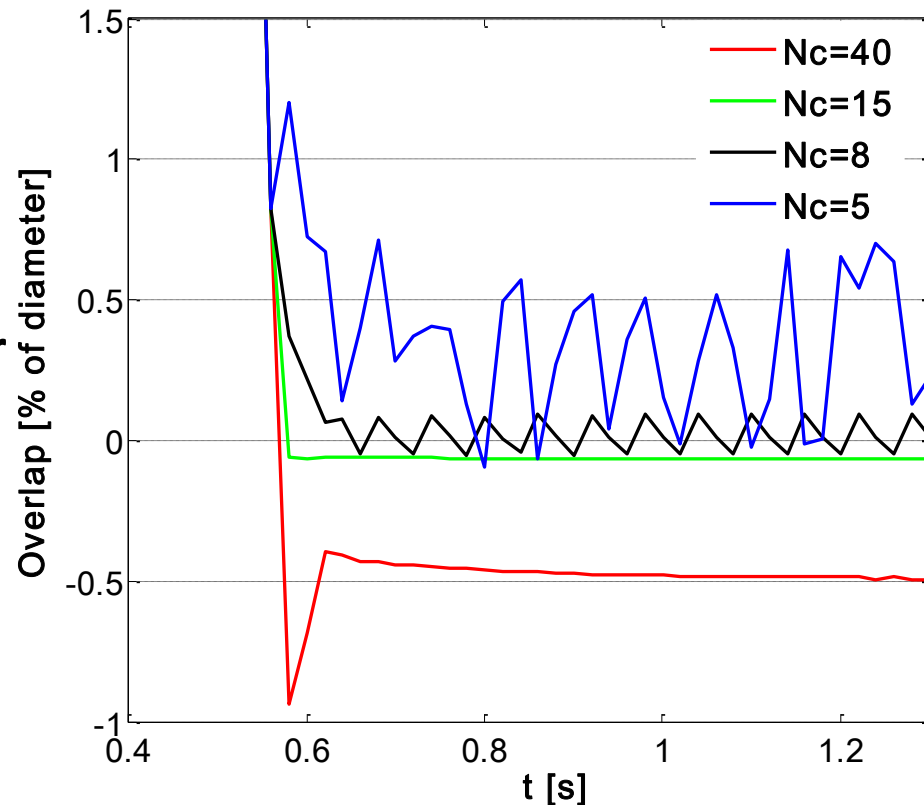
$8 < N_c < 15$ since for this range

Overlap = %diameter < 0.5% of diameter

N_c	k_n	η_n
8	160142.35	171.60
10	102491.10	137.28
12	71174.37	114.39

There is a great **degree of agreement** with the range that was used in trial and error: $5000 \leq k_n \leq 10^5 \text{ dyn/cm}$ for $\eta_n = 150 \text{ dyn s/cm}$

Gap width [% diameter] vs time



Conclusions

- k_n and η_n decrease with the time step δt
- Increasing k_n (decreasing N_c) increases the kissing process
- A graphical approach gives a foreknowledge of the range without experiments
- Two main approaches to choose the soft-sphere collision parameters:
 1. given k_n and e_n to find N_c and δt
 2. given δt we can use N_c to find k_n and η_n
which is more elegant

Questions?