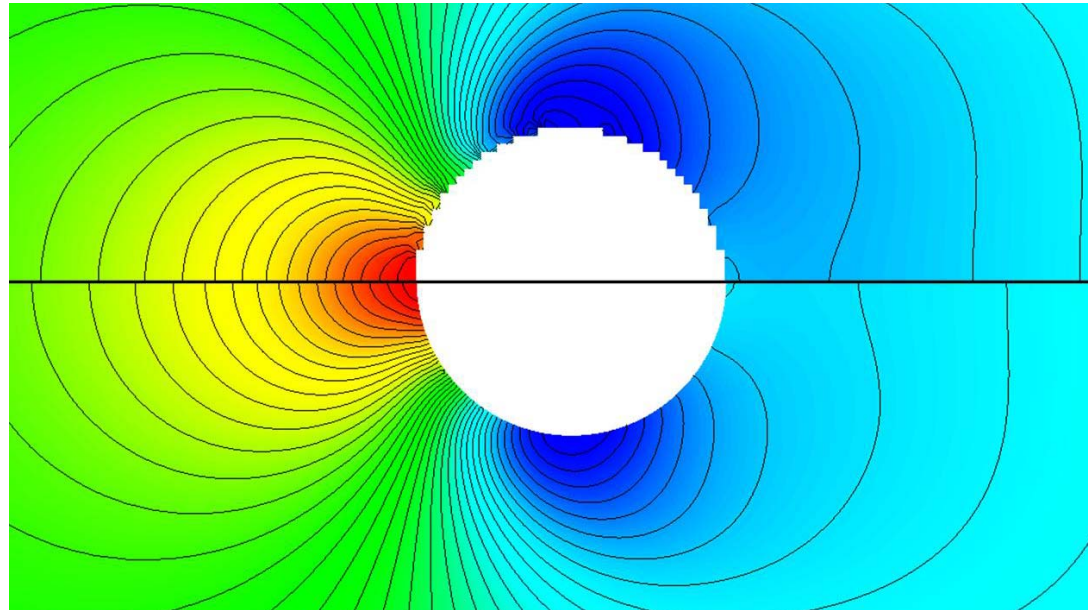




**NATIONAL ENERGY TECHNOLOGY LABORATORY**



## **Implementation of Cartesian Cut-Cell Technique into the Multiphase Flow Solver MFIX**

Jeff Dietiker

NETL 2009 Workshop on Multiphase Flow Science

Euro-Suites Hotel, Morgantown, WV

April 22-23, 2009





# Overview

- Introduction
- Cartesian grid cut cell implementation
- Results:
  - Single phase
    - 2D: channel flow, flow over a cylinder
    - 3D: flow over a hemisphere
  - Gas / Solids phase
    - 2D Hourglass flow
    - 2D spouted bed
    - 3D O3 decomposition
- Latest Additions
- Conclusions

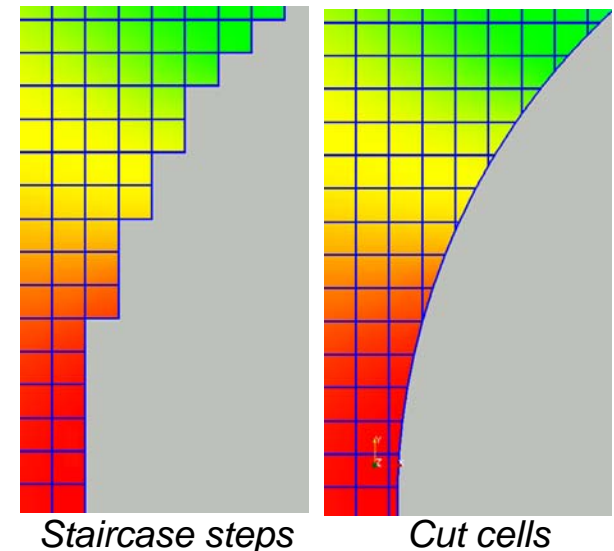


# Introduction



- **MFiX: Multiphase Flow with Interphase eXchanges**
  - Finite volume , 3D Cartesian or cylindrical coordinate system
  - Continuum model (Interpenetrating fluid and solids phases)
  - Mass and momentum balances equation for gas and solids phases
  - Boundary conditions typically specified along planes, aligned with grid
  - Objective: Add flexibility and accuracy in geometric representation of boundaries
- **Cartesian Grid (Cut-cell) technique:**

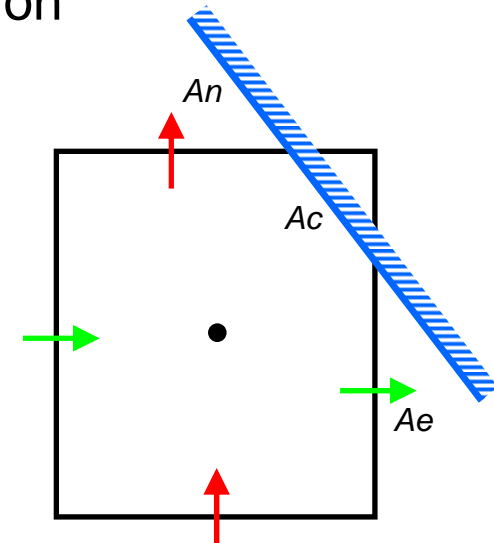
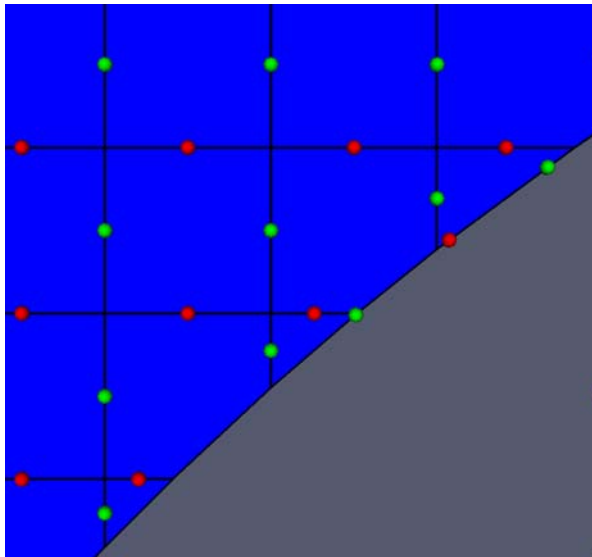
**Based on: M.P. Kirkpatrick, S.W. Armfield, J.H. Kent, “A representation of curved boundaries for the solution of the Navier–Stokes equations on a staggered three-dimensional Cartesian grid,” Journal of Computational Physics, 184 (2003) 1–36.**
- Representation of curved boundaries
  - Computational cells are truncated at the wall to conform to the shape of the boundaries
  - Preprocessing:
    - Representation of curved or sloping boundary
    - Identify boundary cells (cut cells)
    - Identify “Problematic” cells
    - Computation of cells volumes and face areas
  - Solution
    - Flux computation through cut cell faces
    - Pressure forces
    - Wall shear stress
  - Postprocessing: VTK files (geometry must be saved in every file)



# Cartesian-Grid Implementation

## • Representation of curved or sloping boundaries

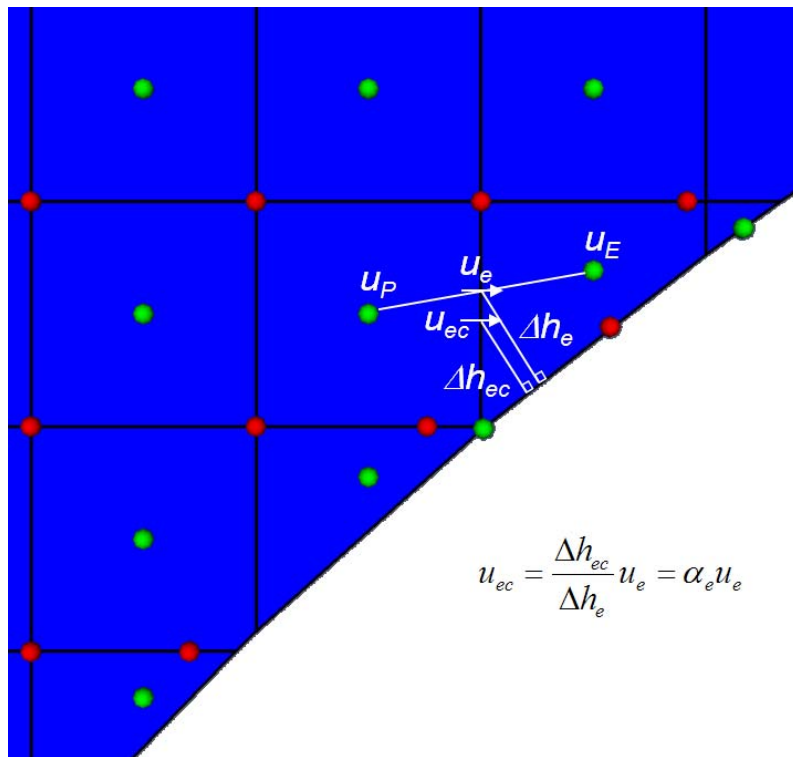
- Quadric surfaces (normalized form):  $f(\mathbf{x}) = \lambda_1 x_1^2 + \lambda_2 x_2^2 + \lambda_3 x_3^2 + d = 0$
- Quadric defined by  $\lambda_i$ ,  $d$  rotation and translation
- Problematic cells:
  - Velocity cells with only one pressure node
  - Pressure cells with only one velocity node
  - Small cells (stiffness)



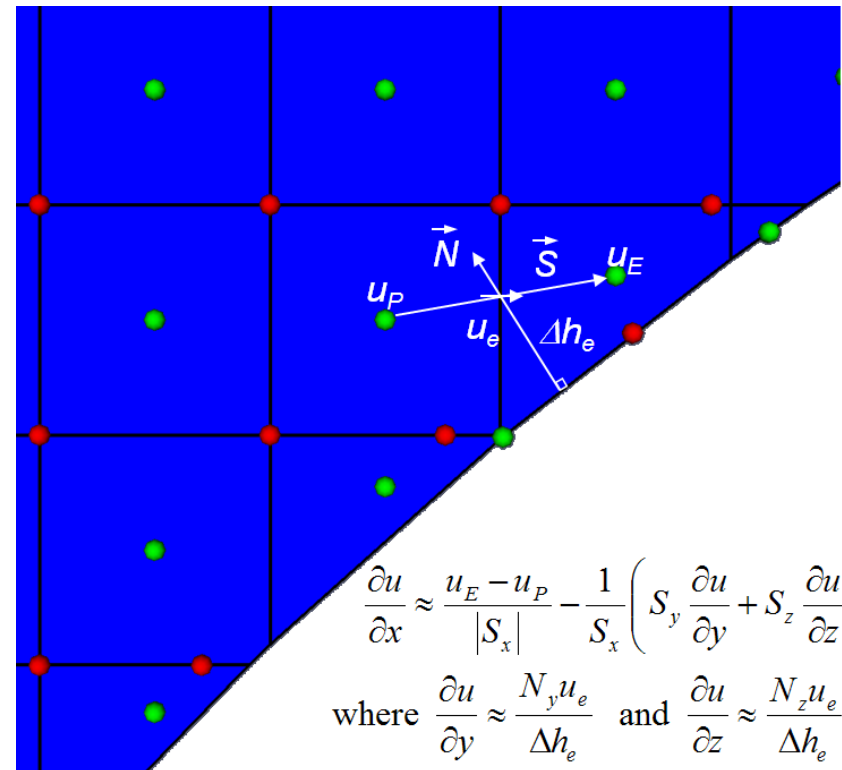
# Cartesian-Grid Implementation

- Representation of curved or sloping boundaries

*Advection of  $u$ -velocity through East face*



*Diffusion flux across East face*

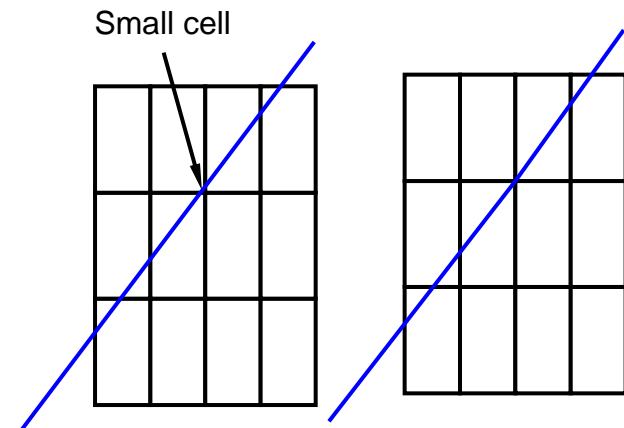
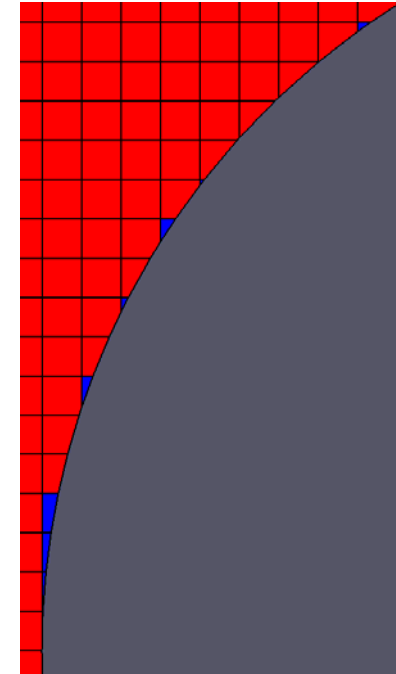


*Based on zero-velocity at the wall*

# Cartesian-Grid Implementation

## • Problematic cells:

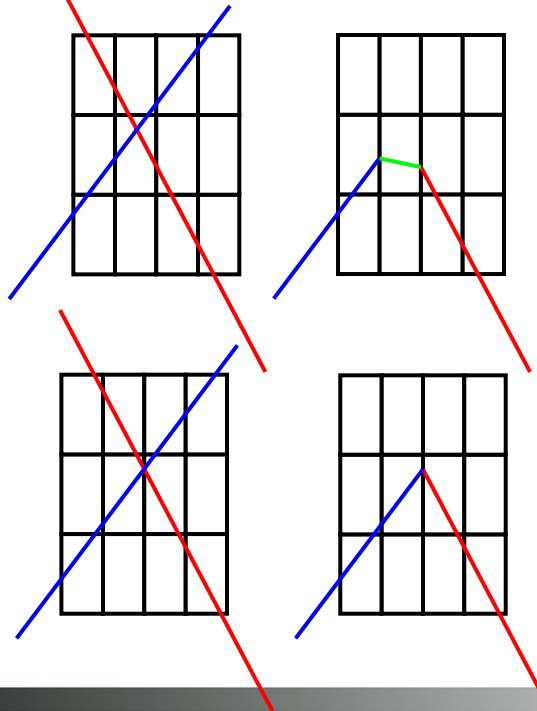
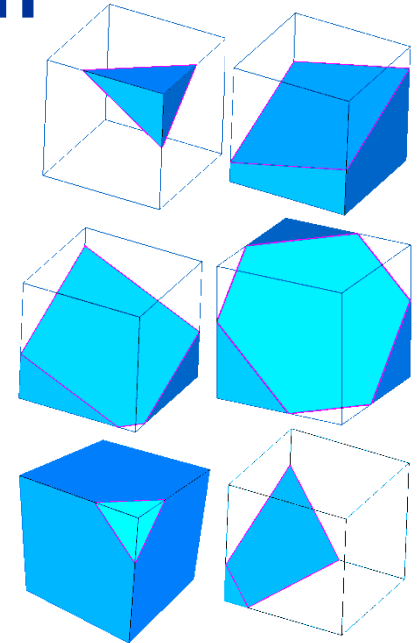
- Velocity cells with only one pressure node
  - Kirkpatrick: Use Master/Slave cell linking procedure: velocity node is moved to adjacent cell
  - Current approach: Velocity node is moved to the center of the cut face (velocity is set to zero)
  - Note: Treating those cells limit their width to half-width of regular cell
- Pressure cells with only one velocity node
  - Current approach: velocity derivatives (in  $\text{tr}(\mathbf{D})$ ) are computed from  $\frac{\partial u}{\partial x} \approx \frac{N_x u}{\Delta h}$
- Small cells (stiffness)
  - Kirkpatrick: Remove pressure node from computation
  - Current approach: Option to move intersection point to nearest corner, based on some user-specified tolerance (e.g., 1% of side length)



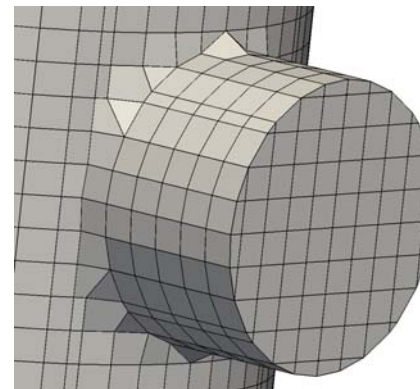
# Cartesian-Grid Implementation

- **Limitations:**

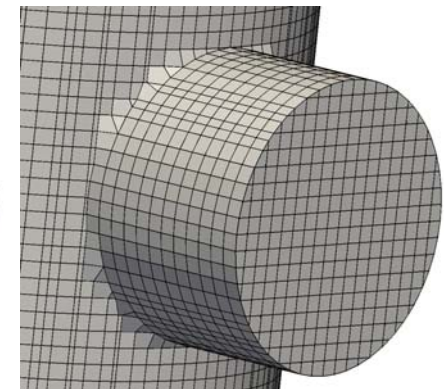
- In 3D, cut face can have between 3 and 6 vertices (visualization)
- Intersection of quadrics not necessarily well represented
- Only one cut-face per cell
- Only one intersection point allowed on each edge
- Adjusting grid possible only for simple 2D geometries
- Problem compounded by staggered grid representation



*3D cylinder-cylinder intersection*



*Coarse grid*



*Fine grid*



# Cartesian-Grid Implementation

- **Cost of Cut-cell Method**

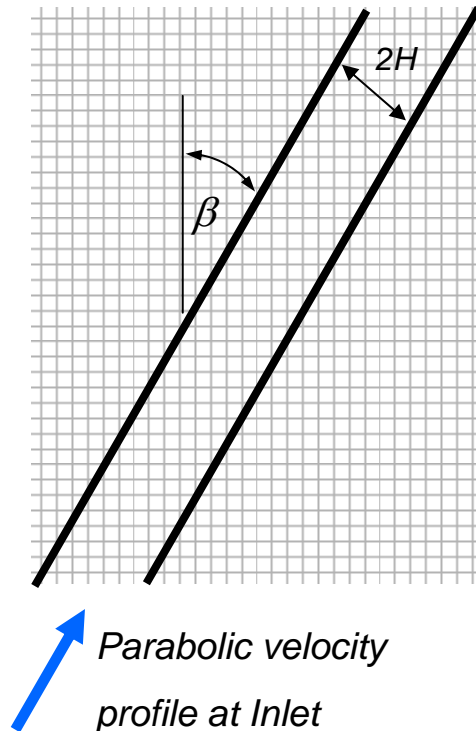
- Preprocessing:
  - < 1 second for coarse 2D grid
  - ~ 1 minute for fine 3D grid
- Post-processing:
  - Varies based on number of variables saved and frequency of file saving
  - << 1 second for coarse 2D grid
  - A few seconds for fine 3D grid

Geometry	Grid size	Number of cells	Standard cells	Cut cells	Blocked cells	Overhead	Overhead/cut cell
2D	40x80	3200	71.50%	7.25%	21.25%	5.52%	0.75
3D	60x100x30	180000	9.55%	3.70%	86.75%	2.49%	0.67



# 2D Single Phase Channel Flow

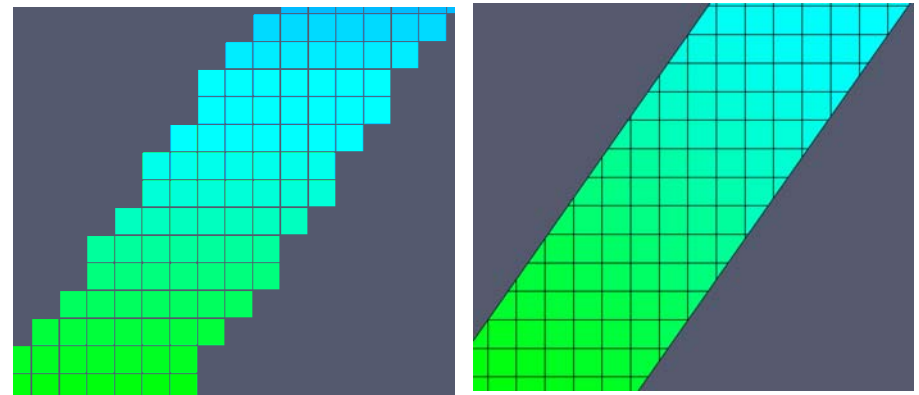
- 2D skewed channel flow



GRID A: 7 Cells across channel (x-direction)

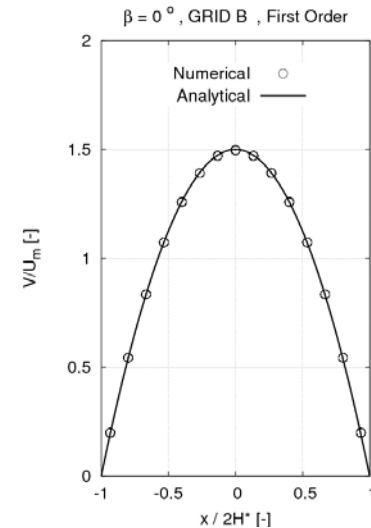
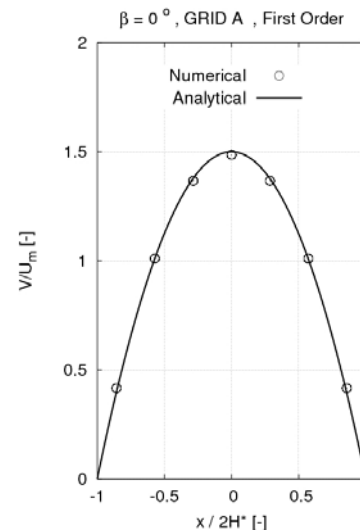
GRID B: 15 Cells across channel (x-direction)

Staircase steps ( $\beta = 35$  Deg) Cut cells ( $\beta = 35$  Deg)



$\beta = 0$  Deg (channel aligned with grid):

20 velocity profiles extracted at constant y-values





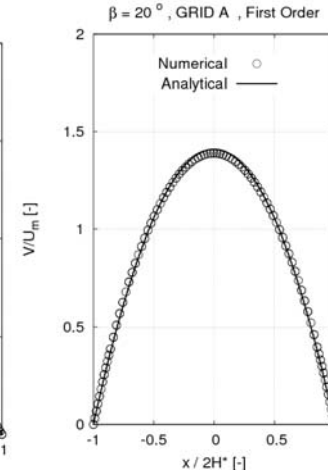
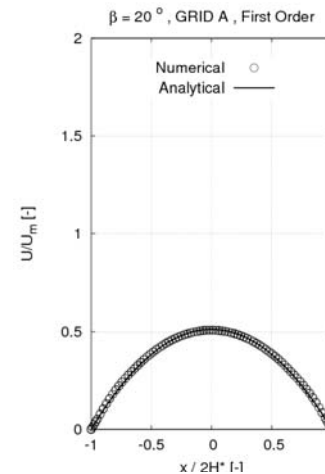
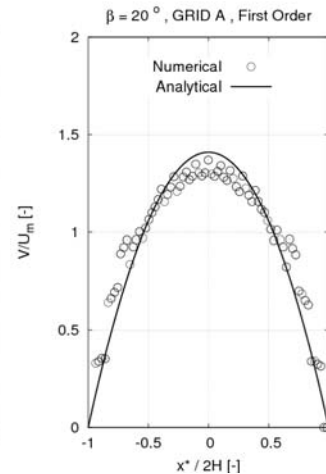
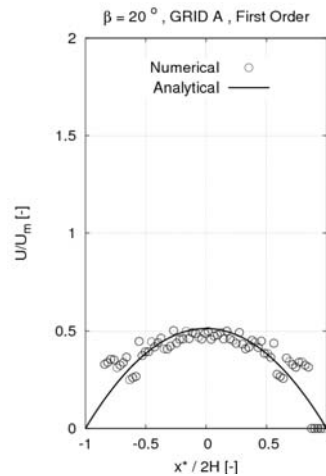
# 2D Single Phase Channel Flow

- 2D skewed channel flow,  $Re = 1$ , First Order

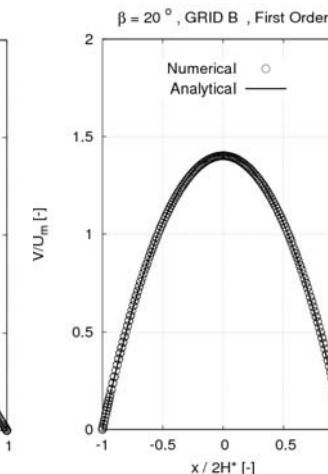
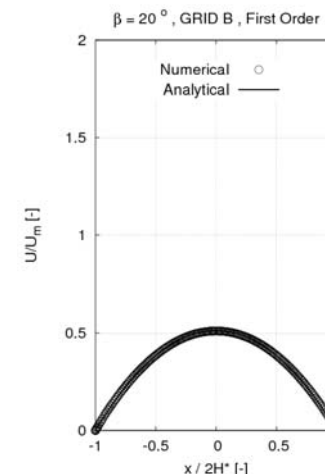
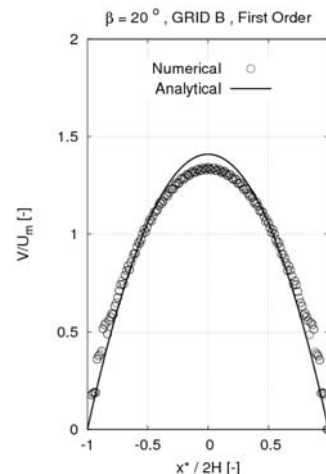
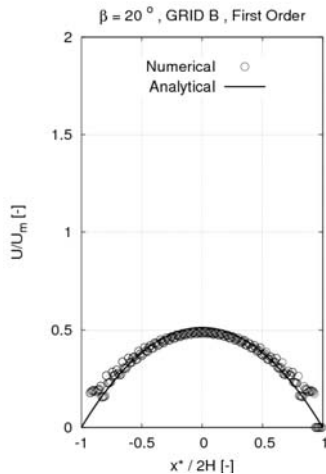
*Staircase*

*Cut-cell*

**GRID A**



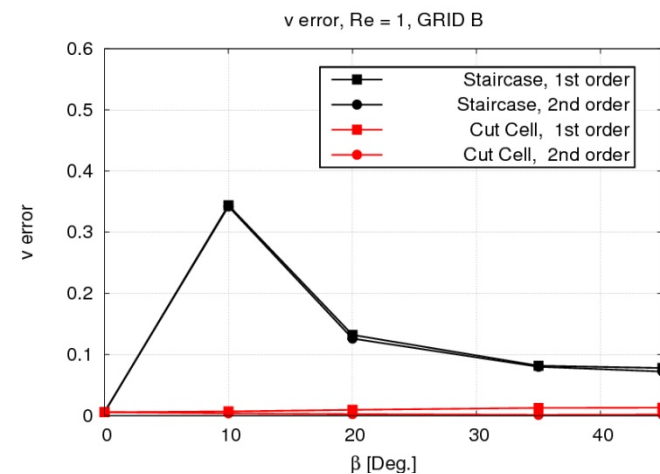
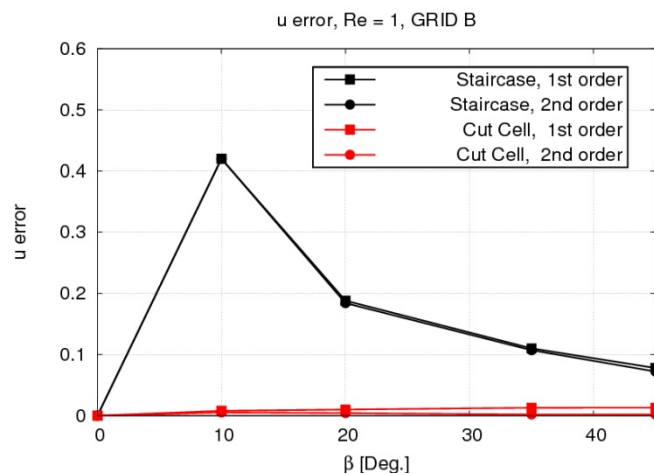
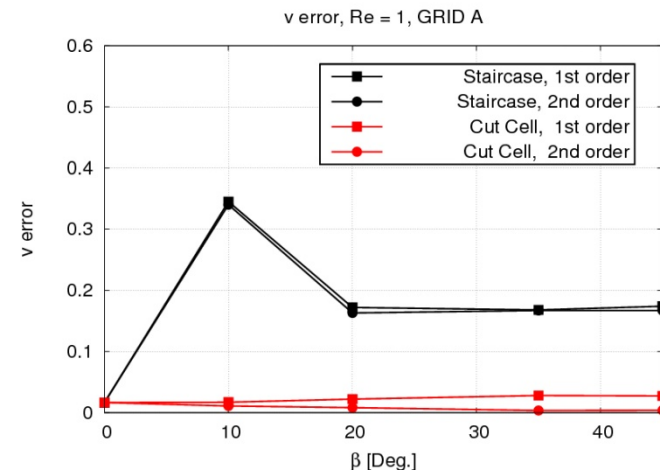
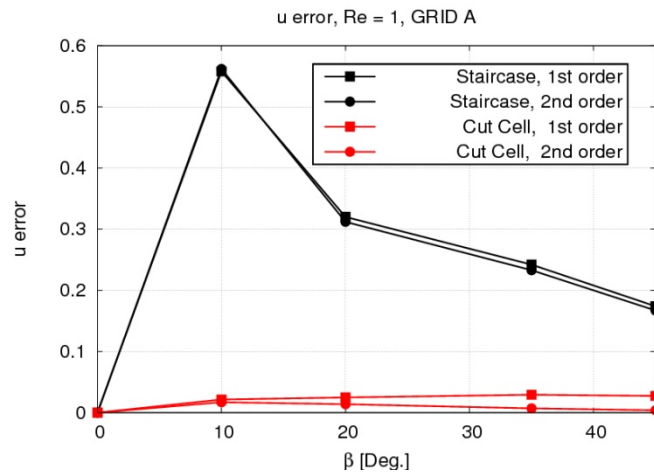
**GRID B**





# 2D Single Phase Channel Flow

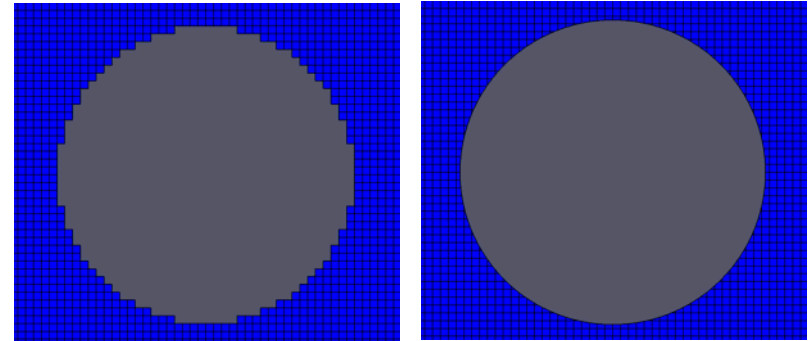
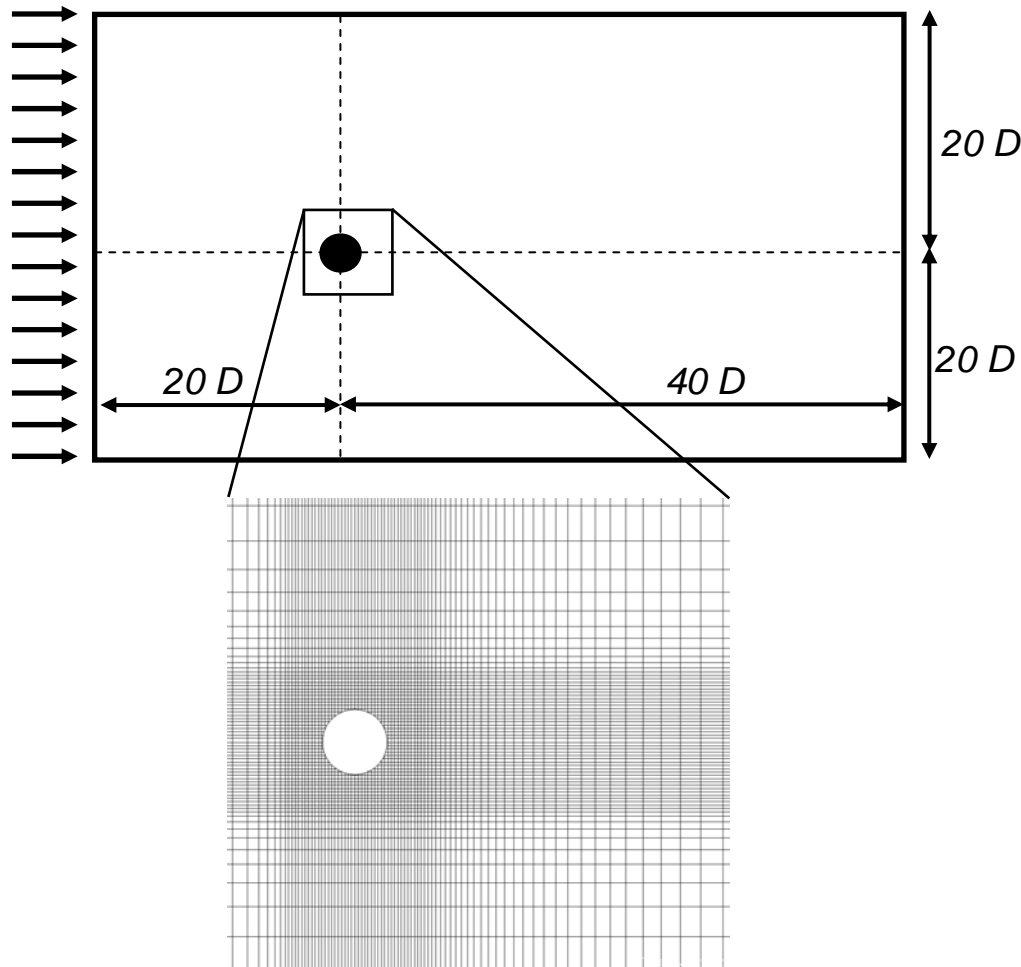
- 2D skewed channel flow,  $Re = 1$  error



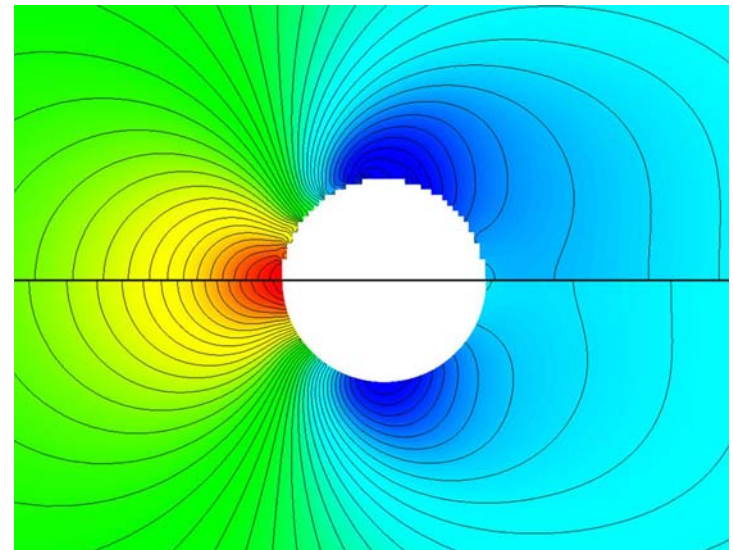


# 2D Single Phase Cylinder Flow

- 2D flow over a cylinder,  $Re = 40$   
(Steady case)



GRID	IMAX x JMAX	cells/diameter
A	120x80	20
B	200x140	40
C	320x240	80
D	420x320	120
E	520x420	160



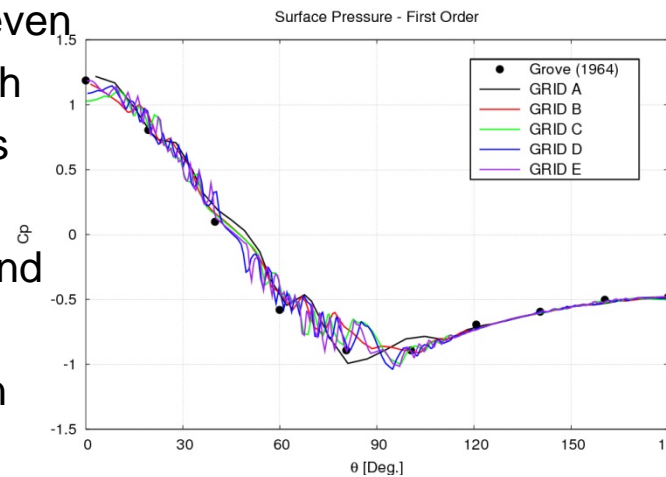


# 2D Single Phase Cylinder Flow

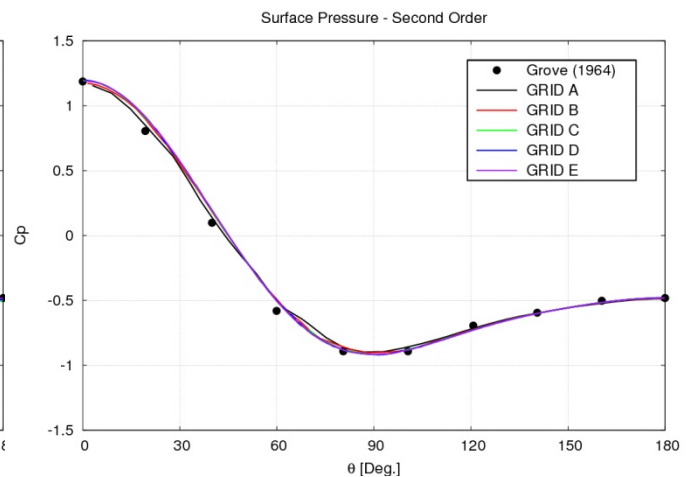
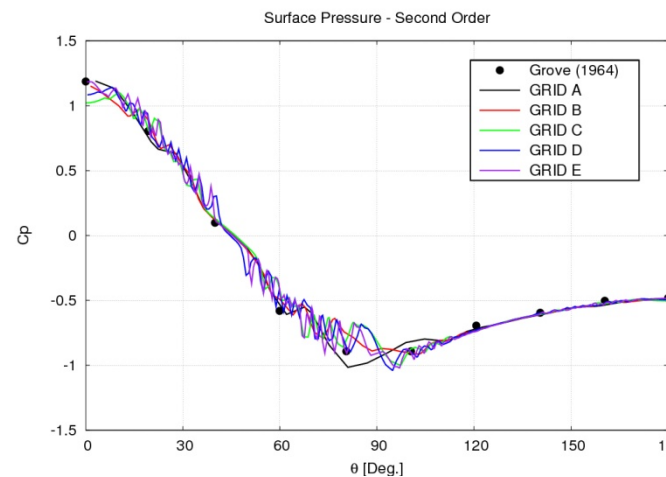
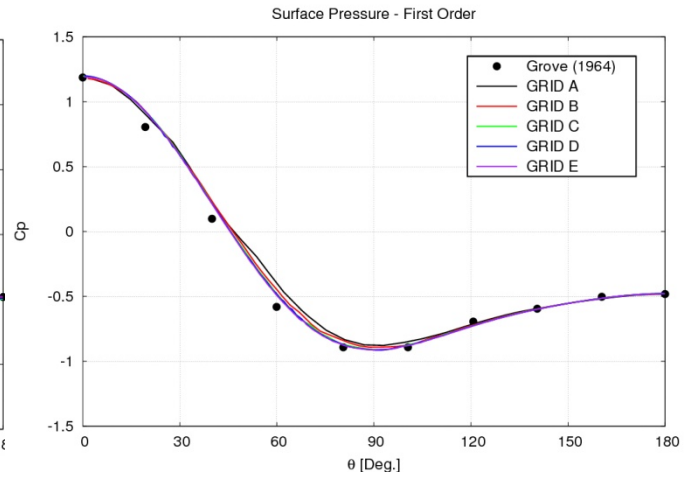
- **Surface Pressure Distribution**

- General trend captured by Staircase method, even with coarse grid, with pressure oscillations
- Cut-cell technique provides accurate and smooth surface pressure distribution

**Staircase**



**Cut-cell**





# 2D Single Phase Cylinder Flow

- **Surface Vorticity Distribution**

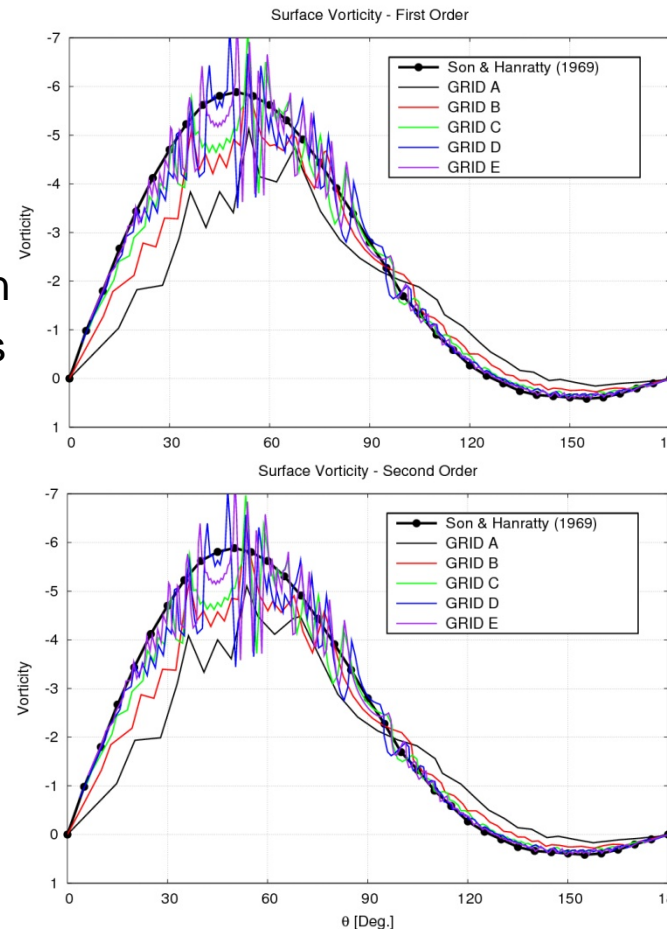
- Staircase:

- Vorticity under-predicted with coarse grid.
- Large oscillations even with fine grid

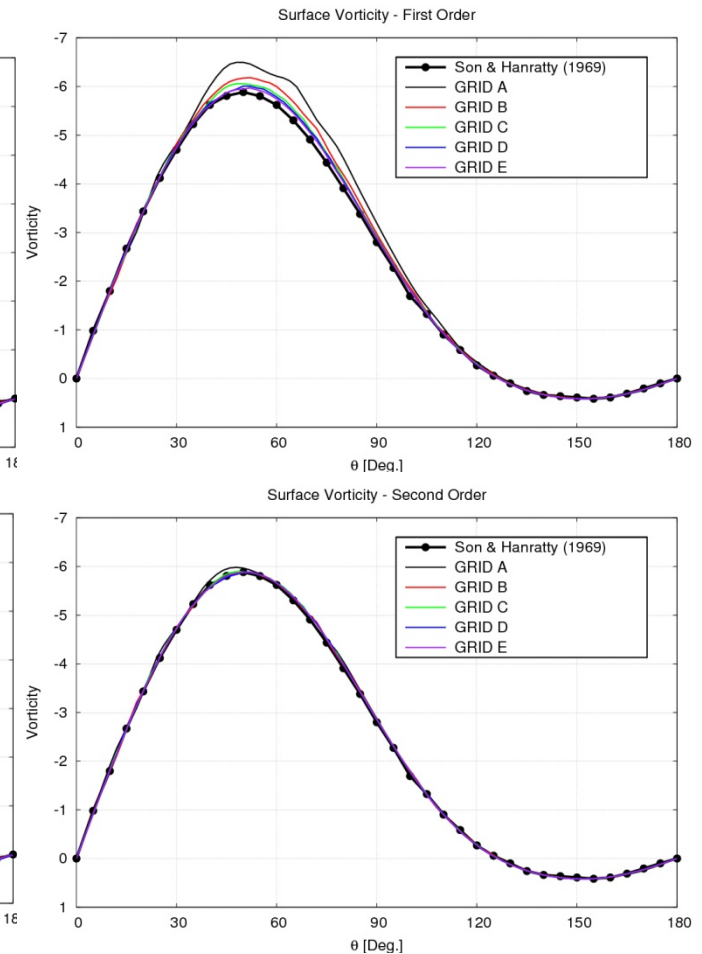
- Cut-cell :

- Smooth distribution
- Accuracy improves as grid is refined

**Staircase**



**Cut-cell**

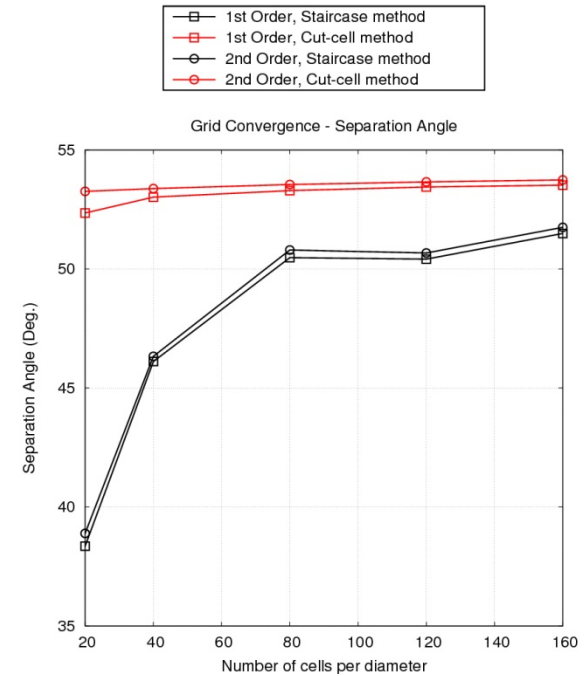
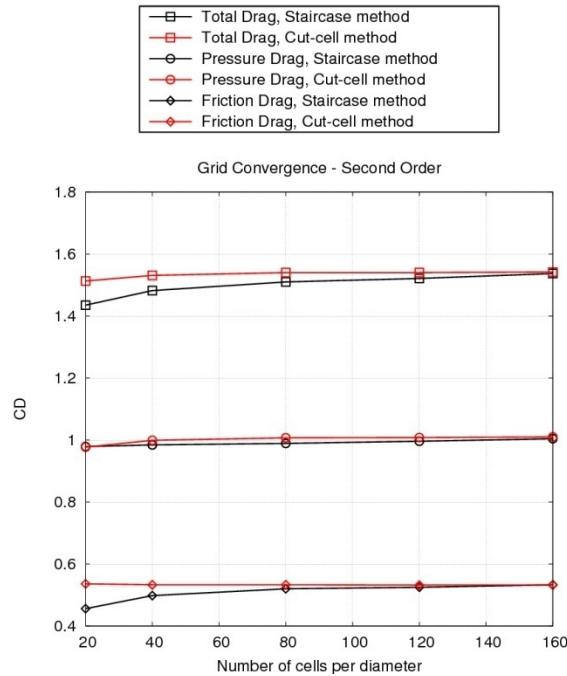
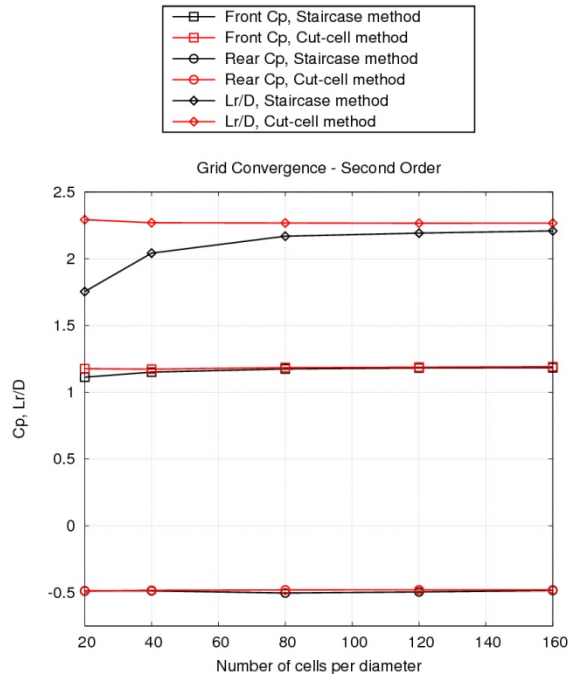






# 2D Single Phase Cylinder Flow

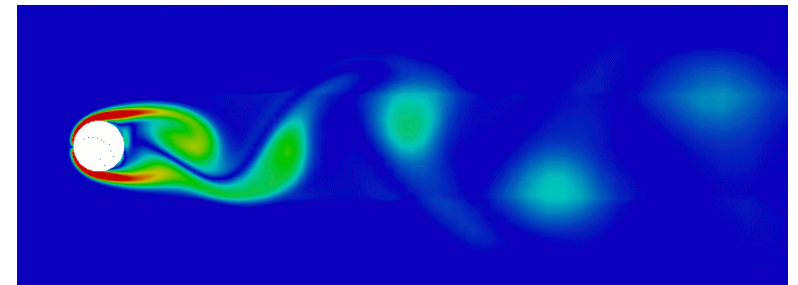
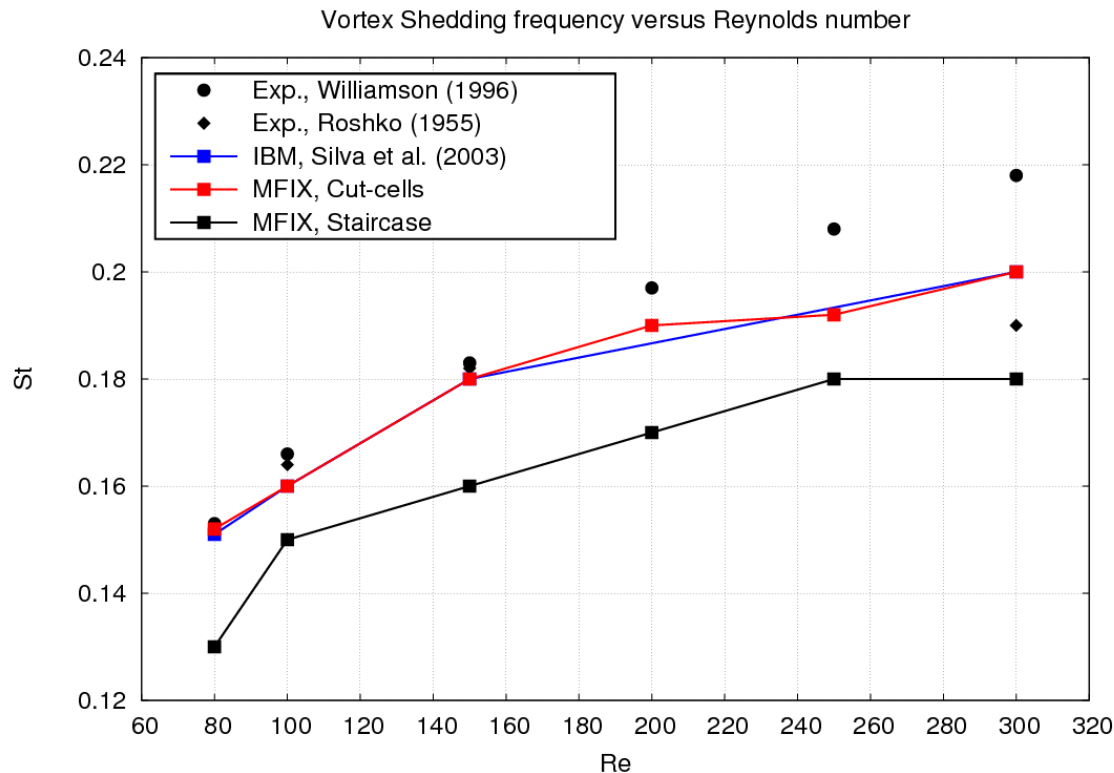
## • Grid Convergence Analysis



Author(s)	Method	CD	CD,P	CD,F	Front Cp	Rear Cp	Sep. Angle (Deg.)	Lr/D
Grove et al. (1963)	Experimental		0.935		1.190			
Takami & Keller (1969)	Numerical	1.536			1.141		53.55	2.35
Son & Hanratty (1969)	Numerical	1.510					53.90	
Dennis & Chang (1970)	Numerical	1.522	0.998	0.524	1.144		53.80	2.35
Collins & Dennis (1973)	Numerical	1.560					53.60	2.15
Dennis (1973)	Numerical	1.494			1.142			
Nieuwstadt & Keller (1973)	Numerical	1.550			1.120		53.34	2.18
Fornberg (1980)	Numerical	1.498			1.140		55.00	2.24
Kirkpatrick et al. (2003)	Numerical	1.535			1.0 *		53.55	2.26
MFIX, Staircase, GRID E, 2 <sup>nd</sup> Order	Numerical	1.537	1.004	0.533	1.184	-0.484	51.75	2.21
MFIX, Cut Cell, GRID E, 2 <sup>nd</sup> Order	Numerical	1.542	1.010	0.532	1.192	-0.480	53.74	2.27

# 2D Single Phase Cylinder Flow

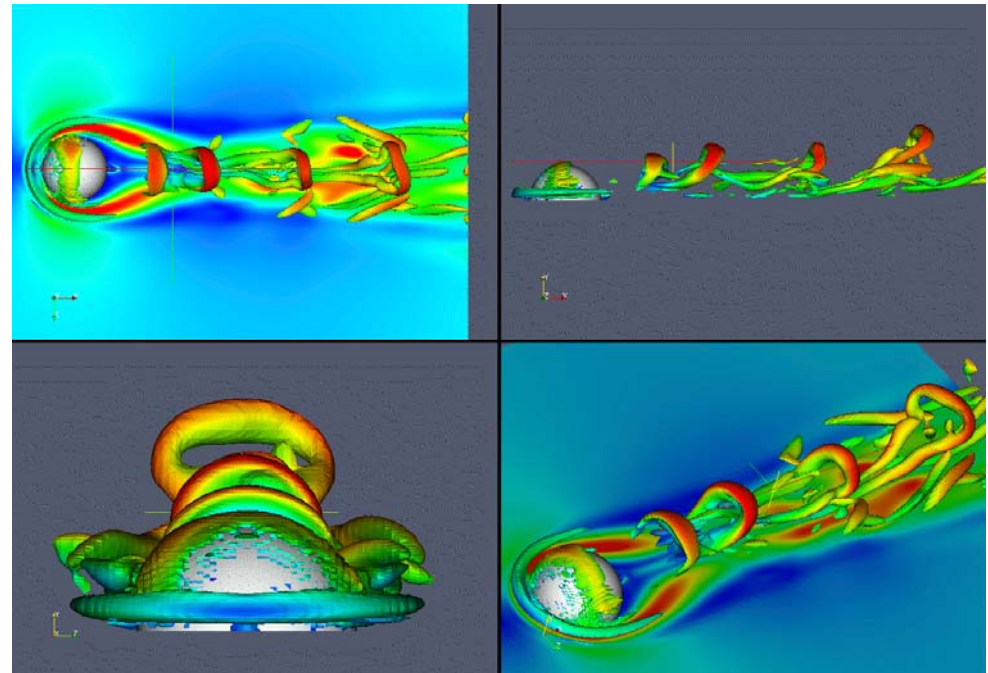
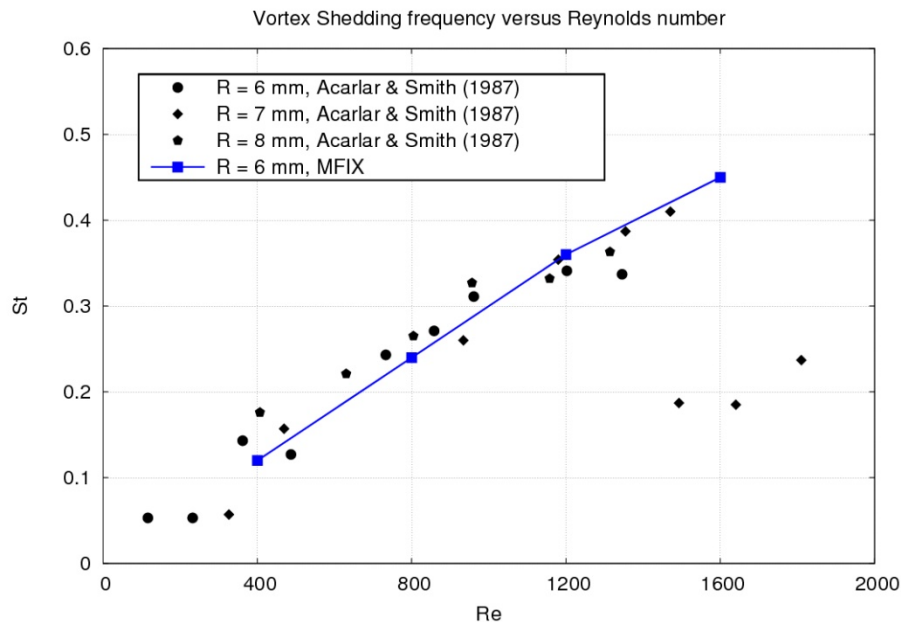
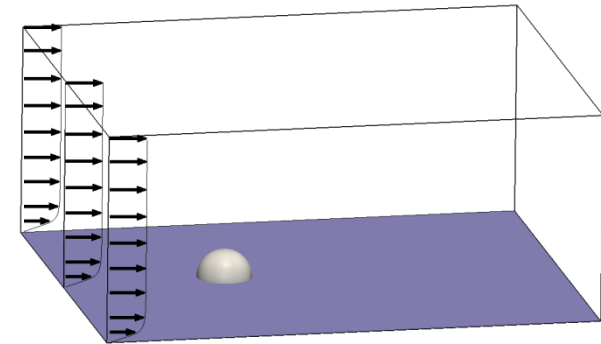
- **2D flow over a cylinder,  $Re = 80$  to  $300$  (Unsteady case)**
  - Staircase method tends to under-predict vortex shedding frequency
  - Cut cell technique compares well to experimental data, and results obtained by Immersed Boundary Method (Silva et al., 2003)





# 3D Single Phase Hemisphere Flow

- **Formation of Hairpin Vortices over a Hemispheric protuberance (Gas phase only)**
- Incoming laminar BL
- Grid size = 500,000 cells, 30 cells per diameter
- Hairpin vortices are captured
- Vortex shedding frequency compares well with experimental data

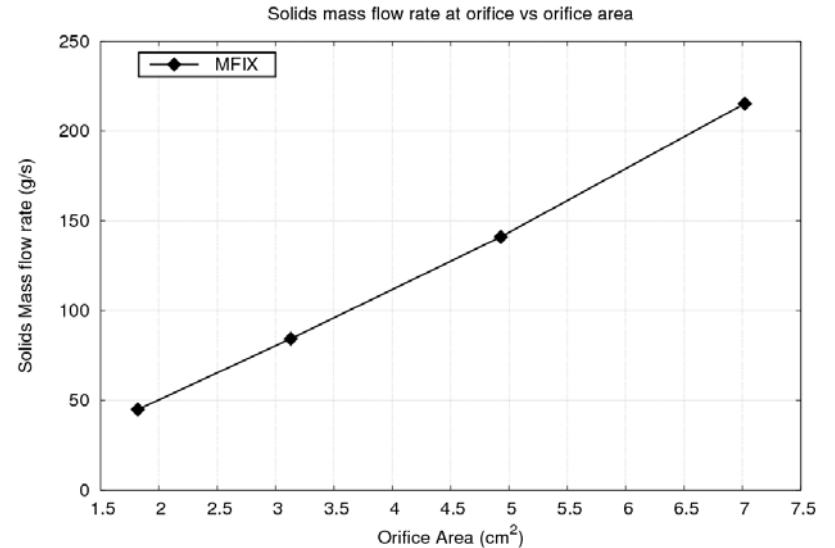
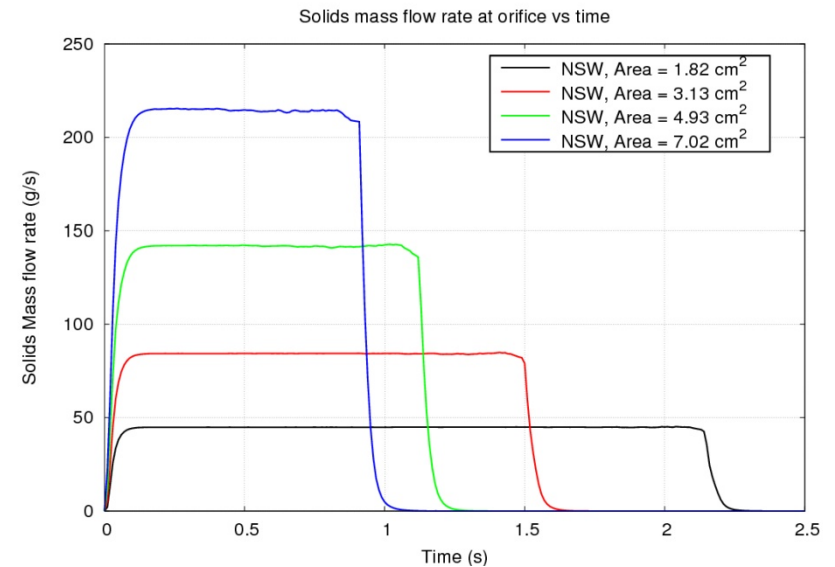
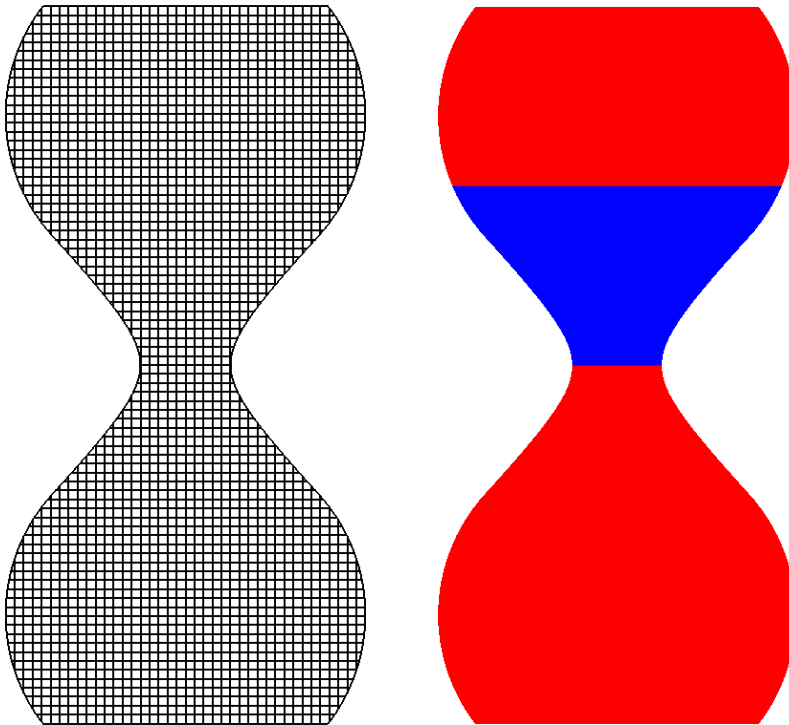




# 2D Gas/Solids Phase Flow

## • 2D Hourglass flow

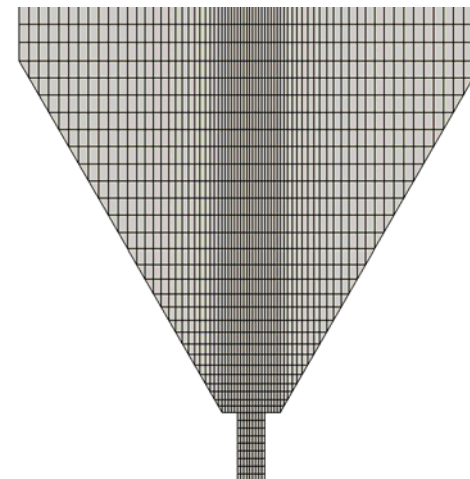
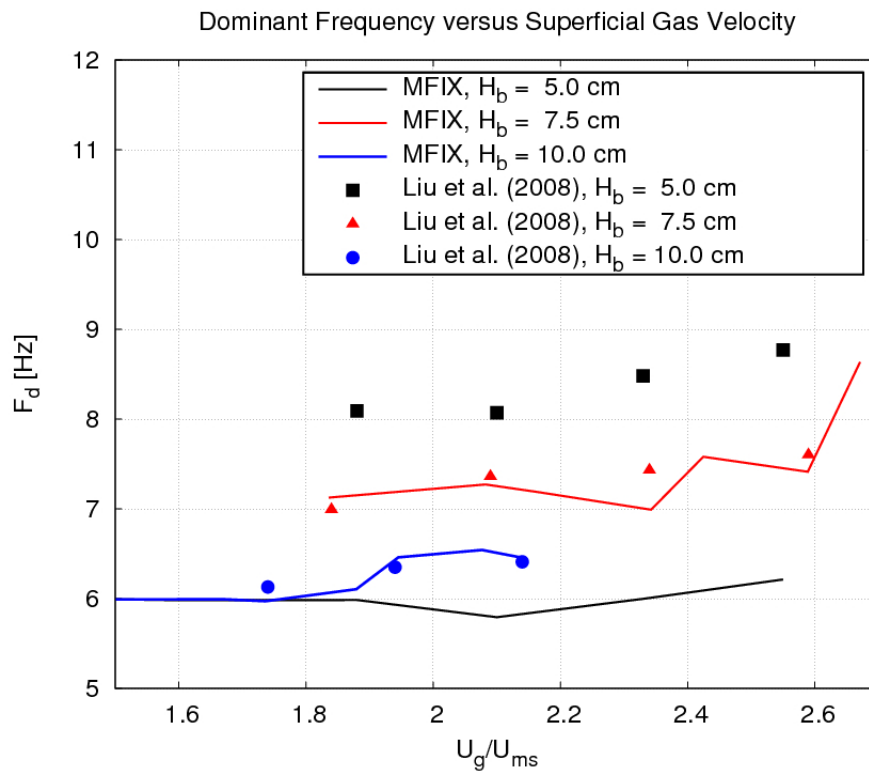
- Coarse grid (40x80)
- Geometry represented by 3 quadrics
- Proper behavior observed



# 2D Gas/Solids Phase Flow

## • 2D Spouted bed

- Grid size = 71x108
- Ratio width / depth = 10
- Dominant frequency well predicted for  $H_b = 7.5$  and 10.0 cm



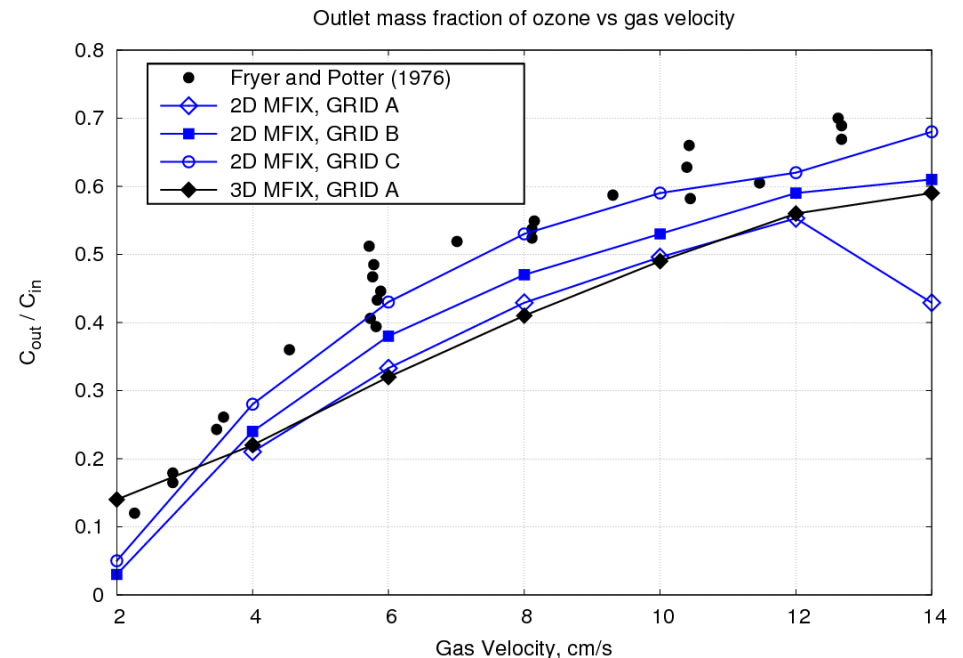
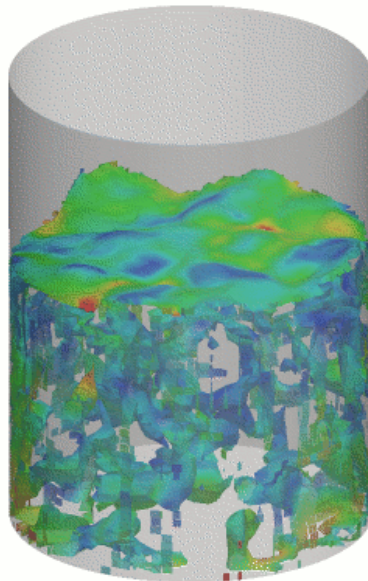


# 3D Gas/Solids Phase Flow

## • 3D Ozone decomposition

- Simple 3D geometry (cylinder)
- Second order spatial discretization
- O<sub>3</sub> mass fraction at inlet = 0.1 (O<sub>3</sub> – air mixture)
- Full 3D simulation gives similar results to 2D-axisymmetric simulation, with better prediction for smallest and largest superficial velocities
- Simulation with finer grid under way

GRID	2D Axisymmetric	3D
A	18 x 56	36 x 56 x 36
B	36 x 56 *	
C	72 x 112 *	

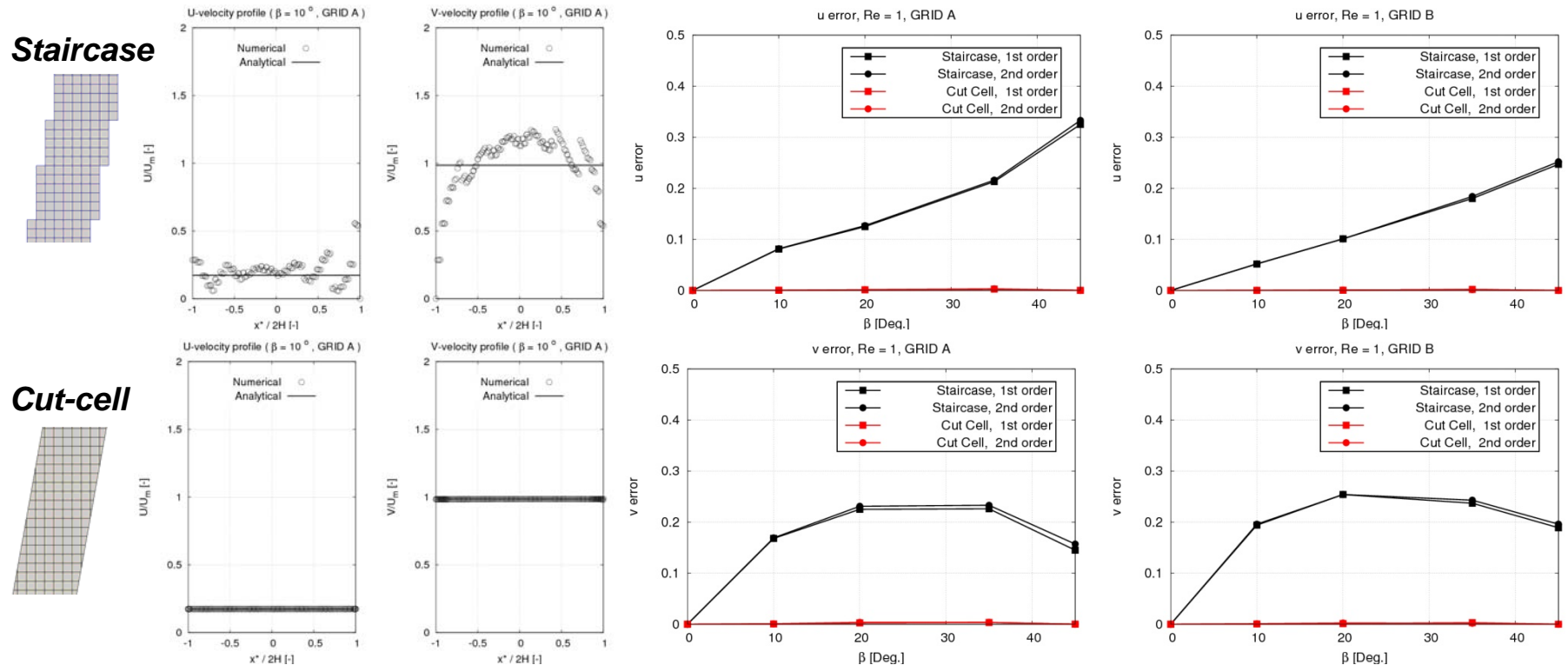


\* From "Fluid Dynamic Simulation of O<sub>3</sub> Decomposition in a Bubbling Fluidized Bed", Syamlal, M., and O'Brien, T.J., AIChE Journal, Vol. 49, No 11 (2003)

# Latest Additions

- **Free-slip boundary conditions**

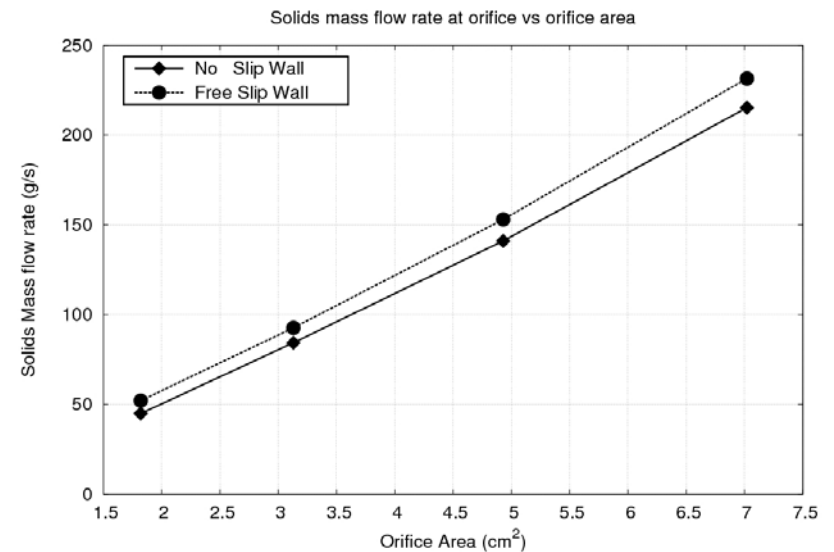
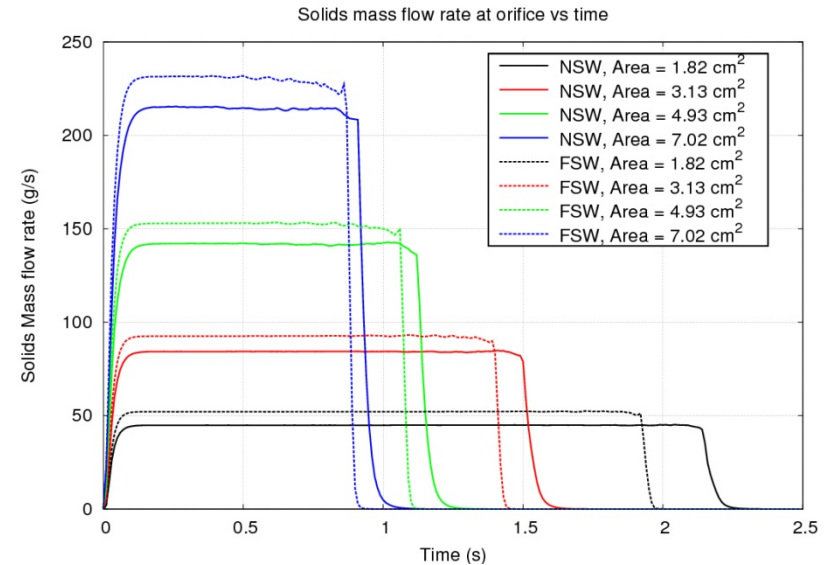
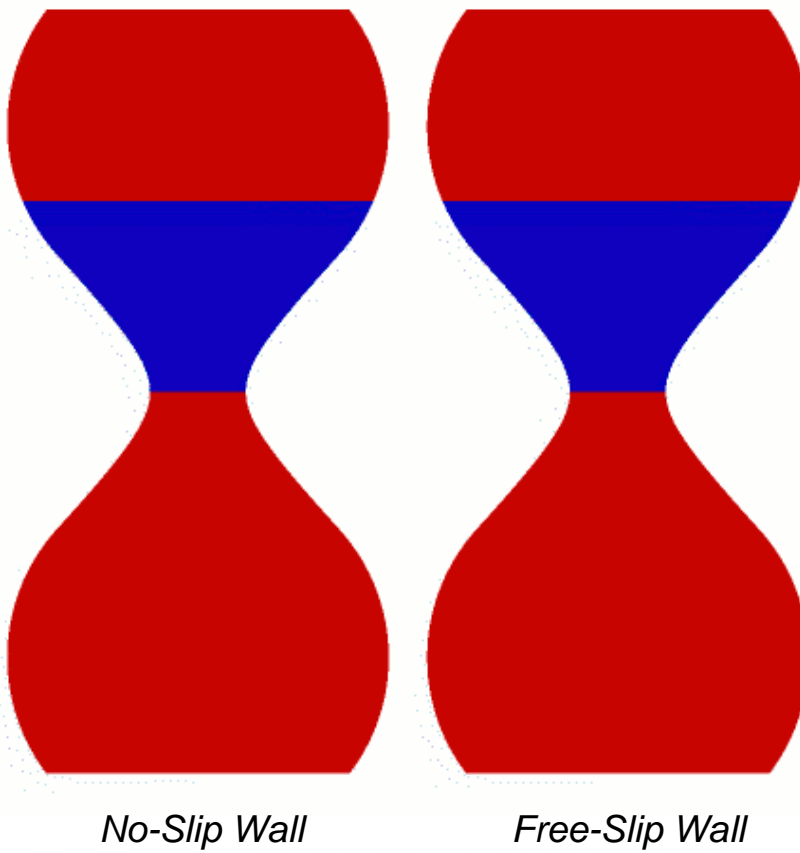
- All terms implying zero velocity at wall are turned off (e.g,  $\alpha_e = 0$ )
- **2D Channel flow** (Gas phase only): Cut cell technique shows clear improvement over the staircase representation for coarse and fine grid





# Latest Additions

- **Free-slip boundary conditions**
  - **2D Hourglass flow:**  
Solids mass flow rate larger than with NSW



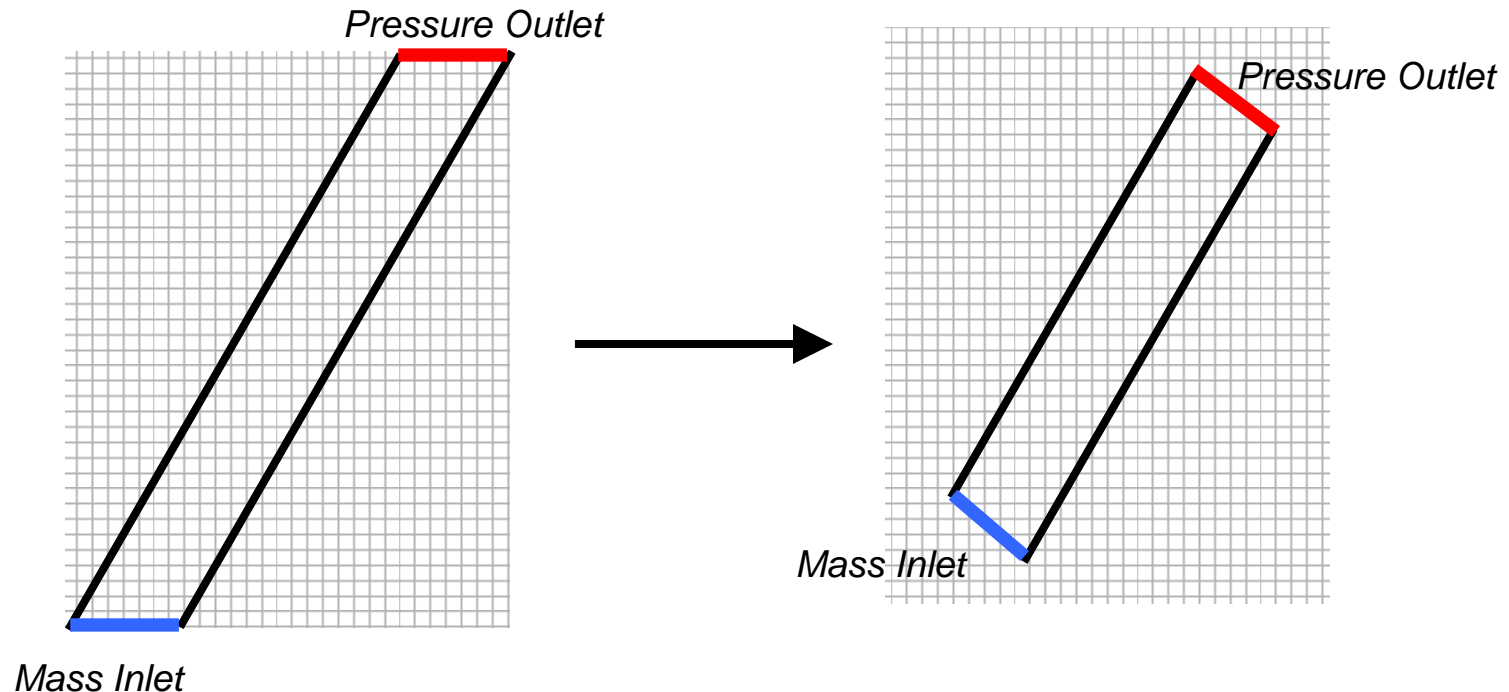




# Latest Additions

- **Other boundary conditions (in progress)**

- Mass Inflow (MI) and Pressure Outflow (PO) boundary conditions can be specified along quadric surfaces (2D and 3D)
- Less stable than original MFIX BC's for PO (Gas/ Solids phase)

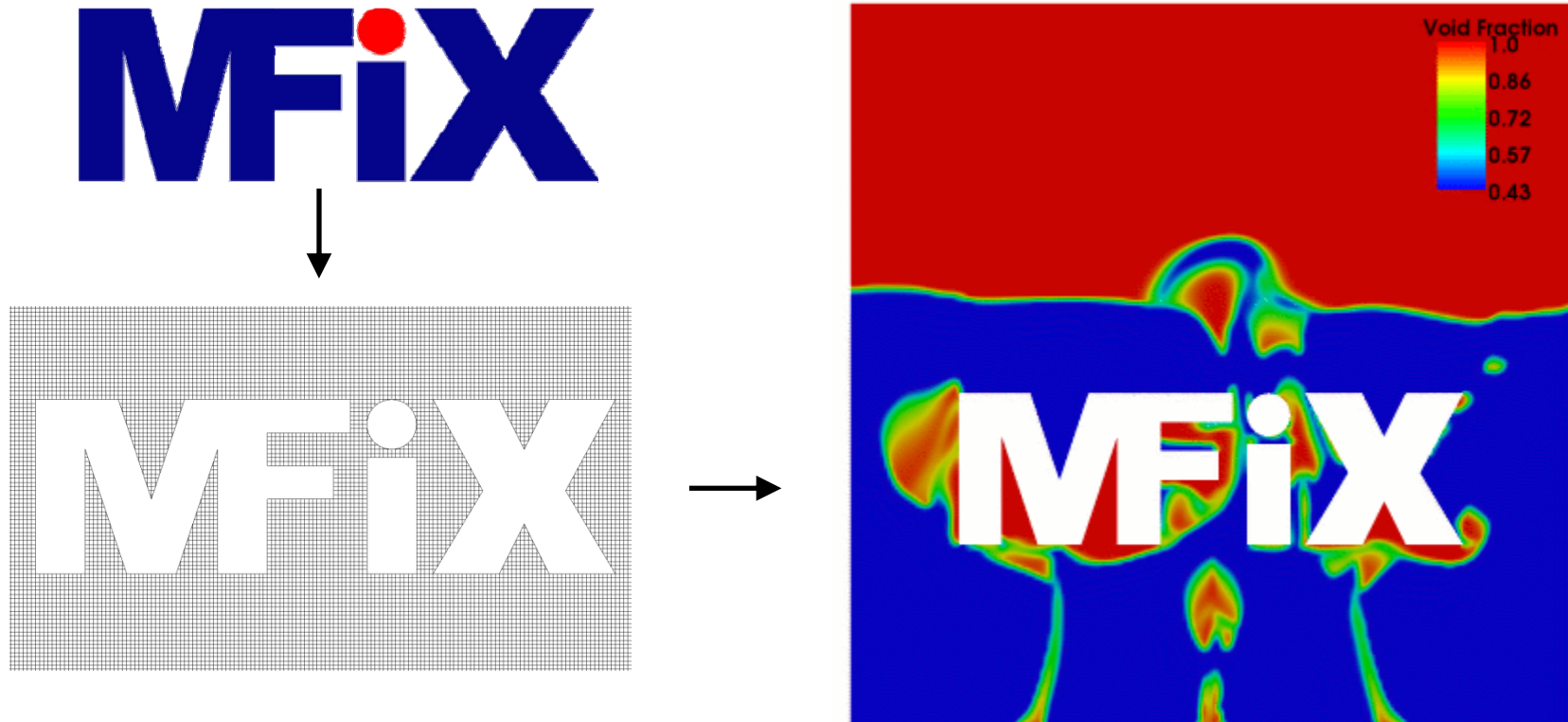




# Latest Additions

## • Boundary Geometry

- Boundary geometry can be specified from:
  - Quadric surfaces (2D and 3D), with intersections
  - User-defined function (2D and 3D)
  - A series of vertices defining a polygon (2D only)







# Conclusions

- Successful Implementation of Cartesian grid Cut-cell technique into MFIX
- Method tested for:
  - Internal flow
  - External flow
  - Single phase
  - Gas/solids phase
- The 3 steps (Preprocessing, flow solution, post-processing) are efficient
- Future work (short term):
  - Parallelization of the code
  - Partial slip boundary conditions
  - Remove the dead cells and perhaps use a space-filling curve to index the cells
- Future work (long term):
  - Ability to define boundaries using surface triangulations
  - Ability to accept mesh information from an external Mesh generator such as Gambit
  - Hanging-nodes
  - Adaptive mesh refinement
  - Moving boundaries and immersed objects