



Fluid-Solid-Interaction Simulations with the WCSPH Method in the Software Package YADE

Sebastian Borrmann, Anton Gladkyy, Rüdiger Schwarze



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- Collaborative Research Center 799
 TRIP-Matrix-Composites
- Design of tough and transformation toughened composite materials and structures based on Fe-ZrO₂

- Several manufacturing branches, i.e. infiltration and powder metallurgy
- Flamecasting as application route
- Interaction of steel-droplets with ceramic particles expected





Introduction Flamecasting

- Process divided in 4 Phases
 - Melting of composite
 - Particle, droplet flight
 - Wall impact
 - Solidification



Fig. Gas jet behind flamecasting nozzle

- Macroscale CFD models used for melting, flight and solidification
- More detailed simulations carried out on lower scale with Smoothed Particle Hydrodynamics (SPH) and Discrete Element Method (DEM)
 - Impact simulations (detailed surface modeling necessary)
 - Opportunity also for solidification and melting on mesoscale



SPH Equation and Force Discretization

- SPH: Particle based method for fluid simulations
 - Artificial particles as discrete calculation points
 - Completely meshfree approach

Basic SPH-equation

$$\langle A(\boldsymbol{x}_i)\rangle = \sum_{j=1}^N \frac{m_j}{\rho_j} A(\boldsymbol{x}_j) W(\boldsymbol{r}_{ij}, h)$$

Forces on RHS of NSG (Monaghan, 1988; Morris, 1994)

$$\left(\frac{1}{\rho_i}\nabla p_i\right) = \sum_{j=1}^N m_j \left(\frac{p_j}{\rho_j^2} + \frac{p_i}{\rho_i^2}\right)\nabla W_{ij}$$

$$\left| \left(\frac{1}{\rho_i} \nabla \cdot \mu_i \nabla \right) \boldsymbol{u}_i \right| = \sum_{j=1}^N \frac{m_j (\mu_i + \mu_j) \boldsymbol{u}_{ij}}{\rho_i \rho_j} \left(\frac{1}{r_{ij}} \frac{\partial W_{ij}}{\partial r_i} \right)$$



Density calculation: summation density approach

$$\rho_i = \sum_{j=1}^N m_j W_{ij}$$

- Leads to wrong density at free surfaces
- Re-allignment of SPH-Particles in initialisation and relaxing pre-calculation to fix issue

Pressure calculation with linearised Tait's equation (*Batchelor, 1967*)

$$p_i = c_0^2 (\rho_i - \rho_0)$$





Lucy kernel function for particle interaction weight (Lucy, 1977)

$$W_{ij} = \alpha_d \begin{cases} \left(1 + 3\frac{r_{ij}}{h}\right) \left(1 - \frac{r_{ij}}{h}\right)^3 & \frac{r_{ij}}{h} \le 1\\ 0 & \frac{r_{ij}}{h} > 1 \end{cases}$$



Boundary Handling

Free Surface

- Alignement of SPH particles
- Enlargement of particle quantity → density correction

Wall Boundary

- Fixed wall particles
- Kernel interaction



Fig. Initial particle distribution

Fig. Relaxing particle distribution



Fig. Wall boundary condition





Fig. Flowchart of SPH calculation



Impact – Introduction

- Simulation case: Impact of a 2D cylinder on a free liquid surface
- Process divided in three different phases
 - I. Free fall
 - II. Impact and cavity formation
 - III. Rebound and cavity collapse



Fig. Three phases of impact process, divided by physical effects



Impact Geometry









Fig. Qualitative comparison of SPH simulation (right) with photography of experimental investigation (left) (Greenhow and Lin, 1983) - Impact with ligament and droplet formation in Phase II.







Fig. Qualitative comparison of SPH simulation (right) with photography of experimental investigation (left) (Greenhow and Lin, 1983) - Cavity formation in Phase II







Fig. Qualitative comparison of SPH simulation (right) with photography of experimental investigation (left) (Greenhow and Lin, 1983) - Cavity Closure in Phase III



X KIE.

Fig. Qualitative comparison of SPH simulation (right) with photography of experimental investigation (left) (Greenhow and Lin, 1983) - Worthington Jet formation in Phase III.





Vid. Density-wave propagation during the impact process.





Fig. Quantitative comparison of two WCSPH simulation implementations with experimental data (Greenhow and Lin, 1983) and simulations with Boundary Elemental Method (BEM) (Sun and Faltinsen, 2007).





Fig. Comparison of five different particle sizes and numbers. Res 1: 1065 p., Res 2: 3881 p., Res 3: 14769 p., Res 4: 57577 p., Res 5: 227347 p.



Conclusion and Outlook

What is implemented

- WCSPH method
- Fixed wall particles
- Adjusted neighbour search algorithm
- Lucy kernel function

What needs to be done

- Smoother rigid body geometry
- Overcome tensile instability
- Surface detection, surface tension
- Density contrast interface handling
- DEM-SPH coupling



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Do we need Particle based CFD for coupling with rigid bodies and granular media?



- Sebastian Borrmann
- sebastian.borrmann@imfd.tu-freiberg.de
- +49 (0) 3731 39-3846

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