
Lattice Boltzmann Method, Turbulence and Micromixing

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- Introduction and Motivation
 - The Lattice Boltzmann Method
 - Application: Turbulence and Micromixing
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-

Introduction an Motivation

Lattice Boltzmann Method (LBM)

An alternative to classic CFD method (?)

Big progress made over the last decade

Becomes popular (?)

Advantages

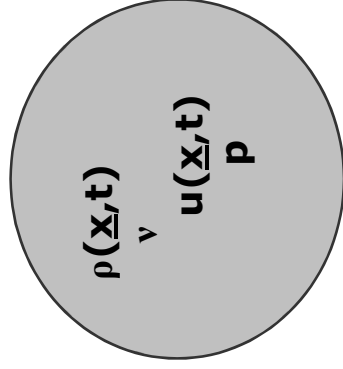
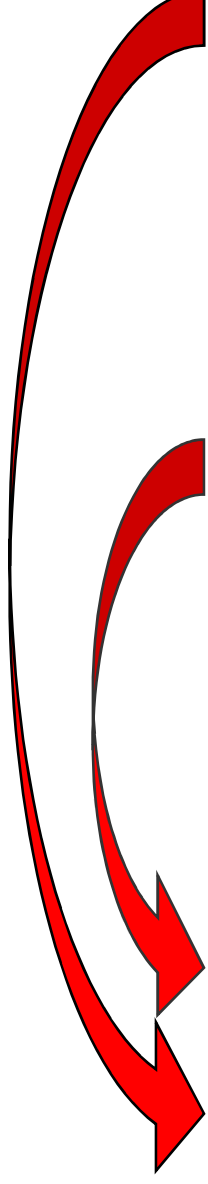
Ease of boundary condition implementation

Well adapted for parallel computations

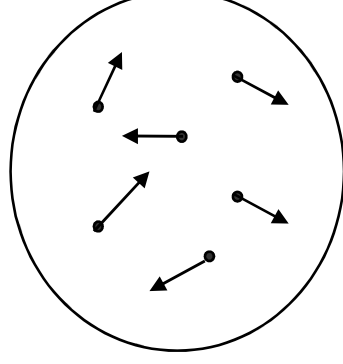
No Poisson equation for the pressure

LBM = Simplified kinetic model to simulate fluid flows

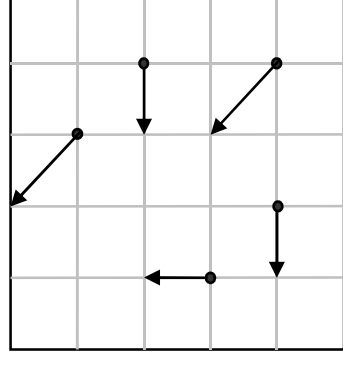
Ensemble averaging



Homogenous fluid



Real fluid



Lattice fluid

The lattice Boltzmann Method

Boltzmann equation

$f = f(\vec{r}, \vec{e}, t) \equiv$ Particle probability density distribution function (PPDF)

Particle velocity

Vector position

$$\frac{df}{dt} + \vec{e} \cdot \nabla_r f + \vec{a} \cdot \nabla_e f = (df)_{coll}$$

External force

collision

The lattice Boltzmann Method

Boltzmann's (BGK) equation

$$\frac{df}{dt} + \vec{e} \cdot \nabla_r f + \vec{a} \cdot \nabla_e f = -\frac{f - f^{eq}}{\tau}$$

If we assume: $\nabla_e f \approx \nabla_e f^{eq}$

$$\frac{df}{dt} + \vec{e} \cdot \nabla_r f = -\frac{f - f^{eq}}{\tau} + \frac{\vec{a} \cdot (\vec{e} - \vec{u})}{RT} f^{eq}$$

The lattice Boltzmann Method

Lattice Boltzmann equation for D3Q19 (no external force)

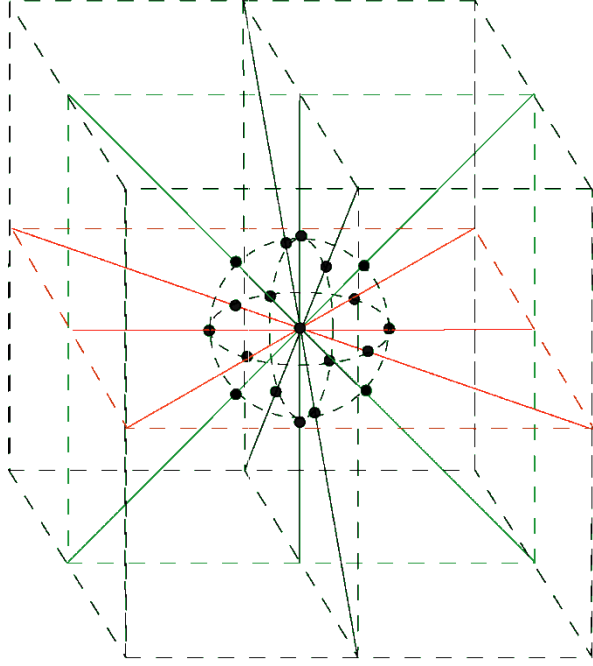
$$f_a(\vec{r} + \vec{e}_a, t + \Delta t) = f_a(\vec{r}, t) - \frac{f_a(\vec{r}, t) - f_a^{\text{eq}}(\vec{r}, t)}{\tau}$$

$$f_a^{\text{eq}} = \rho \omega_a \left(1 + 3\vec{e}_a \cdot \vec{u} + \frac{9}{2} (\vec{e}_a \cdot \vec{u})^2 - \frac{3}{2} \vec{u}^2 \right)$$

$$\rho = \sum_{a=0}^{18} f_a$$

$$\rho \mathbf{u} = \sum_{a=0}^{18} f_a \mathbf{e}_a$$

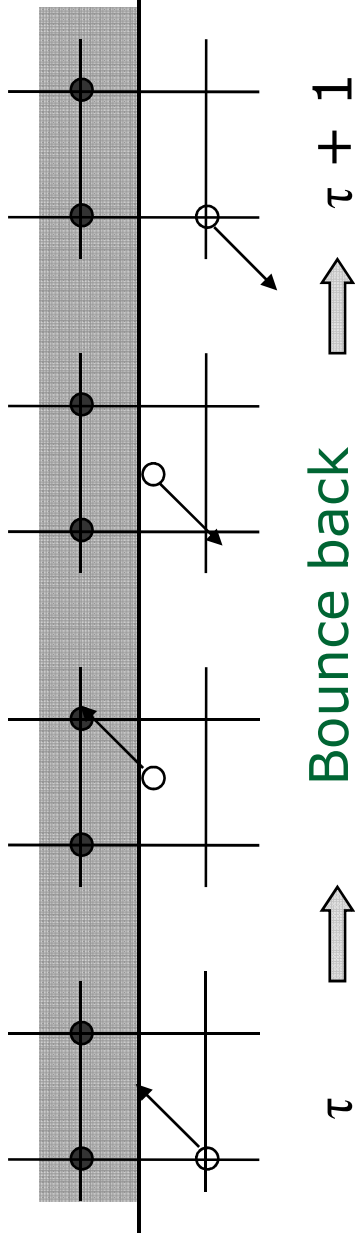
$$\nu = (2\tau - 1)/6 \quad (\text{Viscosity})$$



Applications of LBM

Treatment of the boundary conditions

No slip condition at the wall



Outlet: Convective boundary condition or zero gradient

$$\frac{\partial \mathbf{u}}{\partial t} + U_{\text{mean}} \frac{\partial \mathbf{u}}{\partial x} = 0 \quad \text{or} \quad \frac{\partial \mathbf{u}}{\partial x} = 0$$

Inlet: Uniform velocity U_0

Lateral sides: Periodic conditions

Applications of LBM

Turbulent flows

3D Transition in a cylinder wake

Cross-bar wake

Grid turbulence

3D box turbulence

Urban Flows

Microfluidics

Micromixer

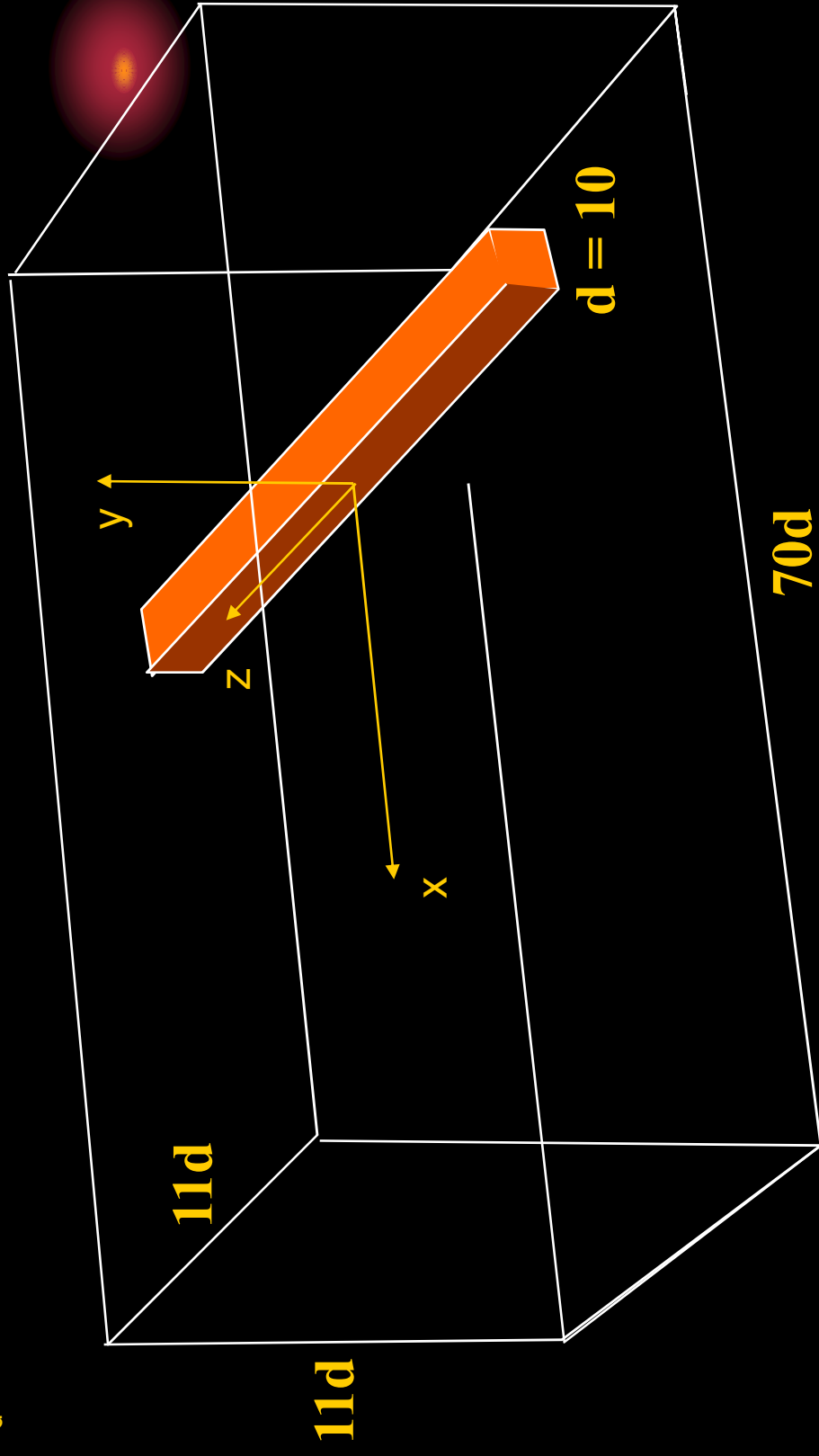
Passive mixer

Active mixer

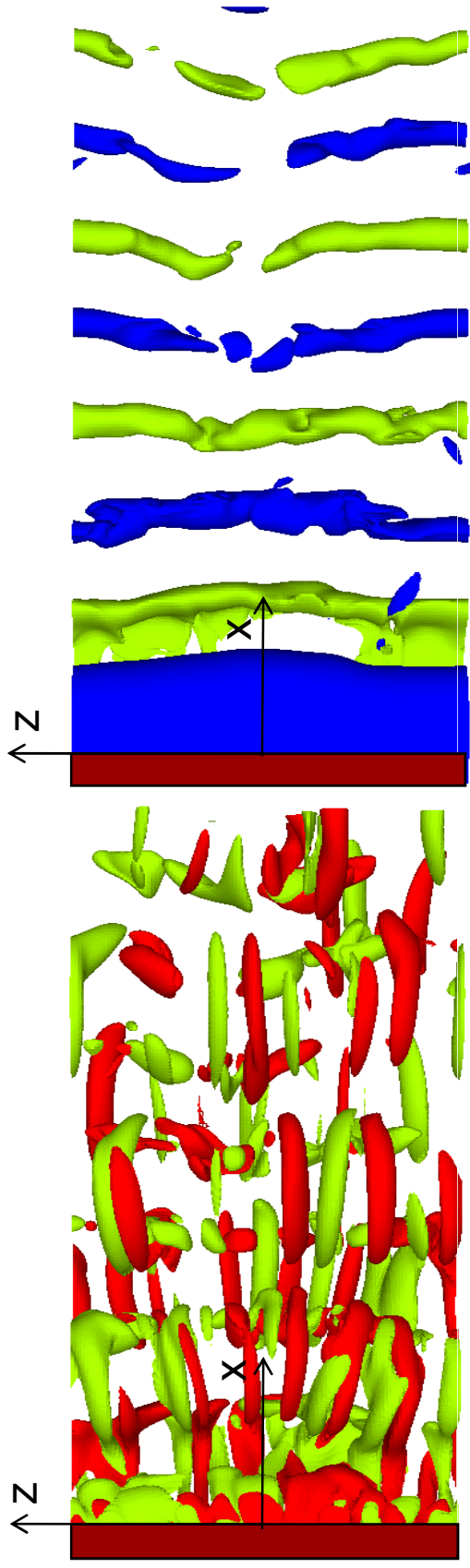


Lattice Boltzmann simulation of transitional cylinder wake

$$R_d = 200$$



Results – 3D transitional wake (Continued)



$$\omega_x / \omega_{x_{\max}} = +/- 0.1$$

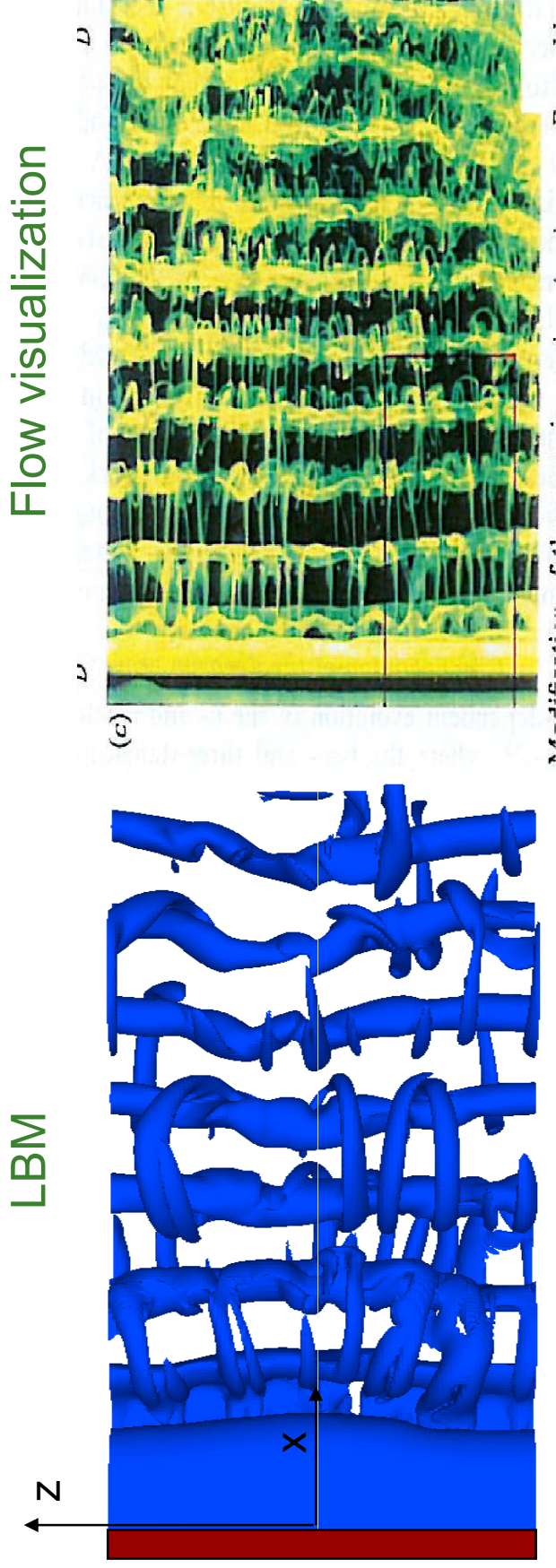
$$\omega_z / \omega_{z_{\max}} = +/- 0.1$$



DNS, $\omega_x = +/- 0.25$, $\omega_z = +/- 0.25$
Persillon and Braza, JFM, 1998, 365, 23-88

Vorticity iso-contours

Results - 3D transitional wake (Continued)

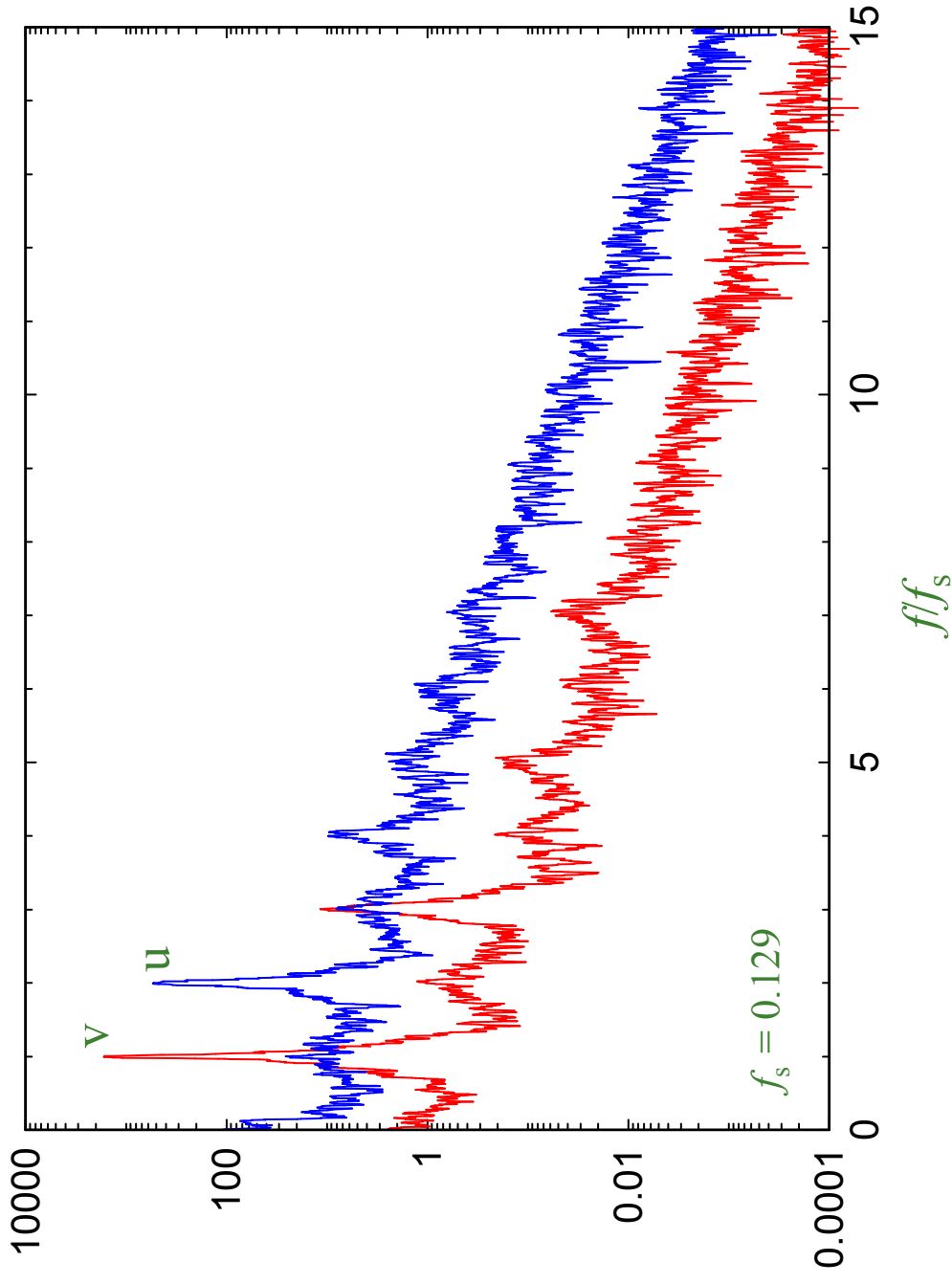


$$\omega/\omega_{\max} = 0.07$$

Williamson, *Ann. Rev. Fluid Mech.* 1996, **28**, 477-539

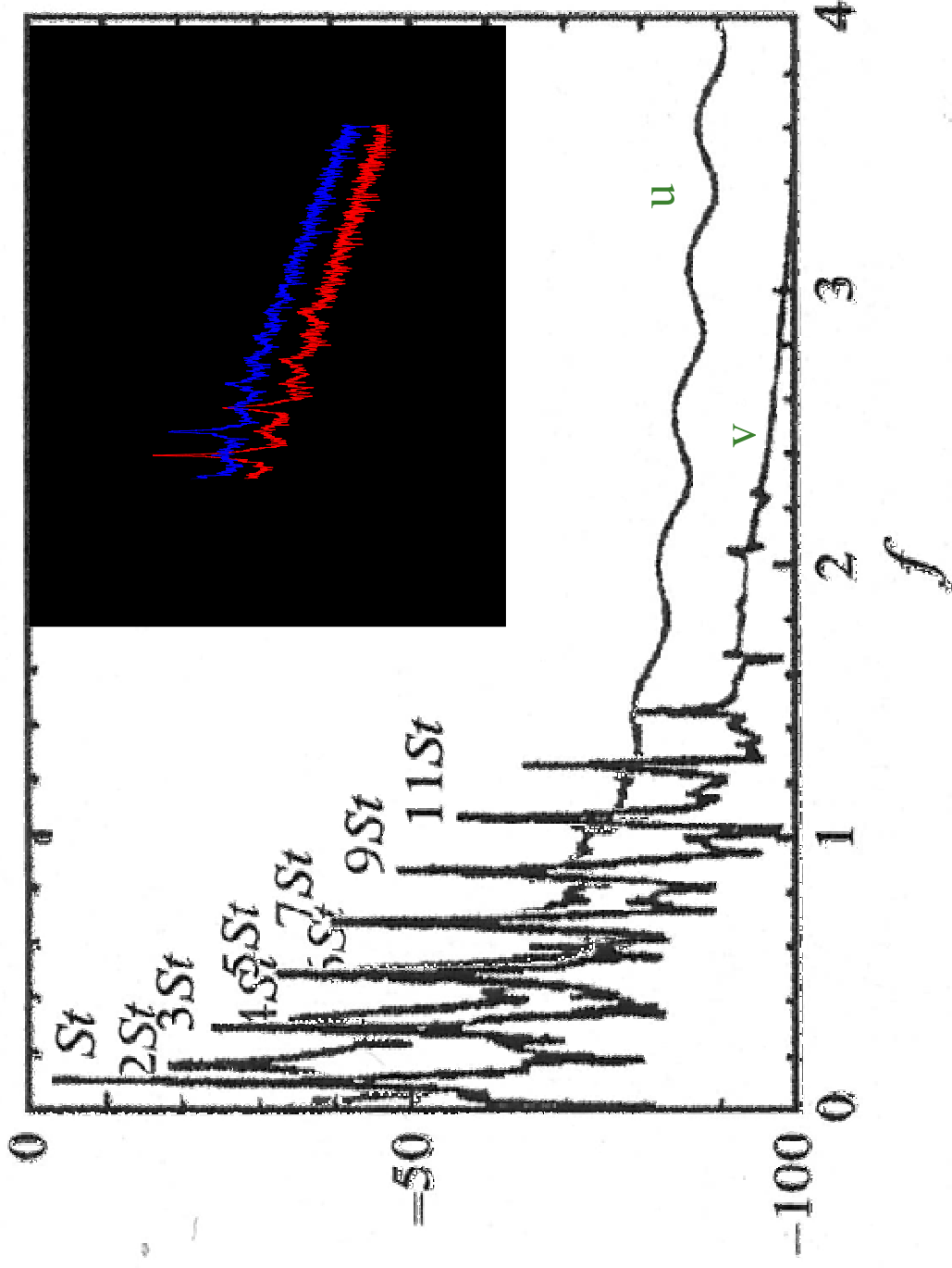
Vorticity iso-contours

Results - 3D transitional wake (Continued)



Velocity spectra at $x/D = 2.5$, $y/D = 0$

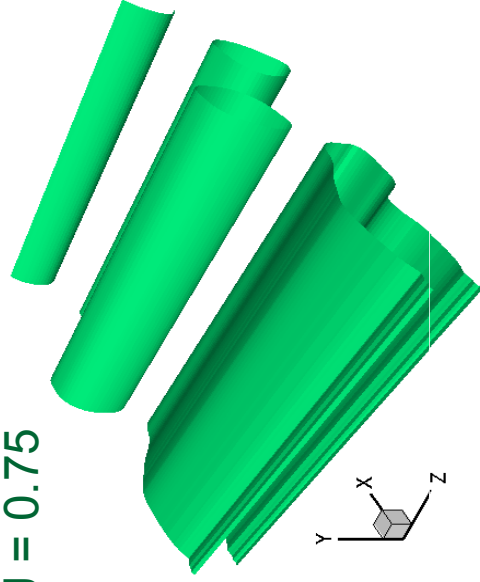
Results - 3D transitional wake (Continued)



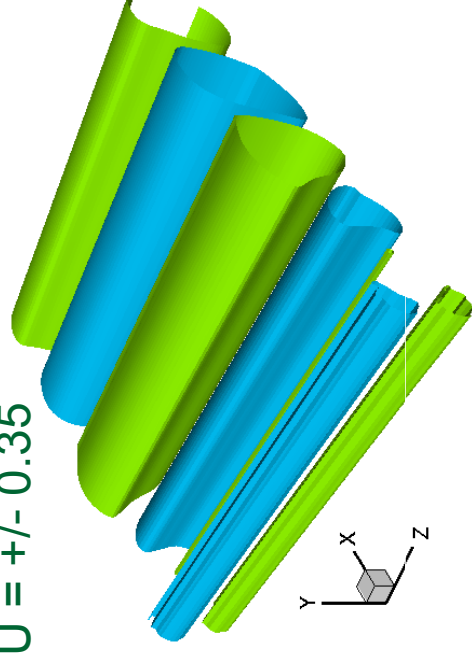
Velocity spectra, DNS, $x/D = 1.80$, $y/D = 0$

Results – 3D transitional wake (Continued)

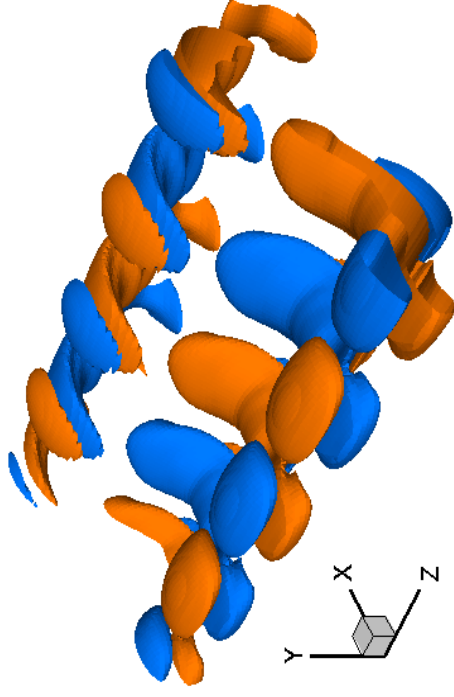
$u/U = 0.75$



$v/U = +/- 0.35$



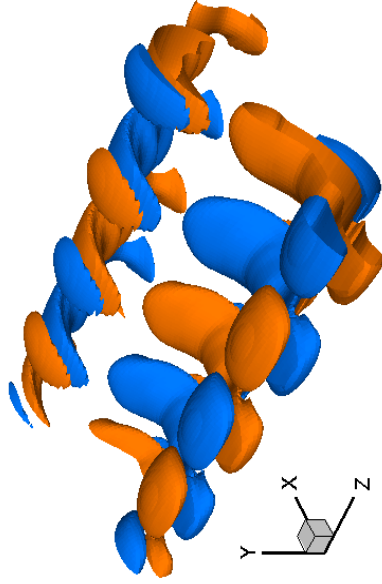
$w/U = +/- 0.00006$



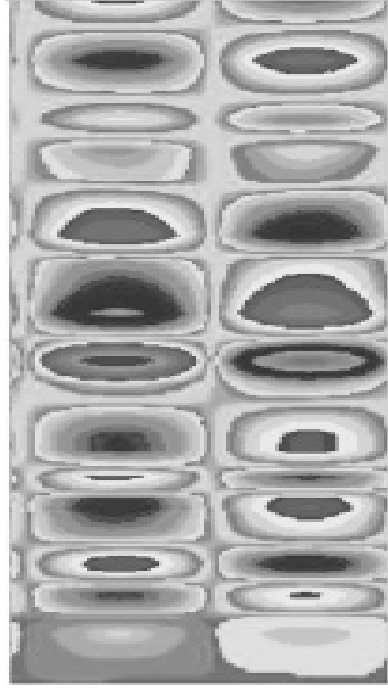
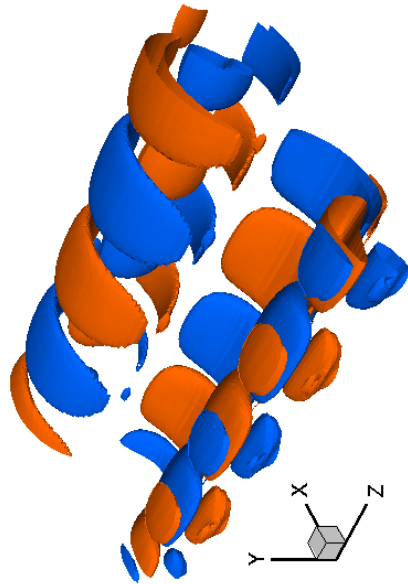
Early stage of transition

Results - 3D transitional wake (Continued)

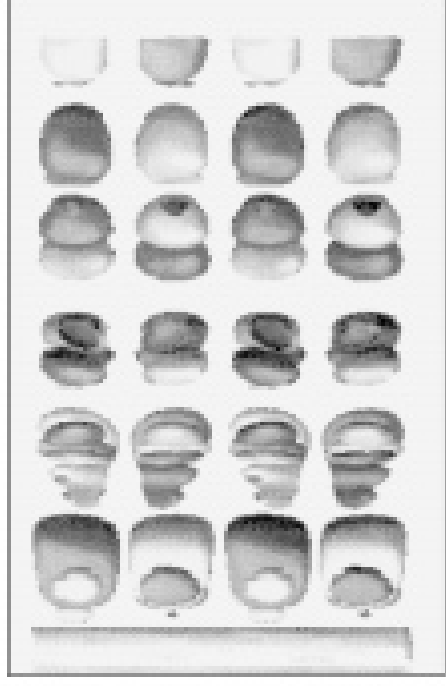
$$w/U = \pm 0.00006$$



$$\omega_x / \omega_{x,\max} = \pm 0.1$$

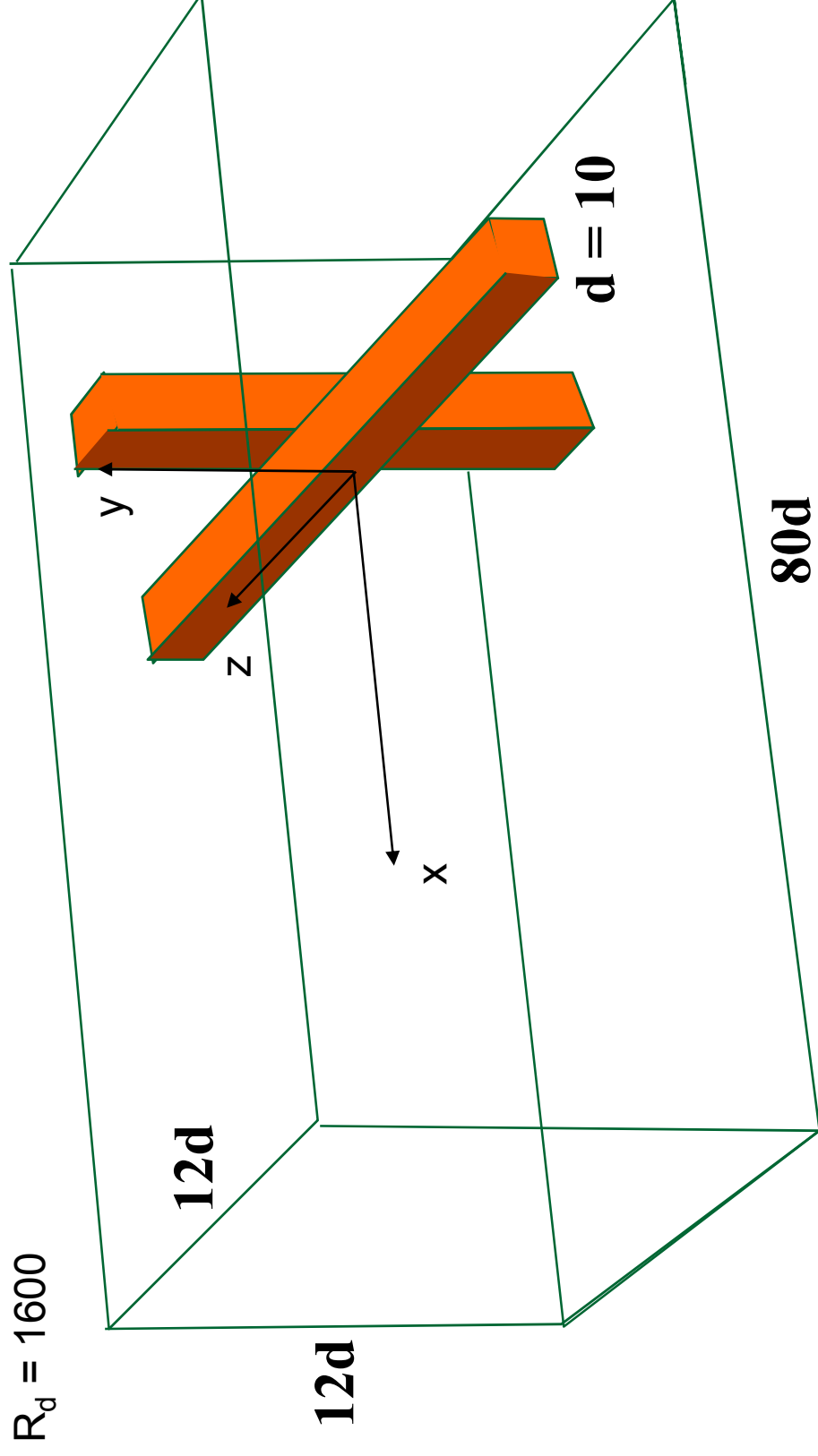


DNS, Braza,
FTC, 1999, **63**,315-341



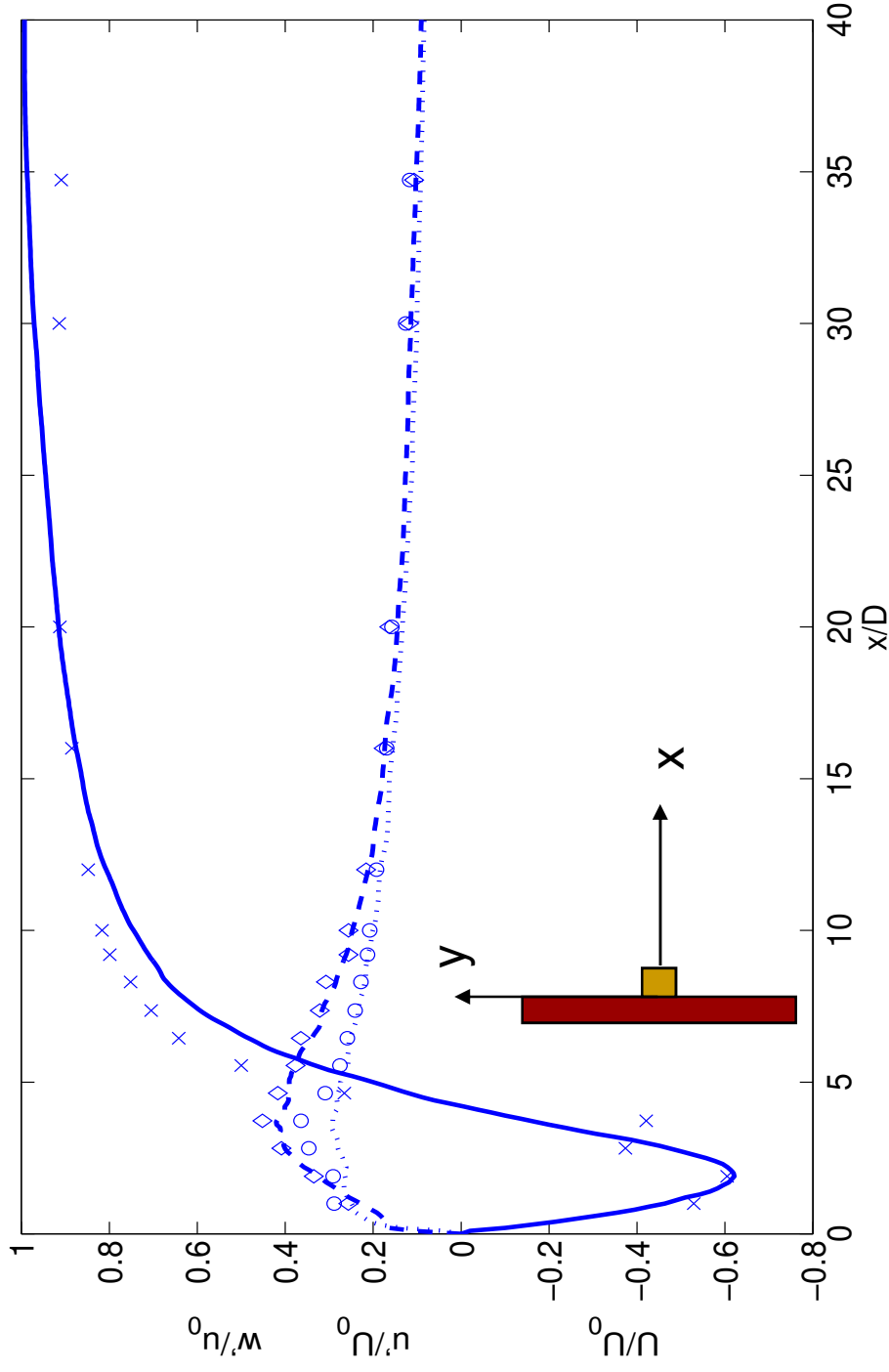
Lattice Boltzmann simulation of a crossbar wake

Crossbar and Computational domain



Results - Crossbar wake

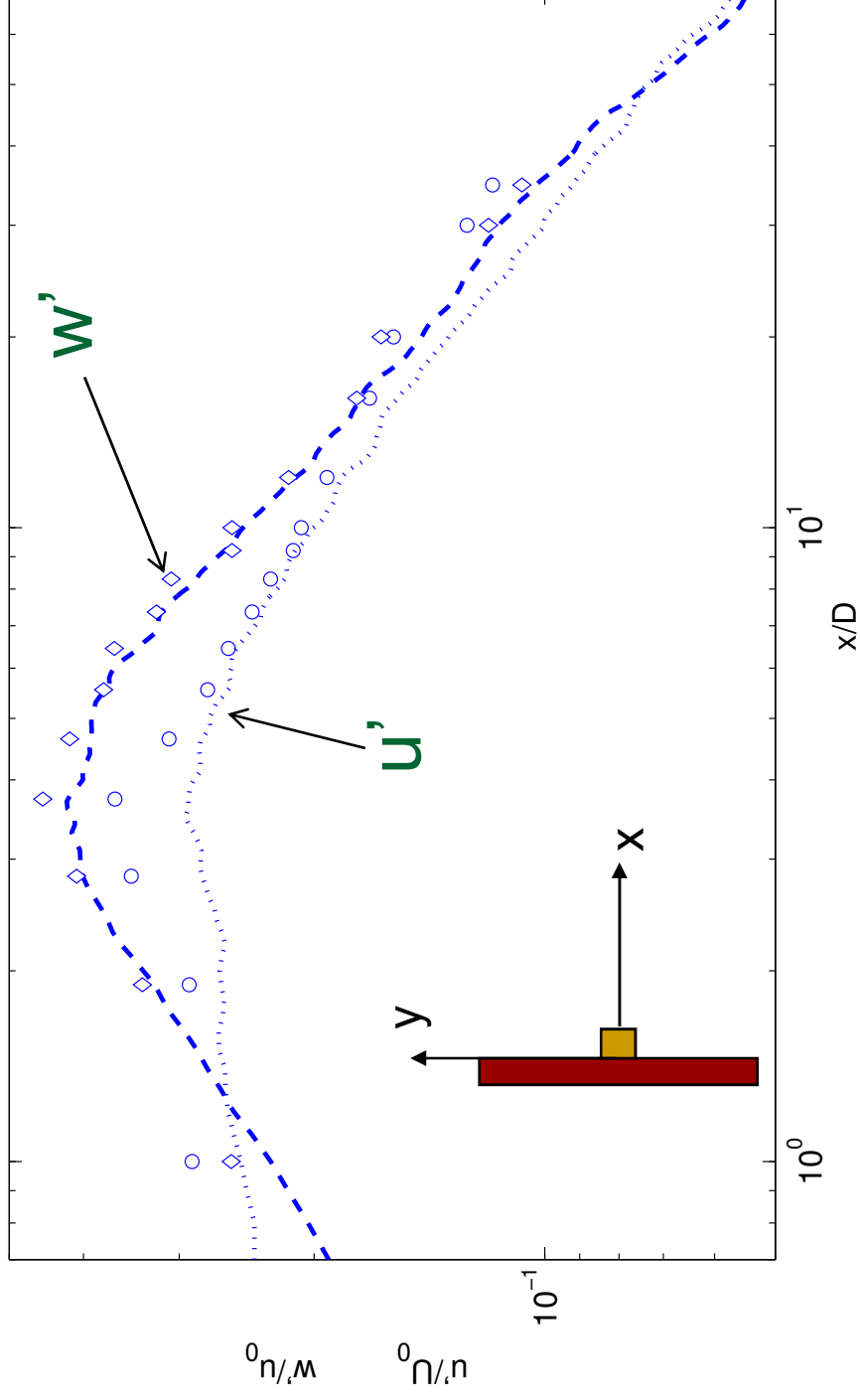
Comparison between LBM and LDV



U , u' , and w along the centerline, Symb.: LDV, lines: LBM

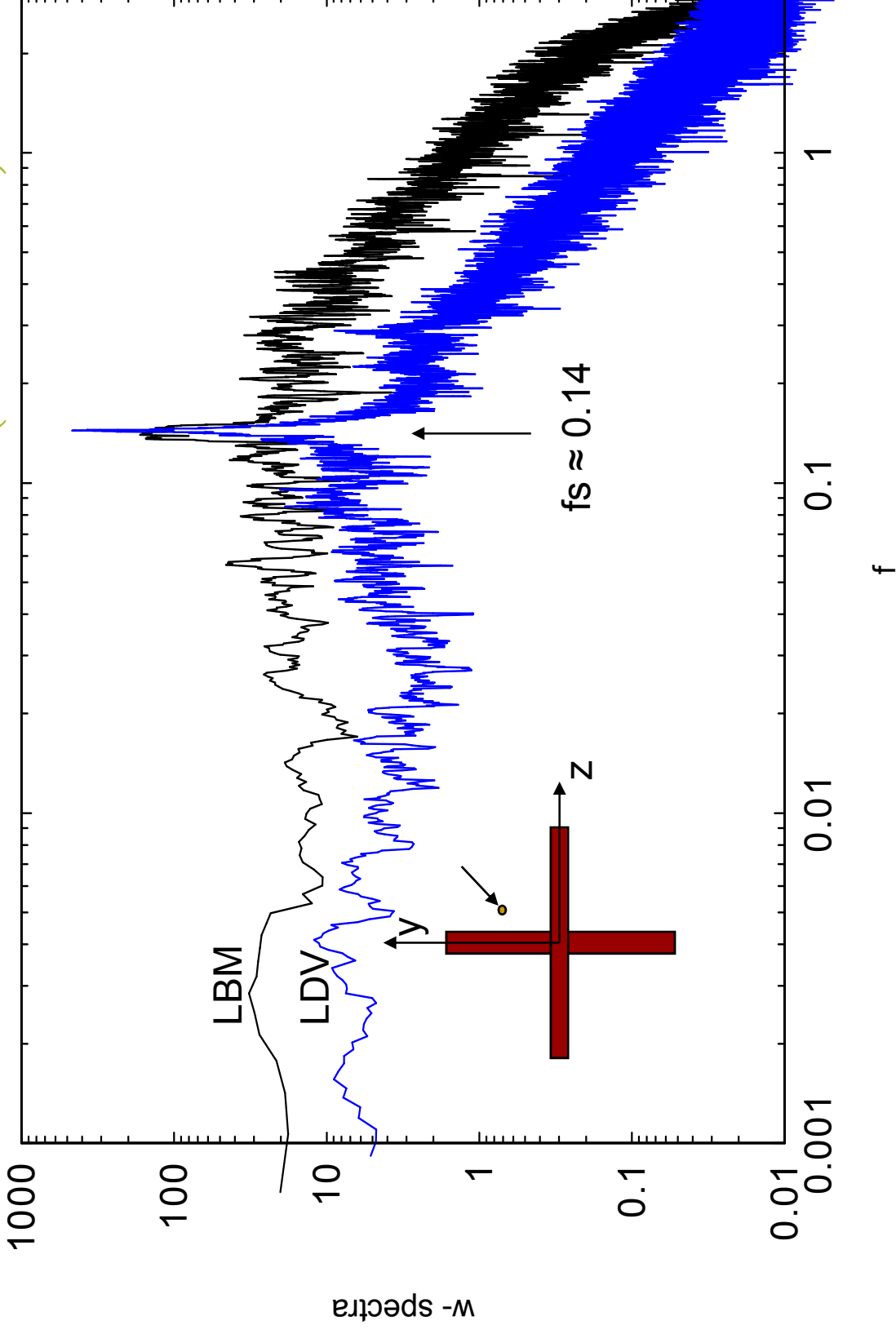
Results - Crossbar wake(Continued)

Comparison between LBM and LDV



u' and w' along the centerline, Symb.: LDV, lines :LBM

Results - Crossbar wake (Continued)

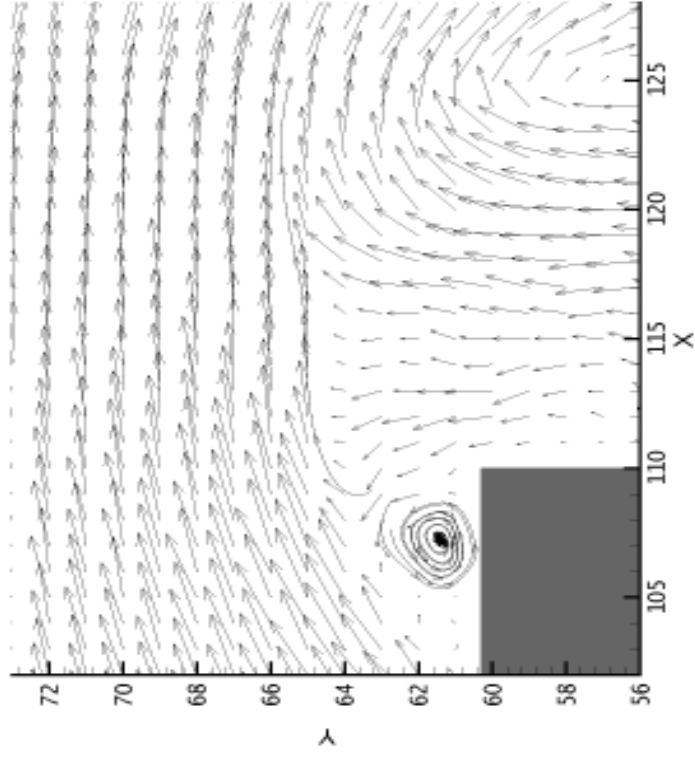


w-spectrum at $y/d = 3$, $z/d = 1.5$ and $x/d = 5$

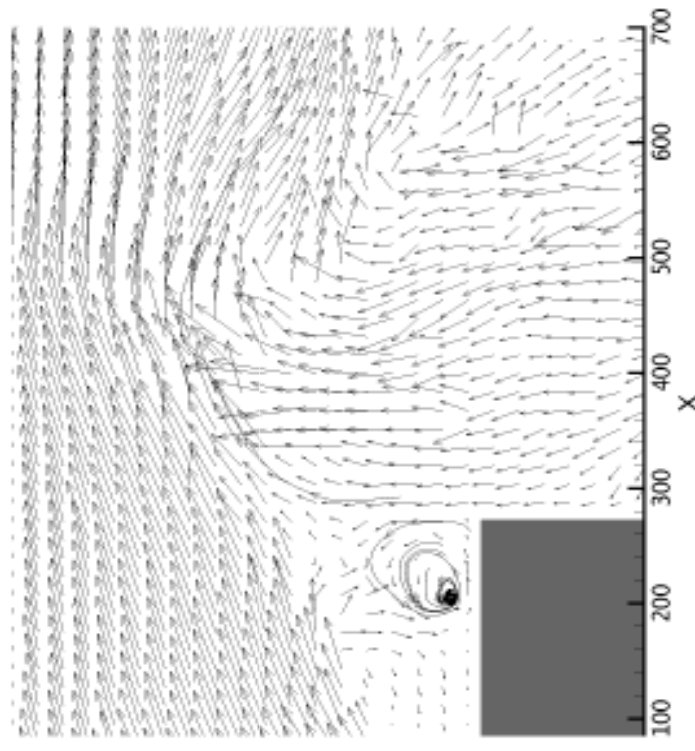
Results - Crossbar wake (Continued)

Comparison between LBM and PIV

LBM



PIV

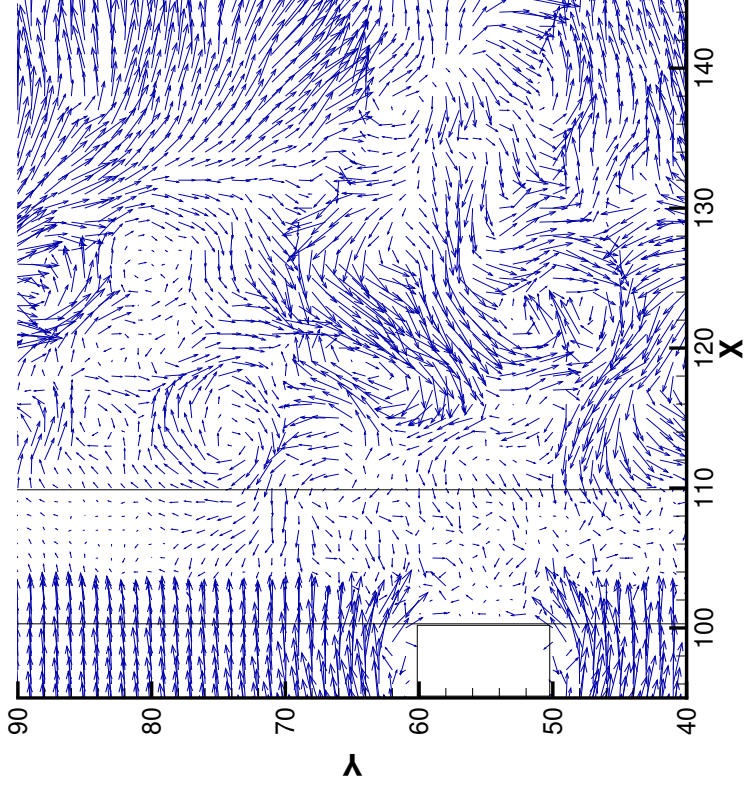


Velocity field at $z = 3D$

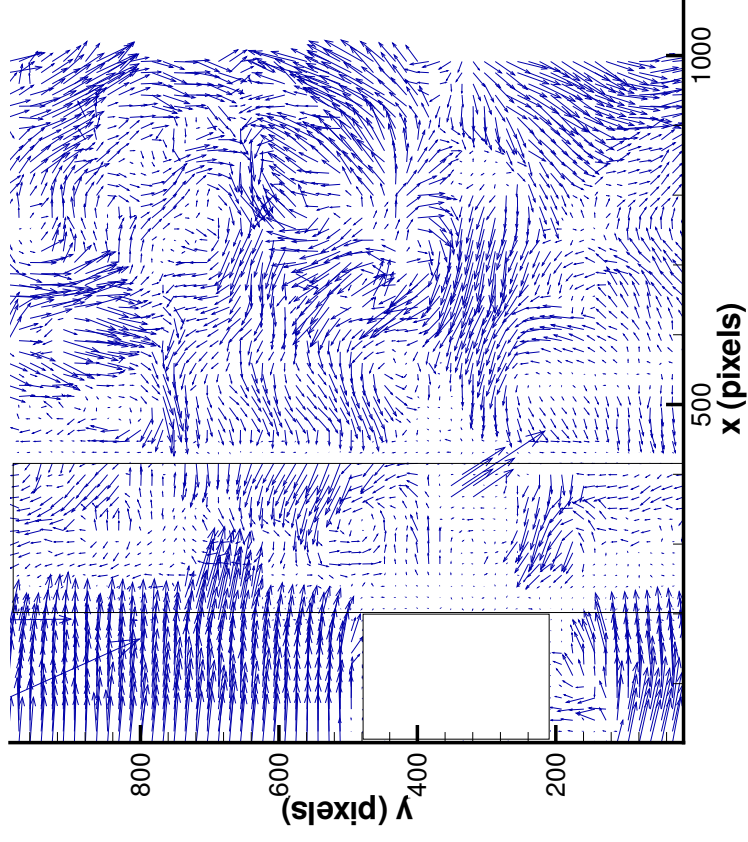
Results – Crossbar wake (Continued)

Comparison between LBM and PIV

LBM

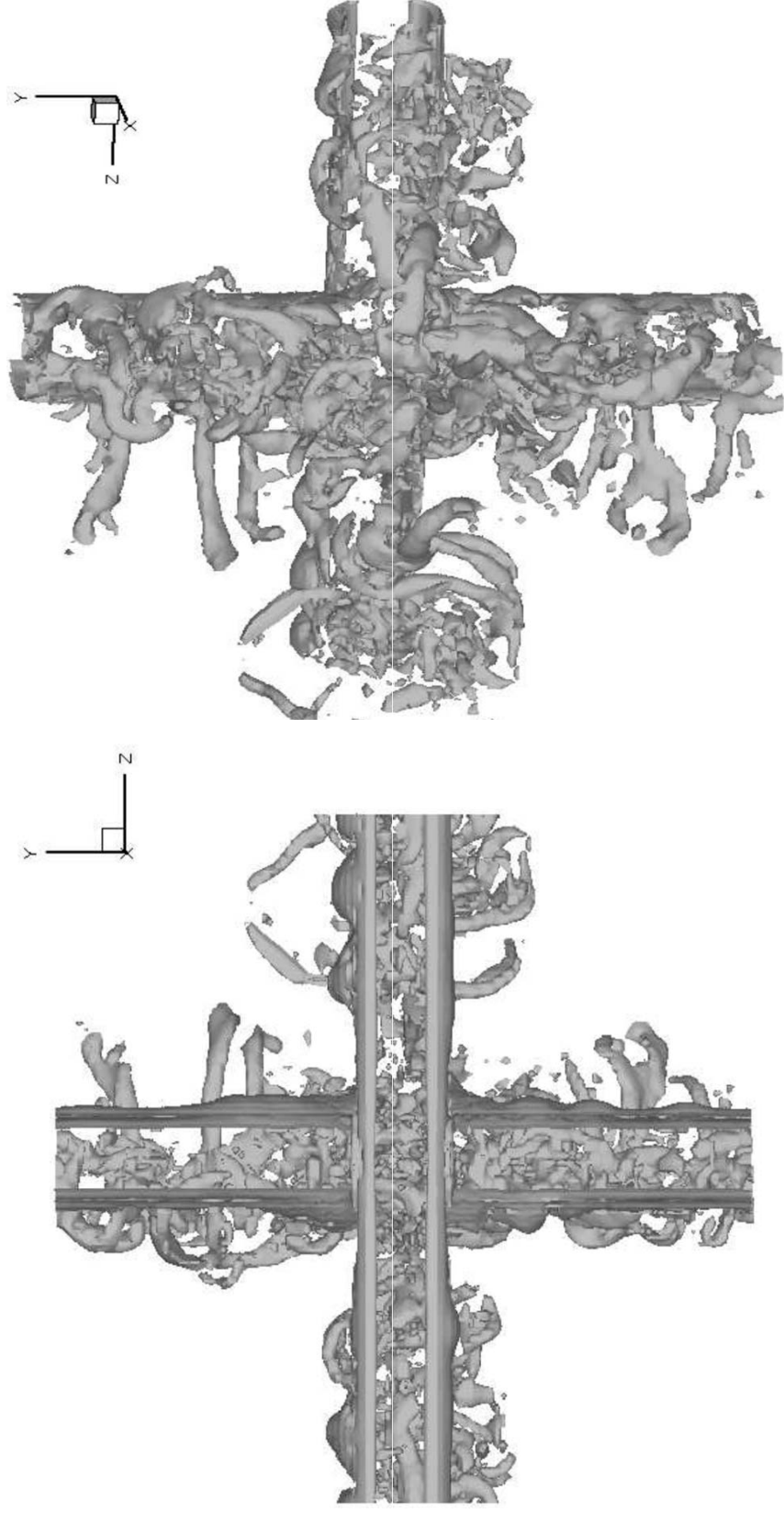


PIV



Velocity field at $z = 0.3D$

Results - Crossbar wake (Continued)



Instantaneous contour of $\omega / \omega_{\max} = 0.3$. Left: front view, right: back view.

Results – Grid turbulence

$R_d = 1600$



Iso-surfaces of ω^2 behind the grid.

Results – Grid turbulence (Continued)

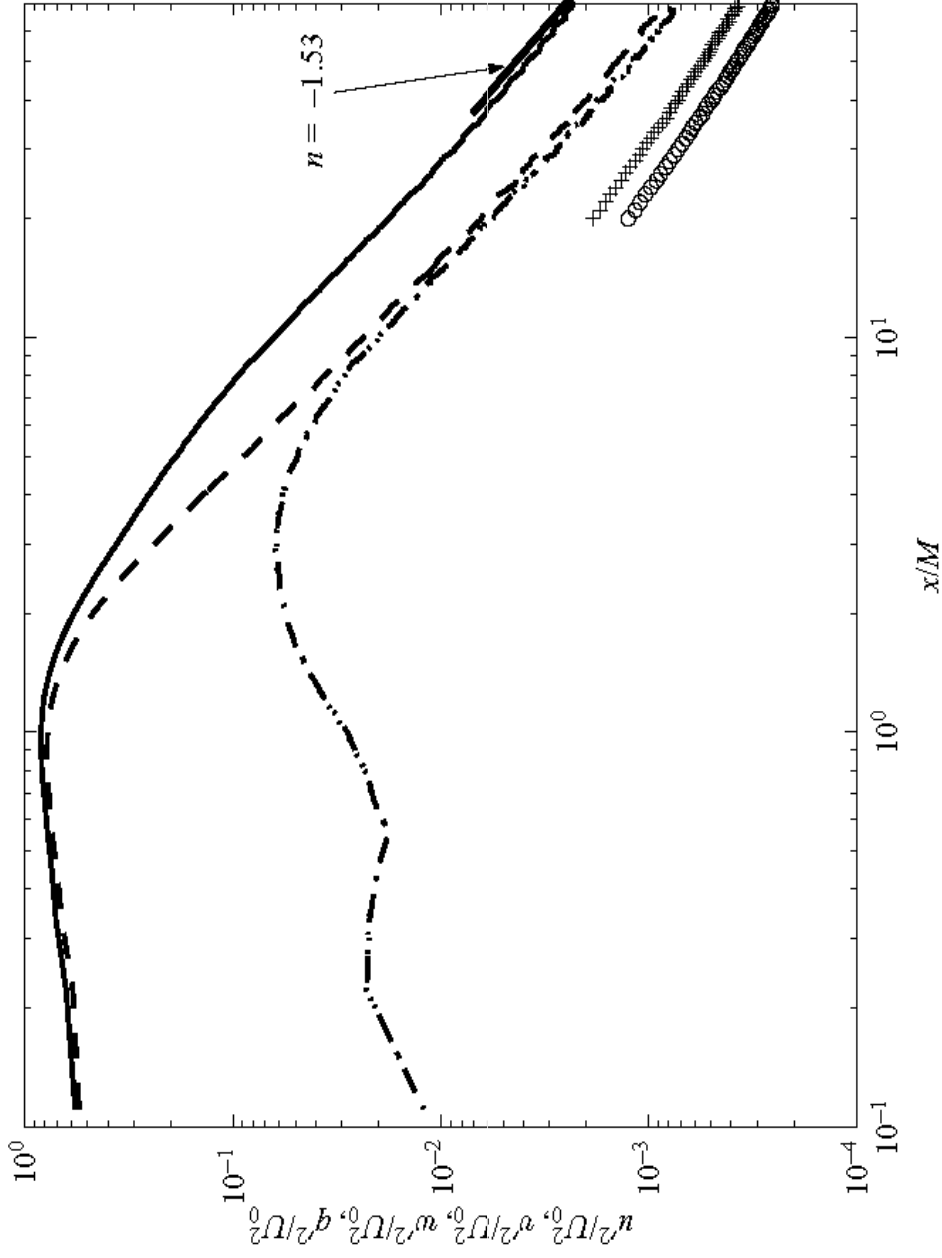


FIGURE 8. Decay of the turbulent kinetic energy (solid line) and its components (---, u'^2 ; -·-·-, v'^2 ; ···, w'^2) downstream of the grid. Symbols: experiments (Lavoie *et al.* 2005), \times , u'^2 ; \circ , v'^2 .

Results – Grid turbulence (Continued)

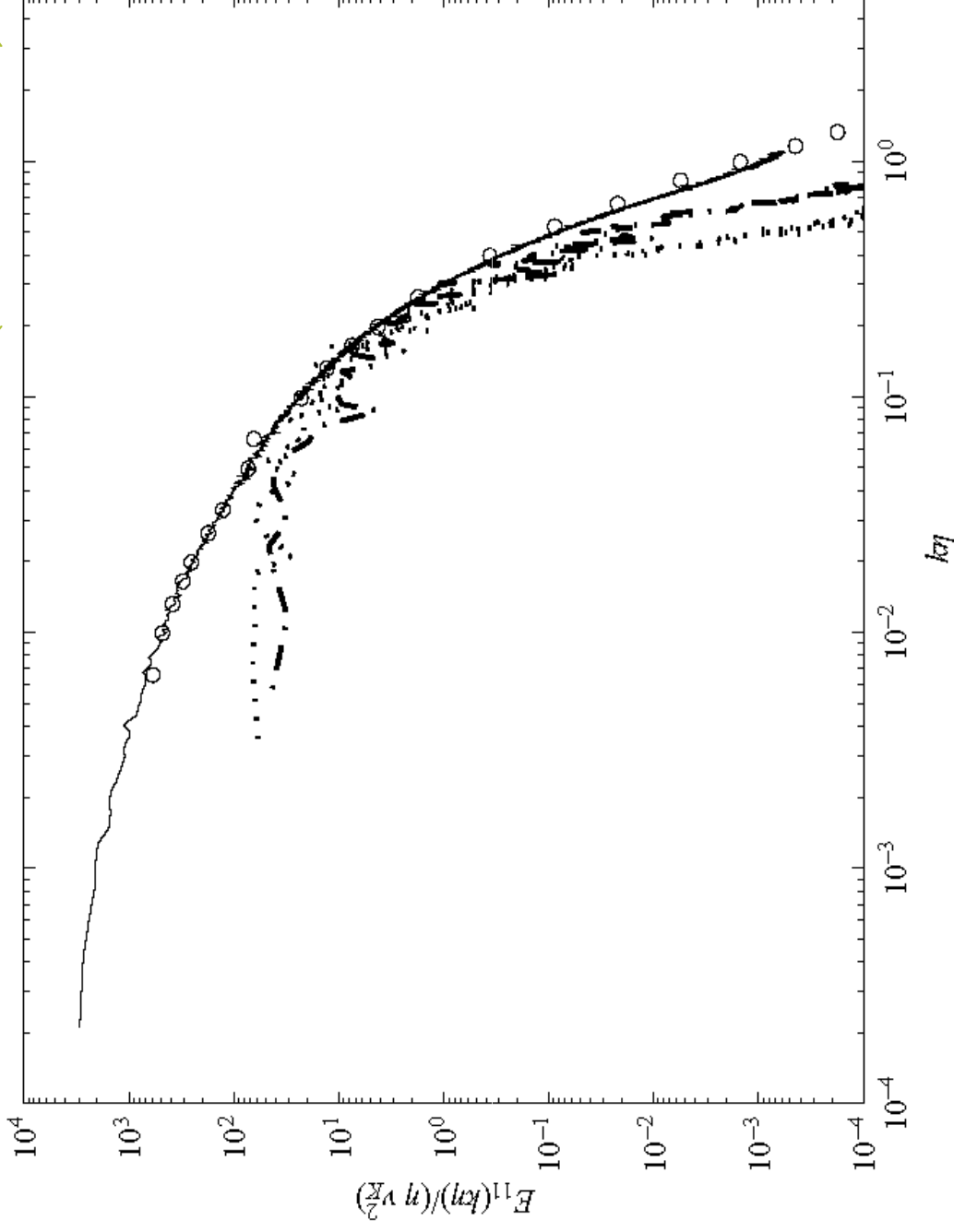
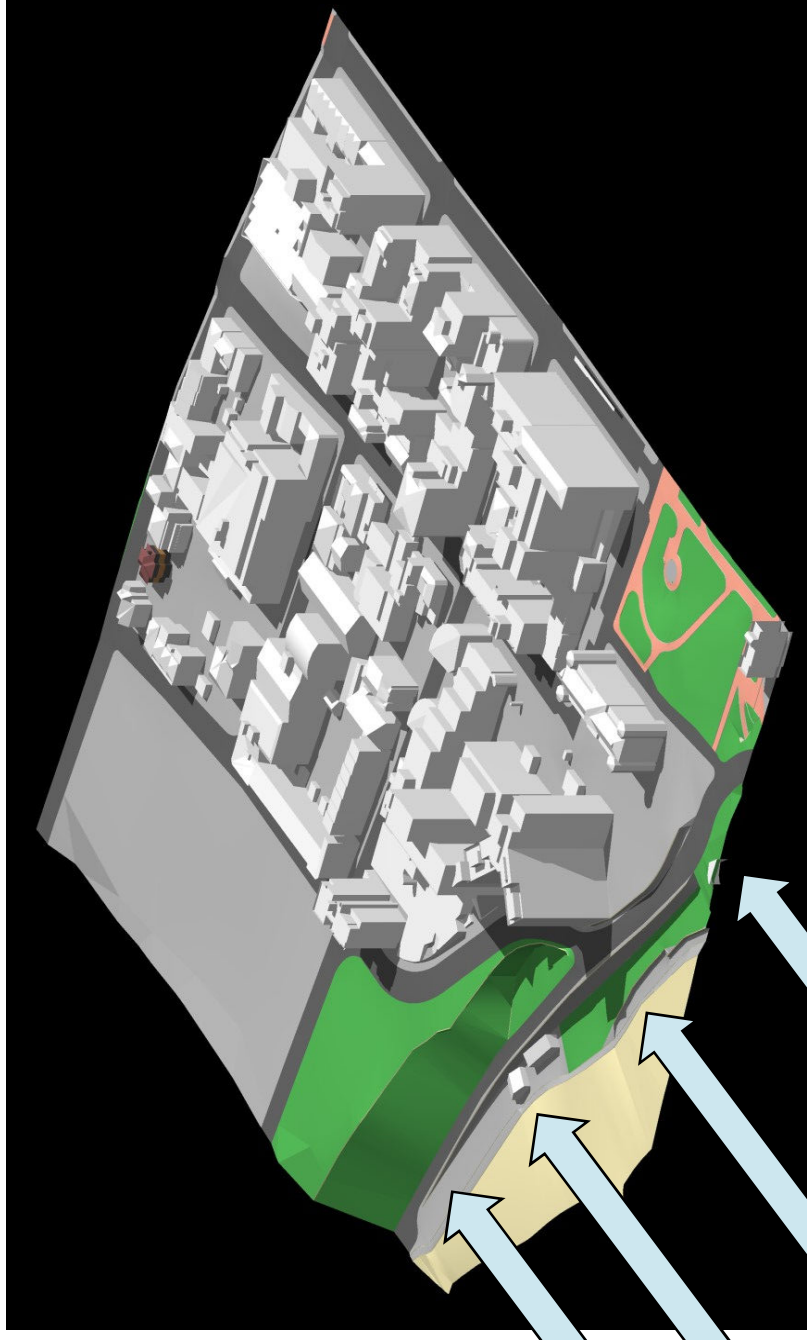


FIGURE 17. Longitudinal one dimensional spectra $E_{11}(k)$ in Kolmogorov units at $x/M = 20$ (\dots) and 60 (---). --- , experiment of Lavoie *et al.* (2005), symbols: experiment of Comte-Bellot & Corrsin (1971).

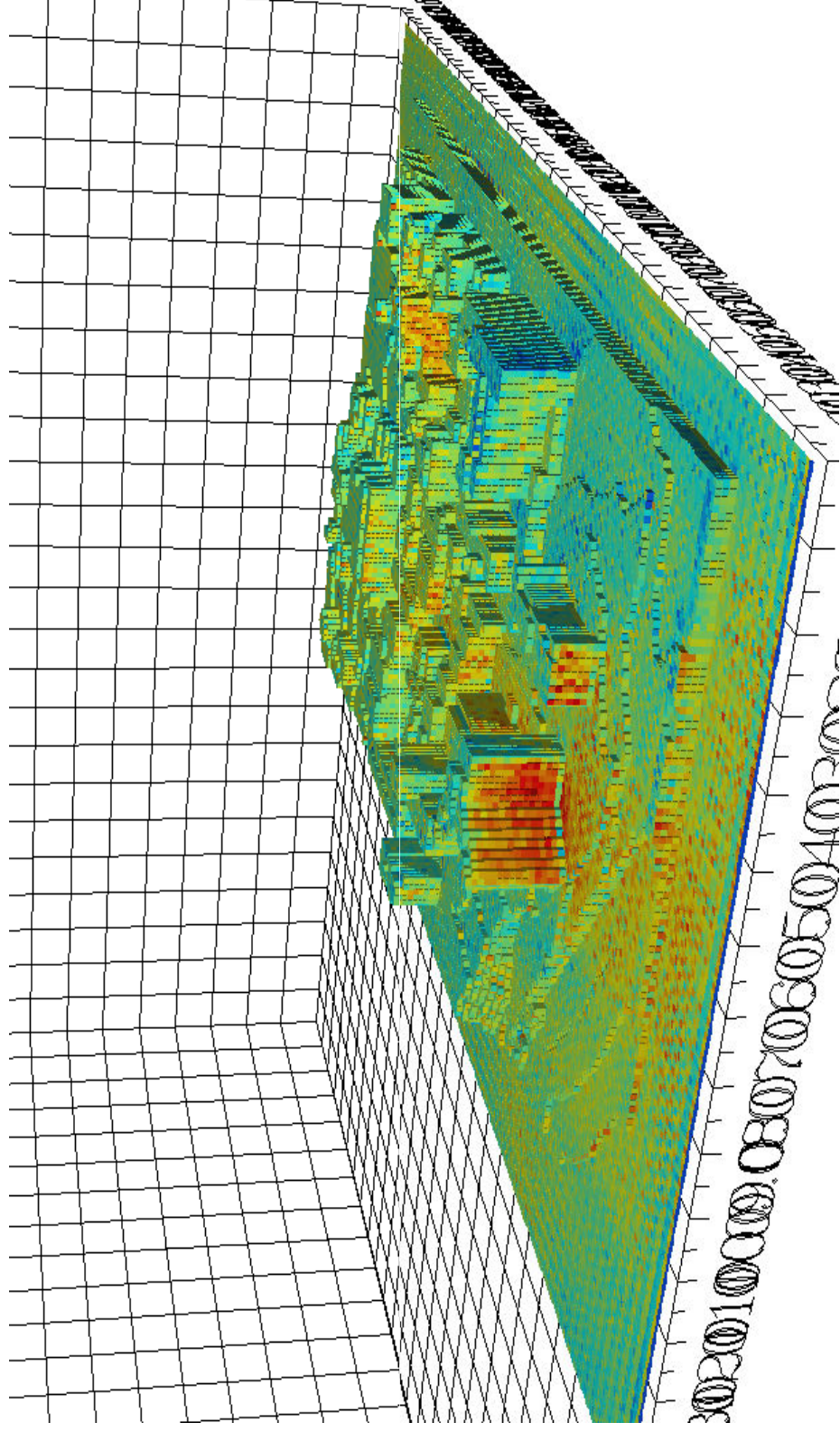
Lattice Boltzmann simulation of urban flows

North-East side of Newcastle



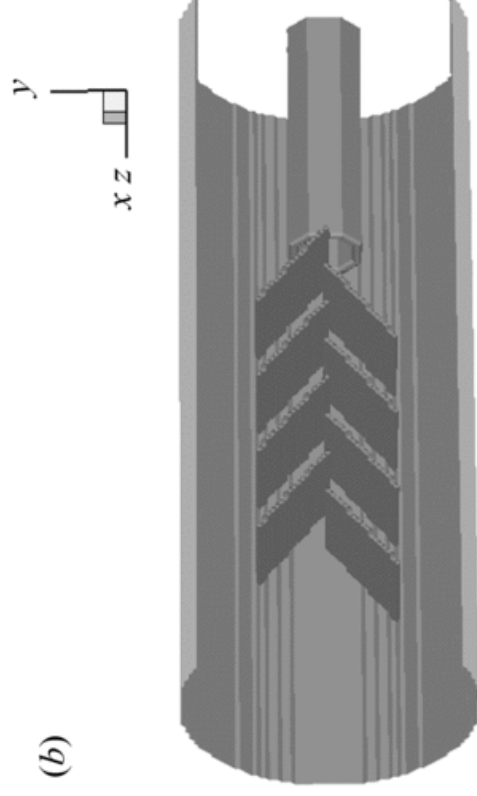
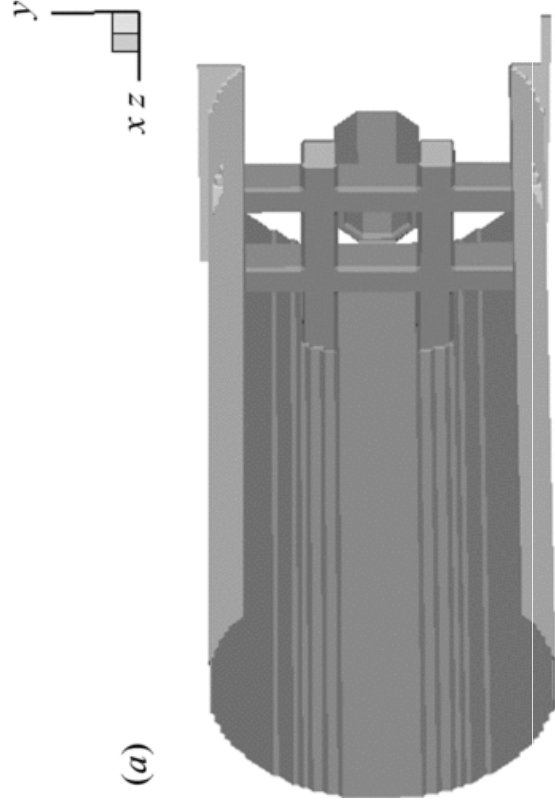
Ocean wind

Results - Urban flow (Continued)



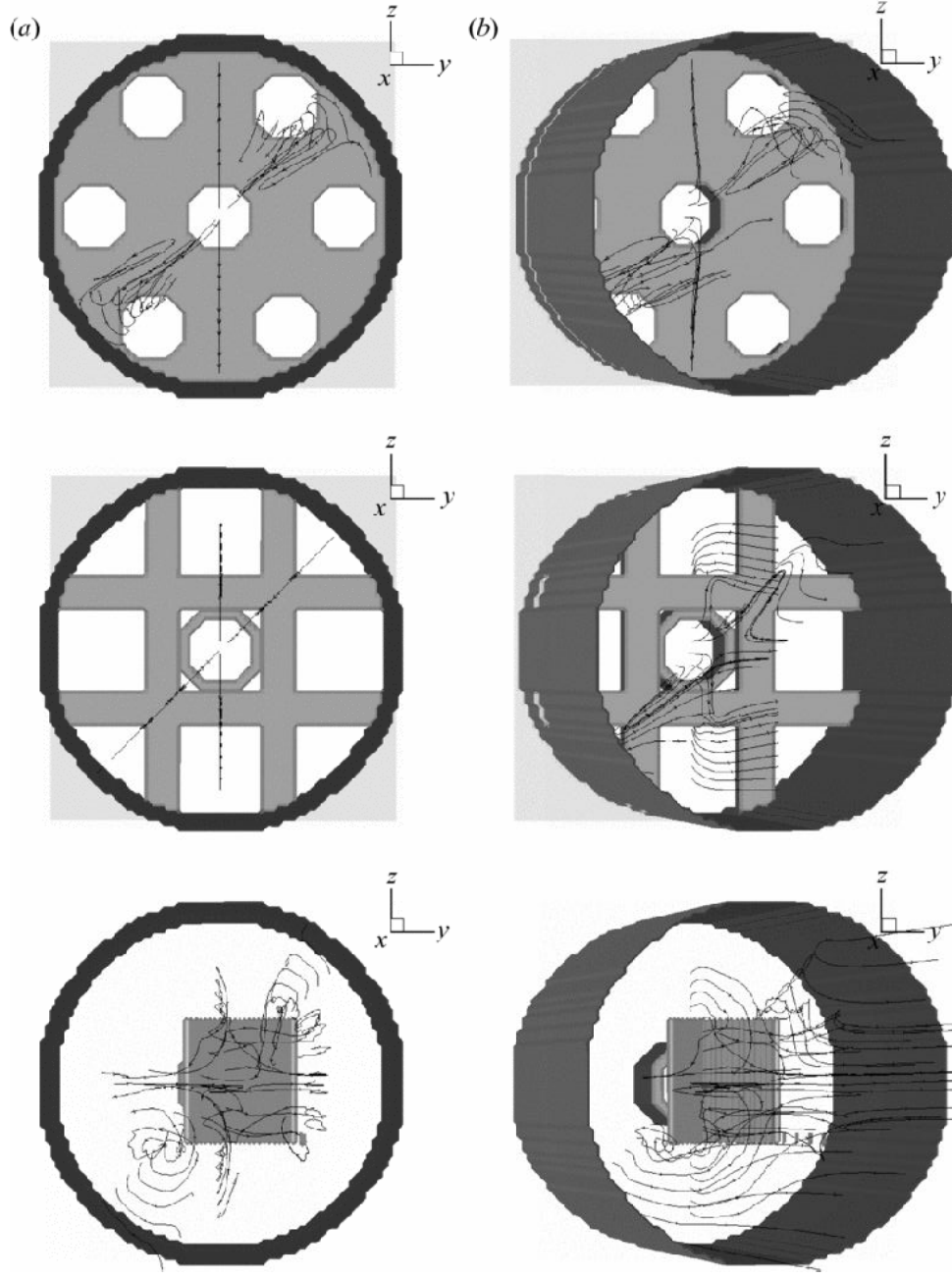
Instantaneous surface pressure

Results - Micromixer



Passive micromixer (coaxial)

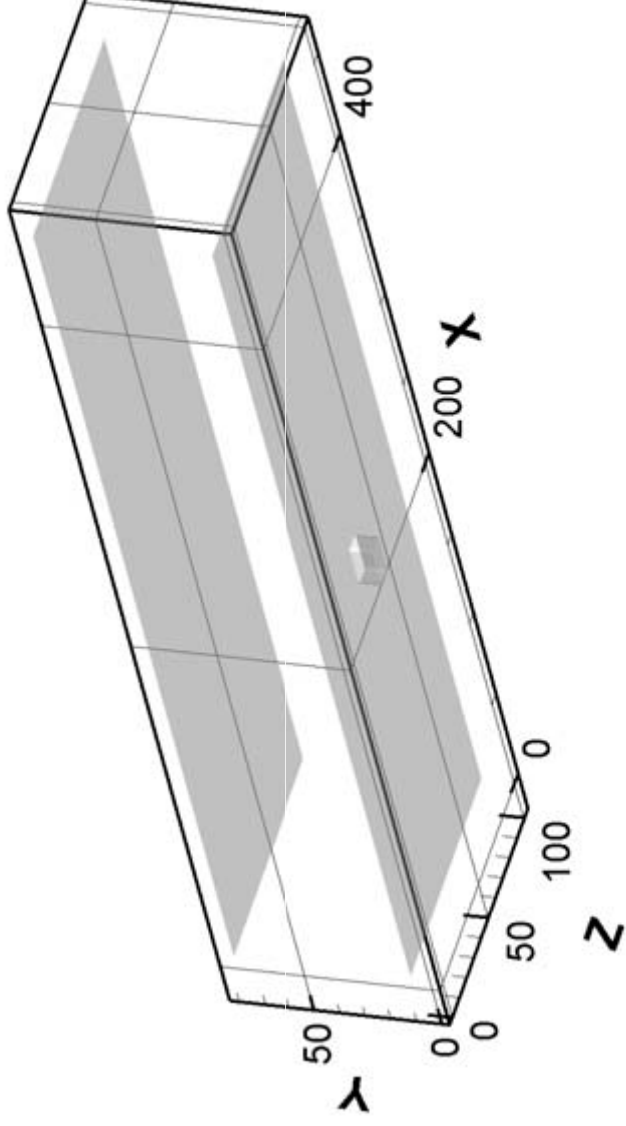
Results - Micromixer (Continued)



Passive micromixer (coaxial)

Results - Micromixer (Continued)

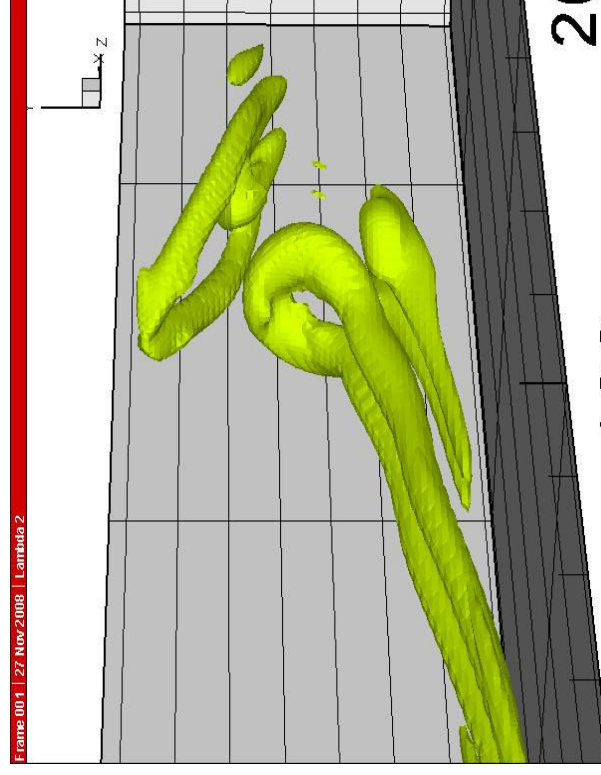
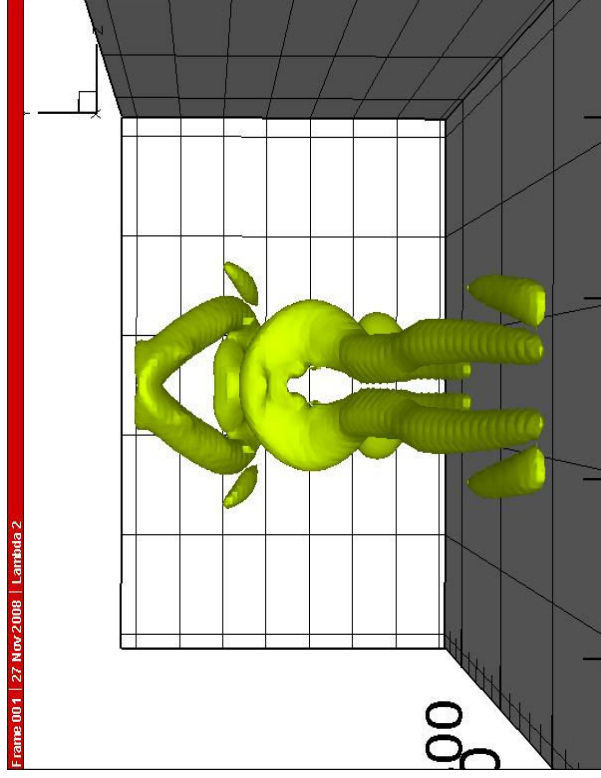
Control by Pulsed jet



Active micromixer (channel flow with pulsed jets)

Results - Micromixer (Continued)

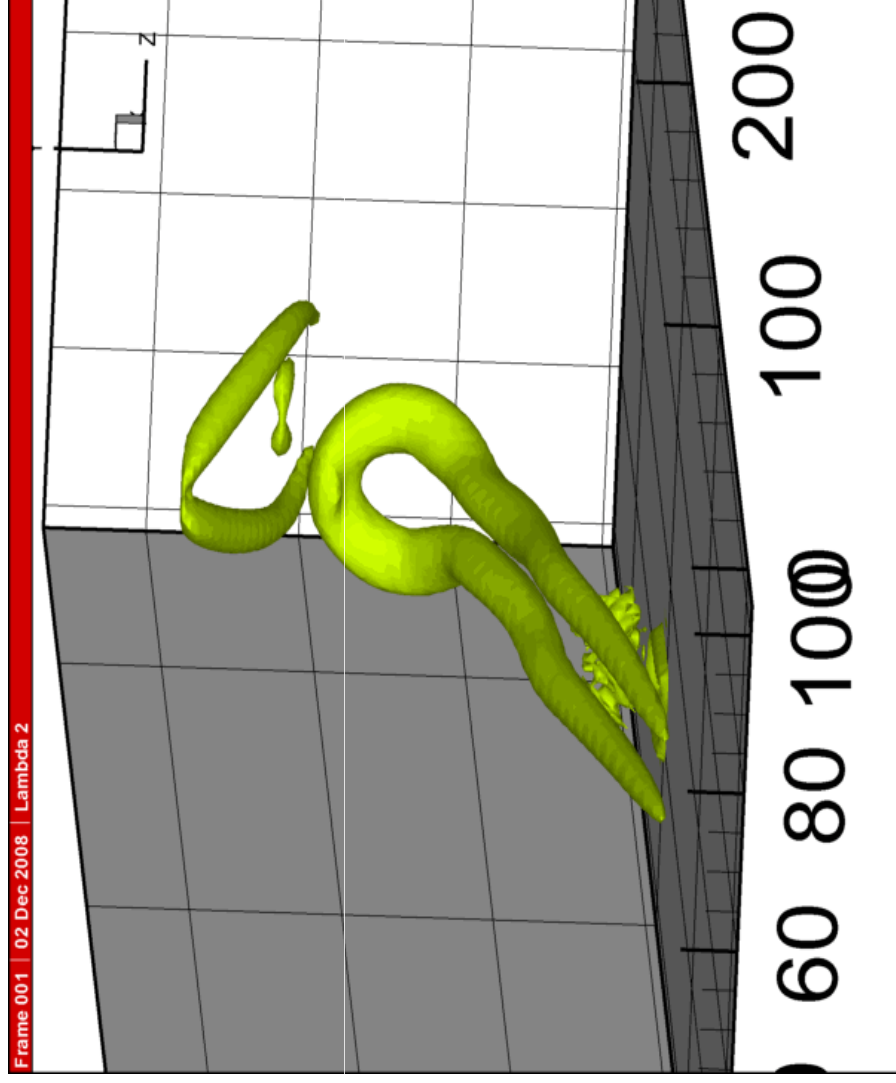
One pulsed jet



Active micromixer (channel flow with pulsed jets)

Results - Micromixer (Continued)

Two pulsed jets



Conclusions

The presented LBM simulation showed:

- 1 - LBM is a reliable alternative DNS method to the classical procedure based on the resolution of NS-equations.
(at least for incompressible flows)
- 2 - LBM can be used for research and development.

BUT!

Need to convince more researchers (e.g. turbulence community) to use LBM ([How?](#))
