

Rising Bubble

This example shows how to model two immiscible fluids, tracking the fluid-fluid interface. An oil bubble rises through water and merges with oil already residing at the top of the container. Initially three different regions exist: the initially still oil bubble, the oil at the top of the container, and the water surrounding the bubble (see Figure 1). The container is cylindrical with a diameter of 1.10^{-2} m and a height of 1.5×10^{-2} m. The oil phase has a viscosity of 0.0208 Pa·s and a density of 879 kg/m³. For water the viscosity is $1.01 \times 10^{-}$ ³ Pa·s and the density is 1000 kg/m³. Buoyancy effects cause the oil bubble to rise through the water phase. As the bubble reaches the liquid-liquid interface, it merges with the oil phase

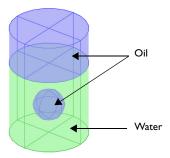


Figure 1: Initial bubble position. The geometry is axisymmetric.

As outlined above, the topology of the fluid interface changes with time. You start with three separate fluid regions and end up with two. The level set method as well as the phase field method are both well suited for modeling moving boundaries where topology changes occur. Both methods are available in the CFD Module as predefined physics interfaces. This example shows you how to use the Laminar Two-Phase Flow, Level Set interface.

Model Definition

REPRESENTATION AND CONVECTION OF THE FLUID INTERFACE

The Level Set interface finds the fluid interface by tracing the isolines of the level set function, ϕ . The level set or isocontour $\phi = 0.5$ determines the position of the interface. The equation governing the transport and reinitialization of ϕ is

$$\frac{\partial \phi}{\partial t} + \mathbf{u} \cdot \nabla \phi \ = \ \gamma \nabla \cdot \left(\varepsilon \nabla \phi - \phi (1 - \phi) \frac{\nabla \phi}{|\nabla \phi|} \right)$$

where \mathbf{u} (SI unit: m/s) is the fluid velocity, and γ (SI unit: m/s) and ε (SI unit: m) are reinitialization parameters. The ε parameter determines the thickness of the layer around the interface where ϕ goes from zero to one. When stabilization is used for the level set equation, you can typically use an interface thickness of $\varepsilon = h_c/2$, where h_c is the characteristic mesh size in the region passed by the interface. The γ parameter determines the amount of reinitialization. A suitable value for γ is the maximum velocity magnitude occurring in the model.

Because the level set function is a smooth step function, it is also used to determine the density and dynamic viscosity globally by

$$\rho = \rho_w + (\rho_o - \rho_w)\phi$$

and

$$\mu = \mu_w + (\mu_o - \mu_w)\phi,$$

Here ρ_w , μ_w , ρ_o , and μ_o denote the constant density and viscosity of water and oil, respectively.

MASS AND MOMENTUM TRANSPORT

In the Laminar Two-Phase Flow, Level Set interface, the transport of mass and momentum is governed by the incompressible Navier-Stokes equations, including surface tension:

$$\rho \left(\frac{\partial \mathbf{u}}{\partial t} + \mathbf{u} \cdot \nabla \mathbf{u} \right) = -\nabla p + \nabla \cdot \mu (\nabla \mathbf{u} + \nabla \mathbf{u}^T) + \rho \mathbf{g} + \mathbf{F}_{st}$$

$$\nabla \cdot \mathbf{u} = 0$$

In the above equations, ρ (SI unit: kg/m³) denotes the density, **u** is the velocity (SI unit: m/s), t equals time (SI unit: s), p is the pressure (SI unit: Pa), and μ denotes the viscosity (SI unit: Pa·s). The momentum equations contain gravity, ρ **g**, and surface tension force components, denoted by **F**_{st}.

Surface Tension

The surface tension force is defined by

$$\mathbf{F}_{\text{et}} = \nabla \cdot \mathbf{T} = \nabla \cdot [\sigma \{ \mathbf{I} + (-\mathbf{n}\mathbf{n}^T) \} \delta]$$

where σ is the surface tension coefficient, **I** is the identity matrix, **n** is the interface unit normal, and δ is a Dirac delta function, nonzero only at the fluid interface. The interface normal is calculated from

$$\mathbf{n} = \frac{\nabla \phi}{|\nabla \phi|}$$

The level set parameter ϕ is also used to approximate the delta function by a smooth function defined by

$$\delta = 6|\phi(1-\phi)||\nabla\phi|$$

INITIAL CONDITION

At t = 0, the velocity is zero. Figure 2 shows the initial level set function. This is automatically computed using a Phase Initialization study step by solving for the geometrical distance to the initial interface, D_{wi} . The initialized level set function is then defined from the analytical steady state solution for a straight fluid-fluid interface:

$$\phi_{1,0} = \frac{1}{1 + e^{D_{\text{wi}}/\epsilon}}, \quad \phi_{2,0} = \frac{1}{1 + e^{-D_{\text{wi}}/\epsilon}},$$

in the domains initially filled with Fluid 1 and Fluid 2 respectively,



Figure 2: A surface and contour plot of the initialized level set function.

BOUNDARY CONDITIONS

Use no slip conditions, $\mathbf{u} = 0$ at the top and bottom and a wetted wall condition on the right boundary. The left boundary corresponds to the symmetry axis.

Figure 3 and Figure 4 contain snapshots of the fluid interface. The snapshots show how the bubble travels up through the water and merges with the oil above. As the bubble rises, its shape remains spherical due to the surface tension and the high viscosity of the oil. As the droplet hits the water surface, it merges with the oil above and creates waves on the surface.

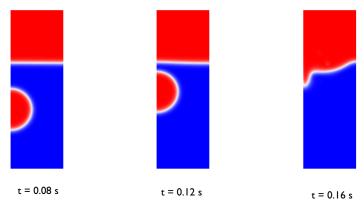


Figure 3: Snapshots showing the interface prior to and just after the bubble hits the surface.

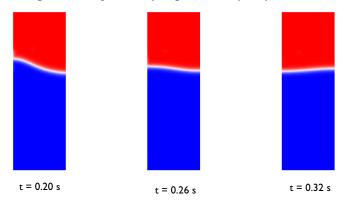


Figure 4: Snapshots showing the interface after the bubble has merged with the oil above.

One way to investigate the quality of the numerical results is to check the conservation of mass. Because there are no reactions and no flow through the boundaries, the total mass of each fluid should be constant in time. Figure 5 shows the total mass of oil as a function

of time. The mass loss during simulation is less than 0.2%, showing that the model conserve mass well.

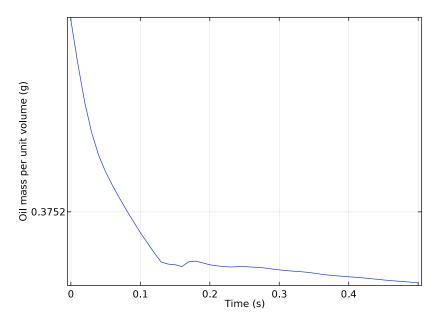


Figure 5: Total mass of oil as a function of time. The total mass loss during the simulation is very small, less than 0.2%.

Notes About the COMSOL Implementation

The model is straightforward to set up and solve using either the Laminar Two-Phase Flow, Level Set interface. Automatically, two study steps are created. The first one initializes the level set function, and the second one calculates the dynamic two phase flow problem.

Application Library path: CFD_Module/Multiphase_Tutorials/ rising_bubble_2daxi

Modeling Instructions

From the File menu, choose New.

NEW

In the New window, click Model Wizard.

MODEL WIZARD

- I In the Model Wizard window, click 2D Axisymmetric.
- 2 In the Select Physics tree, select Fluid Flow>Multiphase Flow>Two-Phase Flow, Level Set> Laminar Two-Phase Flow, Level Set.
- 3 Click Add.
- 4 Click Study.
- 5 In the Select Study tree, select Preset Studies for Selected Physics Interfaces>Transient with Phase Initialization.
- 6 Click Done.

GEOMETRY I

- I In the Model Builder window, under Component I (compl) click Geometry I.
- 2 In the Settings window for Geometry, locate the Units section.
- 3 From the Length unit list, choose mm.

Rectangle I (rI)

- I On the Geometry toolbar, click Primitives and choose Rectangle.
- 2 In the Settings window for Rectangle, locate the Size and Shape section.
- 3 In the Width text field, type 5.
- 4 In the **Height** text field, type 15.

Polygon I (poll)

- I Right-click Rectangle I (rI) and choose Build Selected.
- 2 On the Geometry toolbar, click Primitives and choose Polygon.
- 3 In the Settings window for Polygon, locate the Coordinates section.
- 4 In the r text field, type 0 5.
- 5 In the z text field, type 10.

Circle I (c1)

- I Right-click Polygon I (poll) and choose Build Selected.
- 2 On the Geometry toolbar, click Primitives and choose Circle.
- 3 In the Settings window for Circle, locate the Size and Shape section.
- 4 In the Radius text field, type 2.

- 5 In the Sector angle text field, type 180.
- 6 Locate the **Position** section. In the **z** text field, type 4.
- 7 Locate the Rotation Angle section. In the Rotation text field, type -90.
- 8 Right-click Circle I (cl) and choose Build Selected.

Form Union (fin)

In the Model Builder window, under Component I (compl)>Geometry I right-click Form Union (fin) and choose Build Selected.

ADD MATERIAL

- I On the Home toolbar, click Add Material to open the Add Material window.
- 2 Go to the Add Material window.
- 3 In the tree, select Liquids and Gases>Liquids>Transformer oil.
- 4 Click Add to Component in the window toolbar.

ADD MATERIAL

- I Go to the Add Material window.
- 2 In the tree, select Liquids and Gases>Liquids>Water.
- **3** Click **Add to Component** in the window toolbar.
- 4 On the Home toolbar, click Add Material to close the Add Material window.

You can leave the **Geometric Entity Selection** empty at this stage; it will be defined when you use this material in the Fluid Properties feature.

LEVEL SET (LS)

In the Model Builder window, under Component I (compl) click Level Set (Is).

Initial Interface 1

- I On the Physics toolbar, click Boundaries and choose Initial Interface.
- **2** Select Boundaries 7, 11, and 12 only.

MULTIPHYSICS

- I In the Model Builder window, under Component I (compl)>Multiphysics click Two-Phase Flow, Level Set I (tpfl).
- 2 In the Settings window for Two-Phase Flow, Level Set, locate the Fluid I Properties section.
- 3 From the Fluid I list, choose Transformer oil (mat I).

- 4 Locate the Fluid 2 Properties section. From the Fluid 2 list, choose Water (mat2).
- 5 Locate the Surface Tension section. From the Surface tension coefficient list, choose Library coefficient, liquid/liquid interface.
- 6 Select Olive oil/Water, 20 Co from the list.

LEVEL SET (LS)

Level Set Model 1

- I In the Model Builder window, under Component I (compl)>Level Set (Is) click Level Set Model I.
- 2 In the Settings window for Level Set Model, locate the Level Set Model section.
- 3 In the γ text field, type 0.1.

Initial Values 2

- I On the Physics toolbar, click Domains and choose Initial Values.
- 2 In the Settings window for Initial Values, locate the Initial Values section.
- 3 From the Domain initially list, choose Fluid 2 ($\phi = 1$).
- 4 Select Domain 1 only.

Initial Values 1

- I In the Model Builder window, under Component I (compl)>Level Set (Is) click Initial Values I.
- 2 In the Settings window for Initial Values, locate the Initial Values section.
- 3 From the Domain initially list, choose Fluid 1 ($\phi = 0$).

LAMINAR FLOW (SPF)

On the Physics toolbar, click Level Set (Is) and choose Laminar Flow (spf).

In the Model Builder window, under Component I (compl) click Laminar Flow (spf).

Volume Force 1

- I On the Physics toolbar, click Domains and choose Volume Force.
- 2 In the Model Builder window, right-click Volume Force I and choose Rename.
- 3 In the Rename Volume Force dialog box, type Gravity in the New label text field.
- 4 Click OK.
- 5 In the Settings window for Volume Force, locate the Domain Selection section.
- 6 From the Selection list, choose All domains.

7 Locate the **Volume Force** section. Specify the \mathbf{F} vector as

0	r
-g_const*spf.rho	z

Pressure Point Constraint I

- I On the Physics toolbar, click Points and choose Pressure Point Constraint.
- **2** Select Point 7 only.

MULTIPHYSICS

Wetted Wall I (ww1)

- I On the Physics toolbar, click Multiphysics and choose Boundary>Wetted Wall.
- 2 Select Boundaries 9 and 10 only.

DEFINITIONS

Before creating the mesh, add a variable for computing the mass of oil in the model domain. You will use this variable later to test mass conservation.

Variables 1

- I On the Home toolbar, click Variables and choose Local Variables.
- 2 In the **Settings** window for Variables, locate the **Variables** section.
- **3** In the table, enter the following settings:

Name	Expression	Unit	Description
rho_oil	tpf1.rho1*tpf1.Vf1	kg/m³	Oil mass per unit volume

MESH I

In the Model Builder window, under Component I (compl) right-click Mesh I and choose Free Triangular.

Size

- I In the Settings window for Size, locate the Element Size section.
- **2** Click the **Custom** button.
- 3 Locate the Element Size Parameters section. In the Maximum element size text field, type 0.2.
- 4 Click Build All.

STUDY I

Step 2: Time Dependent

- I In the Model Builder window, expand the Study I node, then click Step 2: Time Dependent.
- 2 In the Settings window for Time Dependent, locate the Study Settings section.
- 3 In the Times text field, type range (0,0.5/50,0.5).

Solution I (soll)

- I On the Study toolbar, click Show Default Solver.
- 2 In the Model Builder window, expand the Solution I (soll) node.
- 3 In the Model Builder window, expand the Study I>Solver Configurations>Solution I (solI)>Dependent Variables 2 node, then click Velocity field (compl.u).
- 4 In the **Settings** window for Field, locate the **Scaling** section.
- 5 From the Method list, choose Manual.
- 6 In the Scale text field, type 0.01.
- 7 In the Model Builder window, under Study I>Solver Configurations>Solution I (soll)> Dependent Variables 2 click Pressure (compl.p).
- 8 In the Settings window for Field, locate the Scaling section.
- 9 From the Method list, choose Manual.
- 10 In the Scale text field, type 100.
- II In the Model Builder window, click Solution I (soll).
- 12 In the Settings window for Solution, click Compute.

RESULTS

Next, test to what degree the total mass of oil is conserved.

Surface Integration I

On the **Results** toolbar, click **More Derived Values** and choose **Integration>Surface Integration**.

Derived Values

- I In the **Settings** window for Surface Integration, locate the **Selection** section.
- 2 From the Selection list, choose All domains.
- 3 Click Replace Expression in the upper-right corner of the Expressions section. From the menu, choose Component I>Definitions>Variables>rho oil Oil mass per unit volume.

4 Locate the **Expressions** section. In the table, enter the following settings:

Expression	Unit	Description
rho_oil	g	Oil mass per unit volume

- **5** Locate the Integration Settings section. Select the Compute volume integral check box.
- 6 Click Evaluate.

TABLE

- I Go to the Table window.
- **2** Click **Table Graph** in the window toolbar.

RESULTS

ID Plot Group 6

Compare the result to that in Figure 5. As the plot shows, mass is conserved to within 0.1% accuracy.

Volume Fraction of Fluid 1 (Is)

- I In the Model Builder window, under Results click Volume Fraction of Fluid I (Is).
- 2 In the Settings window for 2D Plot Group, locate the Plot Settings section.
- 3 Clear the Plot data set edges check box.
- 4 In the Model Builder window, expand the Volume Fraction of Fluid I (Is) node, then click Volume Fraction of Fluid 1.
- 5 In the Settings window for Surface, locate the Coloring and Style section.
- **6** From the Color table list, choose WaveLight.

To reproduce the plots of reproduced in Figure 2 and Figure 3, plot the solution for the time values 0 0.08 0.12, 0.16, 0.20, 0.26, and 0.32.

- 7 In the Model Builder window, click Volume Fraction of Fluid 1 (Is).
- 8 In the Settings window for 2D Plot Group, locate the Data section.
- **9** From the **Time (s)** list, choose **0**.
- 10 On the Volume Fraction of Fluid 1 (Is) toolbar, click Plot.

Repeat last two steps for the time values 0.08 0.12, 0.16, 0.20, 0.26, and 0.32 s.

Volume Fraction of Fluid I (Is) I

Add a slice plot of the velocity magnitude to the axisymmetric model revolved into 3D

I In the Model Builder window, expand the Results>Velocity (spf) I node.

- 2 Right-click Results>Volume Fraction of Fluid I (Is) I and choose Slice.
- 3 In the Settings window for Slice, locate the Plane Data section.
- 4 From the Plane list, choose zx-planes.
- 5 In the Planes text field, type 1.
- 6 In the Model Builder window, click Volume Fraction of Fluid I (Is) I.
- 7 In the Settings window for 3D Plot Group, locate the Data section.
- **8** From the **Time (s)** list, choose **0.11**.
- 9 On the Volume Fraction of Fluid I (Is) I toolbar, click Plot.

Volume Fraction of Fluid I (Is) I

- I In the Model Builder window, under Results click Volume Fraction of Fluid I (Is) I.
- 2 On the **Volume Fraction of Fluid 1 (Is) 1** toolbar, click **Plot**. Finally, create a movie using the current plot group.
- 3 Click Animation and choose Player.

Export

In the Model Builder window, under Results>Export right-click Animation I and choose Play.