

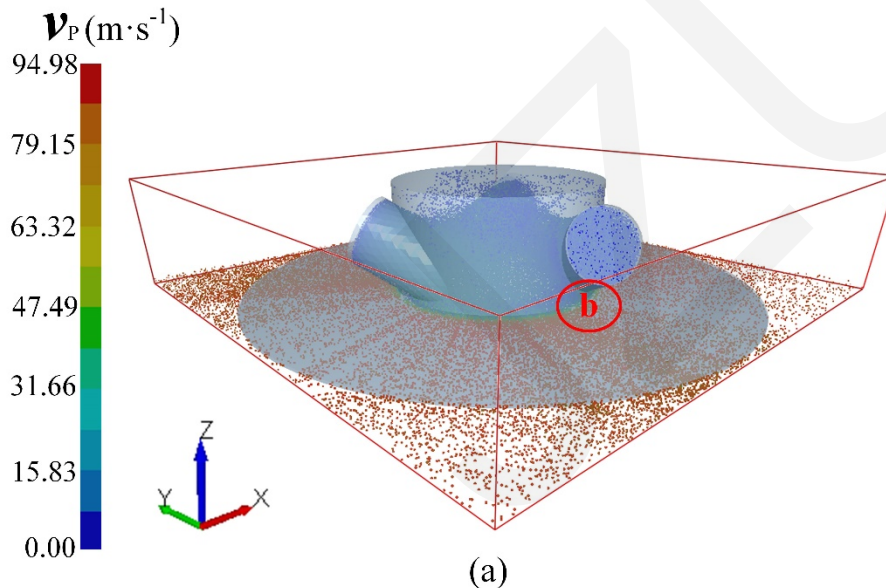
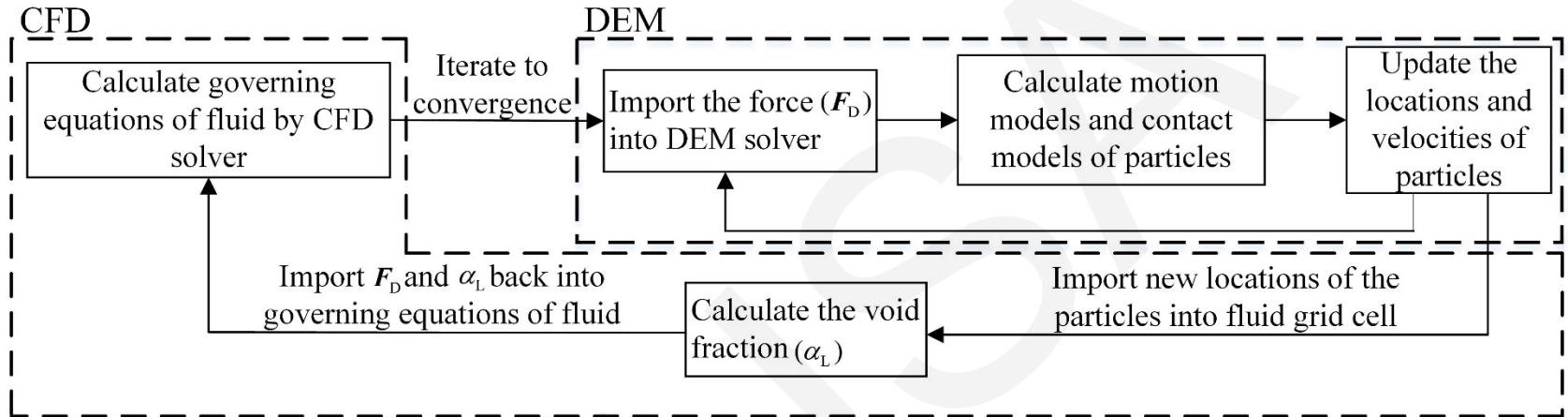
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Wall contact effects of particle-wall collision process in a two-phase particle fluid

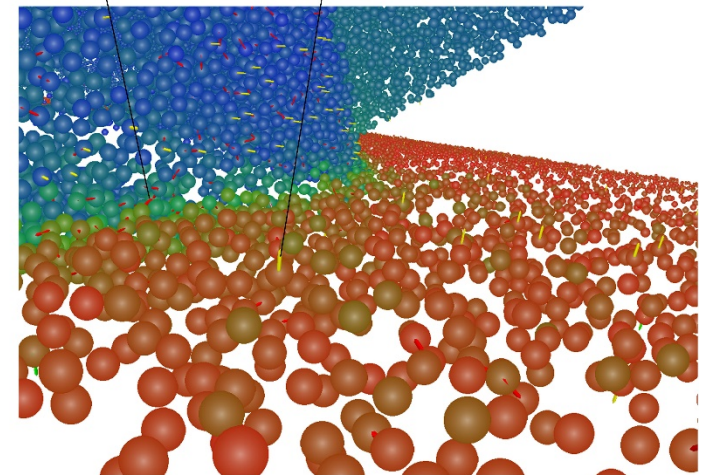
Key words:

Wall contact effects, CFD-DEM, Particle-wall collision, Two-phase particle fluid

CFD-DEM coupled modeling method



Particle-particle collision Particle-wall collision

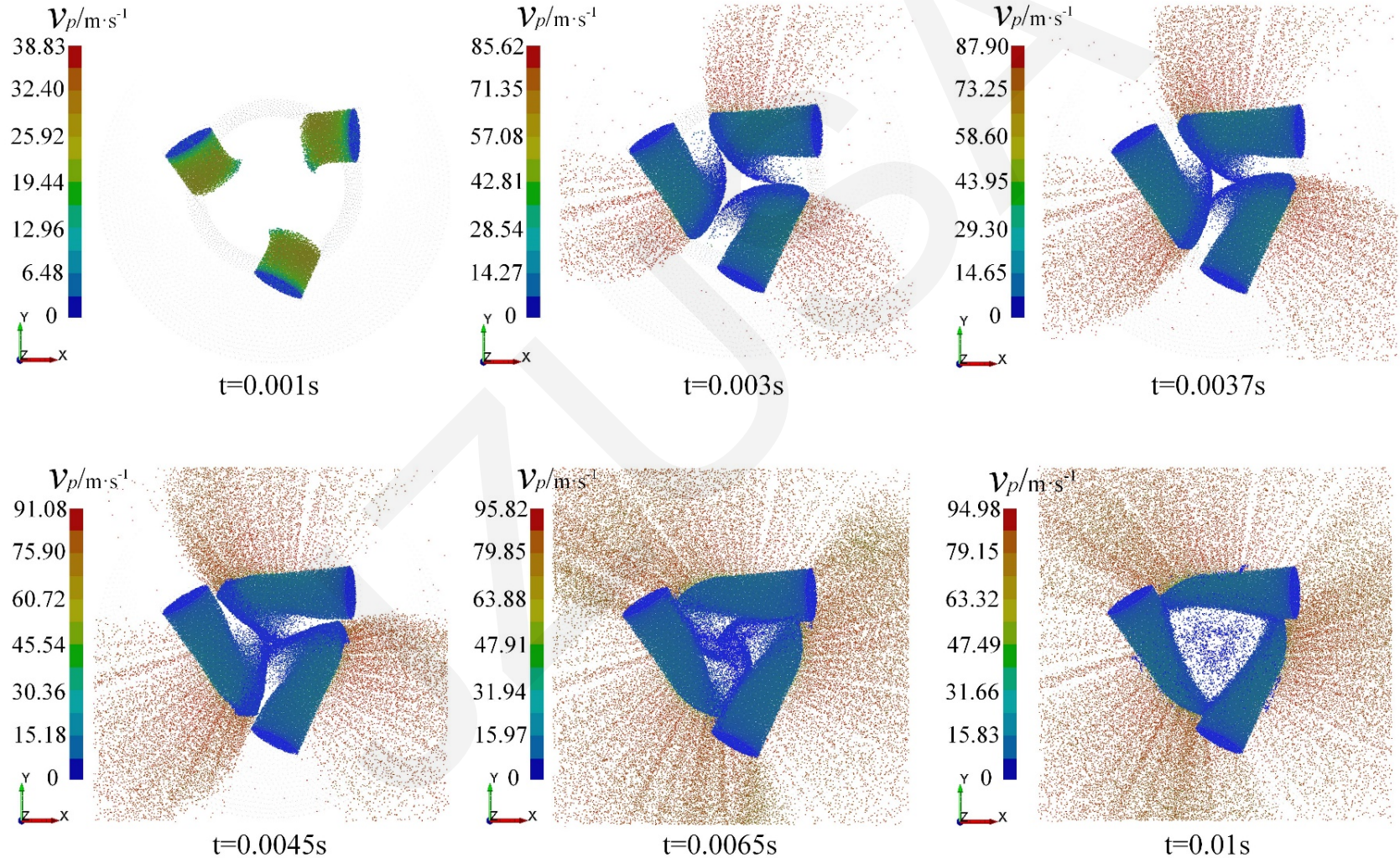


(a)

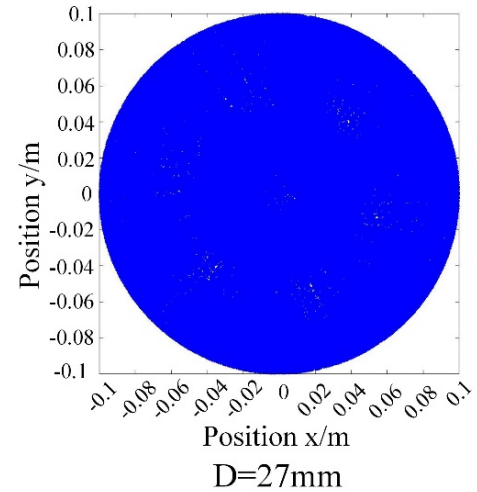
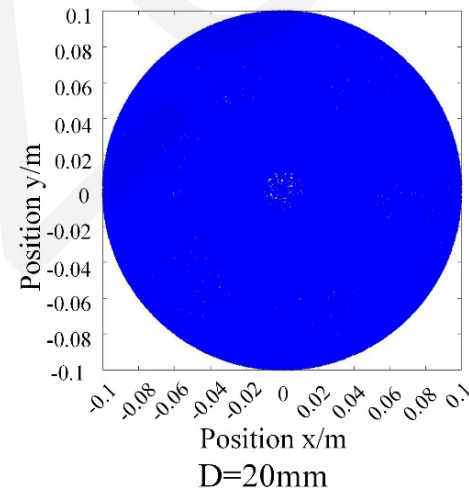
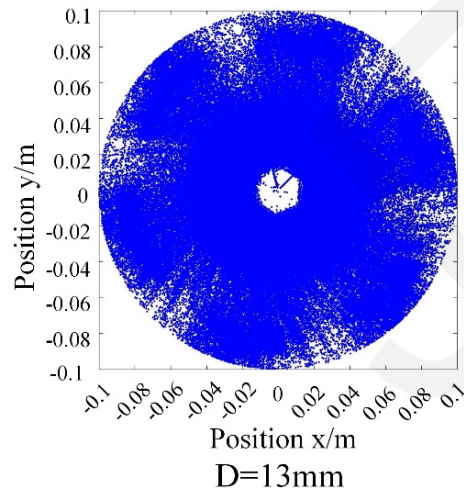
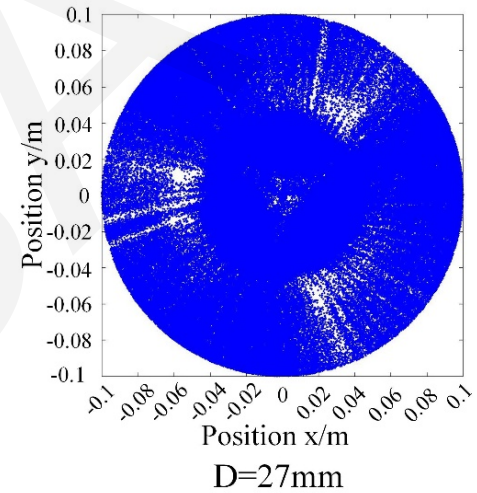
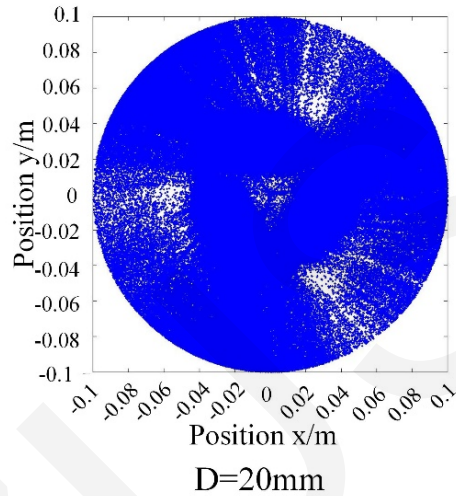
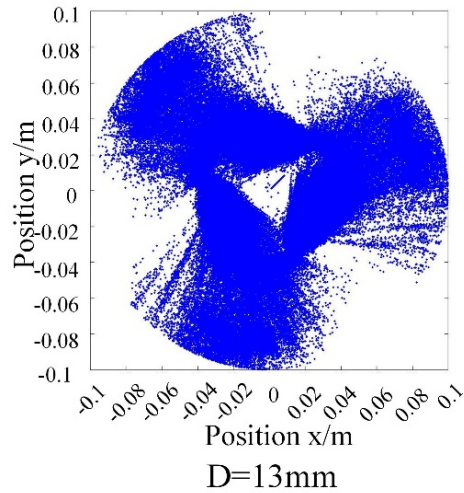
(b)

Axis view of macroscopic particle fluid ($D = 20 \text{ mm}$, $\mu = 0.005 \text{ kg/m}\cdot\text{s}$, $t = 0.01 \text{ s}$) (a) global view (b) partial enlarged view

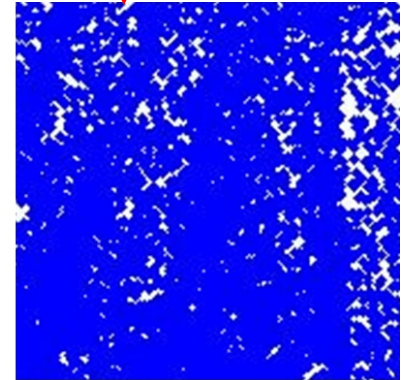
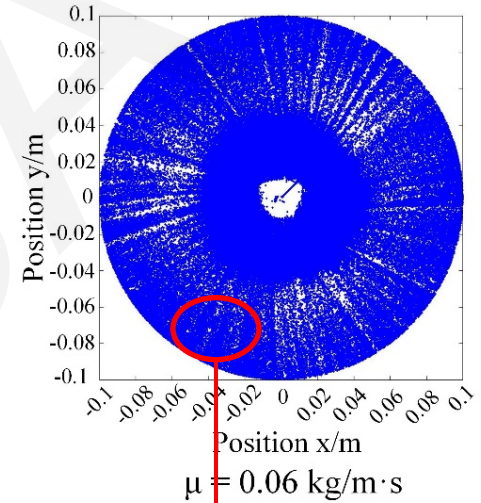
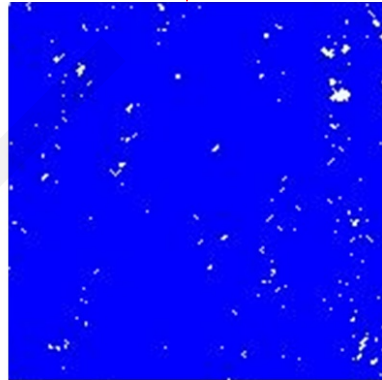
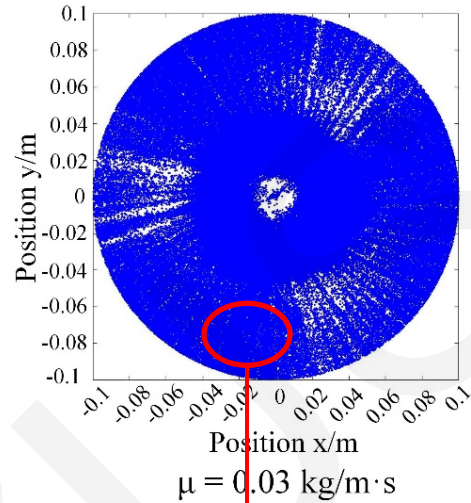
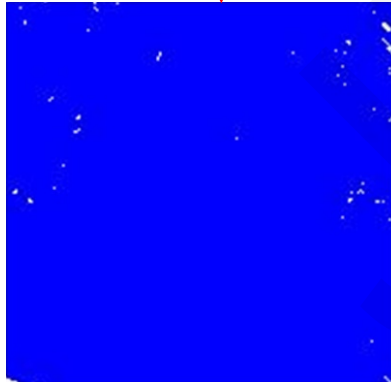
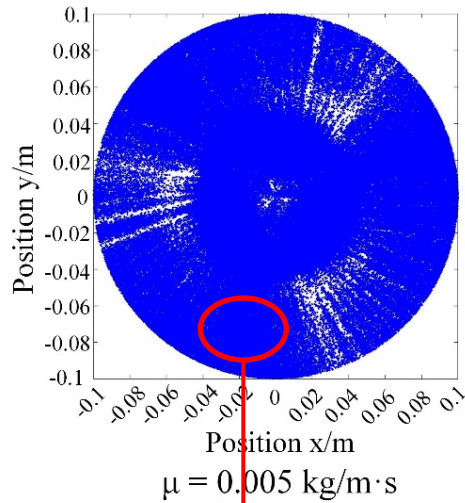
Macroscopic velocity profiles of particles



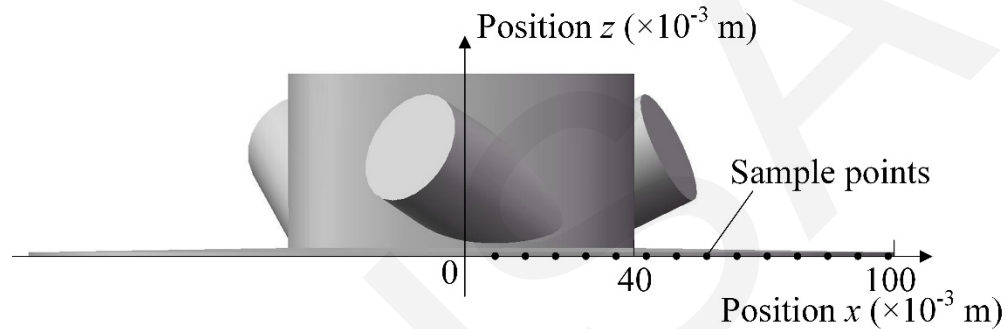
Contact point distributions for different inlet diameters



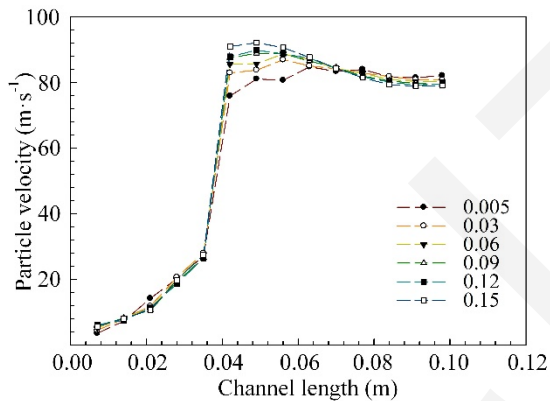
Contact point distributions with different viscosities



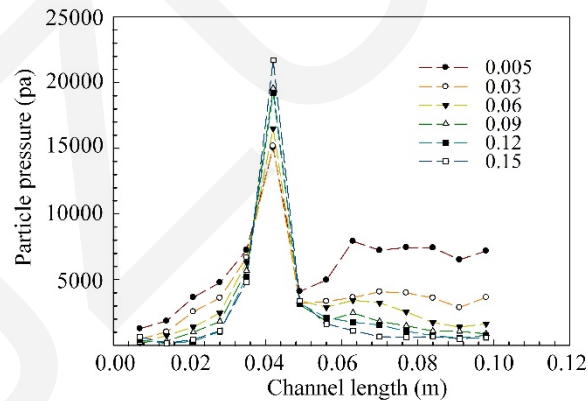
Contact effects for different inlet diameters



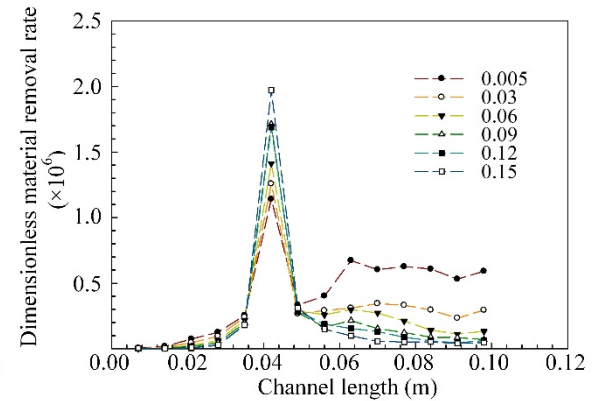
Sample points on the wall



Particle-wall collision velocity distributions

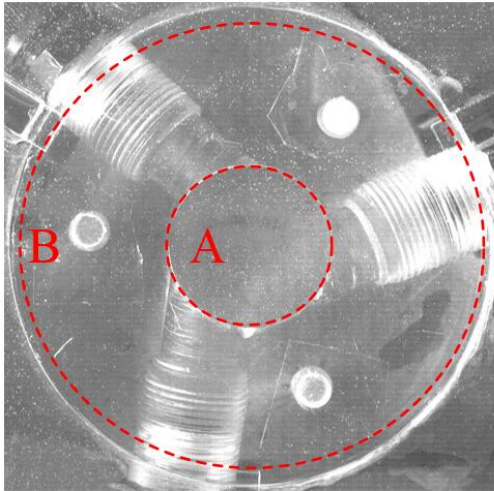


Particle-wall collision pressure distributions

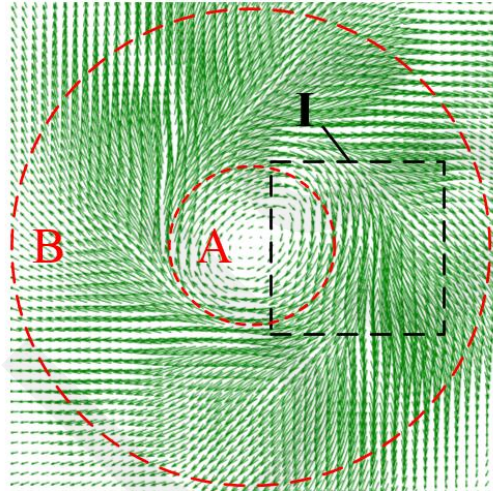


Material removal rate distributions

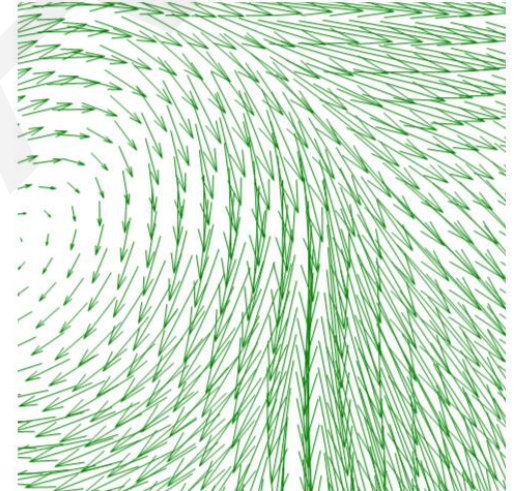
PIV validation experiments



(a)



(b)



(c)

PIV observation experiments: (a) observation flow passage; (b) average velocity vector profile on the wall; (c) partial en-larged view of I

Conclusions

- An inter-phase coupling solution method for particle-wall collision is proposed; accurate motion laws of the particle-wall collision process are obtained, and the mechanism of wall contact deformation and material removal can be revealed.
- There are radial texture phenomena on the profiles of particle trajectories caused by the flowing interference of the particle fluid ; when $D = 20$ mm, the contacting point distribution with rotating superposition reaches the best uniformity; the higher viscosity can carry more particles, and the transporting ability of the fluid medium is improved; if the fluid flowing direction is parallel to the wall, the particle-wall collision pressure and collision velocity mainly depend on the turbulent motion of the fluid, and decrease with increase of fluid viscosity; the uniform contact effects can be more easily performed by the low viscosity fluid.
- By means of PIV method, the real particle velocities are obtained, and the effectiveness of the proposed modeling method can be validated.