Wall functions

The velocity near the wall needs to be modelled using wall functions. In other words, the velocity of the flow at different positions away from the wall is given by wall functions. Usually non dimensionalised forms of the velocity \( (u^+) \) and distance \( (y^+) \) are used.

The variation of velocity is captured by dividing near-wall region in three different segments:

- Viscous sub-layer \( 0 < y^+ < 5 \)
- Buffer layer \( 5 < y^+ < 30 \)
- Log-law layer \( 30 < y^+ < 300 \)


The viscous sub-layer: \( (y^+ < 5) \)

In the viscous layer the fluid is dominated by the viscous affect so it can be assumed that the shear stress of fluid is equal to the wall shear stress \( \tau_w \). In viscous layer viscous stress decide the flow and the velocity profile is liner, given by

\[
 u^+ = y^+
\]

The log-law layer: \( (30 < y^+ < 300) \)

In the logarithmic layer turbulence stress dominate the flow and velocity profile varies very slowly with a logarithmic function along the distance \( y \), given by
Let $U_p$ be a velocity component at a node $p$ closest to the wall. We then impose that the velocity at this node should follow the logarithmic wall law according to

$$u^+ = \frac{1}{\kappa} \times \ln(Ey^+)$$

$$\frac{U_p}{v^+} = \frac{1}{\kappa} \ln\left( \frac{v^+ y_p}{v} \right) + B$$

Where, $v^+$ is the wall friction velocity

$$v^+ = \left( \frac{\tau_w}{\rho} \right)^{1/2}$$

$\kappa \approx 0.40$ is the Von Karman constant

$B \approx 5.0$ is also a constant

The Buffer layer: ($5 < y^+ < 30$)

Viscous and turbulent stresses are of similar magnitude and since it is complex velocity profile.

**In CFD:**

The first cell centre distance from the wall is usually considered to be $y^+$. Thus, an appropriate mesh size/ $y^+$ needs to be selected to capture the velocity near the wall accurately.

If we keep first cell centre in the viscous sub-layer, all turbulence equations give us accurate results. But that is very difficult to simulate. This approach leads to requirement of abundant mesh number, which means a substantial computational resource is needed.

Another way of getting accurate simulation results with relatively lesser computational cost is applying logarithmic velocity function at walls. This log functions are only valid in log-law region where $y^+$ value is between 30 & 300.

For the buffer layer, the velocity is not well defined and the placing the first cell centre in this region is usually not advisable. However, the improved wall functions allow the first cell centre is located in buffer layer. In OpenFOAM buffer layer is divided 2 parties. One is using the liner relation as that in viscous sublayer, the other is to use logarithmic function as that in logarithmic region. Cells in this layer will not get accurate results. So always avoid to keep cells in this region.
The wall functions used in spoken tutorial are:

1. Wall function for $k$
   - 1.1. $kqRWallFunction$
   - 1.2. $kLowReWallFunction$

2. Wall function for epsilon
   - 2.1. $epsilonWallFunction$
   - 2.2. $epsilonLowReWallFunction$

3. Wall function for $nu$
   - 3.1. $nutWallFunction$
   - 3.2. $nutRoughWallFunction$
   - 3.3. $nutAtmRoughWallFunction$
   - 3.4. $nutFilmWallFunction$
   - 3.5. $nutLowReWallFunction$
   - 3.6. $nutUWallFunction$
   - 3.7. $nutURoughWallFunction$
   - 3.8. $nutUSpaldingWallFunction$
   - 3.9. $nutUTabulatedWallFunction$

To study wall functions in detail, please go through the link [here](#).

---

**Calculation of $y_p$ and $y^+$**

The $k - \epsilon$ model uses wall functions to model near wall regions in a turbulent flow. In order to satisfy the physics near the wall, the first cell centre $y_p$ should be within the log-law region from the wall.

The dimensionless wall distance $y^+$ is given by

$$y^+ = \frac{y_p \sqrt{0.5 C_f U_\infty^2}}{v}$$  \hspace{1cm} (1)

where, $y_p$ is the distance from the wall,
- $U_\infty$ is the free stream velocity, and
- $v$ is the kinematic viscosity.

The skin friction coefficient $C_f$ is given by,

$$C_f = 0.078 Re^{-\frac{1}{4}}$$  \hspace{1cm} (2)

where, $Re$ is the Reynolds number.

For the first cell centre $y_p$ to be within the log-law region from the wall, the dimensionless wall distance $y^+$ should be

$$30 < y^+ < 300$$

In this tutorial, we have considered $y^+ = 100$. Therefore, from (1)
\[ y^+ = \frac{y_p \sqrt{0.5 C_f U_\infty^2}}{\nu} = 100 \]  

(3)

Since the \( Re = 2 \times 10^6 \) the skin friction coefficient is

\[ C_f = 0.078 (2 \times 10^6)^{\frac{1}{4}} = 2.074 \times 10^{-3} \]  

(4)

Also, in this tutorial, \( v = 1 \times 10^{-5} \text{ m}^2/\text{s} \) and \( U_\infty = 20 \text{ m/s} \).

Therefore, from (3)

\[ y_p = \frac{100 \times (1 \times 10^{-5})}{\sqrt{0.5 \times (2.074 \times 10^{-3}) \times 20^2}} = 0.00155 \text{ m} \]

Therefore, the cell centre of the first cell should be \( 0.00155 \text{ m} \) away from the wall.

The cell width along \( y \)-axis is therefore double this distance, i.e. \( 0.0031 \text{ m} \).

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**Expansion Ratio**

The channel geometry in our tutorial is divided into two blocks as shown in fig. 1.

![Figure 1. Blocks in the Channel Geometry](image)

The bottom face of block 1 is the wall. Therefore, the cells near the bottom of block 1 needs to be refined. We do this using expansion ratio along \( y \)-axis. Let this expansion ratio be \( e \). Since we have prescribed uniform cell expansion using the keyword simpleGrading in the blockMeshDict file, the cell widths, along \( y \)-axis, forms a geometric progression. If the cell width along \( y \)-axis of the cell closest to the wall is \( a \), then the cell width of cell above it would be \( ar \) and the one above it \( ar^2 \) and so on. We have 30 cells running along the \( y \)-direction, therefore, the cells width of the topmost cell of block 1 is \( ar^{29} \).

From the previous section we know that cell closest to the wall has a cell width of \( 0.0031 \text{ m} \).

\[ a = 0.0031 \text{ m} \]  

(5)

Since the channel width of block 1 along the \( y \)-axis is \( 0.5 \text{ m} \),
Solving (5) and (6), we get two real solutions for \( r \). Since one of them is \( r = 1 \) and this means the cell width is uniform, we neglect this solution. The other real solution is

\[
r = 1.09896
\]

The expansion ratio is defined as the ratio of the width of the last cell to that of the first cell. Therefore,

\[
e = \frac{ar^{29}}{a} = r^{29} = 15.4
\]

The expansion ratio along \( y \)-axis for block 1 is 15.4.

---

**Turbulence Models**

In CFD, turbulence in a flow is modelled as an additional ‘viscosity’ and velocity fluctuations experienced by the flow. On applying Reynolds averaging, the RANS equations end up with terms involving, the fluctuating components of velocity such as \( u' \) and \( v' \). Determining these values become essential to solve the system of equations. This is known as turbulence modelling. There are various turbulence models available in literature. The popular models predominantly calculate the turbulent kinematic energy \( k \) and rate of dissipation of turbulence energy \( \varepsilon \) which are defined in terms of these fluctuating velocities

**\( k - \varepsilon \) model**

\( k - \varepsilon \) model solves two additional equations, for turbulent kinematic energy \( k \) and rate of dissipation of turbulence energy \( \varepsilon \). It performs poorly for complex flows involving severe pressure gradient, separation, strong streamline curvature. Suitable for initial iterations, initial screening of alternative designs, and parametric studies. Can be only used with wall functions.

To use this model following boundary conditions are required:

- \( k \) is turbulent kinetic energy,
- \( \varepsilon \) is turbulent dissipation rate,
- \( nut \) is turbulent kinematic viscosity
Calculations for $k$

Turbulent kinetic energy $k$ can be represented by this equation,

$$k = \frac{1}{2} u' \cdot u' = \frac{1}{2} u'^2 + v'^2 + w'^2$$

If we assume isentropic turbulence $u'^2 = v'^2 = w'^2$ we will get

$$k = \frac{3}{2} u'^2$$

Isentropic turbulence assumption is valid in core region only. Which is far from walls where wall effects are negligible.

Units of $k$ is $\text{m}^2 \text{s}^{-2} = \text{J}$

$$k = \frac{3}{2} (U_{\infty} I)^2$$

Where,

$U_{\infty}$ is a characteristic velocity scale,

$I$ is the turbulent intensity

$$I = \frac{u'}{u} = \frac{\sqrt{u'^2 + v'^2 + w'^2}}{\sqrt{u^2 + v^2 + w^2}} = \frac{\sqrt{u'^2 + v'^2 + w'^2}}{U_{\infty}}$$

Note, that $I$ is a dimensionless quantity.

$I$ typically has a value ranging from $[0, 20]$ %, and $[0, 1]$ % is considered low intensity, $[1, 5]$ % is medium intensity, and $[5, 20]$ % is considered high turbulent intensity.

Turbulent intensity can be predicted from experimental data. For fully developed pipe flow we can use this relation,

$$I = 0.16 Re^{-\frac{1}{8}}$$

In our case,

$Re = 20,000,000$

$U_{\infty} = 20 \frac{m}{s}$

Turbulent Intensity: $I = 0.16(20,000,000)^{-\frac{1}{8}}$

$I = 0.16(20,000,000)^{-\frac{1}{8}} = 0.0261$

Turbulent kinetic energy: $k = \frac{3}{2} (U_{\infty} I)^2$

$$k = \frac{3}{2} (20 \cdot 0.0261)^2$$

$$k = \frac{3}{2} \cdot 0.272484$$

$$k = 0.40875 \frac{m^2}{s^2}$$
Calculations for $\epsilon$

Calculation of turbulent dissipation rate $\epsilon$ is very straight forward. Put data of $k$ and characteristic length of the channel in this formula,

$$\epsilon = \frac{C_\mu^{3/4} \cdot k^{1.5}}{0.07 \cdot L}$$

Where, $C_\mu$ is an empirical constant. Value of $C_\mu$ is 0.09.

In our case,

$$k = 0.40875 \text{ m}^2 \text{ s}^{-2} \quad \text{&} \quad L = 1 \text{ m}$$

Turbulent dissipation rate:

$$\epsilon = \frac{0.164 \cdot k^{1.5}}{0.07 \cdot L}$$

$$\epsilon = \frac{0.164 \cdot (0.40875 \text{ m}^2 \text{ s}^{-2})^{1.5}}{0.07 \cdot 1}$$

$$\epsilon = 0.61$$

Calculations for $\nu_t$

Turbulent viscosity $\nu_t$ will automatically calculated by OpenFoam from values of Turbulent kinetic energy $k$ and turbulent dissipation rate $\epsilon$,

Formula, OpenFoam calculates for $\nu_t$ is,

$$\nu_t = \frac{C_\mu k^2}{\epsilon}$$

Where, $C_\mu$ is an empirical constant. Value of $C_\mu$ is 0.09.

Effective viscosity, $\nu_{eff} = \nu + \nu_t$