FAST MEDIA-SCALE MULTI PASS SIMULATIONS USING GEO DICT

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Outline



- Introduction
- Approach
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- Future Work
- Conclusions



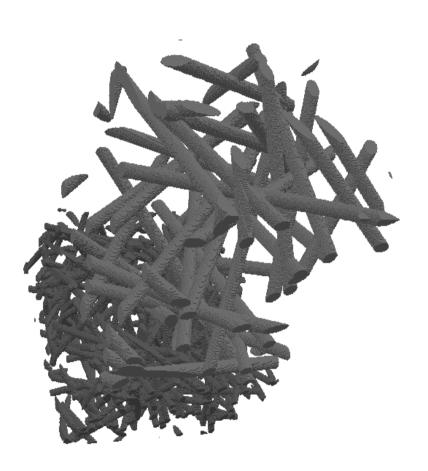




Introduction



- Our Aim: Optimization of Oil Filters
 - Increased Dust Holding Capacity
 - Lower Pressure Drop
 - Higher Efficiency
- Simulation of Multi Pass Test ISO 4548-12
- Media-Scale Simulation by Resolving the Medium's Microstructure
- Use CFD for Flow Field
- Use Fully Resolved Particles for Trajectory Calculation



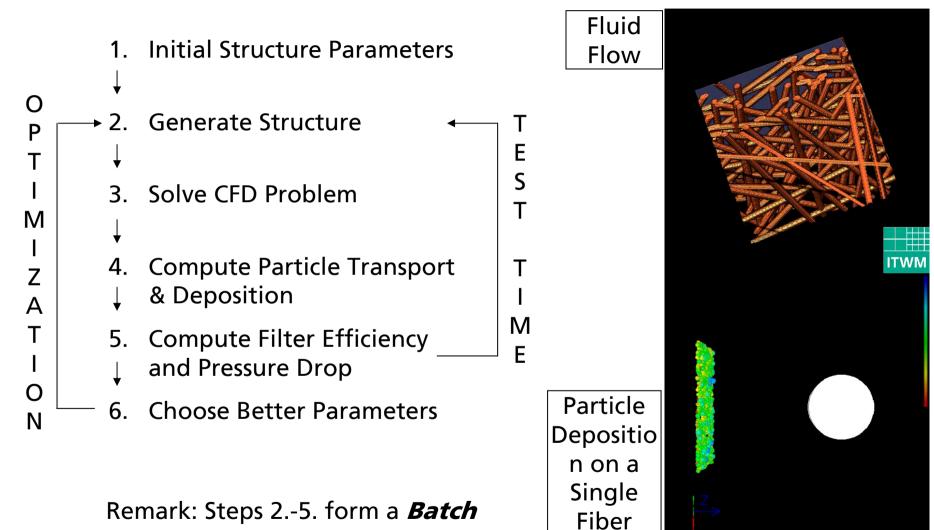






Approach – Filtration Simulation





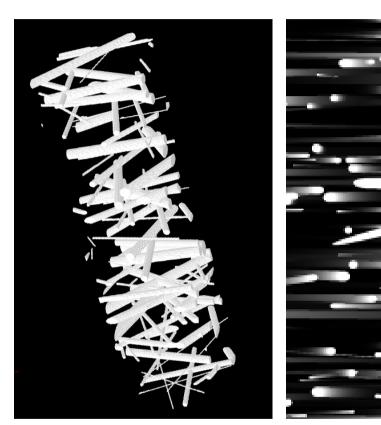


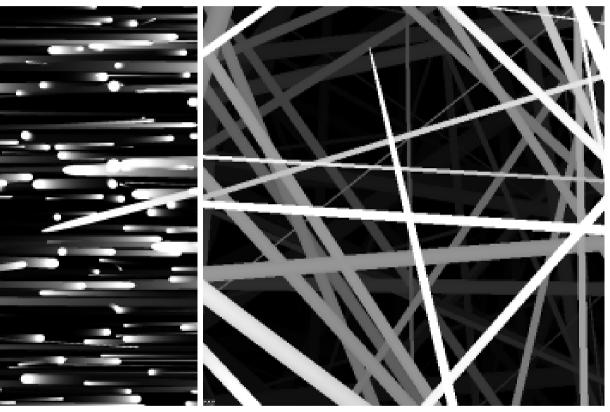




Approach – Virtual Oil Filter Media GEO DICT







3D Fiber Structure and Cross Sections of a Virtual Medium (from Lehmann et al, WFC 2008, Leipzig, Germany)

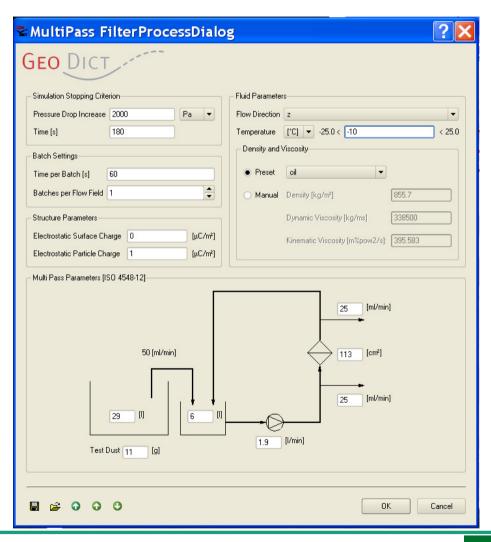






Approach – Simulation Controls











Approach – Latest Improvements



- Accounting for the Transition from Depth to Cake Filtration
- Filling a 3D Volume vs. Depositing on a 2D Surface
- Leading to Big Time Steps in the Beginning of the Multi Pass Simulation
- Providing Accurate Time Stepping in the End

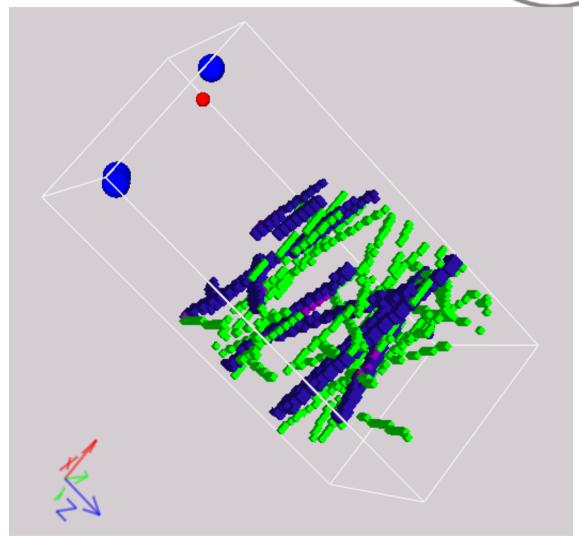






Results





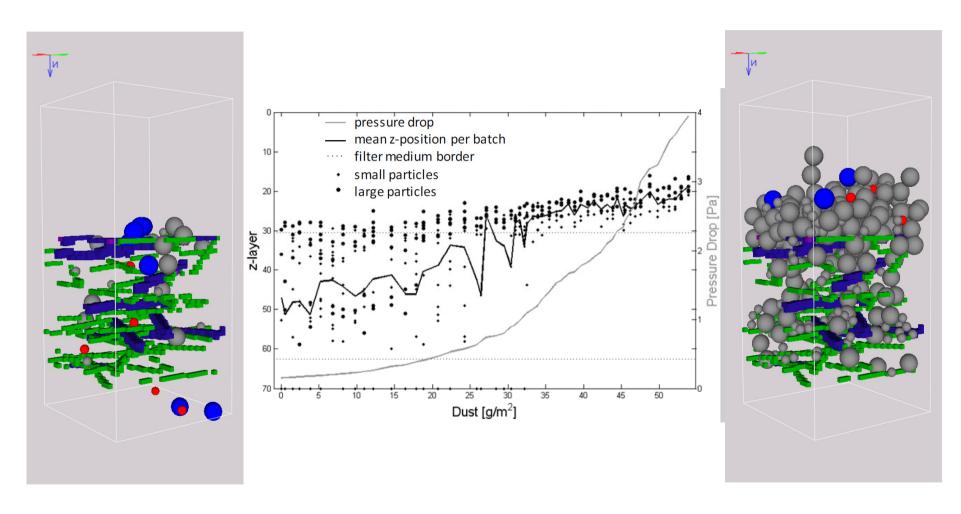






Results







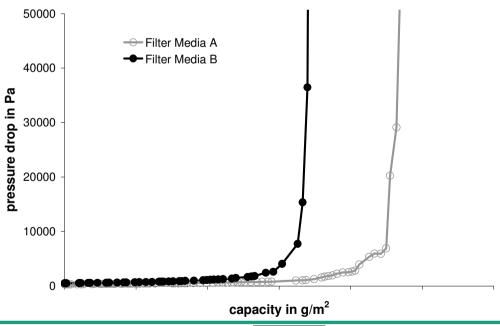




Future Work



- Application of New Methodology to Real Media
- Validation by Experiments
- To be Presented at AFS 2011 Annual Conference, Louisville, KY









Conclusion



- Successful Implementation of Adaptive Time Stepping
- Stepping Applied According to the Filtration Regime
- Deposition Pattern and Slope of Pressure Drop Resembles Testing Results
- Big Time Steps When Acceptable, Small Time Steps When Necessary
 - Speed-up of Simulation Expected
 - Potentially Physically Better Results Due to Reduced Particle Overlap
- Mean Depth Coordinate is a Promising Candidate for Clogging Point Detection





