## **NUMERICAL INVESTIGATION OF FLUID-**

## **STRUCTURE INTERACTION NEAR THE SEA-BED**

### **SHEN LINWEI**

(B. Sci., SCUT; M. Eng., NUS)

A THESIS SUBMITTED FOR THE DEGREE OF DOCTOR OF PHILOSOPHY DEPARTMENT OF CIVIL ENGINEERING NATIONAL UNIVERSITY OF SINGAPORE 2007

### **Acknowledgements**

I have been fortunate in my studies to have an adviser, Professor Chan Eng Soon. Without his support and consistent encouragement, the thesis cannot be successfully completed. I therefore would like to express my deepest appreciation to Prof. Chan for his many years of guidance, insights, and high standards of quality which made this work possible.

I would like to thank Professor Philip L.-F. Liu at Cornell University and Professor Lin Pengzhi of Civil Engineering Department for their valuable conversations and advice. I have also benefited from the interaction with many people and many thanks go to them. I would also like to thank Professor Yeo Khoon Seng of Mechanical Engineering Department for his insightful comments on my work.

I thank my colleagues at Physical Oceanography Research Lab, Tropical Marine Science Institute. I thank Zhu Xinzhao, Lim Sin Hwei Lydia, Sundarambal Palani, Ma Peifeng, Oleksandr Nesterov, Karanam A P Roopsekhar, Zhang Qingyu, Zhang Hong, Pang Wei Chong, Sannasiraj S.A. for their discussions and help. Special thanks go to Choo Heng Kek, Goh Kim Leng, Tay Yen Hai Harold for their technical support on the computational resources. I would like to thank all staff in Tropical Marine Science Institute for their all kind assistance.

I must thank my family. I would like to thank my parents, wife Zhang Hong and daughter Jingjing for their love and support. I would like to dedicate this dissertation to my late Grandma.

### **CONTENTS**











#### **Summary**

In this dissertation, two- and three-dimensional numerical models have been developed to study the physics of fluid-structure interactions near the sea bed. Apart from the details of flow separation and vortex generation, the models have been developed with the ability to model arbitrary moving boundaries, including the free surface and the boundary of a moving solid object, in inertial Cartesian coordinate system without the need for grid regeneration. The two-dimensional model solves the Navier-Stokes equations directly. The three-dimensional model is based on the filtered Navier-Stokes equations, in which the large eddies are solved explicitly and the subgrid-scale flow effects are modeled using a dynamic eddy viscosity model.

A numerical scheme based on immersed boundary (IB) method has been developed to capture the physics of fluid interactions with both stationary and moving objects. Based on the IB methodology, general formulae have been derived to calculate the hydrodynamic force components acting on objects of arbitrary shapes, either stationary or in motion. The formulae highlight the fact that the imposed force term introduced in the IB method contributes to both the force applied by the object on the fluid and the unsteady flow inside the virtual space occupied by the object in the IB formulation. The derived formulae are particularly useful when dealing with objects in unsteady motion. Several case studies, including the simulation of the vortex-induced vibration (VIV) of a circular cylinder, are carried out in the thesis to demonstrate the flexibility of the IB scheme.

In the integrated modeling effort, free surface motions are tracked with the Volume of Fluid (VOF) method including the use of a piecewise linear interface calculation (PLIC) scheme. The free surface boundary condition for the pressure is accurately satisfied in the computation.

Both the IB and VOF methods have been validated separately by carrying out various case studies in two and three dimensions. In addition, the combined twodimensional IB-VOF model has also been rigorously validated by carrying out several case studies, including the simulations of a solitary wave passing over a shelf and a submerged rectangular object, progressive periodic waves propagating over a submerged trapezoid, and wave generation induced by a moving bed. The numerical results compared very well with the experimental data and numerical results reported by other researchers, including the details of free surface evolutions and the velocity field near the object. These case studies not only exhibit the model's capability in predicting the nonlinear free surface movement accurately in the presence of a submerged stationary object of regular/irregular geometry, but also demonstrate the model's ability to deal with the moving solid boundary in a flexible manner.

The well-validated IB-VOF model has been applied to simulate the progressive periodic waves propagating over a circular cylinder close to or sitting on the bed. The mechanism of the boundary layers separation, vortex shedding and advection of vortices is explored by carefully examining the instantaneous flow fields in the first two wave cycles. For the case of a small separation gap between the cylinder and the sea bed ( $e = 0.1D$ ), the flow is characterized by a jet-like flow between the cylinder and the bed and the vortex shedding mode is found to be of the type '2P+S'. In the case of a cylinder sitting on the bed ( $e = 0$ ), a vortex pair (or vorticity concentration pair) is formed in each half wave cycle and the vortex shedding mode is 'P+S'. In the latter case, the vortex pair rotates due to the unequal strengths of the two vortices and therefore moves towards the bed. This mechanism, together with the bed-shear stress distributions, clearly explains the possible occurrence of local scouring which is also observed in laboratory experiments.

The integrated three-dimensional model has also been carefully validated by simulating the cases of a solitary wave passing over a submerged rectangular body and a uniform flow over a bed-mounted short circular cylinder. The model's capability in handling three-dimensional objects of complex geometry is demonstrated. The numerical model has been applied to examine the case of regular waves propagating over a bed-mounted horizontal short circular cylinder. In this study, the Reynolds number is around 40,000 and the Keulegan-Carpenter (KC) number is about 3.5. A vortex is generated and shed behind the cylinder in each half wave cycle and the end effect is very small. Under this condition, the numerical results show that the three-dimensional model can still predict reasonable flow fields to some extent.

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A2 Arrangement of the fine and coarse grids. Solid lines represent the fine



# **List of Symbols**





*m*\* Dimensionless cylinder mass

 $m_d$  =  $\rho \Lambda$ , fluid mass occupied by the submerged solid object n Normal vector; number of the oscillation cycle *n* Normal vector p Fluid pressure P Matrix with discrete pressure  $p_{i,j}$ Pe Grid Peclet number Re Reynolds number  $\overline{S}_{ij}$  Strain-rate tensor  $S_{out}$  Bounding surface of domain  $\Omega'$ *St* Strouhal number t Time T Wave period; oscillating flow period  $t_c$  **Bed motion duration time** *U*<sub>∞</sub> Amplitude of incoming oscillating velocity or oscillating speed  $u, v, w$  Fluid velocity component in x-, y-, and z-direction  $\hat{u}, \hat{v}, \hat{w}$  Fluid velocity component in  $\hat{x}$  -,  $\hat{y}$  -, and  $\hat{z}$  -direction  $\widetilde{u}, \widetilde{v}, \widetilde{w}$ Intermediate fluid velocity component in  $x-$ ,  $y-$ , and  $z$ -direction  $u<sub>b</sub>$  Incoming horizontal velocity amplitude near bed  $u_c$  Uniform current velocity  $u_w$  Horizontal velocity amplitude associated with wave motion  $u_{\tau}$  Friction velocity V Volume of a cell x Longitudinal coordinate in Cartesian system

- $x_e$ ,  $x_s$  Start and end points of a numerical sponge layer in x-direction
- $x_R, x_L$  Distances from two scouring holes (on the each side of the cylinder) to the cylinder
	- y Lateral coordinate in Cartesian system
	- z Vertical coordinate in Cartesian system
- $z<sub>b</sub>, z<sub>f</sub>$  Bottom and free surface positions of a numerical sponge layer in zdirection
- $\hat{x}$ ,  $\hat{y}$ ,  $\hat{z}$  Coordinates in body-fixed Cartesian system

#### **Greek Symbols**



- $\alpha_f$  Artificial negative coefficient in feedback forcing model
- $\beta_f$  Artificial negative coefficient in feedback forcing model
- Γ Strength of vortex or vorticity concentration
- Γ<sup>\*</sup> Dimensionless parameter of Γ, Γ<sup>\*</sup> = Γ/π $u<sub>b</sub>D$
- $\delta_{ij}$  Kronecker delta
- $\overline{\Lambda}$  Filter width
- ∆*t* Time step
- ∆*x* , ∆*y* ,∆*z* Grid size in x-, y- and z-direction respectively
	- $\varepsilon$  Internal energy; prescribed small positive value
	- $\eta$  Kolmogorov scale
	- $\theta$  Cylinder orientation
- $\theta_s$  Flow separation angle
- $\kappa$  Wave number; artificial coefficient in feedback forcing model
- $\lambda_2$  Second largest eigenvalue of a symmetric tensor used to identify a vortex
- Λ Volume of the enclosed domain Ω''
- $\mu$  Dynamic viscosity coefficient
- $\nu$  Kinematic molecular viscosity coefficient
- $v_T$  Eddy viscosity coefficient
- ξ Distance of the sea-bed movement
- $\xi_0$  Bed motion displacement
- $\pi$  =3.141592654... partition coefficient
- $\rho$  Fluid density
- <sup>τ</sup> Stress
- $\omega$  Flow vorticity; oscillating frequency; angular velocity of the rotating cylinder
- $\omega_k$  Weight function
- $\omega_i$  *i*-th mode frequency
- $\Omega$  Flow domain bounded by  $S_{out}$  and  $S_b$
- $\Omega'$  Flow domain equals  $\Omega + \Omega''$
- $\Omega$ <sup>''</sup> Virtual flow domain enclosed by  $S_h$
- Ψ Stream function

#### **Subscripts**

- *b* Solid boundary
- *c* Cylinder



- *i, j, k* Grid position
- *n* Normal direction
- *rms* Root-mean-square
- $S_b$  Body surface
- $x, y, z$  Components in  $x, y, z$  direction
	- *w* Wall

### **Superscripts**

- *n* Number of time step lengths
- *+* In wall unit