

# The response of wall turbulence to streamwise-traveling waves of spanwise wall velocity

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# Outline

- 1 Background
- 2 The traveling waves
- 3 Results
- 4 Interpretation

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# Spanwise wall forcing of turbulence

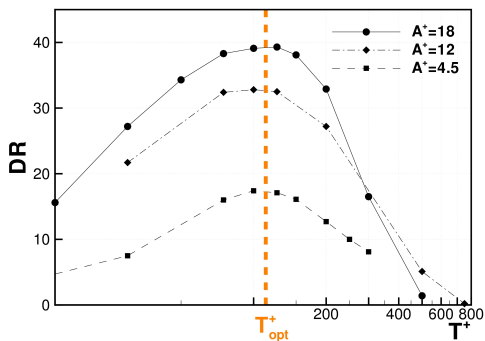
A long story made short

- 1985 Bradshaw & Pontikos 1985: **sudden** spanwise pressure gradient
- 1992 Jung et al. 1992: **harmonic** spanwise wall oscillation
- 1993- many papers on the oscillating-wall technique

# Spanwise wall oscillation: the essentials

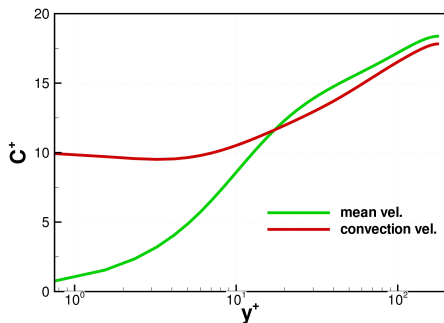
$$w(x, y = 0, z, t) = A \sin(\omega t)$$

- High levels of **turbulent friction drag reduction**
- Basic mechanism still elusive
- Existence of an **optimum period  $T_{opt}$**
- Unpractical because of moving parts



# An important concept: the convection velocity

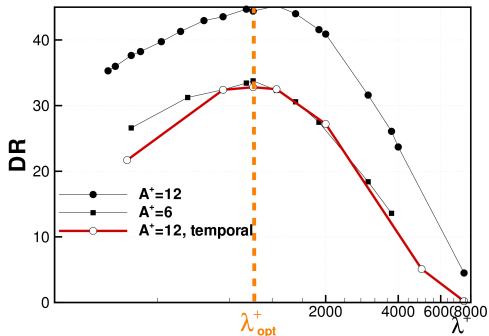
- Turbulent fluctuations **at the wall** possess a convection velocity
- Known concept (Kreplin & Eckelmann) in the '70
- Re-discovered (!) by Kim & Hussain '93
- Re-re-discovered (!! ) by Quadrio & Luchini '03



# The oscillating wall made stationary

$$w(x, y = 0, z, t) = A \sin(\kappa x)$$

- Convection allows translating the oscillation into a **steady forcing**
- Existence of an **optimal wavelength**  
 $\lambda_{opt} = U_w T_{opt}$
- Easily implemented as a **passive device** (sinusoidal riblets, other roughness)



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# The traveling waves: an obvious curiosity

$$w = A \sin(\omega t)$$

Oscillating wall

- Infinite phase speed

$$w = A \sin(\kappa x)$$

Steady waves

- Zero phase speed

$$w = A \sin(\kappa x - \omega t)$$

Traveling waves

- Phase speed  
 $c = \omega / \kappa$

# A numerical DNS study

- DNS pseudo-spectral code
- Parallel strategy to exploit commodity hardware (Luchini & Quadrio JCP 2006)
- Powerful **dedicated** system with 268 dual-core Opteron CPUs, 280GB RAM, 40TB disk space



# A large parametric study

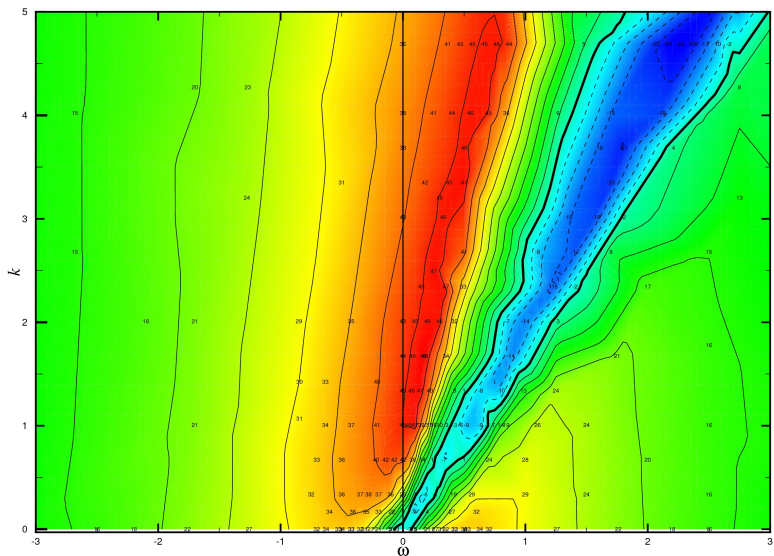
- Turbulent channel flow at  $Re_\tau = 200$
- Standard domain size:  $L_x = 6\pi h$ ,  $L_y = 2h$  and  $L_z = 3\pi h$
- Standard spatial resolution:  $N_x = 320$ ,  $N_y = 160$  and  $N_z = 320$
- Long averaging time
- More than 250 simulations
- Approx. **4 centuries** of CPU time

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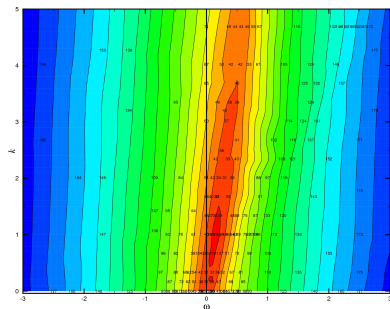
# Unexpected results!

Waves may yield both DR and DI



# How much power to generate the waves?

- Power  $\sim w \partial w / \partial y|_{y=0}$
- Upper bound to energetic cost
- Similar to drag reduction map!
- Ratio of energy save to cost up to **30:1**
- Up to 25% net energy save

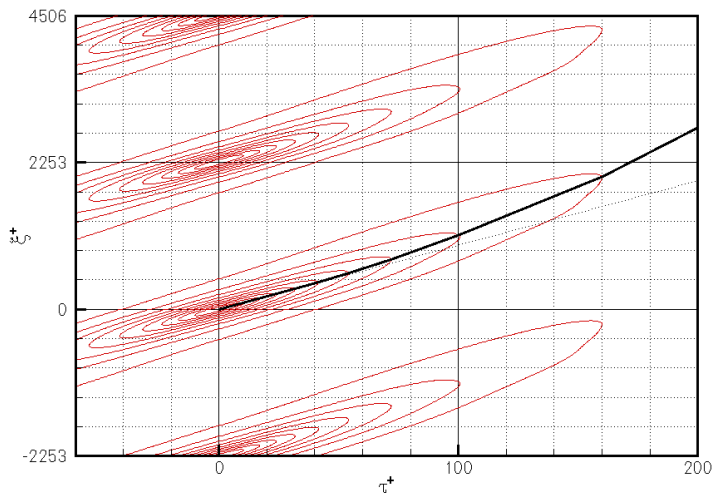


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# Understanding the physics

The lifetime  $T_\ell$  of turbulent structures

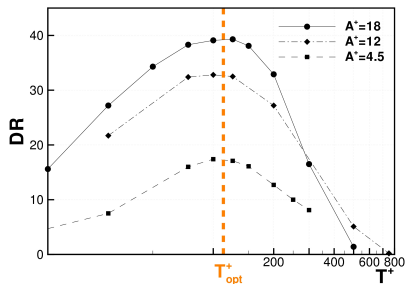




# Unsteadiness in the convecting reference frame

## Oscillating wall

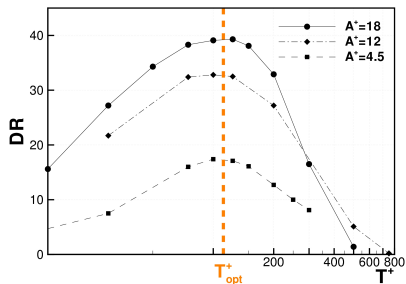
- Forcing on a timescale  $\gg T_\ell$  does not yield DR
- Timescale: oscillation period  $T$



# Unsteadiness in the convecting reference frame

## Oscillating wall

- Forcing on a timescale  $\gg T_\ell$  does not yield DR
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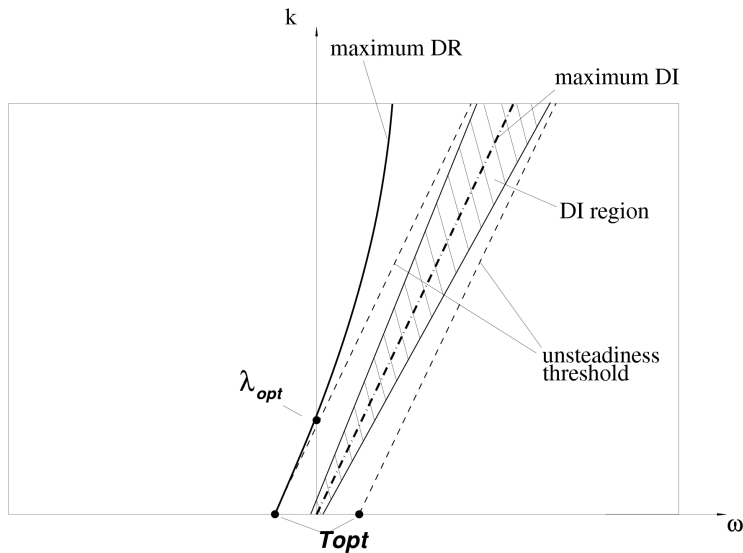
## Traveling waves

- Forcing on a timescale  $\gg T_\ell$  does not yield DR
- Timescale: oscillation period  $\mathcal{T}$  as seen in a **convecting reference frame**

$$\mathcal{T} = \frac{\lambda_x}{U_w - c}$$

- $U_w$ : convection velocity at the wall
- $c = \omega/\kappa$ : phase speed

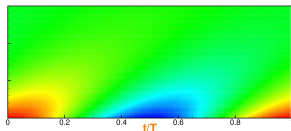
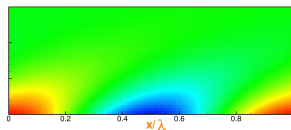
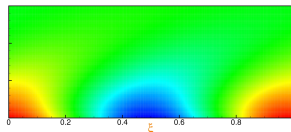
# How spanwise forcing really works (1)



# One step back

Extending the laminar Stokes solution

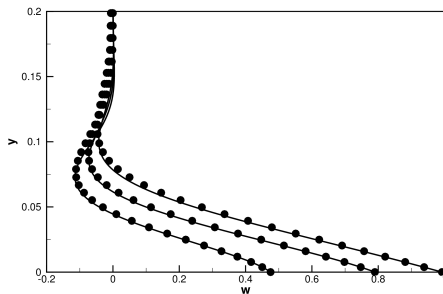
- Laminar case
- Transverse, alternating boundary layer
- Qualitative similarity


 $w(y, t)$ 

 $w(y, x)$ 

 $w(y, x - ct)$

# The generalized Stokes layer

An analytical approximate solution

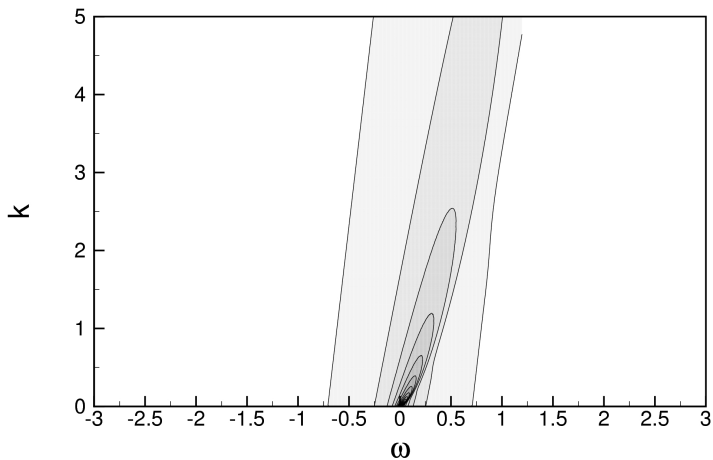
$$w(x, y, t) = A \Re \left\{ C e^{2\pi i(x-ct)/\lambda_x} \text{Ai} \left[ e^{\pi i/6} \left( \frac{2\pi u_{y,0}}{\lambda_x \nu} \right)^{1/3} \left( y - \frac{c}{u_{y,0}} \right) \right] \right\}$$



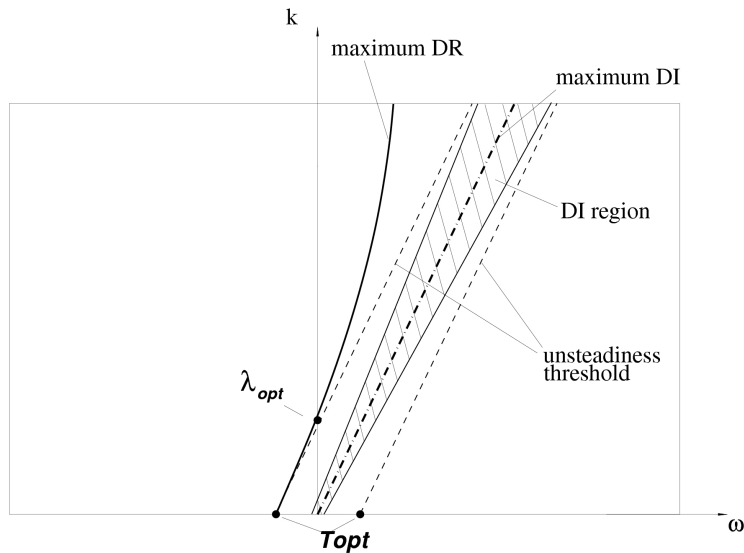
- $\delta_{GSL} \ll h$
- Neglect streamwise viscous diffusion
- Threshold velocity to discriminate flow regimes

# Using the GLS solution

Thickness of the GLS



## How spanwise forcing really works (2)



# Future work

- Understanding scaling properties of DR (laminar solution available!)
- **Really** understanding how spanwise forcing really works
- Real device?