

Davide Gatti<sup>1,2</sup>, Maurizio Quadrio<sup>1</sup>

# Turbulent Drag Reduction at Moderate Reynolds Numbers via Spanwise Velocity Waves

<sup>1</sup>POLITECNICO DI MILANO

<sup>2</sup>CENTER OF SMART INTERFACES  
Technische Universität Darmstadt

# Turbulent skin-friction Drag Reduction

## Motivation

- **Economical** benefits
- **Environmental** benefits
- Better **understanding** of turbulence

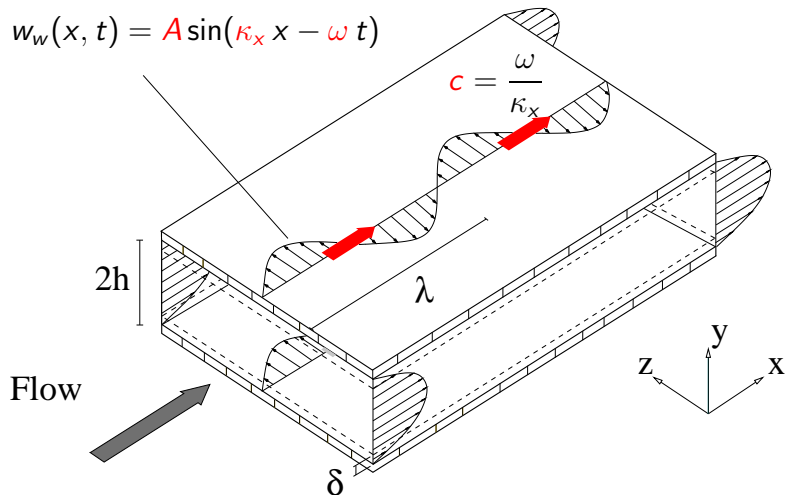
## Our focus

- The effects of  $Re$  on a particular control strategy

## A promising strategy

Streamwise-traveling waves of spanwise wall velocity (Quadrio *et al.*, JFM 2009)

$$w_w(x, t) = A \sin(\kappa_x x - \omega t)$$



## High performances

Drag reduction rate:

$$R = \frac{P_0 - P}{P_0}$$

Input power:

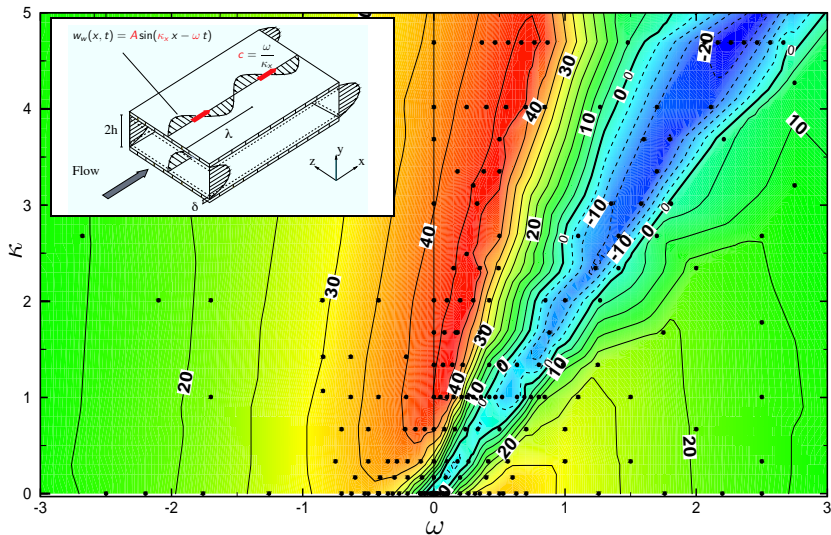
$$P_{in} = \frac{1}{L_x L_z T} \int_0^{L_x} \int_0^{L_z} \int_0^T w_w \frac{\partial w}{\partial y} dt dx dz$$

Power saving rate:

$$S = R - \frac{P_{in}}{P_0}$$

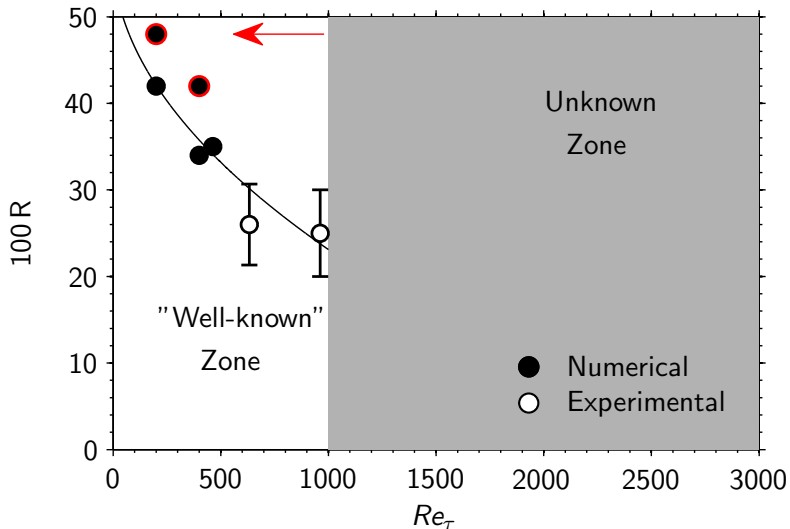
# High drag reduction achievable

(Quadrio *et al.*, JFM 2009)



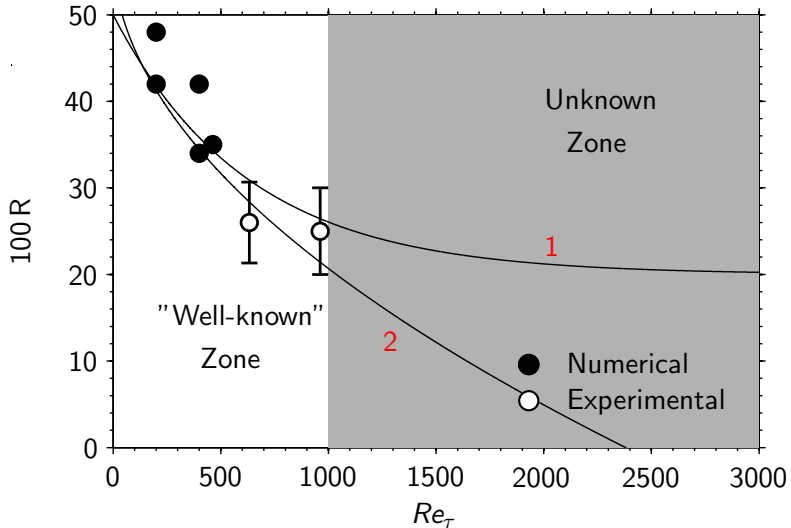
# What happens at high $Re$ ?

Two possible scenarios



# What happens at high $Re$ ?

Two possible scenarios



## Several means of investigation

high	RANS	exceeds present modeling skills
	LES	our attempt: Smagorinsky model fails Touber and Leschziner, JFM 2012 : high computational costs and low reliability
	DNS	prohibitive computational costs for a <b>parametric study</b>
none	Experiments	difficult drag measurements and more



## Our approach

Up to  $Re_\tau = 2000$  with DNS of channels of reduced size

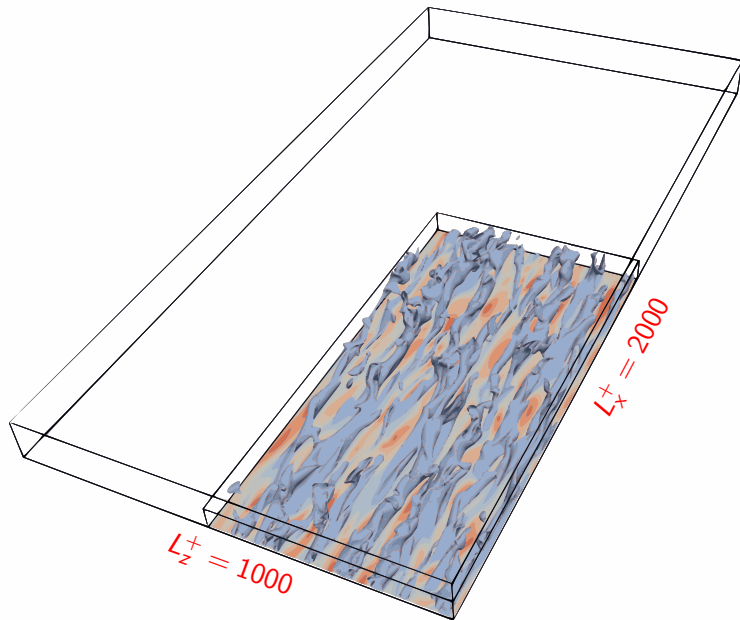
### Pros

- No modeling errors
- No resolution errors

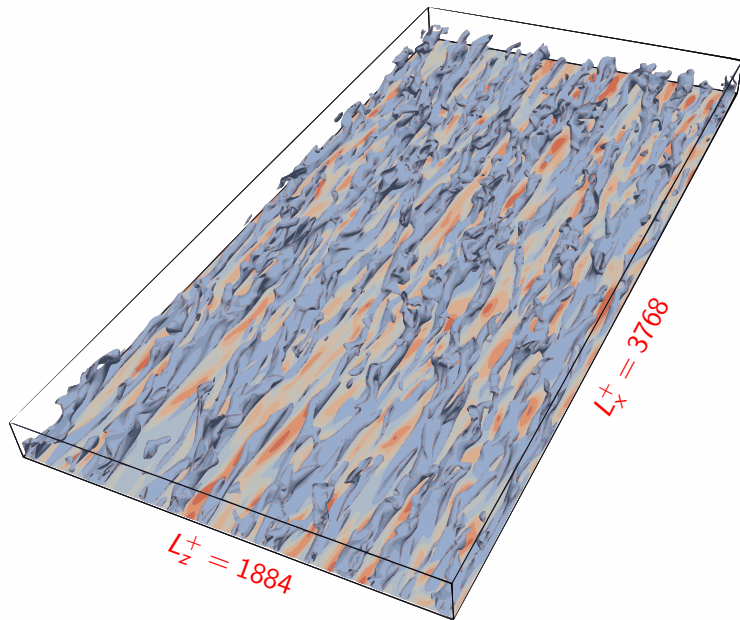
### Cons

- Discretization errors at the large scales

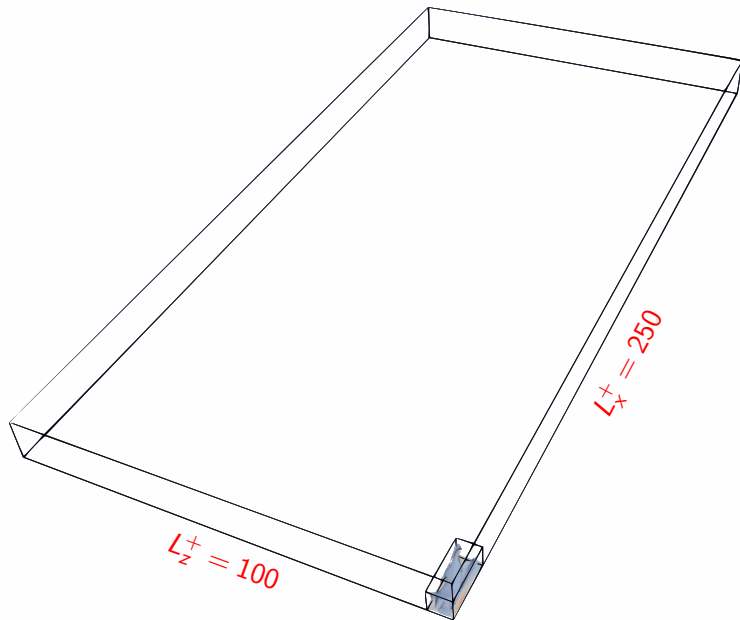
# Neither minimal nor full



# Neither minimal nor full



# Neither minimal nor full

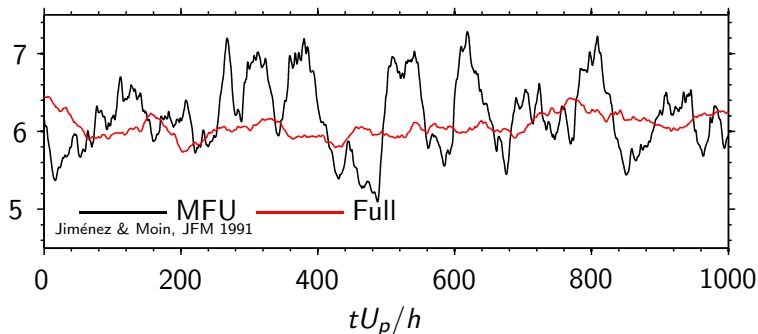


## Simulation time

Larger **fluctuations** of the **space-averaged** wall shear ( $\Omega$ )

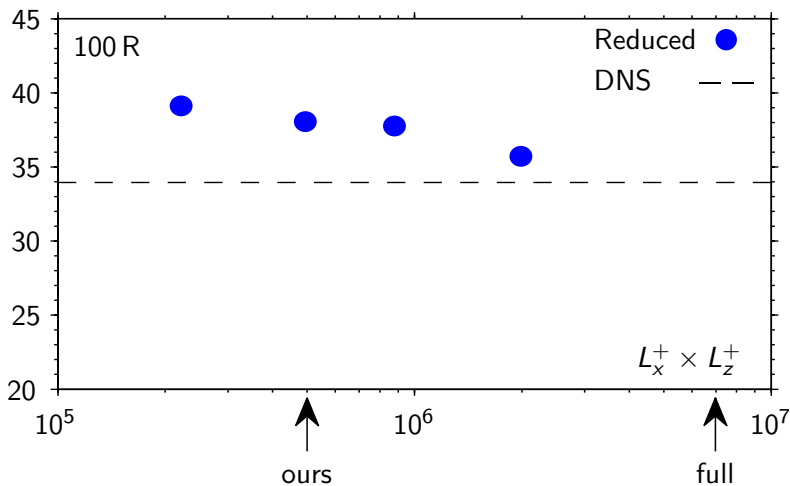
$$\Omega \text{ treated as a measure: } \sigma_{\Omega} = C \frac{\sigma_{\Omega}}{\sqrt{T_{sim}}}$$

optimal compromise between **space and time** average



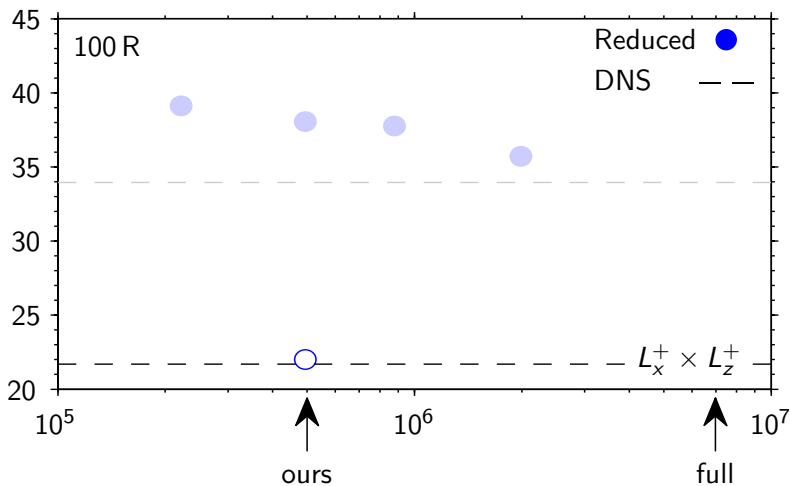
# Effects on drag reduction

$\kappa_x = 0$  (oscillating wall)



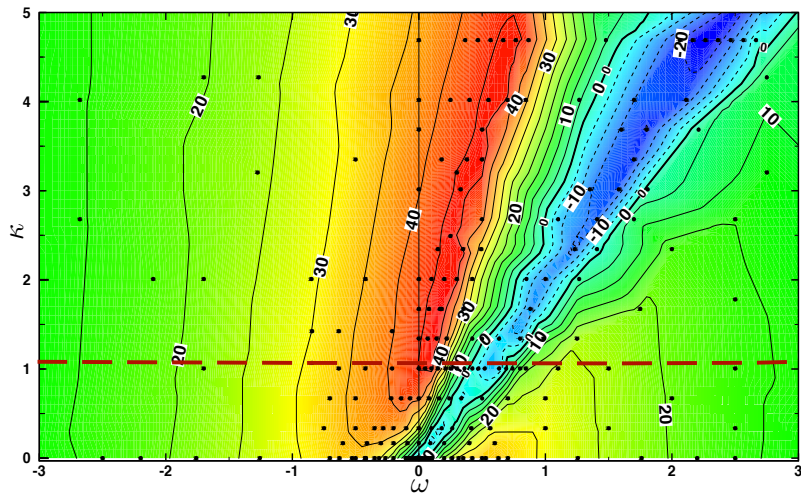
# Effects on drag reduction

$\kappa_x = 0$  (oscillating wall)



# Wave parameters

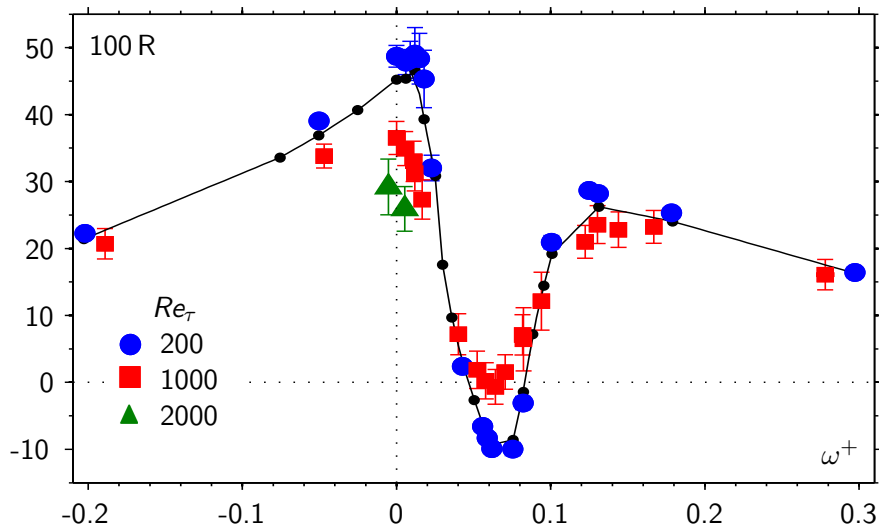
$$\lambda_x^+ = 1256$$





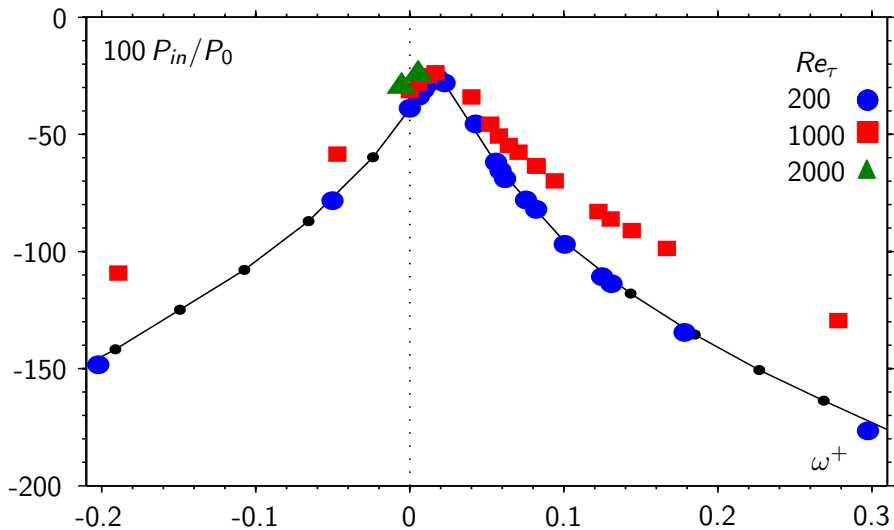
# Drag reduction

$$\lambda_x^+ = 1256$$

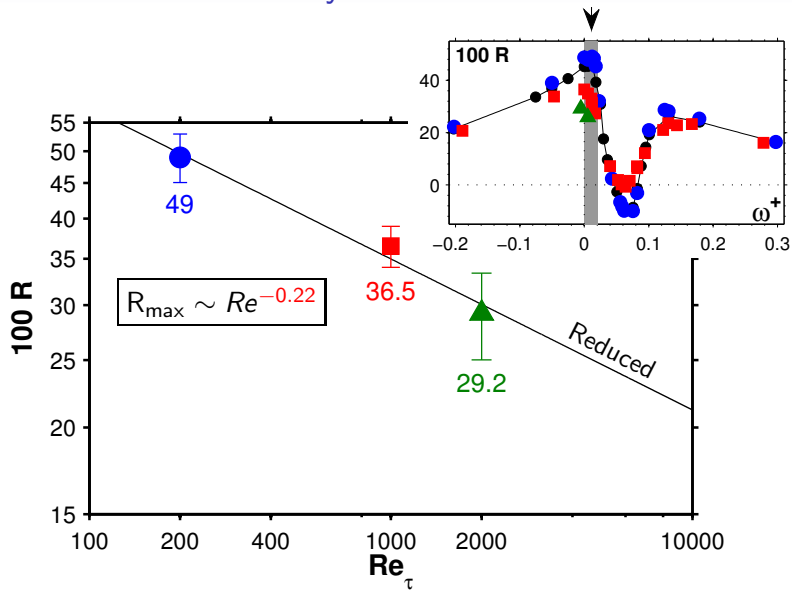


## Input power

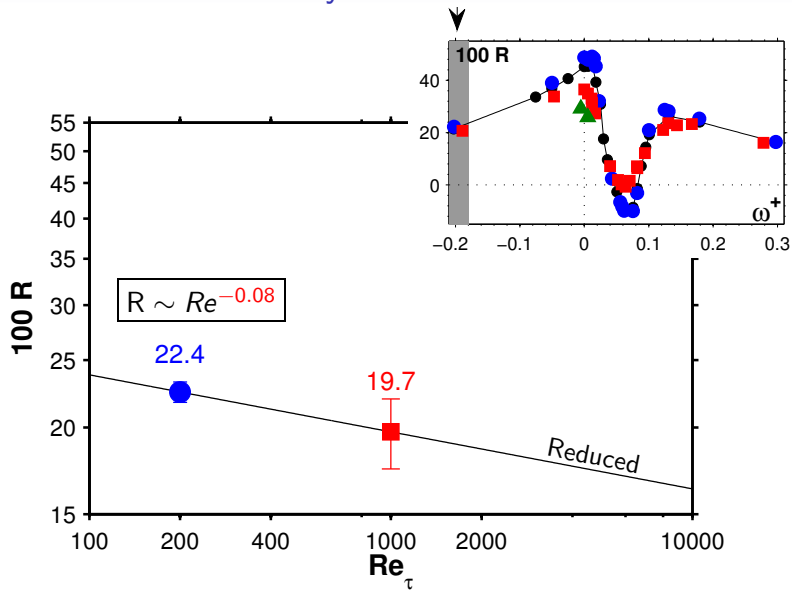
$$\lambda_x^+ = 1256$$



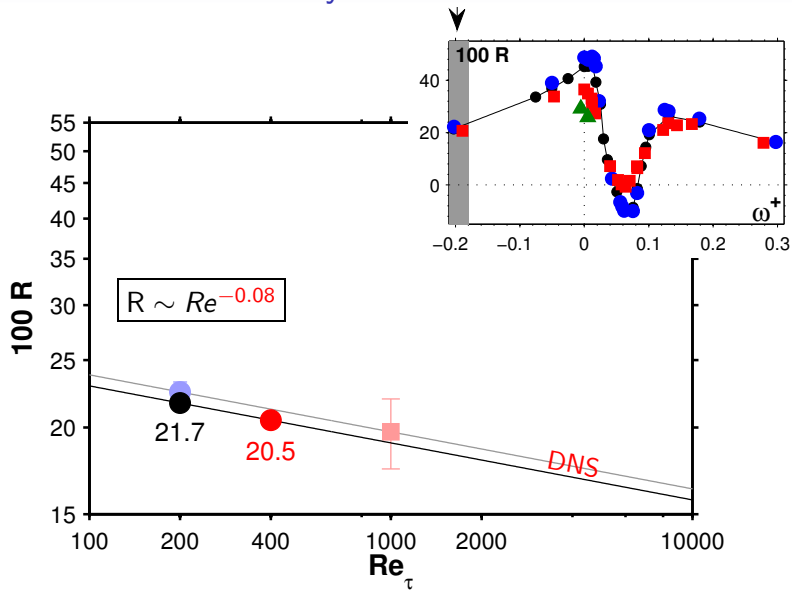
## Reynolds effect



## Reynolds effect



## Reynolds effect



# “Conclusions”

$$R \sim Re_T^{-0.22}$$

## “Conclusions”

...or even better!

$$R \sim Re_T^{-0.08}$$

S increases with  $Re$

## A broader result

Need for extensive **parametric** studies

focusing on optimal parameters gives a limited view!



Davide Gatti<sup>1,2</sup>, Maurizio Quadrio<sup>1</sup>

# Turbulent Drag Reduction at Moderate Reynolds Numbers via Spanwise Velocity Waves

<sup>1</sup>POLITECNICO DI MILANO

<sup>2</sup>CENTER OF SMART INTERFACES  
Technische Universität Darmstadt

## Box size

$$L_x^+ = 1000 \div 2000 \qquad L_z^+ = L_x^+ / 2$$

### Criteria:

- “Healthy” turbulence up to  $y_d$  apart from wall if  $L_z^+ = 3y_d^+$  and  $L_x^+ \approx h^+$  (Florez and Jiménez, PoF 2010)
- At least one wavelength long  $L_x = 2\pi/\kappa_x$

## Simulation data

Simulation time:

$$T_{sim}^+ = 12000 \div 24000$$

Resolution:

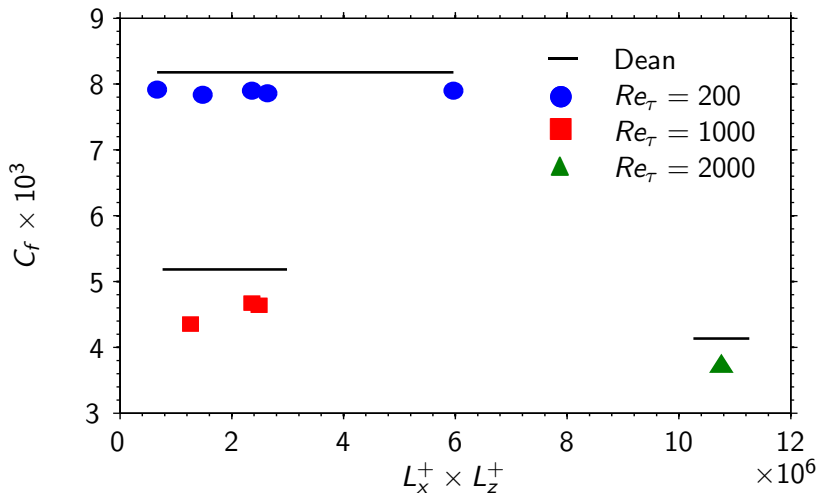
$$\Delta x^+ = \Delta z^+ = 10 \quad \Delta y^+ < 4$$

Grid points:

$$128 \times Re_\tau / 2 \times 64 \quad 192 \times Re_\tau / 2 \times 96$$

# Effects on wall skin friction

Fixed wall



# Effects on input power

$$\kappa_x = 0$$

