#### Turbulence

SOE3211/2 Fluid Mechanics lecture 5

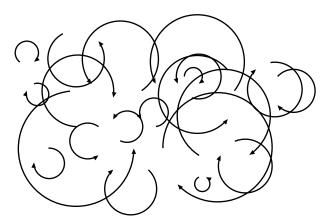
# 5.1 Turbulence (A)

Turbulence is difficult to define precisely – easier to discuss its properties :

- state of fluid motion characterised by complex, chaotic motion
- quasi-random motions
- often described in terms of turbulent eddies of different scales in the flow
- ullet vorticity represents strength of eddies

Where does it occur?

- Wall turbulence: walls (turbulent b.l.), pipes etc
- Free turbulence : wakes, jets



Individual eddies obey NS equations (one solution technique is to compute them – Direct Numerical Simulation, DNS).

Individual eddies interact + tend to break up. Energy in turbulence

- 1. starts off in large scale eddies
- 2. is transmitted to smaller and smaller eddies
- 3. until it ends up in the smallest possible eddies

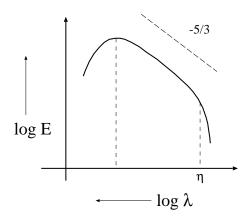
The smallest eddies are those dominated by viscous effects : their energy is dissipated as heat.

This pattern is known as the turbulent cascade. If we plot the energy  $\log E$ 

versus a characteristic length of the eddy

 $\log \lambda$ 

we get an  $energy\ spectrum$ :



Note

- 1. Kolmogorov length scale  $\eta$  where viscous effects dominate, i.e.  $\mathcal{R}e_{\eta}=\frac{u'\eta}{\nu}\sim 1$
- 2. Slope of energy cascade is -5/3

# 5.2 Description of turbulence (v2)

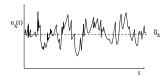
Question: how are we going to characterise such a complex flow?

Imagine measuring  $u_x$  in a laminar flow:



In a turbulent flow the graph would look like this:

Describe this as 'fluctuations' around an 'average' value



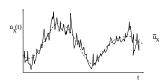
Define the time average of  $u_x$ 

$$\overline{u_x} = \frac{1}{\Delta t} \int_{t}^{t+\Delta t} u_x(t) dt$$

How big is  $\Delta t$ ? Depends on the case :

- If the flow is quasi-steady,  $\Delta t$  can be as long as practical.
- If the flow varies with timescale  $t_{var}$  (eg. a periodic flow)  $\Delta t \ll t_{var}$

Non-steady flow:



However the time average only describes  $\mathit{part}$  of the flow. Introduce the fluctuation  $u_x'$ 

$$u_x(t) = \overline{u_x} + u'_x$$

Fairly obviously,  $\overline{u_x'} = 0$ 

However

$$\overline{{u_x'}^2} \neq 0$$

 $\frac{1}{2}\overline{{u_x'}^2}$  is one component of a kinetic energy

$$k = \frac{1}{2} \left( \overline{u'_x}^2 + \overline{u'_y}^2 + \overline{u'_z}^2 \right)$$

- the turbulent kinetic energy

If the turbulence is isotropic, then

$$\overline{{u_x'}^2} = \overline{{u_y'}^2} = \overline{{u_z'}^2} = \overline{{u'}^2},$$

and

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

We can also consider the rate of dissipation of turbulent kinetic energy. This is usually denoted  $\epsilon$ .

### 5.3 Effects of turbulence (A)

2 main effects here:

- 1. Dissipation of flow energy the turbulent motion contains kinetic energy unrelated to the mean motion of the fluid
- 2. Diffusive effects

Consider a particle in the flow. This particle will be swept along by successive eddies, and thus be transported from its starting point.

Neighbouring particles may see different eddies, and end up a long way apart.

Similar to the 'random walk' molecular process for real diffusion in gases

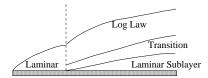
— thus turbulence produces a diffusive effect.

# 5.4 Turbulent Boundary Layers (A)

We note the following

- 1. There has to be a laminar region close to the wall
  - wall layer/viscous sublayer
  - $\tau_{visc} \gg \tau_{turb}$
- 2. Far from the wall there will be a turbulent region where  $\overline{u}$  regains the free stream velocity
  - free turbulent/log-law region
  - $\tau_{visc} \ll \tau_{turb}$
- 3. In between: an intermediate region
  - wall turbulent/transition region
  - $\tau_{visc} \sim \tau_{turb}$

The boundary layer may start laminar + become turbulent



Transition will depend on  $\mathcal{R}e_x$ , as defined before :

$$\mathcal{R}e_x = \frac{U_{\infty}x}{\nu}$$

- Above  $\mathcal{R}e_x \sim 5 \times 10^5$  the b.l. is turbulent.
- Below  $\mathcal{R}e_x \sim 10^5$  it is laminar
- Transitional for intermediate values
- Turbulence can be triggered early by rough surfaces
- Or can remain laminar if the surface is very smooth