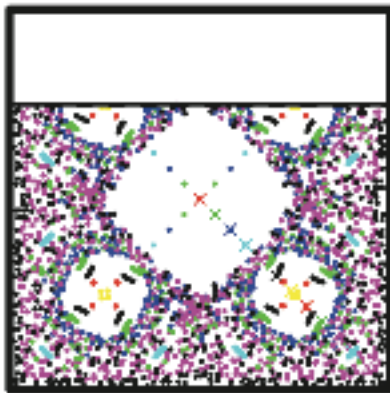
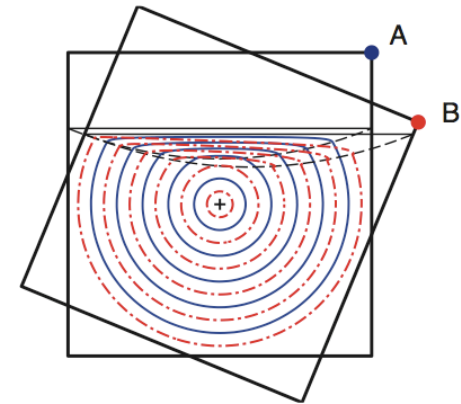


Granular mixing in quasi-two-dimensional tumblers with a vanishing flowing layer



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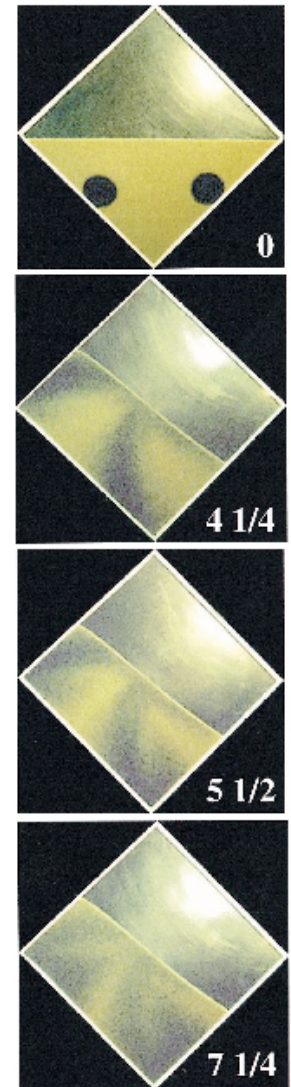


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Introduction

- Flowing granular matter is a **complex system** far from equilibrium.
- A general theory hasn't emerged but mixing in the rolling/continuous flow regime can be understood in terms of **geometry** and **kinematics**.
 - Dynamical systems framework exists: can use concepts such as hyperbolic vs. elliptic periodic points, Poincaré sections, etc.
 - Paradigm of mixing by **chaotic advection** (from fluids) applies.
- But, chaotic mixing of **monodisperse** granular matter is fundamentally different from fluid mixing.
 - Streamline crossing vs. streamline jumping.
 - Linked twist maps vs. piecewise isometries.



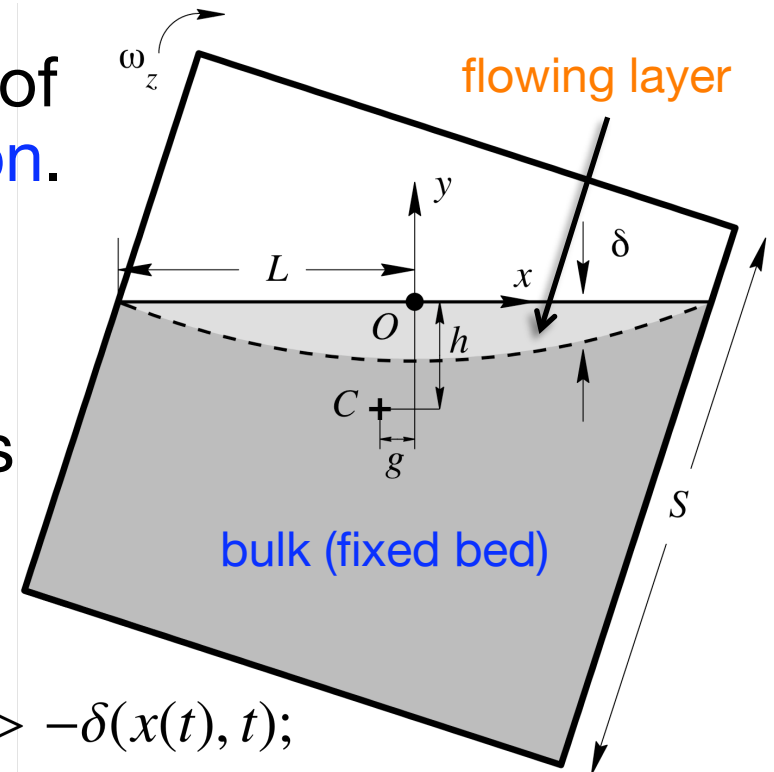
Khakhar et al. 1999

Quasi-2D Tumbled Granular Flows

- Can identify two distinct modes of flow: **simple shear** & **solid rotation**.
- Flowing layer translates in time.
- Under a **continuum description**, focusing on the kinematics leads to a **dynamical system** for the pathlines in the flow:

$$\frac{d}{dt}x(t) = \begin{cases} v_x(x(t), y(t), t), & y(t) > -\delta(x(t), t); \\ \omega_z[y(t) + h(t)] - \dot{g}(t), & \text{otherwise.} \end{cases}$$

$$\frac{d}{dt}y(t) = \begin{cases} v_y(x(t), y(t), t), & y(t) > -\delta(x(t), t); \\ -\omega_z[x(t) + g(t)] - \dot{h}(t), & \text{otherwise.} \end{cases}$$



The Basic Model & Assumptions

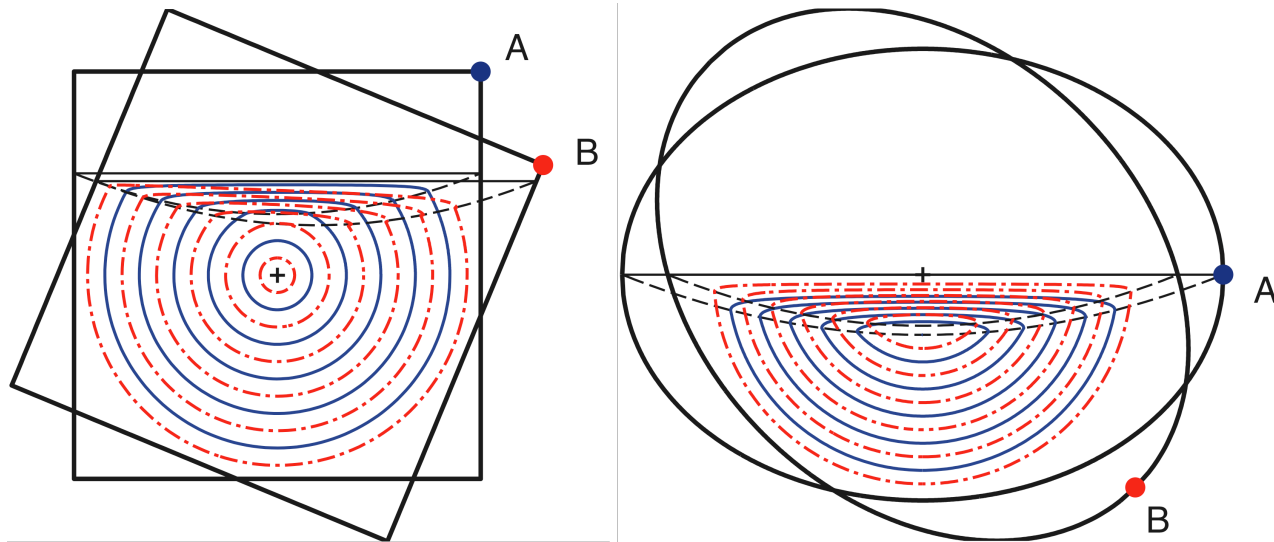
1. “Bulk” (depth-averaged) streamwise velocity v_x is independent of position. (Khakhar et al. 1999)
 - Streamwise velocity in the flowing layer is linear in depth.
2. Flowing layer adjusts **instantaneously** to changes in orientation: $\delta_0(t)/L(t) = \text{const.} := \epsilon$.
3. And the simplifying assumptions:

$$|\dot{\gamma}_{\text{char}}/\omega_z| \ll 1, \quad |h(t)/L(t)| \ll 1 \quad \forall t$$

- Balancing the flux in & out of the flowing + using $\nabla \cdot \vec{v} = 0$:

$$\begin{array}{l}
 v_x(x, y, t) = 2\bar{v}_x(t) \left[1 + \frac{y(t)}{\delta(x, t)} \right], \\
 v_y(x, y, t) = -\omega_z x(t) \left[\frac{y(t)}{\delta(x, t)} \right]^2
 \end{array}
 \left| \begin{array}{l}
 \delta(x, t) = \delta_0(t) \left\{ 1 - \left[\frac{x(t)}{L(t)} \right]^2 \right\}, \\
 \bar{v}_x(t) = \frac{\omega_z L(t)^2}{2\delta_0(t)}
 \end{array} \right.$$

Criterion of Streamline Crossing

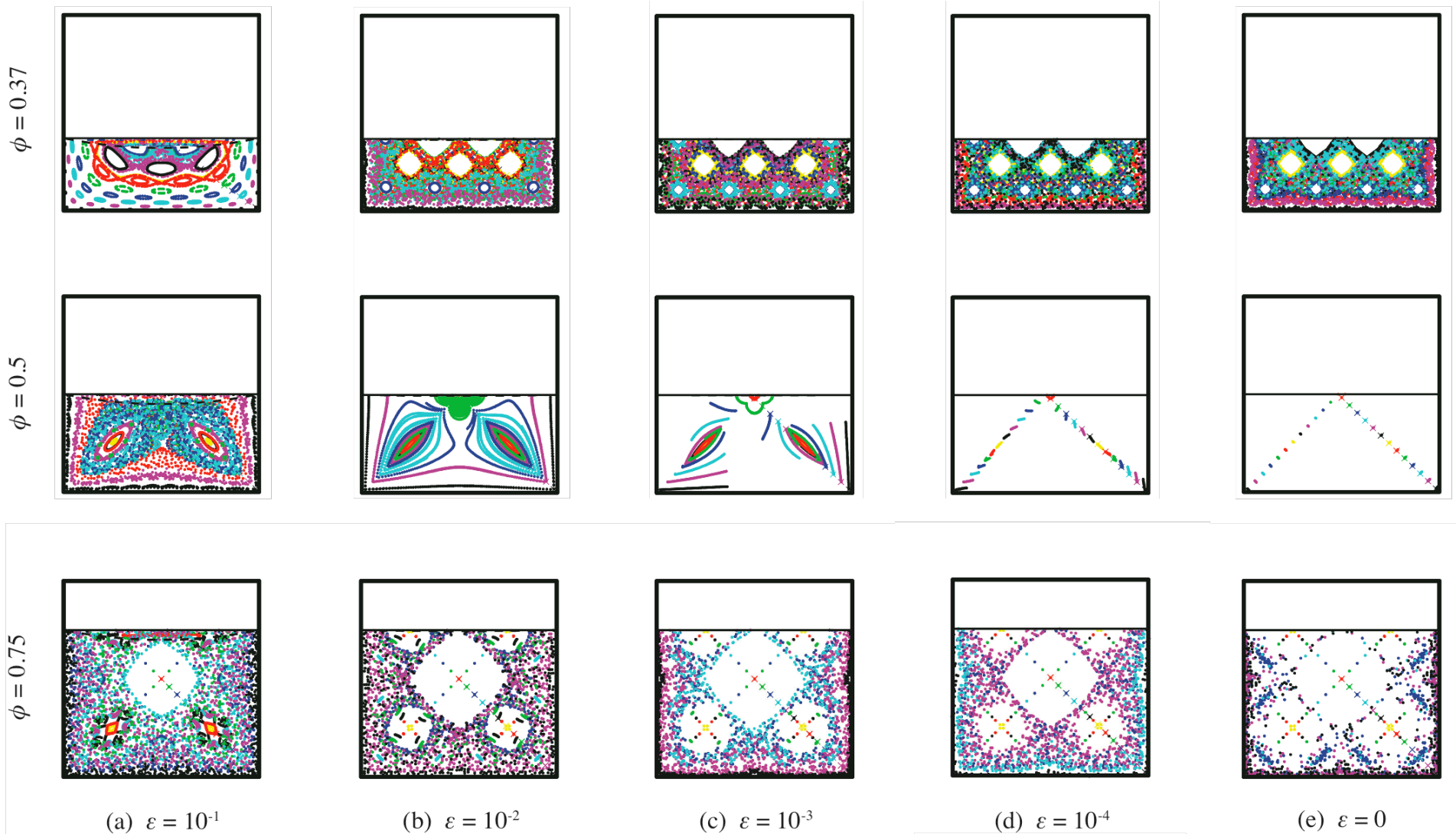


(a) 75% full square tumbler

(b) 50% full elliptic tumbler

- A (heuristic) sufficient condition for chaotic advection (\rightarrow mixing) is that streamlines of the flow at one instant cross those at the following when superimposed. (Ottino 1990, Sturman et al. 2006)
- In tumbled granular flows this can occur **only** in the flowing layer.

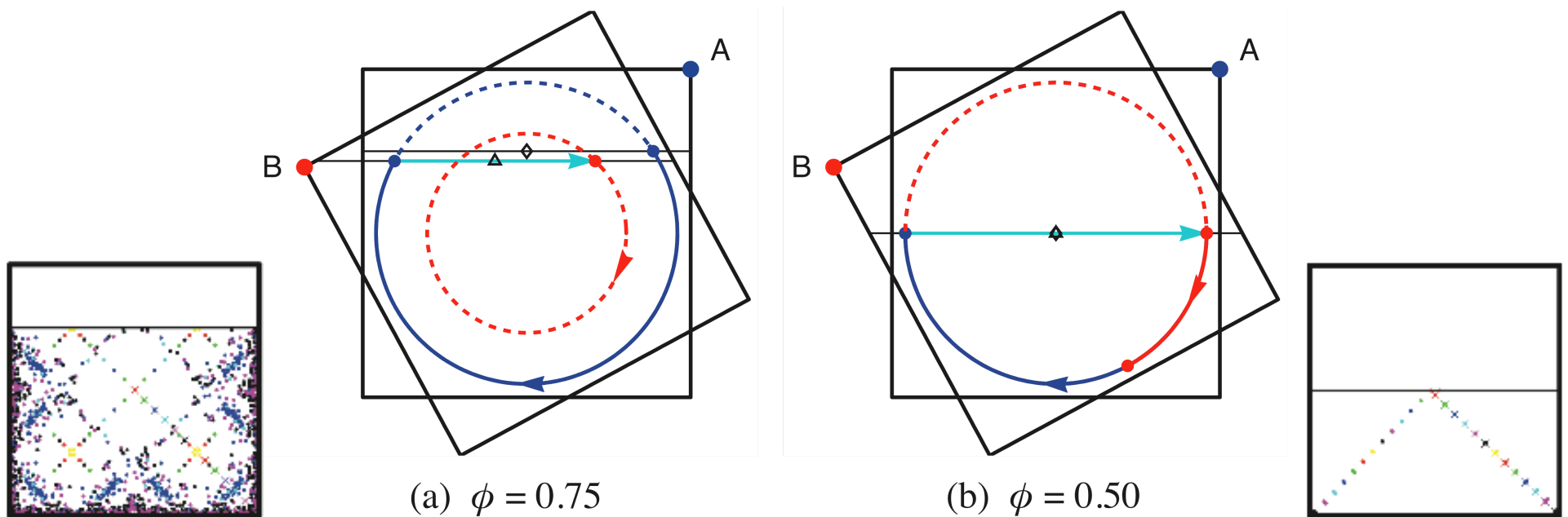
Poincaré Sections and Mixing



The Vanishing Flowing Layer Limit

1. As $\epsilon \rightarrow 0$, $\delta_0 \rightarrow 0$ because $L(t)$ is bounded.
 - Thus, the flowing layer becomes an **interface** collapsing onto the free surface.
2. Surface velocity $\bar{V}_{\text{surf}} = \bar{L}/\epsilon$ becomes infinite.
3. Surface shear rate $\dot{\gamma}_{\text{surf}}(x, t) = \frac{1}{\epsilon^2} \left(\frac{L^2}{L^2 - x^2} \right)$ does too.
4. Since $\delta_0(t) \equiv \epsilon L(t) \approx \text{const.}$ ($\epsilon \ll 1$), assume upon reaching the interface a particle is **instantaneously** reflected about the midpoint of the flowing layer and exits.

Streamline Jumping Leads to Mixing



- Key idea: midpoint of the free surface translates in time.
- If a particle reaches the infinitely-thin flowing layer at a time when the midpoint is in a different location, it **jumps** from one solid body rotation streamline to another.

Piecewise Isometries

- Clearly, when $\epsilon = 0$ the motion is a composition of a rotation \mathbf{Q} , a reflection \mathbf{R} and a translation \mathbf{T} .
- Each is an **isometry**. Their composition is also.
- But each time a particle leaves the flowing layer the isometry changes (streamline jumping) \rightarrow many are joined **piecewise: “cutting & shuffling.”**
- It is not hard to put this together to get the map:

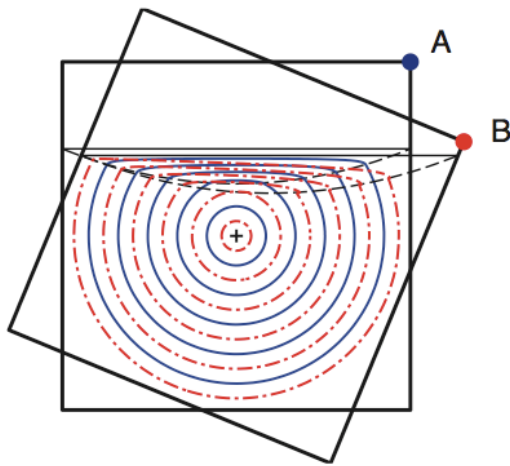
$$\mathbf{\Omega}(t_1, t_2) = \mathbf{T}(t_2) \circ \mathbf{R} \circ \mathbf{Q}(t_1, t_2) = \begin{pmatrix} -\cos(\omega_z \bar{t}) & -\sin(\omega_z \bar{t}) & 2g(t_2) \\ -\sin(\omega_z \bar{t}) & \cos(\omega_z \bar{t}) & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

Summary & Future Work

- ✓ Analyzed the vanishing flowing layer limit of tumbled granular flows and constructed a **PWI** corresponding to it.
- ✓ Verified that the PWI is indeed the limiting dynamical system, i.e. the “basic state,” of tumbled granular flows.
- ✓ Identified **streamline jumping** as a new mechanism leading to chaotic dynamics and mixing in tumbled granular flows.

- Extension to 3D non-circular geometries:
 - What happens when we compose the streamline-jumping PWI with the multiple-axis-rotation-protocol PWI.
- Ergodic theory (**mathematical** mixing properties) of PWIs?
- Devise a way (or a theorem?) to optimize mixing in a tumbler based on the underlying PWI.
- Experimental confirmation of the quasi-2D results.

Thank you for your attention!



Questions?

