# Turbulent drag reduction by superhydrophobic surfaces

R. García-Mayoral University of Cambridge

Imperial College 4 Dec 2017

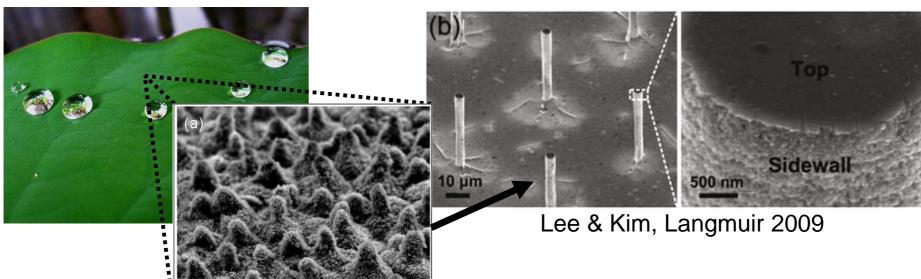




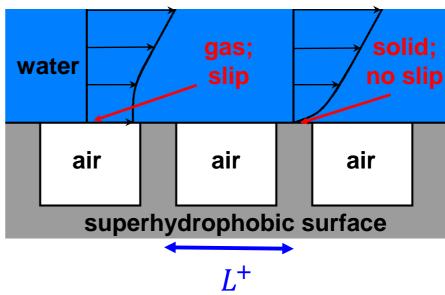




## Superhydrophobic surfaces for flow control



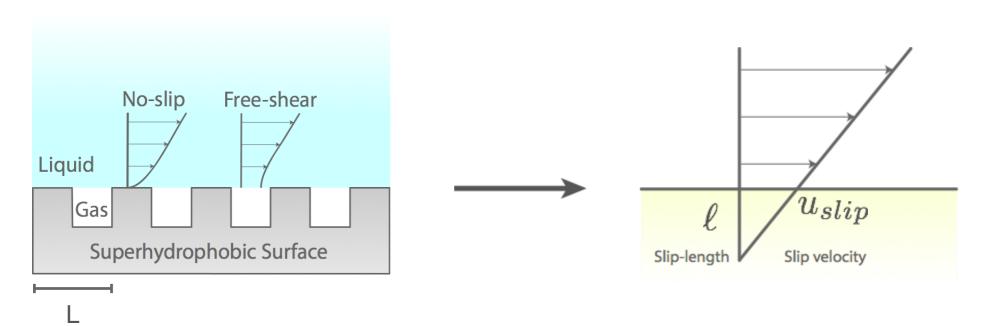
- Bio-inspired, water-repellent surface.
- When immersed in water, can entrap air bubbles, substantially reducing drag (~40%).
- Potential anti-fouling properties.
- Very small (~10µm).

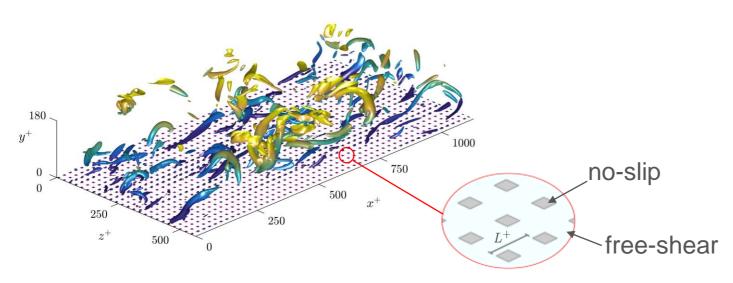


#### **Outline**

- Superhydrophobic surfaces
- Textured surfaces and slip lengths (C.T. Fairhall)
- Limits from surface tension effects (J. Seo and A. Mani)
- Summary

## Slip by superhydrophobic surfaces

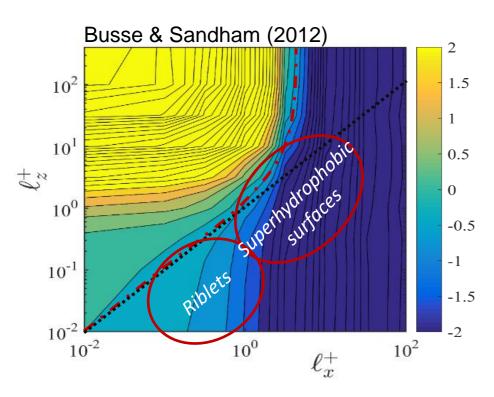


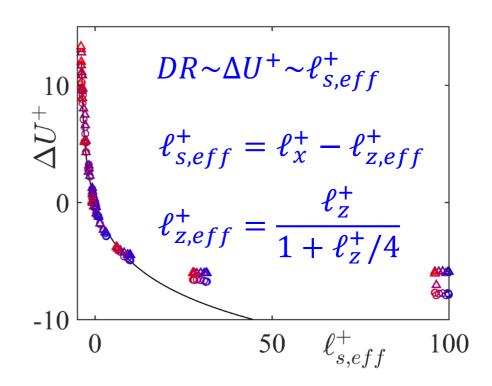


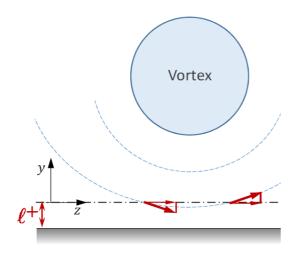
$$u_{slip} = \ell \frac{\partial u}{\partial y} \bigg|_{wall}$$

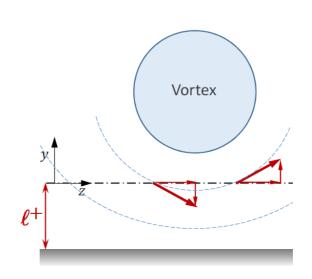
$$u_{slip}^+ = \ell^+$$

## Limits to the linear slip theory

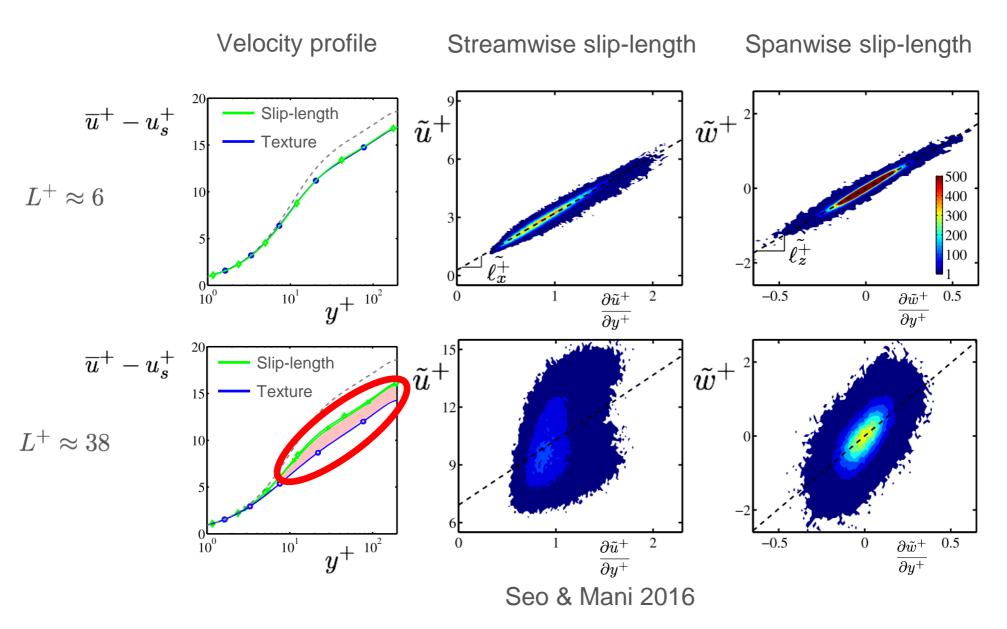




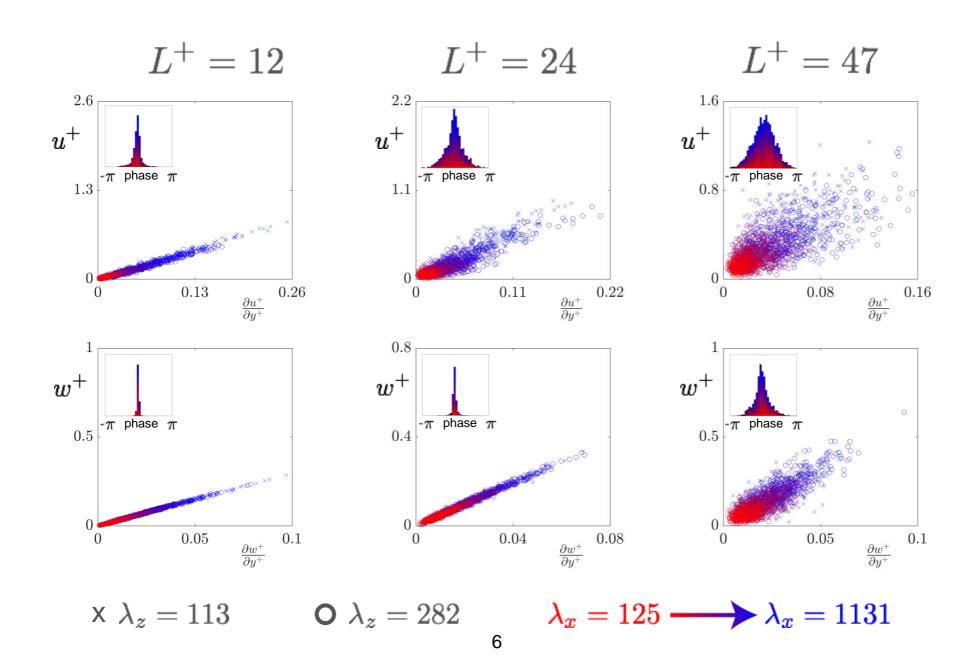




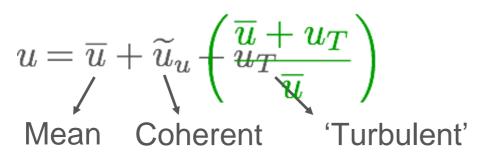
## Validity of homogenous slip-lengths



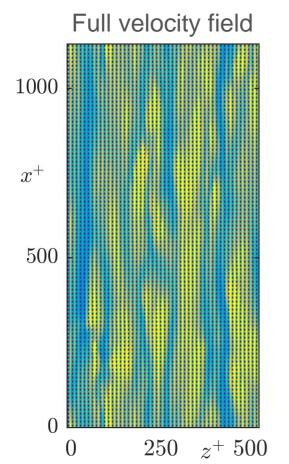
# Wavelength spectrum of the slip lengths

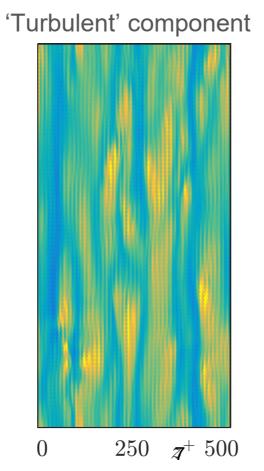


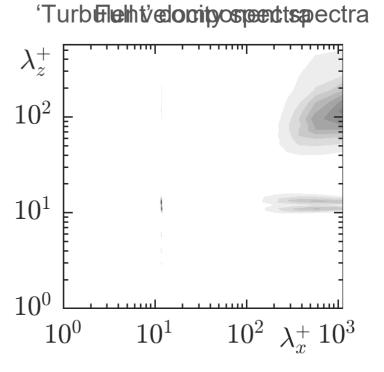
## Textured-coherent vs. background flow



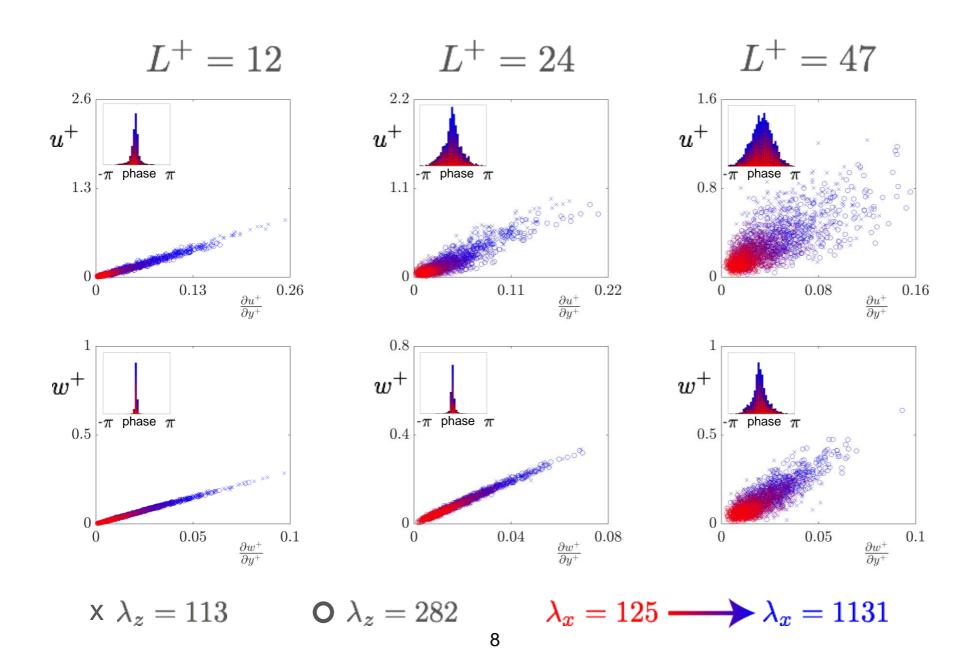
(Redectals a 2016)



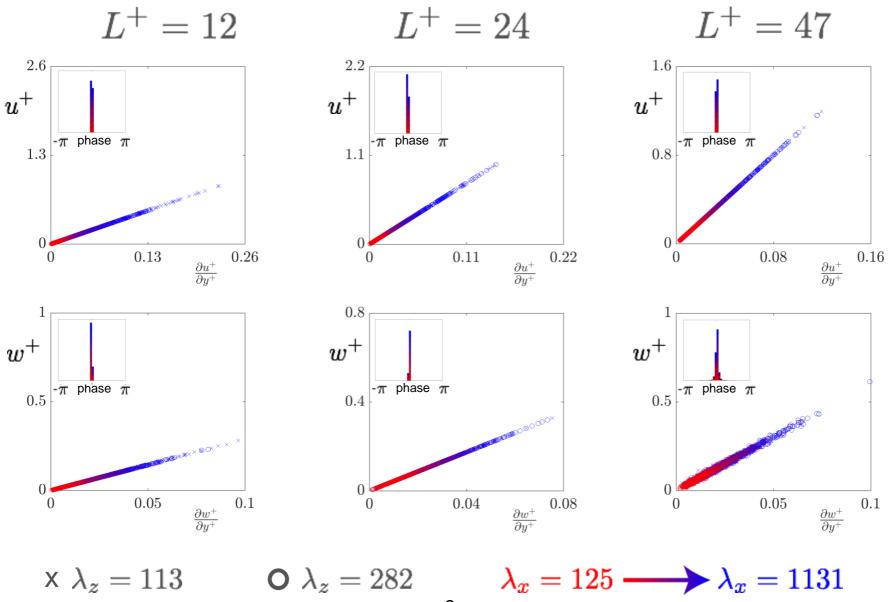




## Wavelength spectrum of the slip lengths



## Wavelength spectrum of the slip lengths



## Textured vs. homogeneous slip DNSs

Textured simulation (full velocity)

 $L^+ = 12$  — Textured simulation ('turbulent' part)

Homogenous slip

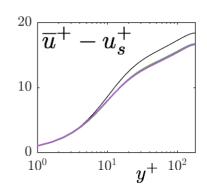
 $10^{2}$ 

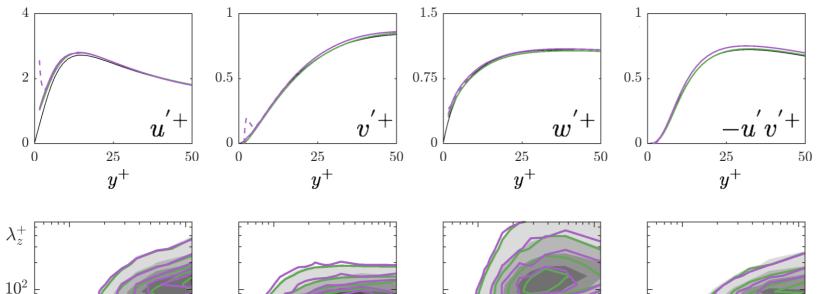
 $10^{3}$ 

 $\lambda_x^+$ 

 $10^{1}$ 

 $10^{2}$ 





 $10^{3}$ 

Spectra at  $y^+ = 15$ 

 $10^{3}$ 

 $10^{2}$ 

 $10^{3}$ 

 $\lambda_x^+$ 

 $10^{2}$ 

## Textured vs. homogeneous slip DNSs

Textured simulation (full velocity)

$$L^+=24$$
 — Textured simulation ('turbulent' part)

Homogenous slip

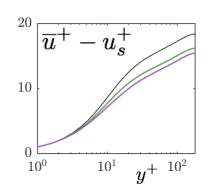
 $10^{2}$ 

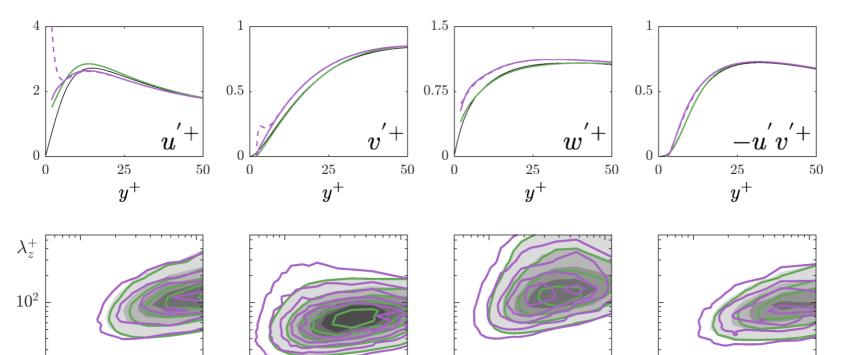
 $10^{3}$ 

 $\lambda_x^+$ 

 $10^{1}$ 

 $10^{2}$ 





 $10^{3}$ 

Spectra at  $y^+ = 15$ 

 $10^{2}$ 

 $10^{3}$ 

 $10^{3}$ 

 $\lambda_x^+$ 

 $10^{2}$ 

## Textured vs. homogeneous slip DNSs

Textured simulation (full velocity)

$$L^{+} = 47$$
 — Textured simulation ('turbulent' part)

Homogenous slip

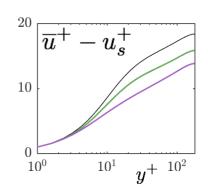
 $10^{2}$ 

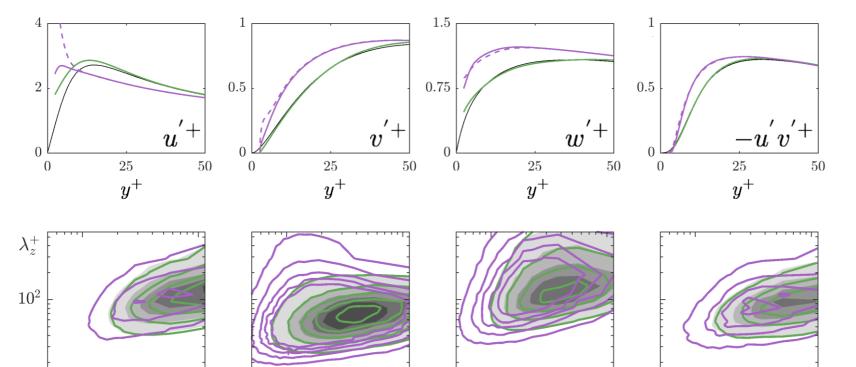
 $10^{3}$ 

 $\lambda_x^+$ 

 $10^{1}$ 

 $10^2$ 





 $10^{3}$ 

Spectra at  $y^+ = 15$ 

 $10^{2}$ 

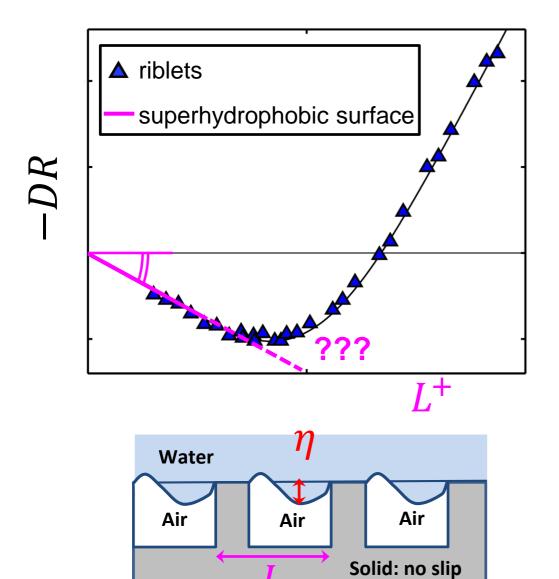
 $10^{3}$ 

 $10^{3}$ 

 $\lambda_x^+$ 

 $10^{2}$ 

#### Limitations from surface tension effects



- For large  $L^+$ , air bubbles are depleted, and superhydrophobic character is lost
- The degradation/depletion mechanisms are unknown

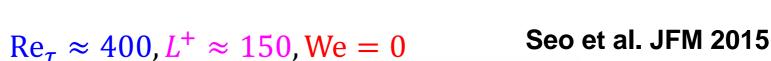
#### Interface deformation:

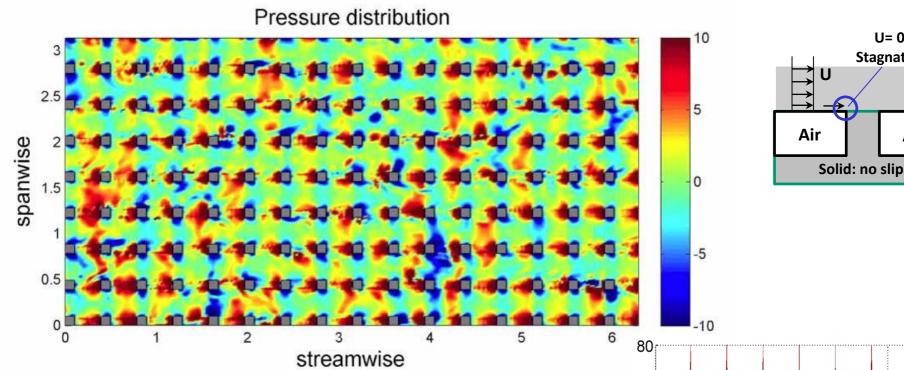
$$\nabla^2 \eta \approx \frac{\Delta p}{\sigma}$$

U=0(no slip),**Stagnation point** 

Air

## Mean and turbulent wall pressure signals

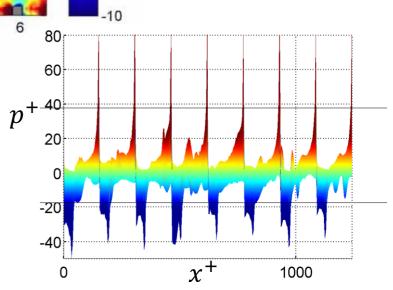




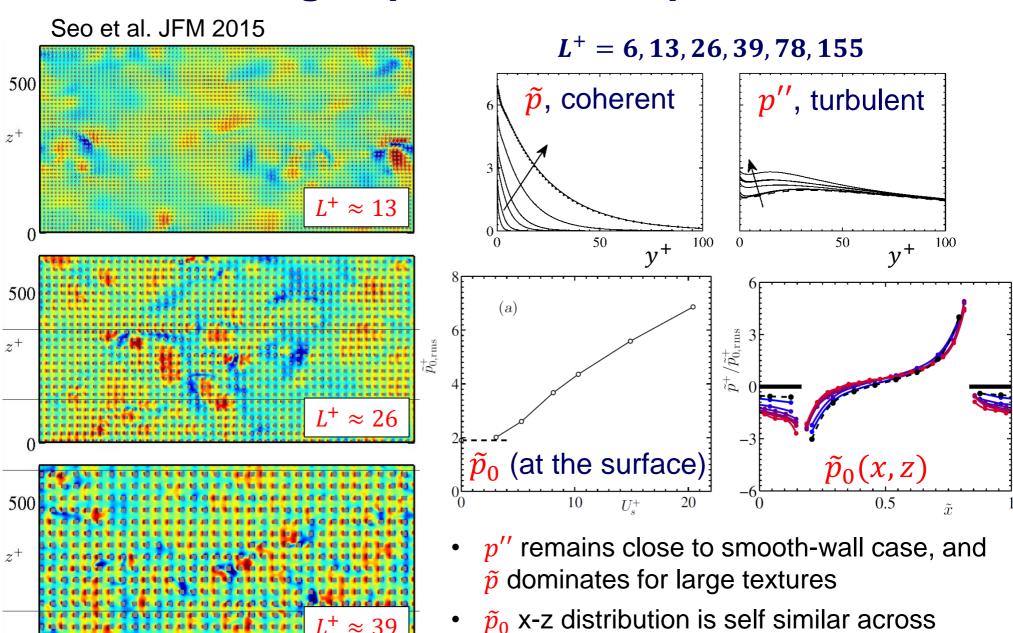
rms of total pressure:  $p'^+ \approx 8$ 

rms of turbulent component:  $p''^+ \approx 3$ 

max of total pressure:  $p_{max}^+ \approx 80$ 



## Scaling of pressure components

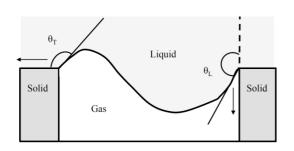


whole  $L^+$  range

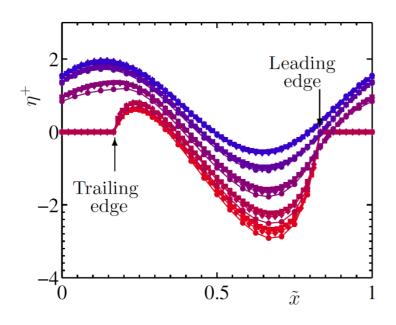
500

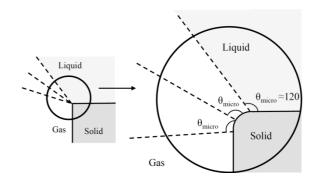
1000

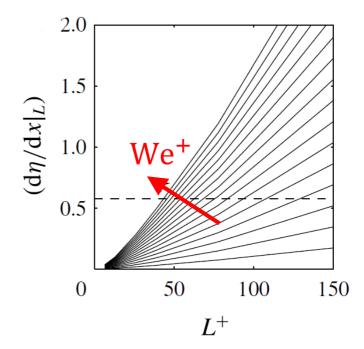
## Static 1-way coupling deformation



$$\eta^{+} = We^{+} \nabla^{-2}(p^{+})$$

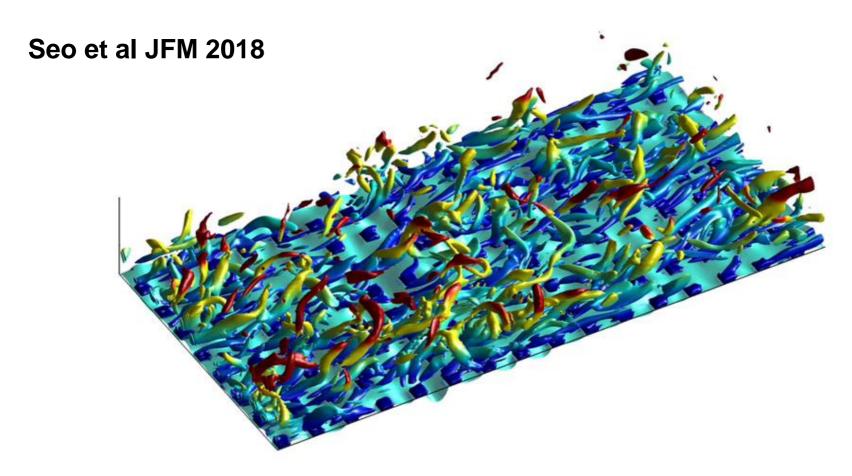






• A critical contact angle will be reached as  $L^+$  increases  $\square$  Upper bound for  $L^+$ 

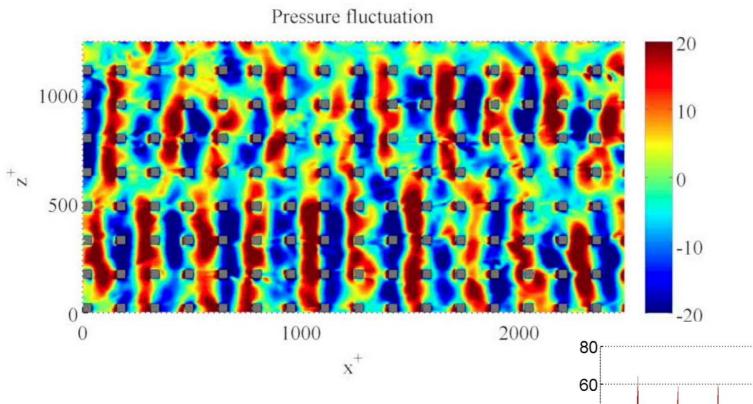
## Fully coupled interface deformation



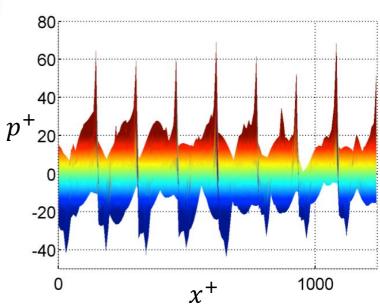
• Boundary conditions over gas-liquid interface (linearized for small deformations  $\eta$ ):

$$abla^2 \eta = \frac{1}{\sigma} p'$$
 $v = \frac{D\eta}{Dt}$ 
 $au_{\parallel \eta} = 0$ 

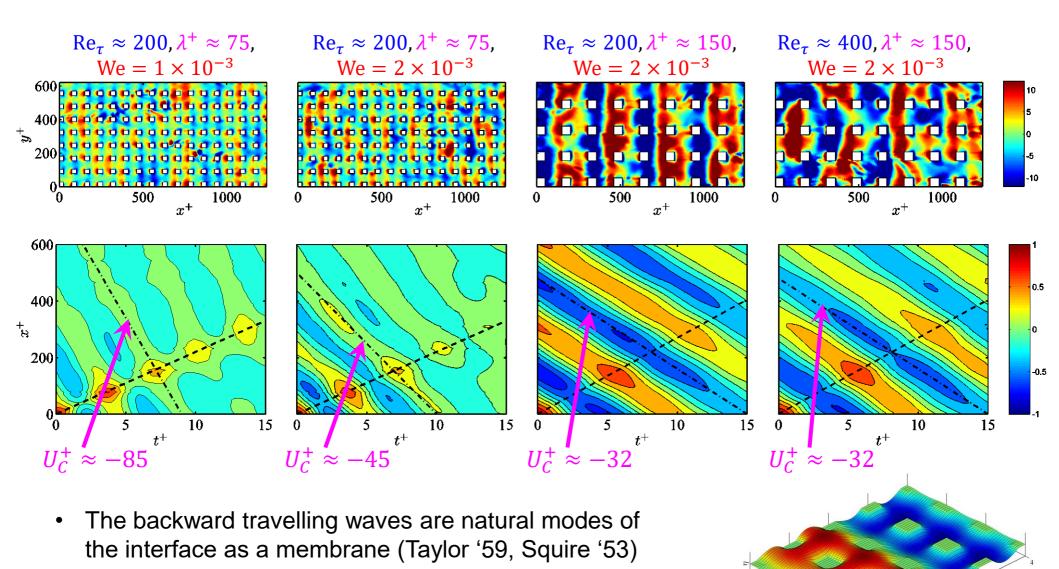
## Fully coupled interface pressure



- Pressure fluctuations with upstream-traveling waves
- Can be more critical than stagnation effect

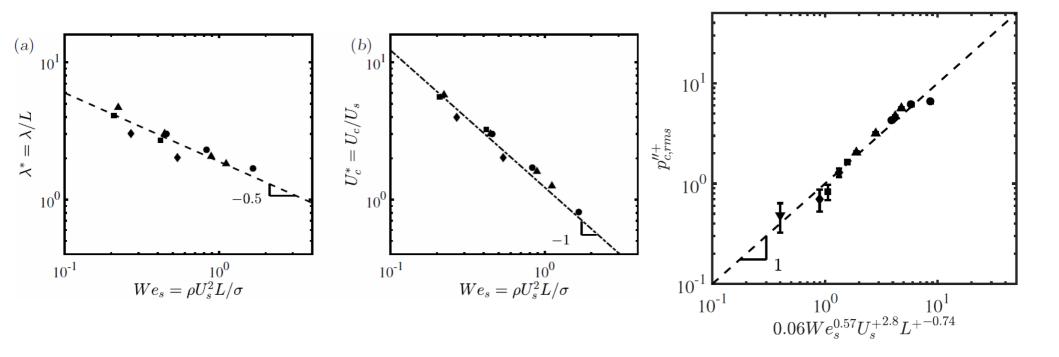


# **Upstream-traveling interfacial waves**



An inviscid linearised model reproduces the wave dynamics

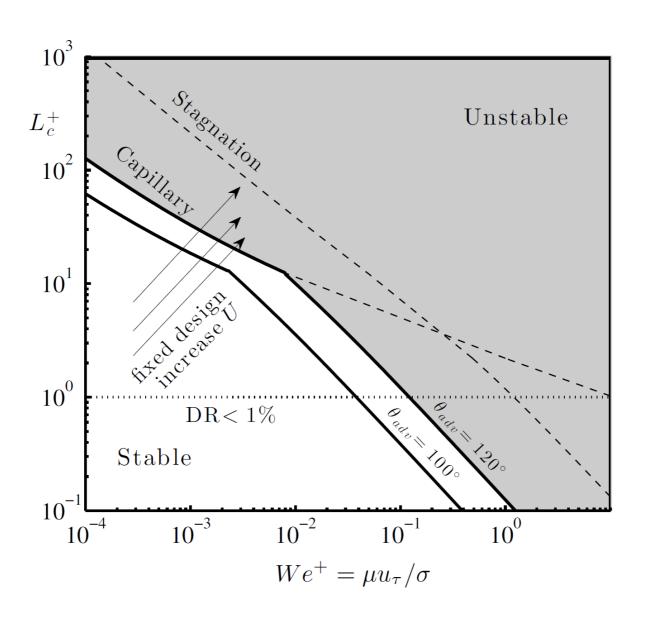
# Scaling of interfacial waves



Collapse with We based on slip velocity:  $We_s = 
ho U_s^2 L/\sigma$ 

$$We_s = \rho U_s^2 L/\sigma$$

## **Bounds for realizable DR**



# **Summary**

- Superhydrophobic textures can produce large slip lengths and reduce drag.
- For small textures, the background turbulence remains essentially smooth-like, plus the slip-length shift.
- For larger textures, the surface modifies the background turbulence.
- The texture-coherent flow has stagnation regions that can destabilize the air/liquid interface.
- Capillary waves can also destabilize the interface.