



SCREEN CAPTURE
WELCOME

Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations

Giovanna Motisi¹, Björn Maronga^{1,2}

¹ Institute of Meteorology and Climatology, Leibniz University Hannover, Germany

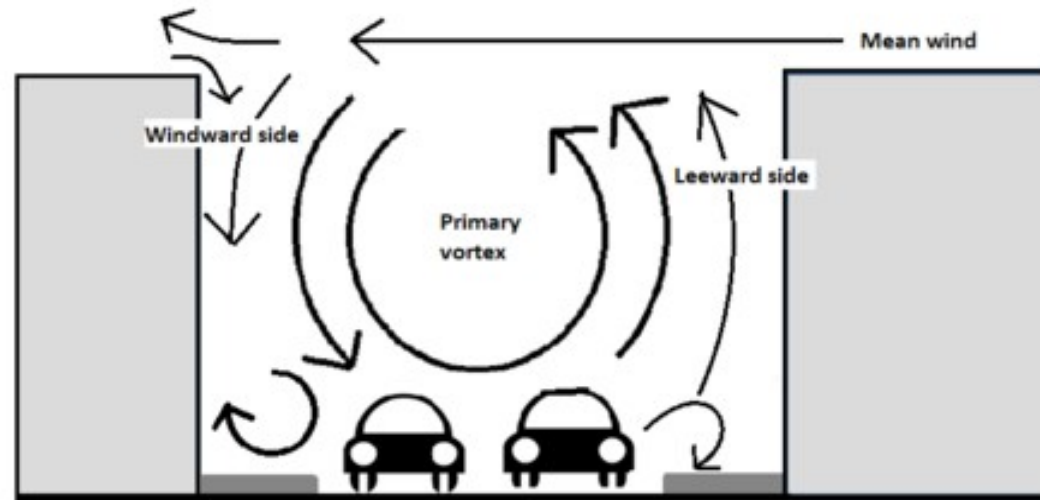
² Geophysical Institute, University of Bergen, Norway

Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations



SCREEN CAPTURE
WELCOME

Motivation and Aim



Skimming flow regime with mean wind direction perpendicular to street canyon (after Oke, 1988)
(https://en.wikipedia.org/wiki/Street_canyon)

- Flow and pollutant dispersion within street canyons influenced by many processes like aspect ratio (AR), roof shape and thermodynamics
- Additional critical factor: **vehicle-induced turbulence (VIT)**
- Research so far mainly based on wind tunnel experiments and CFD studies using RANS (Reynolds-Averaged-Navier-Stokes) models
- Our aim: account for VIT in Large-Eddy Simulation (LES) Model PALM¹

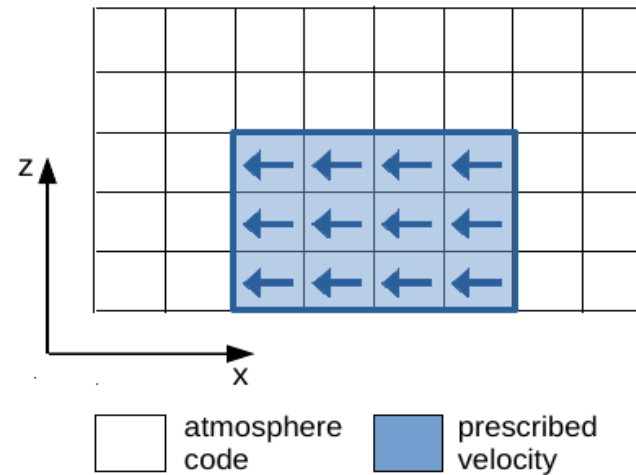
Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations



SCREEN CAPTURE
WELCOME

Technical realization

Air block method (newly developed):



- Fixed velocity prescribed to objects (vehicles) grid volumes that equals the driving speed
- Assumption: frictional drag \ll form drag \rightarrow neglectable
- Due to advection scheme: additional numerical viscous drag

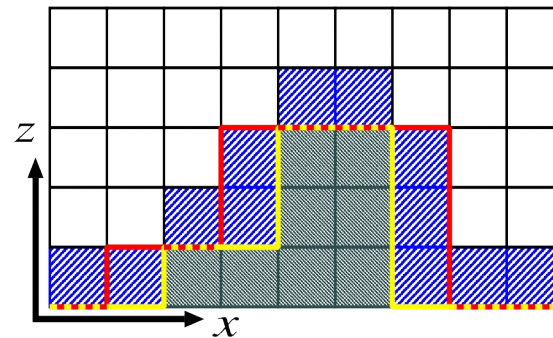
Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations



SCREEN CAPTURE
WELCOME

Technical realization

Solid block method (already implemented):



atmosphere code
 surface-affected code
 no obstacle (multiplied by 0)

Sketch of the topography implementation using the mask method (here for w)
(<https://palm.muk.uni-hannover.de/trac/wiki/doc/tec/bc#Topography>)

- Model domain is separated into three subdomains
- Frictional drag is taken into account by surfaces
- Advection scheme is successively degraded at respective grid volumes adjacent to obstacles

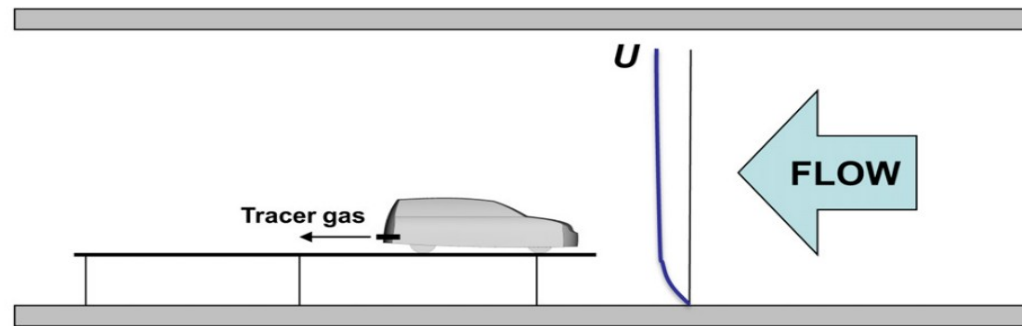
Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations



SCREEN CAPTURE
WELCOME

Validation study

- Experimental setup according to wind tunnel experiments of Carpentieri et al. (2012)₂



Schematic representation of experimental setup in wind tunnel
(Carpentieri, Matteo et al. "Wind tunnel measurements for dispersion modelling of vehicle wakes." (2012))

- To remove unrealistic effects of a boundary layer → Model (2004 Vauxhall AstraVan) was placed near the edge of a raised floor
- Exposed to free wind stream of 2.5 m/s (1:5 scale)
- Tracer gas released from tailpipe with 0.33 m/s
- Dimensionless coordinates: $X=x/h$, $Y=y/h$, $Z=z/h$
- Velocity parameters normalized by reference velocity u_{ref}

Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations



SCREEN CAPTURE
WELCOME

Validation study

- Simulation setup:
 - Turbulence-resolving LES model PALM¹ used
 - Sensitivity study: necessary grid spacing of 0.05 m (according to findings of Letzel et al. (2008)₃)
 - No raised floor but small roughness length of $1 \cdot 10^{-4}$ m
 - Scaled to reality (1:1) → reference speed of 12.5 ms^{-1}
 - No coriolis force
 - Neutral stratification
 - Averaging time based on requirement $\text{SEM} < 0.006 \text{ ms}^{-1} = 600\text{s}$
 - Use of same geometry (2004 Vauxhall AstraVan) as in wind tunnel experiments

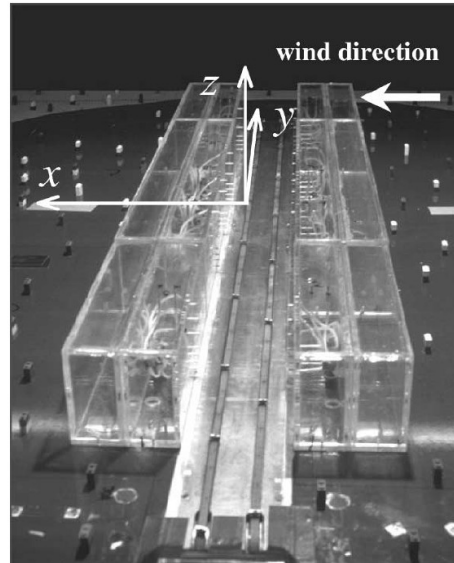
Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations



SCREEN CAPTURE
WELCOME

Validation study

- Upcoming validation study according to wind tunnel experiments of Kastner-Klein et al. (2001)₄



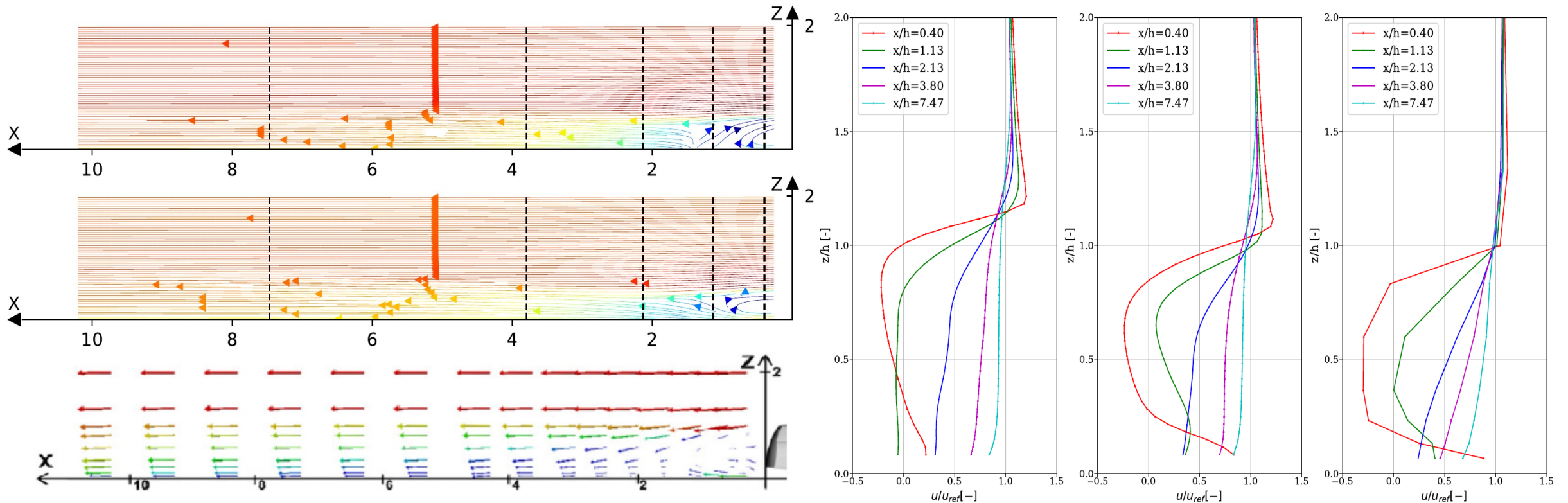
- Street canyon with aspect ratio (AR) of 1, wind flow perpendicular to canyon
- Plates mounted on moving belts were used to account for VIT
- Reproduction of one-way and two-way traffic



Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations

Left: $u/u_{ref} - w/u_{ref}$ vector plot at $Y=0$ (upper = air block method, middle = solid block method, lower = experimental data)

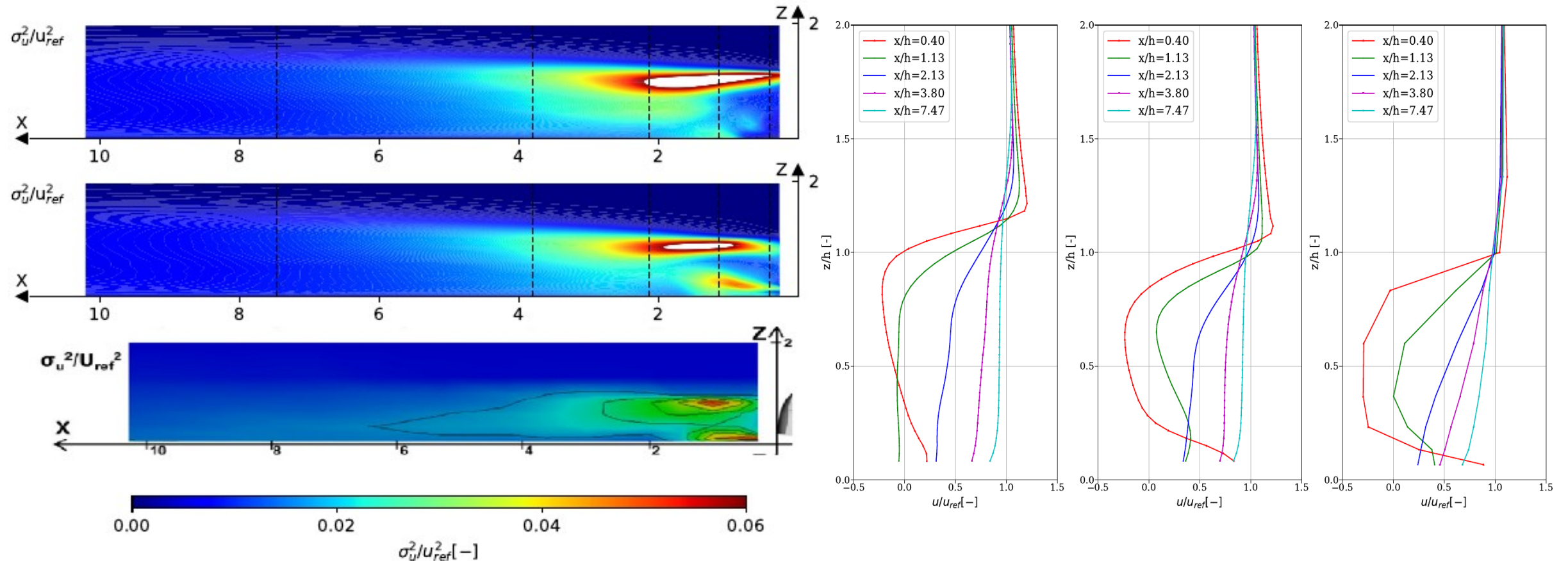
Right: Vertical profiles of longitudinal dimensionless mean speed (u/u_{ref}) (left = air block method, middle = solid block method, right = experimental data)



Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations

Left: σ_u^2/u_{ref}^2 velocity variance contour plot at $Y=0$ (upper = air block method, middle = solid block method, lower = experimental data)

Right: Vertical profiles of longitudinal dimensionless mean speed (u/u_{ref}) (left = air block method, middle = solid block method, right = experimental data)



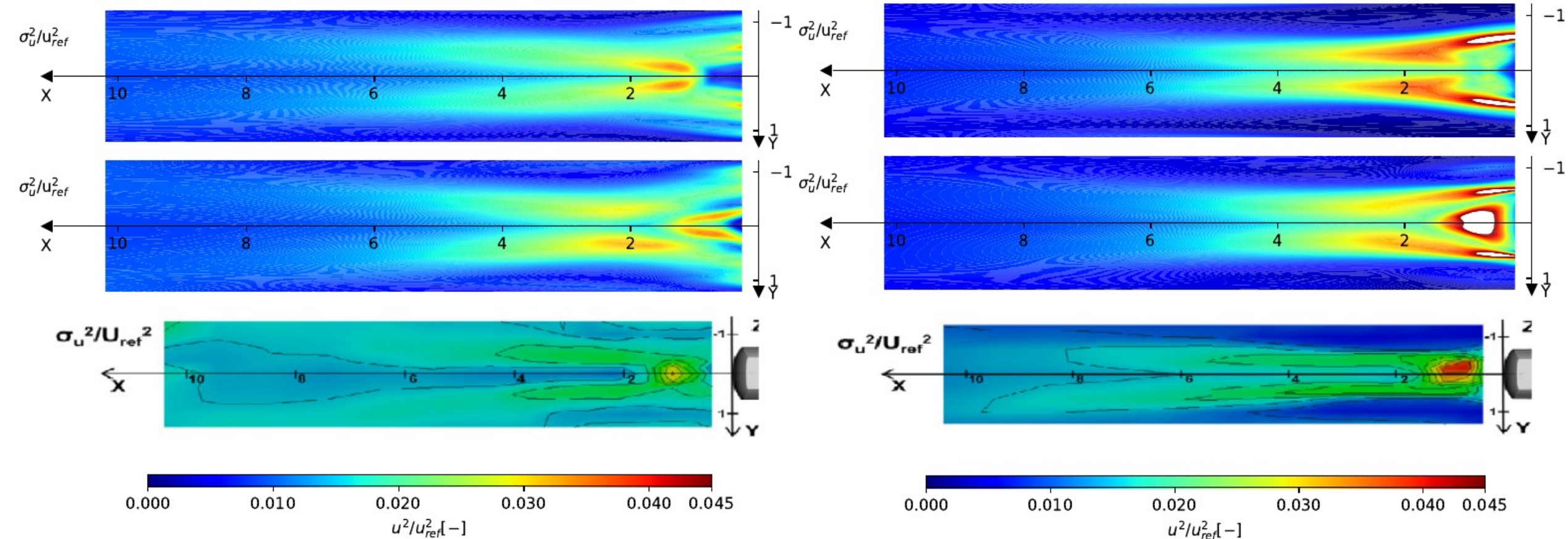


SCREEN CAPTURE
WELCOME

Introduction and validation of a simplistic method to represent vehicle-induced turbulence in high-resolution large-eddy simulations

Left: σ_u^2/u_{ref}^2 velocity variance contour plot at $Z=0.07$ (upper = air block method, middle = solid block method, lower = experimental data)

Right: σ_u^2/u_{ref}^2 velocity variance contour plot at $Z=0.23$ (upper = air block method, middle = solid block method, lower = experimental data)





Thank you for your attention!