

Lecture 9: Heat Transfer

16.0 Release



Fluid Dynamics

Structural Mechanics

Electromagnetics

Systems and Multiphysics

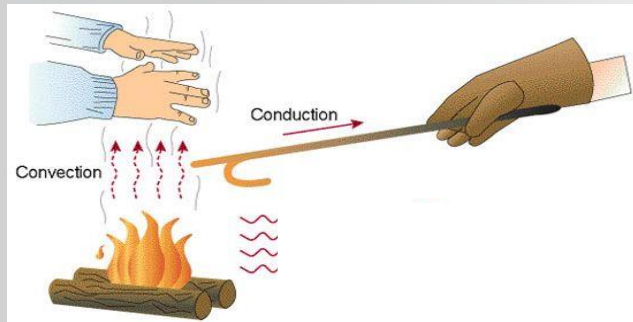
Introduction to ANSYS CFX

Introduction

- **Lecture Theme:**
 - Heat transfer has broad applications across all industries. All modes of heat transfer (conduction, convection – forced and natural, radiation, phase change) can be modeled.
- **Learning Aims:**
 - You will be familiar with CFX's heat transfer modeling capabilities and be able to set up and solve problems involving all modes of heat transfer

- **Convection**

- Heat transfer due to the bulk movement of a fluid
- Forced: flow is induced by some external means
- Natural or Free: fluid moves due to buoyancy effects
- Boiling: phase change (not covered in this course)



- **Conduction**

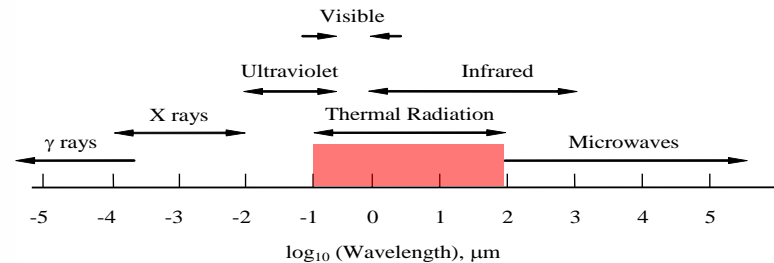
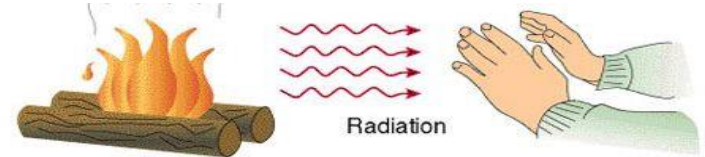
- Heat transfer in a fluid or solid due to differences in temperature
- Conduction is described by Fourier's law:
 - heat flux is directly proportional to the negative temperature gradient

$$q_{\text{conduction}} = -k \nabla T$$

Thermal conductivity

- **Radiation**

- Transfer of thermal energy by electromagnetic waves from $0.1\ \mu\text{m}$ (ultraviolet) to $100\ \mu\text{m}$ (mid-infrared)
- Radiation intensity is directionally and spatially dependent



- **Viscous Dissipation**

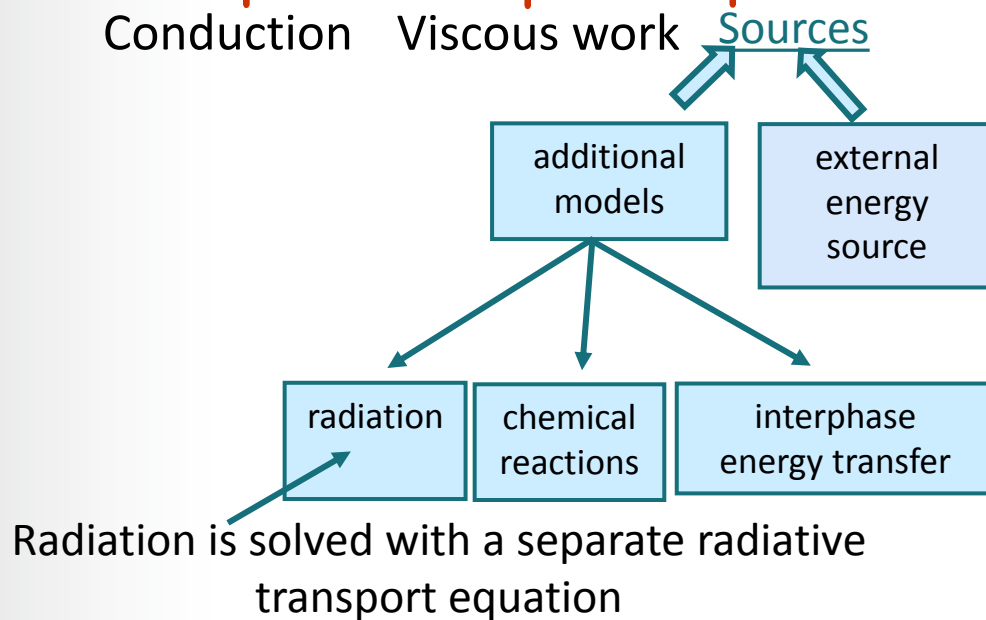
- Energy source due to viscous heating
- Important when viscous shear in fluid is large (e.g., lubrication) and/or in high-velocity, compressible flows

Governing Equation : Fluid domain

$$\underbrace{\frac{\partial(\rho h_{tot})}{\partial t}}_{\text{Transient}} - \underbrace{\frac{\partial p}{\partial t}}_{\text{Advection}} + \underbrace{\nabla \cdot (\rho U h_{tot})}_{\text{Conduction}} = \underbrace{\nabla \cdot (\lambda \nabla T)}_{\text{Viscous work}} + \underbrace{\nabla \cdot (U \cdot \tau)}_{\text{Sources}} + S_E$$

h_{tot} total enthalpy, is related to static enthalpy, h , as follows:

$$h_{tot} = h + \frac{1}{2} U^2$$



- Heat Transfer option

- None:

- Energy Transport not solved

- Isothermal:

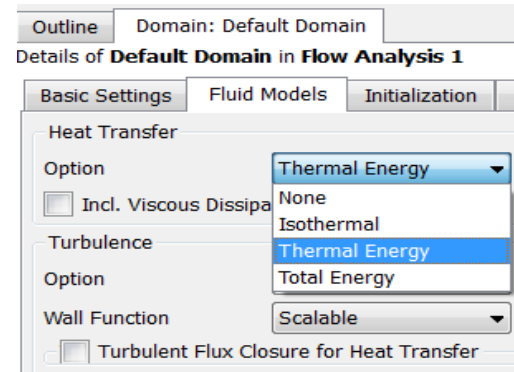
- Energy Transport not solved, temperature is set for the evaluation of fluid properties

- Thermal Energy:

- Energy Transport is solved; kinetic energy effects neglected
- For low speed flow

- Total Energy:

- Transport of enthalpy and kinetic energy effects
- For Mach number > 0.3 or compressibility effects,
- For low speed liquid flow when the specific heat is not constant



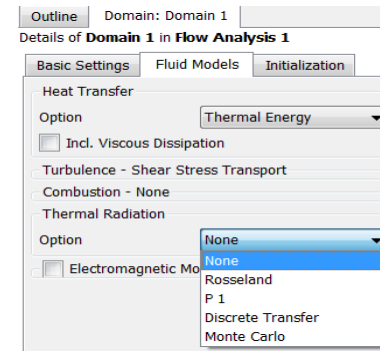
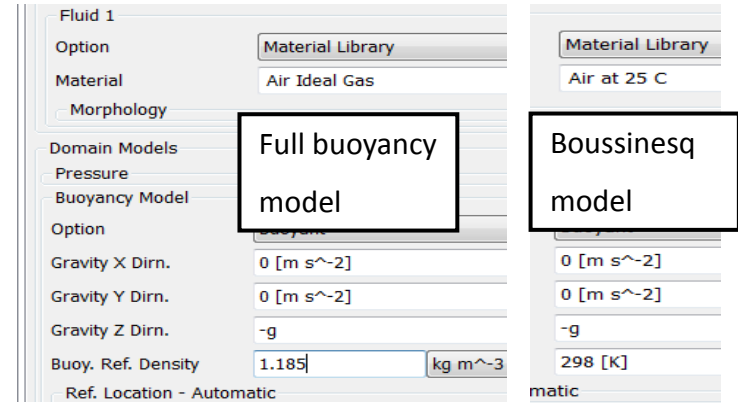
- If natural convection is important, then switch on the Buoyancy Model
 - For varying density full buoyancy model used
 - For constant density Boussinesq model used

- Thermal Radiation model

- Should be accounted for when

$$Q_{rad} = \sigma \cdot (T_{max}^4 - T_{min}^4) \geq Q_{conv} = h \cdot (T_{wall} - T_{free})$$

- Several radiation models are available which provide approximate solutions to the RTE (more information in appendix)



Governing Equation : Solid domains

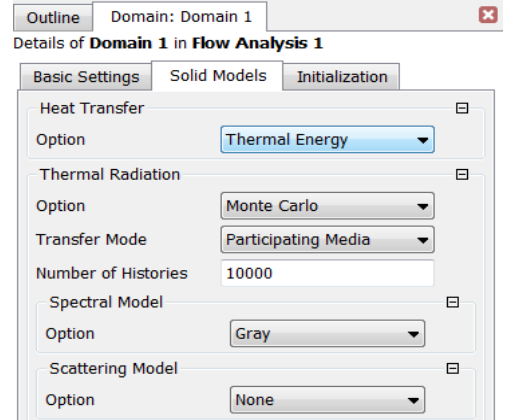
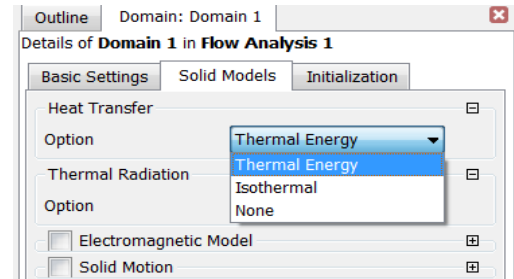
- Heat transfer in a solid domain is modeled using the following conduction equation:

$$\underbrace{\frac{\partial(\rho h)}{\partial t}}_{\text{Transient}} + \underbrace{\nabla \cdot (\rho U_s h)}_{\text{Solid motion}} = \underbrace{\nabla \cdot (\lambda \nabla T)}_{\text{Conduction}} + \underbrace{S_E}_{\text{Source}}$$

- h is the sensible enthalpy :

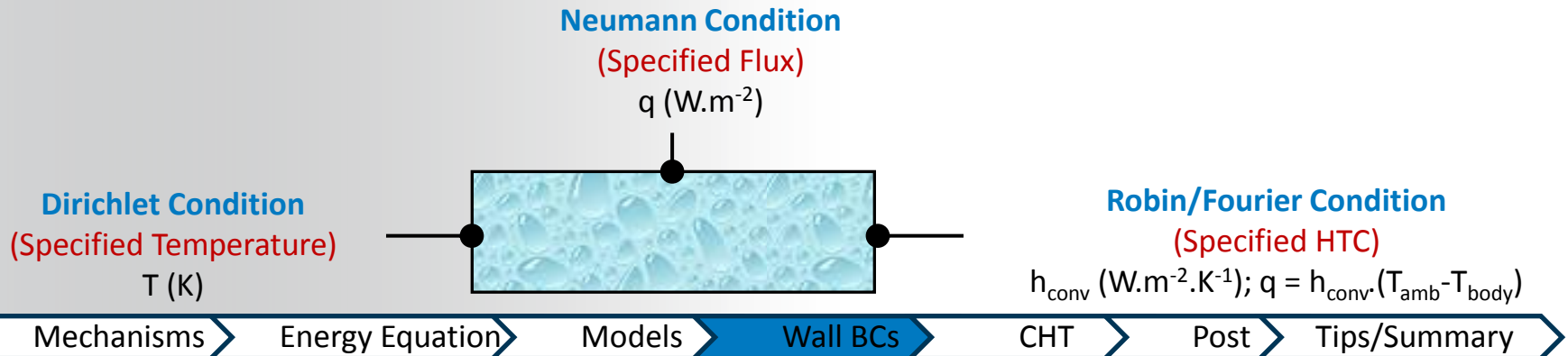
$$h = \int_{T_{ref}}^T c_p dT$$

- For conduction set Heat Transfer option to Thermal Energy
- Thermal radiation in solids
 - Required only for transparent or semi-transparent materials, e.g. glass; no radiation in opaque solids
 - Monte Carlo model only



Thermal Wall Boundary Condition

- Thermal boundary conditions come in three types, all available in ANSYS CFX:
 - Neumann
 - Robin/Fourier
 - Dirichlet
- They represent heat transfer phenomena outside the domain

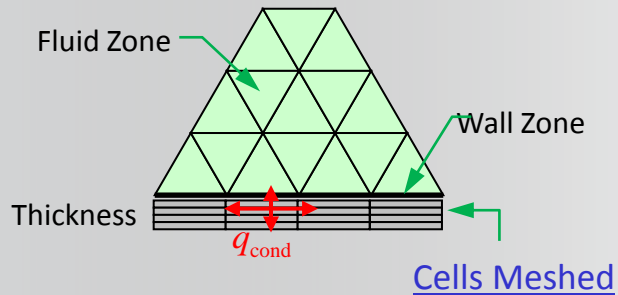


Conjugate Heat Transfer (CHT) - Domain Interfaces

- **GGI connection is only option for Fluid-Solid and Solid-Solid interfaces because...**
 - **GGI interface**
 - **No discontinuity in values of temperature across the interface**
 - **CFX Solver calculates a "surface temperature" based on a flux-conservation equation**
 - **1:1 interface**
 - **May result in temperature discontinuity at the interface**
- **Radiation conditions are set on the side in which radiation is modelled, e.g. the fluid side of a fluid/solid interface**

Wall thickness meshed:

- Fourier's Law Solved in 3D

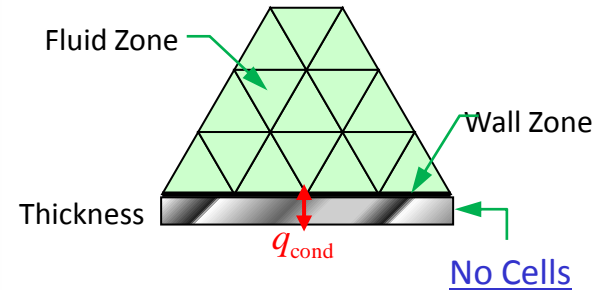


- Energy equation solved in solid
- Accurate approach → requires more meshing & computational effort

Wall thickness NOT meshed (thin wall):

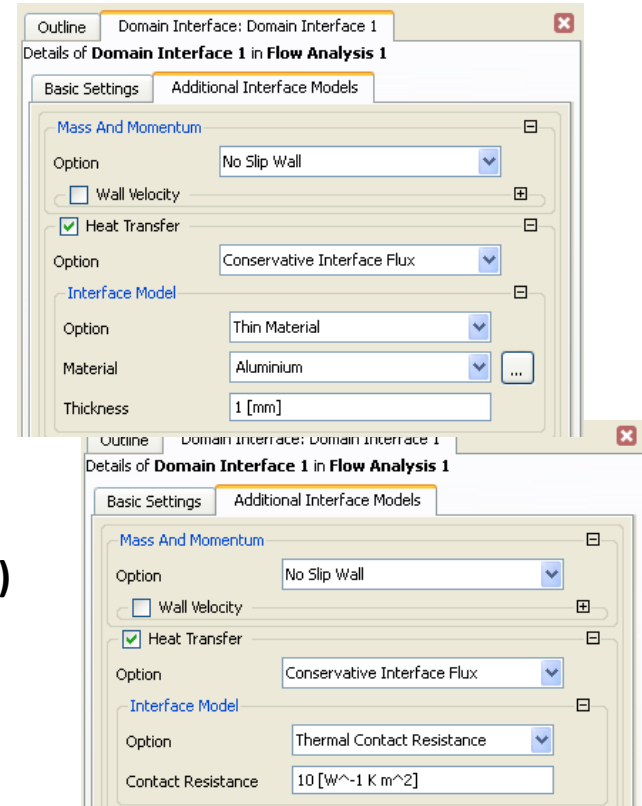
- 1-D Fourier's Law through Wall

Thermal Resistance

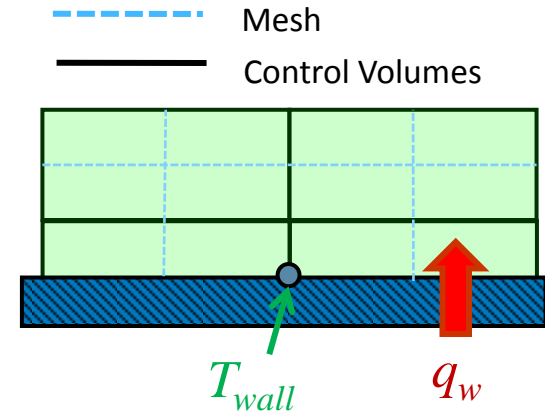


- Artificially models conduction across wall thickness
- Limitation: conduction is assumed to be normal to the wall

- **Set-up**
 - Create a Fluid-Fluid Domain Interface
 - On Additional Interface Models tab set Mass and Momentum = No Slip Wall
 - Enable Heat Transfer toggle and pick:
 - Thin Material and specify a Material & Thickness or Thermal Contact Resistance
 - Note : Other domain interface types (Fluid-Solid etc.) can use these options to represent coatings etc.



- **Temperature:**
 - Local fluid temperature, plotted on a wall it is the temperature at the wall, T_{wall}
- **Wall Adjacent Temperature:**
 - Average temperature in control volume next to wall
- **Wall Heat Transfer Coefficient, h_c :**
 - Based on T_{wall} and the Wall Adjacent Temperature by default
 - To base it on some far-field value instead of the Wall Adjacent Temperature, use the Expert Parameter “tbulk for htc”
- **Wall Heat Flux, q_w :**
 - Total heat flux into the domain by all modes
 - Available on all boundaries

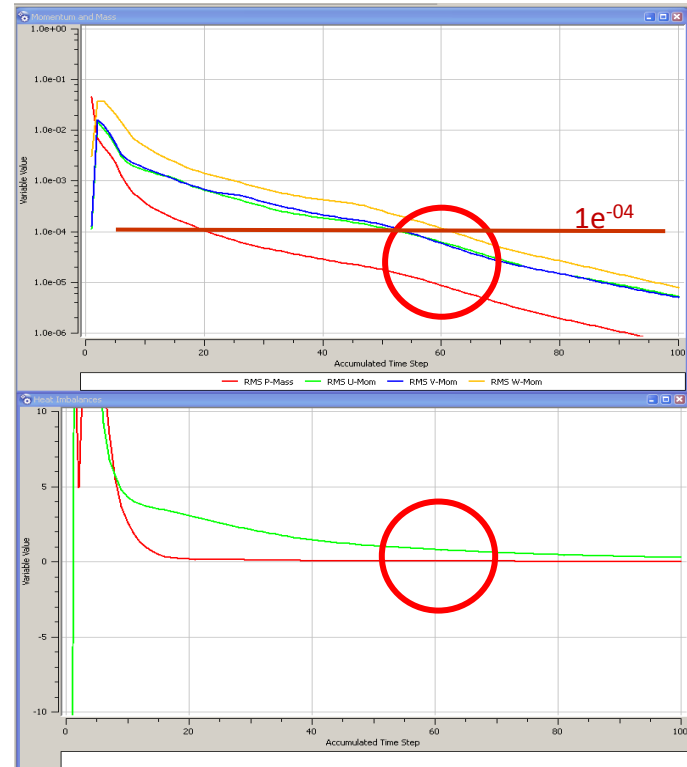


$$q_w = h_c (T_{wall} - T_{ref})$$

Where T_{ref} is the Wall Adjacent Temperature or the tbulk for htc temperature if specified

- **Heat Flux:**
 - Total convective and radiative heat flux into the domain
 - Available on all boundaries
 - On flow boundaries, it represents the energy carried with the fluid relative to its Reference Temperature
- **Wall Radiative Heat Flux:**
 - Net radiative energy leaving the boundary
 - **Wall Convective Heat Flux + Wall Radiative Heat Flux = Wall Heat Flux**
 - Only applicable when radiation is modeled
- **Wall Irradiation Flux:**
 - Incoming radiative flux
 - Only applicable when radiation is modeled

- Allow sufficient solution time
 - Heat imbalances in all domains have to approach zero
- Monitor
 - Create Solver Monitors showing **IMBALANCE** levels for fluid and solid domains
 - View the imbalance information printed at the end of the solver output file
 - Use a **Conservation Target** when defining Solver Control in CFX-Pre



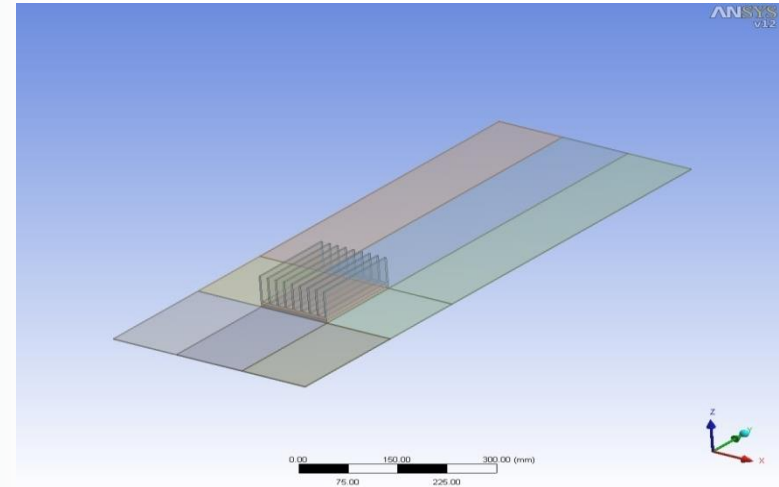
Summary

- **When modelling heat transfer, you must provide :**
 - Thermal conditions at walls and flow boundaries
 - Thermal properties for materials
- **Available heat transfer modeling options include :**
 - Species diffusion heat source
 - Combustion heat source
 - Conjugate heat transfer
 - Natural convection
 - Radiation
 - Periodic heat transfer

Dissipation of heat from a hot electronics component

- Conjugate Heat Transfer (CHT)
- Two runs
 - First run includes convection and conduction
 - Second run adds thermal radiation

The entire calculation takes a long time to run. So results are provided for post-processing.



A visualization of fluid dynamics showing blue, wavy, semi-transparent surfaces that resemble smoke or liquid flow, set against a light yellow background.

Fluid Dynamics

A 3D rendering of two interlocking purple gears. The front gear is slightly offset, revealing a bright purple and white light source at its center.

Structural Mechanics

A series of concentric green circles with a white center, creating a tunnel-like effect. The circles are surrounded by a soft, glowing green aura.

Electromagnetics

A 3D arrangement of teal and black rectangular blocks of varying sizes, stacked together. Light rays emanate from the blocks, creating a sense of depth and complexity.

Systems and Multiphysics

Introduction to ANSYS CFX

Natural Convection

- The significance of natural convection can be assessed through the Richardson number, Ri :

$$Ri = \frac{g\beta\Delta TL}{U_0^2} = \frac{\text{Natural}}{\text{Forced}}$$

$Ri = 1$	\Rightarrow	Free and Forced convection effects must be considered
$Ri \ll 1$	\Rightarrow	Free convection effects may be neglected
$Ri \gg 1$	\Rightarrow	Forced convection effects may be neglected

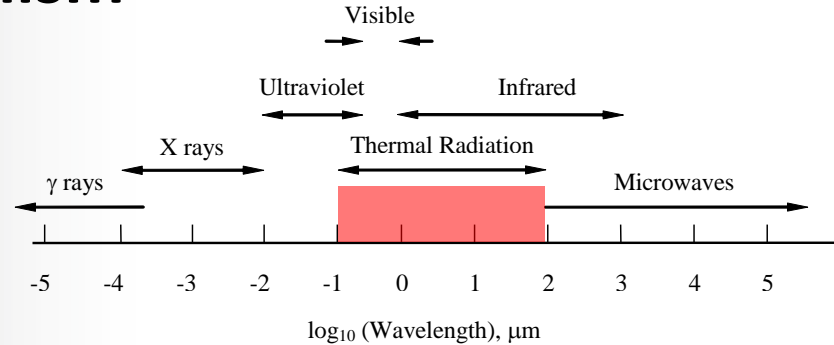
- In buoyancy-driven flows, the Rayleigh number, Ra , indicates the relative importance of convection and conduction:

$$Ra_x = \frac{g\beta\Delta T x^3}{\nu\alpha} = \frac{\text{buoyancy force}}{\text{viscous losses \& thermal diffusion}}$$

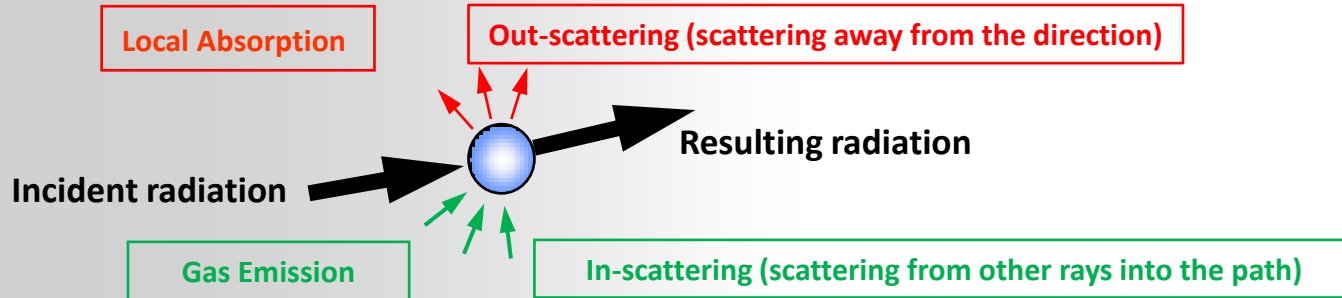
- The size of Ra is a measure of whether a natural convection boundary layer is laminar or turbulent. For a vertical surface the critical value is around 10^9 but the transition zone ranges from 10^6 to 10^9 .

Radiation: Mechanism

- Transfer of thermal energy by **electromagnetic waves** from $0.1 \mu\text{m}$ (ultraviolet) to $100 \mu\text{m}$ (mid-infrared).



- Radiation intensity is directionally and spatially dependent
- Transport mechanisms for radiation intensity along one given direction:



- Scattering occurs when particles are present in the fluid - often neglected.

Radiation: Choice of Model

- **The optical thickness should be estimated before choosing a radiation model**
 - **The optical thickness $\tau = a.L$**
 - **a is the absorption coefficient (m^{-1}) (Note: \neq absorptivity of a surface)**
 - **L is the mean beam path length (m)**
 - **$a = 0.25$ to 0.3 m^{-1} for combustion product gases, $= 0.01 \text{ m}^{-1}$ for air and is proportional to absolute pressure**
 - **L is a typical distance between opposing walls**
- **Optically thin ($\tau < 1$) means that the fluid is partially transparent to thermal radiation**
- **Optically thick ($\tau > 1$) means that the fluid absorbs or scatters the radiation many times before it can interact with the surfaces**

Radiation: Choice of Model

- **For optically thick media ($\tau > 1$) the P1 model is a good choice**
 - Assumes radiative intensity is independent of direction
 - The P1 model gives reasonable accuracy without too much computational effort
- **The Monte Carlo and Discrete Transfer models for any optical thickness**
 - Both are ray tracing models
 - Discrete Transfer is much quicker as it pre-calculates rays in fixed directions but can be less accurate in models with long/thin geometries due to ray effects
 - Monte Carlo more expensive to run but recommended for complex geometries and multiband spectral modelling
- **Surface to Surface Model**
 - Available for Monte Carlo and Discrete Transfer models
 - Neglects the influence of the fluid on the radiation field
 - Can significantly reduce the solution time