





Interface Tracking Simulation of Mass Transfer through or onto Gas-Liquid Interface

Mass Transfer through bubbles at high Reynolds numbers

Adsorption and Desorption of Surfactant

06/45 Interface Tracking Methods for Mass Transfer **Boundary-Fiited Coordinate Method** Ponoth & McLaughlin, 2000 Sugiyama et al., 2003 Ponoth & McLaughlin Front Tracking Method Koynov et al., 2005, 2006 Tryggvason et al., 2010 Darmana et al., 2007 Darmana Volume of Fluid and Level Set Methods VOF: Davidson & Rudman, 2002 Bothe et al., 2004, 2010, 2011 Onea et al., 2006, 2009 L<u>S</u>: Yang & Mao, 2005 Yang & Wang et al., 2006 Bothe Mao Few methods can deal with volume change and bubbles at high Sc and high Re. - Kobe University

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Summary

Accurate interface tracking simulation of contaminated bubbles and drops for a wide range of fluid properties and Reynolds number is possible, provided that physical properties for the adsorption and desorption kinetics are available.

Interface tracking simulation of mass transfer from a bubble for a wide range of Sc and Re numbers is also feasible, provided that HPCs are available.

Fine particles promote bubble coalescence and the effects of particles can be reasonably predicted by introducing a multiplier to the time required for coalescence.

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