

Quelques modèles pour la simulation d'écoulements bi-fluide.

Application à la dynamique des bulles, gouttes et vésicules

Journée MMSN : chaire modélisation mathématique et simulation numérique.

École Polytechnique, 9 octobre 2012

Mourad Ismail

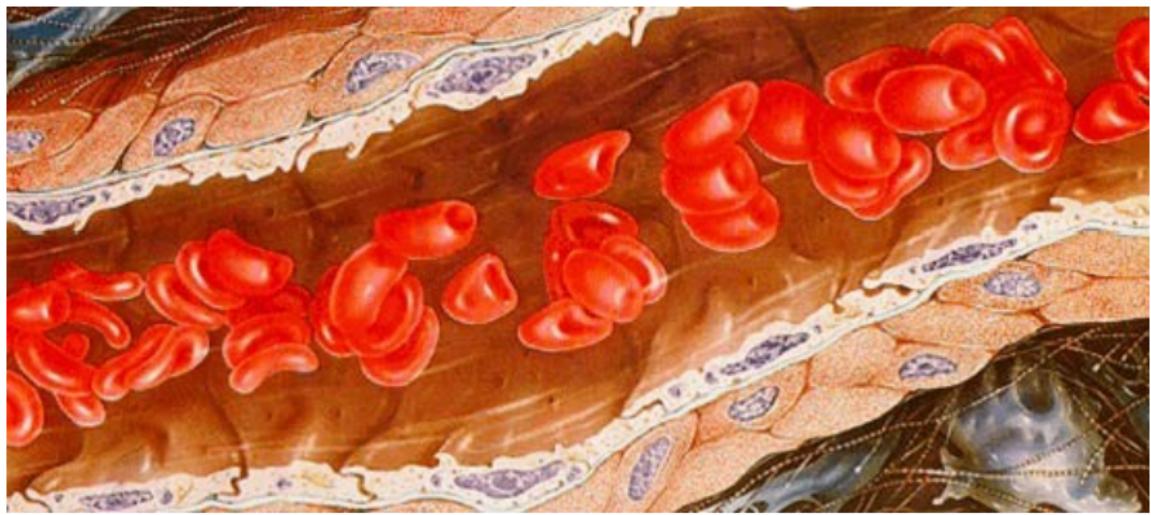
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Final Goal

Figure : Photo O. K. Baskurt, from <http://www.rheology.org>



Challenges

- How to take into account the presence of RBCs? which models?
- Complex interactions at different levels :
 - Blood/arteries
 - Plasma/RBCs
 - RBCs/RBCs
- Different kinds of deformations and different scales
 - Dynamic of RBCs in arteries
 - Deformation of RBCs in capillaries



Collaborations

Level Set Models using
FEEL++ Library.

<http://www.feelpp.org/>

Collaboration with

- Vincent Doyeux
- Yann Guyot
- Vincent Chabannes
- Christophe Prud'homme

“Necklace Model”. From fluid/rigid particles to vesicles.

Collaboration with

- Aline Lefebvre

using FreeFEM++ software.

<http://www.freefem.org/ff++>



Outline

1 Physical Model

2 Model 1 : From Fluid/Rigid Particles Model to Vesicles

- Necklace Model for Vesicles
- Numerical Results and Validation

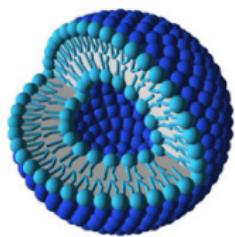
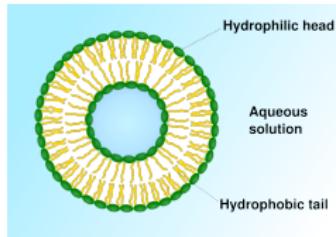
3 Model 2 : Using Level-Set Technique

- Numerical Model using Level-Set
- Numerical Results and Validation

4 Conclusions

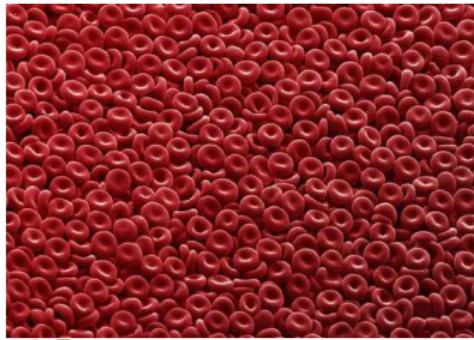
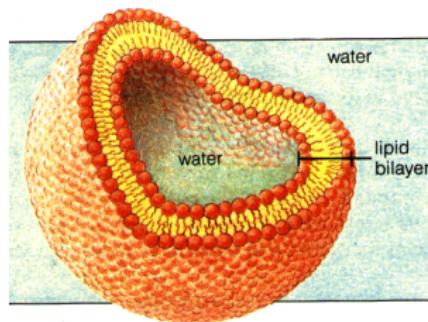
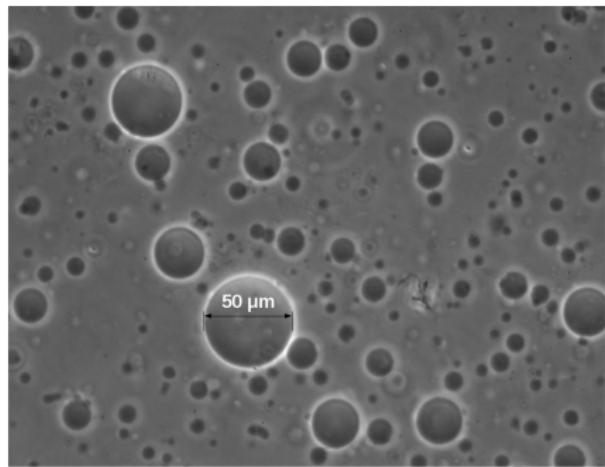


Vesicle : A Simple RBC Model I



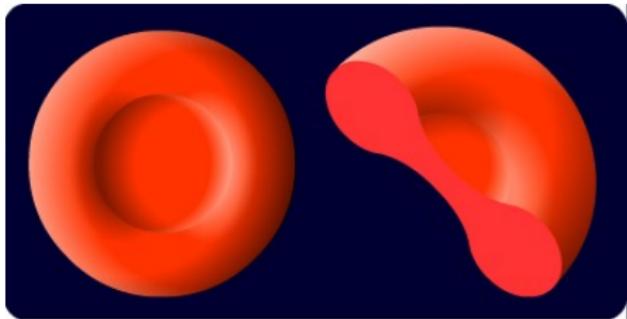
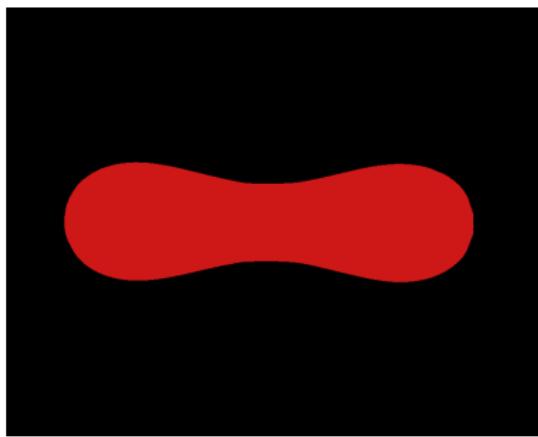
- Unilamellar vesicle : lipid bi-layer membrane
 - Easy to produce in the laboratory
 - Imitate some behaviors of red blood cells
➡ passive mechanical properties
 - Properties of the membrane :
 - Nonporous : Conservation of inner fluid's Volume
 - Non extensible : Conservation of the membrane surface (perimeter in 2D)
 - Bending Energy (Helfrich energy)

Vesicle : A Simple RBC Model II



Biconcave shape

Reduce volume of a red blood cell ≈ 0.5
Biconcave shape recovered



Picture of a red blood cell

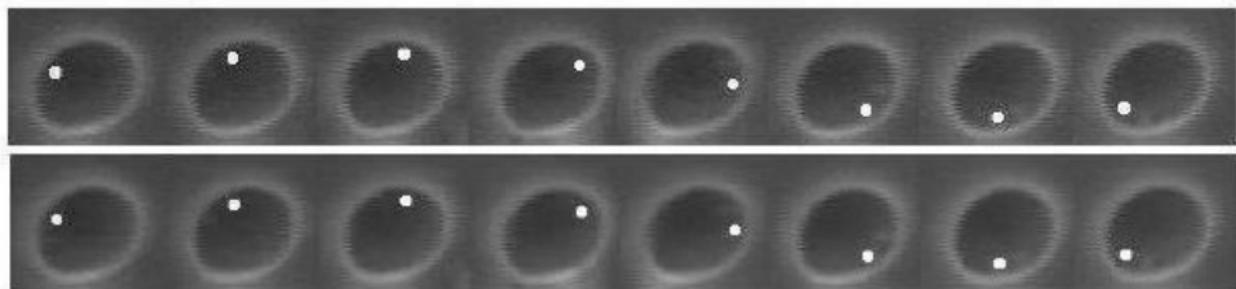
Vesicle simulation RV = 0.5



Vesicle under shear flow. Tank treading motion

Small Viscosity Contrast \rightarrow Tank-Treading motion

- vesicle reaches a stationary angle
- rotation of the membrane



Experimental observation of a Tank-Treading motion [T. Podgorski]



Vesicle under shear flow. Tumbling motion

High viscosity ratio ➔ Tumbling motion

- vesicle in quasi solid rotation
- rotation velocity depends on the angle



Experimental observation of a tumbling motion [T. Podgorski]



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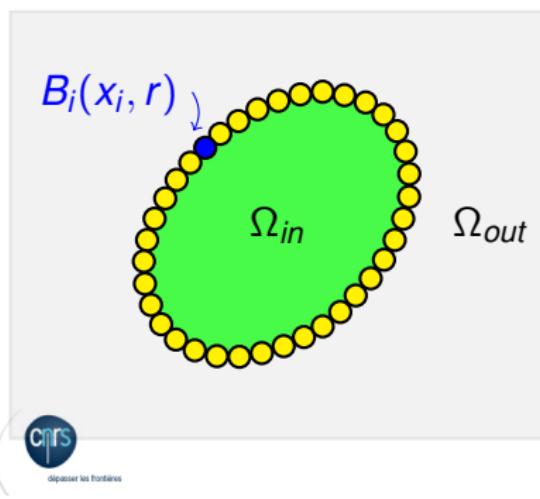
4 Conclusions



From Fluid/Rigid Particles model to Vesicles I

Collaboration with A. Lefebvre. [available on HAL]

→ Vesicle membrane modeled by a “Necklace” of rigid particles



- Membrane modeled by a Necklace of small rigid particles
- Incompressibility and curvature forces modeled by interaction between rigid particles (springs)
- FEM and Penalty Methods



From Fluid/Rigid Particles model to Vesicles II

- stretch/compression springs f_i^s on B_i and bending springs f_i^b on B_i
- classical energy for stretch/compression springs :

$$E_{st} = \sum_i k_{rp_i} \ell_i^2$$

with $k_{rp_i} = cst = k_{rp}$

- bending spring energy :

$$E_b = \sum_i k_{a_i} (u_i \cdot v_i + 1)$$

with $k_{a_i} = cst = k_a$.



Formulation I

- Let

$$\begin{aligned} K_B &= \left\{ \begin{array}{l} v \in H_0^1(\Omega), \quad \forall i, \quad \exists (V_i, \omega_i) \in \mathbb{R}^2 \times \mathbb{R}, \\ v = V_i + \omega_i(x - x_i)^\perp \text{ a.e. in } B_i \end{array} \right\} \\ &= \left\{ v \in H_0^1(\Omega), \quad \nabla v = 0 \text{ a.e. in } B \right\} \end{aligned}$$

- Find u in K_B and p in $L_0^2(\Omega)$ s.t.

$$(P) \begin{cases} 2\mu \int_{\Omega} \nabla u : \nabla \tilde{u} - \int_{\Omega} p \nabla \cdot \tilde{u} = \int_{\Omega} f \cdot \tilde{u}, \quad \forall \tilde{u} \in K_B, \\ \int_{\Omega} q \nabla \cdot u = 0, \quad \forall q \in L_0^2(\Omega), \end{cases}$$



where $f = \sum_{i=1}^N f_i \mathbf{1}_{B_i}$.



Formulation II

- A penalty method is used to approximate the constraint problem (\mathcal{P}) by a sequence $(\mathcal{P}^\varepsilon)$ of unconstrained problems:

$$\left\{ \begin{array}{l} \text{Find } u^\varepsilon \text{ in } H_0^1(\Omega) \text{ and } p^\varepsilon \text{ in } L_0^2(\Omega) \text{ such that} \\ 2\mu \int_{\Omega} \mathbf{D}u^\varepsilon : \mathbf{D}\tilde{u} + \frac{2}{\varepsilon} \int_B \mathbf{D}u^\varepsilon : \mathbf{D}\tilde{u} - \int_{\Omega} p^\varepsilon \nabla \cdot \tilde{u} = \int_{\Omega} f \cdot \tilde{u}, \\ \forall \tilde{u} \in H_0^1(\Omega), \\ \int_{\Omega} q \nabla \cdot u^\varepsilon = 0, \quad \forall q \in L_0^2(\Omega). \end{array} \right.$$

Algorithm

- 1 Compute (u^n, p^n) solution to $(\mathcal{P}^\varepsilon)$ with $B = B^n$ and $f = f^n$,
- 2 Compute the corresponding velocities of the particles:

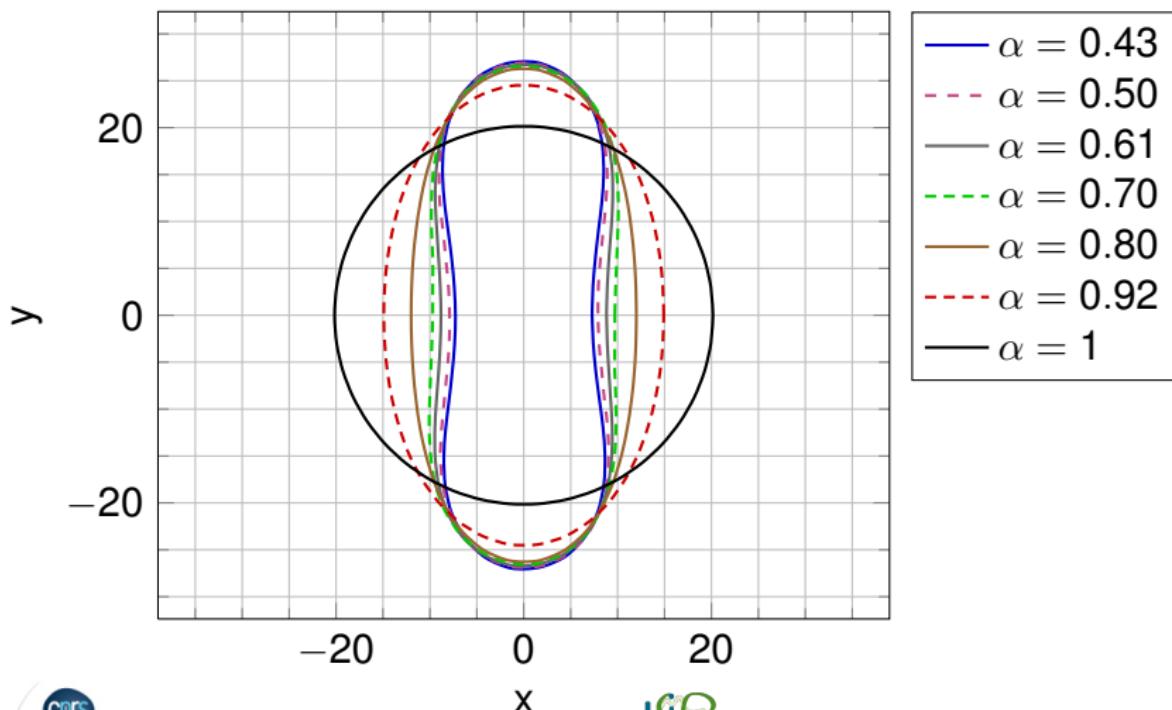
$$\tilde{V}_i^n = \frac{1}{|B_i^n|} \int_{B_i^n} u^n,$$

- 3 Deal with contacts: $\hat{V}^n = \Pi_{K_c^n} \tilde{V}^n$,
- 4 Deal with the volume constraint: $V^n = \Pi_{K_v^n} \hat{V}^n$,
- 5 Compute B^{n+1} : $x_i^{n+1} = x_i^n + hV_i^n$,

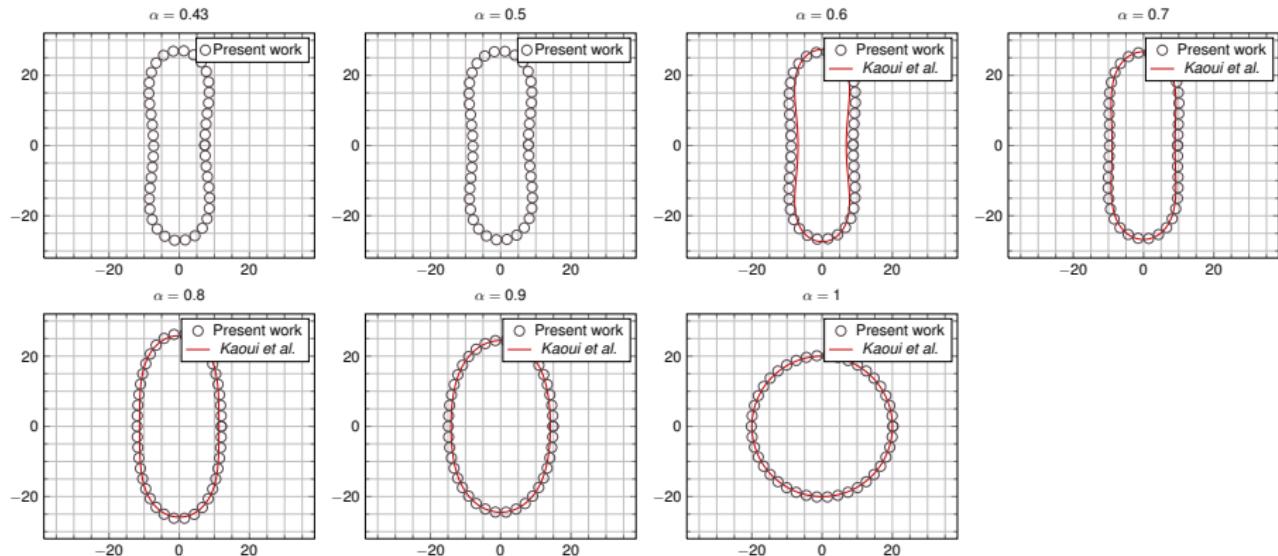
where Π_K denotes the projection onto K and is performed using a Uzawa algorithm.



Equilibrium Shapes I



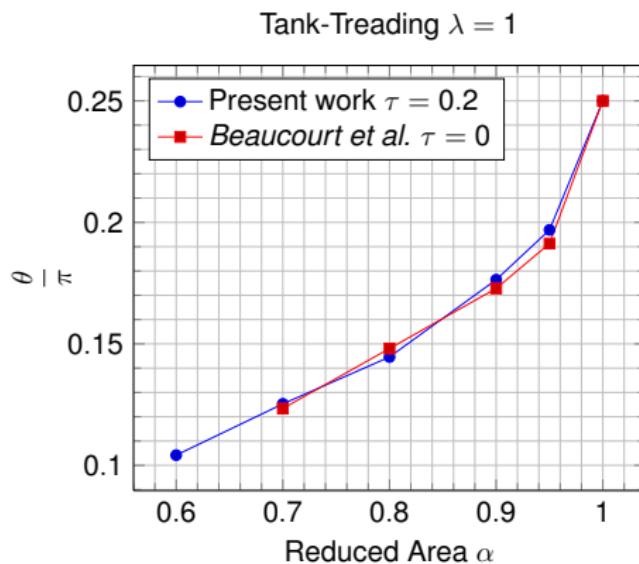
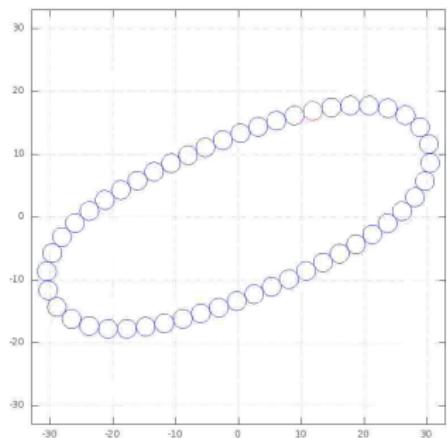
Equilibrium Shapes II



Comparison with results from [Kaoui et al. Phys. Rev. E, 83, 2011]



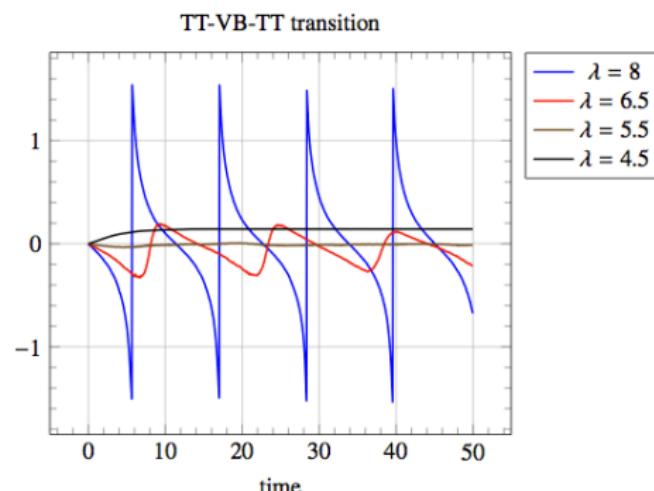
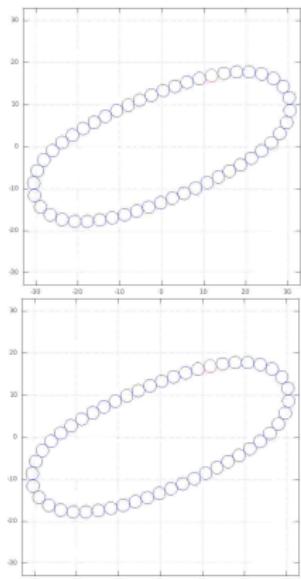
Tank treading angles



Comparison with results from [Beaucourt et al. Phys. Rev. E, 69, 2004]



Tumbling and Vacillating-Breathing



Comparison with results from [Beaucourt et al. Phys. Rev. E, 69, 2004]



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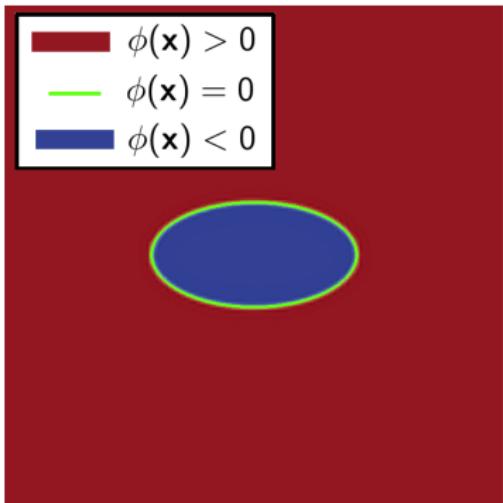
4 Conclusions



Level set method

$\phi(\mathbf{x})$ used to track an interface

$$\phi(\mathbf{x}) = \begin{cases} dist(\mathbf{x}, \Gamma) & \mathbf{x} \in \Omega_1, \\ 0 & \mathbf{x} \in \Gamma, \\ -dist(\mathbf{x}, \Gamma) & \mathbf{x} \in \Omega_2, \end{cases}$$



→ Advection by a divergence-free velocity \mathbf{u}

$$\frac{D\phi}{Dt} = 0 \quad \frac{\partial \phi}{\partial t} + \mathbf{u} \cdot \nabla \phi = 0$$



Coupling with Navier Stokes equations

$$\begin{aligned} \rho_\phi \left(\frac{\partial \mathbf{u}}{\partial t} + \mathbf{u} \cdot \nabla \mathbf{u} \right) - \nabla \cdot (2\mu_\phi D(\mathbf{u})) + \nabla p &= \mathbf{F}_\phi \\ \nabla \cdot \mathbf{u} &= 0 \\ \frac{\partial \phi}{\partial t} + \mathbf{u} \cdot \nabla \phi &= 0 \end{aligned}$$

- level set advected by solution of Navier Stokes equations
- fluid quantities depend on level set function ρ_ϕ , μ_ϕ , \mathbf{F}_ϕ

$$\rho_\phi = \rho^- + (\rho^+ - \rho^-)H_\epsilon(\phi)$$

$$\mu_\phi = \mu^- + (\mu^+ - \mu^-)H_\epsilon(\phi)$$

$$\mathbf{F}_\phi = \int_{\Gamma} \mathbf{F}_s = \int_{\Omega} \mathbf{F}_s \delta_\epsilon(\phi)$$



Variational formulation

find $(\mathbf{u}, p, \phi) \in H^1(\Omega)^2 \times L^2(\Omega) \times H^1(\Omega)$ which verify
 $\forall (\mathbf{v}, q, \psi) \in H_0^1(\Omega)^2 \times L_0^2(\Omega) \times H^1(\Omega) :$

$$\begin{aligned} \rho_\phi \int_{\Omega} \left(\frac{\partial \mathbf{u}}{\partial t} + (\mathbf{u} \cdot \nabla) \mathbf{u} \right) \cdot \mathbf{v} + \mu_\phi \int_{\Omega_f} D(\mathbf{u}) : D(\mathbf{v}) - \int_{\Omega} p \nabla \cdot \mathbf{v} &= \int_{\Omega} (\mathbf{F}_\phi) \\ \int_{\Omega_f} q \nabla \cdot \mathbf{u} &= 0, \\ \int_{\Omega} \partial_t \phi \psi + \int_{\Omega} (\mathbf{u} \cdot \nabla \phi) \psi + \int_{\Omega} S(\phi, \psi) &= 0. \end{aligned}$$

with $S(\phi, \psi)$ a stabilization term (SUPG, GLS, SGS, CIP).

➡ Solved by FEM and using FEEL++ library



[V. Doyeux PhD thesis]

[JCAM 2012, available on HAL]

➡ Curvature force derived from Helfrich energy

$$E_h = \int_{\Gamma} \frac{k_B}{2} \kappa^2$$

$$\mathbf{F}_h = \int_{\Gamma} \frac{k_B}{2} \left[\frac{\kappa^3}{2} + \mathbf{t} \cdot \nabla(\mathbf{t} \cdot \nabla \kappa) \right] \mathbf{n}$$

➡ Two different approaches to impose membrane inextensibility

- Write an elastic energy from level set gradient information

$$E_{el} = \int_{\Gamma} E(|\nabla \phi|)$$

$$\mathbf{F}_{el} = \int_{\Gamma} \{ \nabla E'(|\nabla \phi|) - \nabla \cdot [E'(|\nabla \phi|) \mathbf{n}] \mathbf{n} \} \quad [\text{Maitre et al. (2010)}]$$

- Add a Lagrange multiplier



Advantages - Drawbacks - inextensibility force

Add an elastic force F_{el}

Advantages

- Do not need to enter in fluid solver (Stokes, Navier-Stokes, or more complex ...)
- Can easily add other forces (surface tension, elasticity...)

Drawbacks

- Bad conservation of surface area
- Need to keep the stretching information $|\nabla\phi|$
- Complexity of the force

$$\mathbf{F}_{el} = \int_{\Omega} \left\{ \nabla E'(|\nabla\phi|) - \nabla \cdot \left[E'(|\nabla\phi|) \frac{\nabla\phi}{|\nabla\phi|} \right] \frac{\nabla\phi}{|\nabla\phi|} \right\} \delta_\epsilon \left(\frac{\phi}{|\nabla\phi|} \right)$$



Lagrange multiplier

Variational formulation on Stokes equation

$$\begin{aligned} -\nabla \cdot (2\mu_\phi D(\mathbf{u})) + \nabla p &= \mathbf{F}_\phi \text{ in } \Omega \\ \nabla \cdot \mathbf{u} &= 0 \text{ in } \Omega \\ \nabla_s \cdot \mathbf{u} &= 0 \text{ on } \Gamma \end{aligned}$$

find $(\mathbf{u}, p, \lambda) \in H^1(\Omega)^2 \times L^2(\Omega) \times L^2(\Gamma)$ which verify
 $\forall (\mathbf{v}, q, \nu) \in H_0^1(\Omega)^2 \times L_0^2(\Omega) \times L^2(\Gamma) :$

$$\begin{aligned} \mu_\phi \int_{\Omega_f} D(\mathbf{u}) : D(\mathbf{v}) - \int_{\Omega} p \nabla \cdot \mathbf{v} + \int_{\Gamma} \lambda \nabla_s \cdot \mathbf{v} &= \int_{\Omega} \mathbf{F}_\phi \cdot \mathbf{v} \\ \int_{\Omega} q \nabla \cdot \mathbf{u} &= 0 \\ \int_{\Gamma} \nu \nabla_s \cdot \mathbf{u} &= 0 \end{aligned}$$



Advantages - Drawbacks - Lagrange multiplier

Add Lagrange multiplier

Advantages

- Good conservation of surface area
- Depend only on level set position

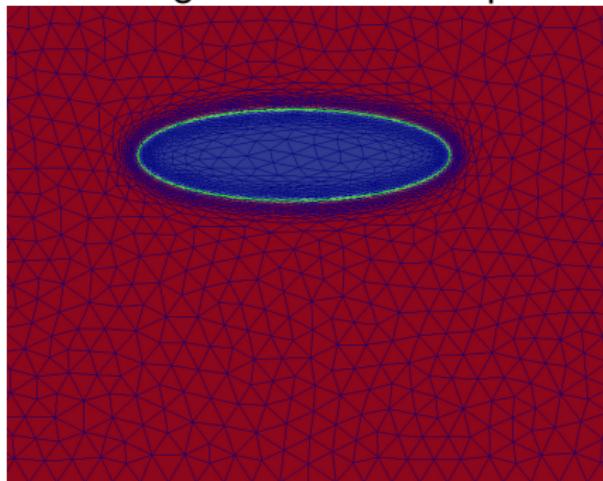
Drawbacks

- Add one more variable in the fluid solver
- More difficult to get $\nabla \cdot \mathbf{u} = 0$



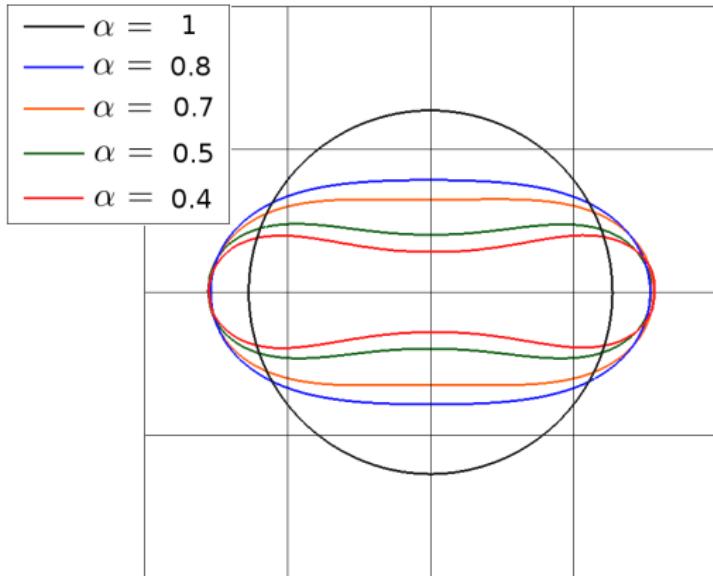
Mesh adaptation

Adapt mesh using GMSH anisotropic refinement



Equilibrium shapes

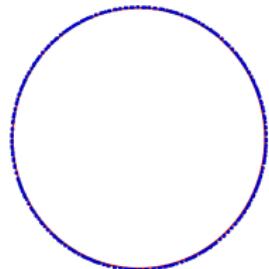
reduce area $\alpha = \frac{\text{area vesicle}}{\text{area circle with same perimeter}}$



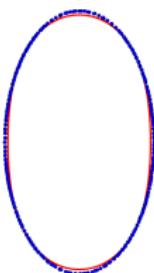
Comparison with another model

Comparison with boundary integral method from [Kaoui et al. 2011]

— Kaoui (2011)
• • Feel++ LevelSet



- Reduce area = 1
- .. Reduce area = 1



- Reduce area = 0.90
- .. Reduce area = 0.93

Comparison with another model

Comparison with boundary integral method from [Kaoui et al. 2011]

— *Kaoui (2011)*
• • *Feel++ LevelSet*

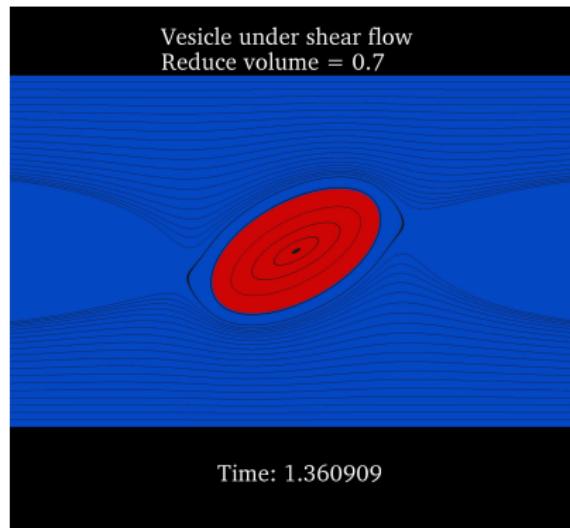


- Reduce area = 0.80
- .. Reduce area = 0.78

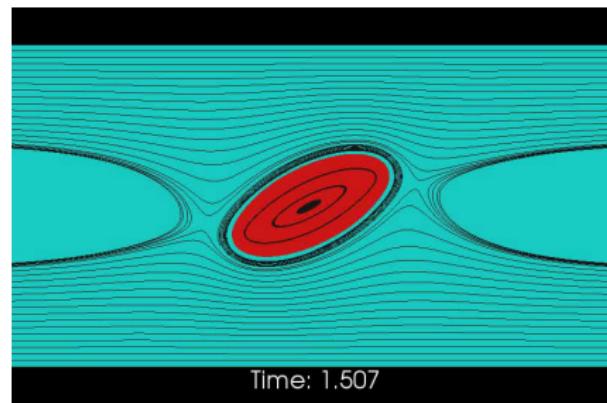


- Reduce area = 0.60
- .. Reduce area = 0.61

Tank treading motion



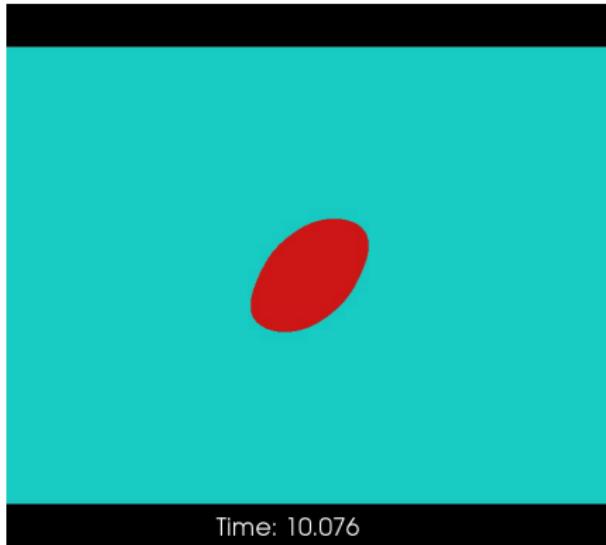
Forces method



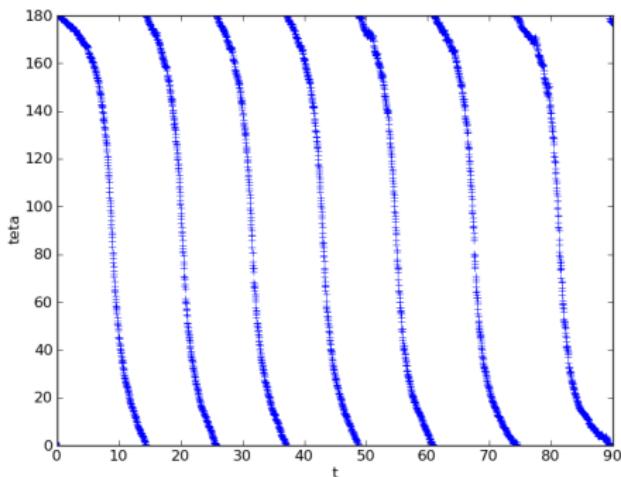
Lagrange Multiplier method



Tumbling motion - Simulation



Lagrange Multiplier method



Angle of the vesicle during time



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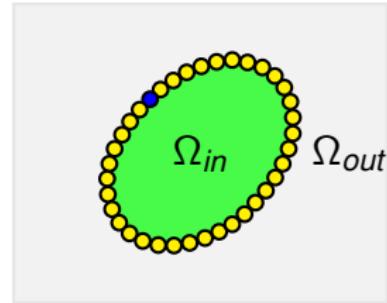
4 Conclusions



Conclusions I

First Model

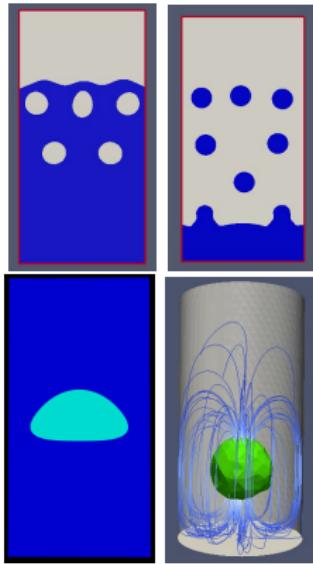
- ✓ A new model to study the dynamics of 2D vesicles
- ✓ VB regime recovered numerically in 2D for the first time
- ✓ Area and perimeter conservation (about 0.5%)
- ✗ Extension to 3D vesicles not easy



Conclusions II

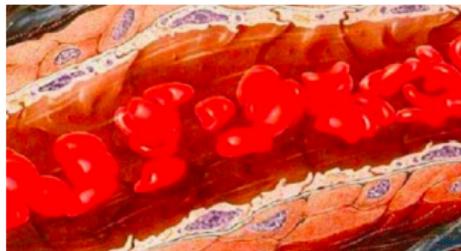
Second Model

- ✓ Unified framework for two-fluid flows
(2D and 3D using FEEL++
<http://www.feelpp.org/>).
Application to bubbles, drops and vesicles
- ✓ Validation using benchmarks



Work in progress

[V. Chabannes and V. Doyeux PhD thesis]



- Parallelism
- Flow in complex geometries
- Multi particles simulation
(Effective Viscosity)

