WETTABILITY PHENOMENA THROUGH SCALES: Tutorial on LBM

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http://sites.google.com/site/cae2016ictp/files





Outline

• Wettability phenomena

• Lattice Boltzmann method (LBM)

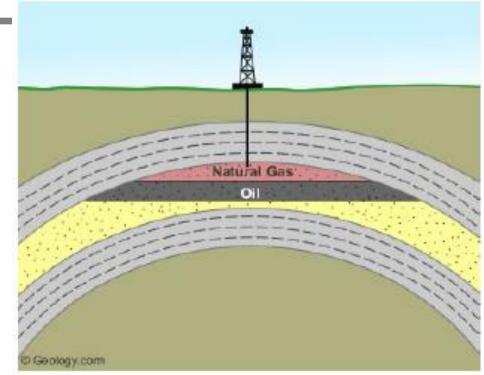
• Wettability phenomena in heterogenous surface through LBM

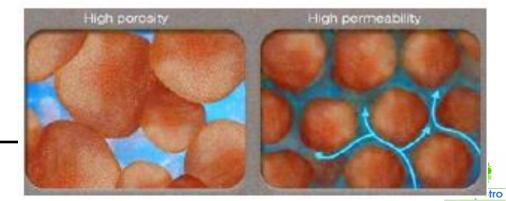






WETTABILITY PHENOMENA

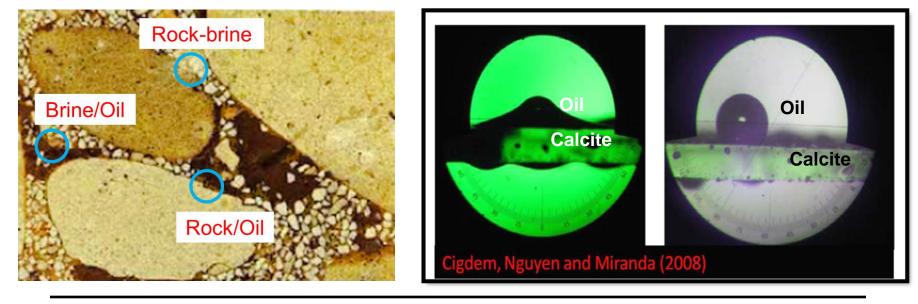








The main strategy is to reduce the interfacial tension (IFT) or the viscosity of crude oil by molecular additives, which can be adsorbed on the oil-fluid interface, or migrate to the crude oil through the interface.

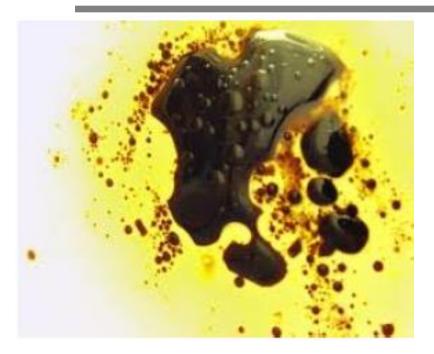


H2O + SiO2 nanoparticle





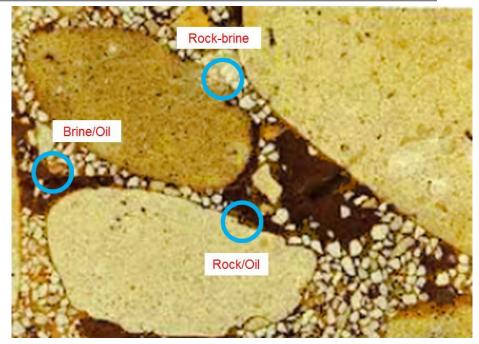
Wettability



Case 1 - Low spreading coefficient interaction brine - crude oil

Accumulation, fractionation and release of oil

$$S = \gamma_{wv} - (\gamma_{ov} + \gamma_{wo})$$



Case 2 - High spreading coefficient

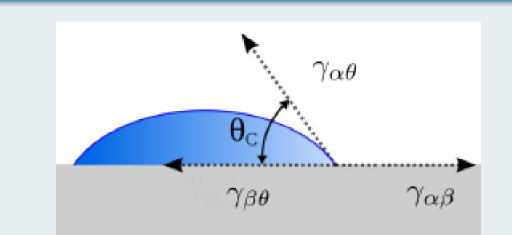
Oil thin film interacting at three-phase interfaces (gas-brine-rock)

Residual-Oil Recovery : $S > 0 \rightarrow high \ recovery$ $S < 0 \rightarrow low \ recovery$



Three coexisting phases

The Young's relation:



$\gamma_{\alpha\beta} = \gamma_{\beta\theta} + \gamma_{\theta\alpha} \cos\theta_c$ where α , β and θ are phases of the system.



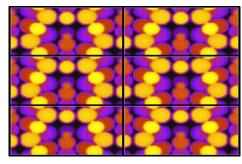
How QM can help the O&G upstream industry ?

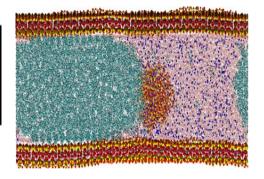
Multi-scale approach

Quantum Mechanics First principles methods

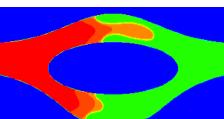
DFT + vdW NMR, AFM,XAS

> Thermodynamics & Kinetics Molecular Dynamics





Fed for Mesoscale modeling & experimental comparison



& experimental comp



Visc Adso

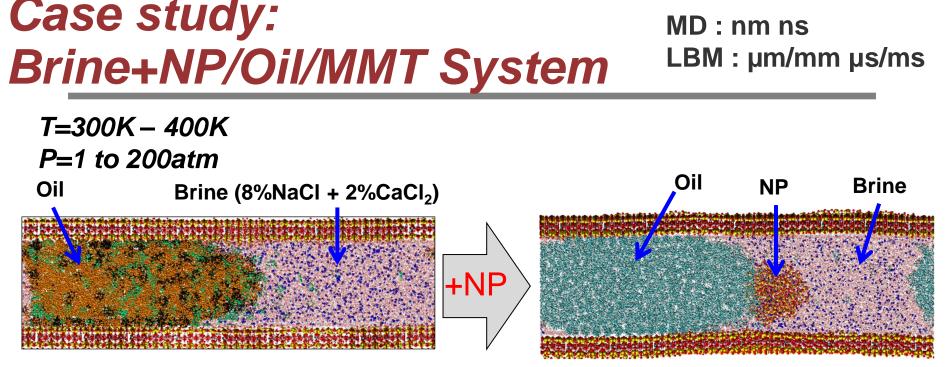
MD (atomistic): Nanoparticles < 20 nm

DLVO theory: Nanoparticles > 20 nm Incorrect predictions for high level of salt % and low pH.

Development of polarazible ab initio based interatomic potentials Interfacial and transport properties

Stability Diffusion Surface tension Viscosity Adsorption energies and Resident time

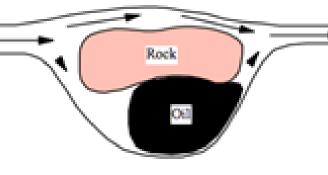
Nanopetro



MD Physical properties ρ_o =0.81 g/cm³; ρ_b =0.96 g/cm³; η_o =3.62 mPa-s; η_b =0.79 mPa-s; γ_{ob} =43 mN/m; θ_w = 28°

 $ρ_o=0.81 g/cm^3; ρ_b=0.96 g/cm^3;$ $η_o=3.60 mPa-s; η_b=0.88 mPa-s;$ $γ_{ob}=38 mN/m; θ_w=21^\circ$

LBM parameters: $G = 0.14; G_w = -0.015;$ $\tau_{oil} = 1.50; \tau_{brine} = 0.70$



 $G = 0.15; G_w = -0.02;$ $\tau_{oil} = 1.50; \tau_{brine} = 0.75$



Interfacial tension from MD

$$\gamma = \left(\frac{\partial F}{\partial A}\right)_{N,V,T} = \left(\frac{\partial G}{\partial A}\right)_{N,P,T}$$

$$\gamma_{ij} = \int [p_B - p_{tt}] dn$$

$$\gamma_{ij} = \int [p_{nn} - p_{tt}] dn$$

$$\gamma_{ij} = \int \Delta p dz$$

where

$$\Delta p = p_{zz} - \frac{p_{xx} + p_{yy}}{2}$$
$$\gamma = \frac{L_z}{2} \left[p_{zz} - \frac{p_{xx} + p_{yy}}{2} \right]$$

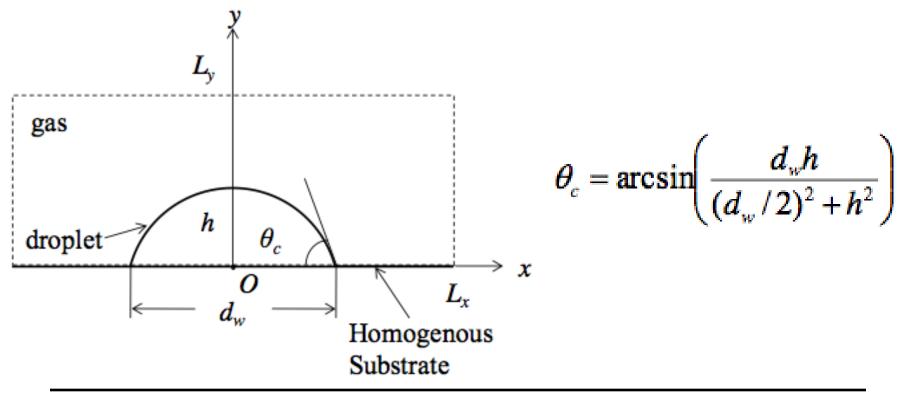
Figure: Application of the Pressure Profile



Homogeneous surface - wet



Geometric method: determination of the contact angle

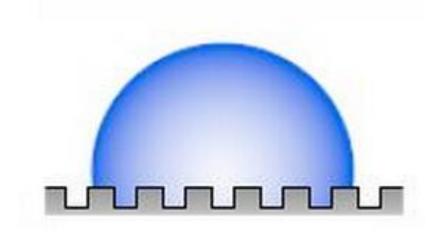


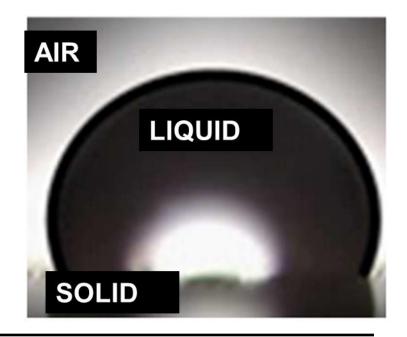




Homogeneous surface - wet

Wenzel State



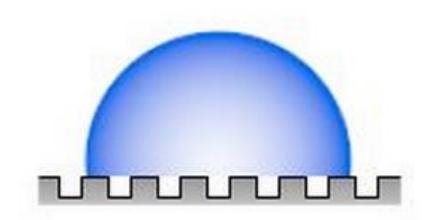


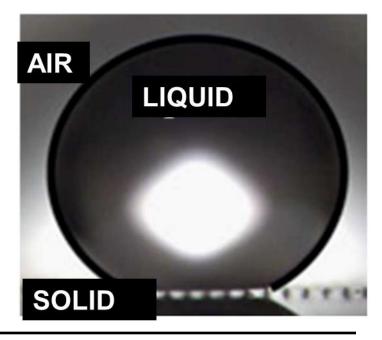




Homogeneous surface - no wet surface

Cassie State

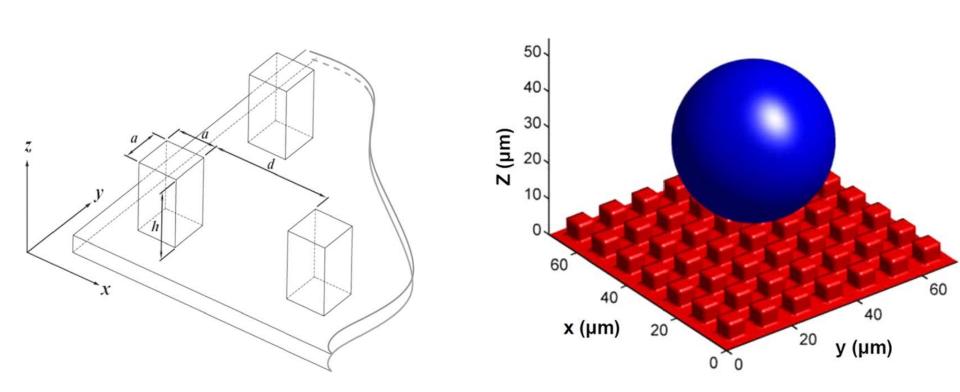








Single Droplet on Micro Square-Post Patterned Surfaces

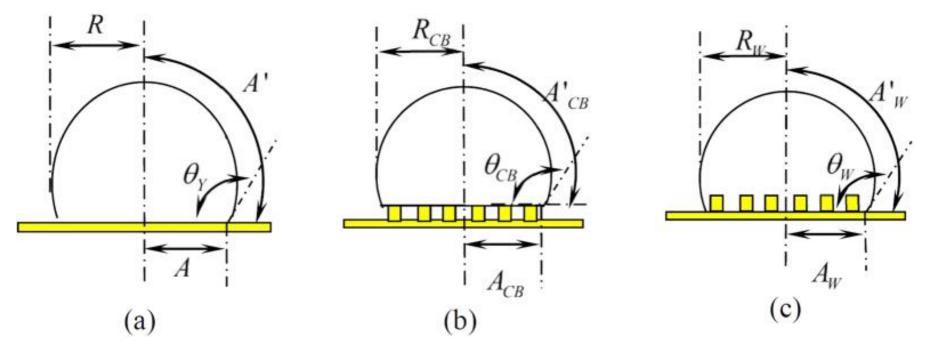


Y. Q. Zu and Y. Y. Yan, Sci Rep. 2016; 6: 1928





Single Droplet on Micro Square-Post Patterned Surfaces

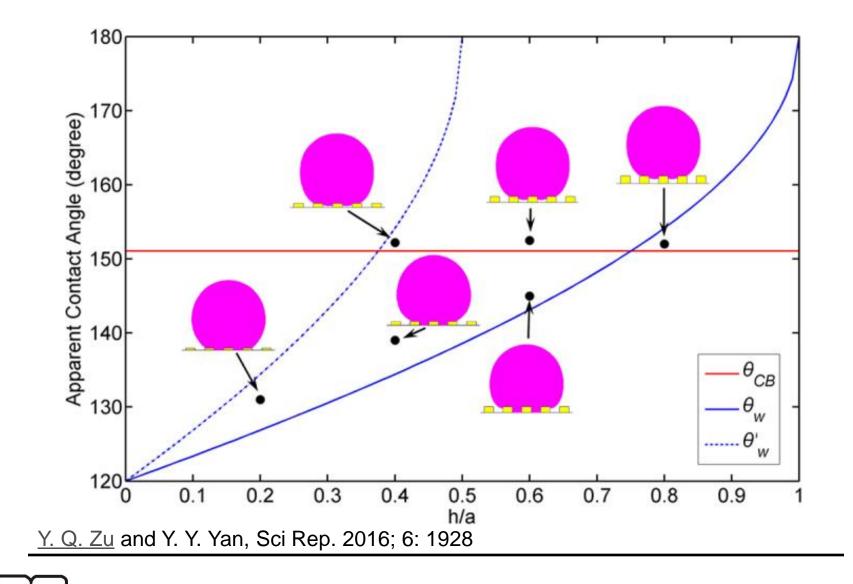


Cross-section view of the droplet on the surface:(a) droplet on flat surface (b) droplet in Cassie state (c) droplet in Wenzel state.

Y. Q. Zu and Y. Y. Yan, Sci Rep. 2016; 6: 1928









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• Lattice Boltzmann method (LBM)

• Wettability phenomena in heterogenous surface through LBM





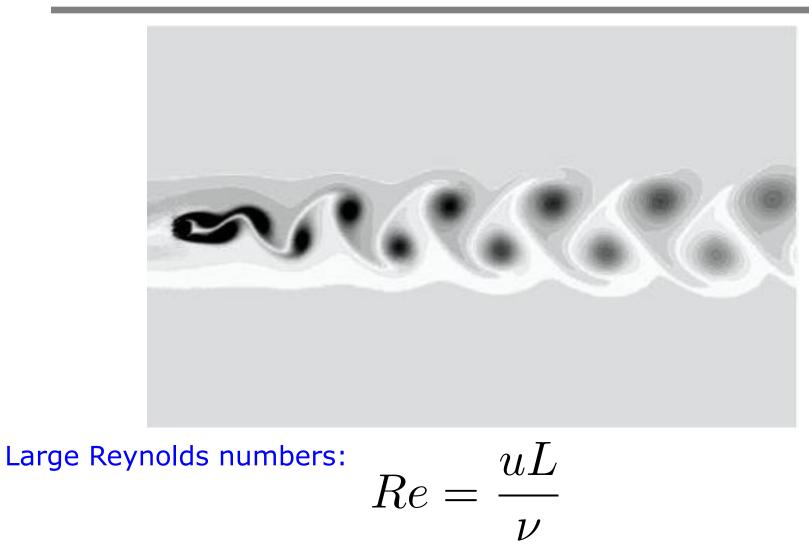
Lattice Boltzmann method (LBM)

- To simulate the fluid hydrodynamics of one or more phases in distinct media.
- It can capture satisfactory phenomena like:
 - Turbulence
 - Phase separation
 - Heat and solute transport
 - Metastable states
 - Evaporation
 - Condensation
 - Interactions between fluids and solids





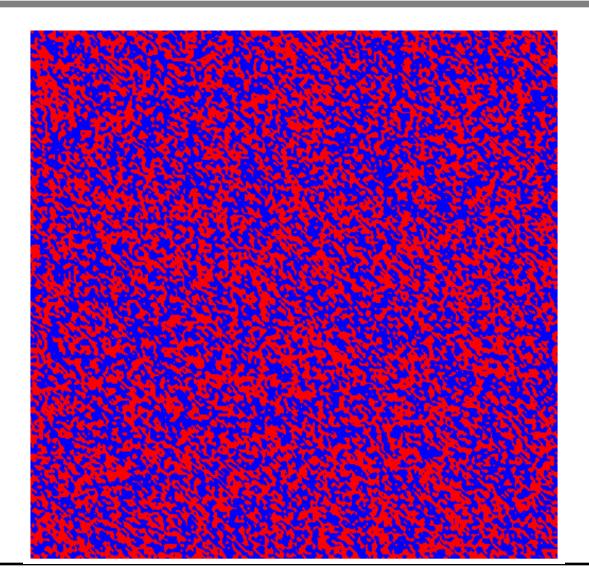
Turbulence







Phase separation







Lattice Boltzmann method (LBM)

- It has been used with success over several fields: :
 - Enhanced Oil Recovery (EOR)
 - Carbon capture and sequestration
 - Blood dynamics
 - Infrastructure (Civil Engineering)
 - •





Lattice Boltzmann method (LBM)

Basic Idea

 Gas/fluids are composed by interacting particles that can be described as "classical particles"

•Given the large amount of particles, a statistical treatment is considered.

• The most simple way to describe the system dynamics is considering: 1) flux and 2) collision between particles.





Molecular Dynamics X LBM : a Soccer perspective



foosball Simple way to describe the movement of players during a game

- Random
- Collisions
- Interactions between players result in a goal





Lattice Boltzmann Method X Soccer Game

foosball



- Players are confined
- Interactions between players is maintained to attain a goal

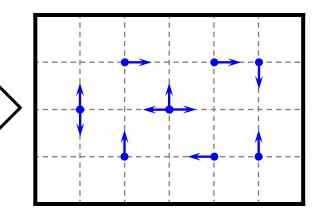


Lattice Boltzmann Method X Soccer Game

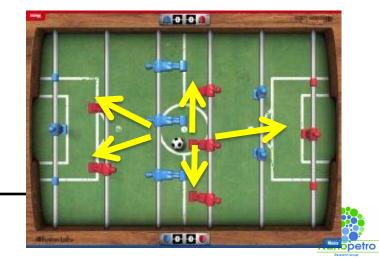
LBM is very similar to the foosball idea Collection of virtual particles with a

Microscopic particles inside fluids

finite amount of the fluid velocity moving along the lattice links

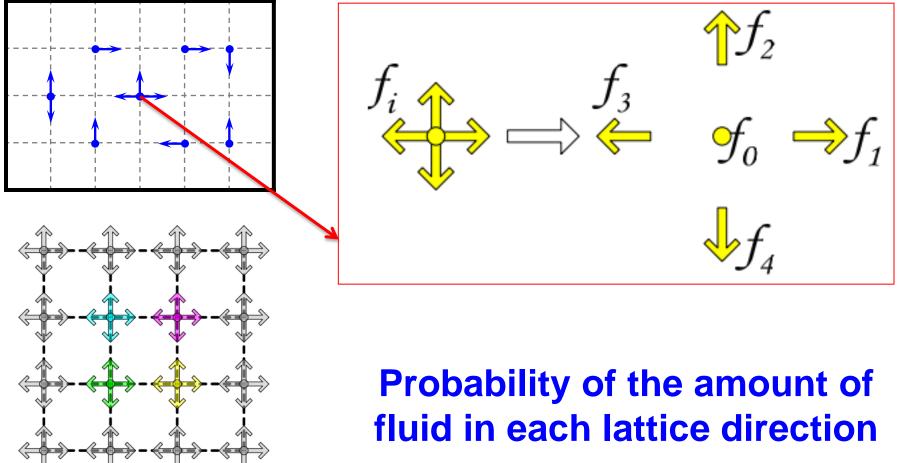


Interaction between particles is through the streaming and collision steps DYNAMICS



Lattice Boltzmann Method

Physical properties are described by a set of distribution functions defined on each direction of the lattice







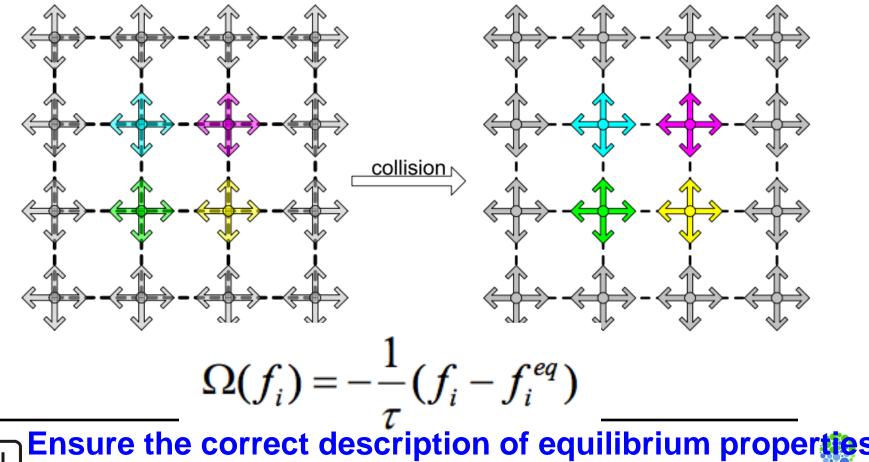
Lattice Boltzmann Method

Dynamics is described by 2 steps:

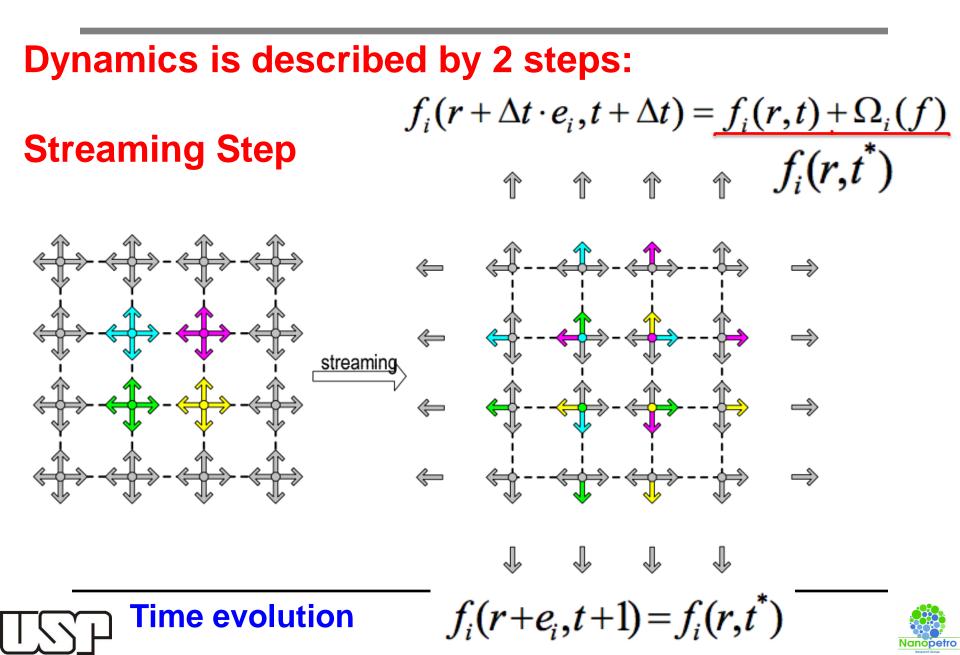
 $f_i(r + \Delta t \cdot e_i, t + \Delta t) = f_i(r, t) + \Omega_i(f)$

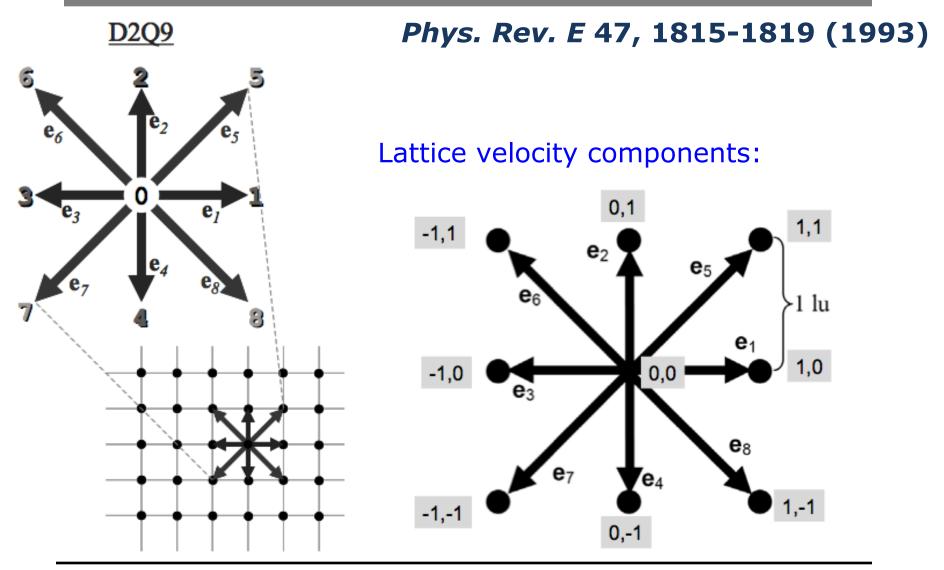
Nanopetro

Collision Step



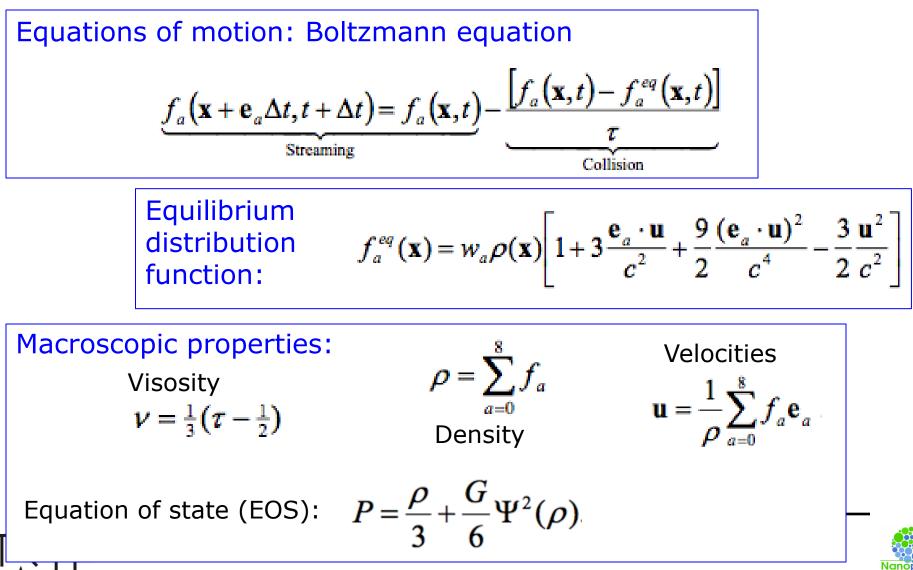
Lattice Boltzmann Method







Phys. Rev. E 47, 1815-1819 (1993)



Phys. Rev. E 47, 1815-1819 (1993)

The interactions:

- -Fluid-fluid (two-phase systems)
- -Fluid-solid (wettability)
- -External forces: gravity

These interactions can be introduced as variations of the

momentum :

$$\mathbf{F} = m\mathbf{a} = m\frac{d\mathbf{u}}{dt} \qquad \qquad \Delta \mathbf{u} = \frac{\mathbf{\tau}\mathbf{F}}{\rho} \qquad \qquad \mathbf{u}^{eq} = \mathbf{u} + \Delta \mathbf{u} = \mathbf{u} + \frac{\mathbf{\tau}\mathbf{F}}{\rho}$$

Solid-fluid interaction

$$\mathbf{F}_{ads}(\mathbf{x},t) = -G_{ads}\psi(\mathbf{x},t)\sum_{a}w_{a}s(\mathbf{x}+\mathbf{e}_{a}\Delta t)\mathbf{e}_{a}$$

$$S=0: \text{ No Solid}$$

$$S=1: \text{ Solid phase}$$





Phys. Rev. E 47, 1815-1819 (1993)

Ingredients:

- Density
- •Viscosity (through the relaxation time τ)
- •Surface and interfacial tension (through G)
- •wettability (through G_{ad})
- Gravity
- Other external fields (Temperature gradient, electric and magnetic fields, ...)





Explicit Forcing Lattice Boltzmann Method

Porter et al., Phys. Rev. E 86, 036701 (2012)

- Multicomponent interparticle-potential LBM
- External forces are incorporated into the discrete Boltzmann equation for each component
- Viscosity-independent equilibrium densities
- Kinematic viscosity ratios greater than 1000

Streaming

$$\begin{aligned} f_{i}^{k}(\mathbf{x} + \mathbf{e}_{i}\Delta t, t + \Delta t) - f_{i}^{k}(\mathbf{x}, t) = \\ \frac{1}{\tau_{k}} \left[f_{i}^{eq,k}(\mathbf{x}, t) - f_{i}^{k}(\mathbf{x}, t) - \left[\frac{\Delta t}{2} f_{i}^{F,k} \right] + \Delta t f_{i}^{F,k} \right] \\ \hline \mathbf{Collision} \end{aligned}$$
Forcing terms

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Compile the codes:

MANDY:LAB_LBM aopereira\$ gfortran -o shanchen.x ShanChen-D2Q9.f90 MANDY:LAB_LBM aopereira\$ gcc -o bmp2top.x converter.c

Parameters:

- t = 1
- • $G_{ad} = -120.0$
- • $G_w = -250.0$
- •Gravity = 0.0
- •Droplet density= 500
- •Density (out of the droplet) = 100
- •Lattice size: 128x80
- •Time: Nt = 3000
- •Interval in time to print the results: Ntdis = 100
- •Droplet radiius= 15 lu
- Position of the droplet's center (x,y) in l.u.: 64 9





LBM simulation:

Step 1: Define the surface's topology from an input file Convert a bmp file in to text file

Copy the file with the name 'topology.bmp'

MANDY:LAB_LBM aopereira\$ cp topology_homogeneo.bmp topology.bmp

To generate the topology surface input file:

Let us use the **bmp2top.x** to convert the topology.bmp to be used in the **shanchen.x** code.





LBM simulation:

Step 1: Define the surface's topology from an input file Convert a bmp file into text file

Execute the bmp2top.x file

It will create an text file (BC.top) with 128x80 dimension.
Modify the name of the BC.top to keep this specific topology (homogenous)

•bmp2top.x overwrites the BC.top in each run.

```
MANDY:LAB_LBM aopereira$ ./bmp2top.x
128
80
MANDY:LAB_LBM aopereira$ ls
BC.top
                       converter.c
                                               topology_hetero_2.bmp
                                               topology_hetero_3.bmp
BC.txt
                       shanchen.x
ShanChen-D2Q9.f90
                       topology.bmp
                                               topology_homogeneo.bmp
                       topology_hetero_1.bmp
bmp2top.x
MANDY:LAB_LBM aopereira$ mv BC.top BC_homogeneo.top
```

petro

Code running:	MANDY:LAB_LBM aopereira\$./shanchen.x
	Entrer size of grid (Nx,Ny): 128 80
	Enter time for silumation: Nt 10000
	Enter time interval to display results: Ntdis 500
	Enter relaxation time: Tau 1.0
	Poiseuille Simulation (1), Phase Separation (2), Droplet Spreading (3): 3
	<pre>!!!!! Spreading of a Droplet !!!!!</pre>
	Enter Radius of the droplet: 15
	Density inside the droplet: 500
	Density outside the droplet: 100
	Enter coordinates of the center of the droplet (Xcen,Ycen): 64 9
	Enter gravity acceleration in lattice units: 0.0
	Enter Interaction Strength between fluid phases (Gad): -120.0
	Enter Interaction Strength between fluid and solid phases (Gw): -250.0
	Enter Input file for topology (BC): BC_homogeneo.top
	Grid Size 128 80 Number of time interactions = 10000
	How often results are displayed = 500 TauF = 1.00000000000000
	_!&& TIME = 500

Results: FILE PRESSURE000100.dat

x,y,Pr(x,y),ueq(1,x,y),ueq(2,x,y)

Х

1	1	0.00000000000000000
1	2	0.0000000000000000
1	3	0.0000000000000000
1	4	0.0000000000000000
1	5	0.0000000000000000
1	6	0.0000000000000000
1	7	0.0000000000000000
1	8	0.0000000000000000
1	9	0.0000000000000000
1	10	0.0000000000000000
1	11	0.0000000000000000
1	12	0.0000000000000000
1	13	0.0000000000000000

Y Pressure

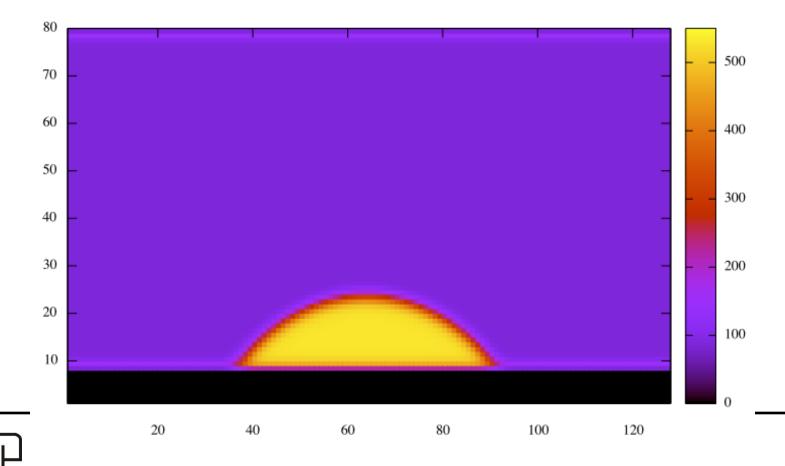
- 0.0000000000000000
- 0.00000000000000000
- 0.00000000000000000
- 0.0000000000000000
- 0.0000000000000000
- 0.00000000000000000
- 0.0000000000000000
- 0.00000000000000000
- 0.00000000000000000
- 0.000000000000000000
- 0.00000000000000000
- 0.00000000000000000
- 0.0000000000000000

Velocities-Y

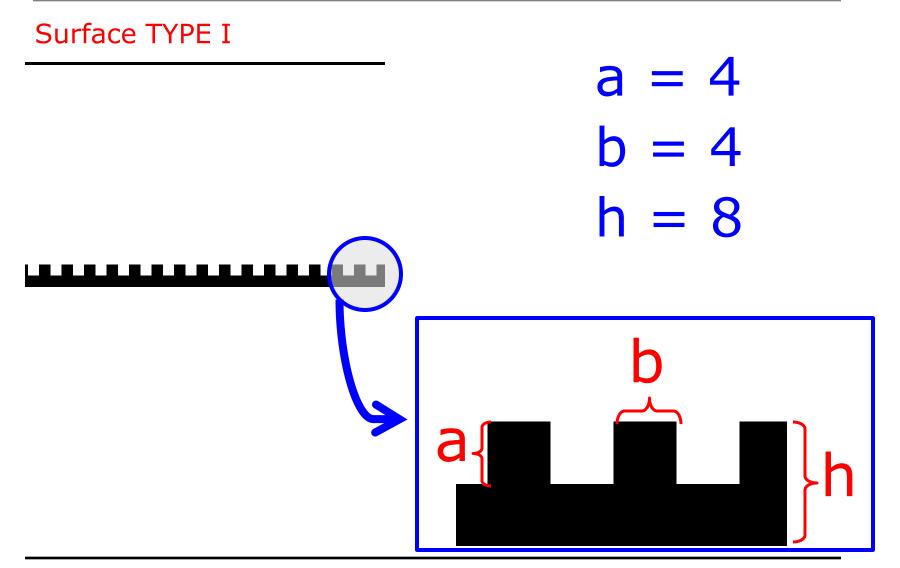


Results: Density profile

```
gnuplot>
gnuplot> set pm3d map; set size ratio -1; set cbrange[0:550]
gnuplot> splot [1:128][1:80]'DENSITY003500.dat' u 1:2:3
gnuplot>
```



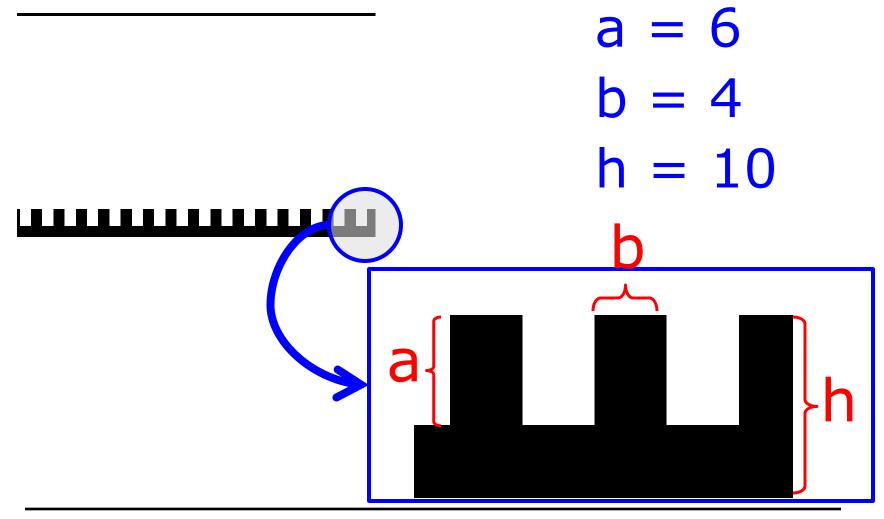








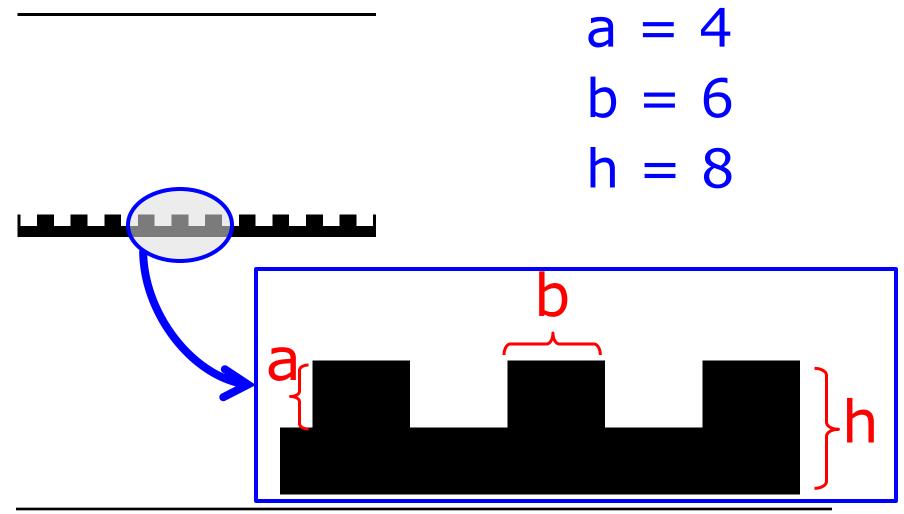
Surface TYPE I







Surface TYPE I







Computer experiments – part 1

- Vary the Gw values within the interval (-327, -46).
- Verify how the contact angle is affected by this quantity.
- Generate a curve (Contact angle versus Gw)





Computer experiments – part 2

 Simulate the Cassie and Wenzel states for different surfaces:

> a = 4 e b = 4 (topology_hetero_1.bmp); a = 6 e b = 4 (topology_hetero_2.bmp); a = 4 e b = 6 (topology_hetero_3.bmp).





Computer experiments - Challenge

- Verify the effects of gravity over the Cassie and Wenzel's states.
- Use values of the order of 10⁻⁵.

