## Physics 567

Homework 5
Advection of Atmospheric Aerosols
Due Friday, April 26, 2024
Convective atmospheric eddies (thermally driven vortices with the axis parallel to the ground) of 1 km size often form just above the Earth's surface. These eddies pick up dust particles and water droplets (aerosols) and carry (advect) them to overlying mesoscale ( 10 km ) eddies that reach up to the lower boundary of the stratosphere ( $10-20 \mathrm{~km}$ altitude). In this assignment, you will construct an elementary 2 D simulation of the trajectory of an aerosol particle (trapped?) in an idealized system of steady, 1 km convective eddies. ${ }^{1}$

The aerosol particle experiences two forces: gravity and aerodynamic drag. The equation of motion is

$$
\ddot{\mathbf{x}}=-g \hat{\mathbf{y}}+\frac{1}{2 m} C_{D} A \rho|\mathbf{w}-\dot{\mathbf{x}}|(\mathbf{w}-\dot{\mathbf{x}})
$$

where $\mathbf{x}=(x, y)$ is the particle position. The $y$-axis points up. The dots represent time derivatives, $A$ is the cross-sectional area of the (spherical) particle, $g$ is the acceleration of gravity, $C_{D}$ is the drag coefficient, $\rho$ is the density of the atmosphere, and $m$ is the mass of the particle. Assume that the particle has the density of water. The coefficient of drag for a sphere is highly dependent on

[^0]the Reynolds Number (Re):
$C_{D} \approx \frac{24}{R e}\left(1+\frac{R e^{2 / 3}}{6}\right), \quad R e \lesssim 1000$,
where $R e \equiv \frac{\rho v d}{\eta}$.
The speed $v$ is the magnitude of the velocity of the fluid relative to the particle $(v \equiv$ $|\mathbf{w}-\dot{\mathbf{x}}|) ; d$ is the particle diameter, and $\eta$ is the viscosity of air.

We need a plausible expression for the convective velocity field $\mathbf{w}(x, y)$. In fluid flow, conservation of mass is embodied in the continuity equation,

$$
\frac{\partial \rho}{\partial t}=-\nabla \cdot(\rho \mathbf{w})
$$

In our simplified world, fluid flow will be steady $\left(\frac{\partial}{\partial t}=0\right)$ and incompressible ( $\rho=$ constant). The velocity field therefore has zero divergence. This is easily accomplished in 2D by defining $\mathbf{w}$ in terms of a stream function $\psi(x, y)$ :

$$
w_{x}=-\frac{\partial \psi}{\partial y}, \quad w_{y}=\frac{\partial \psi}{\partial x} .
$$

We choose the stream function

$$
\psi(x, y)=a w_{0} \cos \left(\frac{\pi x}{2 a}\right) \sin \left(\frac{\pi y}{2 a}\right) .
$$

The contours of the stream function are the streamlines (field lines of the velocity field):


Note that the vortex directions alternate in a checkerboard pattern. This is (crudely) what convection cells look like in cross-section. Note that the period of circulation for a given air molecule depends on which streamline it is on. With that caveat, we somewhat arbitrarily define the convective turnover time as

$$
\tau \equiv \frac{2 \pi a}{w_{0}}
$$

## Your assignment:

1. Run simulations for particle diameters $d=1,10,100,1000 \mu \mathrm{~m}$ (microns). For each aerosol particle, produce a plot of the trajectory $x, y$ for 10 convective turnover times. Use the following initial conditions:

$$
\begin{aligned}
& x_{0}=0, \quad y_{0}=1.5 \mathrm{~km}, \\
& \dot{x}_{0}=0, \quad \dot{y}_{0}=0 .
\end{aligned}
$$

2. Find the largest size of particle that can be trapped in the vortex with the above initial conditions. We will deem the particle trapped if it does not reach ground ( $y=0$ ) within 10 convective turnover times.

Turn in the following by email to the grader:

1. Well-commented source code.
2. Trajectory plots for each of the particle sizes specified, for 10 turnover times.
3. Answer to the question: what is the largest size particle that will remain trapped? Your answer should be within $0.1 \mu \mathrm{~m}$ or better. Include program output to substantiate your answer.

The last part will be more tractable if you automate your search. Please be advised that whether a particle is trapped may not be a monotonic function of particle size.

Use the following parameter values in your simulation:

| particle density | $\ldots$ | $1000 \mathrm{~kg} / \mathrm{m}^{3}$ |
| :--- | :---: | :---: |
| air density | $\rho$ | $1 \mathrm{~kg} / \mathrm{m}^{3}$ |
| vortex speed | $w_{0}$ | $10 \mathrm{~m} / \mathrm{s}$ |
| vortex radius | $a$ | 1000 m |
| air viscosity | $\eta$ | $2 \times 10^{-5} \mathrm{~N} \mathrm{~s} / \mathrm{m}^{2}$ |
| gravitational acceleration | $g$ | $10 \mathrm{~m} / \mathrm{s}^{2}$ |


[^0]:    ${ }^{1}$ The real atmosphere has an evolving, complex chain of eddy systems, including smaller scale ( 100 m ) turbulent eddies that serve to enhance particle diffusion. Aerosols also experience diffusion due to Brownian motion. We will ignore these effects.

