

### M&M FLOW LAB AT UCSB (+ COLLABORATORS)

**Fluids and Interfaces**

**Grains, Powders and Suspensions**

**Heat Transfer and Phase**

### MOTIVATIONS: CONTROLLING AGGREGATES SIZE AFTER DRYING

granular materials: non-saturated (dry, pendular, funicular, capillary, dense) | saturate | suspensions (diluted)

$w = \frac{V_{liq}}{V_{sol}}$

Drying a mixture of particles and liquid affect the state of agglomeration of the final dried product. What is the influence of shear on the final state?

**Issues:** interplay between the particles, the liquid, the humidity, temperature, shear, ...

**Experimental approach:** developing tools for characterizing the drying of wet powders with shear and the resulting formation of agglomerates

### APPROACH

Development of the best proxy for the testing of the drying of wet powders with shear

**Tool 1: high-shear drying**  
Oscillating box  
Typical velocity: m/s  
Typical particle energy:  $\mu J$

**Tool 2: low and medium shear drying**  
Rotating drum  
Typical shear rate:  $\dot{\gamma} \sim 100 s^{-1}$

**Transversal tasks**

- Development of the humidity chamber
- Processing tools to measure the time evolution of the aggregate size during the drying process

Characterizing the formation of agglomerates during drying with different model powders and shear conditions

**Practical results**

- Experiments performed with model powders (e.g. calcium carbonate, quartz, cornstarch, etc.)
- Experiments with model material (glass beads) and liquid phase that solidifies upon drying
- Time-resolved regime map varying the temperature, relative humidity and energy input

Key results: agglomerates size distribution

Input from IFPRI members with powders of interests

### OSCILLATING BOX

+ liquid binder

High shear granulation

$\vec{g} \downarrow$

$A \cos \omega t$

A model granulator?

Raux et al., Phys. Rev. Fluids (2018)

### Granulation

with Pascal Raux and Pierre Jop (SVI - CNRS/Saint-Gobain, 2018)

Issue: post-mortem measurements

### Bi-dimensional system

Removable Lid  
Locking Mechanism  
Quasi 2D Box (Transparent)  
Model Powder  
Vibrating Stage

Some initial issues:

Adhesion causes coating of a grain layer, making visualization of agglomerates challenging

Trade-off between visualization and functionality

First version: ready to test!

### ROTATING DRUM (UNDER CONSTRUCTION)

**Goal:** drying the mixture of powders and particles at low and medium shear

Drum: 2 x 5" disk, 2 x 4" disk, 1 x 4" ID tube

Mounted Bearings, Alum. Framing Rails, Leaning Feet, Stepped Shafts (lined with heat-shrink tubing), Pulleys & Belts, Shaft Coupling, Stepper Motor

1mm glass beads: dry | 1mm glass beads: 1% wet

**Ongoing work:**

- Faster motors
- Larger drum
- Measure and vary humidity exchange
- Characterize aggregate size - image processing

### OSCILLATING BOX: FIRST TESTS

After 1 min of vibrations for glass beads and water

$a = 1 g, d = 65 \mu m, W = 30 \% \text{ (volume)}$

### No-moisture exchange

Normalized by the projected area of a single grain  $\Rightarrow$  Estimate of agglomerate size

Smaller grains  $\Rightarrow$  more grains per agglomerate

Over time agglomerates become smaller

Agglomerate Size

$A_0 = \pi(d/2)^2$

Agglomerate Concentration

$A_{agg}(t) = \sum_i A_i(t)$

Agglomerate Shape

$\xi = w/l$

Agglomerates roughly circular in shape for all times for smaller grains

To be tested with non-spherical grains

### Next steps

- ▶ Reach higher acceleration of the oscillating box (higher shear)
- ▶ Automatization of the processing methods
- ▶ Air Exchange: Design updates to allow air without leaking powder
- ▶ Humidity and temperature control
- ▶ Parameter space sweep and first tests with small glass beads
- ▶ Tests with powders

### "CONCLUSION"

- Ongoing design phase of the oscillating box and the rotating drum
- Design an air exchange mechanism (humidity and temperature control)
- Automize the processing of the experimental pictures
- Start considering real powders

Input from IFPRI members?

- ▶ Powders and liquids relevant to applications ?
- ▶ Typical range of shear rate interesting ?
- ▶ Range of temperature and humidity ?
- ▶ Is it interesting to have all the time evolution ?