

Void Fraction Calculations

Take the averaging volume as V , the number density as n

$$V_g := \frac{4}{3} \cdot n \cdot \pi \cdot r^3 \cdot V$$

$$V_l := V - V_g$$

$$\alpha := \frac{V_g}{(V_g + V_l)}$$

$$\alpha = \frac{4}{3} \cdot n \cdot \pi \cdot r^3$$

$$V := A \cdot l$$

$$n_{\text{bub}} := \frac{3}{4} \cdot \frac{\alpha}{(\pi \cdot r^3)}$$

$$n_{\text{drop}} := \frac{3}{4} \cdot \frac{1 - \alpha}{(\pi \cdot r^3)}$$

Fraction of area blocked from view by droplets over length l is: $n_{\text{drop}} \cdot \pi \cdot r^2 \cdot \frac{V}{A} \rightarrow \blacksquare$

Distance at which this fraction goes to 1.0 is:

$$\frac{3}{4} \cdot \frac{(1 - \alpha)}{r} \cdot l = 1$$

$$\frac{1}{\left[\frac{3}{(4 \cdot r)} - \frac{3}{(4 \cdot r)} \cdot \alpha \right]}$$

$$\frac{4}{3} \cdot \frac{r}{(1 - \alpha)}$$

$$\frac{4}{3} \cdot \frac{r}{(1 - \alpha)} = 1$$

The void fraction as a function of distance and droplet diameter for this relation is:

$$\frac{1}{3} \cdot \frac{(-4 \cdot r + 3 \cdot l)}{l}$$

$$\frac{-1}{3} \cdot \frac{(4 \cdot r - 3 \cdot l)}{l} \quad 1 - \frac{4}{3} \cdot \frac{r}{l}$$

Example: a rain storm with quarter inch drops and 1000 feet visibility

$$r := \frac{1}{4} \text{ in}$$

$$l := 1000 \cdot \text{ft}$$

$$\alpha := 1 - \frac{4}{3} \cdot \left(\frac{r}{l} \right)$$

$$\alpha = 0.9999722222$$

Example: void fraction of bubbles just touching

$$r := 1 \cdot \text{mm}$$

$$V_g := \frac{4}{3} \cdot \pi \cdot r^3$$

$$V := (2 \cdot r)^3$$

$$\alpha := \frac{V_g}{V}$$

$$\alpha = 0.524$$

Example: Void Fraction when Droplets are separated at surface by one diameter

$$V := (4 \cdot r)^3$$

$$V_g := V - \frac{4}{3} \cdot \pi \cdot r^3$$

$$\alpha := \frac{V_g}{V}$$

$$\alpha = 0.935$$

A void fraction of 0.75 is often taken as the beginning of the pure droplet flow regime. Separation as a multiple of the drop diameter at this void fraction can be calculated quickly as:

$$\left[\frac{\frac{4}{3} \cdot \pi}{2^3 \cdot (1 - .75)} \right]^{\frac{1}{3}} = 1.279$$

This tight packing tells us that laws for interfacial drag will be quite complex. Simple relations for drag on an isolated sphere are completely inadequate.