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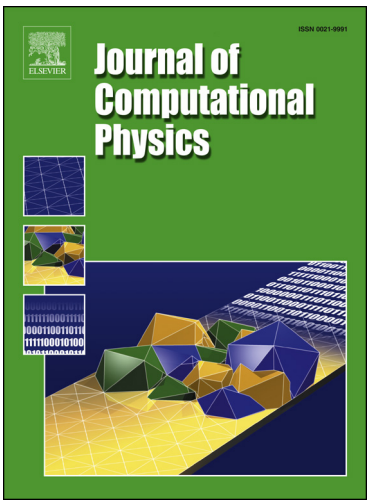

Self-Induced Velocity Correction for Improved Drag Estimation in Euler-Lagrange Point-Particle Simulations

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Highlights

- Rigorous analytic derivation of self-induced velocity correction in Euler-Lagrange methodology.
- Extension of the low Reynolds number theory to higher Reynolds numbers through numerical simulation.
- A composite velocity correction model that has been tested in the context of falling sphere.

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