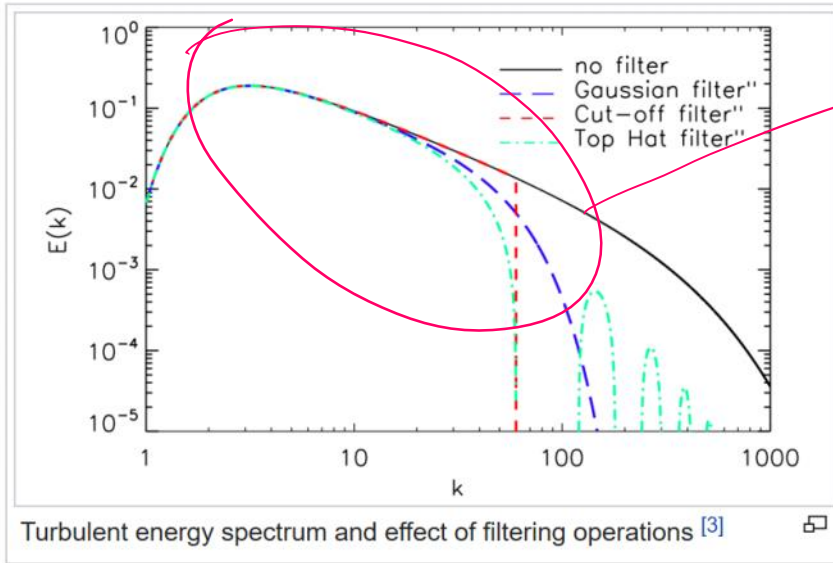


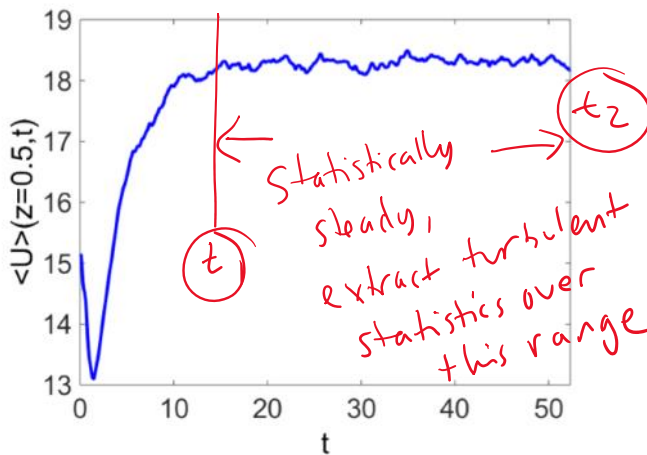
Figure 1. Effect of different filters on the energy spectrum of turbulence.



A properly-implemented LES leaves the inertial range intact.

[https://en.wikipedia.org/wiki/Filter_\(large_eddy_simulation\)](https://en.wikipedia.org/wiki/Filter_(large_eddy_simulation))

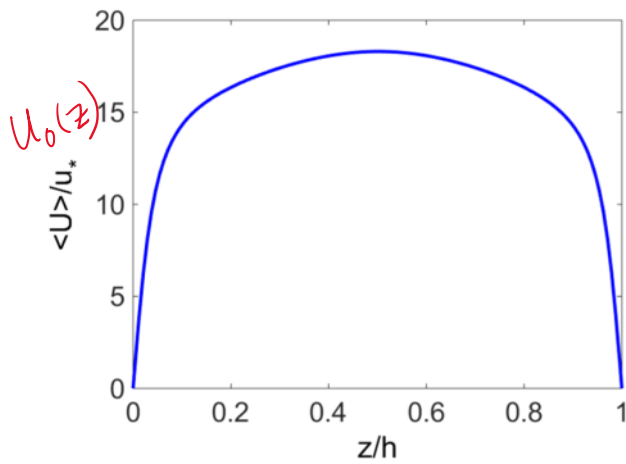
Figure 2. Relaxation of the centreline velocity to a statistically steady state



$$\langle U \rangle(z, t) = \frac{1}{L_x} \frac{1}{L_y} \int_0^{L_x} dx \int_0^{L_y} dy \overline{u(x, y, z, t)}$$

Instantaneous "raw" velocity from the LES.

Figure 3. Mean streamwise velocity, showing "law of the wall"

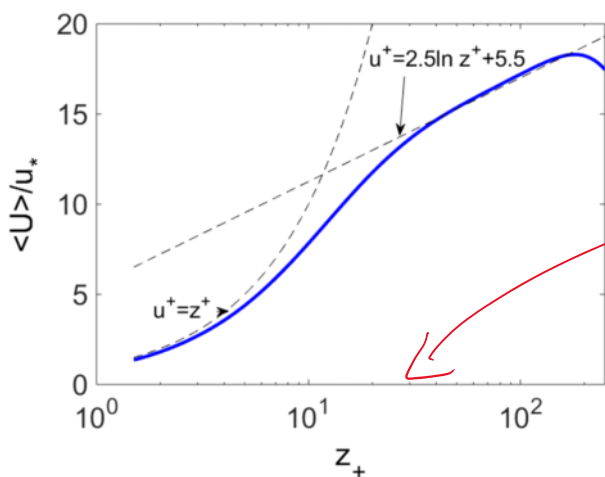


After extracting the statistically steady range in ①, the time-average mean streamwise velocity is computed as follows:

$$U_0(z) = \frac{1}{t_2 - t_1} \int_{t_1}^{t_2} dt \int_0^{L_x} dx \int_0^{L_y} dy \overline{U(x, y, z, t)} \times \frac{1}{L_x L_y}$$

the "raw" velocity again from the LES ✓

Figure 4. The same as Figure 3, only on a semilogarithmic scale



$$\begin{aligned} z_+ &= \frac{z}{d_*} \\ &= \frac{z}{H} \frac{H}{d_*} \\ &= \tilde{z} \frac{\rho H U_*}{\mu} \\ &= \tilde{z} Re_* \end{aligned}$$

Figure 5. Scaling behaviour of the mean velocity

$$\text{Define } U_{\text{mean}} = \frac{1}{H} \int_0^H U_0(z) dz$$

$$\text{Check: } \frac{\max U_0(z)}{U_{\text{mean}}} \approx 1.16 \text{ (value from full DNS)}$$

$$C_d = 2U_*^2 / U_{\text{mean}}^2 \approx 8.18 \times 10^{-3} \text{ from DNS}$$

$$C_f = 2U_*^2 / U_{\text{mean}}^2 \approx 8.18 \times 10^{-3} \text{ from DNS}$$

C_f is the drag coefficient or more precisely, the skin friction coefficient.

Figure 6. Parameters of simulation

$$\begin{aligned} Re_x &= \rho U_* H / \nu = 360 \\ N_x &= 288 & \Delta x &\approx L_x / N_x = 1/36 \\ N_y &= 120 & \Delta y &\approx L_y / N_y = 1/36 \\ N_z &= 120 & \Delta z &\approx L_z / N_z = 1/20 \\ \Delta t &= 5 \times 10^{-5} \end{aligned}$$

Figure 7. Reference

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PAPER

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