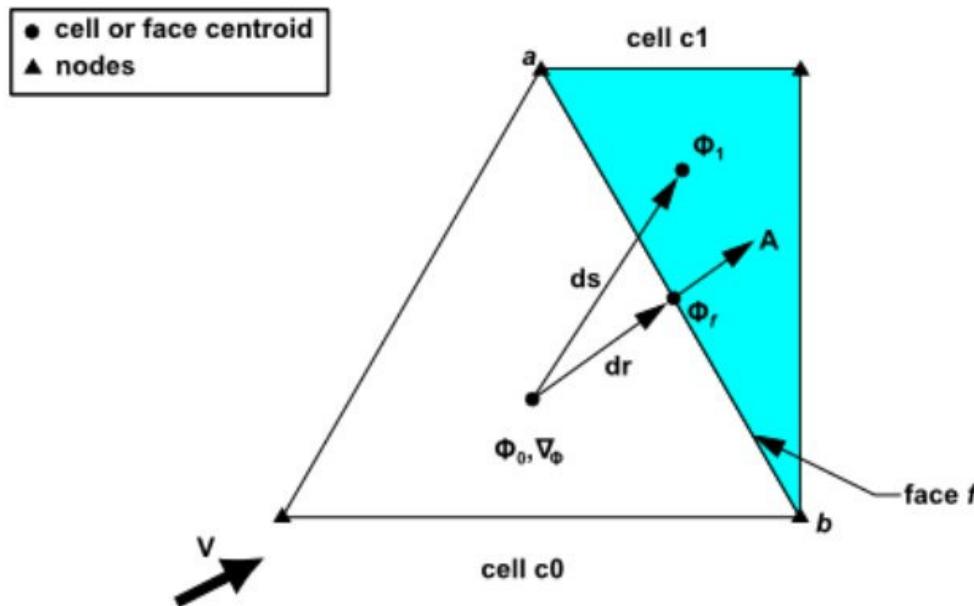


Critérios para Avaliação da Ortogonalidade da Malha

Correção de não-ortogonalidade

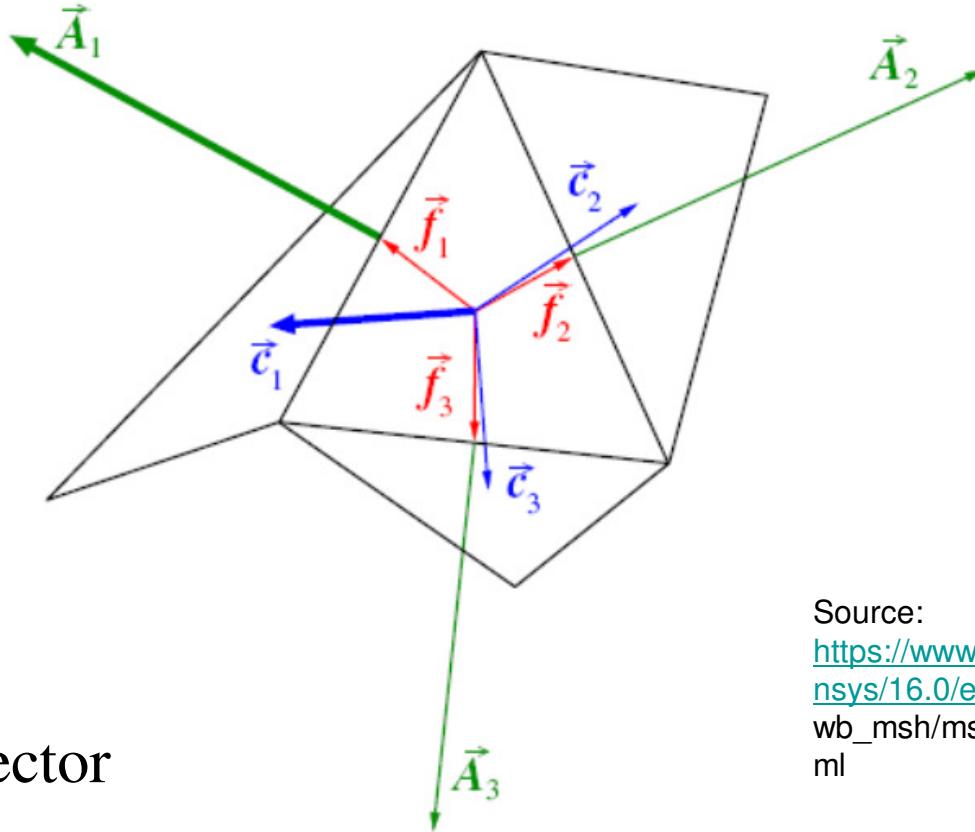
$$\vec{A} = A \vec{n} \quad \vec{e}_s : versor na direção de ds$$

$$\underbrace{\Gamma \nabla \phi \cdot \vec{A}}_{\text{tem que ser avaliada ao fim de uma iteração}} = \underbrace{\Gamma \frac{(\phi_1 - \phi_0)}{ds} \frac{\vec{A} \cdot \vec{A}}{\vec{A} \cdot \vec{e}_s}}_{\text{vai ser usada para formar o coeficiente de difusão do sistema linear}} + \underbrace{\Gamma \left(\nabla \phi \cdot \vec{A} - \nabla \phi \cdot \vec{e}_s \frac{\vec{A} \cdot \vec{A}}{\vec{A} \cdot \vec{e}_s} \right)}_{\text{parcela avaliada antes de fazer uma iteração}}$$



Extraído de ANSYS
Fluent UDF manual,
Release 14.

$$\Gamma \nabla \phi \cdot \vec{A} = \underbrace{\Gamma \frac{1}{ds} \frac{\vec{A} \cdot \vec{A}}{\vec{A} \cdot \vec{e}_s}}_{\text{forma o coeficiente de difusão do sistema linear}} (\phi_1 - \phi_0) + \underbrace{\Gamma \left(\nabla \phi \cdot \vec{A} - \nabla \phi \cdot \vec{e}_s \frac{\vec{A} \cdot \vec{A}}{\vec{A} \cdot \vec{e}_s} \right)}_{\text{correção devida à não-ortogonalidade da malha que é deferida ao carregamento do sistema linear}}$$

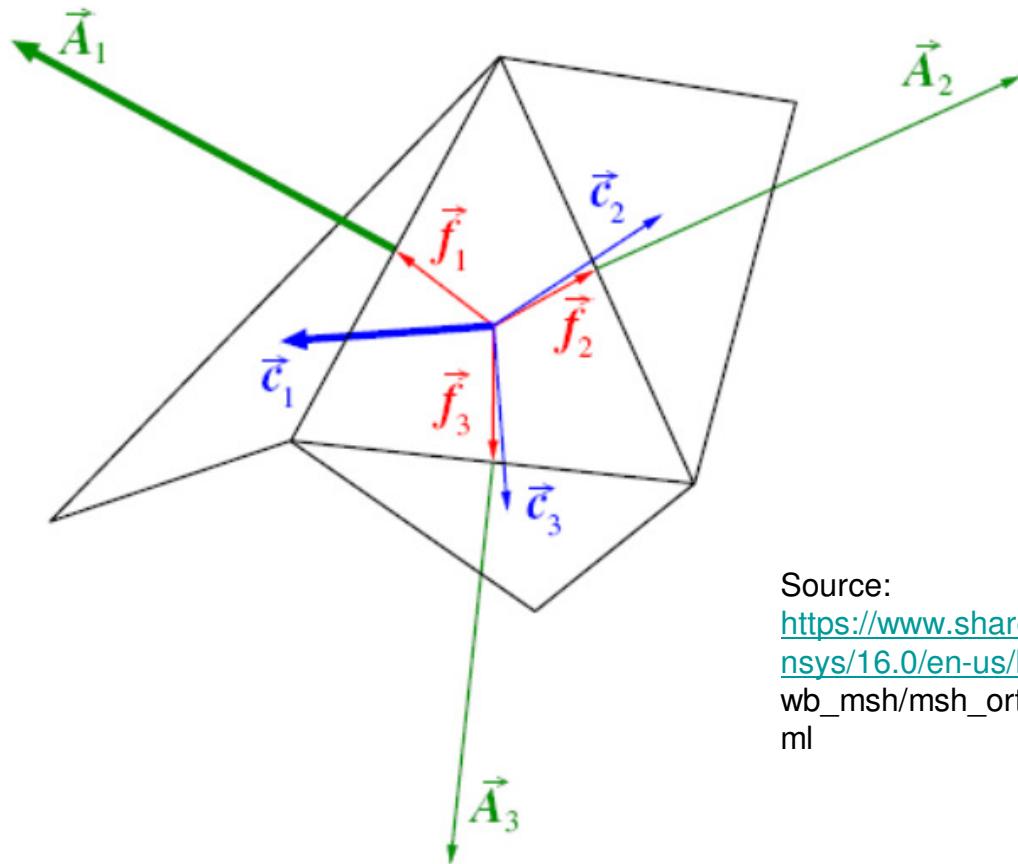


\vec{A}_i : face normal vector

\vec{f}_i : vector from the centroid of
the cell to the centroid of the face

\vec{c}_i : vector from the centroid of the cell to
the centroid of the adjacent cell that shares
the face

Source:
https://www.sharcnet.ca/Software/ANSYS/16.0/en-us/help/wb_msh/msh_orthogonal_quality.html



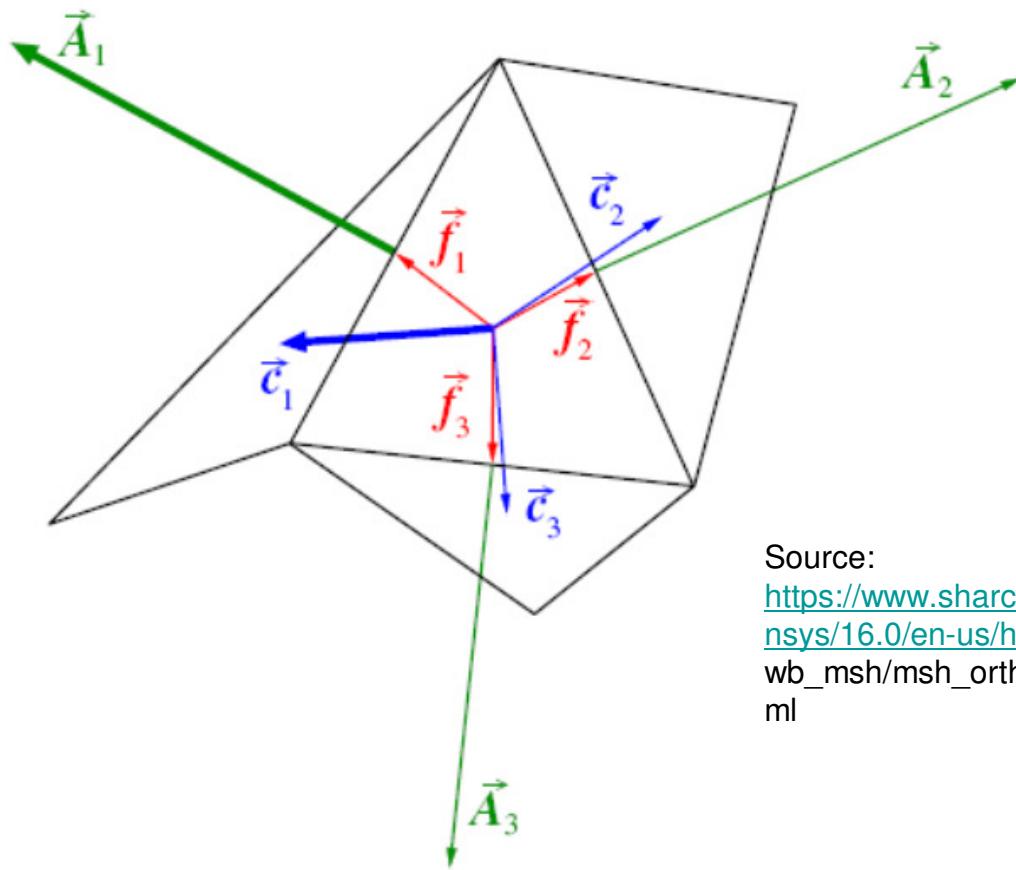
Source:

https://www.sharcnet.ca/Software/ANSYS/16.0/en-us/help/wb_msh/msh_orthogonal_quality.html

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$$\text{orthogonal quality} = \min\left(\frac{\vec{A}_i \cdot \vec{f}_i}{|\vec{A}_i||\vec{f}_i|}, \frac{\vec{A}_i \cdot \vec{c}_i}{|\vec{A}_i||\vec{c}_i|}\right)$$

Best when close to 1.

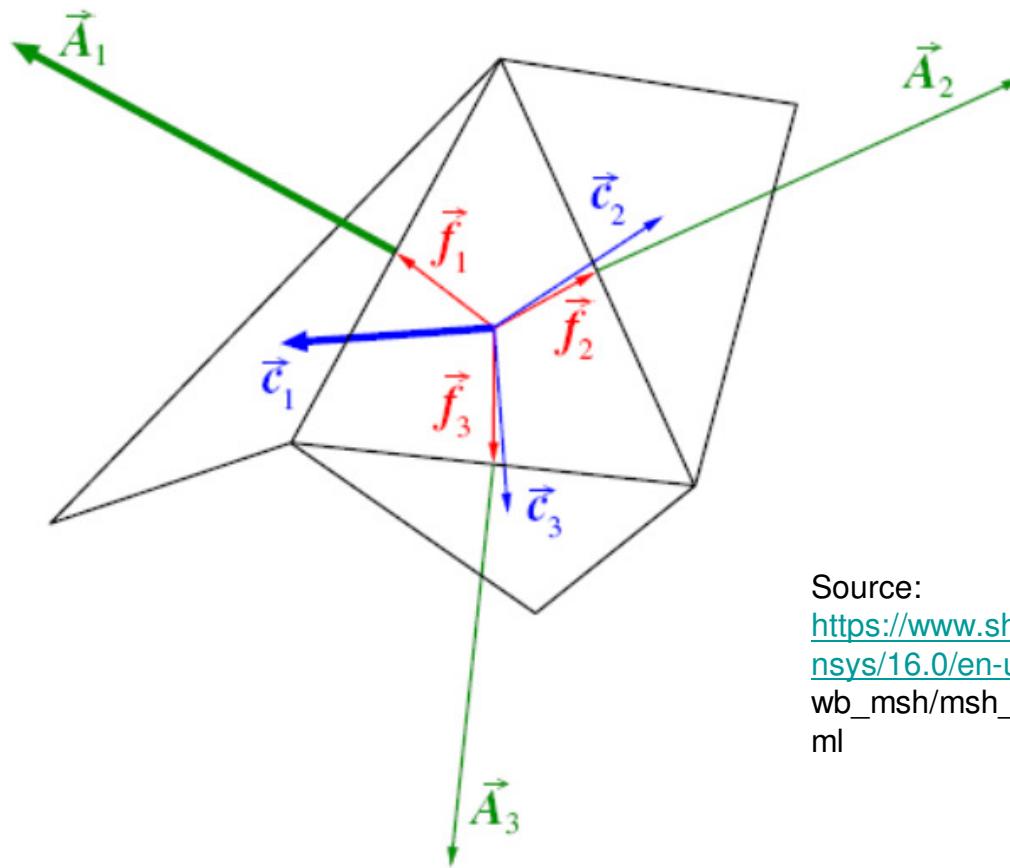


Source:
https://www.sharcnet.ca/Software/ANSYS/16.0/en-us/help/wb_msh/msh_orthogonal_quality.html

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$$\text{minimum orthogonality angle} = \min \left(90^\circ - \arccos \left(\frac{\vec{A}_i \cdot \vec{c}_i}{|\vec{A}_i| |\vec{c}_i|} \right) \right)$$

Best when close to 90° .



Source:

https://www.sharcnet.ca/Software/ANSYS/16.0/en-us/help/wb_msh/msh_orthogonal_quality.html

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$$\text{maximum orthogonality angle} = \max \left(\cos \left(\frac{\vec{A}_i \cdot \vec{c}_i}{\|\vec{A}_i\| \|\vec{c}_i\|} \right) \right)$$

Best when close to 0° .