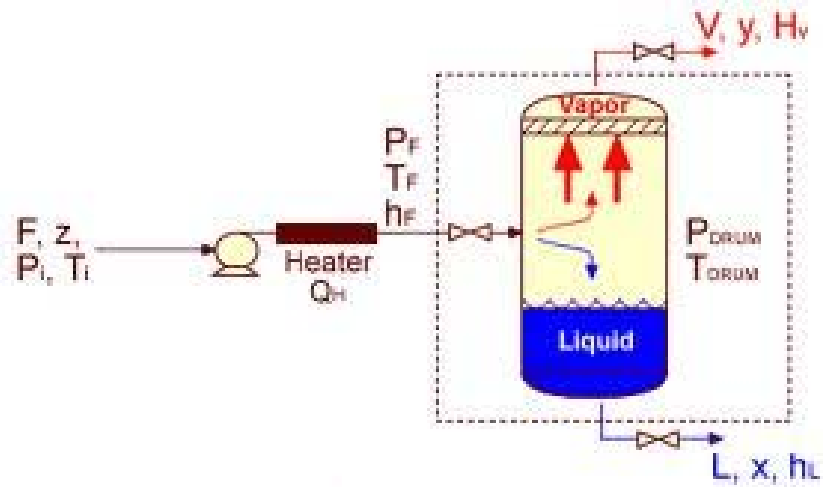


FLASH DRUM DESIGN



Vertical vessel



Horizontal Vessel



FLASH DRUM DESIGN

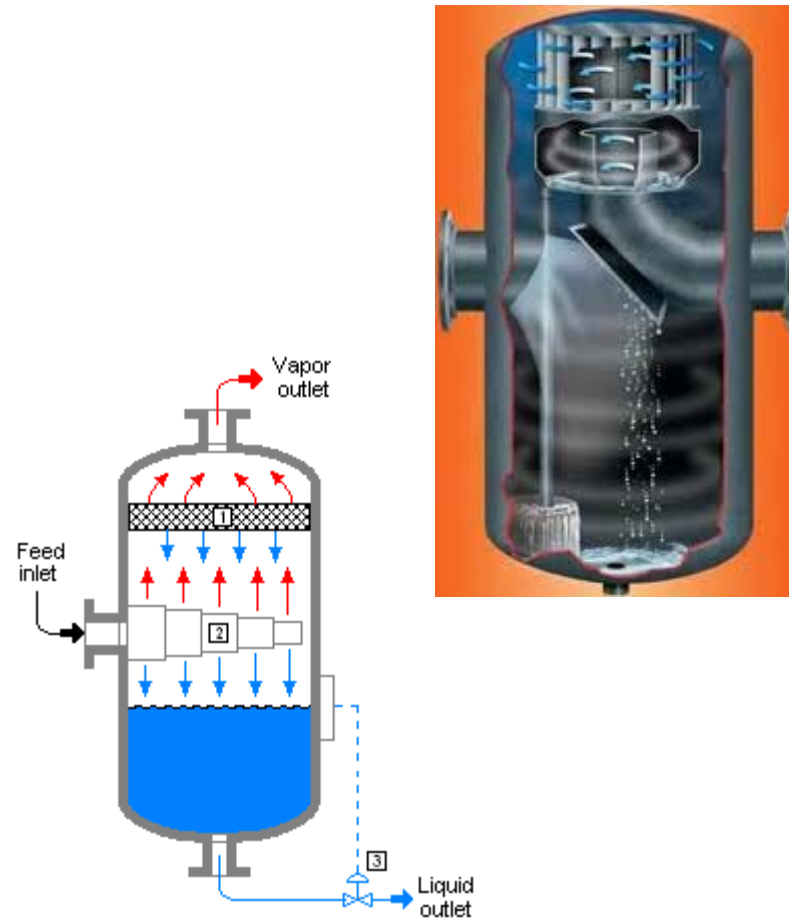
Installed Units



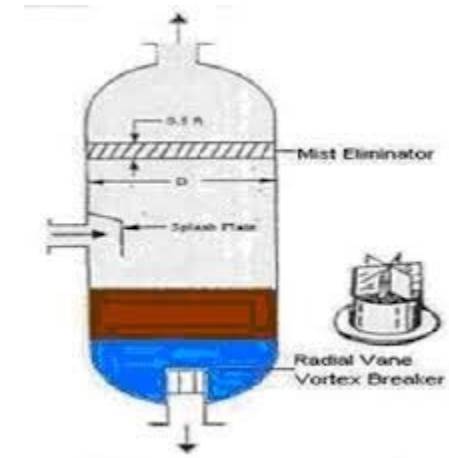
ChE 4253 - Design I

FLASH DRUM DESIGN

Deflectors, and Diffusers

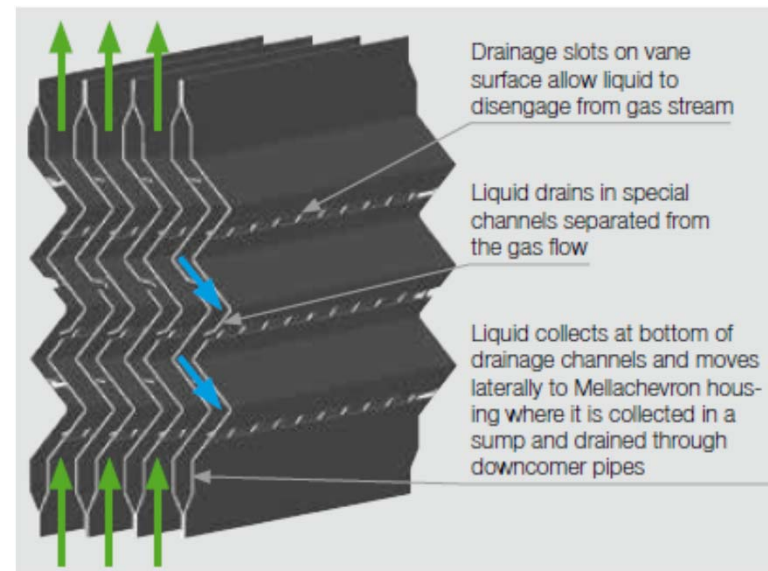
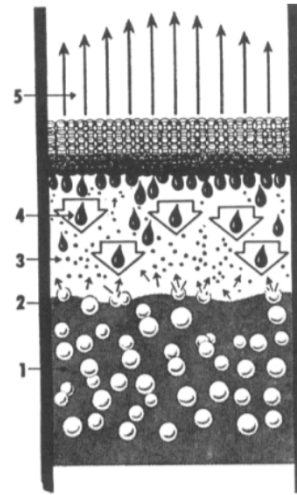


- 1 De-entrainment mesh pad
- 2 Inlet diffuser (distributor)
- 3 Liquid level control valve



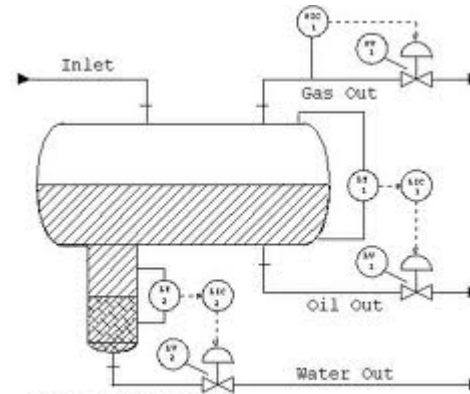
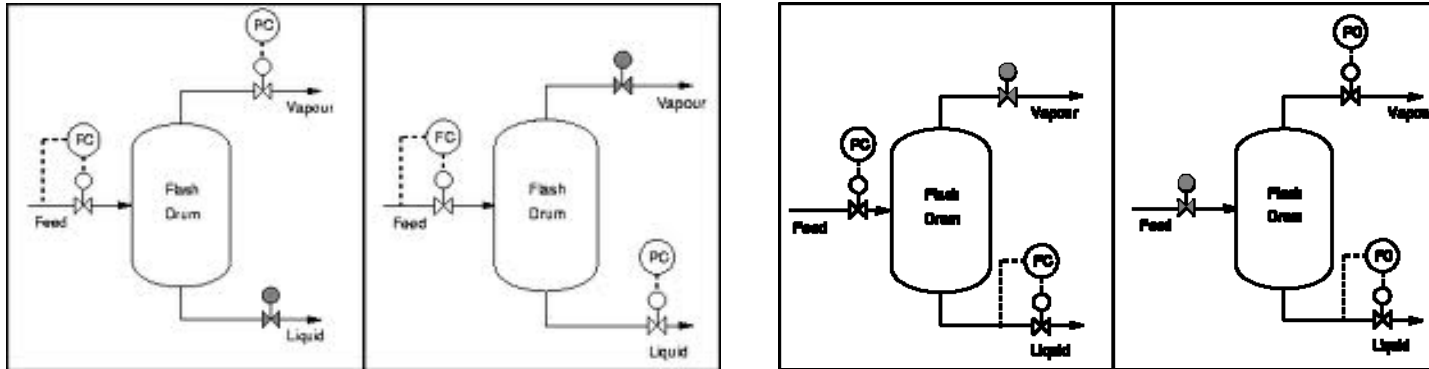
FLASH DRUM DESIGN

Demisters



FLASH DRUM DESIGN

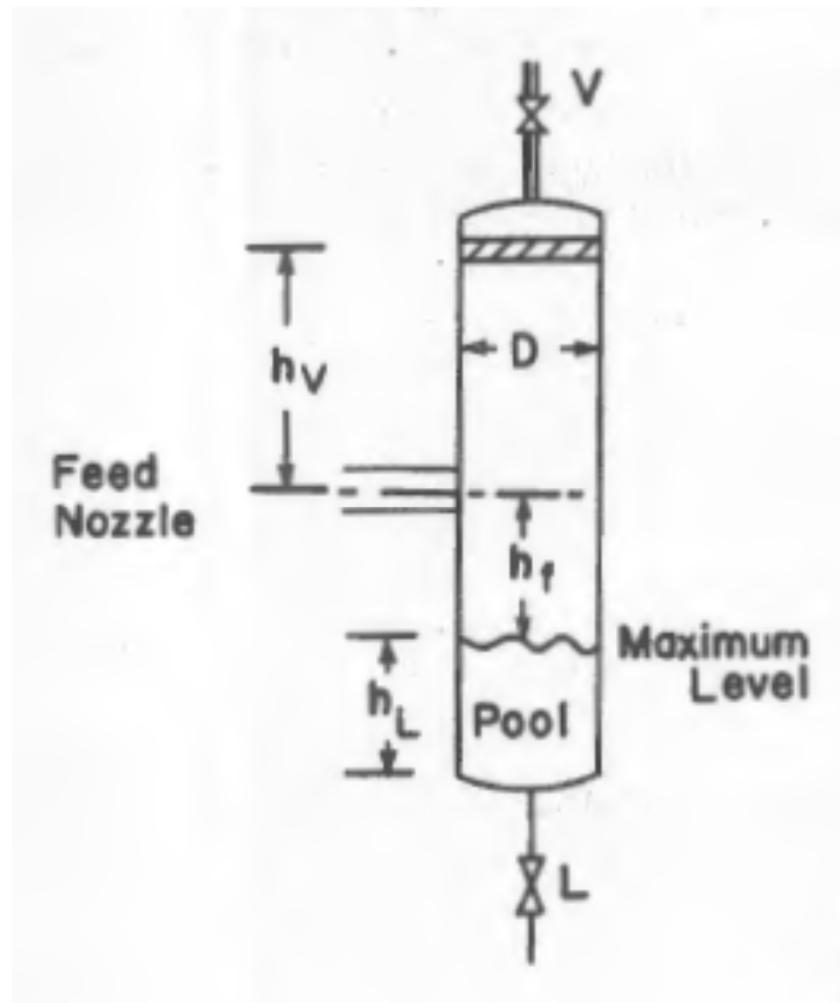
Control Schemes



FLASH DRUM DESIGN

Dimensions to decide

D
 h_v
 h_L
 h_f



FLASH DRUM DESIGN

Calculations to make

$$F = L + V$$

$$Fz_i = Lx_i + Vy_i$$

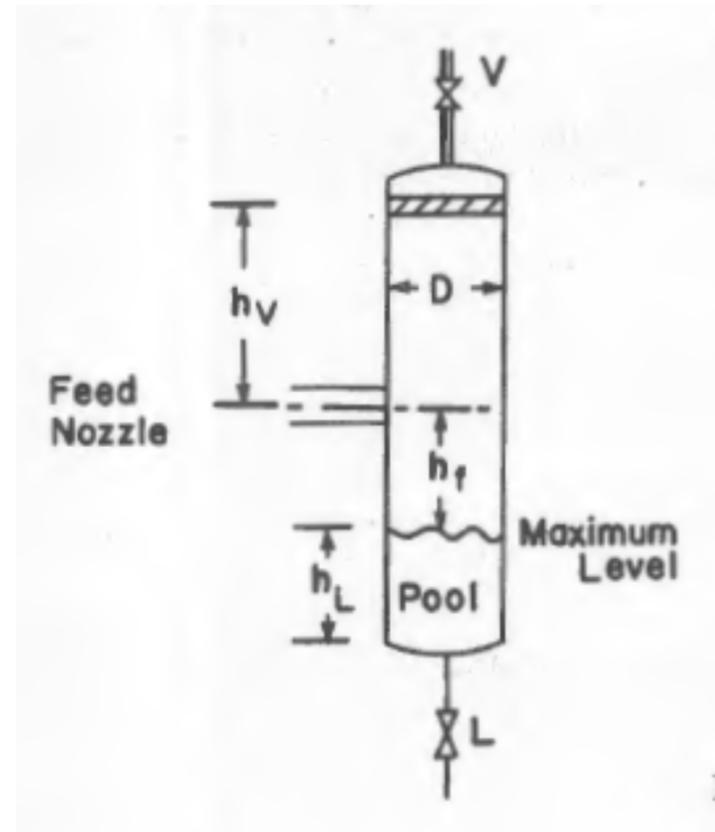
$$y_i = K_i x_i$$

$$\sum_i x_i = 1$$

$$\sum_i y_i = 1$$

$$\Rightarrow \begin{cases} x_i = \frac{z_i}{\left[1 + \frac{V}{F}(K_i - 1)\right]} \\ y_i = \frac{K_i z_i}{\left[1 + \frac{V}{F}(K_i - 1)\right]} \end{cases} \Rightarrow$$

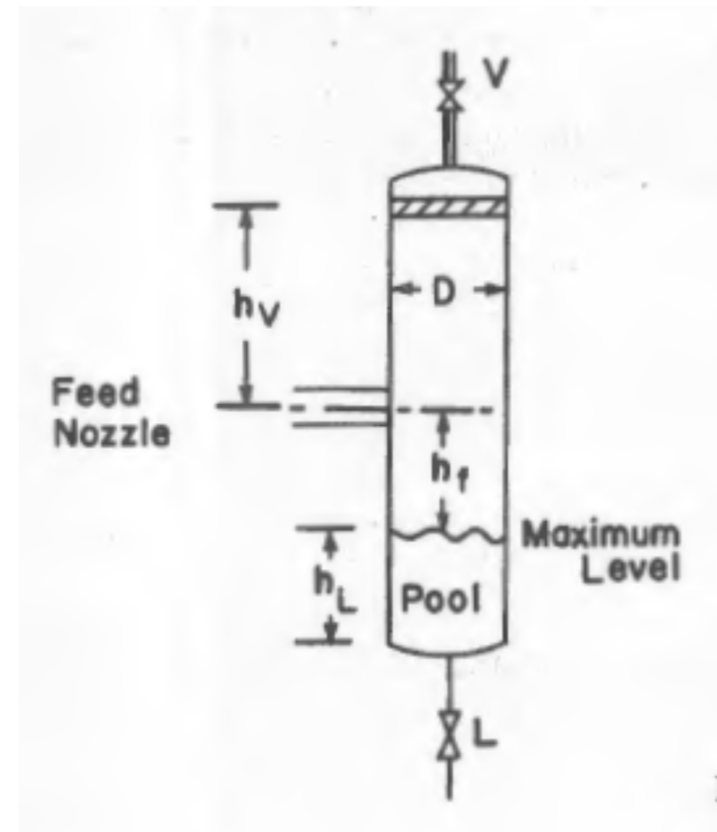
Ratchford Rice Equation (look for it!!)



FLASH DRUM DESIGN

Dimensions to decide

- D related to vapor velocity.
- h_v related to vapor velocity.
- h_L related to level control
- h_f related to flooding

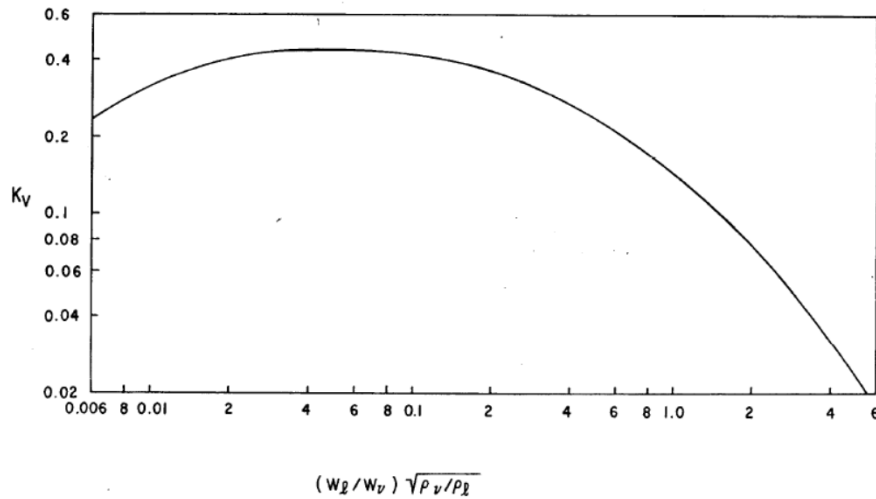


FLASH DRUM DESIGN

D related to vapor velocity.

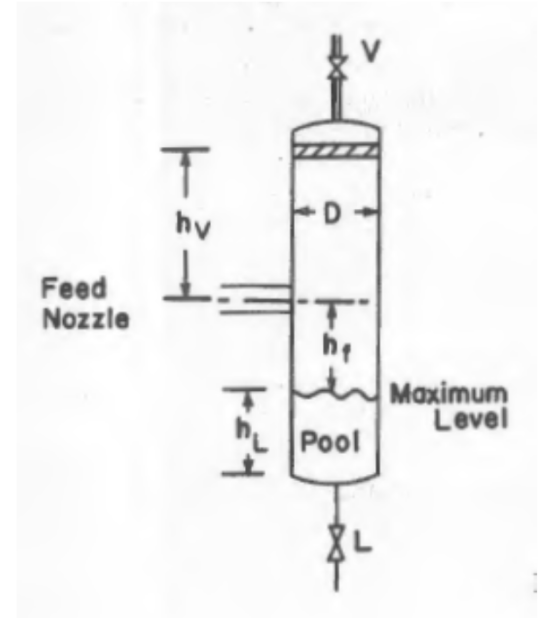
Permitted velocity

$$v_{perm} = K \sqrt{\frac{(\rho_L - \rho_V)}{\rho_V}}$$



$$K = e^{A+B \ln F_{lv} + C (\ln F_{lv})^2 + d (\ln F_{lv})^3 + E (\ln F_{lv})^4}$$

$$F_{lv} = \frac{W_L}{W_V} \sqrt{\frac{\rho_L}{\rho_V}}$$



$$A = -1.877478$$

$$B = -0.814580$$

$$C = -0.187074$$

$$D = -0.014523$$

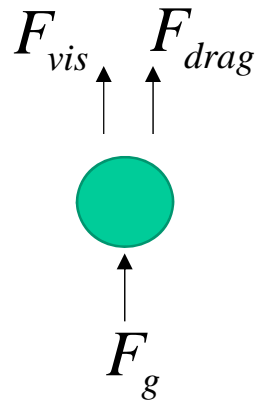
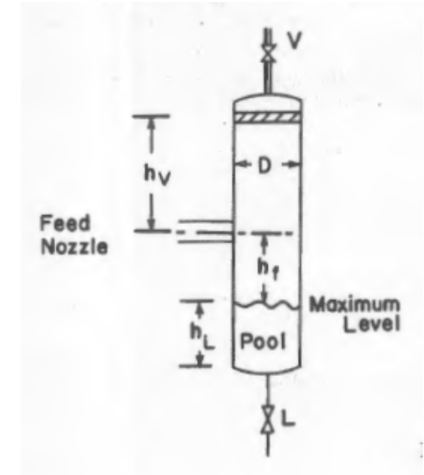
$$E = -0.001015$$

Where do these come from ?



FLASH DRUM DESIGN

D related to vapor velocity.



$$F_{vis} = 6\pi\mu R_d v_d \quad \text{Stokes}$$

$$F_{drag} = C_D \frac{1}{2} A \rho_V v_d^2 \quad \text{drag}$$

$$F_g = (\rho_L - \rho_V) g \frac{4}{3} \pi R_d^3 \quad \text{gravity-Buoyancy}$$

$$F_{drag} + F_{vis} \approx F_{drag} = F_g \Rightarrow C_D \frac{1}{2} (\pi R_D^2) \rho_V v_d^2 = (\rho_L - \rho_V) g \frac{4}{3} \pi R_d^3$$

$$F_{drag} \gg F_{vis}$$

$$\Rightarrow v_{perm} = K \sqrt{\frac{(\rho_L - \rho_V)}{\rho_V}}$$

$$K = \sqrt{\frac{8gR_d}{3C_D}}$$



FLASH DRUM DESIGN

Dimensional analysis for drag: Force is dependent on velocity, cross sectional area, density and viscosity.

$$f_a (F_{drag}, v_d, A, \rho_V, \mu) = 0$$

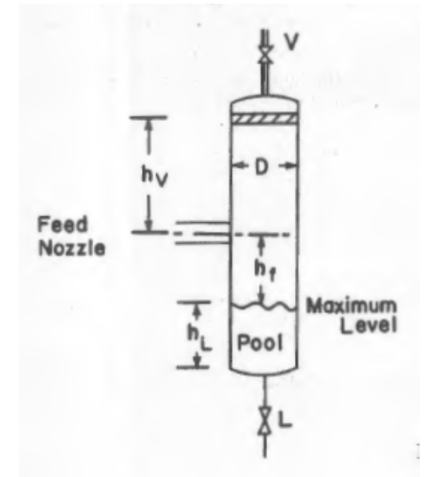
Two nondimensional numbers:

$$Re = \frac{v_d \sqrt{A/\pi}}{\mu} \quad C_D = \frac{F_{drag}}{\frac{1}{2} \rho_V A v_d^2}$$

Therefore

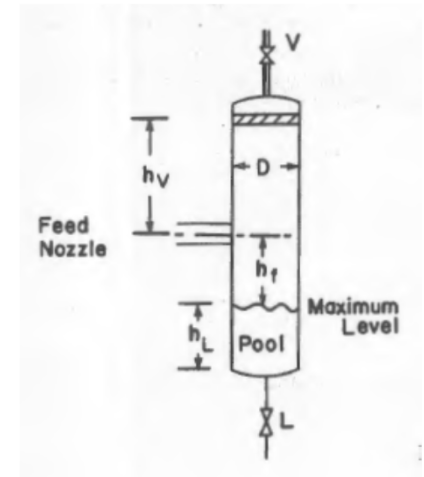
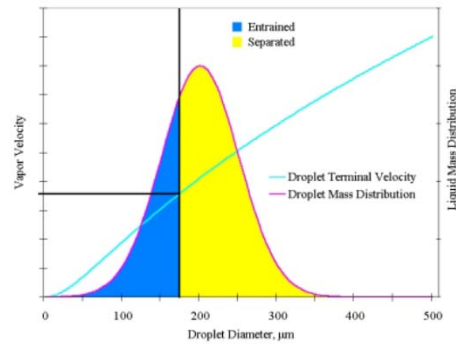
$$f_b (Re, C_D) = 0 \quad \rightarrow \quad C_D = \frac{F_D}{\frac{1}{2} \rho_V A v_d^2} = f_c (Re)$$

Thus C_D is a function of the particle Reynolds number. $\rightarrow K = \sqrt{\frac{8gR_d}{3f_c(Re)}}$



FLASH DRUM DESIGN

But, what R_d should be used? The criteria is that 5% of the liquid is entrained.



Thus

$$K = e^{A+B \ln F_{lv} + C(\ln F_{lv})^2 + d(\ln F_{lv})^3 + E(\ln F_{lv})^4} \quad ; \quad F_{lv} = \frac{W_L}{W_V} \sqrt{\frac{\rho_L}{\rho_V}} \quad \text{were obtained}$$

fitting experimental data.

Therefore

$$D = \sqrt{\frac{4}{\pi} A_D} = \sqrt{\frac{4}{\pi} \frac{V}{v_{perm} \rho_V}}$$

Demisters should take care of 4% (or less) of the 5%.



FLASH DRUM DESIGN

$$h_v = 36" + \frac{1}{2} \text{diameter of feedline}$$

Who came up with this rule and why?

What is so magic about 3 ft? (Room for demister?)

$$h_f = 12" + \frac{1}{2} \text{diameter of feedline}$$

Again, why 2ft? (Residence Time, Failure Analysis, Other Control issues?)

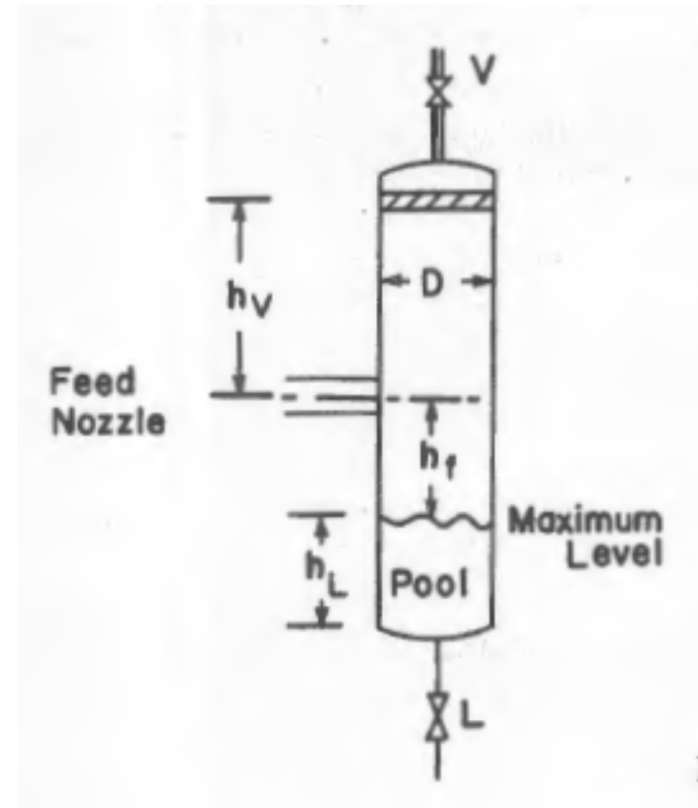
$$h_L = \frac{V_{pool}}{\pi D^2 / 4}$$

or ~2 minutes residence time.

Finally:

$$L = h_v + h_f + h_L$$

Nozzle size $(u_{max})_{nozzle} = 100/\sqrt{\rho_{mix}}$, ft./sec.
 $(u_{min})_{nozzle} = 60\sqrt{\rho_{mix}}$, ft./sec.



FLASH DRUM DESIGN

Final considerations

IF $\frac{L}{D} < 3$ increase V_{pool} (Why???)

IF $\frac{L}{D} > 5$ Use horizontal drum (Why???)

Different design protocol: Why?

