FLUID FORENSICS OF FOSSILS A DEEP-SEA VELOCIMETRY JOURNEY INTO HOW ANCIENT CREATURES FED

n palaeontology, life from the Ediacaran period (641-535 million years ago) remains poorly understood. There is currently a lack of evidence on how pecies anchored themselves to the sea floor and took in nutrients. A growing body of research using either computer simulations or echanical experiments to analyse water flow around these species has provided some answers, but a lack of cross-validation between experimental and limits the power of their conclusions. This project aimed to be the first to combine particle image velocimetry (PIV) and particle tracking velocimetry (PTV) flow-field visualisation experiments with computational fluid dynamics (CFD) simulations to ascertain how the *Charnia masoni* (Fig. 1), thought to be one of the first instances of animal life from this period, lived and fed. A rig was devised for flow visualisation experiments on 3-D printed models of the *Charnia* (Figs. 2 & 3), including a novel magnet-based technique for moving the models around the flow section without any Whilst the Covid-19 pandemic prevented most experiments from taking place, conclusions about how *Charnia* may have anchored itself are sed on the drag force experienced by the models. Further, the pandemic provided an opportunity to develop a novel MATLAB tool for PTV uble-frame images to be developed so future studies can be undertaken exclusively with PTV. This removes the need for expensive PIV equipment and ultimately enables swifter collection of knowledge on these enigmatic creatures.



Figure 1: *Charnia* fossil discovered in 1958^[1]



Figure 2: Solidworks model of the fossil^[2]



Feeding Mechanisms

Previous study suggests two widespread feeding mechanisms for Ediacaran species:

Osmotrophy, by which dissolved organic nutrients are taken up osmotically. Osmosis is a passive process, so its efficiency is reliant on flow being spread evenly across the entire surface area of the osmotrophic organism. Suspension feeding, by which particles of food are sifted from the water. Suspension feeders rely on water being passed through specialised structures which trap nutrient particles. The flow-field around such organisms should therefore be more specific, with flow being directed to these structures.

A Rig to Simulate the Flow (Figs. 4 & 6)

- Flow straightener: ensures flow is laminar Nozzles: redirect the flow into the acrylic central flow section, where the
- *Charnia* fossil model, 3-D printed from a flexible resin, is held in place;
- EPDM/latex rubber seals: water-tightness;





- Pipes: connect the pre-filled tanks to a swimming pool pump, which circulates water right-to-left past the model. Figure 4: Photo of the experimental rig Valve: fitted in the pipework to control the flow rate. Designed for flow speeds of up to 0.45 m/s - accounts for typical deep ocean currents of up to 0.4m/s
- Models glued to thin steel sheets. held in place via magnets placed on the outer face. These could be moved by hand to move the models around the test section without having to dismantle any of the set-up, an innovation intended to make testing more rapid later in the project (Fig. 5). The majority of the equipment was designed from scratch specifically for this project, with nothing set up in advance in the laboratory space.



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Figure 3: 3-D printed model for this project



In conjunction with Dr Imran Rahman at the Oxford University Museum of Natural History

MEASURING THE FLOW

PTV vs PIV

in a particular field of view via tracer particles whose size and density are carefu to follow the flow dynamics as closely as possible. Two images are taken micro/ frames to provide the velocity profile using a coded analysis tool.

Fulerian - the movement of all particles in the frame is analysed at once. rame is broken down into smaller windows containing enough

ised velocity field in the window. ses need to be calibrated with the double-frame camera exposures so th

Was intended to be used in this project for the majority of the experiments, with veloc field analysis undertaken using PIVLab^[4]. A typical output is shown in Fig. 8 - the arrows are sized according to their associated velocity magnitude.

ticle Tracking Velocimetry (PTV)

PTV Algorithm Objectives

The tool was designed to: Load in a pair of double-frame camera images of flow around the *Charnia* model; Identify the seeding particles in each frame - they appear as streaks. The streak in frame two is longer due to longer exposure to the laser sheet. Use thresholds to ignore noise and large objects such as the model itself; Extrapolate the predicted path for each longer second frame streak using various poly-fits;

usually the correct match for the second: Use the appropriate poly-fit to plot each trajectory from the start of the first streak to the end of the second; Split each trajectory into three velocity vectors and calculate these velocities based on calibration provided by the user;

Allow the user to remove anomalous velocity vectors by selecting them on the plot development of the tool for simulated images of potential flow around a cylinder - approximating flow around the *Charnia* model looking top-down.







ating a pair or uoubit of potential flow, with a noisy region bottom right

Algorithm Performance After only eight weeks of development, this PTV analysis tool offers most of the same functionality as PIVLab. Both tools provide: Arrow-based visualisations of the velocity flow-fields; Quantitative velocity data; The ability to remove anomalous vectors. PIVLab also provides users with further post-processing options, for example colour-grading the vectors based on their absolute velocity values. The newly-developed PTV tool is also more tailored to the double

frame camera which would have been used for this project's experiments. The tool has a high successful match rate and C_{GOF} is very high thanks to a range of poly-fits being trialled for each streak pair. Going forwards, the velocity flow-field around the *Charnia* could be analysed exclusive with PTV - advantageous because it is both cheaper and easier to set up than PIV.



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piv-tool, 2019 [4] Kindly provided by Dr Imran Rahman, Deputy Head of Research at the Oxford Museum of Natural History

[2] "Mighty Fossils," http://mightyfossils.com, 2019

uards can nts to take ng the II be needed n be used to ding model,). y-fits to Igorithm with		0.12 0.1 0.08 0.06 0.04 0.02 0
	Figure 23: Top-down CFD model of flow around a <i>Charnia</i> ^[4]	

[3] W. Thielicke, "PIVIab - particle image velocimetry (PIV) tool," https://uk.mathworks.com/matlabcentral/fileexchange/27659-pivIab-particle-image-velocimetry-