

# **Part 3.**

## **Brief introduction to CFD**

How to compute/estimate the aerodynamic characteristics of bodies/wings?

# How to compute/estimate the aerodynamic characteristics of bodies/wings?

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- So far, we have studied the LLT, VLM and 3D panel methods.
- CFD (**C**omputational **F**luid **D**ynamics), is the next method in our classification.
- CFD is much more accurate than all the previous methods explored (potential methods).
- It is also much more expensive.
- And it requires a lot of user experience.
- A lot of the sources of uncertainty are involved when conducting CFD studies:
  - Models (turbulence, acoustics, mass transfer, radiation, etc.)
  - Element type and mesh quality.
  - Numerical method and discretization schemes.
  - Boundary conditions and initial conditions.
  - Convergence criterion.
  - Machine precision.
  - Parallelization
  - Hardware architecture.
  - and so on.

# How to compute/estimate the aerodynamic characteristics of bodies/wings?

- When doing the initial design, you will be tempted to use CFD.
- However, CFD is too expensive to be used during the preliminary design phase.
  - CFD can be used to fine tune your design at a later stage.
- But if there is no other choice, or if you have enough time and resources, feel free to use CFD.

- Semi-empirical methods.
- Prandtl lifting-line theory (LLT).
- Vortex lattice methods (VLM).
- 3D panel methods.
- Computational fluid dynamics.

Less

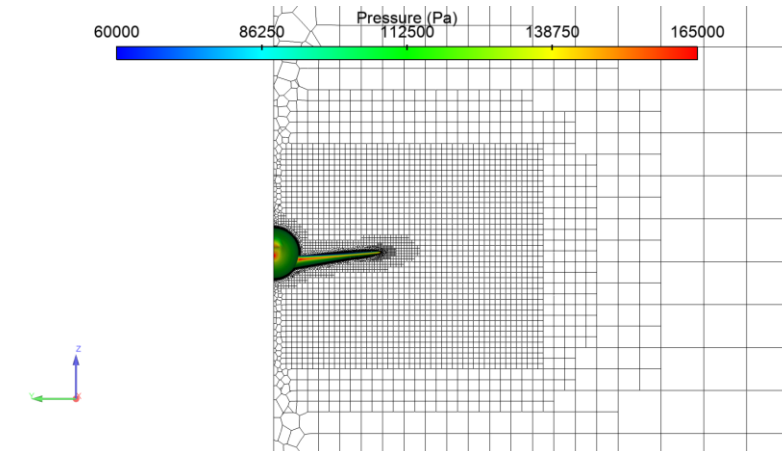
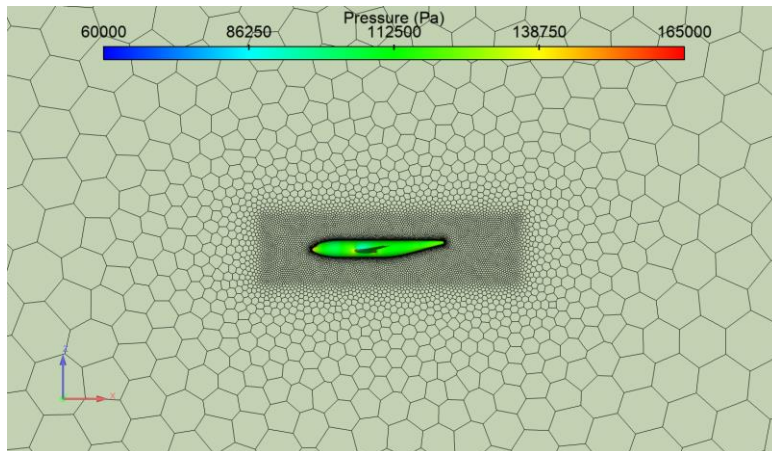
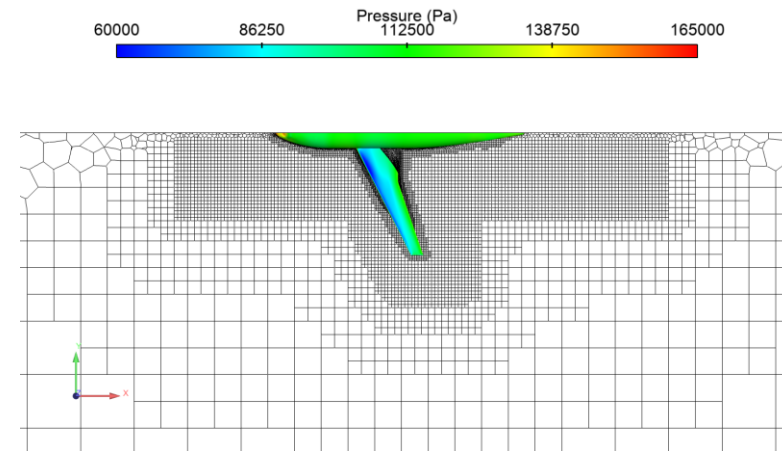
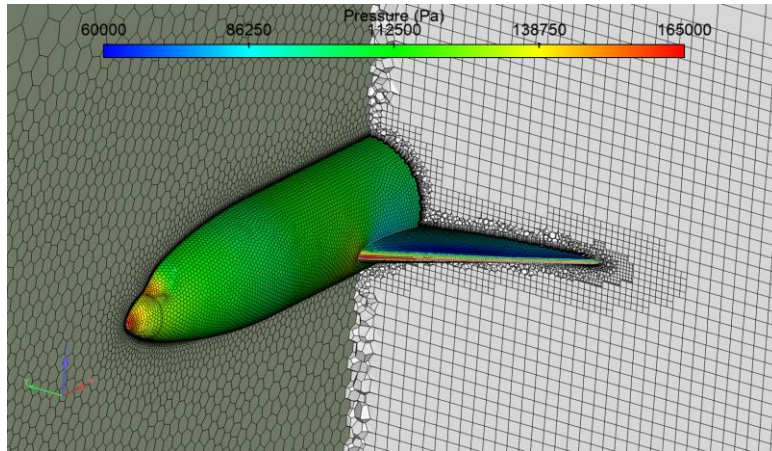


More

- Mathematical and computational complexity.
- Physics involved.
- Computational resources.
- Simulation time.
- User experience.
- Accuracy.

# How to compute/estimate the aerodynamic characteristics of bodies/wings?

- Let us move from sources, doublets, vortex filaments, horseshoe vortices, panels, and so on, to the most accurate method to predict the aerodynamic performance of bodies, namely, CFD.
- In CFD, we numerically approximate the governing equations in a discrete domain (computational mesh).
- The solution is sought in every single cell of the computational mesh.



# How to compute/estimate the aerodynamic characteristics of bodies/wings?

- As we are dealing with fluid dynamics (aero/hydro dynamics), the governing equations of the physics involved are the Navier-Stokes equations,

$$\begin{aligned}\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \mathbf{u}) &= 0, \\ \frac{\partial (\rho \mathbf{u})}{\partial t} + \nabla \cdot (\rho \mathbf{u} \mathbf{u}) &= -\nabla p + \nabla \cdot \boldsymbol{\tau}, \\ \frac{\partial (\rho e_t)}{\partial t} + \nabla \cdot (\rho e_t \mathbf{u}) &= \nabla \cdot \mathbf{q} - \nabla \cdot (p \mathbf{u}) + \boldsymbol{\tau} : \nabla \mathbf{u}, \\ &+ \end{aligned}$$

Additional equations derived from models, such as, turbulence modeling, chemical reactions, combustion, acoustics, multi-species, particle interaction, mass transfer, dispersed phases, separated flows, thermodynamical models, and so on.

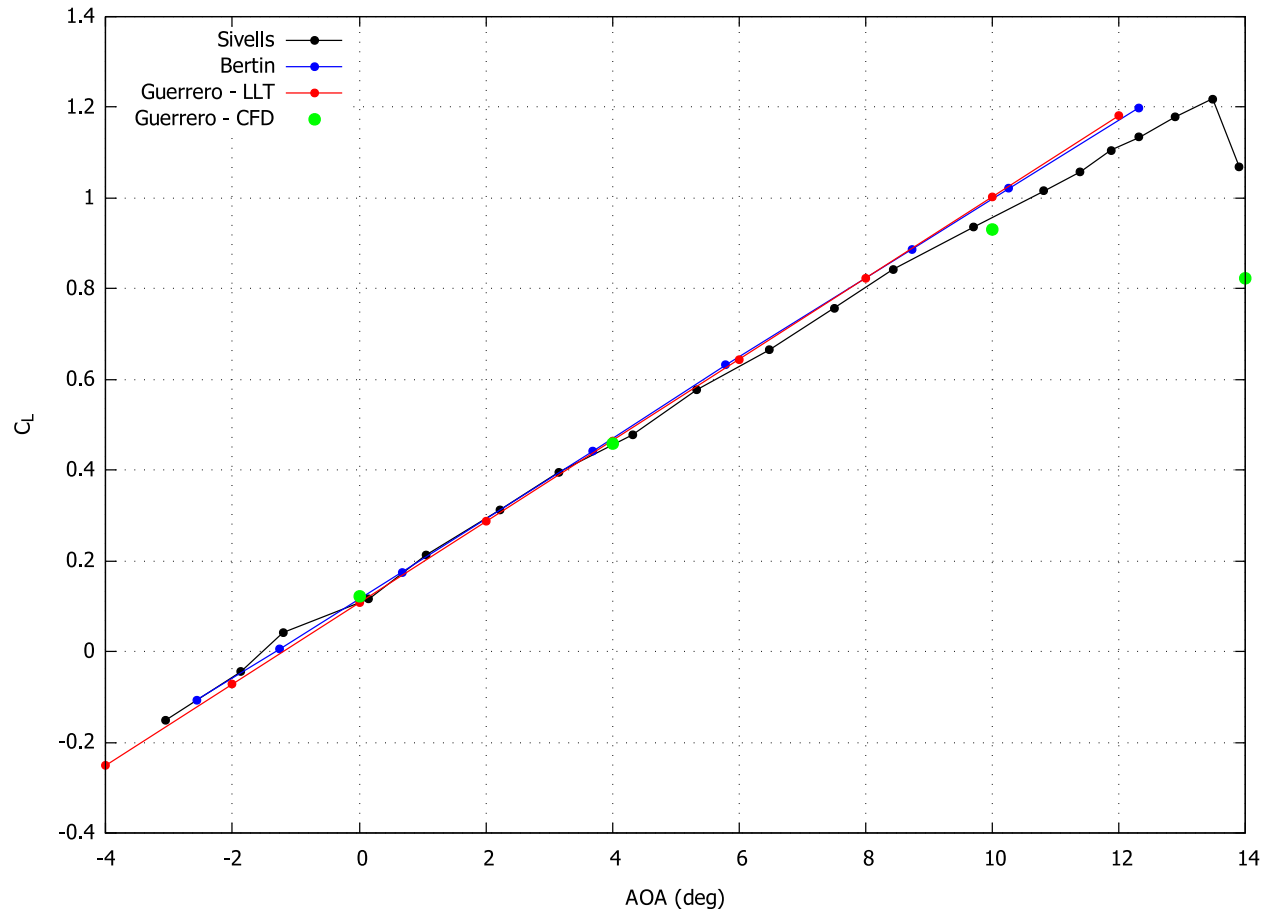
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Boundary conditions and initial conditions.

# Comparison of different methods

# Comparison of different methods

- Comparison of different methods.



- Each CFD simulation took approximately 20 minutes in a rather coarse mesh.
- Each simulation generated a large amount of data.
- The meshing time is about 2 minutes for every different configuration.
- The initial geometry generation took about 1 hour.
- If everything is properly parametrize, geometry and meshing time is no more than 3 minutes.
- The postprocessing time depends on what we are interested in.
- These estimates are for a experienced user.

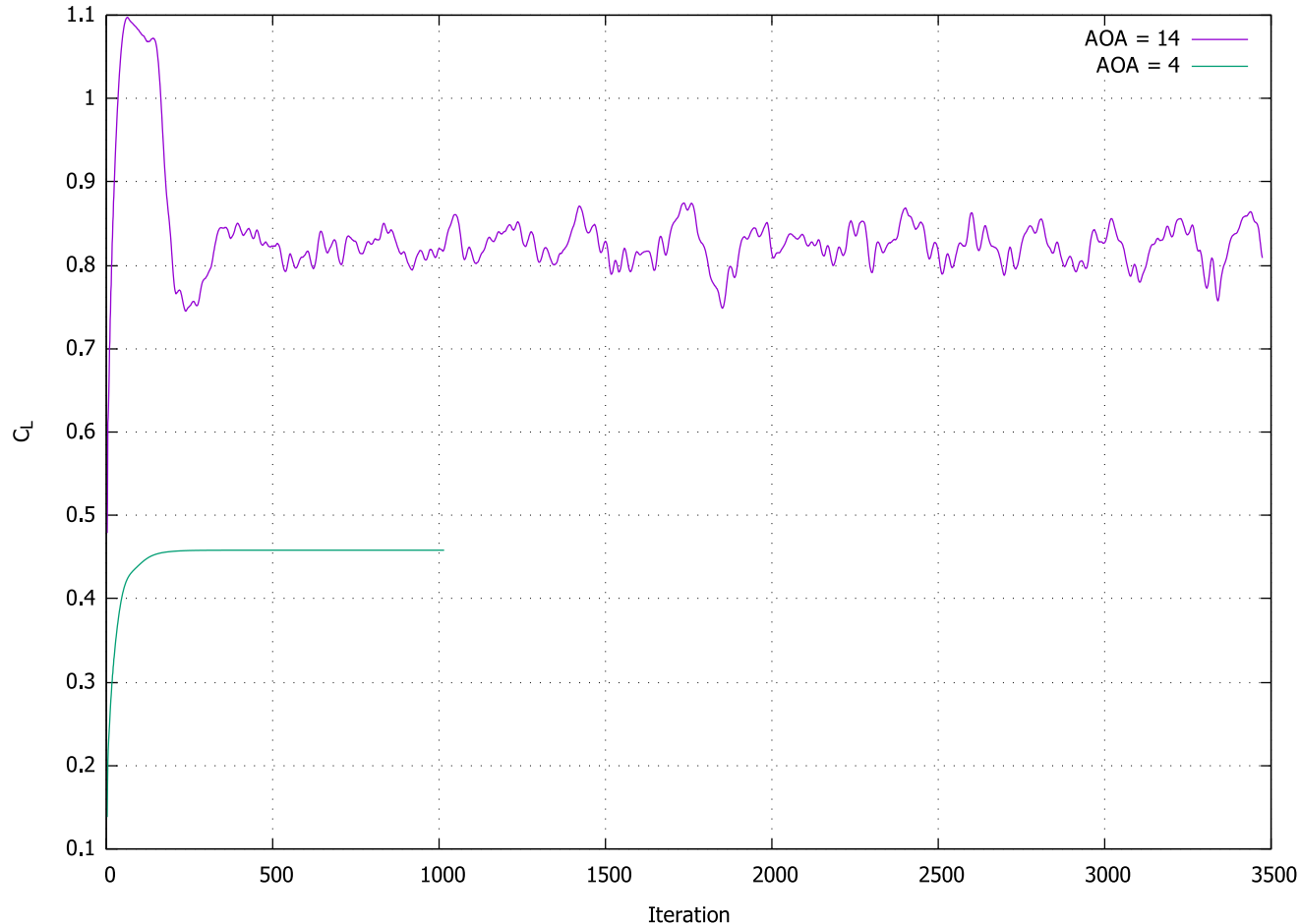
- Data source:

- J. Sivells. Experimental and calculated characteristics of three wings of NACA 64-210 and 65-210 airfoil sections with and without washout. NACA Report 1422, 1947.
- Aerodynamics for Engineers (6th Edition). J. Bertin, R. Cummings. Pearson, 2013.



# Comparison of different methods

- Comparison of the outcome at two different AOA.



- At AOA  $4^\circ$  the flow shows a steady and non-oscillatory behavior.
- That is, after 500 iterations the solution does not change.
- Instead, at AOA equal to  $14^\circ$  the flow is highly unsteady (or oscillatory), the solution change from iteration to iteration.
- Assessing convergence with highly unsteady flows is tricky.
- It requires to run the simulations for long times in order to get an average solution.

So, what can CFD do that the other methods cannot?

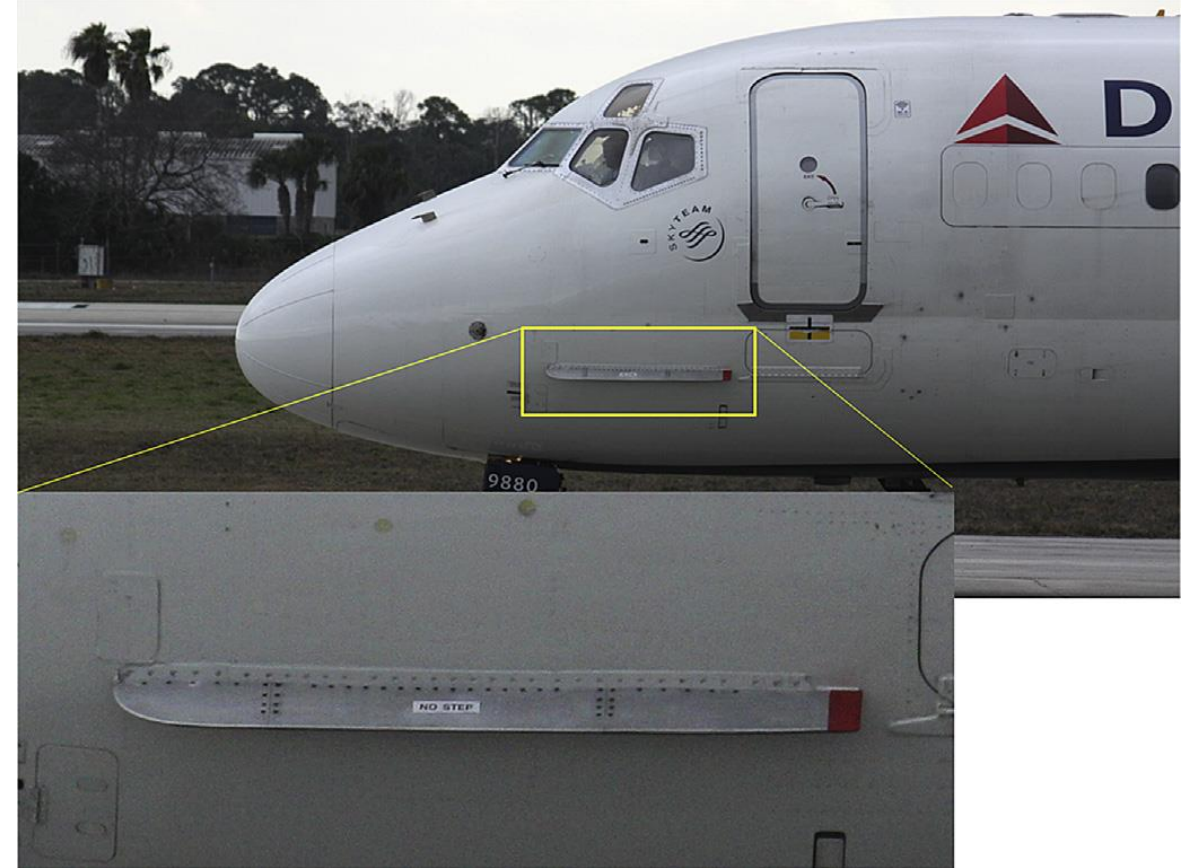
# So, what can CFD do that the other methods cannot?

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- In few lines, CFD can capture the physics related to:
  - Three-dimensional effects.
  - Highly unsteady dynamics.
  - Interaction between components.
  - Complex physical modeling, such as,
    - Turbulence, heat transfer, radiation, aero-acoustics, phase change, free surfaces, chemical reactions, combustion, fire dynamics, particle dynamics, pharmacokinetics, moving bodies, supersonic flows, fluid-structured interaction, and so on.
- In addition, CFD results give more information at post-processing time.

# So, what can CFD do that the other methods cannot?

- In few words, three-dimensional effects, interaction between components, and complex physical modeling (turbulence, heat transfer, radiation, aero-acoustics, phase change, free surfaces, chemical reactions, combustion, fire dynamics, particle dynamics, pharmacokinetics, moving bodies, and so on).



Ventral fins, fuselage strakes, stabilons and taillet

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Stall strip and wing fences



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Vortex generators and vortilons

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Winglets and wingtip devices



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Nacelle strakes



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Stall patterns

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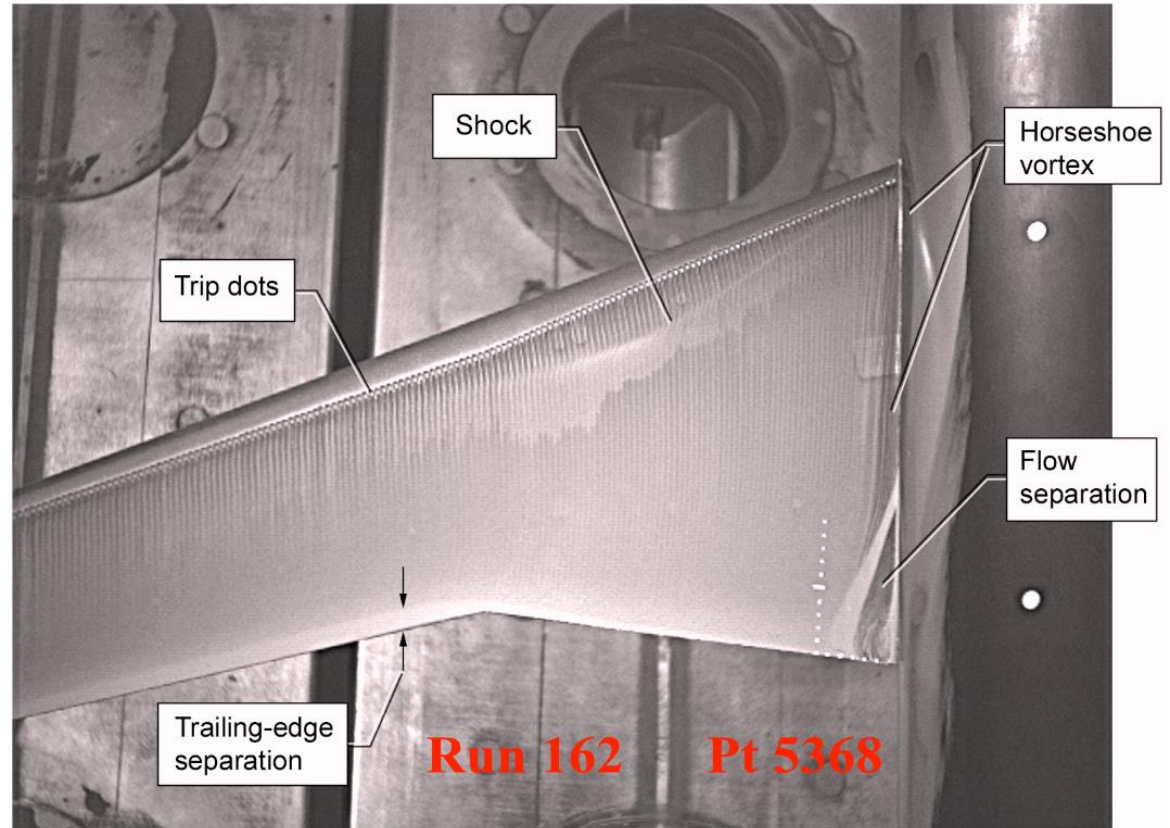
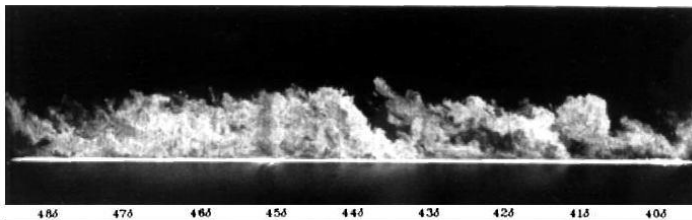
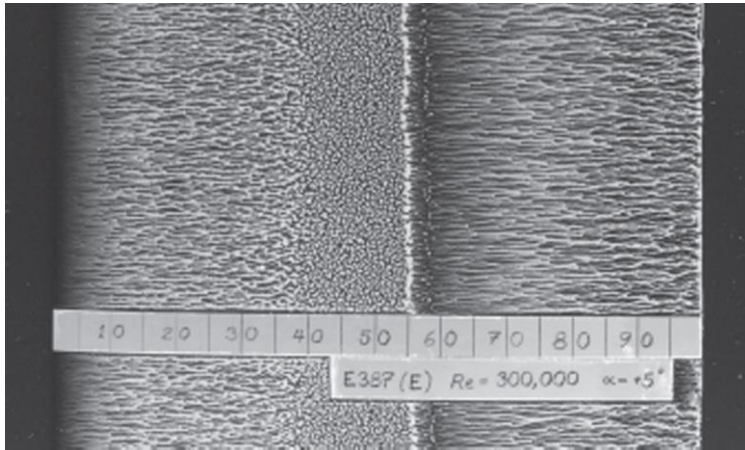


High lift devices (flaps and slats) and saw-teeth (chevrons) on engine nozzle



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Quantitative and qualitative characterization of boundary layers, laminar separation bubbles, and wing-fuselage separation (separation of bubble or SOB)

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Ice formation and accretion



# So, what can CFD do that the other methods cannot?

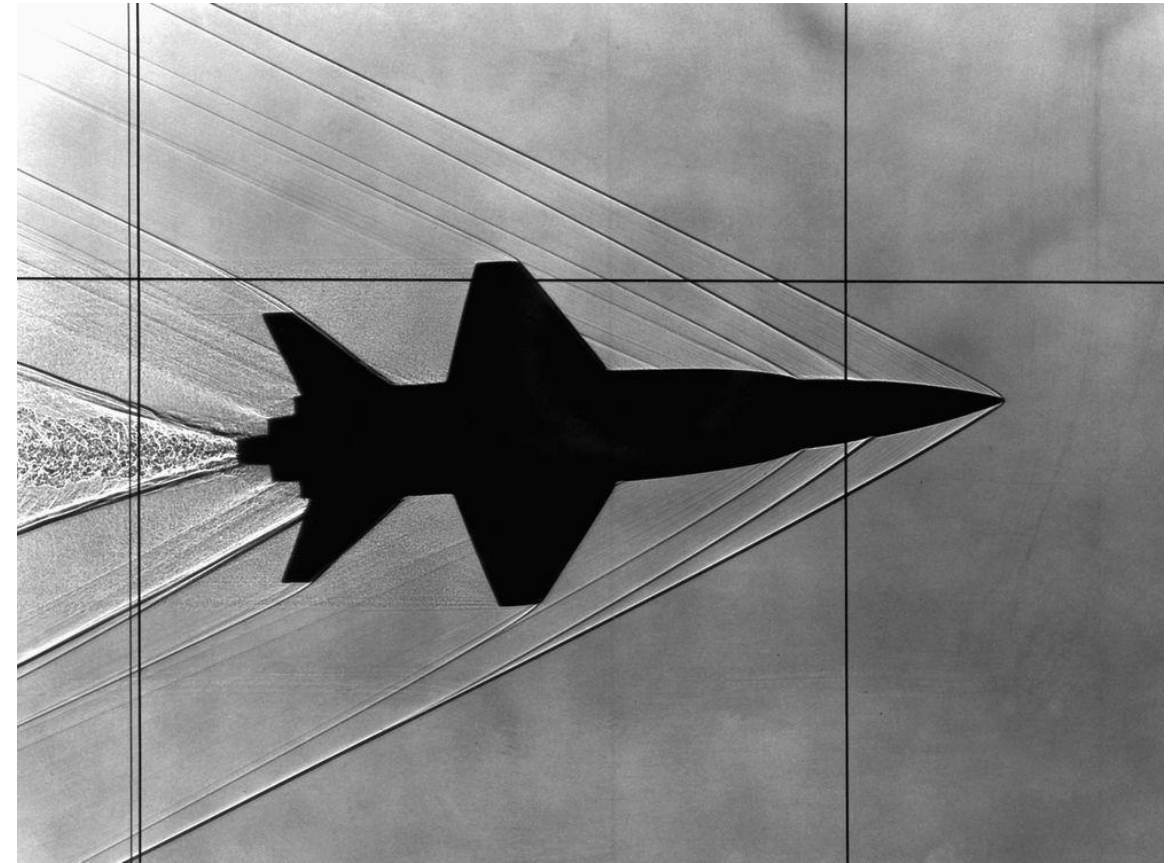
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Engine inlets

# So, what can CFD do that the other methods cannot?

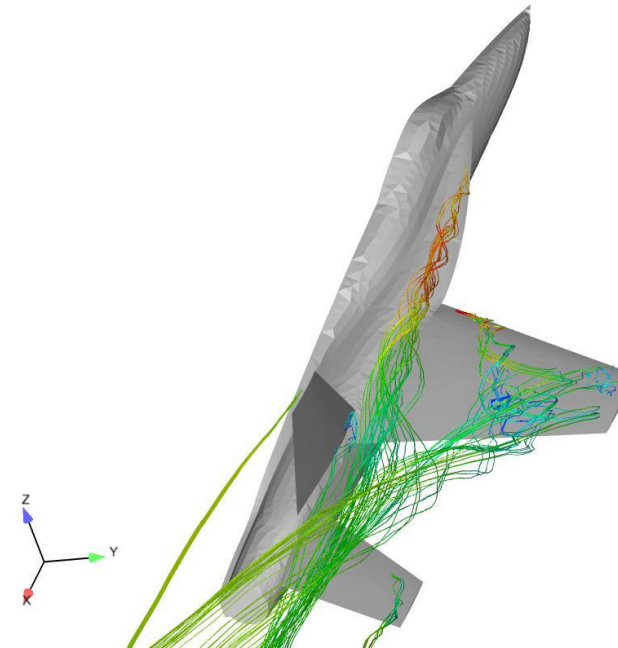
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Shock waves and vapor cones

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Leading edge extensions (LEX) vortices

# CFD in industry



# CFD in industry

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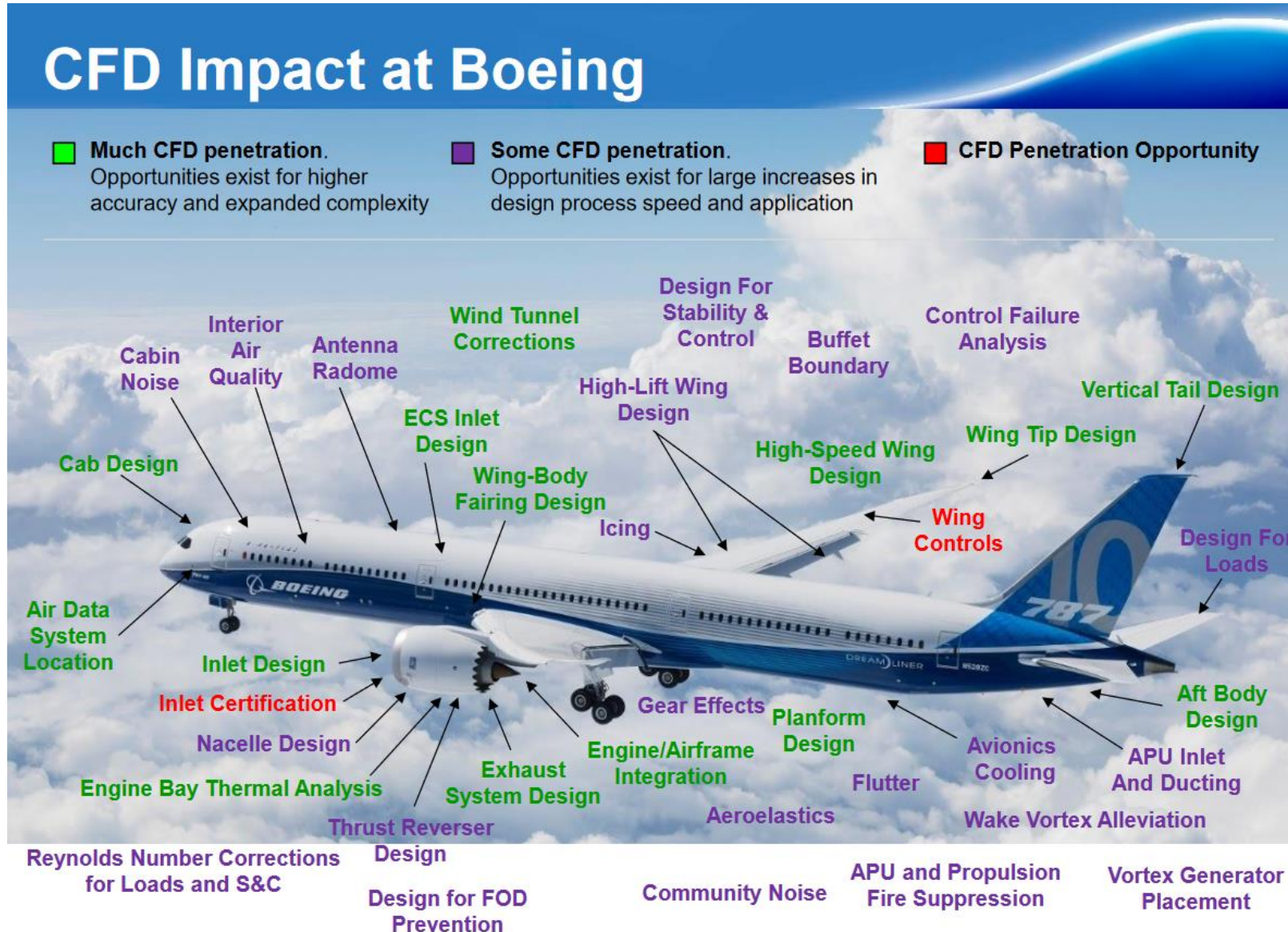
- There is a clear trend in industry (not only aerospace industry), where CFD is seen as a tool to certify products by analysis and simulations.
  - This is known as certification by analysis or CbA.
- In general, industry is shifting towards fully utilizing Model Based Engineering to simulate products and their lifecycle.
  - This is known as Digital Twins.
  - Multi-physics simulations, reduce-order models, and the internet-of-things (IoT) are integral part of Digital Twins.
- In the aerospace industry, Computational Fluid Dynamics (CFD) is expected to play an increasingly significant role in achieving dramatic reductions in flight testing through CbA.

# CFD in industry

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- The following presentations worth reading (related to the aerospace industry):
  - Future directions in computational simulations to enable certification and qualification by analysis. R. Gregg and J. Slotnick – Boeing Commercial.
    - <https://scientific-sims.com/cfdlab/WORKSHOP/assets/TALKS/gregg.talk.pdf>
  - Future Directions of Computational Fluid Dynamics. F. D. Witherden and A. Jameson – Stanford University.
    - [http://aero-comlab.stanford.edu/Papers/aiaa\\_cfd\\_future\\_2017.pdf](http://aero-comlab.stanford.edu/Papers/aiaa_cfd_future_2017.pdf)
  - An industrial view on numerical simulation for aircraft aerodynamic design. A. Abbas-Bayoumi and K. Becker – Aerodynamic Strategies, Airbus.
    - <https://link.springer.com/article/10.1186/2190-5983-1-10>
  - CFD Vision 2030 Study: A Path to Revolutionary Computational Aerosciences.
    - <https://ntrs.nasa.gov/citations/20140003093>
    - <http://www.cfd2030.com/>

# CFD in industry



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# CFD in industry



# Physical experiments versus numerical simulations



# Physical experiments versus numerical simulations

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- Will CFD replace physical experiments?
  - In some situations, yes.
  - And in some other situations no, at least for the moment.
  - In general, CFD complements testing and experimentation.
    - As there are not many analytical solutions around, experiments are used to validate CFD simulations.
  - CFD can help to reduce the amount of experimentation and the overall cost of the physical experimentation.

# Physical experiments versus numerical simulations

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- Interesting references:
  - Symbiosis: Why CFD and wind tunnels need each other
    - <https://aerospaceamerica.aiaa.org/features/symbiosis-why-cfd-and-wind-tunnels-need-each-other/>
  - Why we're not there yet on CFD
    - <https://aerospaceamerica.aiaa.org/departments/why-were-not-there-yet-on-cfd/>
  - New techniques and results enhance physical understanding
    - <https://aerospaceamerica.aiaa.org/year-in-review/new-techniques-and-results-enhance-physical-understanding>
  - Will CFD ever Replace Wind Tunnels for Building Wind Simulations?
    - <https://global.ctbuh.org/resources/papers/download/4200-will-cfd-ever-replace-wind-tunnels-forbuilding-wind-simulations.pdf>
  - On the role and challenges of CFD in the aerospace industry
    - <https://www.cambridge.org/core/journals/aeronautical-journal/article/on-the-role-and-challenges-of-cfd-in-the-aerospace-industry/AB70FEF00301B20648F5B0627893B787>
  - The CFD Vision 2030
    - <https://www.cfd2030.com/index.html>

# Physical experiments versus numerical simulations

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- The results of CFD simulations are never 100% reliable.
- Sources of error in CFD:
  - Round-off errors (computer precision).
  - Iteration errors.
  - Discretization errors.
  - Modeling errors.
  - User errors.
  - Programming errors.
- Also, experiments are never 100% reliable.
- So, you must be very critical when assessing the results.



# Physical experiments versus numerical simulations

- Physical experiments versus numerical simulations – Comparison of different metrics.

<b>Metric</b>	<b>Physical experiments</b>	<b>Numerical simulations</b>
<b>Cost</b>	They can be very costly	Compared to physical experiments, they cost much less
<b>Time to set a case</b>	Short to long	Short to medium
<b>Time to run</b>	Short to long	Short to long
<b>Scaling</b>	Small to middle	Any scale
<b>Information</b>	Measured point and quantity. Intrusive	Everything, anywhere. Non-intrusive
<b>Repeatable</b>	Some. Limited by cost and time	Yes
<b>Concurrency</b>	Some. Limited by cost and time	Yes
<b>Safety</b>	They might be dangerous	Safe
<b>Optimization</b>	Yes, but high cost of the prototype	Yes
<b>Uncertainty</b>	Yes	Yes. Maybe higher than physical experiments

# Physical experiments versus numerical simulations

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- Comparison of CFD simulations and physical experiments costs.
- Rule of thumb for airplane design – Costs of numerical simulations, wind tunnel testing and flight test.

1 hour of CFD\* - Approximately 1k \$

1 hour of wing tunnel - Approximately 10k \$

1 hour of flight test - Approximately 100k \$

\* Large simulations