

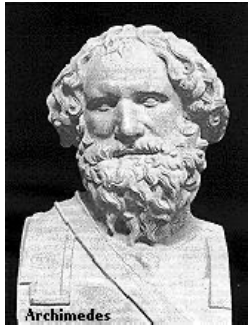
Física dos Meios Contínuos

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History

Faces of Fluid Mechanics



Archimedes
(C. 287-212 BC)



Newton
(1642-1727)



Leibniz
(1646-1716)



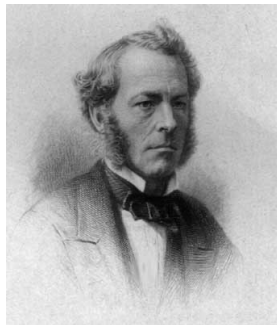
Bernoulli
(1667-1748)



Euler
(1707-1783)



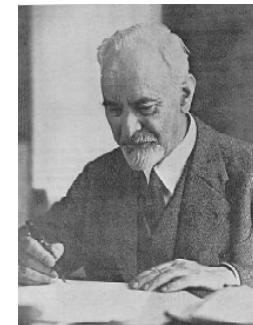
Navier
(1785-1836)



Stokes
(1819-1903)



Reynolds
(1842-1912)



Prandtl
(1875-1953)



Taylor
(1886-1975)

Significance

- Fluids everywhere
 - Weather & climate
 - Vehicles: automobiles, trains, ships, and planes, etc.
 - Environment
 - Physiology and medicine
 - Sports & recreation
 - Many other examples!

Weather & Climate

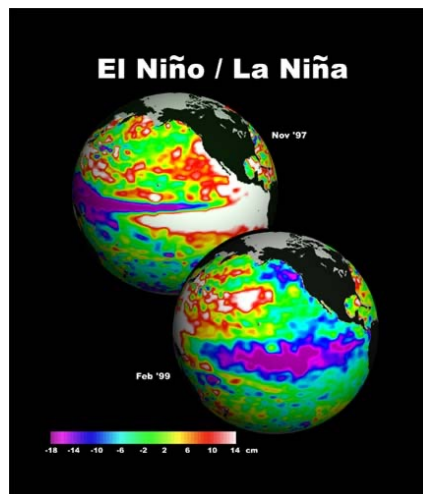
Tornadoes



Thunderstorm



Global Climate



Hurricanes



Vehicles

Aircraft



Surface ships



High-speed rail



Submarines



Environment

Air pollution



River hydraulics



Physiology and Medicine

Blood pump



A BVS blood pump

Ventricular assist device



Sports & Recreation

Water sports



Cycling



Offshore racing



Auto racing



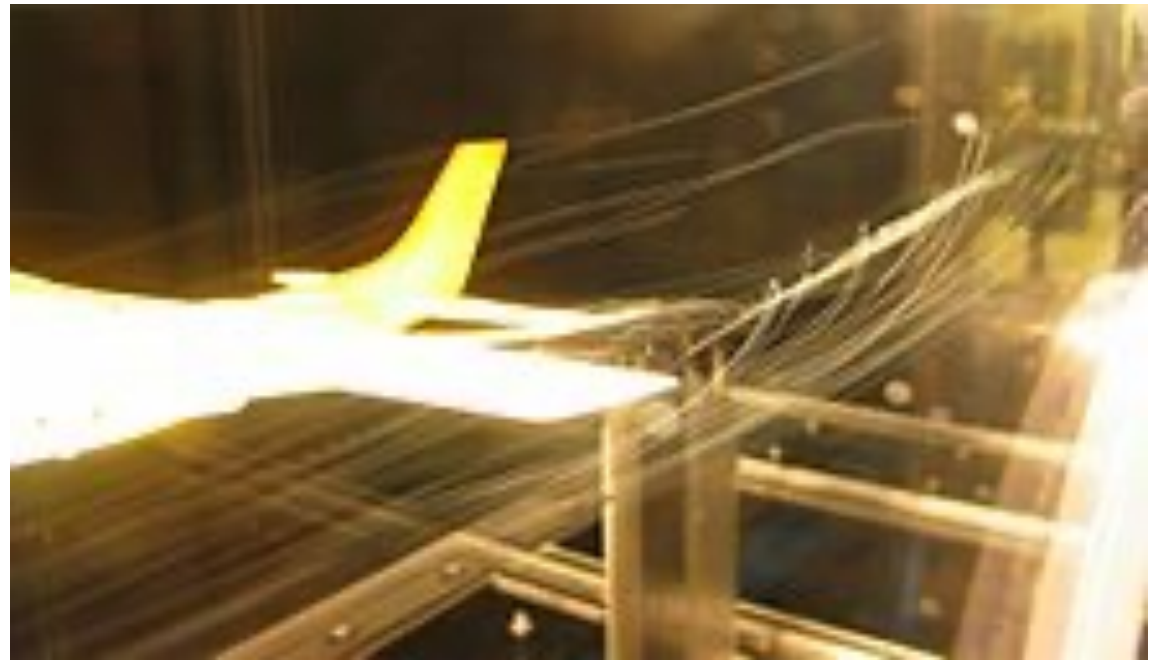
Surfing



Analytical Fluid Dynamics

- Mathematical physics problem formulation
- Control volume & differential analysis (RTT)
- Exact solutions exist ONLY for simple geometry and conditions
- Approximate solutions for practical applications
 - Linear
 - Empirical relations using EFD data

Full and model scales: wind tunnel



- Scales: full-scale and model
- Selection of the model scale: governed by dimensional analysis and similarity

Computational Fluid Dynamics

- CFD is use of computational methods for solving fluid engineering systems, including modeling (Mathematics & Physics) and numerical methods (solvers, finite differences, grid generations, etc.).
- Rapid growth in CFD technology since advent of computer



ENIAC 1, 1946



IBM WorkStation

Purpose

- The objective of CFD is to model the continuous fluids with Partial Differential Equations (PDEs) and discretize PDEs into an algebra problem, solve it, validate it and achieve **simulation based design** instead of “build & test”
- Simulation of physical fluid phenomena that are difficult to be measured by experiments: **scale simulations** (full-scale ships, airplanes), **hazards** (explosions, radiations, pollution), **physics** (weather prediction, planetary boundary layer, stellar evolution).

Modeling

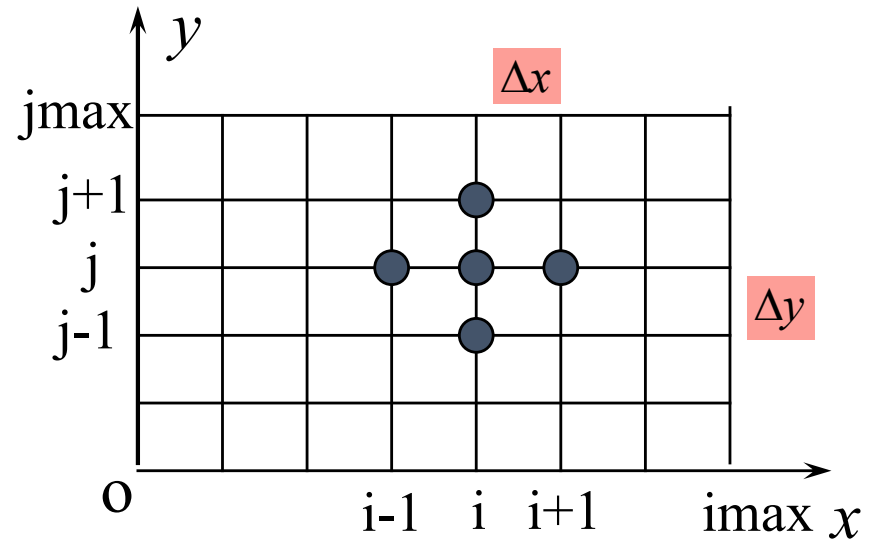
- Mathematical physics problem formulation of fluid engineering system
- **Governing equations**: Navier-Stokes equations (momentum), continuity equation, energy equation, ideal gas law, combustions (chemical reaction equation), multi-phase flows and turbulent models (RANS, LES, DES)
- **Coordinates**: Cartesian, cylindrical and spherical coordinates result in different forms of governing equations
- **Initial conditions** (initial guess of the solution) and **Boundary Conditions** (no-slip wall, free-surface, zero-gradient, symmetry, velocity/pressure inlet/outlet)
- **Flow conditions**: Geometry approximation, domain, Reynolds Number, and Mach Number, etc.

Numerical methods

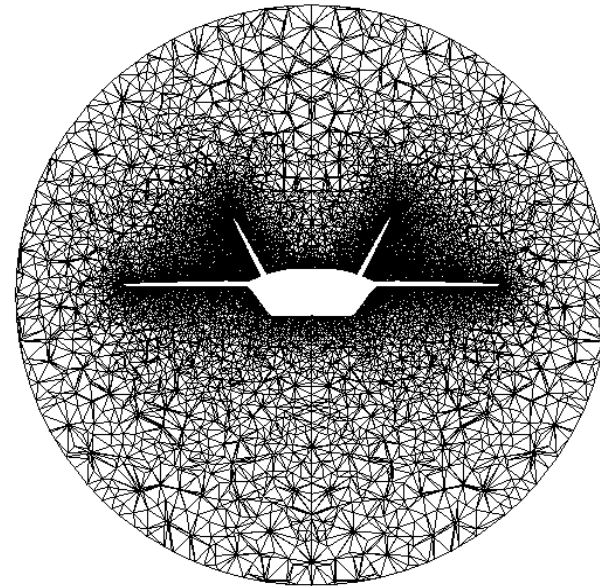
- **Finite difference methods:** using numerical scheme to approximate the exact derivatives in the PDEs

$$\frac{\partial^2 P}{\partial x^2} = \frac{P_{i+1} - 2P_i + P_{i-1}}{\Delta x^2}$$

$$\frac{\partial^2 P}{\partial y^2} = \frac{P_{j+1} - 2P_j + P_{j-1}}{\Delta y^2}$$

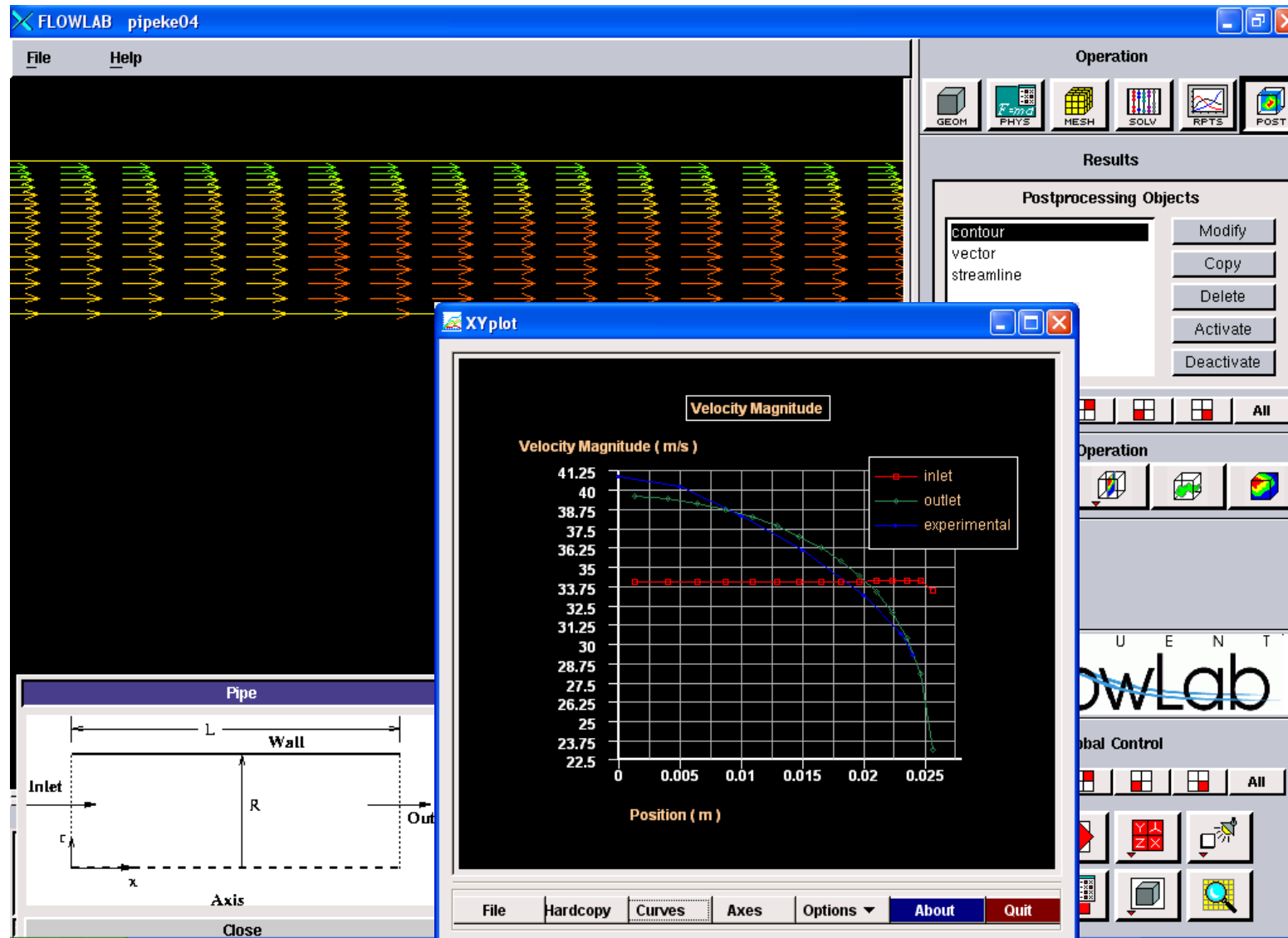


- **Finite volume methods**
- **Grid generation:** conformal mapping, algebraic methods and differential equation methods
- **Grid types:** structured, unstructured
- **Solvers:** **direct methods** (Cramer's rule, Gauss elimination, LU decomposition) and **iterative methods** (Jacobi, Gauss-Seidel, SOR)

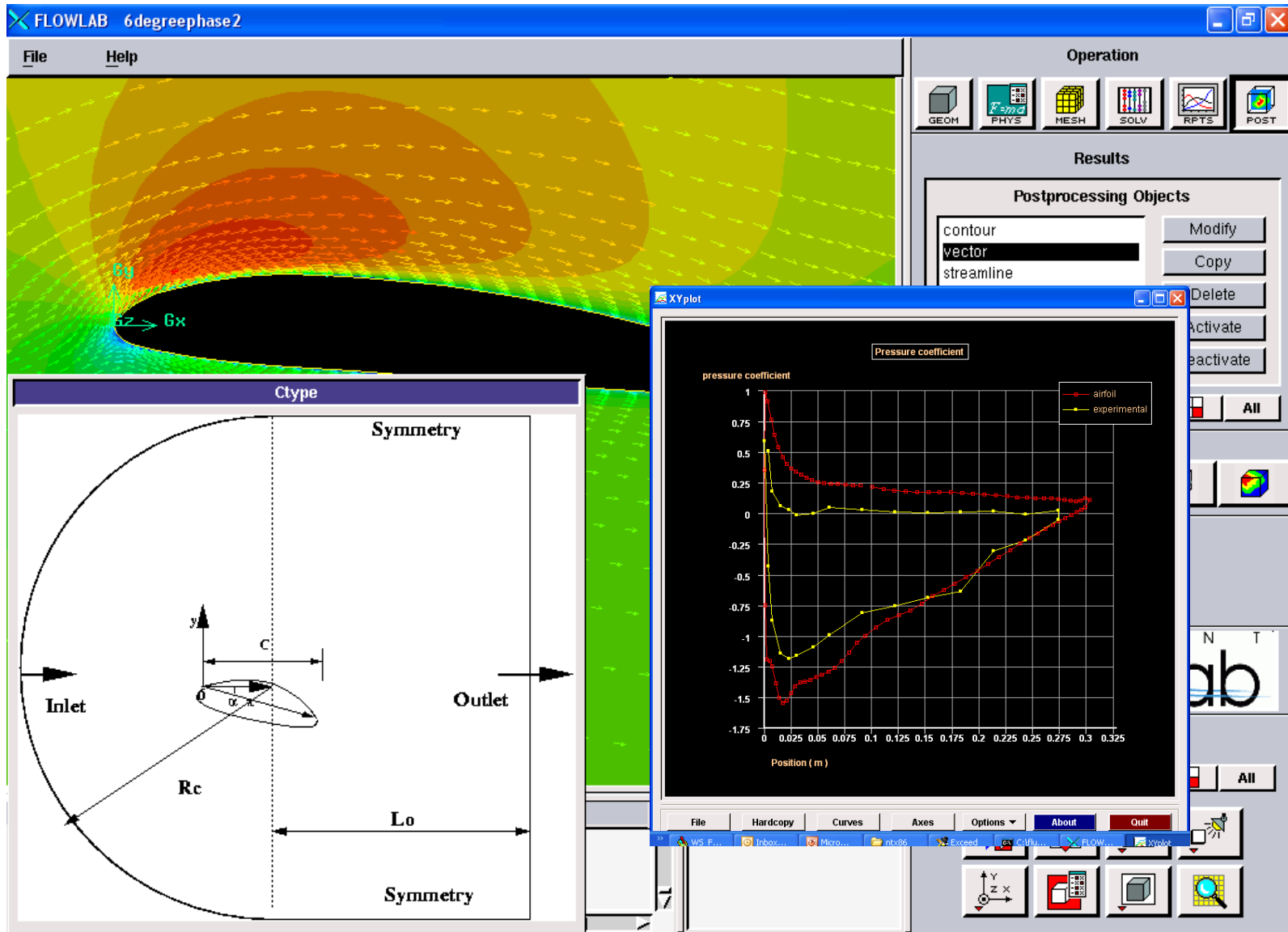


Slice of 3D mesh of a fighter aircraft

“Hands-on” experience using CFD Interface (pipe template)



“Hands-on” experience using CFD Interface (airfoil template)



Designing, building and operating a submarine



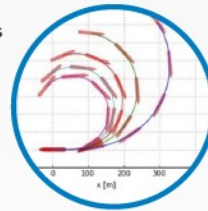
1 Concept evaluation

- Hull main parameters
- Location and size of the sail and control surfaces
- Choice of propulsion arrangement

3 Power Requirement

- Resistance and self-propulsion tests in the towing tank
- Wake flow distribution
- Rudder forces and moments

Simulation of turning circle manoeuvre in Submo. The interface to Submo can be entirely web server-based either in-house or in the cloud.



5 Manoeuvring performance

- Captive tests in wave basin, hydrodynamic coefficients for simulation model
- Simulations of standard manoeuvres and depth change
- Autopilot and depth controller design
- Stability in the horizontal and vertical planes



A submarine in a simulator environment. The crew can practise repeat manoeuvres and practise operations which are not easy to perform on a real submarine.

Designing the submarine

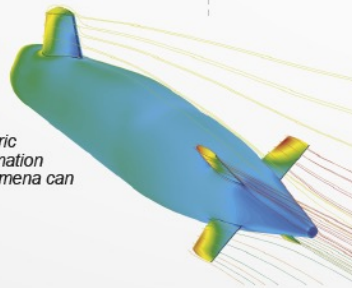
Verifying the design – model tests and simulations

In operation

2 Basic hydrodynamic design

- Hull
- Sail
- Control surfaces

CFD calculation of a generic submarine. Detailed information about different flow phenomena can be obtained.



4 Propeller design

- Cavitation tunnel tests
- High efficiency
- Good cavitation properties
- Low radiated noise



Model of the IZAR P650 tested at SSPA. The same model was used in all SSPA facilities.



6 Simulator

- Crew training
- Development of hardware for a submarine's bridge

In operation

- Depth keeping in periscope conditions under a seaway
- Simulation of emergency recovery manoeuvres
- Compensation and trimming
- Safe operation envelopes