

# Unsteady Flow Simulation With Moving Boundaries

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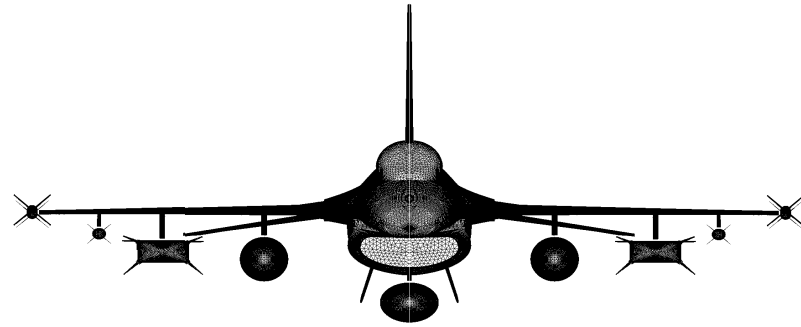
Unstructured Mesh Generation Techniques

Solution Algorithm

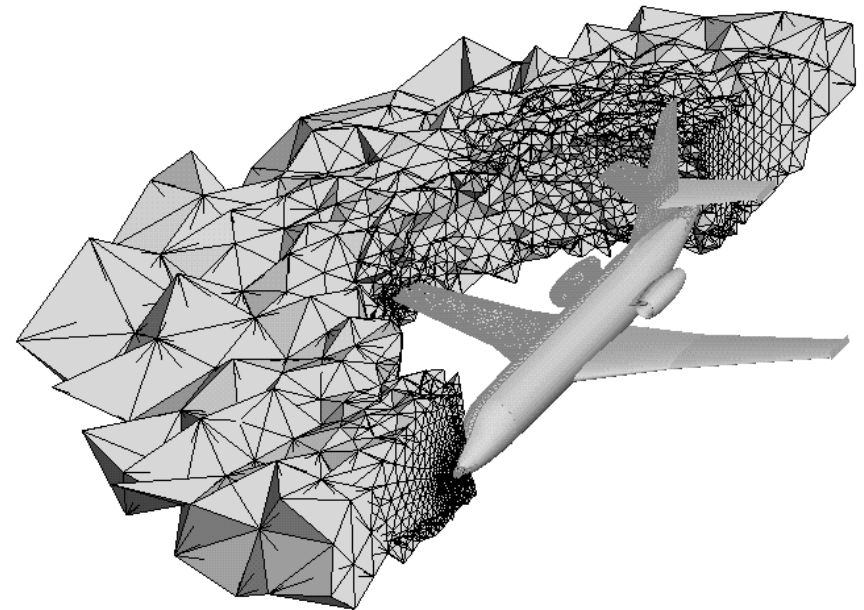
Mesh Adaptation for Unsteady Flow Problem with Moving Boundary

Parallel Implementation

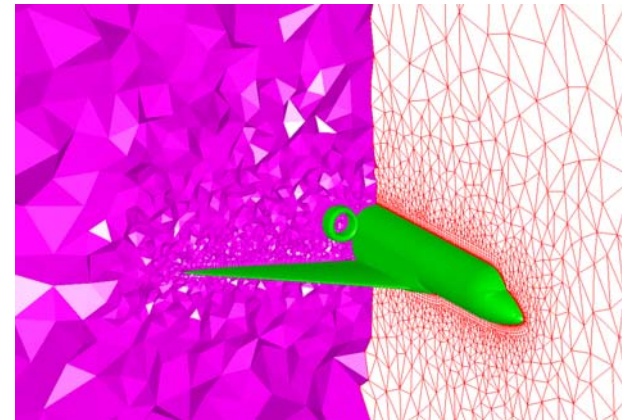
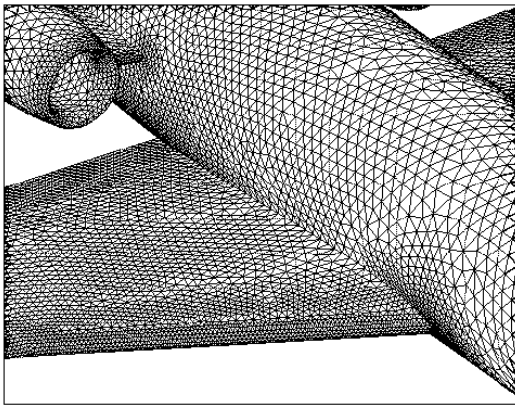
Conclusion



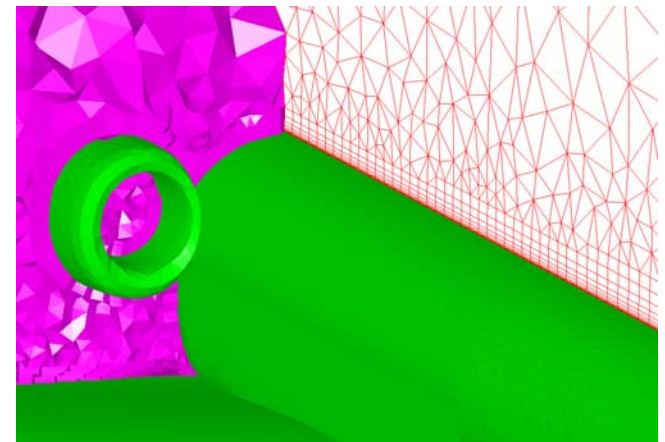
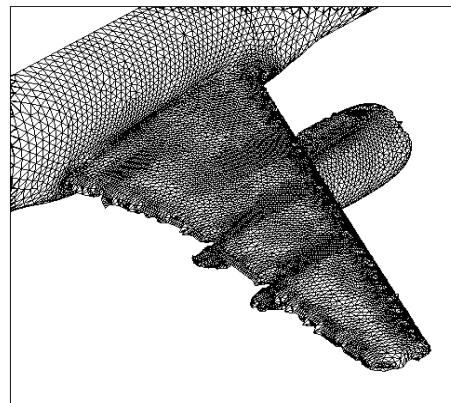
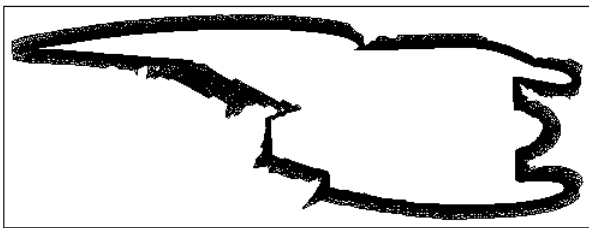
**Unstructured grid technology provides the required flexibility for these (and other) applications**



- **Surface mesh generation:** Advancing Front
- **Volume mesh generation:** Delaunay Triangulation with automatic point insertion (**Requires 100Mb/10<sup>6</sup> elements**)



- **Boundary layer generation:** Hybrid meshes by the Advancing Layer method



➤ **The Favre Averaged Navier Stokes Equations**

$$\frac{d}{dt} \int_{\Omega(t)} \mathbf{U} d\mathbf{x} + \int_{\Gamma(t)} (\mathbf{F}_j - v_j \mathbf{U}) n_j d\mathbf{x} = \int_{\Gamma(t)} \mathbf{G}_j n_j d\mathbf{x}$$

Where

$$\mathbf{U} = \begin{bmatrix} \rho \\ \rho u \\ \rho v \\ \rho w \\ \rho \varepsilon \end{bmatrix} \quad \mathbf{F}_j = \begin{bmatrix} \rho u_j \\ \rho u_1 u_j + p \delta_{1j} \\ \rho u_2 u_j + p \delta_{2j} \\ \rho u_3 u_j + p \delta_{3j} \\ u_j (\rho \varepsilon + p) \end{bmatrix} \quad \mathbf{G}_j = \begin{bmatrix} 0 \\ \tau_{1j} \\ \tau_{2j} \\ \tau_{3j} \\ u_k \tau_{jk} - q_j \end{bmatrix}$$

and

$$\varepsilon = c_v T + \frac{1}{2} u_k u_k \quad p = \rho R T$$

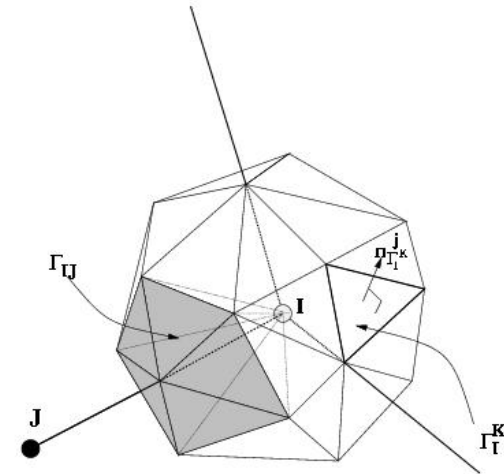
- Turbulent is modelled by adding the one equation model of **Spalart and Allmaras**

- **Edge Based Data Structure** is used for the evaluation of the fluxes
- The **ALE** term is evaluated ensuring numerical fluxes that satisfies **GCL**
- Resulting Equation 
$$\frac{d}{dt}[V^I \mathbf{U}^I] = R^I$$
- **For unsteady problems**, the second order approximation

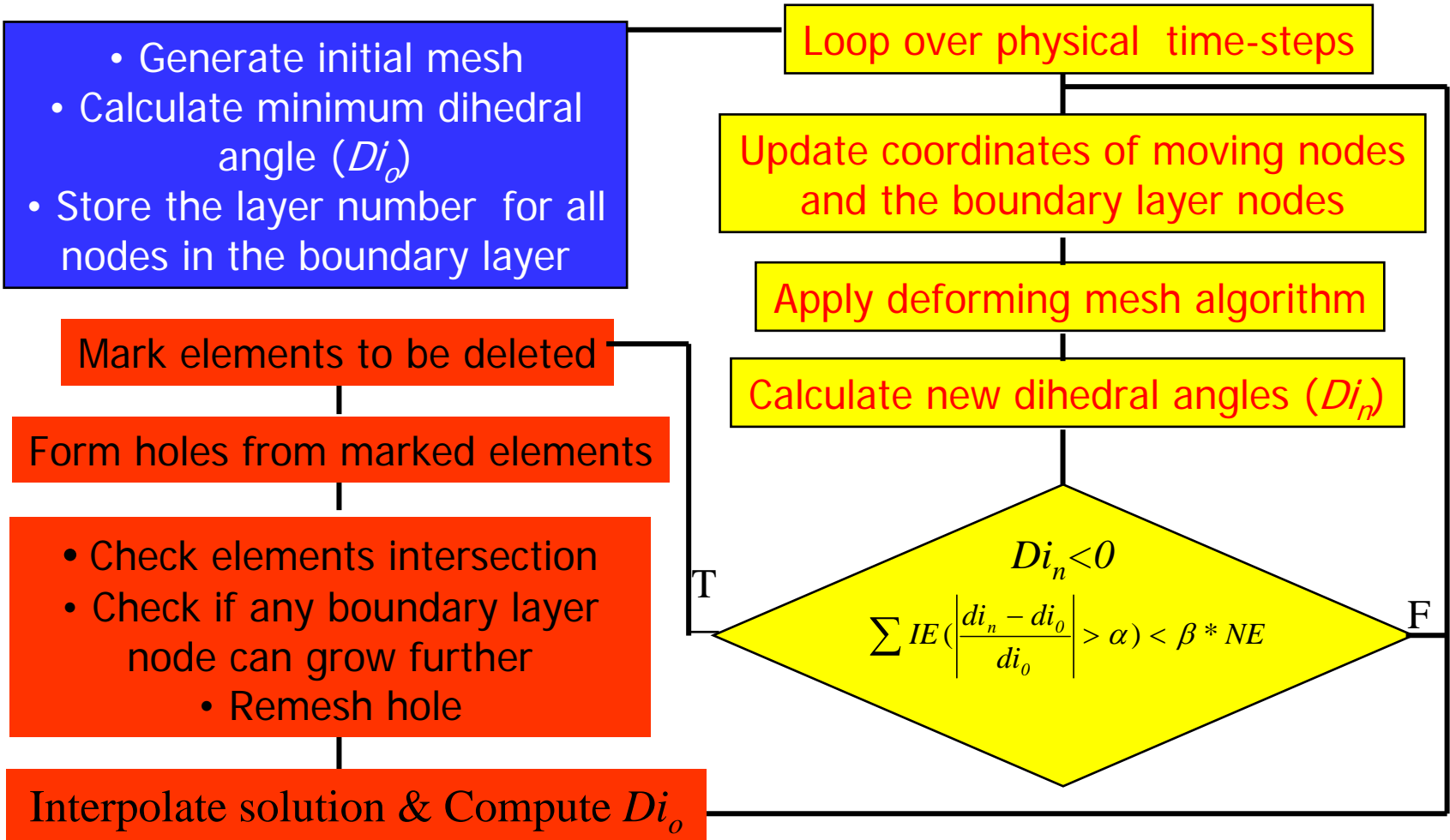
$$\left. \frac{d}{dt} \int_{\Omega(t)} U_i d\Omega \right|_{t=t_{n+1}} = \frac{1}{\Delta t} \left( \frac{3}{2} V_I^{n+1} \mathbf{U}_I^{n+1} - 2V_I^n \mathbf{U}_I^n + \frac{1}{2} V_I^{n-1} \mathbf{U}_I^{n-1} \right)$$

is adopted

- An implicit formulation is employed and this removes the stability constraints associated with explicit schemes
- At each time step, the equation is solved by explicit relaxation with multi-grid acceleration
- This approach can be thought of as converging the set of steady state equations with the addition of the time source for every physical timestep
- No significant memory penalties compared to explicit procedures



- The **turbulent viscosity** equation is discretised in a similar fashion
- **Stabilisation** achieved by replacing the actual flux function by JST flux function
- **Discontinuity capturing** achieved by the addition of a switched artificial diffusion
- For **steady state** Runge-Kutta relaxation and local timestepping is utilised
- **Convergence acceleration** is achieved by using the **Full Approximation Storage (FAS) Multigrid scheme**
  - Coarse grids are achieved by agglomeration
  - Volume weighted operator is used for restriction
  - Injection is used for prolongation
- **Parallel** implementation using **MPI** allows agglomeration across partitions





## Shuttle Booster Separation Simulation

$\alpha_{\text{init}}$  = zero degrees

M = 0.85 Degree

Re =  $3 * 10^6$

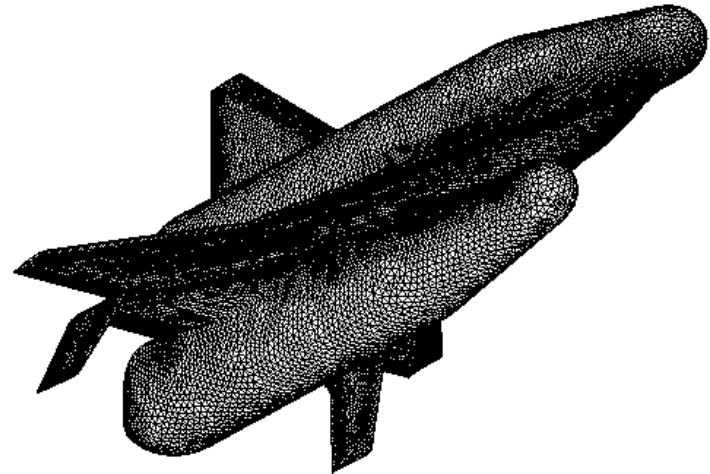
Prescribed Shuttle movement

Initial mesh: 2.9 million elements

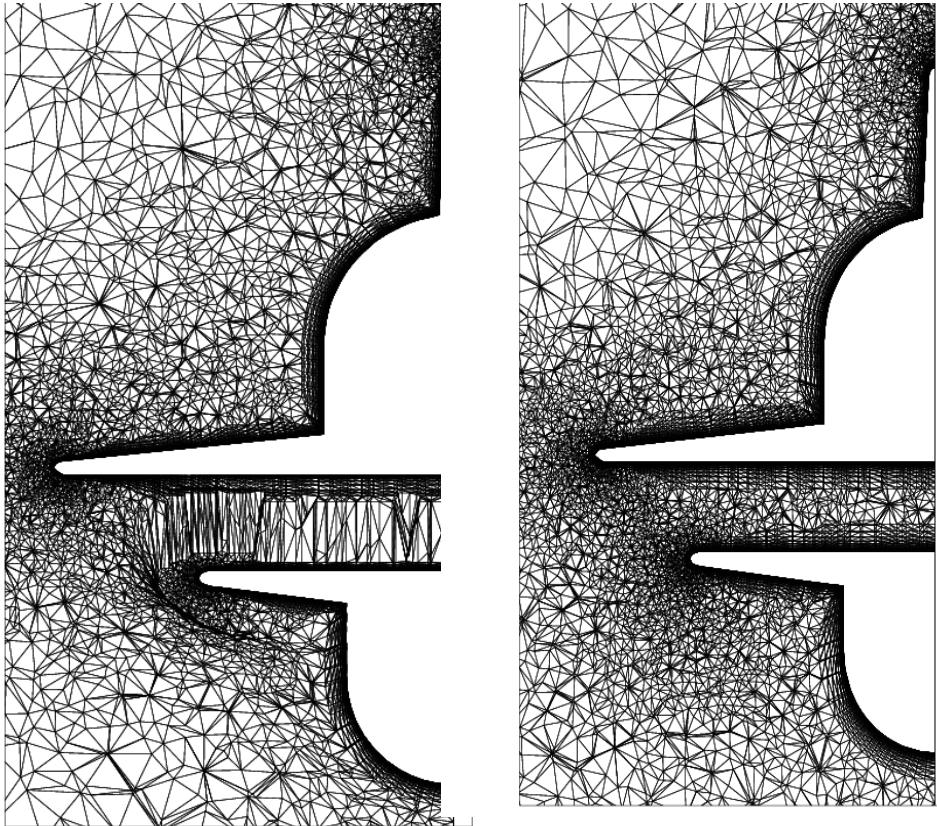
Final mesh: 3.3 million elements

20 time steps

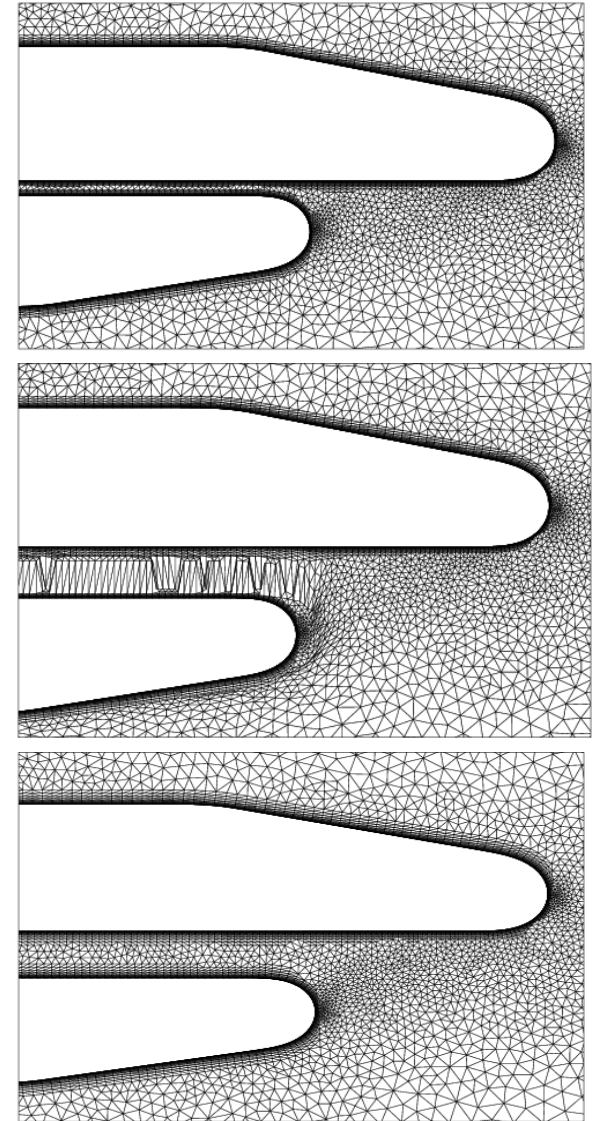
300 multigrid cycle per time step



## Shuttle Booster Separation Simulation

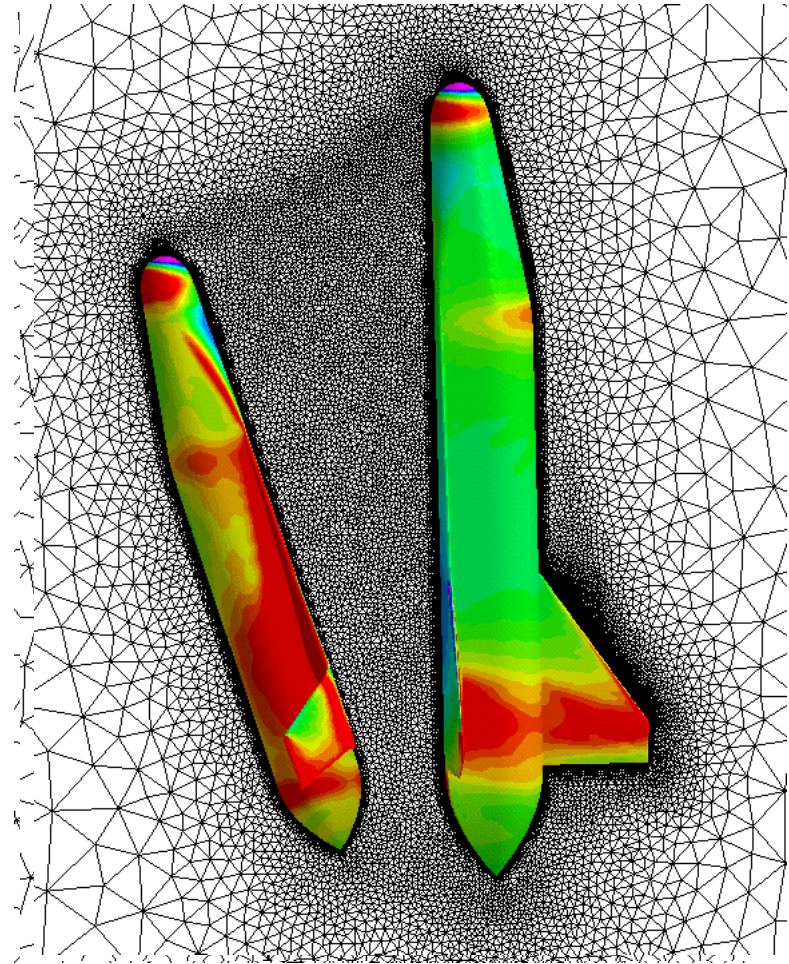
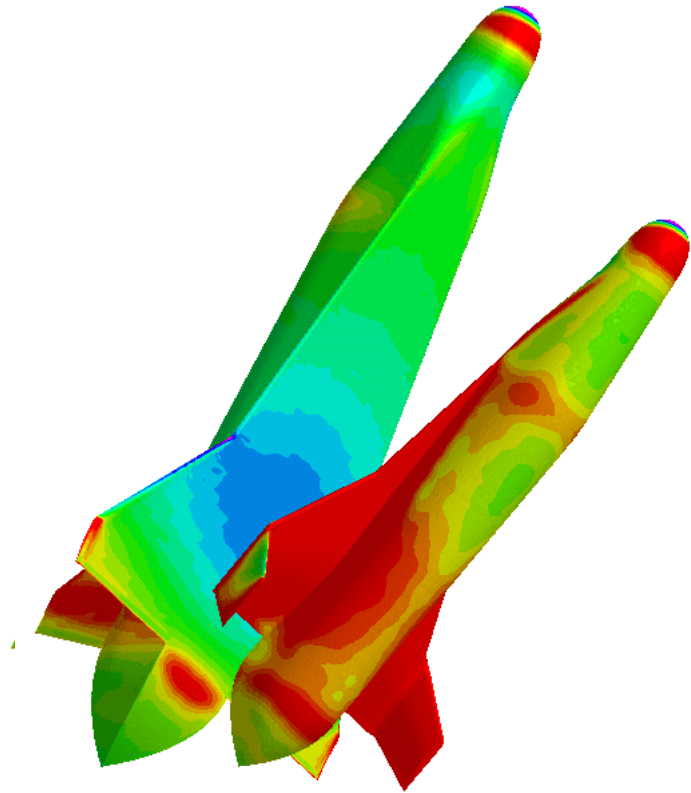


Cut through the volume mesh

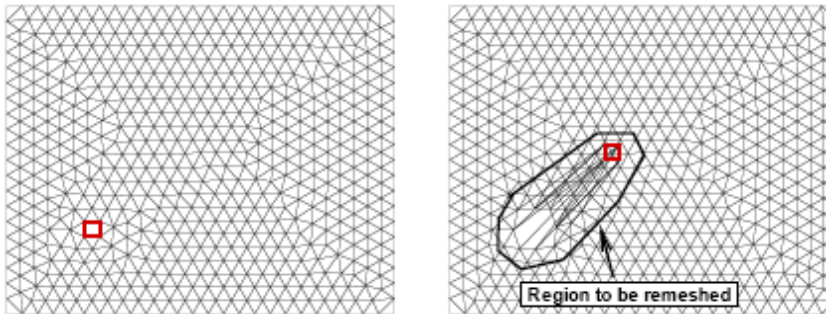


Meshes on the symmetry plane

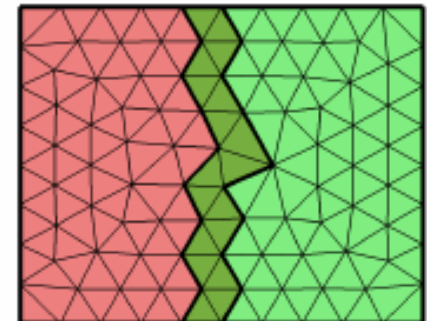
## Shuttle Booster Separation Simulation



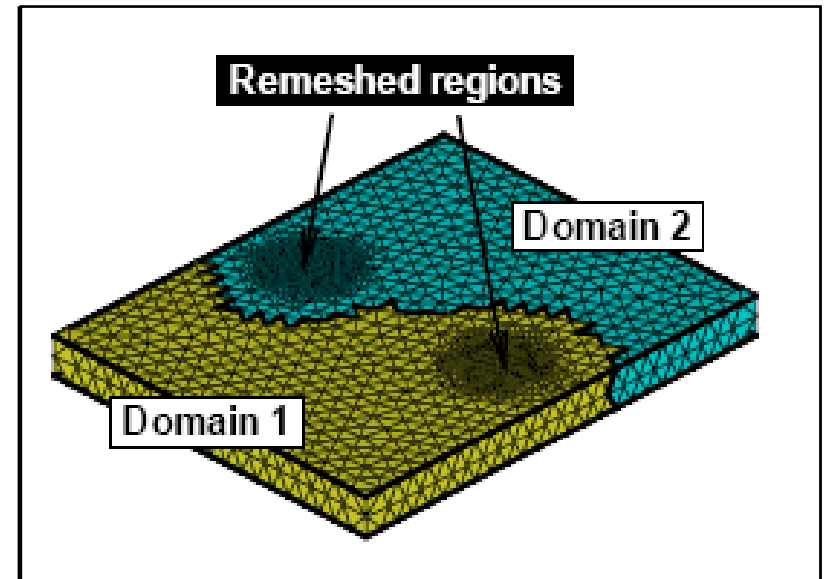
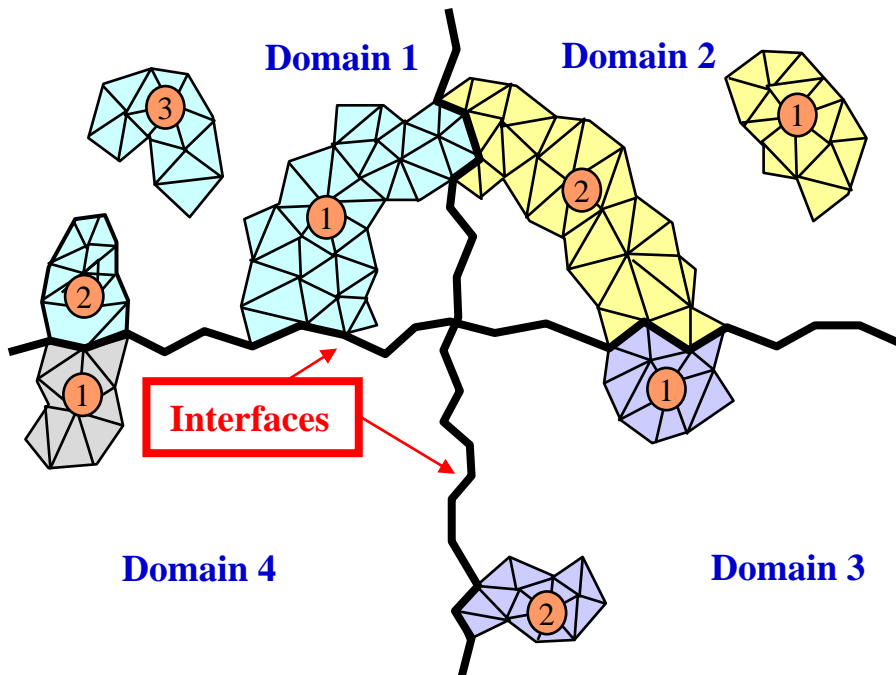
- **MPI** was employed to allow the parallel solution procedure to be imported to the **IBM**
- Elements are selected to be remeshed in each domain separately
  - Selection Based on Deviation from Prescribed Spacing
  - Selection Based on Element Quality
  - Selection Based on Intersection Tests



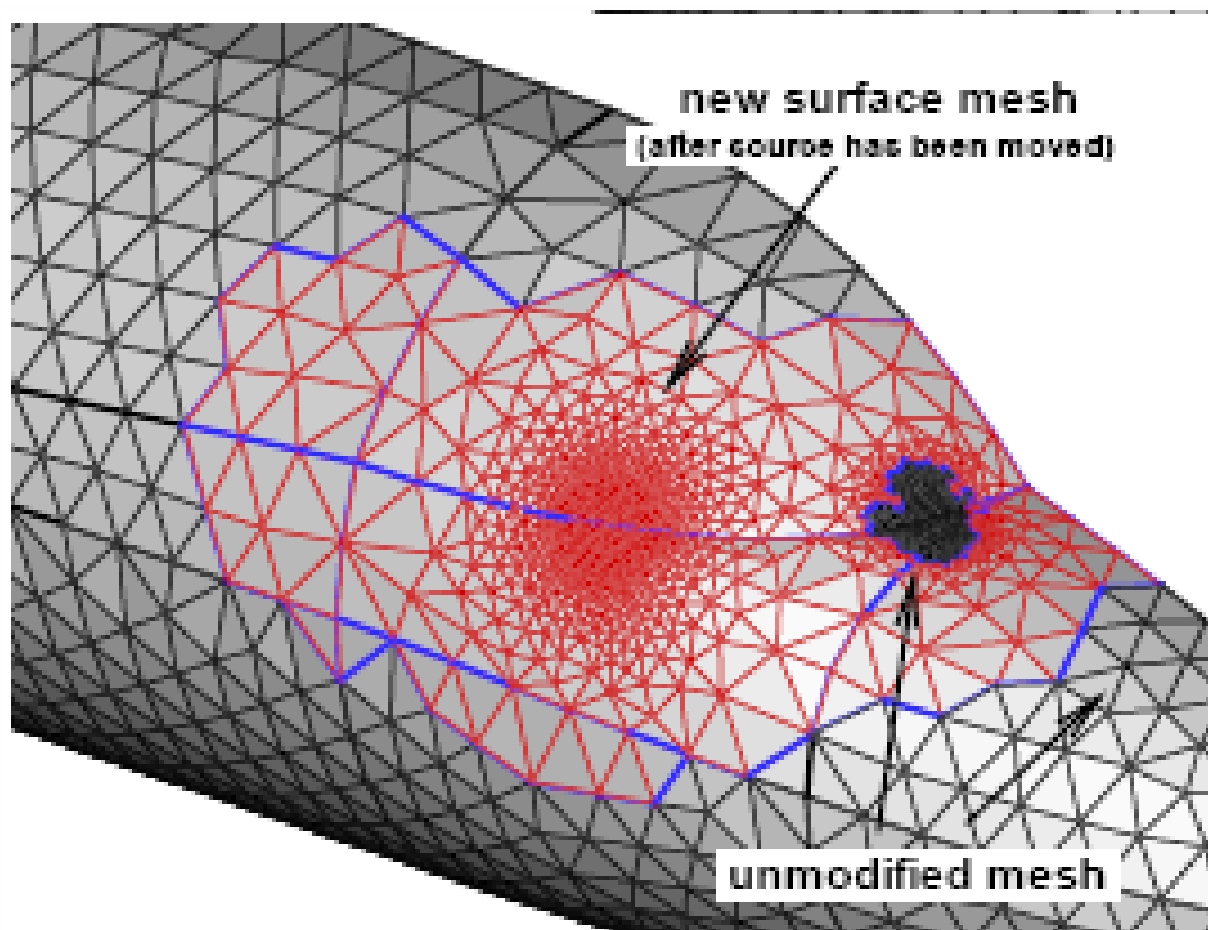
- To determine intersection of elements due to moving geometries, one overlapping ghost layer of elements is used.
- If intersection with the ghost element has occurred, the search will also take place in to the domain which owns the ghost cell.



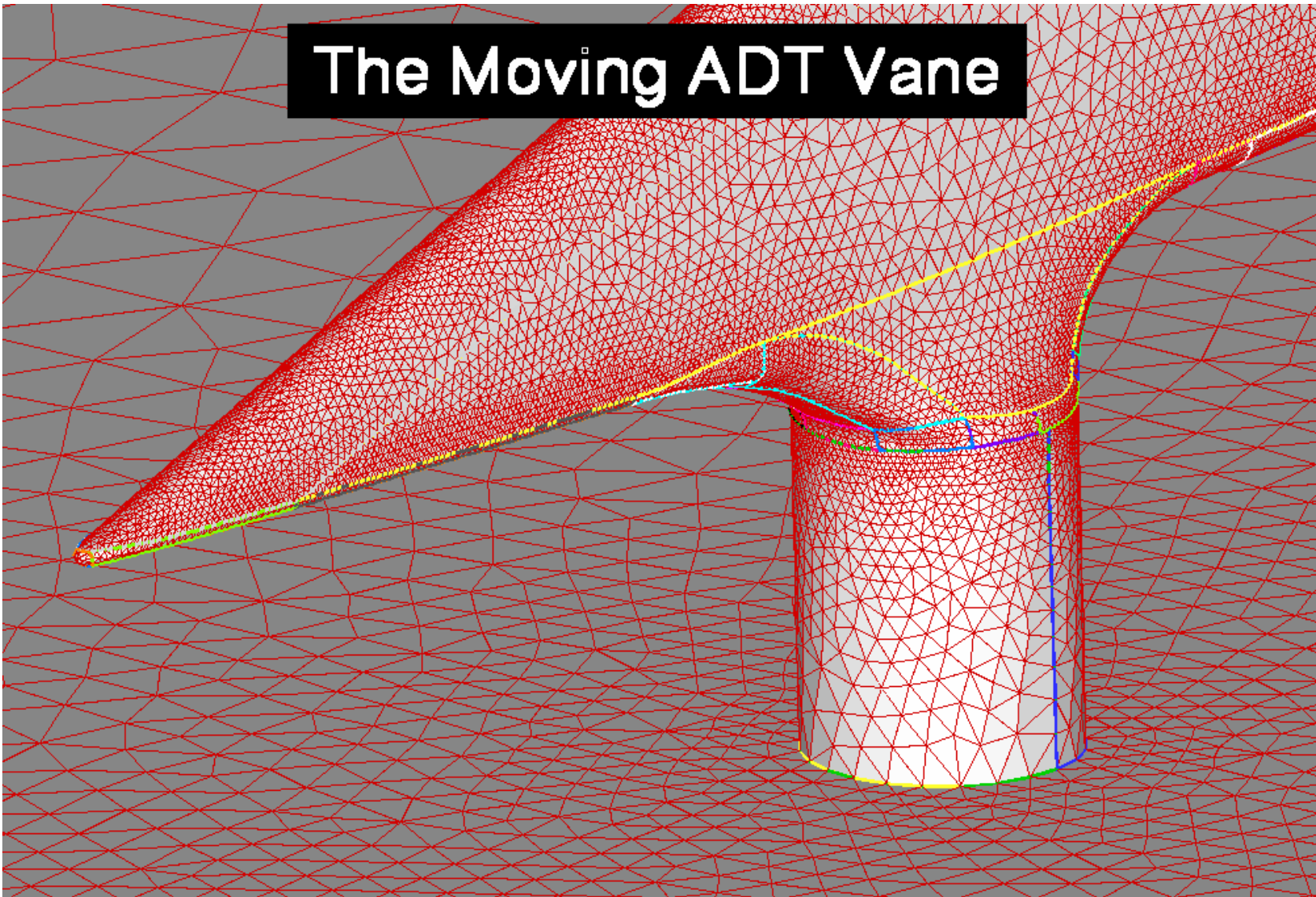
- Constraint Repartitioning is employed to ensure that each region to be remeshed will be contained completely on one process



The Geometry definition is utilised for the regeneration of the surface portion of the hole



# The Moving ADT Vane



**Applied Techniques:**

- Moving Geometry
- Moving Mesh Size Specification
- Moving Mesh

## Geometry for a complete F18 Configuration

### Store Separation Simulation

$$\alpha_{\text{init}} = 0.46 \text{ degrees}$$

$$M = 0.96$$

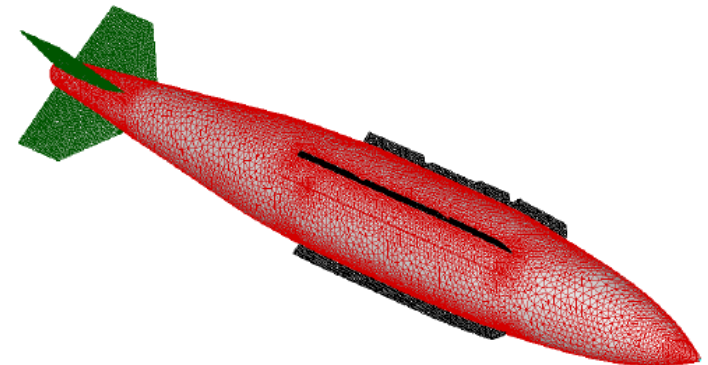
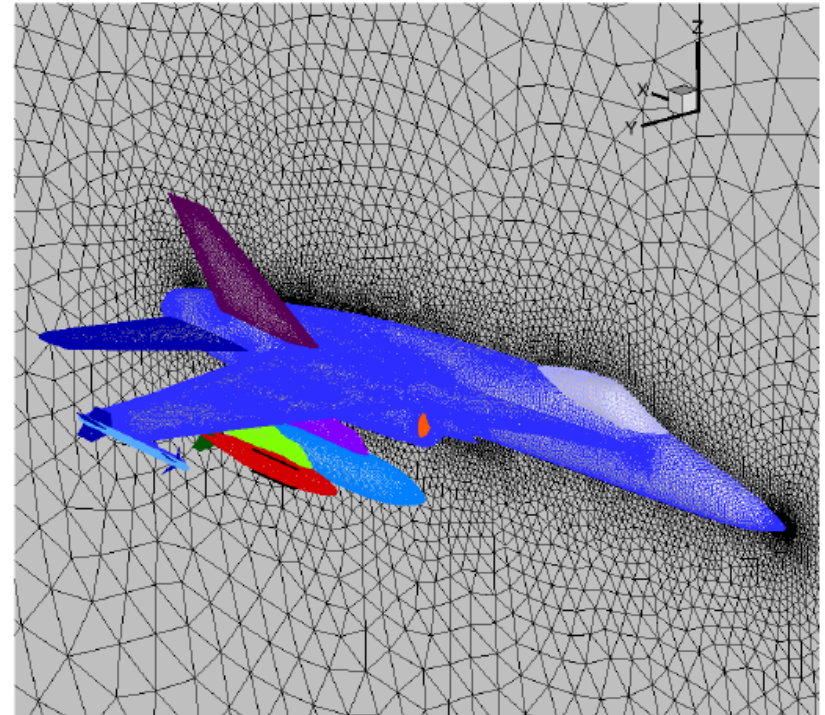
Container motion computed

2.1-2.3 million Nodes

12.1-13.4 million Elements

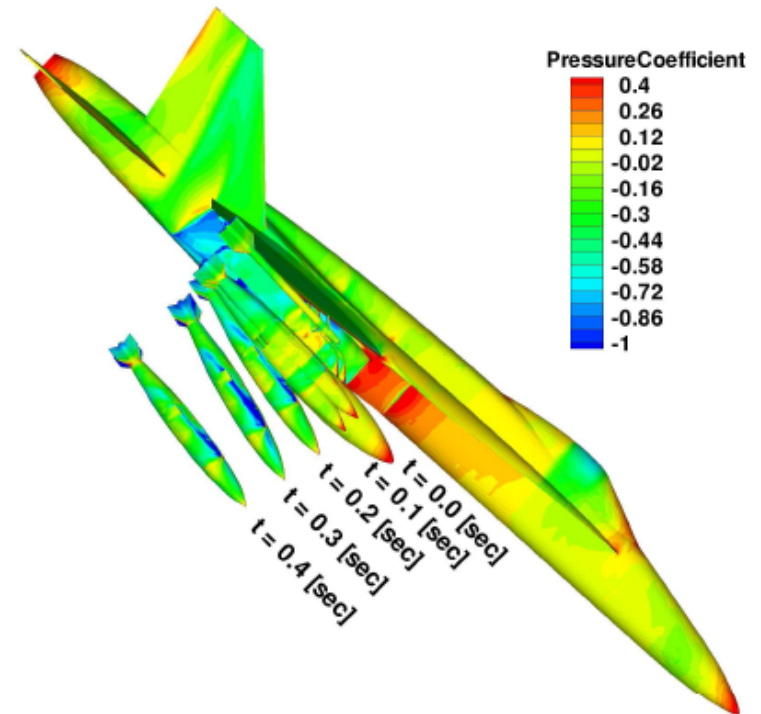
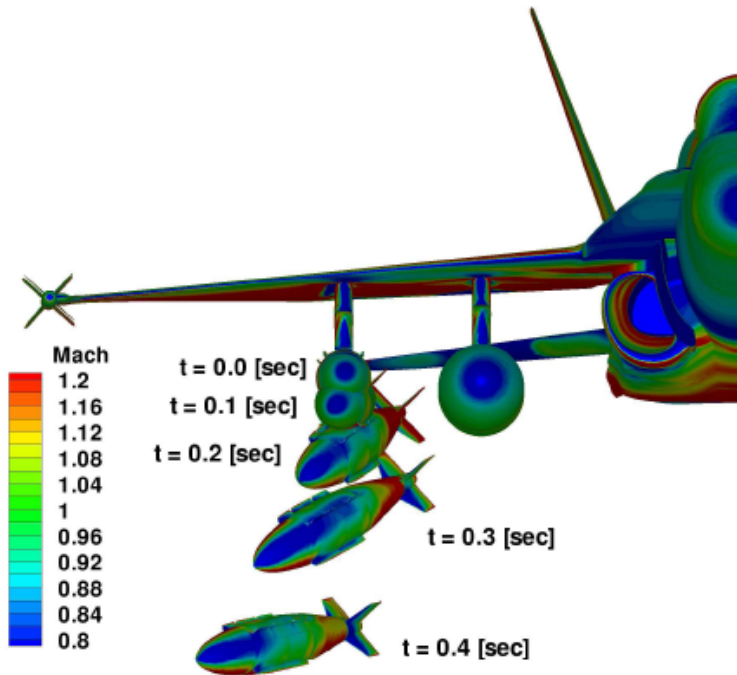
40 Physical timesteps with sub-cycling

10.4 h on 24 Processors

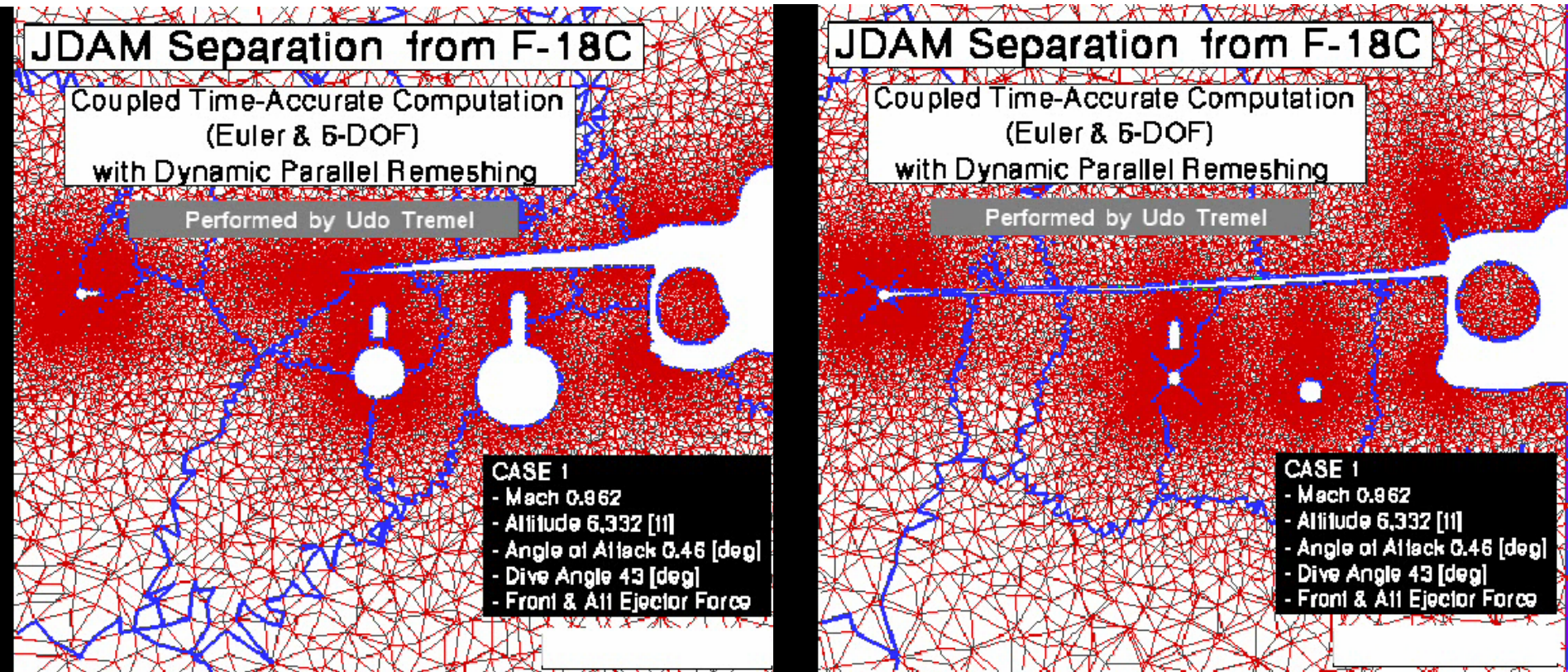




# Store Separation Simulation



# Store Separation Simulation



- CFD Solution 40%
- Motion Application 57%
  - Mesh Deformation 10.3%
  - Volume mesh Analysis 3.7%
  - Volume remeshing 37%
  - Re-partitioning 6%
- I/O 3%

- The implementation of the parallel solution procedure on the IBM was successfully completed
- **Parallel implementation** of the adapted remeshing has been completed
- A challenging problem has been simulated and the agreement with available experimental observations is good.
- Parallel remeshing of the boundary layer to be implemented
- Use of high order elements to minimize the number of points in the boundary layer
- Use of zonal LES / DES to capture wake flow and its influence on the separation