

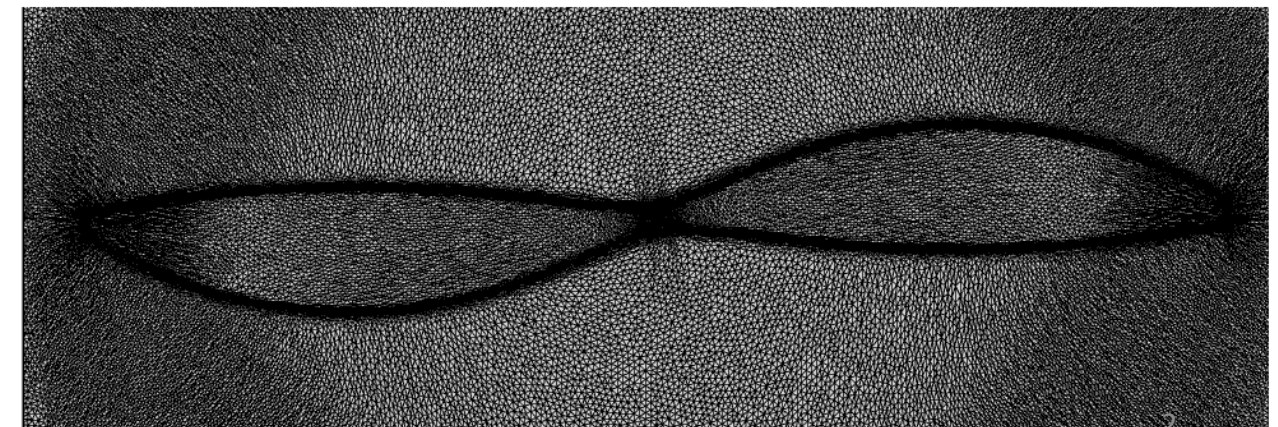
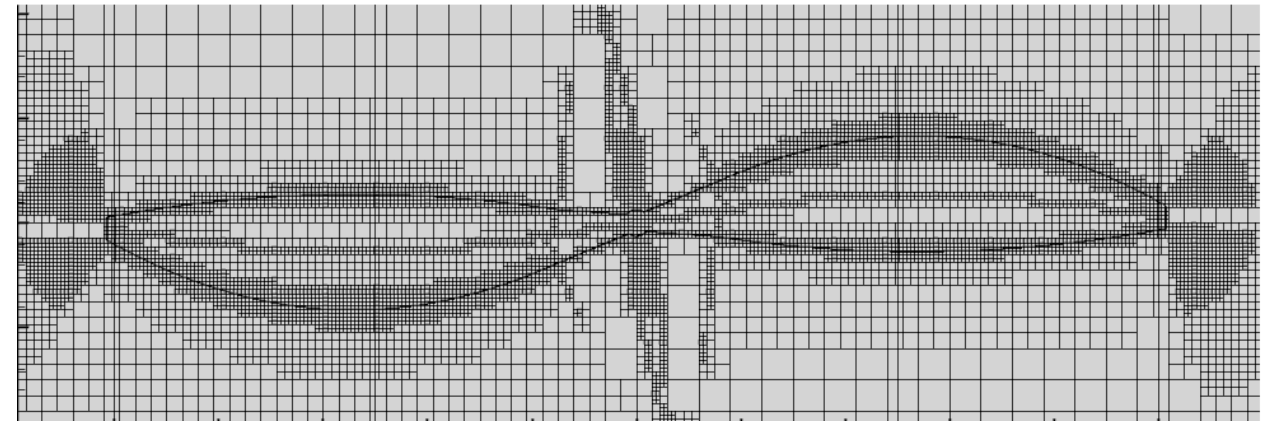
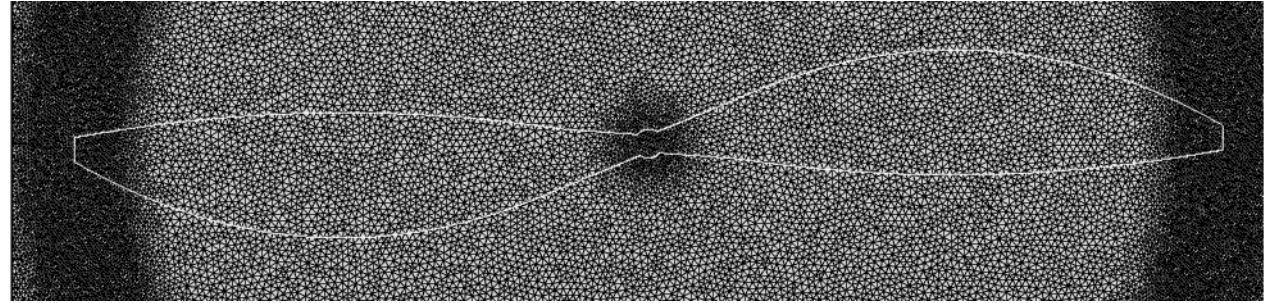
# Simulation of flow near rotating propeller defined by immersed boundary method on adaptive meshes

Ilya Abalakin, Vladimir Bobkov, Tatiana Kozubskaya, Liudmila  
Kudryavtseva, Valeriia Tsvetkova and Natalia Zhdanova  
*Keldysh Institute of Applied Mathematics of RAS*

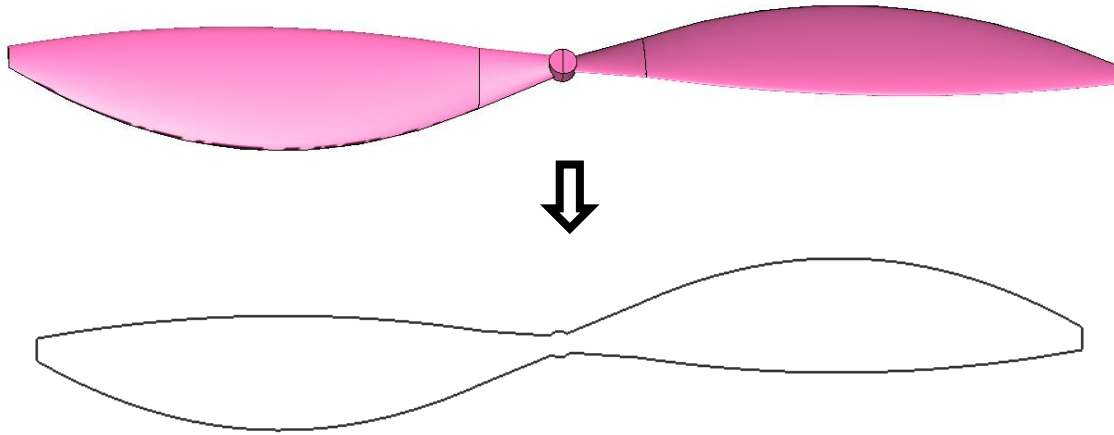
*NORMA Meeting, February 2021*

# Main features of the technique

- Simply connected domain
- Geometry is defined by interpolation grid (level-set tree)
- Immersed boundary method (IBM) – Brinkman penalization
- The shape of the body is approximated using adaptation of r-type (nodes are redistributed while topology remains the same)
- Adaptation produces anisotropic cells



# Statement of the problem



Propeller\* of size  $R = 0.256 \text{ m}$  is rotating clockwise with  $f = 3000 \text{ rpm}$

Upstream flow  $U_0 = 10 \text{ m/s}$

Projection of 3D geometry on  $z=0$

\*J. B. Brandt.(2005) “Small-scale propeller performance at low speeds”. Master thesis, University of Illinois at Urbana-Champaign.

## Features of the adaptation technique

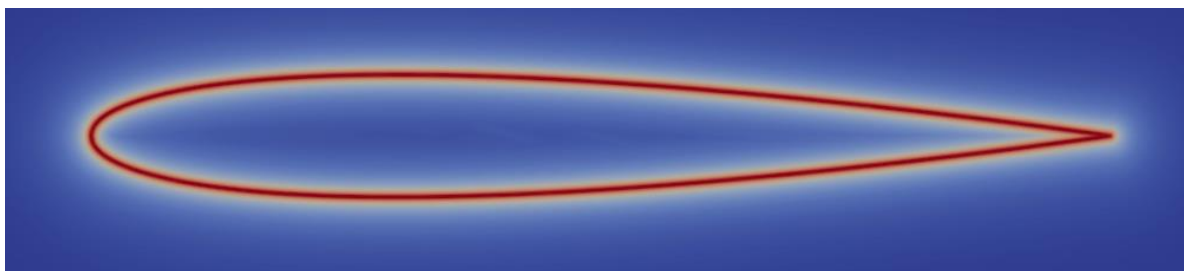
- Level-set function  $u(x,t)$  defines the solid body location and is close to signed distance function near the boundary
- Metric tensor  $G(x,t)$  is built upon  $u(x,t)$  as

$$G(x, t) = \sigma_1^2 I + (\sigma_2^2 - \sigma_1^2) \nabla_x u \nabla_x u^T \frac{1}{|\nabla_x u|^2}; \quad \xrightarrow{\sigma_2 = \sigma_1} \quad G(x, t) = \sigma_1^2 I$$

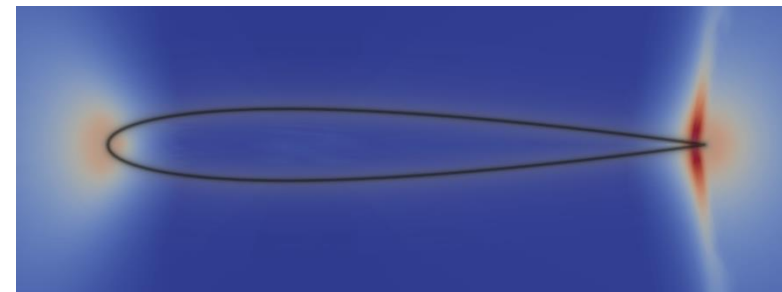
- On highly curved fragments of the boundary or near sharp vertices  $\sigma_2 = \sigma_1$ , otherwise  $\sigma_2 = \sigma_1 / K$ .  $K$  is user-defined anisotropic ratio.

$\sigma_1 = \sigma_{\text{normal}}(x, t)$  - mesh stretching in the normal direction

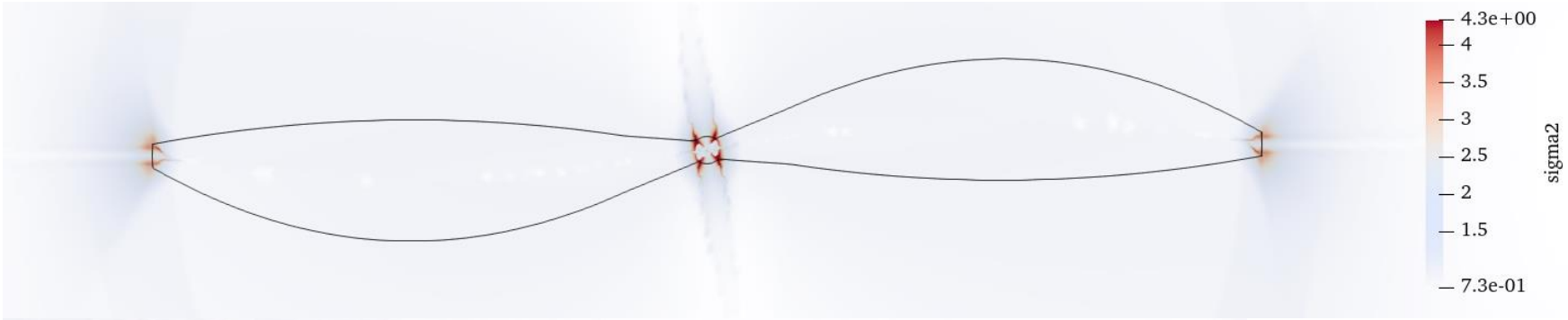
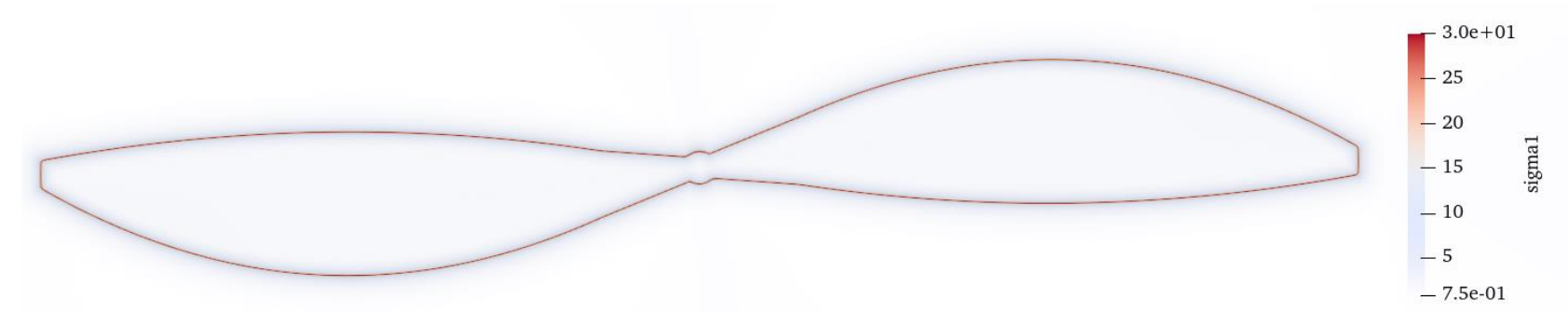
$\sigma_2 = \sigma_{\text{tangential}}(x, t)$  ( $\sigma_{2,3}$  in 3D) - spatial distribution of the anisotropy



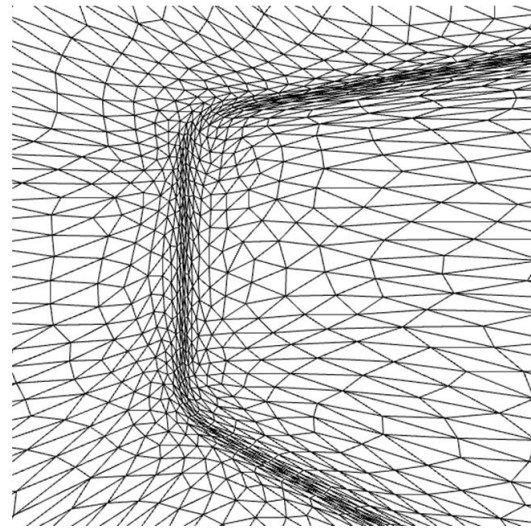
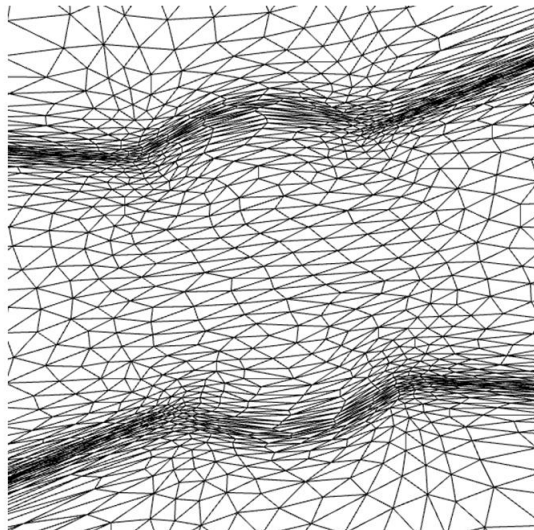
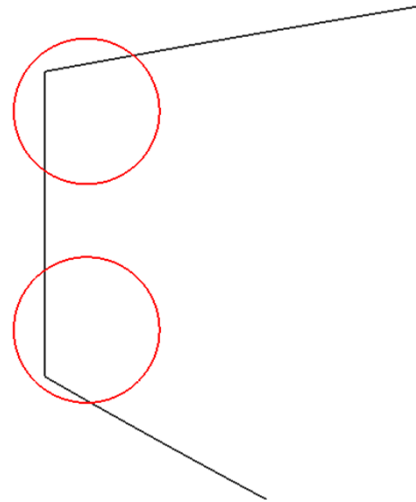
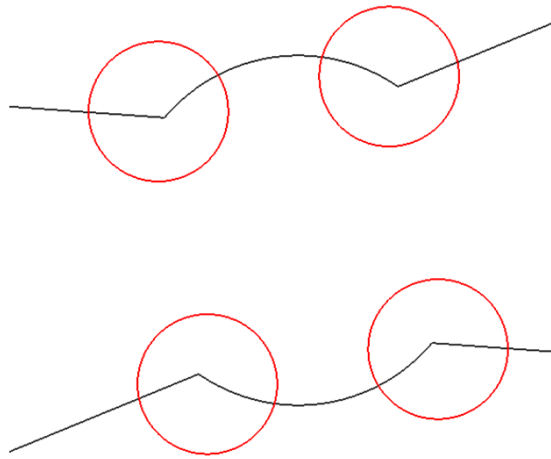
$\sigma_1$  distribution



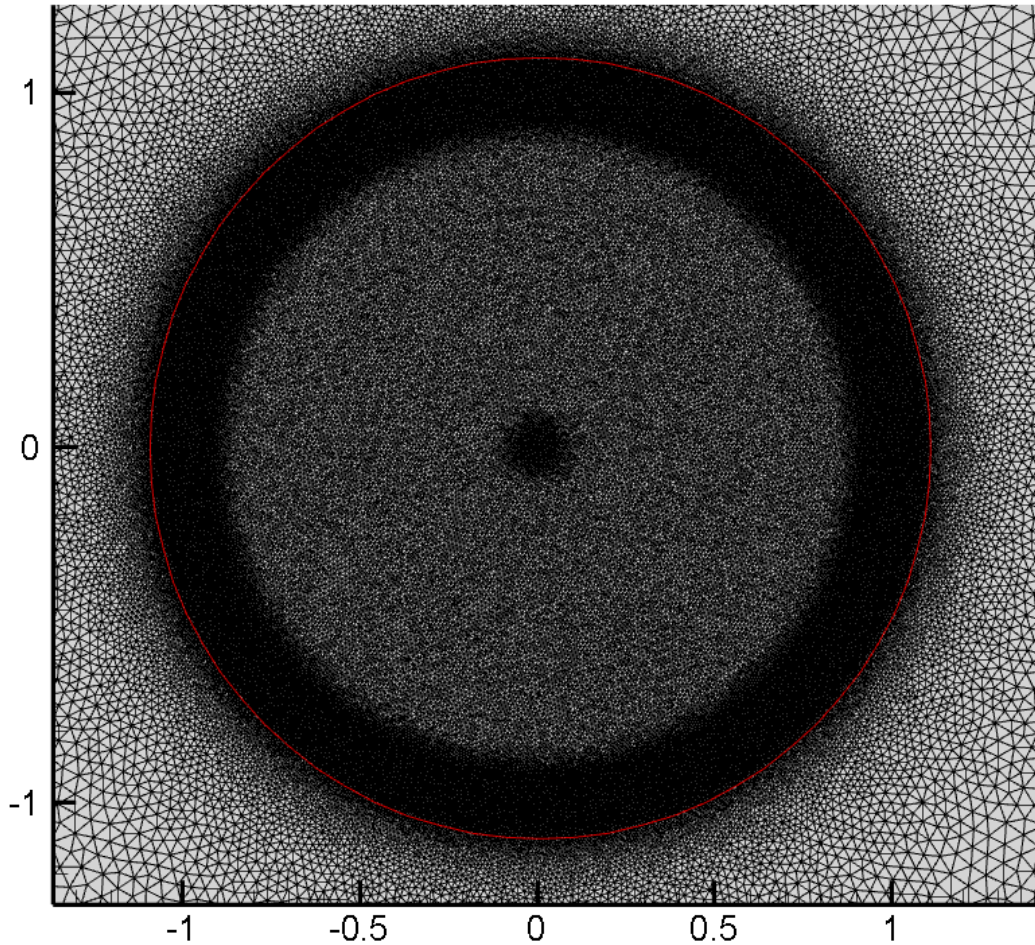
$\sigma_2$  distribution



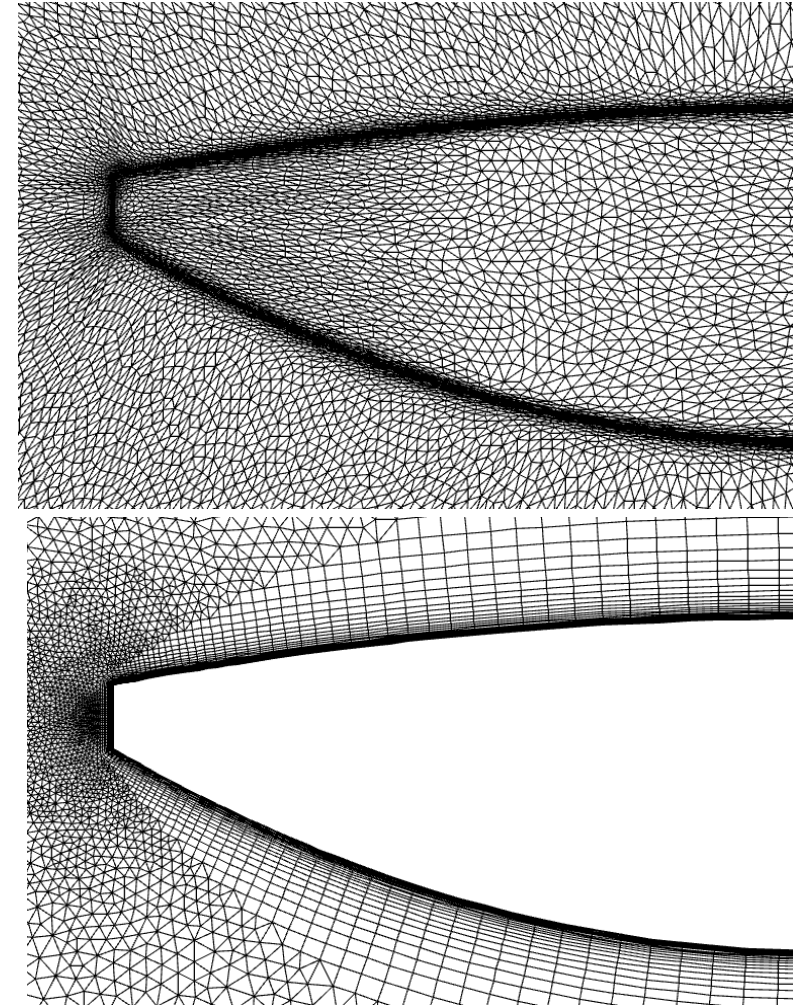
# Adaptation for propeller projection



# Adaptation for propeller projection



Starting mesh is prepared beforehand. Vertices outside red circle are not moving.

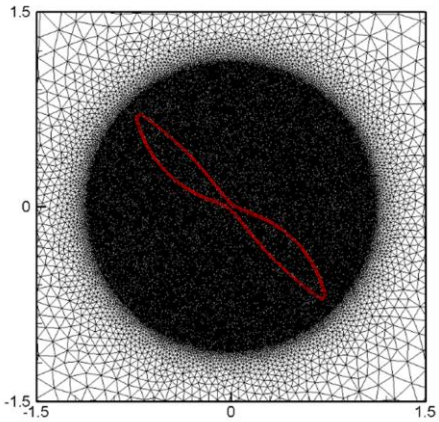


All further comparisons will be performed with use of body-fitted meshes (BFM)

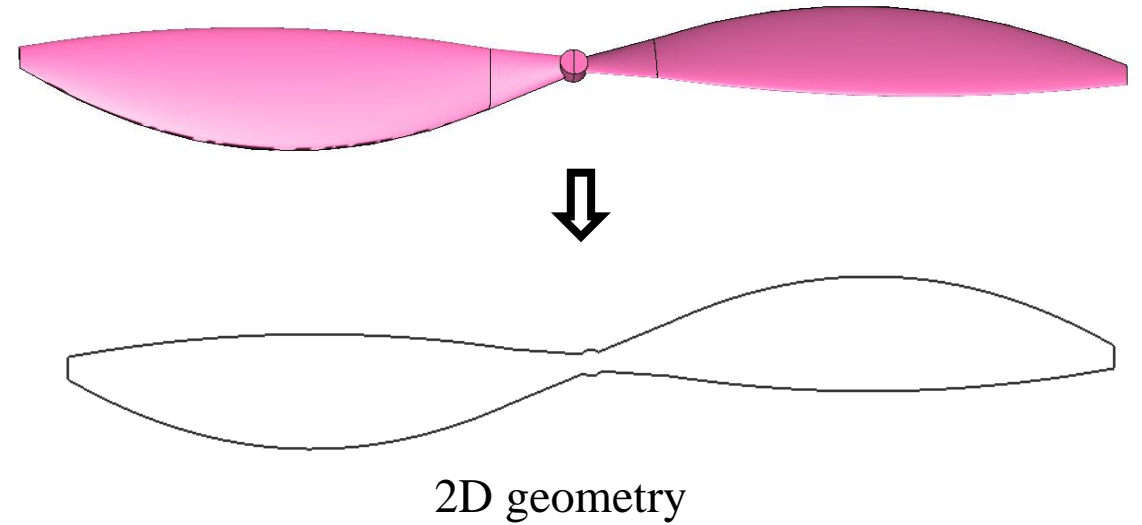
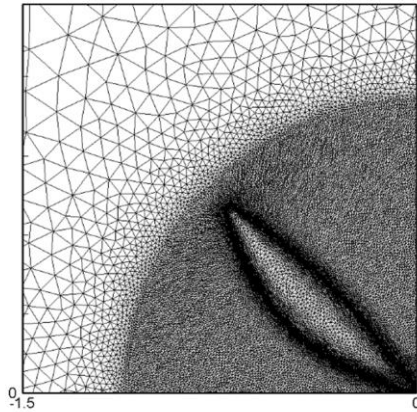
**Comparison:** with the solution of RANS + SA in non-inertial system of coordinates associated with the propeller performed on body-fitted mesh

**Additional problems:**

1. Propeller is fixed, upstream flow  $M=0.23$
2. Propeller is fixed, upstream flow  $M=0.029$
3. Propeller is rotating, no upstream flow  $M=0$



Fixed rotor



2D geometry

Propeller of size  $R = 0.256 \text{ m}$  is rotating clockwise with  $f = 3000 \text{ rpm}$

Upstream flow  $U_0 = 10 \text{ m/s}$

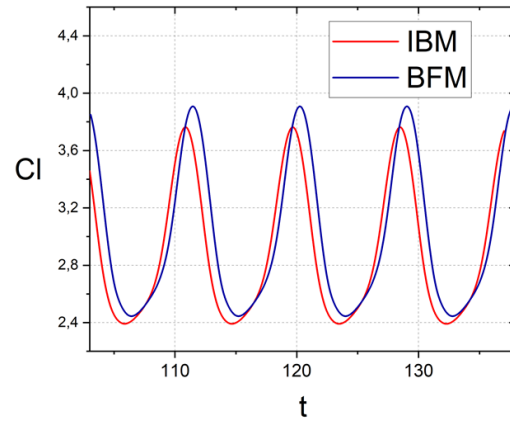
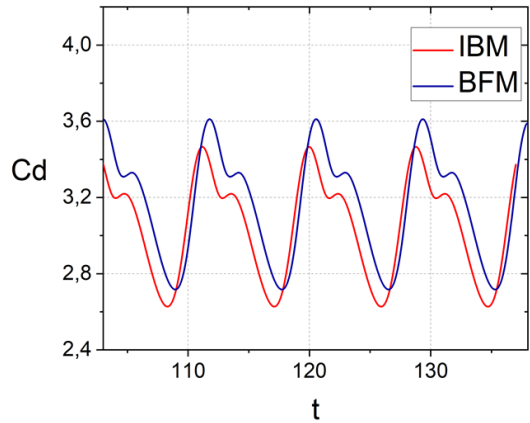
After normalization:

$Re = 1.3 \cdot 10^6$ ,  $M_{flow} = 0.029$ ,  $M_{ref} = 0.23$



# Results for single propeller

## Problem 1:

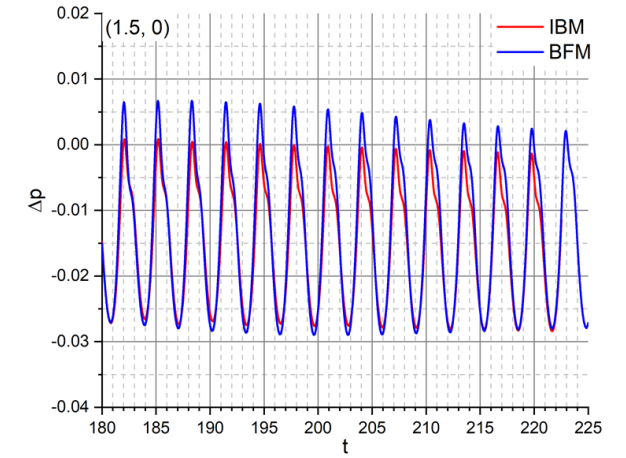
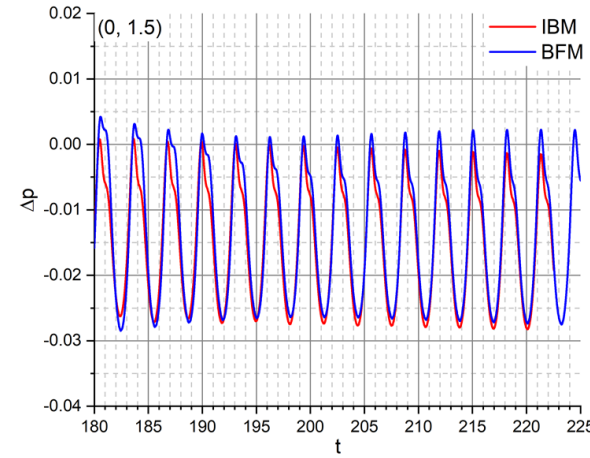


## Problem 1,2: p, v, u are taken in (1.5, 0, 0)

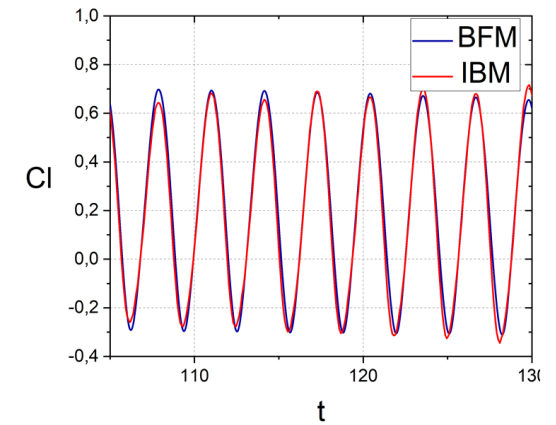
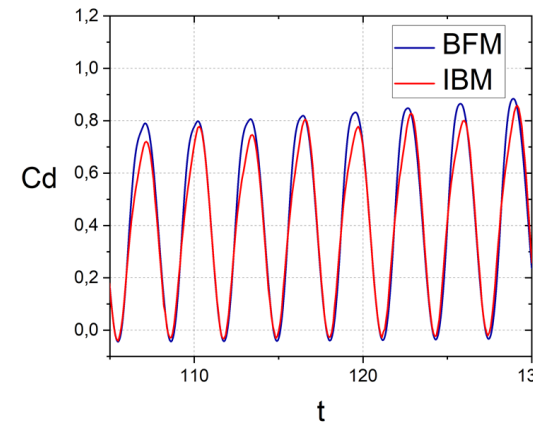
		$\bar{C}_D$	$\bar{C}_L$	St
M = 0.23	IBM	3.063	2.925	0.114
	BFM	3.167	2.994	0.114
M = 0.029	IBM	0.054	0.050	0.012
	BFM	0.058	0.053	0.009

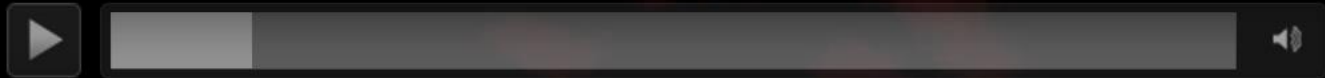
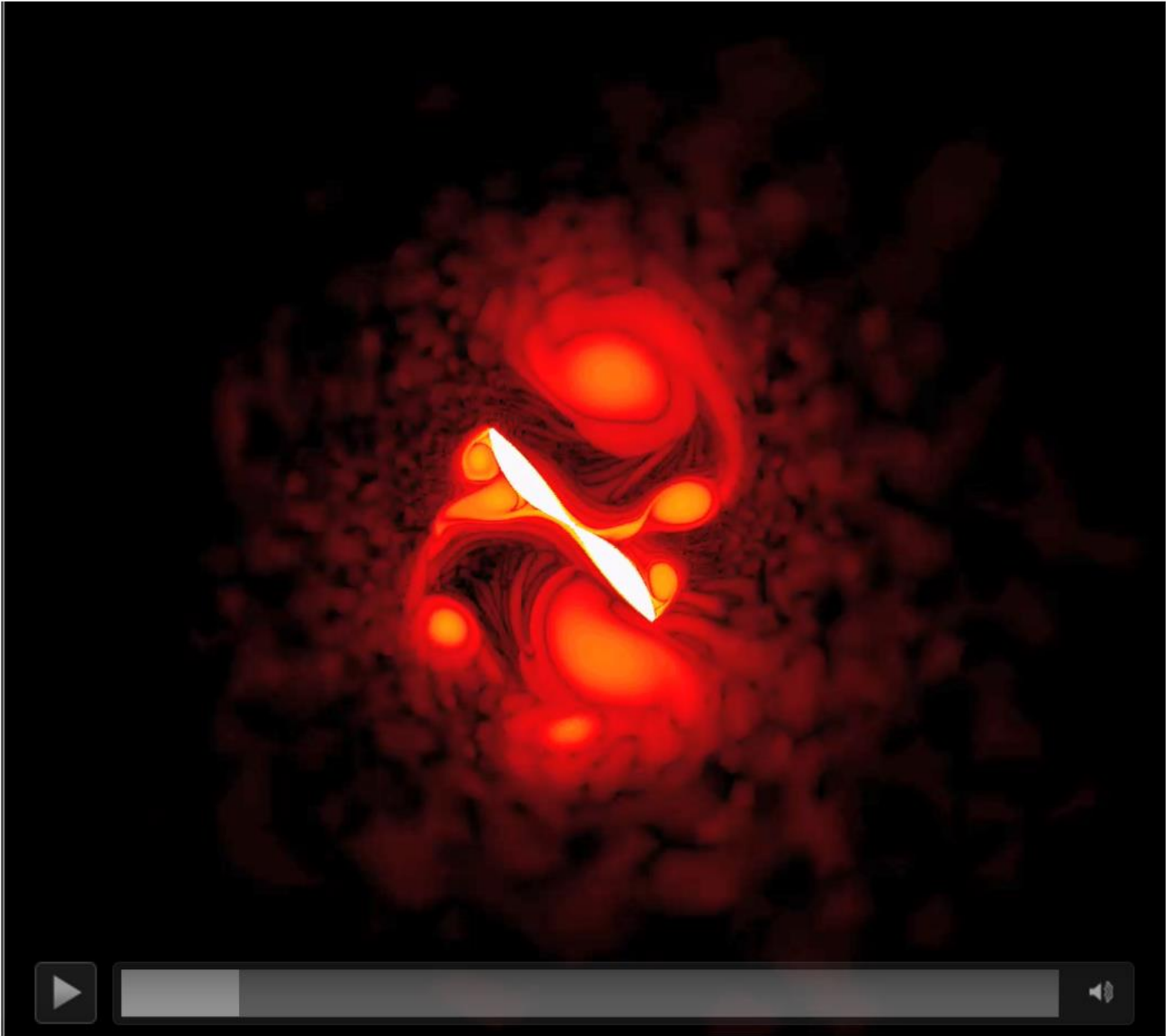
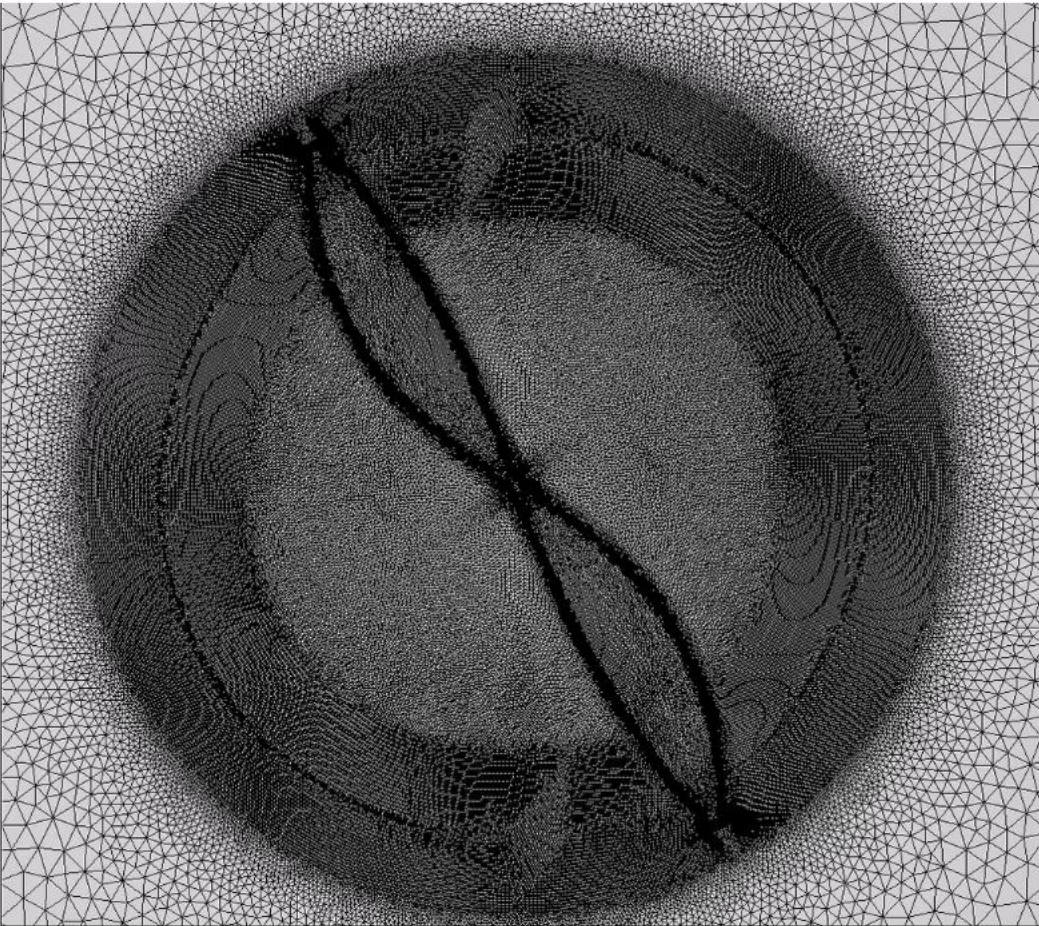
		$\bar{p}$	$\bar{u}$	$\bar{v}$
M = 0.23	IBM	11.91	-0.290	-0.0903
	BFM	11.92	-0.307	-0.0995
M = 0.029	IBM	13.02	-0.023	-0.0158
	BFM	13.02	-0.026	-0.0113

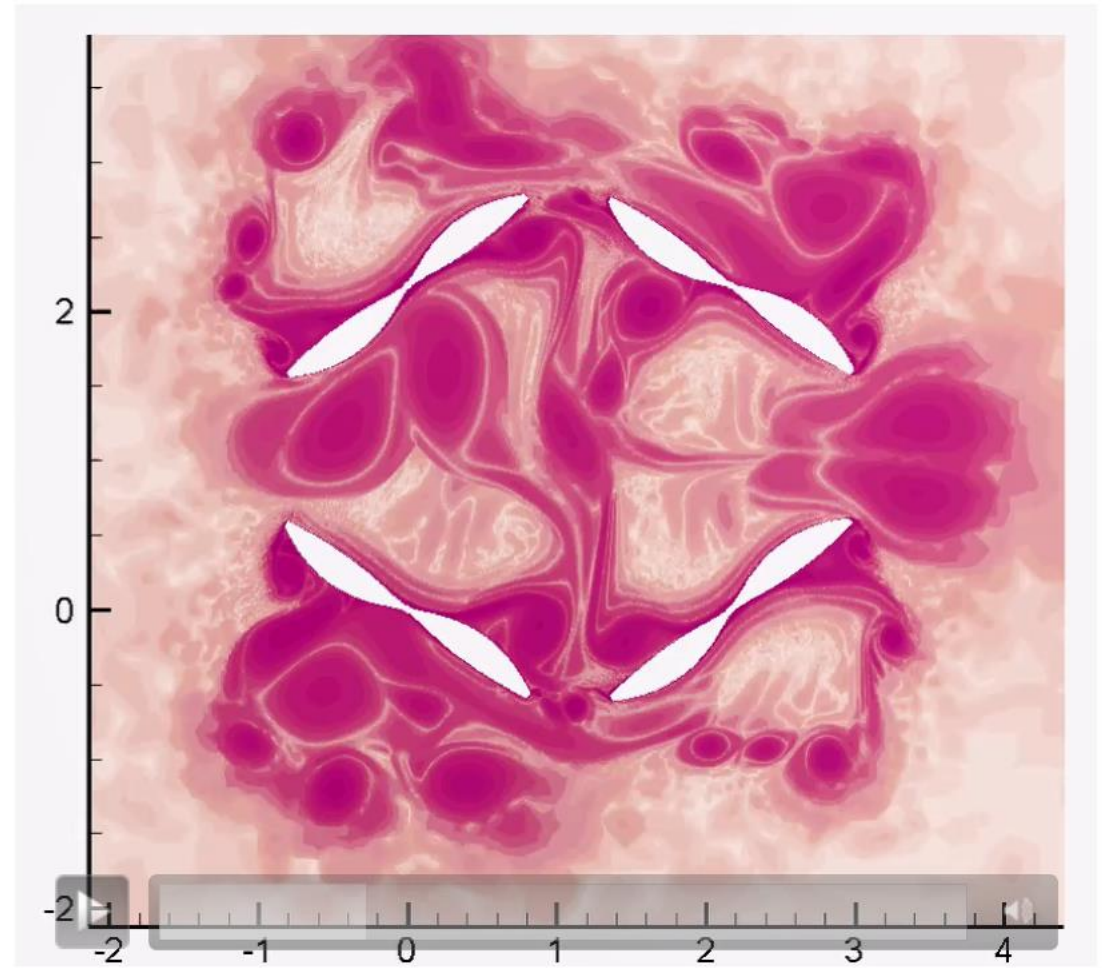
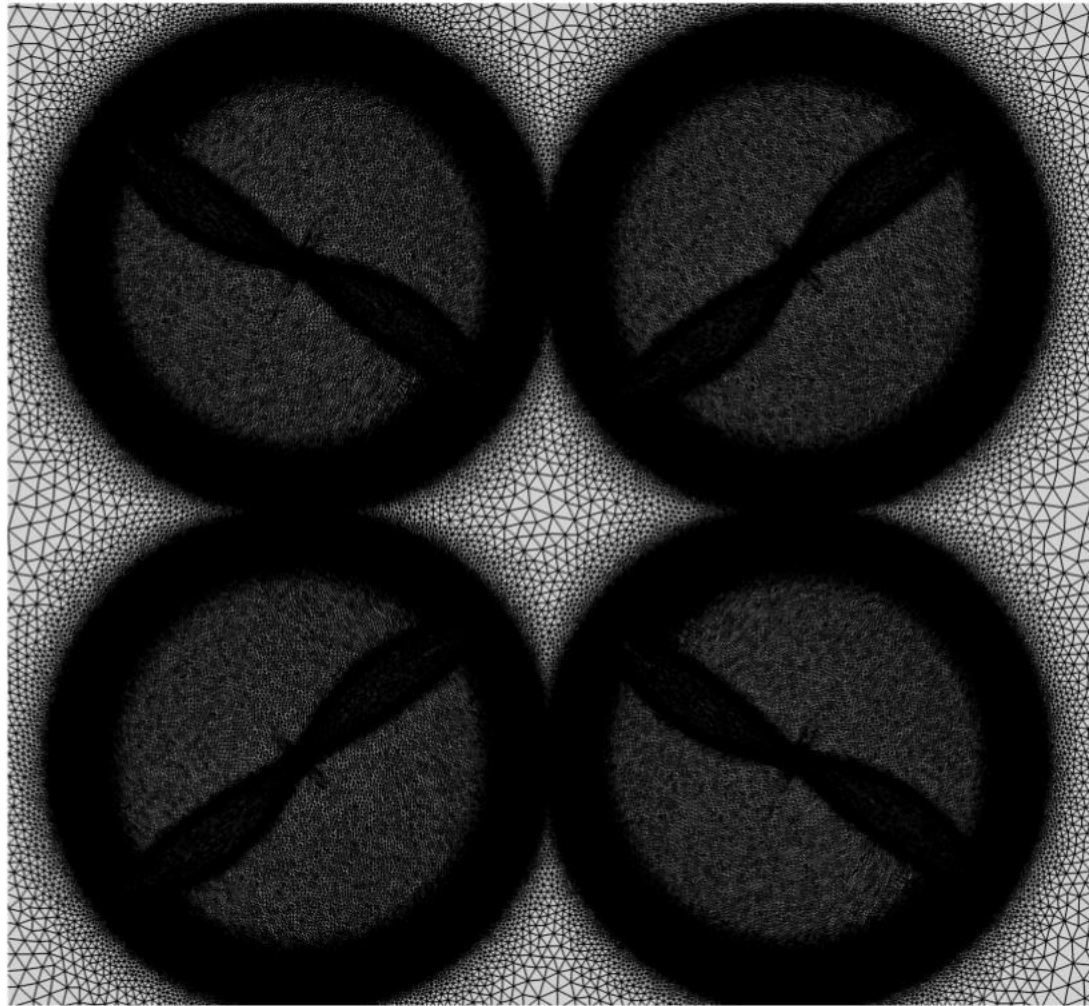
## Problem 3:



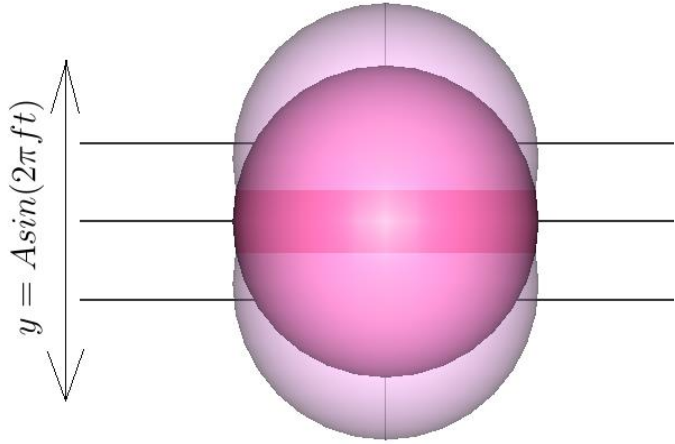
## For original formulation:



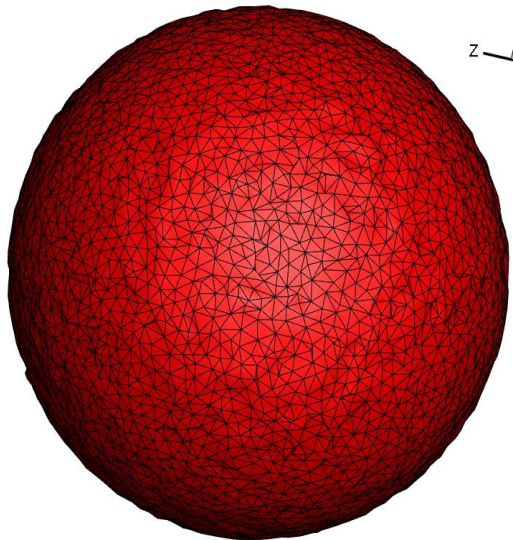




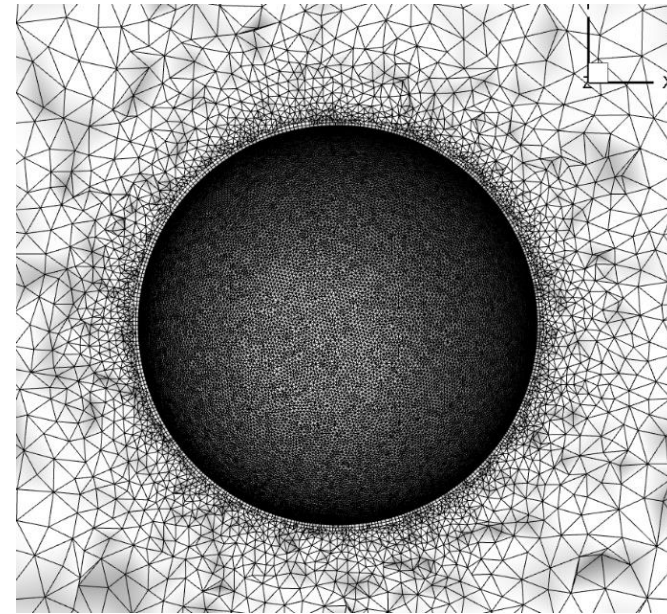
# Testing for 3D case



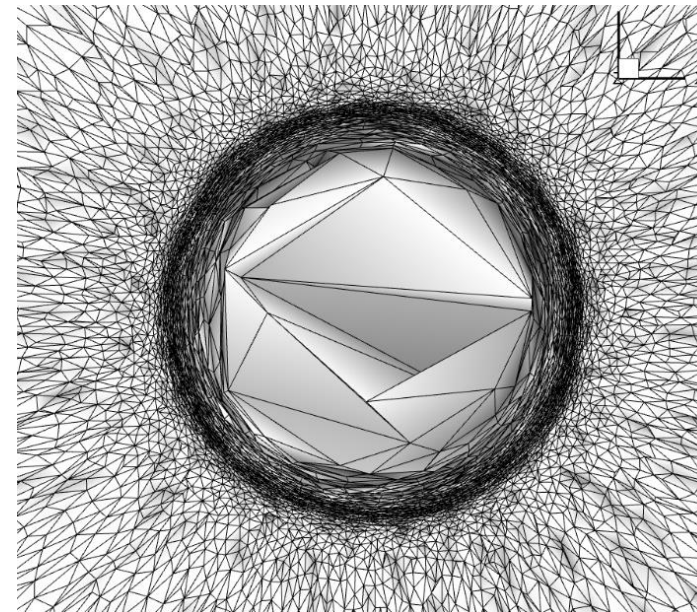
Sphere of size  $D = 1$  is making forced harmonic movement along  $Oy$  with  $f=0.15$ ,  $A=0.2$ ,  $Re=318.8$



Solid domain

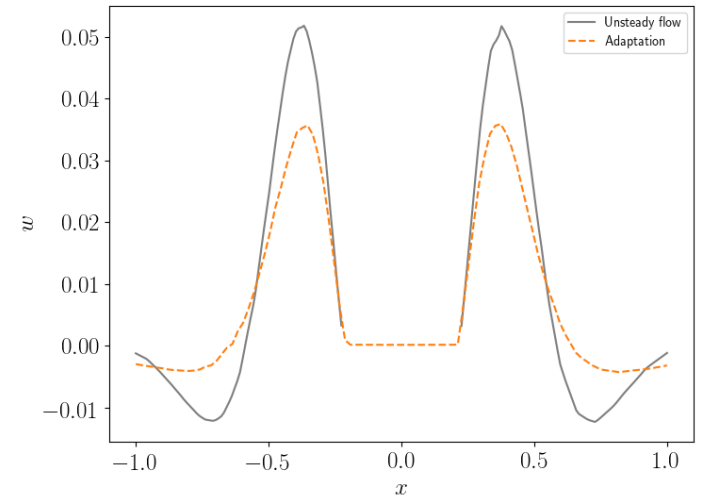
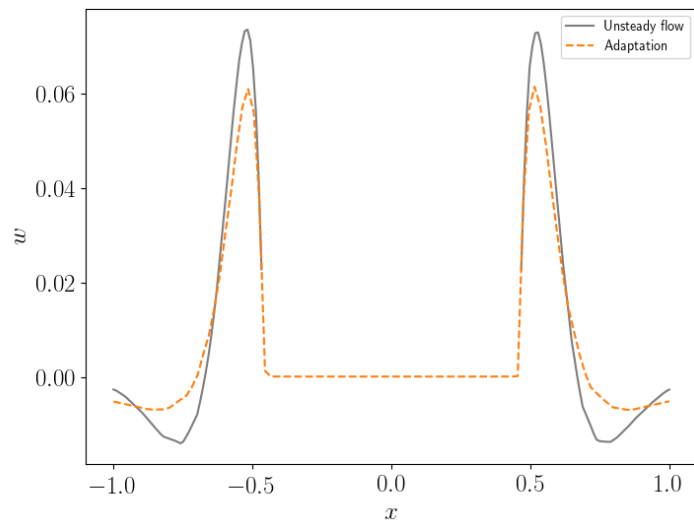
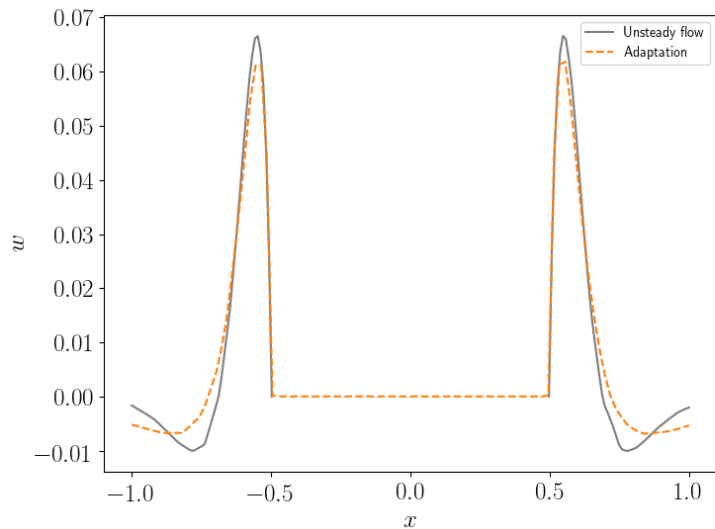
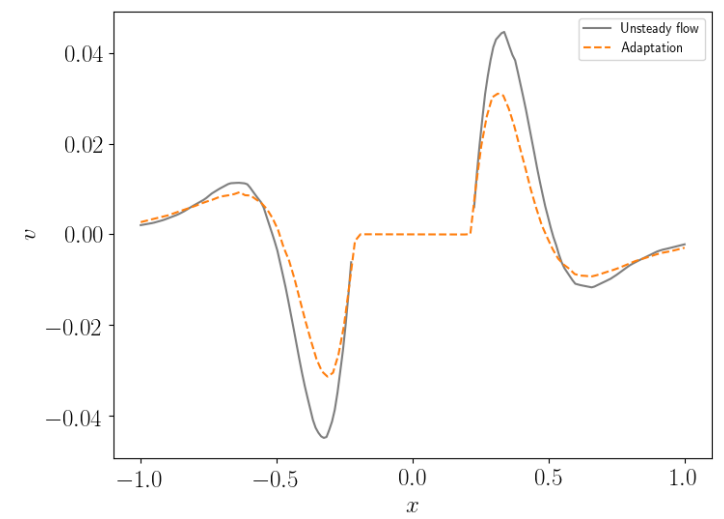
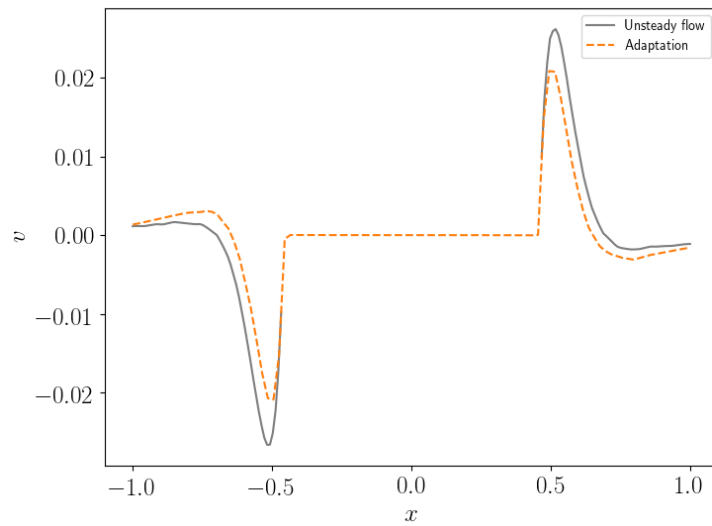
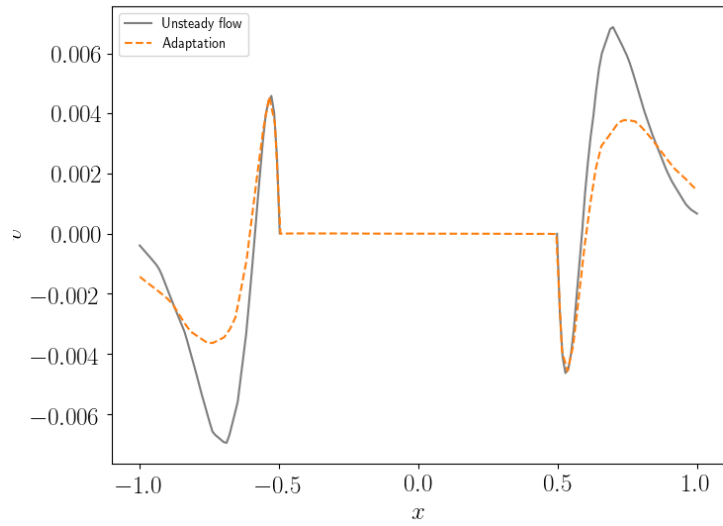


Body-fitted mesh

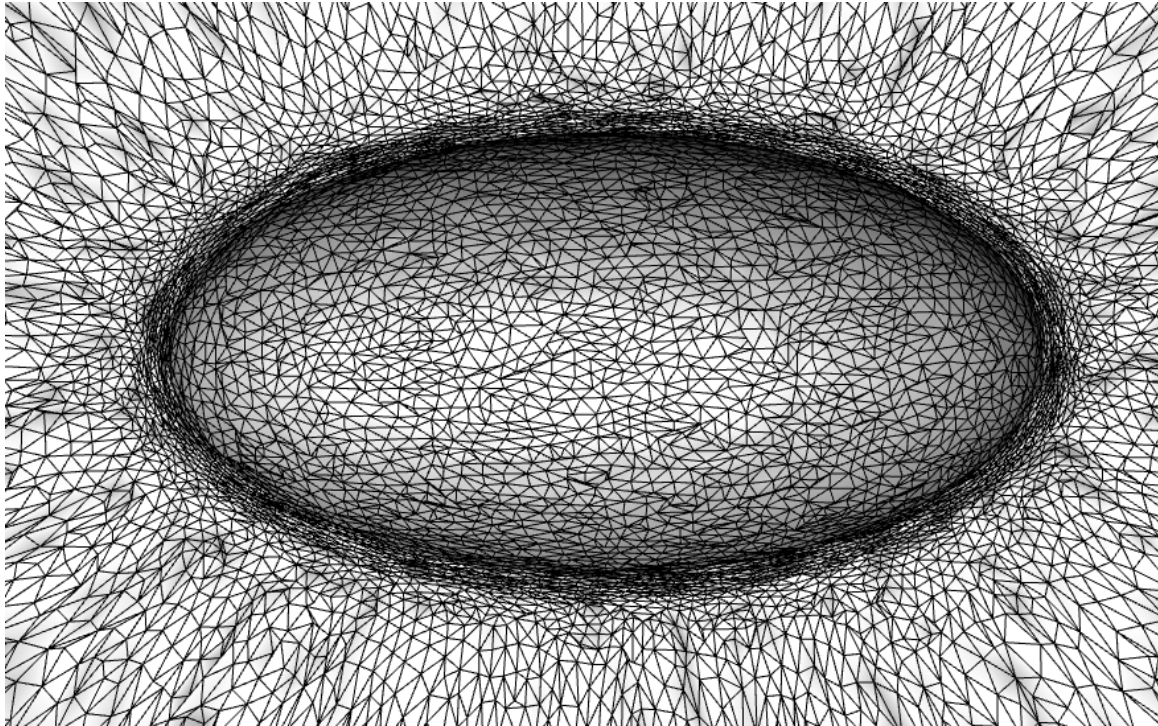


Adapted mesh

# Testing for 3D case: comparison in profiles $y=\{-0.25, 0, 0.25\}$ ; $x=0$ ; $-1 < z < 1$



Adaptation for ellipsoid (solid part is blanked)



# Problems to solve

- automatic control of anisotropic adaptation along complicated shapes
- complicated 3D shapes
- efficiency improvements