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Sonic Boom Prediction Using a Multi-Block Structured CFD Solver - ADCS

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Cases analyzed

- SEEB-ALR Body of Revolution provided grid
- 69-Degree Delta Wing Bodygrid modified from the provided one
- **Flow solver / Computing platform**
- □ ADCS (Aero-Dynamic Computational System)
- □ An in-house CFD Code developed at JAXA
- □ Multi-block, structured grid

<u>Results</u>

- **Pressure countours**
- □ Near field signature

<u>Highlights</u>

Conclusions



Flow solver / Computing platform









DCS (Aero-Dynamic Computational System)

Sonic Boom Prediction in this study

Governing Equations	Euler equations for the inviscid compressible flow
Turbulence model	No
Mesh	genralized coordinates, multi-block technique
Discrete method	finite difference method
Inviscid flux	Chakravarthy-Osher TVD, MUSCL interpolation, 3rd-order
Viscous flux	No
Time integral	LU-ADI
Boundary condition file	generic boundary condition file of Gridgen
File format	Plot3d
Post-process	FIELDVIEW, Tecplot



SEEB-ALR Body of Revolution





Ref.: Carlson, H., Mack, R., and Morris, O., "Wind-Tunnel Investigation of the Effect of Body Shape on Sonic-Boom Pressure Distributions," NASA TN D-3106, NASA Langley Research Center, 1965.



SEEB-ALR Body of Revolution







SEEB-ALR Body of Revolution





















Input data

- CFL=1.0
- Angles of attack = 0, 2.079, 3.588 degree
- Mach number =1.70

Modified from the workshop grid

- Multi-block: changed to 20 blocks
- Grid points: 10,141,696
- normal spacing on the surface was modified at the sting step to improve convergence, and on the wing surface to improve accuracy

Used Resource

- Number of CPU = 20 node x 4 = 80
- Total Normal Page Memory = 9.4GB







































Angle of attack = **0.0**deg, phi=**0**deg













near field signatures

Angle of attack = 0.0deg, H=24.8in





0.02



near field signatures Angle of attack = 0.0 deg, H=31.8 in -H=31.8in, phi=0deg -H=31.8in, phi=30deg —H=31.8in, phi=60deg -H=31.8in, phi=90deg







Angle of attack = **2.079**deg, phi=**0**deg













Angle of attack = 2.079deg, H=24.8in







Angle of attack = 2.079deg, H=31.8in







near field signatures

Angle of attack = **3.588**deg, phi=**0**deg













near field signatures

Angle of attack = 3.588 deg, H=24.8 in







near field signatures Angle of attack = 3.588 deg, H=31.8 in 0.025 -H=31.8in, phi=0deg —H=31.8in, phi=30deg 0.02 Δp -H=31.8in, phi=60deg 0.015-H=31.8in, phi=90deg p_{∞} 0.01 0.005 X () -0.005 1.15 .25 .35 1.55 -0.01 -0.015 -0.02







Grid: Spacing in normal direction of the model surface did not have significant effect on the numerical accuracy of the sonic boom. Convergence: generally good for Euler equations









Angle of attack: The level of sonic boom was strongly dependent on the angle of attack.









Convergence: was generally good for Euler equations, but should be careful of the sting step.

Accuracy: pressure signatures were generally well as compared with experiments.

Normal grid spacing had some influence on numerical accuracy on the model surface, but little on near field.