

Unsteady Simulations Using SU2

POINTWISE® AND SU2 JOINT WORKSHOP

SEPT 29TH-30TH, 2014

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Note

In these set of slides the animations (movies) will show as a repeated slide and will not playback.



What do these images have in common?



What do these images have in common?



Goal: Learn to run unsteady simulations in SU2



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Unsteady Flows

Goal: Learn to run unsteady simulations in SU2



Unsteady Flows

SU2 options

Goal: Learn to run unsteady simulations in SU2

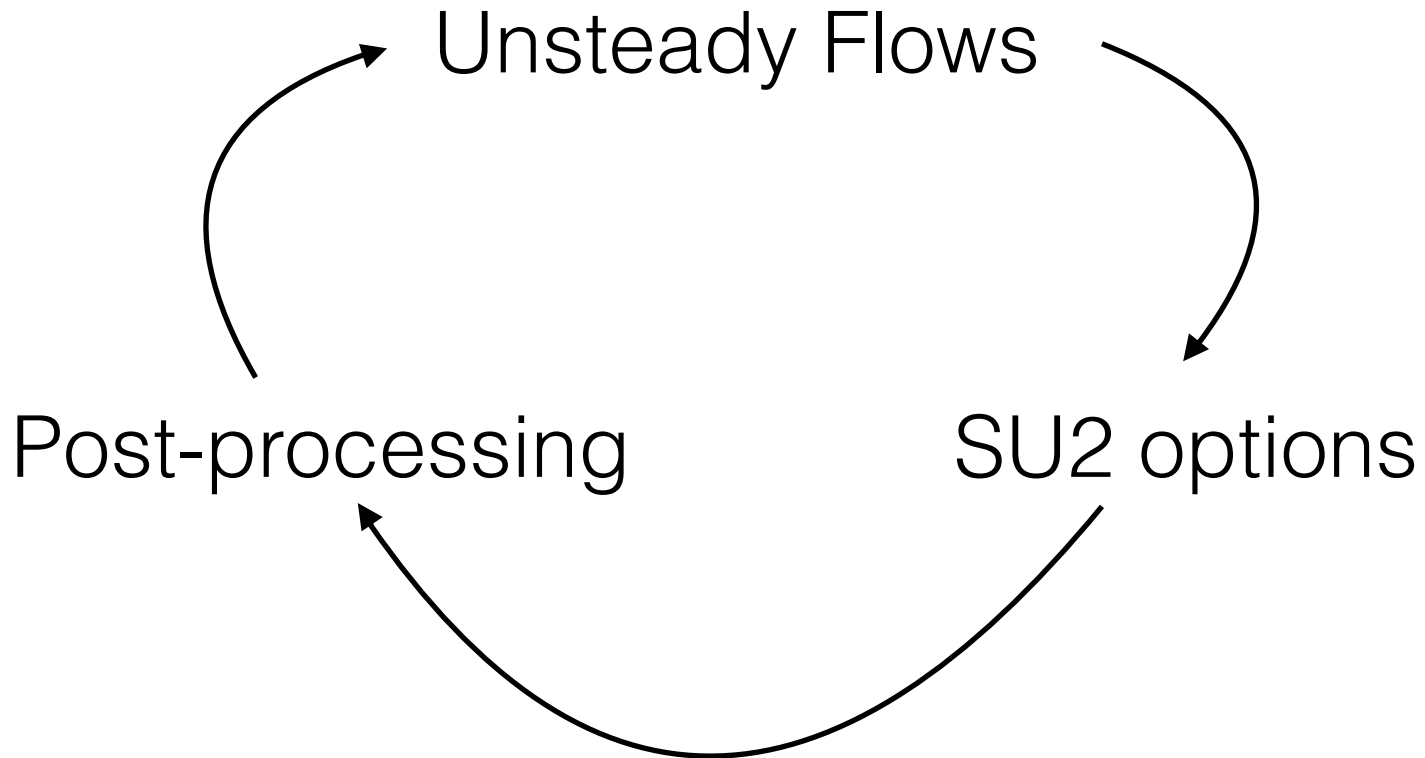


Unsteady Flows

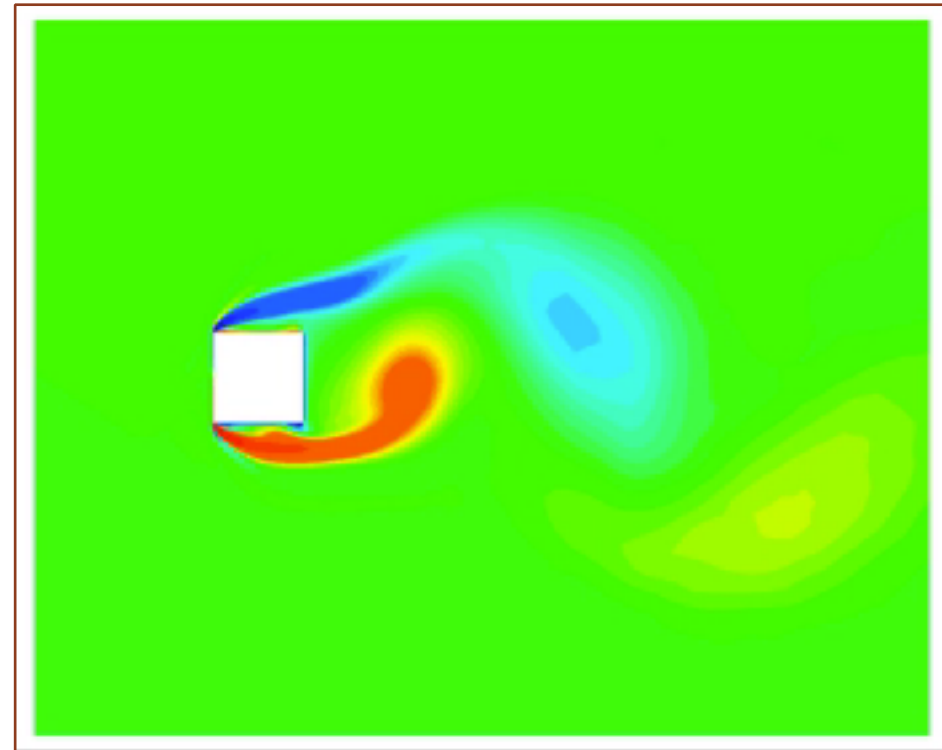
Post-processing

SU2 options

Goal: Learn to run unsteady simulations in SU2

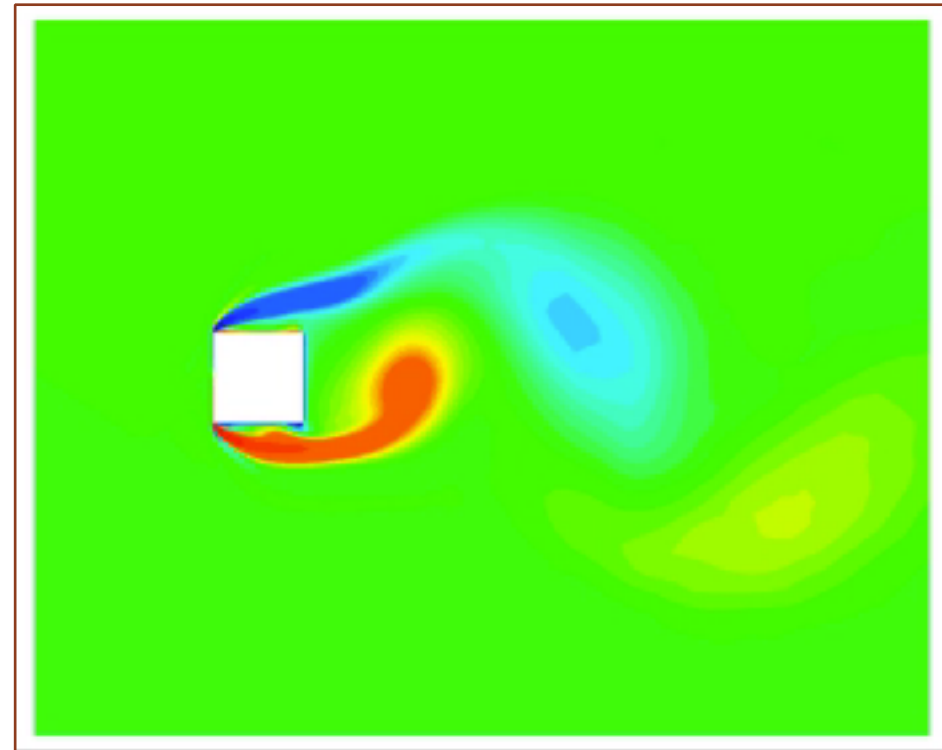


Unsteady flow without grid movement



Manosalvas, 2014

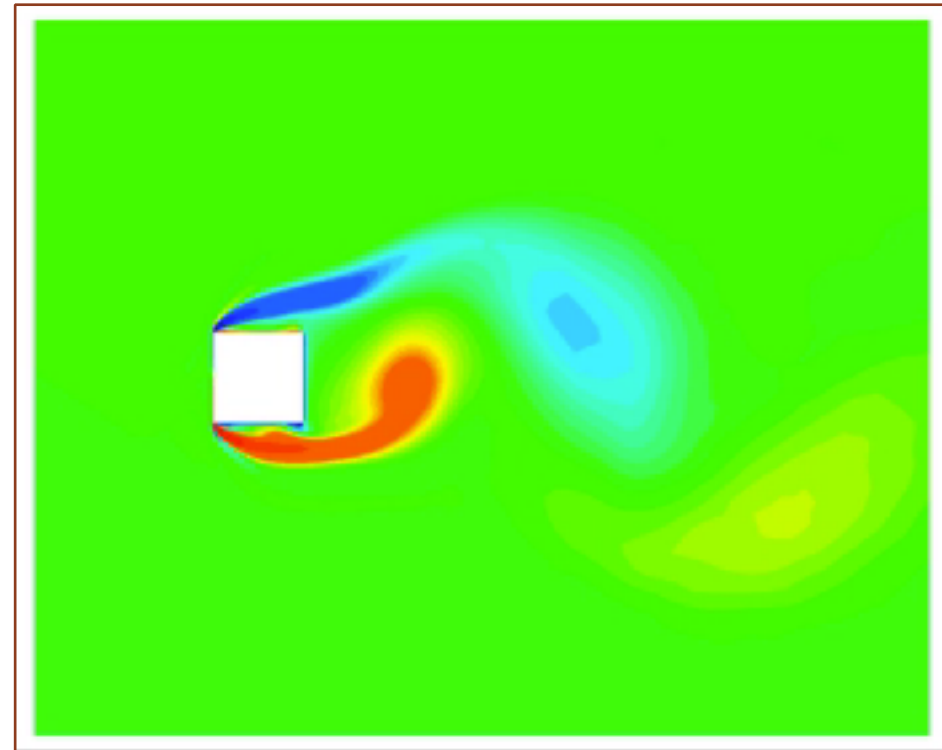
Unsteady flow without grid movement



Manosalvas, 2014

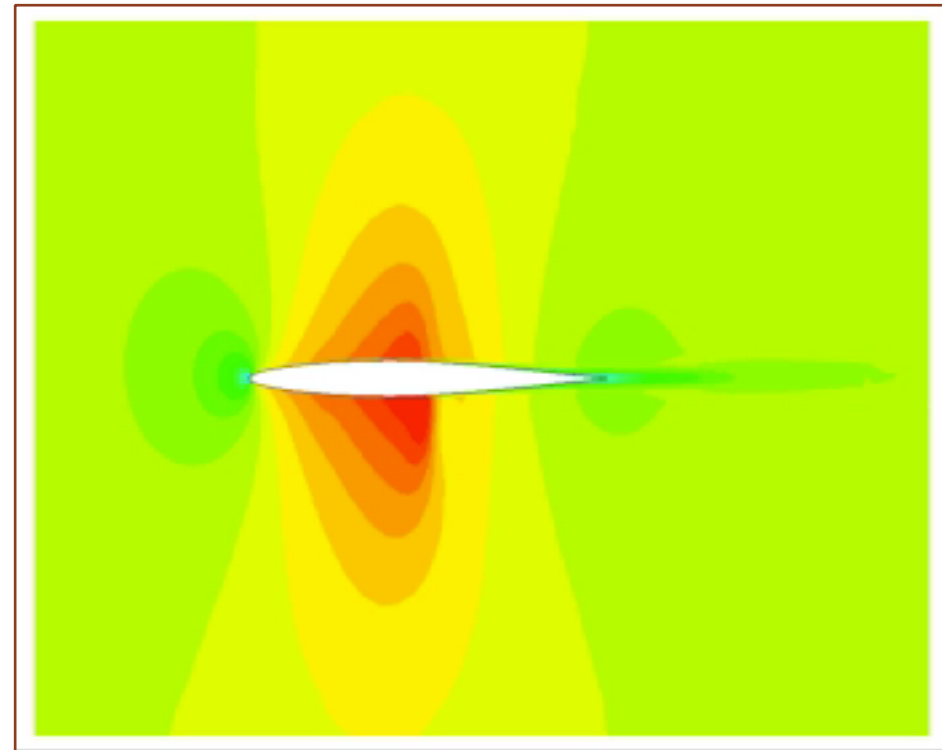
Unsteady flow without grid movement

```
% NO, TIME_STEPPING,  
%DUAL_TIME_STEPPING-1ST_ORDER  
UNSTEADY_SIMULATION=  
  DUAL_TIME_STEPPING-2ND_ORDER  
  
%Pick time step  
UNST_TIMESTEP= 0.0015  
UNST_CFL_NUMBER= 0.0  
  
% How long to run simulation  
UNST_TIME= 7.5  
EXT_ITER= 999999  
  
% # of inner iterations  
UNST_INT_ITER= 200  
RESIDUAL_REDUCTION= 4
```



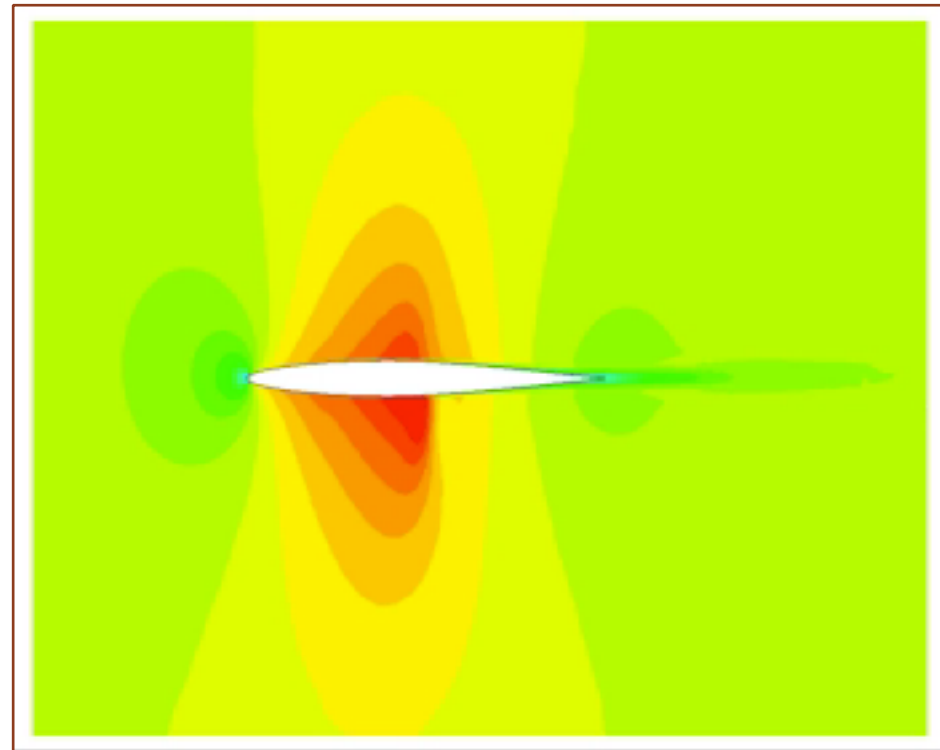
Manosalvas, 2014

Unsteady flow with grid motion



Palacios, 2013

Unsteady flow with grid motion



Palacios, 2013

Unsteady flow with grid motion

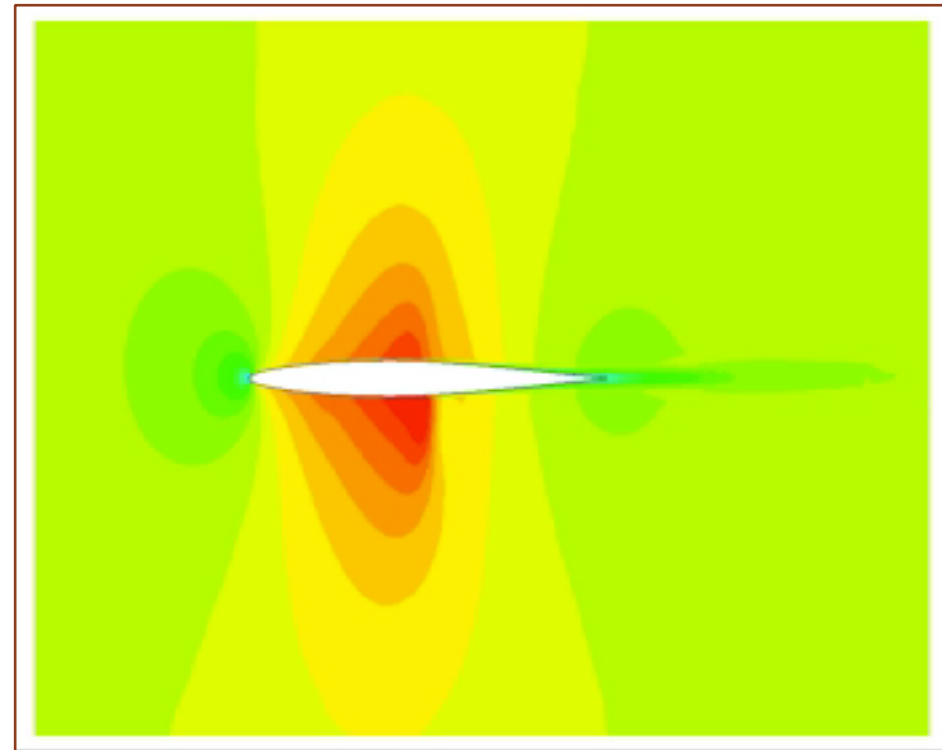
```
GRID_MOVEMENT= YES

GRID_MOVEMENT_KIND=
  RIGID_MOTION

MOTION_ORIGIN_X= 0.248
MOTION_ORIGIN_Y= 0.0

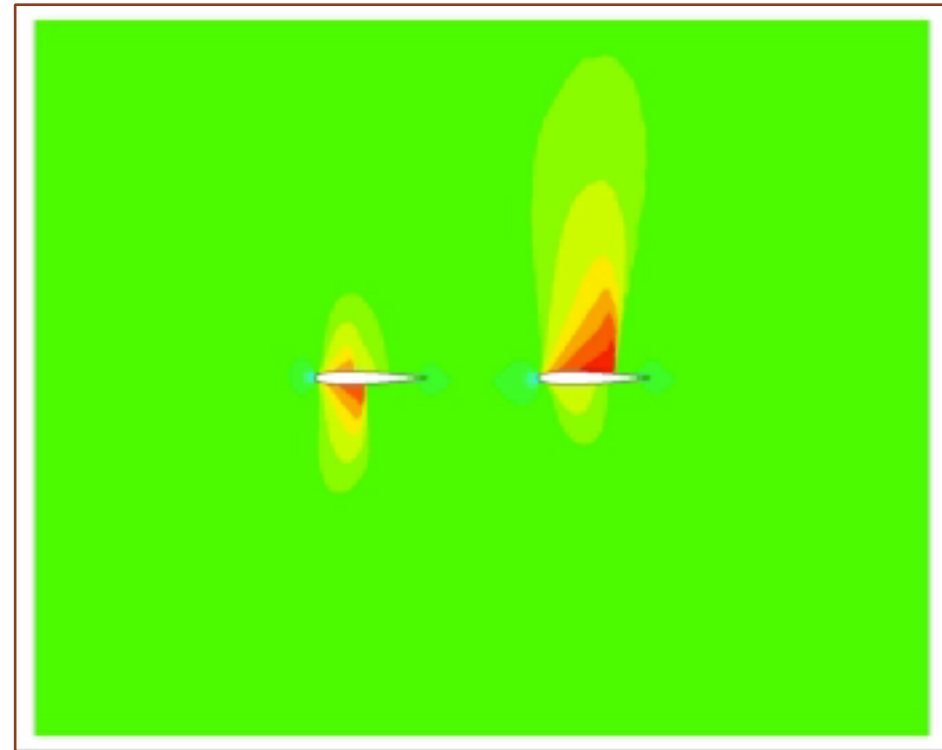
%Pitching angular freq.
PITCHING_OMEGA_Z= 106.69842

%Pitching amplitude (deg)
PITCHING_AMPL_Z= 1.01
```

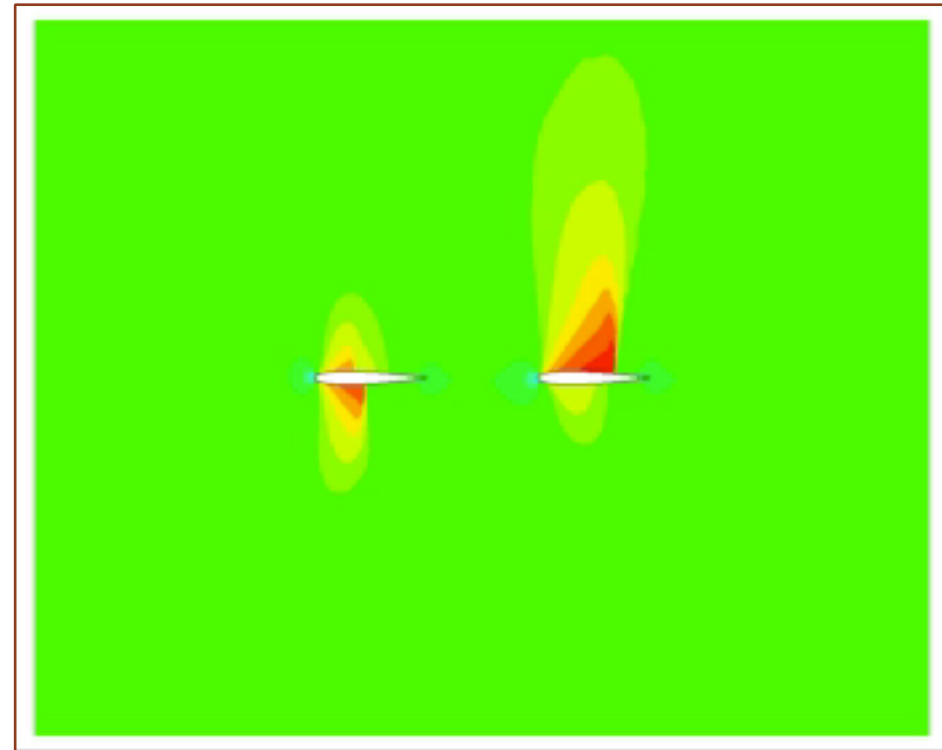


Palacios, 2013

Multiple surfaces moving requires DEFORMING option



Multiple surfaces moving requires DEFORMING option



Multiple surfaces moving requires DEFORMING option

```
GRID_MOVEMENT= YES
GRID_MOVEMENT_KIND=
    DEFORMING DEFORMING

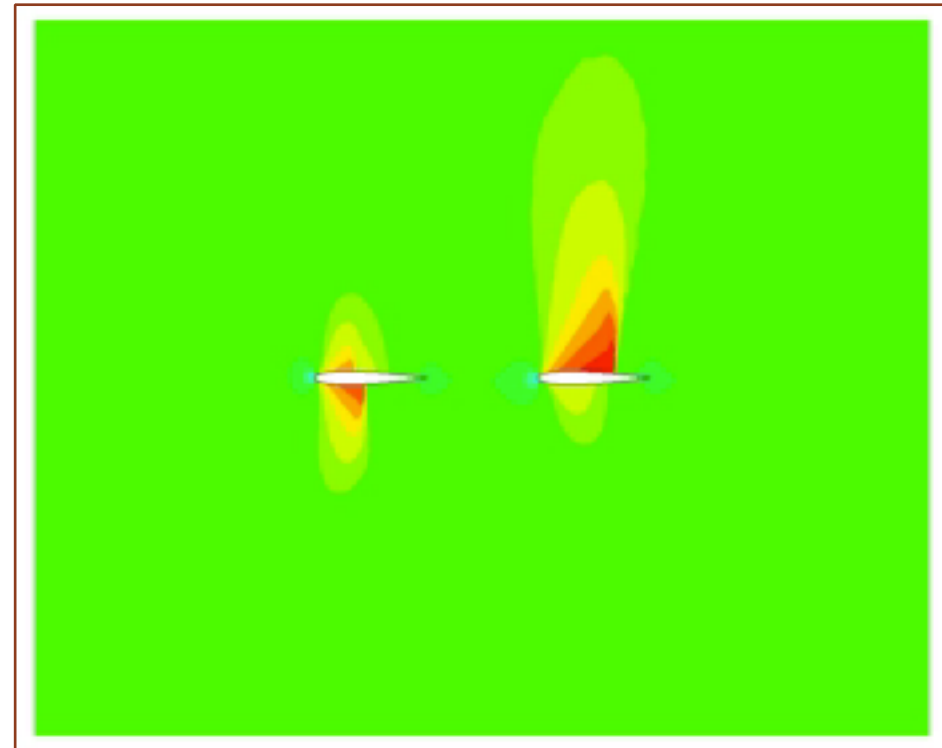
MARKER_MOVING=
    (airfoil_1, airfoil_2)

MOTION_ORIGIN_X= -1.25 0.75
MOTION_ORIGIN_Y= 0.0 0.0

PITCHING_OMEGA_Z= 106.7 53.35
PITCHING_AMPL_Z= 1.01 -5.0

MARKER_MONITORING=
    (airfoil_1, airfoil_2)

%Iteration history output
CONV_FILENAME= history
```



Multiple surfaces moving requires DEFORMING option

```
GRID_MOVEMENT= YES
GRID_MOVEMENT_KIND=
    DEFORMING DEFORMING

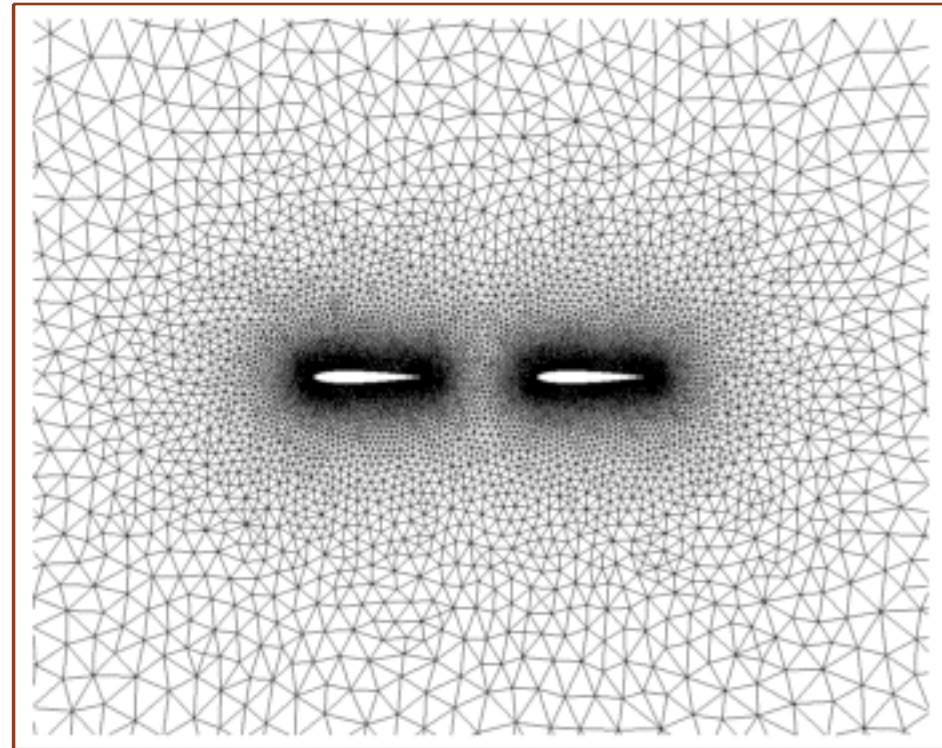
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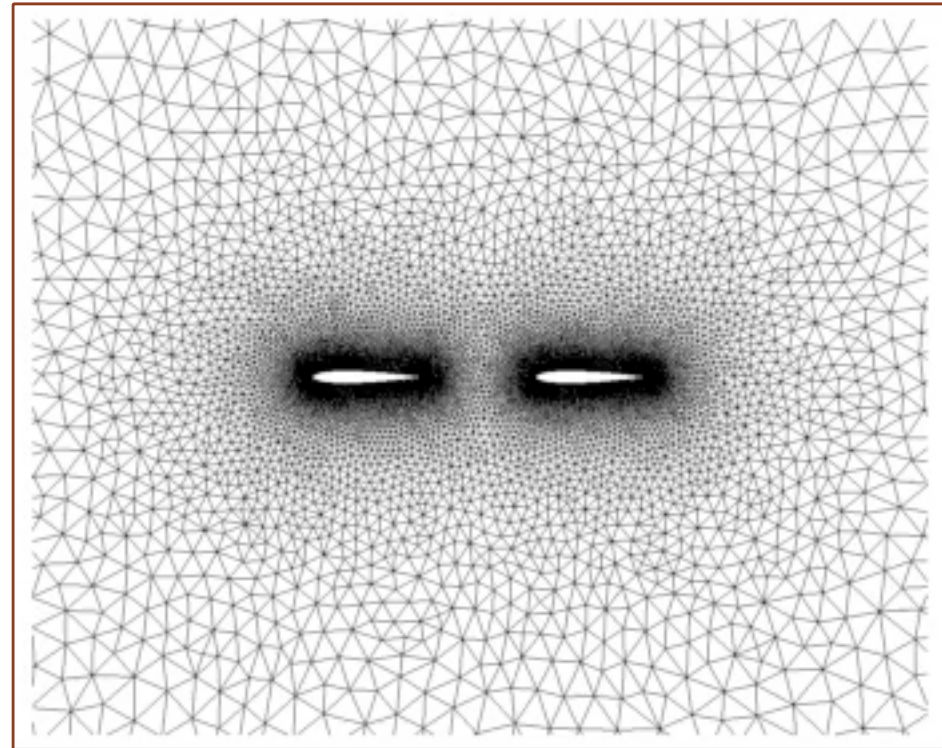
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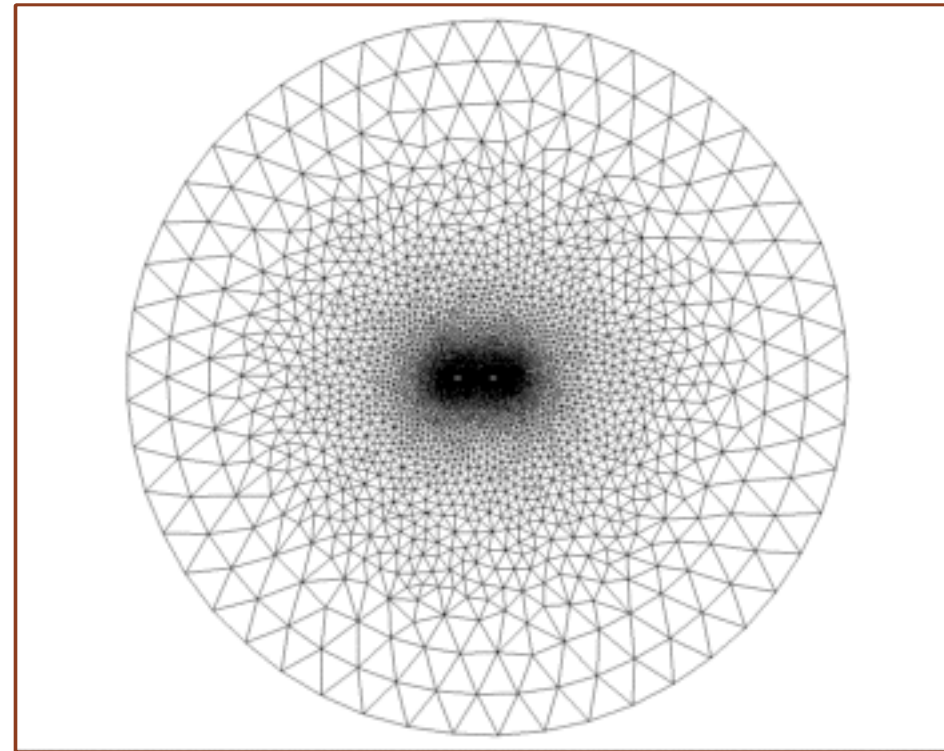
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GRID_MOVEMENT_KIND=
    DEFORMING DEFORMING

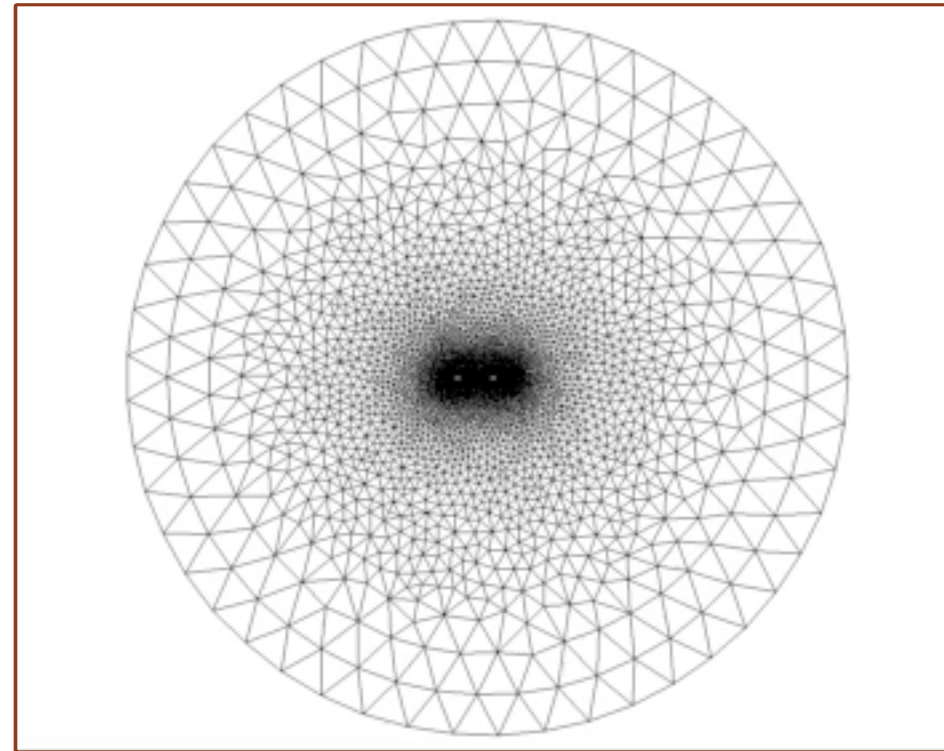
MARKER_MOVING=
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MOTION_ORIGIN_X= -1.25 0.75
MOTION_ORIGIN_Y= 0.0 0.0

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GRID_MOVEMENT_KIND=
    DEFORMING DEFORMING

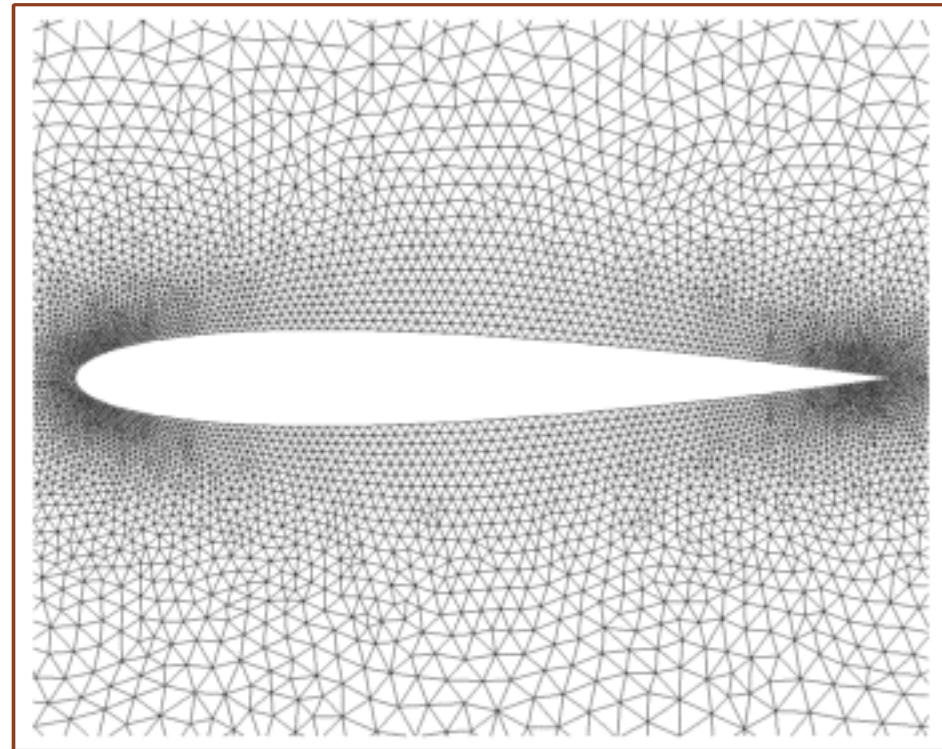
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MOTION_ORIGIN_Y= 0.0 0.0

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```



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GRID_MOVEMENT_KIND=
    DEFORMING DEFORMING

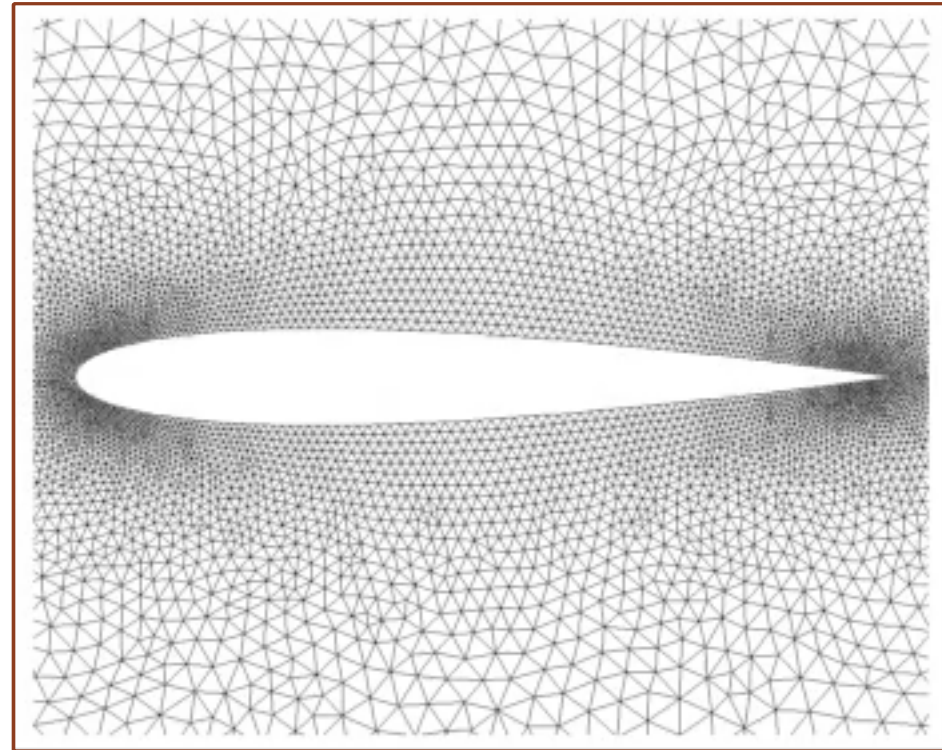
MARKER_MOVING=
    (airfoil_1, airfoil_2)

MOTION_ORIGIN_X= -1.25 0.75
MOTION_ORIGIN_Y=  0.0  0.0

PITCHING_OMEGA_Z= 106.7 53.35
PITCHING_AMPL_Z=  1.01 -5.0

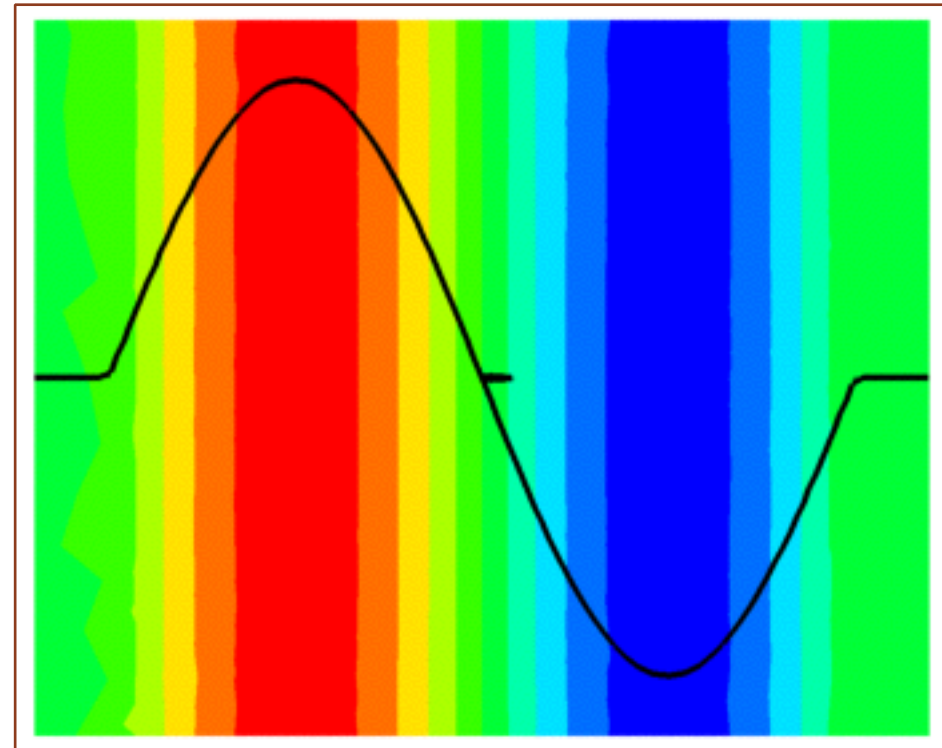
MARKER_MONITORING=
    (airfoil_1, airfoil_2)

%Iteration history output
CONV_FILENAME= history
```

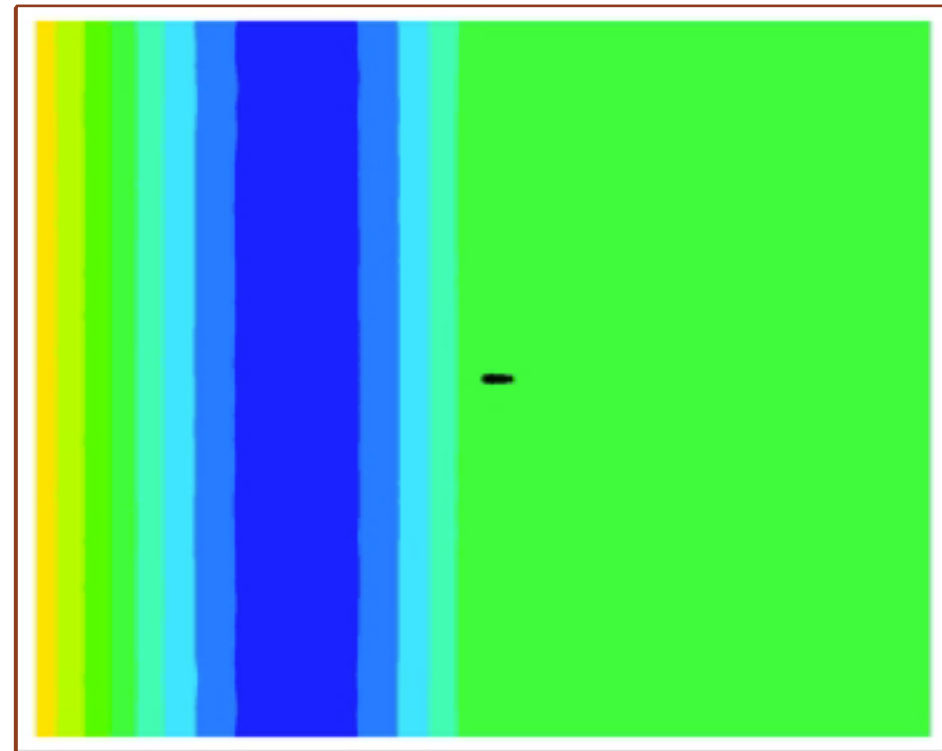


Demo looking at history file.

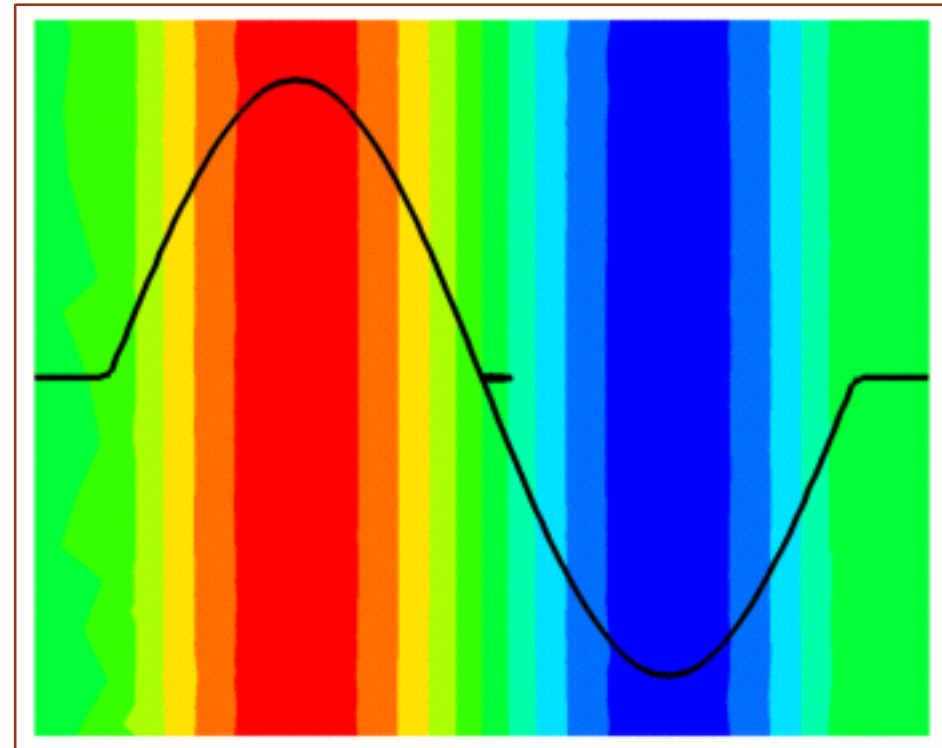
Unsteady flow caused by a gust



Unsteady flow caused by a gust



Unsteady flow caused by a gust



Unsteady flow caused by a gust

```
GRID_MOVEMENT= YES [Required]

WIND_GUST= YES

GUST_TYPE= SINE

GUST_DIR= Y_DIR

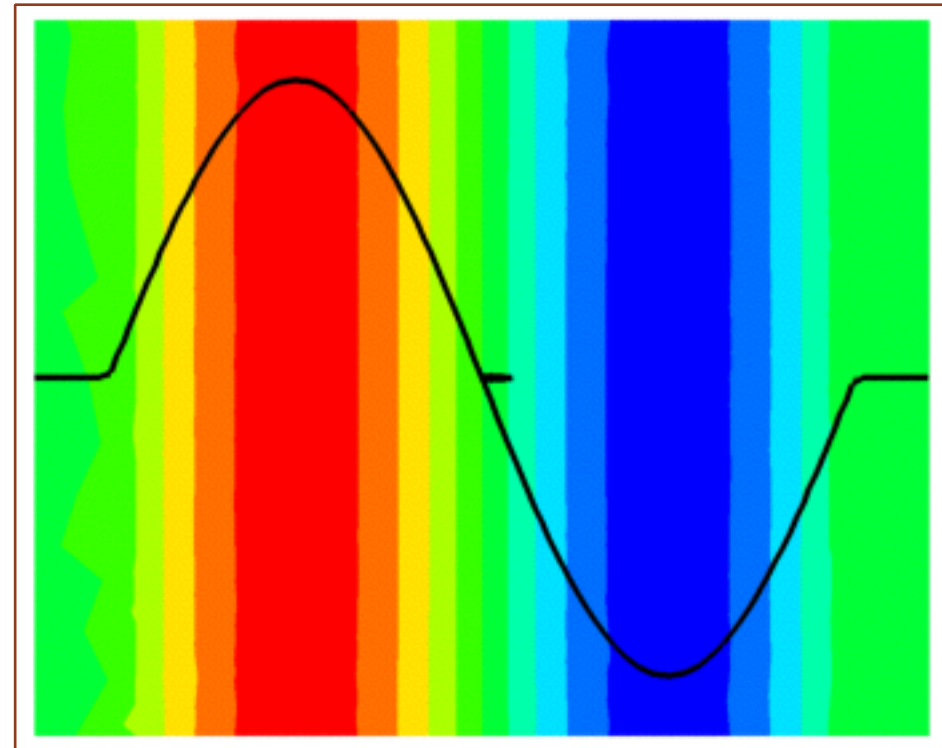
GUST_WAVELENGTH= 25.0

GUST_PERIODS= 1.0

GUST_AMPLITUDE= 2.31633

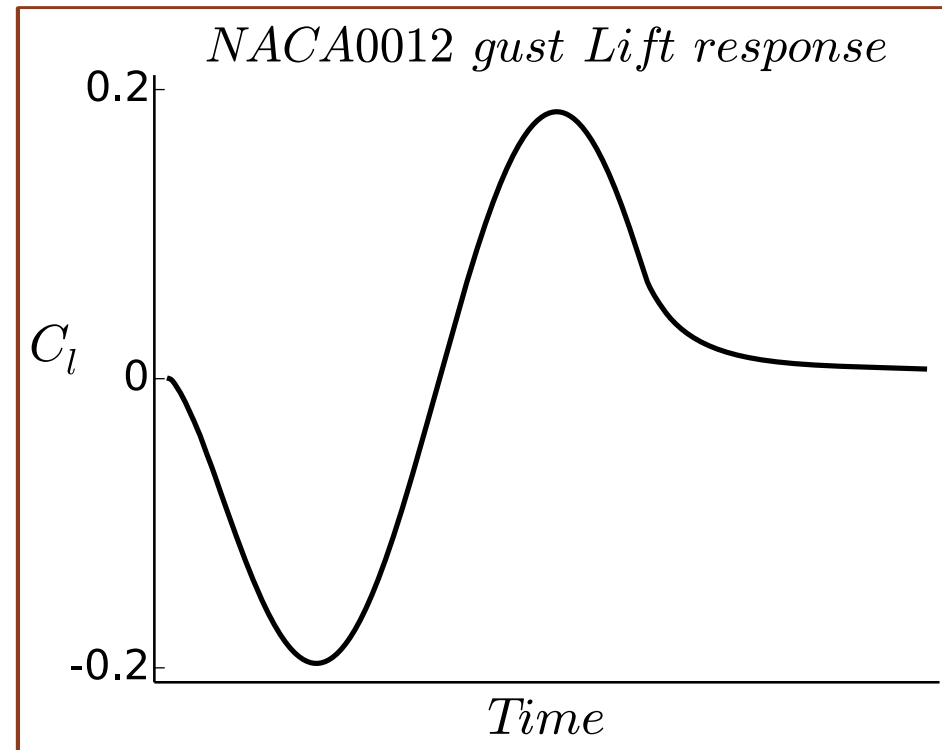
GUST_BEGIN_TIME= 0.0

GUST_BEGIN_LOC= -25.0
```

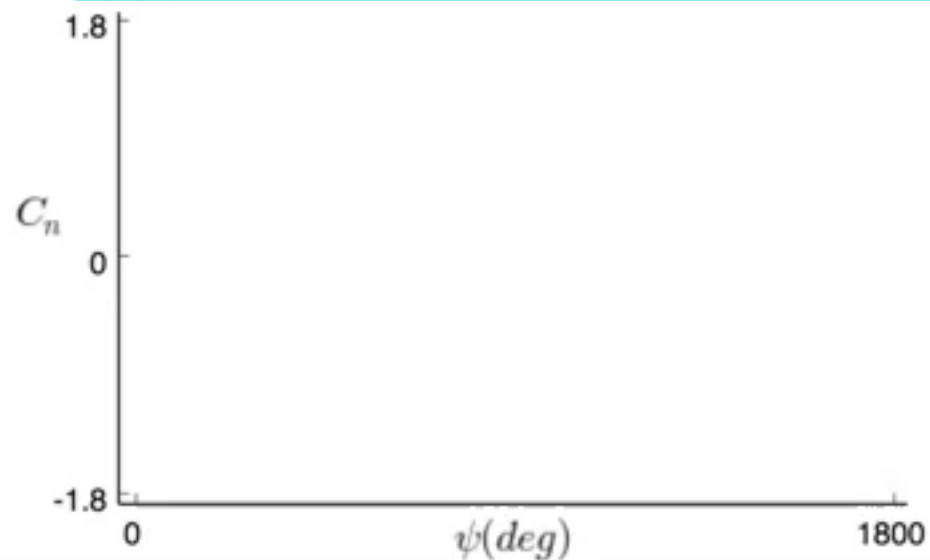
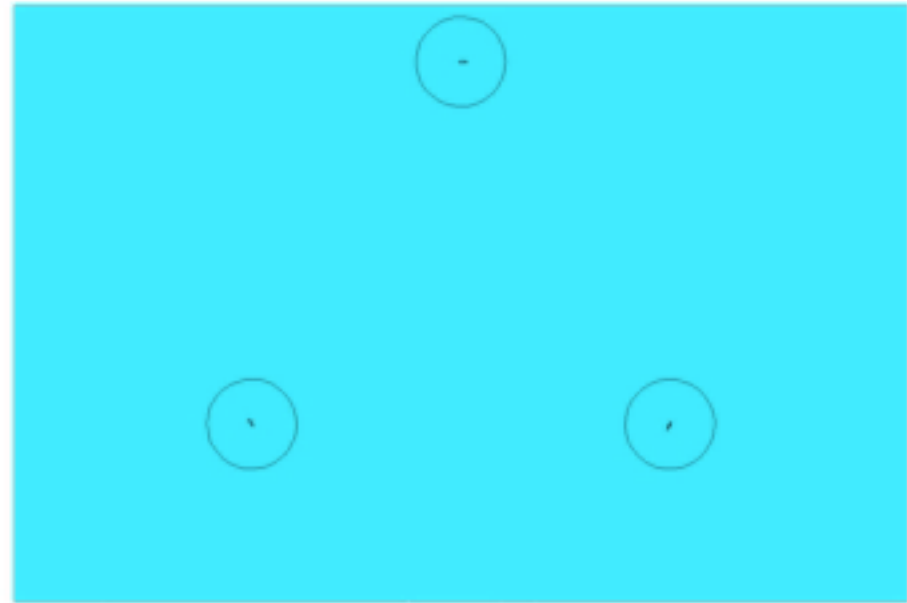


Unsteady flow caused by a gust

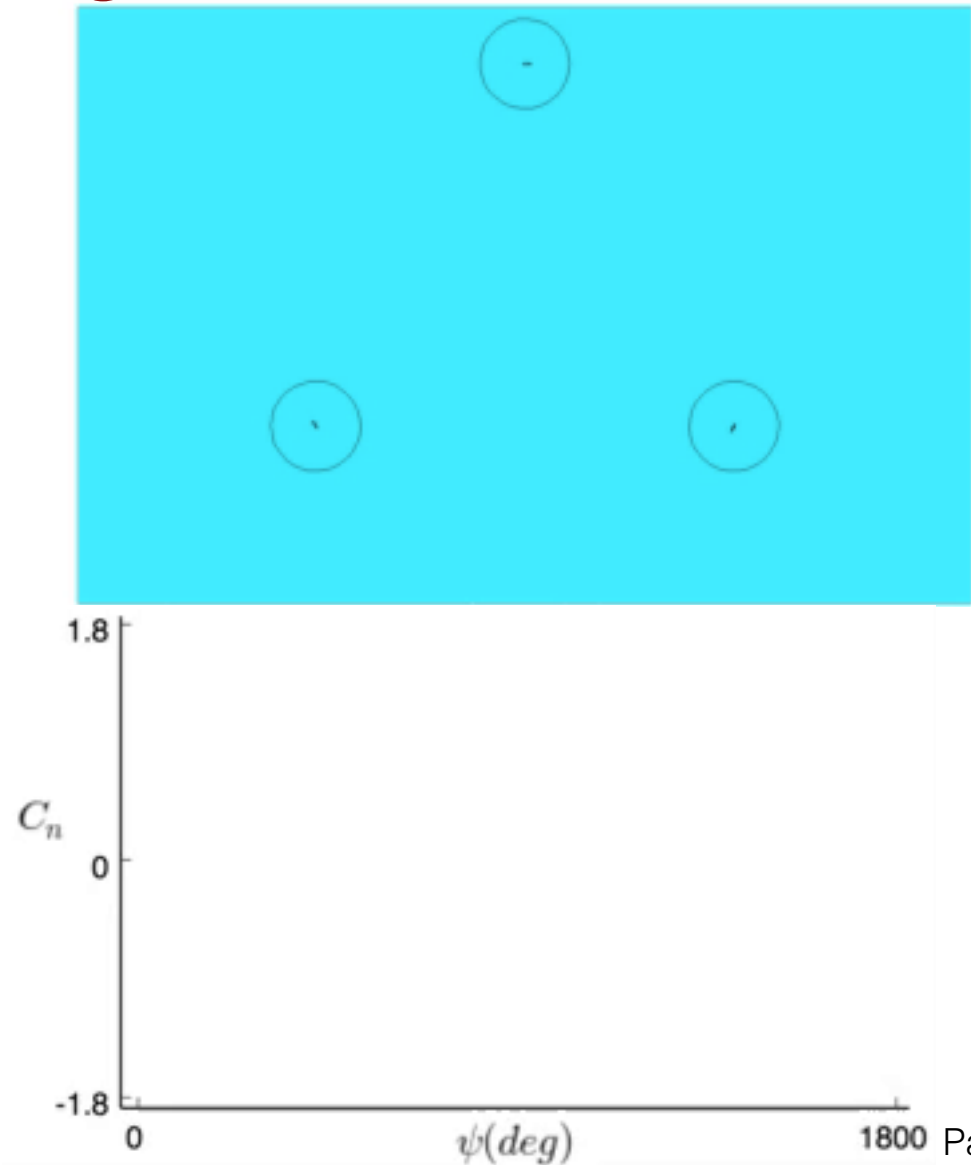
```
GRID_MOVEMENT= YES [Required]
WIND_GUST= YES
GUST_TYPE= SINE
GUST_DIR= Y_DIR
GUST_WAVELENGTH= 25.0
GUST_PERIODS= 1.0
GUST_AMPLITUDE= 2.31633
GUST_BEGIN_TIME= 0.0
GUST_BEGIN_LOC= -25.0
```



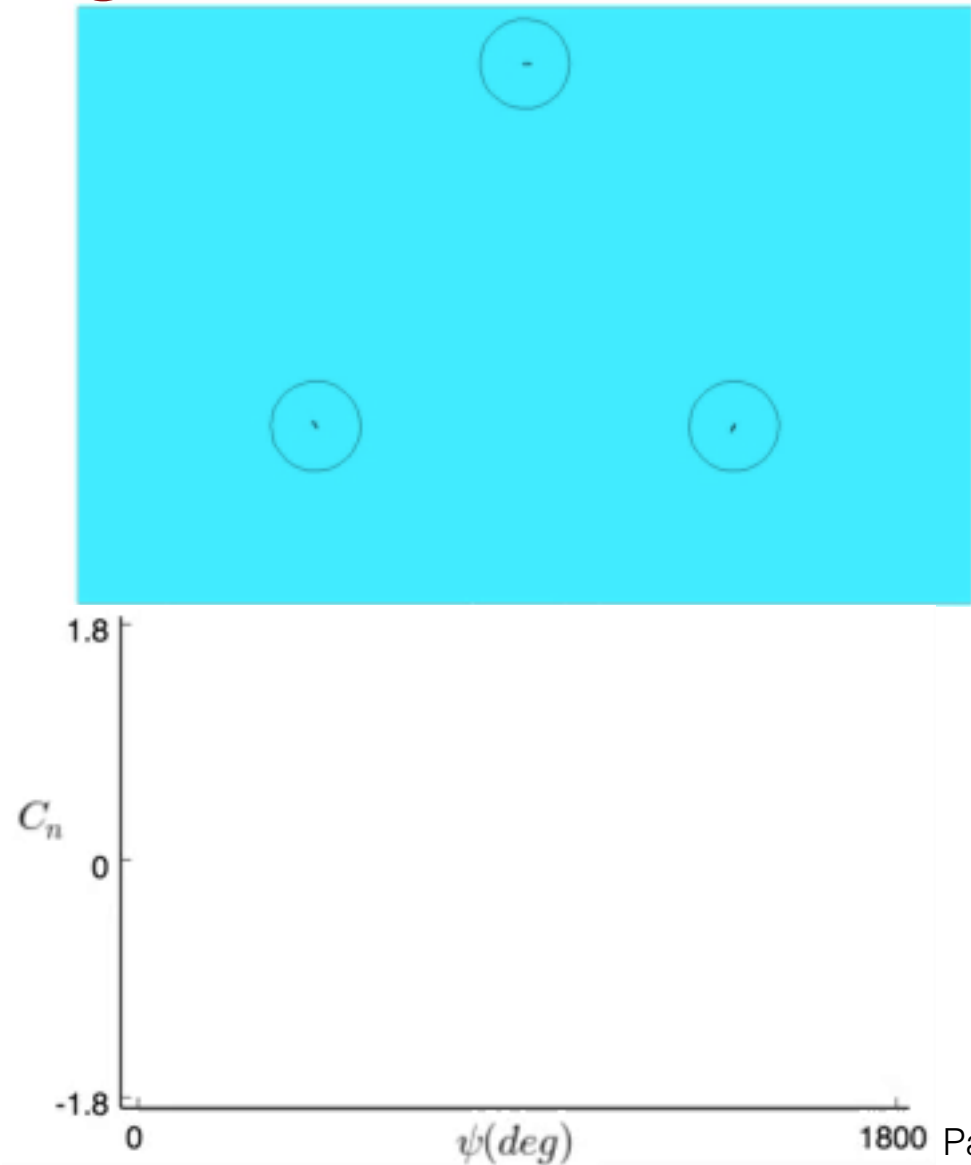
Wind turbine response to an extreme gust



Wind turbine response to an extreme gust

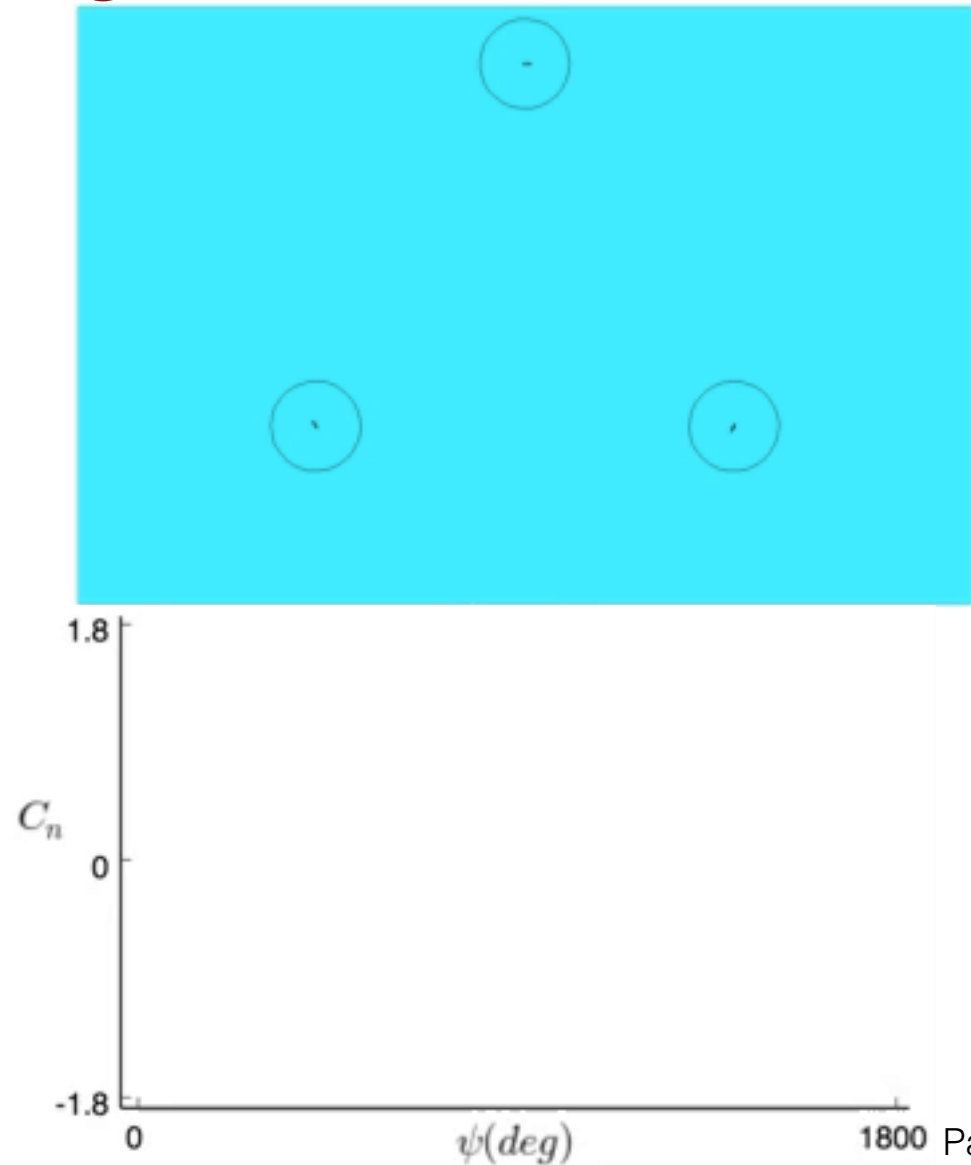


Wind turbine response to an extreme gust



Wind turbine response to an extreme gust

`MACH_MOTION=`
`0.125`



How do you make the movies?

*Your
Awesome
Movie!*

How do you make the movies?

```
% NO, TIME_STEPPING,  
%DUAL_TIME_STEPPING-1ST_ORDER  
UNSTEADY_SIMULATION=  
  DUAL_TIME_STEPPING-2ND_ORDER  
  
WRT_SOL_FREQ= 10  
WRT_SOL_FREQ_DUALTIME= 10  
  
% PARAVIEW  
OUTPUT_FORMAT= TECPLOT  
  
% Write the restart file  
RESTART_FLOW_FILENAME=  
  restart_flow.dat  
  
% Output file flow variables  
VOLUME_FLOW_FILENAME= flow
```

*Your
Awesome
Movie!*

Demo looking at flow solutions for movie.

How to perform an unsteady restart?

How to perform an unsteady restart?

Original simulation

```
UNSTEADY_SIMULATION=  
  DUAL_TIME_STEPPING-2ND_ORDER  
  
WRT_SOL_FREQ_DUALTIME= 10  
  
% Write the restart file  
RESTART_FLOW_FILENAME=  
  restart_flow.dat  
  
EXT_ITER= 100
```

How to perform an unsteady restart?

Original simulation

```
UNSTEADY_SIMULATION=  
  DUAL_TIME_STEPPING-2ND_ORDER  
  
WRT_SOL_FREQ_DUALTIME= 10  
  
% Write the restart file  
RESTART_FLOW_FILENAME=  
  restart_flow.dat  
  
EXT_ITER= 100
```



```
restart_flow_00010.dat,  
restart_flow_00020.dat,  
  ...  
restart_flow_00099.dat
```


How to perform an unsteady restart?

Original simulation

```
UNSTEADY_SIMULATION=  
  DUAL_TIME_STEPPING-2ND_ORDER  
  
WRT_SOL_FREQ_DUALTIME= 10  
  
% Write the restart file  
RESTART_FLOW_FILENAME=  
  restart_flow.dat  
  
EXT_ITER= 100
```

restart_flow_00010.dat,
restart_flow_00020.dat,
...
restart_flow_00099.dat

copy

{
 solution_flow_00098.dat,
 solution_flow_00099.dat
}

How to perform an unsteady restart?

Original simulation

```
UNSTEADY_SIMULATION=  
  DUAL_TIME_STEPPING-2ND_ORDER  
  
WRT_SOL_FREQ_DUALTIME= 10  
  
% Write the restart file  
RESTART_FLOW_FILENAME=  
  restart_flow.dat  
  
EXT_ITER= 100
```

restart_flow_00010.dat,
restart_flow_00020.dat,
...
restart_flow_00099.dat

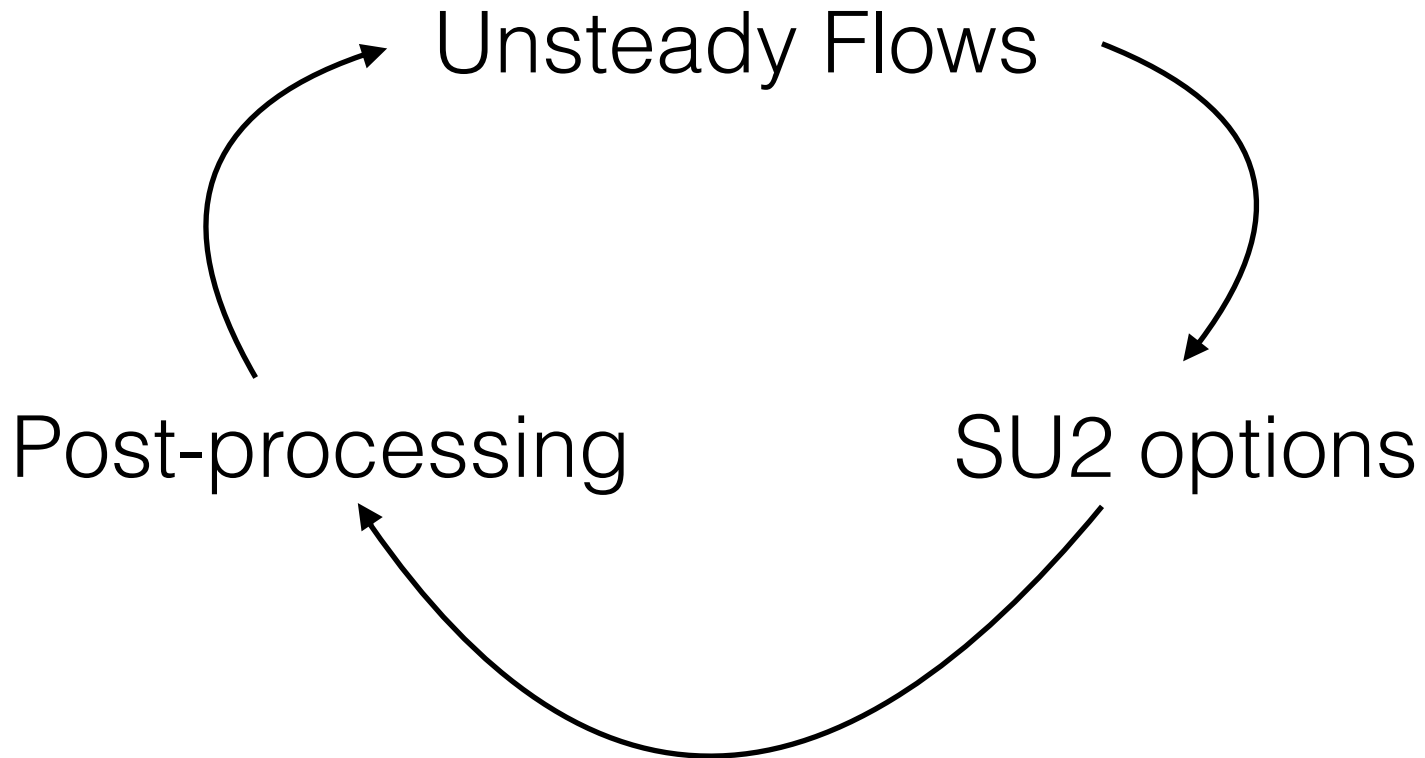
Restart simulation

```
RESTART_SOL= YES  
  
UNST_RESTART_ITER= 100  
  
% Load the restart file  
SOLUTION_FLOW_FILENAME=  
  solution_flow.dat  
  
% Run 100 more iterations  
EXT_ITER= 200
```

{ solution_flow_00098.dat,
 solution_flow_00099.dat

copy

Goal: Learn to run unsteady simulations in SU2



What will you design/ simulate in SU2?



What will you design/ simulate in SU2?



What will you design/ simulate in SU2?



*Your
Awesome
Simulation!*

What will you design/ simulate in SU2?



*Your
Awesome
Simulation!*