

# **AERO-F Manual**

## **Version 1.1**

Edition 0.1/25 August 2023

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This manual was prepared with Texinfo (<http://www.gnu.org/software/texinfo>).

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## 1 INTRODUCTION

**AERO-F** is a domain decomposition based, parallel, three-dimensional, compressible, Euler/Navier-Stokes solver based on finite volume and finite element type discretizations on unstructured meshes constructed with tetrahedra. It can model both single-phase and multi-phase flow problems where the fluid can be either a perfect gas (and possibly going through porous media), stiffened gas, barotropic liquid governed by Tait's equation of state (EOS), or a highly explosive system describable by the Jones-Wilkins-Lee (JWL) EOS. For this purpose, it is equipped with various numerical methods and the level set technique. It can also solve multi-fluid problems whether they involve multi-phase flows or not.

**AERO-F** can perform steady and unsteady, inviscid (Euler) and viscous (Navier-Stokes), laminar and turbulent flow simulations. For turbulent flow computations, it offers one- and two-equation turbulence models, static and dynamic LES and Variational Multi-Scale (VMS)-LES, as well as DES methods, with or without a wall function.

**AERO-F** operates on unstructured body-fitted meshes, or on fixed meshes that can embed discrete representations of surfaces of obstacles around and/or within which the flow is to be computed. The body-fitted meshes and the embedded discrete surfaces can be fixed, move and/or deform in a prescribed manner (for example, as in forced oscillations), or be driven via interaction with the structural code **AERO-S**. In the case of body-fitted meshes, the governing equations of fluid motion are formulated in the arbitrary Lagrangian Eulerian (ALE) framework. In this case, large mesh motions are handled by a corotational approach which separates the rigid and deformational components of the motion of the surface of the obstacle, and robust mesh motion algorithms that are based on structural analogies. In the case of embedded surfaces, which can have complex shapes and arbitrary thicknesses, the governing equations of fluid motion are formulated in the Eulerian framework and the wall boundary or transmission conditions are treated by an embedded boundary method.

In **AERO-F**, the spatial discretization combines a second-order accurate Roe, HLLE, or HLLC upwind scheme for the advective fluxes and a Galerkin centered approximation for the viscous fluxes. This semi-discretization can also achieve a fifth-order spatial dissipation error and a sixth-order spatial dispersion error — and therefore fifth-order spatial accuracy — and possibly a sixth-order spatial accuracy. Time-integration can be performed with first- and second-order implicit, and first, second, and fourth-order explicit algorithms which, when performing in the ALE setting, satisfy their discrete geometric conservation laws (DGCLs).

**AERO-F** embeds **AERO-FL**, a module for solving linearized fluid equations. This module shares with **AERO-F** the semi-discretization schemes outlined above. Currently, the **AERO-FL** module can be used to compute linearized inviscid flow perturbations around an equilibrium solution, construct a set of generalized aerodynamic and/or aerodynamic force matrices, predict linearized inviscid aeroelastic (fluid-structure) responses assuming a modalized structure, compute aeroelastic snapshots in either the time or frequency domains to construct a POD (proper orthogonal decomposition) basis, generate an aeroelastic ROM (reduced-order model) in the frequency domain, and compute aeroelastic ROM solutions in the time-domain assuming a modalized structure.

**AERO-F** can also be used to perform flow simulations past accelerating or decelerating obstacles, steady, inviscid or viscous sensitivity analyses with respect to a set of aerodynamic and/or shape parameters, and aeroacoustic or hydroacoustic computations using a combination of the discrete fast Fourier transform method, the solution of a time-harmonic wave propagation problem in an infinite domain, and Kirchhoff's integral method for computing the acoustic pressure and its far-field pattern. It is also equipped to communicate with a structural/thermal analyzer such as **AERO-S** to perform aeroelastic and aerothermal analyses using state-of-the-art fluid-structure and fluid-thermal staggered solution algorithms.

**AERO-F** is essentially a comprehensive external flow solver. As such, it is not yet equipped with all boundary condition treatments that are characteristic of internal flow problems. Nevertheless, it can handle a class of such problems.

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## 2 INSTALLATION

The installation of **AERO-F** on a given computing system requires the availability on that system of the following tools:

C++ compiler <code>g++</code>	Version 4.1.2 or higher.
Fortran compiler <code>gfortran</code>	Version 4.1.2 or higher.
Flex utility	Version 2.5 or higher. <code>flex</code> is a lexical analyser required for building the parser of <b>AERO-F</b> 's ASCII Input Command Data file.
Bison utility	Version 2.3 or higher. <code>bison</code> is a parser generator required for building the parser of <b>AERO-F</b> 's ASCII Input Command Data file.

cMake utility	Version 2.6 or higher. cMake is a cross-platform open-source build system. It is comparable to the Unix Make program in that the build process is ultimately controlled by configuration files (CMakeLists.txt). However unlike Make, it does not directly build the final software but instead generates standard build files such as makefiles for Unix and projects/workspaces for Windows Visual C++. The cMake version 2.6 utility can be obtained from <a href="http://www.cmake.org">http://www.cmake.org</a> . (Note: a "README.cmake" file discussing details on cMake options for code configuration and installation is available).
and following libraries:	
BLAS library	BLAS is a set of Basic Linear Algebra Subprograms required by various operations performed in <b>AERO-F</b> .
MPI library openmpi	Version 1.2.6 or higher. open MPI is a high-performance implementation of the Message Passing Interface (MPI) required for performing interprocessor communication, among others. More specifically, <b>AERO-F</b> requires an MPI-2 implementation such as the one provided by the Open MPI project.
OpenMP API	Open Multi-Processing is an Application Programming Interface (API) that supports multi-platform shared memory multiprocessing programming in C, C++ and Fortran on many architectures, including Unix. As an option, <b>AERO-F</b> can be compiled with openMP to enable multi-threaded execution.

In addition, the POD (Proper Orthogonal Decomposition) and ROM (Reduced-Order Modeling) capabilities of the linearized module **AERO-FL** of **AERO-F** require the availability on the host computing system of the following libraries:

LAPACK library	LAPACK is a high-performance Linear Algebra PACKage with advanced solvers.
ARPACK library	ARPACK is the Arnoldi PACKage for the solution of large-scale symmetric, nonsymmetric, and generalized eigenproblems.
ScaLAPACK library	ScaLAPACK is also known as the Scalable LAPACK. This library includes a subset of LAPACK routines redesigned for distributed memory MIMD parallel computers.
BLACS library	BLACS (Basic Linear Algebra Communication Subprograms) is a linear algebra oriented message passing interface designed for linear algebra.

Furthermore, the embedded computational framework of **AERO-F** requires the availability on the host computing system of the following libraries:

Boost library	The Boost C++ libraries are a collection of free libraries that extend the functionality of C++.
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To install **AERO-F**, follow the procedure specified below:

- From the directory containing the source code of **AERO-F**, type "cmake ." (without the "). Note the space and the "." after the command cmake. The "." specifies the current directory.
- Watch the computer screen and verify that all invoked libraries were found and all build options were correct. A sample computer screen output of the cmake command is:

```
-- The C compiler identification is GNU
-- The CXX compiler identification is GNU
-- Check for working C compiler: /usr/bin/gcc
-- Check for working C compiler: /usr/bin/gcc -- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Check for working CXX compiler: /usr/bin/c++
-- Check for working CXX compiler: /usr/bin/c++ -- works
-- Detecting CXX compiler ABI info
-- Detecting CXX compiler ABI info - done
-- The Fortran compiler identification is GNU
-- Check for working Fortran compiler: /usr/bin/gfortran
-- Check for working Fortran compiler: /usr/bin/gfortran -- works
-- Detecting Fortran compiler ABI info
-- Detecting Fortran compiler ABI info - done
-- Checking whether /usr/bin/gfortran supports Fortran 90
-- Checking whether /usr/bin/gfortran supports Fortran 90 -- yes
-- Looking for Fortran cblas_dgemm
-- Looking for Fortran cblas_dgemm - not found
-- Looking for Fortran sgemm
-- Looking for Fortran sgemm - found
-- Looking for include files CMAKE_HAVE_PTHREAD_H
-- Looking for include files CMAKE_HAVE_PTHREAD_H - found
-- Looking for pthread_create in pthreads
-- Looking for pthread_create in pthreads - not found
-- Looking for pthread_create in pthread
-- Looking for pthread_create in pthread - found
-- Found Threads: TRUE
-- A library with BLAS API found.
-- Looking for Fortran cheev
-- Looking for Fortran cheev - found
-- A library with LAPACK API found.
-- Found MPI: /usr/lib/openmpi/lib/libmpi_cxx.so
-- Building for system type: Linux.
-- ARPACK library /usr/lib/libarpack.so found.
-- ScaLAPACK library /usr/lib/libscalapack-openmpi.so found.
-- BLACS library /usr/lib/libblacs-openmpi.so,/usr/lib/libblacsF77init-openmpi.so found.
-- Boost version: 1.42.0
-- Will compile with MPI API /usr/lib/openmpi/include/usr/lib/openmpi/include/openmpi.
```

```
=====
Summary of build options
-----
Distributed Execution: YES
Aeroelastic: YES
Embedded framework: YES
Modal capability: YES
Parallel SVD capability: YES
Build type: Release
Extra link flags:
=====
```

```
-- Configuring done
-- Generating done
-- Build files have been written to: /home/pavery/Codes/Fluid
```

- If necessary, edit the `CMakeCache.txt` file to include the file paths to all required and desired optional components that were not automatically found by `cmake`. Typically, the compilers, the utilities `Flex` and `Bison`, the libraries `MPI`, `BLAS` and `LAPACK`, and the API `OpenMP` will be automatically found. However, it may be necessary to specify the paths for the libraries `ARPACK`, `ScalAPACK`, `BLACS` and `Boost`.
- Then, also from the directory containing the source code of **AERO-F**, type `make`.

The successful completion of the procedure described above leads to the creation in the `bin/` directory of **AERO-F**'s executable `aerof`.

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## 3 OVERVIEW

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### 3.1 OBJECT ORIENTED INPUT

The structure of the text input data file follows closely the internal structure of AERO-F. As a result, this file contains a list of objects that define the problem to be solved and the numerical techniques selected for its resolution. Sample objects that are currently supported are: `Problem`, `Input`, `Output`, `Equations`, `Preconditioner`, `ReferenceState`, `BoundaryConditions`, `MultiPhase`, `Space`, `Time`, `Aeroelastic`, `Forced`, `Accelerated`, `MeshMotion`, `Linearized`, and `Newton`. These objects can depend themselves on other lower-level objects. All are defined in [Objects](#).

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### 3.2 SYNTACTIC RULES

Here are the rules followed in this document.

1. Keywords are printed like *this*.
2. Metasyntactic variables (i.e. text bits that are not part of the syntax, but stand for other text bits) are printed like *this*.
3. A metasyntactic variable ending by *-int* refers to an integer value.
4. A metasyntactic variable ending by *-real* refers to a real value.
5. A metasyntactic variable ending by *-str* refers to a string enclosed in double quotes (`"`).
6. A metasyntactic variable ending by *-id* refers to an identifier.
7. A metasyntactic variable ending by *-obj* refers to an object.
8. For conciseness, three dots (...) replace an object definition.

The definition of an object starts with the keyword `under` followed by the name of the object. The members of an object are enclosed within curly braces (`{}`). For example,

```
under Problem {
  Type = Steady;
  Mode = Dimensional;
}
```

is a valid syntax for the object `Problem`. Alternatively, it can also be written as

```
Problem.Type = Steady;
Problem.Mode = Dimensional;
```

Notes:

1. a semicolon (`;`) is required after each assignment;
2. the ordering of the objects as well as the ordering within an object do not matter.

---

Next: [Which problems can AERO-F actually solve?](#), Previous: [Syntactic rules](#), Up: [Overview](#)

### 3.3 COMMENTS

Both C and C++ style comments are supported and can be used in the input data file to comment out selected text regions:

1. the text region comprised between `/*` and `*/` pairs is ignored;
2. the remainder of a line after a double slash `//` is ignored.

These commands do not have the described effects inside double quotes.

---

Previous: [Comments](#), Up: [Overview](#)

### 3.4 WHICH PROBLEMS CAN AEROF-NAME ACTUALLY SOLVE?

AERO-F can be used to perform:

- A steady or unsteady, inviscid or viscous flow computation around a fixed obstacle.
- Steady or unsteady natural convection (buoyancy) computations.
- A steady or unsteady, inviscid or viscous flow computation around a rigid or flexible obstacle set in accelerated motion.
- An unsteady, inviscid or viscous flow computation around a rigid or flexible obstacle set in a prescribed motion (forced oscillations).
- An unsteady, inviscid or viscous aeroelastic computation.
- A steady or unsteady viscous aerothermal flow computation involving a fixed obstacle.
- Steady or unsteady natural convection (buoyancy) computations coupling viscous fluid flow and heat transfer analyses.
- Any of the above computations in the presence of porous media when the fluid is modeled as a perfect gas.
- An unsteady linearized Euler flow perturbation computation in the time-domain, where the fluid is modeled as a perfect gas.

- An unsteady linearized Euler-based aeroelastic computation in which the structure is represented by a truncated set of its natural modes and the fluid is modeled as a perfect gas.
- A construction of a time- or frequency-domain POD basis when the fluid is modeled as a perfect gas and trained for obstacle vibrations.
- A construction of a time- or frequency-domain POD basis by linear interpolation between two given sets of POD basis vectors, when the fluid is modeled as a perfect gas.
- A construction of a generalized aerodynamic and/or aerodynamic force matrix (or a set of them).
- A construction of a fluid ROM trained for obstacle vibrations, when the fluid is modeled as a perfect gas.
- A time-domain ROM flow computation in which the flow is expressed in a POD basis, when the fluid is modeled as a perfect gas.
- A construction of an aeroelastic ROM in which the structure is currently represented by a truncated set of its natural modes and the fluid is modeled as a perfect gas and trained for structural vibrations.
- A time-domain aeroelastic ROM computation in which the flow is expressed in a POD basis and the structure is represented by a truncated set of its natural modes, when the fluid is modeled as a perfect gas.
- A steady or unsteady multi-material flow problem where a fluid can be modeled by the Equation Of State (EOS) governing a perfect or stiffened gas, Tait's EOS for a barotropic liquid, or the JWL EOS. In this case, viscous effects are accounted for however only for multi-perfect-gas problems.
- A steady, inviscid or viscous sensitivity analysis around a specified steady-state flow solution with respect to a specified set of flow and shape parameters, when the fluid is modeled as a perfect gas.
- Frequency-domain computation of the acoustic pressure in the far-field at user-specified locations and its far-field pattern.

---

Next: [Examples](#), Previous: [Overview](#)

## 4 OBJECTS

This chapter describes each object that can be inserted in the **AERO-F** input file and its syntax. The default value of each object member or parameter is given between square brackets ({}). The list of currently available objects is given below.

- [1DGrid](#)
- [1DRestartData](#)
- [Accelerated](#)
- [AcousticPressure](#)
- [AdaptiveMeshRefinement](#)
- [Aeroelastic](#)
- [Boundaries](#)
- [BoundaryConditions](#)
- [BoundaryData](#)
- [Box](#)
- [BoxFix](#)
- [Box Restriction](#)
- [Capsule Restriction](#)
- [CflLaw](#)
- [ClippingDynamic](#)
- [ClippingDynamicVMS](#)
- [ConeFix](#)
- [CustomDirection](#)
- [Cylinder Restriction](#)
- [Deforming](#)
- [DES](#)
- [Dihedral](#)
- [Dynamic](#)
- [DynamicVMS](#)
- [EmbeddedFramework](#)
- [EmbeddedALEFramework](#)
- [Equations](#)
- [ExactRiemannProblem](#)
- [Explicit](#)
- [Fixes](#)
- [FixesCriterion](#)
- [FluidIDMap](#)
- [FluidModel](#)
- [FluxMap](#)
- [Forced](#)
- [GapCriterion](#)
- [GasModel](#)
- [Heaving](#)
- [HessianCriterion](#)
- [Hydro](#)
- [Implicit](#)
- [ImplosionSetup](#)
- [InitialConditionsEmbedded](#)
- [InitialConditionsMultiPhase](#)
- [InitialState](#)
- [Inlet](#)
- [Input](#)
- [JWLModel](#)
- [LESModel](#)
- [LevelSet](#)
- [Linearized](#)
- [LinearSolver](#)
- [LineSearch](#)
- [LiquidModel](#)
- [MeshMotion](#)
- [MovingLeastSquares](#)
- [MultiPhase](#)
- [NavierStokes](#)



- [Newton](#)
- [Node](#)
- [Outlet](#)
- [Output](#)
- [Pade](#)
- [Pitching](#)
- [Plane](#)
- [Point](#)
- [PorousMedium](#)
- [Postpro](#)
- [Preconditioner](#)
- [Probes](#)
- [ProbingNode](#)
- [SolverPreconditioner](#)
- [Problem](#)
- [ProgrammedBurn](#)
- [ReferenceState](#)
- [RefinementDomain](#)
- [Restart](#)
- [RotatedRiemann](#)
- [RotationAxis](#)
- [SelectionCriterion](#)
- [SensitivityAnalysis](#)
- [Sphere Restriction](#)
- [Smagorinsky](#)
- [Space](#)
- [SpaceTurbulenceModel](#)
- [SpalartAllmaras](#)
- [SparseGrid](#)
- [Sphere](#)
- [SphereFix](#)
- [SurfaceData](#)
- [Surfaces](#)
- [Symmetry](#)
- [Symmetry Treatment](#)
- [ThermalConductivityModel](#)
- [Time](#)
- [TimeVelocity](#)
- [Tripping](#)
- [TurbulenceClosure](#)
- [TurbulenceModel](#)
- [ValueCriterion](#)
- [Velocity](#)
- [ViscosityModel](#)
- [VMS](#)
- [VolumeData](#)
- [Volumes](#)
- [Vreman](#)
- [WALE](#)
- [Wall](#)
- [WallDistanceMethod](#)
- [WallProximityCriterion](#)

Next: [Input](#), Up: [Objects](#)

## 4.1 DEFINING THE PROBLEM TYPE

Object:	<b>Problem</b>
---------	----------------

The Problem object sets the type, mode, and few other global parameters of the problem to be solved. Its syntax is:

```
under Problem {
  Type = type-id;
  Mode = mode-id;
  Prec = prec-id;
  Framework = framework-id;
}
```

with

*type-id* [Steady]:

Steady

Steady-state flow computation around a fixed obstacle (local time-step).

Unsteady

Unsteady flow computation around a fixed obstacle (global time-step).

AcceleratedUnsteady

Accelerated unsteady flow computation around a fixed obstacle (global time-step). See [Accelerated](#).

SteadyAeroelastic

Steady-state aeroelastic computation using the quasistatic command `qSTATICS` of **AERO-S**, or one-way coupled steady-state aeroelastic computation using the quasistatic command `qSTATICS` and algorithm `B0` of **AERO-S** (local time-step). See [Aeroelastic](#).

UnsteadyAeroelastic

Unsteady aeroelastic computation (global time-step). See [Aeroelastic](#).

AcceleratedUnsteadyAeroelastic

Accelerated unsteady aeroelastic computation (global time-step). See [Aeroelastic](#) and [Accelerated](#).

SteadyAeroThermal

Steady-state aerothermal (thermostructure-thermofluid) flow computation around a fixed obstacle (local time-step).

UnsteadyAeroThermal

Unsteady aerothermal (thermostructure-thermofluid) flow computation around a fixed obstacle (global time-step).

Forced

Forced oscillations (unsteady flow) computation around a rigid or flexible obstacle (global time-step). See [Forced](#).

UnsteadyLinearized

Unsteady flow perturbation using a linearized computational model. Currently, this option assumes that the flow is modeled by the linearized Euler equations. If the perturbation is due to a structural motion and is input as such, *mode-id* must be set to `Dimensional` when using this option.

UnsteadyLinearizedAeroelastic

Unsteady linearized aeroelastic computation (using a linearized computational model). Currently, this option assumes that the flow is modeled by the linearized Euler equations and the structure by a modal representation. When using this option, *mode-id* must be set to `Dimensional`.

PODConstruction

Construction of a POD basis from computed snapshots.

PODInterpolation

Construction of a POD basis by interpolation between two or more sets of POD basis vectors specified, together with their respective Mach numbers and angles of attack, in `PODData` (see [Input](#)). This file should also contain the Mach number and angle of attack at which the interpolated POD basis is desired. The size of the POD basis to be constructed must be specified in `NumPOD` (see [Linearized](#)). Do not forget to output the computed POD basis using the `PODData` command in [Postpro](#).

ROBInnerProduct

Computation of all inner products between the elements of a set of Reduced-Order Bases (ROBs)  $\{V_j\}_{j=1}^{N_V}$  inputted to **AERO-F** in [Input](#).`PODData`.

If `Time.Form = Descriptor`, the inner products are computed with respect to the matrix of cell volumes  $A$  as follows

$$P_{ij} = V_i^T A V_j$$

On the other hand, if `Time.Form = NonDescriptor`, the inner products are computed with respect to the identity matrix  $I$  as follows

$$P_{ij} = V_i^T V_j$$

The data is loaded into **AERO-F** and the above inner products are computed using a strategy that optimizes the computational resources. The resulting matrices  $P_{ij}$  are outputted in [Output](#).`ROBInnerProduct`.

GAMConstruction

Construction of a generalized aerodynamic and/or aerodynamic force matrix or a set of them (see [Linearized](#) and [Postpro](#)). When using this option, *mode-id* must be set to `Dimensional`.

EigenAeroelastic

Complex eigenvalue analysis of a linearized aeroelastic system represented by a generalized aerodynamic force matrix. When using this option, *mode-id* must be set to `Dimensional`.

ROM

Construction of a fluid ROM, given a POD basis specified in `PODData` (see [Input](#)), or time-domain ROM fluid simulation in which the flow is expressed in a POD basis specified in `PODData` (see [Input](#)). See [Linearized](#).

ROMAeroelastic

Construction of an aeroelastic ROM, or time-domain aeroelastic ROM simulation in which the flow is expressed in a POD basis and the structure is represented by a truncated set of its natural modes. See [Linearized](#).

SteadySensitivityAnalysis

Computation of the gradients, at a specified steady-state flow solution, of aerodynamic design criteria with respect to flow parameters such as the free-stream conditions (Mach number, angle of attack, and sideslip angle) and design variables such as shape design parameters (see [Sensitivities](#)). This problem type can also be used to make **AERO-F** participate in the gradient-based solution of a fluid optimization problem by providing the needed sensitivities.

SteadyAeroelasticSensitivityAnalysis

Computation of a steady-state aeroelastic solution and the gradients at this solution of aerodynamic design criteria with respect to flow parameters such as the free-stream conditions (Mach number, angle of attack, and sideslip angle) and design variables such as shape design parameters (see [Sensitivities](#)). This problem type can also be used to make **AERO-F** participate in the gradient-based solution of an aeroelastic optimization problem by providing the needed sensitivities.

SparseGridGeneration

Pre-computation and tabulation in the sparse grid format specified in [SparseGrid](#) of information specified in [MultiPhase](#).

1D

One-dimensional *explicit* computation in spherical, cylindrical, or Cartesian coordinates of a spherically or cylindrically symmetric unsteady single-phase or two-phase flow problem.

Aeroacoustic

Frequency-domain computation using the Kirchhoff integral method of: (a) the complex-valued acoustic pressure in the far-field at user-specified locations, and (b) the complex-valued far-field pattern of the acoustic pressure field (see [Probes](#).`Pressure`).

*mode-id* [`NonDimensional`]:

`NonDimensional`

In this case, all input data is interpreted as being for the non-dimensionalized variables, and all solutions are outputted in non-dimensional form. AERO-F non-dimensionalizes the computational input and variables as follows:

1. coordinates in x-, y- and z-directions:

$$\bar{x} = \frac{x}{L_{reference}}$$

2. time:

$$\bar{t} = \frac{t \, u_{reference}}{L_{reference}}$$

3. density:

$$\bar{\rho} = \frac{\rho}{\rho_{reference}}$$

4. velocity:

$$\bar{u} = \frac{u}{u_{reference}}$$

5. pressure:

$$\bar{P} = \frac{P}{\rho_{reference} u_{reference}^2}$$

6. temperature:

$$\bar{T} = \frac{c_s T}{u_{reference}^2}$$

where the subscript  $_{reference}$  designates a reference value.

AERO-F computes

$u_{reference}$  internally as follows. For a perfect gas,

$$u_{reference} = M_{reference} \sqrt{\gamma \frac{p_{\infty}}{\rho_{reference}}}$$

For a barotropic liquid,

$$u_{reference} = M_{reference} \sqrt{\frac{((k_1 + k_2 p_0)(k_1 + k_2 p)^{k_2 - 1})^{\frac{1}{k_2}}}{\rho_0}}$$

where  $p_0, \rho_0, k_1$  and  $k_2$

For a highly explosive gas modeled by the JWL equation of state,

$$u_{reference} = M_{reference} c(\rho_{reference}, p_{infity})$$

where  $c$  is the speed of sound.

are defined in [LiquidModel](#) . (see [ReferenceState](#)).

Dimensional

Input parameters and output solutions are in dimensional form. This is the default and only mode available for problems involving a structural code or a steady-state sensitivity analysis.

*prec-id* [NonPreconditioned]:

NonPreconditioned

The dissipation terms of the convective fluxes of the solution scheme are not preconditioned.

LowMach

The dissipation terms of the convective fluxes of the solution scheme are equipped with the low-Mach Turkel preconditioner. In this case, if [Implicit](#).MatrixVectorProduct is set to Exact, it is automatically reset to Approximate. For steady-state calculations, the inertia (or pseudo-time-derivative) terms can also be preconditioned (see [Preconditioner](#)) if desired by making the request in the `Time` object (see [Time](#)).

*framework-id* [BodyFitted]:

BodyFitted

In this case, the CFD grid must be body-fitted and the governing fluid equations are formulated in the Arbitrary Lagrangian Eulerian setting which can handle both static (fixed) and dynamic (moving and deforming) grids.

Embedded

In this case, the obstacle must be embedded in the CFD grid, and the fluid equations are formulated in the Eulerian setting and solved by an embedded boundary method for CFD.

EmbeddedALE

In this case, the obstacle must be embedded in the CFD grid, and the fluid equations are formulated in the Arbitrary Lagrangian Eulerian (ALE) setting but solved by an ALE embedded boundary method for CFD.

Notes:

1. if a fluid is modeled as a stiffened gas, the flow computation must be performed in dimensional mode (*mode-id* = Dimensional);
2. explicit time-integration is not recommended for low-Mach flows for computational efficiency reasons;
3. the Embedded and EmbeddedALE frameworks are operational only if **AERO-F** was compiled and linked with the **PhysBAM-Lite** library.

---

Next: [1DGrid](#), Previous: [Problem](#), Up: [Objects](#)

## 4.2 DEFINING THE INPUT FILES

Object:	<b>Input</b>
---------	--------------

The several input files that are required by **AERO-F** are specified within the `Input` object. Its syntax is:

```
under Input {
  Prefix = prefix-str;
  Connectivity = connectivity-str;
  Geometry = geometry-str;
  Decomposition = decomposition-str;
  CpuMap = cpumap-str;
  Matcher = matcher-str;
  EmbeddedSurface = embeddedsurface-str;
  WallDistance = walldistance-str;
  BodyFittedWallDistance = bodyfittedwalldistance-str;
  GeometryPrefix = geometryprefix-str;
  StrModes = strmodes-str;
  InitialWallDisplacement = iniwalldisp-str;
  PressureKirchhoff = pressurekirchhoff-str;
  FilePackage = filepackage-str;
  Solution = solution-str;
```

```

Levelset = levelset-str;
FluidID = fluidid-str;
Position = position-str;
EmbeddedPosition = embeddedposition-str;
EmbeddedVelocity = embeddedvelocity-str;
InletDisk = inletdisk-str;
ShapeDerivative = shapederivative-str;
InletDiskShapeDerivative = inletdiskshapederivative-str;
Cracking = cracking-str;
Perturbed = perturbsolution-str;
PODDData = poddata-str;
RestartData = restartdata-str;
MeshData = meshdata-str;
TriangleSet = triangleset-str;
under 1DRestartData { ... }
}

```

with

*prefix-str* [""]:

String that is prefixed to all input file names. For example, if *prefix-str* is set to "data/" and *connectivity-str* is set to "wing.con", **AERO-F** looks for a connectivity file named "data/wing.con".

*connectivity-str* [""]:

Name of the binary connectivity file produced by the SOWER program.

*geometry-str* [""]:

Name of the binary geometry file produced by the SOWER program. However if [Problem.Type](#) = 1D, this becomes the name of the ASCII file storing a one-dimensional grid in the following format:

```

number_of_nodes_in_the_grid
distance_of_node_1_to_the_center_of_the_sphere
distance_of_node_2_to_the_center_of_the_sphere
.
.
.
distance_of_last_node_to_the_center_of_the_sphere

```

*decomposition-str* [""]:

Name of the binary decomposition file produced by the SOWER program.

*cpumap-str* [""]:

Name of the ASCII CPU map file produced by the SOWER program.

*matcher-str* [""]:

Name of the binary matcher file produced by the MATCHER program (required for simulations involving a structural code).

*embeddedsurface-str* [""]:

Name of the ASCII file describing in the **XPost** format a discrete representation of a surface to be embedded in the CFD grid, and around/or within which the flow is to be computed. The embedded discrete surface must be made of 3-noded triangles, and/or 4-noded quadrilaterals. If it is closed, its elements must be defined such that their normals are outward to the medium they enclose.

*walldistance-str* [""]:

Name of the binary distance-to-the-wall file. This file is required for turbulent flow simulations performed with the one-equation Spalart-Allmaras turbulence model or the DES method (see [TurbulenceModel](#)), whether the computation framework is set to the body-fitted framework, or to that of the embedded boundary method for CFD. It contains for every mesh point its distance to the closest, viscous, solid wall. This distance is used in the Spalart-Allmaras and DES turbulence models to provide the correct asymptotic behavior of the turbulence variable in the near wall regions.

Specifically, when [Problem.Framework](#) = BodyFitted, the ASCII **XPost** version of this file is always produced when the software **CD2TET** is used. The conversion into binary format can be performed with the **SOWER** software (see [Hints and tips](#)). When [Problem.Framework](#) = Embedded or EmbeddedALE, this file is not needed, as the distance to an embedded viscous wall boundary is computed internally by **AERO-F**. In this case however, if the computational fluid domain contains a body-fitted viscous wall, the distance from each grid point to such a wall must be inputted using *bodyfittedwalldistance-str* (see below).

*bodyfittedwalldistance-str* []:

Name of the binary distance-to-the-wall file. This file is required for turbulent flow simulations performed with the one-equation Spalart-Allmaras turbulence model or the DES method (see [TurbulenceModel](#)), when the embedded framework is used and the CFD mesh contains one or more body-fitted solid wall boundaries. It contains for every mesh point its distance to the closest body-fitted wall boundary. **AERO-F** sets the final value of the distance-to-the-wall field to the minimum between: the distance to any viscous wall boundary embedded in the CFD mesh; and the counterpart field stored in this input file. The final value of the distance-to-the-wall field is used in the Spalart-Allmaras and DES turbulence models to provide the correct asymptotic behavior of the turbulence variable in the near wall regions. The ASCII **XPost** version of this file is always produced when the software **CD2TET** is used. The conversion into binary format can be performed with the **SOWER** software (see [Hints and tips](#)).

*geometryprefix-str* [""]:

This entry specifies the prefix name for all of the files describing the connectivity, geometry, decomposition, CPU map, distance-to-the-wall (when the Spalart-Allmaras turbulence model or the DES method is employed) generated by **SOWER** for a given fluid mesh. Hence, specifying *geometryprefix-str* is equivalent (and therefore an alternative) to specifying all of *connectivity-str*, *geometry-str*, *decomposition-str*, *cpumap-str*, and *walldistance-str* (when applicable). If any one of these members is specified simultaneously with *geometryprefix-str*, its value takes precedence over that implied by *geometryprefix-str*.

*strmodes-str* [""]:

Name of the binary file containing the initial position of the fluid mesh, a set of natural structural frequencies, and the set of fluid mesh positions compatible with the corresponding set of natural structural modes. This information is required here if the computation and output of the corresponding generalized forces is requested in the object *Postpro* (see [Postpro](#)).

*iniwalldisp-str* [""]:

Name of the binary file containing an initial displacement of the wall boundary of the CFD mesh, relative to its undeformed position. In this case, **AERO-F** automatically updates the position of the interior nodes of the CFD mesh accordingly, before any flow computation is performed. For this reason, a mesh motion scheme (see [MeshMotion](#)) must also be specified in the ASCII Input Command Data file. If both members *Input.Position* and *Input.InitialWallDisplacement* are specified in this file, then *Input.InitialWallDisplacement* member is ignored.

*pressurekirchhoff-str* [""]:

Name of the binary file containing the traces on a user-defined internal "Kirchhoff" surface of a time-history of an unsteady pressure field computed during a previous **AERO-F** simulation. This input file is required for performing an aeroacoustic analysis in the frequency-domain (see [Problem.Type = Aeroacoustic](#)).

*filepackage-str* [""]:

Name of the ASCII file obtained from a previous simulation from which **AERO-F** starts and containing the links to the restart files *Solution*, *Position*, *LevelSet*, *FluidID*, *Cracking*, and *RestartData*. Hence, when restarting a simulation that has created restart data for *Solution*, *Position*, *LevelSet*, *FluidID*, *Cracking*, and *RestartData*, this file can be specified in this object in lieu of all of the *Solution*, *Position*, *LevelSet*, *FluidID*, *Cracking*, and *RestartData* files.

*solution-str* [""]:

Name of the binary solution (i.e. conservative variables) file obtained from a previous simulation from which **AERO-F** starts. If this file is not specified, **AERO-F** starts from a uniform flow (see [Restart](#)) and in particular the variable *Restart.Solution*.

*levelset-str* [""]:

This information is relevant only for multi-phase flow problems (see [MultiPhase](#)). Name of the binary file obtained from a previous multi-phase flow simulation from which **AERO-F** starts and containing the nodal level set values. If this file is not specified, **AERO-F** starts from the initial solution specified in [InitialConditionsMultiPhase](#).

*fluidid-str* [""]:

This information is relevant only for multi-phase flow problems (see [MultiPhase](#)). Name of the binary file obtained from a previous multi-phase flow simulation from which **AERO-F** starts and containing the nodal fluid ID values (see [Box](#), [Plane](#), [Point](#), [Sphere](#), [VolumeData](#)).

*position-str* [""]:

Name of the binary file containing the position (i.e. x,y,z node coordinates) of the mesh as outputted during a previous simulation and from which **AERO-F** is to start (see [Restart](#)) and in particular the variable *Restart.Position*. If this file is not specified, **AERO-F** starts from the mesh position stored in *geometry-str*.

*embeddedposition-str* [""]:

Name of the ASCII file containing the position of the embedded discrete surface as outputted during a previous simulation and from which **AERO-F** is to start (see [Restart](#)) and in particular the member *Restart.EmbeddedPosition*. If this file is not specified, **AERO-F** starts from the position of the embedded discrete surface stored in *embeddedsurface-str* (see above).

*embeddedvelocity-str* [""]:

Name of the ASCII file containing the velocity of the embedded discrete surface as outputted during a previous simulation and from which **AERO-F** is to start (see [Restart](#)) and in particular the member *Restart.EmbeddedVelocity*). This file is required only in the presence of adaptive mesh refinement using the  $y^+$  criterion (for example, see [AdaptiveMeshRefinement.RecomputeWallDistance](#), [GapCriterion.MinimumEdgeLengthTreatment](#), [WallProximityCriterion](#)); or when **AERO-F** is expected to subcycle during the first time-step after restarting a computation. If this file is not specified, **AERO-F** assumes a zero velocity of the embedded discrete surface.

*inletdisk-str* [""]:

Name of the ASCII file describing in the **XPost** format a discrete surface representation of an inlet disk for an aircraft engine, on which the pressure distortion is to be computed. The discrete surface representation must be made of 3-noded triangles and/or 4-noded quadrilaterals. [Problem.Framework](#).

*shapederivative-str* [""]:

- If the simulation is performed using the body-fitted framework ([Problem.Framework = BodyFitted](#)), this member specifies the name of the binary file containing  $\frac{d\mathbf{X}_r}{ds_j}$ , the derivatives of the CFD mesh position  $\mathbf{X}$  with respect to a number of shape design variables  $s_j$  at the

fluid/structure boundary  $\Gamma$  (see [SensitivityAnalysis](#) and [Sensitivities](#)). In this case, this information is generated as follows. First, the following **XPost**-type ASCII file is created. This file starts with an **XPost**-like header (see below), followed by the total number of grid points in the CFD mesh (and not the number of fluid grid points on the fluid/structure interface). Next, the information  $\frac{d\mathbf{X}_r}{ds_j}$  is specified in

this ASCII file for each shape design parameter  $s_j$ , one parameter at a time, in block form. First, the index  $j$  of  $s_j$  is specified on a separate line starting from  $j = 0$  (zero). Then, all grid points of the CFD mesh are considered in the same ordering as that adopted in the corresponding **XPost** geometry file. On each line corresponding to grid point  $i$ , the derivatives  $\frac{dx_i}{ds_j}$ ,  $\frac{dy_i}{ds_j}$ , and  $\frac{dz_i}{ds_j}$  (where  $x_i$ ,  $y_i$ , and  $z_i$  denote the coordinates of the grid point  $i$ ) are provided. If the grid point  $i$  is an "interior" point, these derivatives are set to zero. An example of the ASCII file described above is given below.

```

Vector <file name> under load for FluidNodes
<vector size = total number of grid points in the CFD mesh>
0
0.000000 0.000000 0.000000
.
.
.
dx_i/ds_0 dy_i/ds_0 dz_i/ds_0
.
.
.
0.000000 0.000000 0.000000
1
0.000000 0.000000 0.000000
.
.
.
dx_i/ds_1 dy_i/ds_1 dz_i/ds_1
.
.
.
0.000000 0.000000 0.000000
2
0.000000 0.000000 0.000000
.
.
.
dx_i/ds_2 dy_i/ds_2 dz_i/ds_2
.
.
.

```

Finally, **SOWER** is applied to the ASCII file described above together with the mesh partition generated for the CFD mesh to obtain the *binary distributed file shapederivative-str*.

- If however the simulation is performed using the embedded framework ([Problem.Framework = Embedded](#) or [EmbeddedALE](#)), this member specifies the name of the *ASCII* file containing  $\frac{d\mathbf{X}_r}{ds_j}$ , the derivatives of the *embedded discrete surface position*  $\mathbf{X}$  with respect to a number of shape design variables  $s_j$  (see [SensitivityAnalysis](#) and [Sensitivities](#)). This *ASCII* file starts with an **XPost**-like header (see below), followed by the number of grid points defining the embedded discrete surface. Next, the information  $\frac{d\mathbf{X}_r}{ds_j}$  is inputted in this *ASCII* file for each shape design parameter  $s_j$ , one parameter at a time, in block form. First, the index  $j$  of  $s_j$  is specified on a separate line starting from  $j = 0$  (zero). Then, all grid points defining the embedded discrete surface are considered in the same ordering as that adopted in the **XPost** geometry file of the embedded discrete surface. On each line corresponding to grid point  $i$ , the derivatives  $\frac{dx_i}{ds_j}$ ,  $\frac{dy_i}{ds_j}$ , and  $\frac{dz_i}{ds_j}$  (where  $x_i$ ,  $y_i$ , and  $z_i$  denote the coordinates of the grid point  $i$ ) are provided.

```

Vector <file name> under load for EmbeddedSurfaceNodes
<vector size = total number of grid points on the embedded discrete surface>
0
0.000000 0.000000 0.000000
.
.
.
dx_i/ds_0 dy_i/ds_0 dz_i/ds_0
.
.
.
0.000000 0.000000 0.000000
1
0.000000 0.000000 0.000000
.
.
.
dx_i/ds_1 dy_i/ds_1 dz_i/ds_1
.
.
.
0.000000 0.000000 0.000000
2
0.000000 0.000000 0.000000
.
.
.
dx_i/ds_2 dy_i/ds_2 dz_i/ds_2
.
.
.

```

*inletdiskshapederivative-str* [""]:

Name of the *ASCII* file containing  $\frac{d\mathbf{X}_D}{ds_j}$ , the derivatives of the inlet disk position  $\mathbf{X}_D$  with respect to a number of shape design variables  $s_j$  (see [SensitivityAnalysis](#) and [Sensitivities](#)). The format of this *ASCII* file follows the same format as that of *shapederivative-str*.

*cracking-str* [""]:

Name of the binary file obtained from a previous simulation and containing information about cracking in a fluid-structure computation involving cracking of the structure. It can be specified only when using **AERO-F**'s embedded boundary method for CFD — that is, the computational framework is set to [Embedded](#) or [EmbeddedALE](#) in [Problem.Framework](#).

*perturbsolution-str* [ " " ]:

Name of the binary file containing a perturbed flow solution needed for linearized flow calculations. This file can be generated, for example, by running **AERO-F** or **AERO-S** with one perturbed parameter. For full-order calculations, this parameter can be any reasonable input parameter. For reduced-order computations, only a parameter such as the displacement of the body which pertains to the sources of excitations used to construct the ROM should be considered. AERO-FL computes the initial perturbation in the flow as the difference between this flow solution and the equilibrium flow solution that must be specified in *Input.Solution* (see [Input](#)). If this file is not specified, the initial perturbation is set to 0.

*poddata-str* [ " " ]:

Except when *Problem.Type* = *PODInterpolation* OR *Problem.Type* = *ROBInnerProduct*, this is the name of the binary file containing a set of POD basis vectors that could have been generated by AERO-FL (see [Linearized](#)) in a previous run where the *Problem.Type* was set to *PODConstruction*. When *Problem.Type* = *PODInterpolation*, *poddata-str* is the name of the text file specifying the number of precomputed POD bases to be interpolated, the names of the binary files containing each one of these bases, their respective Mach numbers and angles of attack, and the Mach number and angle of attack at which interpolation is desired. The format of this text file is exemplified below.

Example:

```
3
PODData.d/podVecs4.freq0.499.2.4.df5e3.30snap.100pod
PODData.d/podVecs4.freq0.520.2.6.df5e3.30snap.100pod
PODData.d/podVecs4.freq0.700.2.5.df5e3.30snap.100pod
0.499 0.520 0.700
0.550
2.4 2.6 2.5
2.45
```

The first line specifies the number of precomputed POD bases to be interpolated. Each of the following three lines specifies the path and name of the file containing a precomputed POD basis to be interpolated. The following line specifies the three Mach numbers at which the POD bases to be interpolated are precomputed, in the order in which these bases are specified. The next line specifies the interpolation Mach number. The following line specifies the three angles of attack at which the POD bases to be interpolated are precomputed, in the order in which these bases are specified. The last line specifies the interpolation angle of attack. When *Problem.Type* = *ROBInnerProduct*, *poddata-str* is the name of the text file specifying the number of precomputed Reduced-Order Bases (ROBs) whose inner products are to be computed when *Problem.Type* = *ROBInnerproduct*, the maximum number of these ROBs to be loaded into memory at a time, and the names of the binary files containing each one of these ROBs. The format of this text file is exemplified below.

Example:

```
numFiles-int maxLoadFiles-int
ROB1File-str
ROB2File-str
...
```

where *numFiles-int* denotes the number of ROB files listed starting on the second line of the file *poddata-str*, *maxLoadFiles-int* denotes the maximum number of ROB files to be loaded in memory at a time, *ROB1File-str* is the (path and) name of the file containing the first ROB, *ROB2File-str* the (path and) name of the file containing the second ROB, etc.

*restartdata-str* [ " " ]:

Name of the ASCII restart file obtained from a previous simulation. This file allows **AERO-F** to continue a simulation that was successfully completed or was interrupted for some reason (see [Restart](#) and in particular the parameter *Restart.RestartData*).

*meshdata-str* [ " " ]:

Name of the ASCII file containing mesh adaptation restart data generated by a previous simulation. The content of this file allows **AERO-F** to coarsen a mesh that was refined in a previous simulation, whether this simulation was successfully completed or interrupted for some reason (see [Restart](#)). This is often, but not always, desirable. Note in particular that the data contained in this file is also contained in the file specified in *restartdata-str*. Hence, it needs to be specified only when *restartdata-str* is not specified – for example, when initializing an unsteady simulation with adaptive mesh refinement using a steady-state solution obtained using mesh adaptation and not specifying *restartdata-str* to force **AERO-F** to reset the counter for time-stepping.

*triangleset-str* [ ]:

This member is relevant only when the rotated Riemann numerical flux is chosen to semi-discretize the governing fluid equations ([NavierStokes.Flux](#) = *RotatedRiemann*) and [RotatedRiemann.UpwindingDirection](#) is set to *TriangleSet*. It specifies the name of the ASCII file containing a triangulated surface to be used for determining the dominant upwinding direction as described in the explanation of [RotatedRiemann.UpwindingDirection](#) = *TriangleSet*. The content of this file should be written in the same **XPost** format as that of the file containing the embedded discrete surface and inputted in *embeddedsurface-str* (see above).

1DRestartData:

Allows the local initialization of a three-dimensional flow computation with the results of a spherically symmetric one-dimensional unsteady two-phase flow *explicit* computation.

Notes:

1. as mentioned in the SOWER manual, there is no need to specify the ending number for the binary files;
2. if the name of the input files *Solution*, *Position*, *RestartData*, OR *1DRestartData* starts by a slash (/), the variable *Prefix* is not used for these files.

- [1DRestartData](#)

Up: [Input](#)

#### 4.2.1 INITIALIZING A 3D SIMULATION LOCALLY WITH 1D SPHERICALLY SYMMETRIC DATA

**Object: 1DRestartData**

The 1DRestartData object initializes a three-dimensional, *dimensional* flow computation locally with the results of a spherically symmetric one-dimensional, unsteady, dimensional single-phase or two-phase flow *explicit* computation identified by a simulation tag *1Dsimulation-id-int*.

The syntax of this object is:

```
under 1DRestartData[1Dsimulation-id-int] {
  File = file-str;
  X0 = x0-real;
  Y0 = y0-real;
  Z0 = z0-real;
  under FluidIDMap{ ... }
}
```

with

*file-str* [""]:

Name of the ASCII file containing the results of a previously performed spherically symmetric one-dimensional unsteady single-phase or two-phase *explicit* flow computation. It is generated by the aforementioned previously performed simulation and outputted using [Restart](#).Solution. It is also subject to [Restart](#).Prefix.

*x0-real* [0.0]:

x-coordinate of the center of the spherical region where the flow is to be initialized by the spherically symmetric results stored in *file-str*.

*y0-real* [0.0]:

y-coordinate of the center of the spherical region where the flow is to be initialized by the spherically symmetric results stored in *file-str*.

*z0-real* [0.0]:

z-coordinate of the center of the spherical region where the flow is to be initialized by the spherically symmetric results stored in *file-str*.

FluidIDMap:

This object can be used to map the fluid identification integers of a one-dimensional two-phase flow simulation to those of the three-dimensional flow computation locally initialized by the results of that one-dimensional simulation.

Note:

1. when re-starting a simulation whose input file contained this object, the re-start input file should also contain (again) this object: in this case, this object will not be used to initialize the fluid state vector which instead will be initialized by the [Restart](#) object, but to provide **AERO-F** with the information necessary for recognizing a two-phase simulation;

- [FluidIDMap](#)

Up: [1DRestartData](#)

#### 4.2.1.1 MAPPING A SET OF FLUID IDENTIFICATION TAGS TO ANOTHER ONE

**Object: FluidIDMap**

The FluidIDMap object can be used to map the fluid identification integers of a one-dimensional two-phase flow simulation identified by its simulation tag *1Dsimulation-id-int* to those of the three-dimensional flow computation locally initialized by the results of that one-dimensional simulation.

The syntax of this object is:

```
under FluidIDMap[FluidIDDonor-int] {
  FluidIDReceptor = fluidIDreceptor-int;
}
```

with

*fluidIDreceptor* [—]:

Integer identifying the fluid medium to be initialized using data from the fluid medium identified in the spherically symmetric one-dimensional two-phase flow simulation by the integer *FluidIDDonor-int*.

Next: [Output](#), Previous: [Input](#), Up: [Objects](#)

### 4.3 GENERATING A ONE-DIMENSIONAL SPHERICALLY SYMMETRIC GRID

**Object: 1DGrid**

The 1DGrid object allows the user to generate in **AERO-F** a uniform, one-dimensional grid for a spherically or cylindrically symmetric, multi-phase, *dimensional* problem instead of inputting it in [Input](#).Geometry, and specify the coordinate system in which to solve this problem. The first point of this grid is always located at the origin of the coordinate system. Using [1DRestartData](#), the flow results obtained on this grid can be applied in a spherical region of a three-dimensional domain centered at an arbitrary point.

The syntax of this object is:

```
under 1DGrid {
  NumberOfPoints = numberofpoints-int;
  Radius = radius-real;
  Coordinates = coordinates-id;
}
```

with



*numberofpoints* [0]:

Number of grid points to be generated.

*radius-real* [0.0]:

Radius of the spherical region to be represented by a one-dimensional grid.

*coordinates-id* [Spherical]:

Spherical

In this case, the spherically symmetric one-dimensional multi-phase flow problem is solved in spherical coordinates.

Cylindrical

In this case, the cylindrically symmetric one-dimensional multi-phase flow problem is solved in cylindrical coordinates.

Cartesian

In this case, the spherically or cylindrically symmetric one-dimensional multi-phase flow problem is solved in Cartesian coordinates.

Next: [Surfaces](#), Previous: [1DGrid](#), Up: [Objects](#)

## 4.4 DEFINING THE OUTPUT FILE

Object: **Output**

The `Output` object mainly defines the name of the files used for post-processing (see the SOWER manual) and restart purposes. The output information requested by the object `Probes` is typically generated in an ASCII format. That requested by all other objects within the `Output` object is almost always generated in a binary format; therefore, its exploitation requires post-processing by **SOWER** (see SOWER's User's Reference Manual).

The syntax of this object is:

```
under Output {
  under Postpro { ... }
  under Probes { ... }
  under Restart { ... }
}
```

Postpro:

Specifies the computational results to output.

Probes:

Specifies data to output at *every time-step* of an **AERO-F** computation in the time-domain, or *every sampled frequency* of an **AERO-F** computation in the frequency-domain.

Restart:

Specifies the data to be saved for possible restart later.

- [Postpro](#)
- [Probes](#)
- [Restart](#)

Next: [Probes](#), Up: [Output](#)

### 4.4.1 EXPLOITING THE COMPUTATIONAL RESULTS

Object: **Postpro**

The syntax of the `Postpro` object is:

```
under Postpro {
  Prefix = prefix-str;
  Frequency = frequency-int;
  ForcesFrequency = forcesfrequency-int;
  Width = width-int;
  Precision = precision-int;
  Density = density-str;
  TavDensity = tavidensity-str;
  Mach = mach-str;
  TavMach = tavgmach-str;
  HWTMach = hwtmach-str;
  Pressure = pressure-str;
  TavPressure = tavpressure-str;
  DeltaPressure = delpressure-str;
  HydroStaticPressure = hydrostaticpressure-str;
  HydrodynamicPressure = hydrodynamicpressure-str;
  Temperature = temperature-str;
  TavTemperature = tavtemperature-str;
  TemperatureNormalDerivative = tempnormder-str;
  HeatFluxPerUnitSurface = heatfluxus-str;
  HeatFlux = heatflux-str;
  TotalPressure = totalpressure-str;
  TavTotalPressure = tavtotalpressure-str;
  LiftandDrag = liftanddrag-str;
  TavLiftandDrag = tavliftanddrag-str;
  InletDiskPressure = inletdiskpressure-str;
  InletDiskPressureDistortion = inletdiskpressuredistortion-str;
  InletDiskTotalPressureDistortion = inletdisktotalpressuredistortion-str;
  Vorticity = vorticity-str;
  TavVorticity = tavvorticity-str;
  NuTilde = nutilde-str;
  K = k-str;
}
```

```

Eps = eps-str;
EddyViscosity = eddyviscosity-str;
DeltaPlus = deltaplus-str;
CsDLES = csdles-str;
TavCsDLES = tavcsdles-str;
CsDVMS = csdvms-str;
TavCsDVMS = tavcsdvms-str;
MutOverMu = mutomu-str;
SkinFriction = skinfriction-str;
TavSkinFriction = tavskinfriction-str;
Velocity = velocity-str;
TavVelocity = tavvelocity-str;
VelocityMagnitude = velocitymagnitude-str;
HWTVelocityMagnitude = hwtvelocitymagnitude-str;
Displacement = displacement-str;
EmbeddedDisplacement = embeddeddisplacement-str;
GeneralizedDisplacement = generalizeddisplacement-str;
TavDisplacement = tavdisplacement-str;
FlightDisplacement = fldisplacement-str;
LocalFlightDisplacement = lfldisplacement-str;
Force = force-str;
GeneralizedForce = generalizedforce-str;
TavForce = tavforce-str;
HydroStaticForce = hydrostaticforce-str;
HydroDynamicForce = hydrodynamicforce-str;
Residual = residual-str;
TimeInterval = timeinterval-real;
Length = length-real;
Surface = surface-real;
XM = xm-real;
YM = ym-real;
ZM = zm-real;
PODDData = poddata-str;
ROBInnerProduct = robinnerproduct-str;
AeroelasticEigenvalues = aeroelasticeigenvalues-str;
ROM = rom-str;
ROMInitialCondition = rominitialcondition-str;
Philevel = philevel-str;
FluidID = fluidID-str;
StateVectorSensitivity = statevectorsensitivity-str;
DensitySensitivity = densitysensitivity-str;
MachSensitivity = machsensitivity-str;
TemperatureSensitivity = temperaturesensitivity-str;
PressureSensitivity = pressuresensitivity-str;
TotalPressureSensitivity = totalpressuresensitivity-str;
VelocitySensitivity = velocitysensitivity-str;
DisplacementSensitivity = displacementsensitivity-str;
ForceSensitivity = forcesensitivity-str;
LiftandDragSensitivity = liftanddragsensitivity-str;
InletDiskTotalPressureDistortionSensitivity = inletdisktotalpressuredistortionsensitivity-str;
GAMData = gamdata-str;
GAMFData = gamfdata-str;
SparseGrid = sparsegrid-str;
MaterialVolumes = matvols-str;
BubbleRadius = bubbleradius-str;
CPUTiming = cputiming-str;
PopulatedStateVector = populatedstatevector-str;
WallDistance = walldistance-str;

HessianMode = hessianmode-str;
DensityHessian = densityhessian-str;
PressureHessian = pressurehessian-str;
XVelocityHessian = xvelocityhessian-str;
YVelocityHessian = yvelocityhessian-str;
ZVelocityHessian = zvelocityhessian-str;
Gap = gap-str;
Postprocess = postprocess-str;
PostprocessSides = postprocesssides-int;
PostprocessLofingFactor = postprocessloftingfactor-real;
PostprocessLofingType = postprocessloftingtype-str;
EmbeddedSurfacePressureCoefficient = embeddedsurfacepressurecoefficient-str;
EmbeddedSurfaceSkinFriction = embeddedsurfacefriction-str;
EmbeddedSurfaceTemperature = embeddedsurfacetemperature-str;
EmbeddedSurfaceMach = embeddedsurfacemach-str;
EmbeddedSurfaceHeatFlux = embeddedsurfaceheatflux-str;
EmbeddedSurfaceDeltaPlus = embeddedsurfacepplus-str;
EmbeddedSurfaceDelta = embeddedsurfacedelta-str;
EmbeddedSurfaceFrictionVelocity = embeddedsurfacefrictionvelocity-str;
EmbeddedSurfaceDensity = embeddedsurface-density-str;
EmbeddedSurfaceDisplacement = embeddedsurface-displacement-str;
EmbeddedSurfaceVelocity = embeddedsurface-velocity-str;
HybridStatus = hybridstatus-str;
HybridIndicatorFunction = hybridindicatorfunction-str;
}

```

with

*prefix-str* [""]:

String that is prefixed to all post-processing file names.

*frequency-int* [0]:

The frequency (every so many time-iteration) at which the output files are written. If the frequency is set to zero, the output files are only written at the last time-iteration. When the frequency is set to a nonzero value, the output files are written according to this value and including at the last time-iteration.

*forcesfrequency-int* [1]:

The frequency (every so many time-iteration) at which the forces output files are written. If this frequency is set to zero, the forces output files are written only at the last time-iteration. If it is set to a nonzero value, the forces output files are written according to this value and including at the last time-iteration.

*width-int* [11]:

Specifies the value of the width field used for formatted ASCII output of floating point numbers.

*precision-int* [6]:

Specifies the value of the precision field used for formatted ASCII output of floating point numbers.

*density-str* [""]:

Name of the binary file that contains the sequence of nodal density values.

*tavdensity-str* [""]:

Name of the binary file that contains the sequence of time-averaged nodal density values (useful particularly in LES simulations).

*mach-str* [""]:

Name of the binary file that contains the sequence of nodal Mach number values.

*hwtmach-str* [""]:

Name of the binary file that contains the sequence of nodal "hybrid wind tunnel" (see [Accelerated](#) and Figure HWT) Mach number values (relevant only for accelerated or decelerated flow simulations). The hybrid wind tunnel Mach number is defined as the Mach number based on the difference between the local velocity and the ALE (moving) grid velocity — that is, the relative Mach number with respect to the ALE frame.

*tavmach-str* [""]:

Name of the binary file that contains the sequence of time-averaged nodal Mach number values (useful particularly in LES simulations).

*pressure-str* [""]:

Name of the binary file that contains the sequence of nodal pressure values. If *gravity-real* and *depth-real* have nonzero values (see [Hydro](#)), then the pressure values are the sum of the hydrostatic and hydrodynamic pressure values.

*pressurecoefficient-str* [""]:

Name of the binary file that contains the sequence of nodal pressure coefficient values. These are defined in **AERO-F** only when the fluid is modeled as a perfect gas. If for some reason *gravity-real* and *depth-real* have nonzero values (see [Hydro](#)), then the pressure values used for this output are the sum of the hydrostatic and hydrodynamic pressure values.

*tavpressure-str* [""]:

Name of the binary file that contains the sequence of time-averaged nodal pressure values (useful particularly in LES simulations).

*hydrostaticpressure-str* [""]:

Name of the binary file that contains the sequence of nodal hydrostatic pressure (  $\rho gh$  ) values.

*hydrodynamicpressure-str* [""]:

Name of the binary file that contains the sequence of nodal hydrodynamic pressure values.

*deltapressure-str* [""]:

Name of the binary file that contains the sequence of pressure variations with respect to the free-stream pressure (useful particularly for Low-Mach simulations).

*temperature-str* [""]:

Name of the binary file that contains the sequence of nodal temperature values.

*tavtemperature-str* [""]:

Name of the binary file that contains the sequence of time-averaged nodal temperature values (useful particularly in LES simulations).

*tempnormder-str* [""]:

Name of the binary file that contains the sequence of temperature normal derivative (  $\vec{\nabla}T \cdot \vec{n}$  ) nodal values for (moving) isothermal wall boundaries and zero elsewhere.

*heatflux-str* [""]:

Name of the binary file that contains the sequence of heat flux per unit surface (  $-\kappa \vec{\nabla}T \cdot \vec{n}$  ) nodal values for (moving) isothermal wall boundaries and zero elsewhere.

*heatflux-str* [""]:

Name of the ASCII file that contains for all the time-steps:

1. the time-step number;
2. the physical time;
3. the subcycling factor;
4. the number of Newton iterations;
5. the heat flux exchanged through (moving) isothermal wall boundaries (  $-\int_S \kappa \vec{\nabla}T \cdot \vec{n} d\sigma$  ).

*totalpressure-str* [""]:

Name of the binary file that contains the sequence of nodal total pressure values.

*tavtotalpressure-str* [""]:

Name of the binary file that contains the sequence of time-averaged nodal total pressure values (useful particularly in LES simulations).

*liftanddrag-str* [""]:

Name of the ASCII file that contains for all the time-steps:

1. the time-step number;
2. the physical time;
3. the subcycling factor;
4. the number of Newton iterations;
5. the drag, which is the force in the direction parallel to the free-stream velocity;
6. the lift, which is defined here as the force in the direction orthogonal to the vector defined by the sideslip angle in the x-y plane;
7. the lift, which is defined here as the force in the direction orthogonal to the vector defined by the angle of attack in the x-z plane.

*tavliftanddrag-str* [""]:

Name of the ASCII file that contains for all the time-steps:

1. the time-step number;
2. the physical time;
3. the subcycling factor;
4. the number of Newton iterations;
5. the time-averaged drag, which is the force in the direction parallel to the free-stream velocity;
6. the time-averaged lift, which is defined here as the force in the direction orthogonal to the vector defined by the sideslip angle in the x-y plane;
7. the time-averaged lift, which is defined here as the force in the direction orthogonal to the vector defined by the angle of attack in the x-z plane.

*inletdiskpressure-str* [""]:

Name of the ASCII file that contains the inlet disk nodal values of the pressure.

*inletdiskpressuredistortion-str* [""]:

Name of the ASCII file that contains the inlet disk nodal values of the difference between the pressure and the mean pressure on the disk.

*inletdisktotalpressuredistortion-str* [""]:

Name of the ASCII file that contains for all the time-steps:

1. the time-step number;
2. the physical time;
3. the subcycling factor;
4. the number of Newton iterations;
5. the total inlet flow pressure distortion on the specified inlet disk.

*vorticity-str* [""]:

Name of the binary file that contains the sequence of nodal vorticity values.

*tavvorticity-str* [""]:

Name of the binary file that contains the sequence of time-averaged nodal vorticity values (useful particularly for LES simulations).

*nutilde-str* [""]:

Name of the binary file that contains the sequence of nodal  $\tilde{\nu}_t$  (field variable in the Spalart-Allmaras turbulence model) values.

*k-str* [""]:

Name of the binary file that contains the sequence of nodal  $k$  (turbulent kinetic energy in the  $k - \epsilon$  model) values.

*eps-str* [""]:

Name of the binary file that contains the sequence of nodal  $\epsilon$  (turbulent kinetic energy dissipation rate in the  $k - \epsilon$  model) values.

*eddyviscosity-str* [""]:

Name of the binary file that contains the sequence of nodal eddy viscosity values.

*deltaplus-str* [""]:

Name of the binary file that contains the sequence of nodal non-dimensional wall distance values (only available if a wall function is used, see [Wall](#)).

*csdles-str* [""]:

Name of the binary file that contains the sequence of nodal values of the *dynamic* Smagorinski coefficient  $C_s$  computed during a dynamic LES simulation.

*tavcsdles-str* [""]:

Name of the binary file that contains the sequence of time-averaged nodal values of the *dynamic* Smagorinski coefficient  $C_s$  computed during a dynamic LES simulation.

`csdvms-str [""]:`

Name of the binary file that contains the sequence of nodal values of the *dynamic* Smagorinski coefficient  $C'_s$  computed during a dynamic VMS-LES simulation.

`tavcsdvms-str [""]:`

Name of the binary file that contains the sequence of time-averaged nodal values of the *dynamic* Smagorinski coefficient  $C'_s$  computed during a dynamic VMS-LES simulation.

`mutomu-str [""]:`

Name of the binary file that contains the sequence of nodal values of the ratio of turbulent viscosity and molecular viscosity (available for all turbulence simulations except VMS-LES).

`skinfriction-str [""]:`

Name of the binary file that contains the sequence of nodal values of the skin friction coefficient.

`tavskinfriction-str [""]:`

Name of the binary file that contains the sequence of time-averaged nodal values of the skin friction coefficient.

`velocity-str [""]:`

Name of the binary file that contains the sequence of nodal velocity vectors.

`tavvelocity-str [""]:`

Name of the binary file that contains the sequence of time-averaged nodal velocity vectors (useful particularly for LES simulations).

`velocitymagnitude-str [""]:`

Name of the binary file that contains the sequence of nodal velocity magnitudes (useful particularly for low-Mach multi-phase simulations).

`hwtvelocitymagnitude-str [""]:`

Name of the binary file that contains the sequence of nodal "hybrid wind tunnel" (see [Accelerated](#) and Figure HWT) velocity magnitudes (relevant only for accelerated or decelerated flow simulations). The hybrid wind tunnel velocity magnitude is defined as the magnitude of the difference between the velocity and the speed of the accelerating or decelerating moving grid — that is, the magnitude of the relative velocity with respect to the ALE frame.

`displacement-str [""]:`

Name of the binary file that contains the sequence of nodal displacement vectors.

`embeddeddisplacement-str [""]:`

Name of the binary file that contains the sequence of nodal displacement vectors of the embedded discrete surface. This result can be outputted only if `Problem.Framework = Embedded` OR `Problem.Framework = EmbeddedALE`.

`generalizeddisplacement-str [""]:`

Name of the ASCII file that contains the sequence of generalized displacements (generalized coordinates associated with a structural Reduced-Order Basis (ROB)) obtained during a linearized aeroelastic or aeroelastic ROM computation. Its format is as follows:

#	TimeInstance	ID_number	Time	AmplitudeMode1	AmplitudeMode2	AmplitudeMode3	AmplitudeMode4	...
0	0.000000e+00	1.000000e-01	1.157598e-08	-1.222488e-08	4.114307e-08	...		
1	1.000000e-06	1.000000e-01	1.142372e-08	-1.224159e-08	4.118020e-08	...		
2	1.001000e-03	9.965673e-02	-1.487906e-04	-1.722218e-05	3.323083e-05	...		
3	2.001000e-03	9.862996e-02	-5.842830e-04	-6.802770e-05	1.211688e-04	...		
4	3.001000e-03	9.692134e-02	-1.276881e-03	-1.497932e-04	2.329922e-04	...		
5	4.001000e-03	9.453152e-02	-2.181306e-03	-2.576371e-04	3.288561e-04	...		
...	...	...	...	...	...	...		

Hence, this file contains a number of columns equal to  $2 + N_{modes}$ , where  $N_{modes}$  denotes the number of modes representing the structural subsystem.

`tavdisplacement-str [""]:`

Name of the binary file that contains the sequence of time-averaged nodal displacement vectors (useful particularly in LES simulations).

`fldisplacement-str [""]:`

Name of the binary file that contains the sequence of nodal flight displacement vectors. For accelerated flight and landing gear simulations, the flight displacement is defined as the difference between the usual mesh displacement and the product  $V_{\infty} t$  where  $t$  denotes time — that is, the displacement with respect to a frame moving at the free-stream velocity.

`lflidisplacement-str [""]:`

Name of the binary file that contains the sequence of nodal local flight displacement vectors. For accelerated flight, the local flight displacement is defined as the difference between the usual mesh displacement and the rigid body displacement associated with the direction of acceleration — that is, the deformational component of the mesh displacement. For landing flight simulations, it is defined as the difference between the usual mesh displacement and the rigid body displacement in rolling direction.

`force-str [""]:`

Name of the ASCII file that contains for all the time-steps:

1. the time-step number;
2. the physical time;
3. the subcycling factor;
4. the number of Newton iterations;
5. the force in the x-direction;
6. the force in the y-direction;
7. the force in the z-direction;
8. the moment along the x-direction;
9. the moment along the y-direction;
10. the moment along the z-direction;
11. the energy transferred to the structure.

Note: if *gravity-real* and *depth-real* have nonzero values (see [Hydro](#)), then the force values are the sum of the hydrostatic and hydrodynamic force values.

*generalizedforce-str* [""]:

Name of the ASCII file containing the generalized force(s) associated with the structural mode(s) specified under the object *Input* (see [Input](#)) or with the forced oscillation mode (which is not necessarily a natural structural mode) specified or implied under the object *Forced* (see [Forced](#)), in the following format:

1. the time-step number;
2. the physical time;
3. the subcycling factor;
4. the number of Newton iterations;
5. the generalized force associated with the first input mode shape;
6. the generalized force associated with the second input mode shape;
7. ... ;
8. the generalized force associated with the last mode shape;

Note: when the simulation of a forced oscillation is specified under the object *Forced* (see [Forced](#)), a requested generalized force computation is performed with respect to the forced oscillation "mode" (which is not necessarily a natural structural mode), unless a set of natural structural modes are specified in *StrModes* under the object *Input* (see [Input](#)), in which case the generalized forces are computed with respect to these specified natural structural modes.

*tavforce-str* [""]:

(Useful particularly in LES simulations). Name of the ASCII file that contains for all the time-steps:

1. the time-step number;
2. the physical time;
3. the subcycling factor;
4. the number of Newton iterations;
5. the time-averaged force in the x-direction;
6. the time-averaged force in the y-direction;
7. the time-averaged force in the z-direction;
8. the time-averaged moment along the x-direction;
9. the time-averaged moment along the y-direction;
10. the time-averaged moment along the z-direction;
11. the time-averaged energy transferred to the structure.

*hydrostaticforce-str* [""]:

Name of the ASCII file that contains the components of the hydrostatic force in the x-, y-, and z-directions.

*hydrodynamicforce-str* [""]:

Name of the ASCII file that contains for all the time-steps:

1. the time-step number;
2. the physical time;
3. the subcycling factor;
4. the number of Newton iterations;
5. the hydrodynamic force in the x-direction;
6. the hydrodynamic force in the y-direction;
7. the hydrodynamic force in the z-direction;
8. the hydrodynamic moment along the x-direction;
9. the hydrodynamic moment along the y-direction;
10. the hydrodynamic moment along the z-direction;
11. the hydrodynamic energy transferred to the structure.

*liftanddrag-str* [""]:

Name of the ASCII file that contains for all the time-steps:

1. the time-step number;
2. the physical time;
3. the subcycling factor;
4. the number of Newton iterations;
5. the drag, which is the force in the direction parallel to the free-stream velocity;
6. the lift, which is defined here as the force in the direction orthogonal to the vector defined by the sideslip angle in the x-y plane;
7. the lift, which is defined here as the force in the direction orthogonal to the vector defined by the angle of attack in the x-z plane.

*residual-str* [""]:

Name of the ASCII file that contains for all the time-steps:

1. the time-step number;
2. the elapsed time;
3. the relative nonlinear residual;
4. the CFL number.

*timeinterval-real* [ ]:

This is an alternative option to *frequency-int* for specifying when to write a result in an output file. Essentially, *timeinterval-real* is an output time-step  $\Delta t_{out}$  which controls the frequency at which the output files are written as follows. Let  $m$  be a positive integer set initially to 0, and incremented by 1 after each output time-iteration is reached. Then, output is performed at each time-iteration  $t^n \geq m \times \Delta t_{out}$ . When *timeinterval-real* is specified to a strictly positive value, the output files are always written at the last computed time-iteration. If both *frequency-int* and *timeinterval-real* are specified, *frequency-int* is ignored.

*length-real* [1.0]:

Reference length used in the computation of the moment coefficients.

*surface-real* [1.0]:

Reference surface used in the computation of the force and moment coefficients.

*xm-real* [0.0]:

x-coordinate of the point around which the moment coefficients are computed.

*ym-real* [0.0]:

y-coordinate of the point around which the moment coefficients are computed.

*zm-real* [0.0]:

z-coordinate of the point around which the moment coefficients are computed.

*podddata-str* [""]:

Name of the binary file to contain the computed POD basis vectors which are always output in non-dimensional form in order to be invariant with changes in altitude.

*robinnerproduct-str* [""]:

Name of the ASCII file to contain the inner products computed between the Reduced-Order Bases (ROBs) specified in [Input](#).PODData when [Problem](#).Type = ROBInnerProduct. The format of this output file is exemplified below.

Example:

```
ROB1Id-int ROB2Id-int
ROB1Id-1TimesROB2Id-1-real ROB1Id-1TimesROB2Id-2-real ...
ROB1Id-2TimesROB2Id-1-real ROB1Id-2TimesROB2Id-2-real ...
...
ROB2Id-int ROB3Id-int
ROB2Id-1TimesROB3Id-1-real ROB2Id-1TimesROB3Id-2-real ...
ROB2Id-2TimesROB3Id-1-real ROB2Id-2TimesROB3Id-2-real ...
...
```

where *ROBiId-int* and *ROBjId-int* identify the  $i$ -th and  $j$ -th ROBs in the file specified in [Input](#).PODData, and *ROBiId-kTimesROBjId-l-real* is the inner product  $V_{i,k}^T M V_{j,l}$ , where  $M$  is the matrix of cell volumes  $A$  if [Time](#).Form = Descriptor, and  $M$  is the identify matrix  $I$  if [Time](#).Form =

NonDescriptor.

*aeroelasticeigenvalues-str* [""]:

Name of the ASCII file to contain: (a) the set of complex eigenvalues and corresponding damping ratios computed for a linearized aeroelastic system represented by a generalized aerodynamic force matrix, and (b) information about the convergence of the underlying nonlinear iterative eigenvalue solver. The format of this output file is exemplified below.

Example:

```
ModeIDnumber RealPartEigenValue ImaginaryPartEigenValue DampingRatio ConvergenceToSpecifiedPrecision (1 = yes, 0 = no)
ModeId-1-int RealPartLambda-1-real ImaginaryPartLambda-1-real DampingRatio-1-real ConvergenceStatus-1-int
ModeId-2-int RealPartLambda-2-real ImaginaryPartLambda-2-real DampingRatio-2-real ConvergenceStatus-2-int
...
```

where *ModeId-1-int* identifies the first aeroelastic eigen mode, *RealPartLambda-1-real* and *ImaginaryPartLambda-1-real* are the real and imaginary parts  $\alpha_1$  and  $\beta_1$  of the first aeroelastic eigenvalue, respectively, *DampingRatio-1-real* denotes the first aeroelastic damping ratio  $\eta_1$  defined as

$$\eta_1 = -\frac{\alpha_1}{\sqrt{\alpha_1^2 + \beta_1^2}}$$

and *ConvergenceStatus-1-int* specifies whether the iterative solution algorithm converged (1) or not (0) for the first mode.

*rom-str* [""]:

Name of ASCII file where to output in the format described in Appendix B (see [ROM](#)) the matrices defining a fluid or aeroelastic ROM.

*rominitialcondition-str* [""]:

Name of ASCII file where to output for the fluid or aeroelastic ROM outputted itself in *rom-str*, the initial condition defined in [Linearized](#). The format of this file is as follows. The first line contains the dimension of the ROM. Each subsequent line contains the initial condition for the generalized coordinate indexed by that line.

*philevel-str* [""]:

Name of the binary file that contains the sequence of nodal level set values.

*fluidID-str* [ " " ]:

Name of the binary file that contains the sequence of nodal integer values identifying the fluid media covering these nodes (see [VolumeData](#) and [FluidModel](#)).

*statevectorsensitivity-str* [ " " ]:

Name of the binary file that contains the sequence of the sensitivities of the nodal fluid state vector values with respect to the specified variables. This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis](#).Method = Direct).

*densitysensitivity-str* [ " " ]:

Name of the binary file that contains the sequence of sensitivities of nodal density values with respect to specified variables. This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis](#).Method = Direct).

*machsensitivity-str* [ " " ]:

Name of the binary file that contains the sequence of sensitivities of nodal Mach number values with respect to specified variables. This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis](#).Method = Direct).

*temperaturesensitivity-str* [ " " ]:

Name of the binary file that contains the sequence of sensitivities of nodal temperature values with respect to specified variables. This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis](#).Method = Direct).

*pressuresensitivity-str* [ " " ]:

Name of the binary file that contains the sequence of sensitivities of nodal pressure values with respect to specified variables. If *gravity-real* and *depth-real* have nonzero values (see [Hydro](#)), the pressure values referred to here are those corresponding to the sum of the hydrostatic and hydrodynamic pressure values. This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis](#).Method = Direct).

*totalpressuresensitivity-str* [ " " ]:

Name of the binary file that contains the sequence of sensitivities of nodal total pressure values with respect to specified variables. This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis](#).Method = Direct).

*velocitysensitivity-str* [ " " ]:

Name of the binary file that contains the sequence of sensitivities of nodal velocity vectors with respect to specified variables. This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis](#).Method = Direct).

*displacementsensitivity-str* [ " " ]:

This member is relevant only for simulations performed using the body-fitted framework ([Problem](#).Framework = BodyFitted). In this case, it specifies the name of the binary file that contains the sequence of sensitivities of nodal displacement vectors with respect to specified variables. This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis](#).Method = Direct).

*forcesensitivity-str* [ " " ]:

Name of the ASCII file that contains the sequence of sensitivities of the aerodynamic forces and moments with respect to specified variables, in the following format:

1. the sensitivity analysis step number;
2. the active specified variable: "1" for a shape parameter, "2" for the Mach number, "3" for the angle of attack, "4" for the sideslip angle (see [Inlet](#)), and "5" for a structural thickness parameter specified in the input file of **AERO-S**;
3. the force in the x-direction;
4. the force in the y-direction;
5. the force in the z-direction;
6. the moment along the x-direction;
7. the moment along the y-direction;
8. the moment along the z-direction;
9. sonic boom (currently not supported and therefore set to zero);
10. the sensitivity of the force in the x-direction with respect to the specified variable;
11. the sensitivity of the force in the y-direction with respect to the specified variable;
12. the sensitivity of the force in the z-direction with respect to the specified variable;
13. the sensitivity of the moment along the x-direction with respect to the specified variable;
14. the sensitivity of the moment along the y-direction with respect to the specified variable;
15. the sensitivity of the moment along the z-direction with respect to the specified variable;
16. sensitivity of the sonic boom with respect to the specified variable (currently not supported and therefore set to zero).

This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis](#).Method = Direct).

*liftanddragsensitivity-str* [ " " ]:

Name of the ASCII file that contains the sequence of sensitivities of the lift and drag with respect to specified variables, in the following format:

1. the sensitivity analysis step number;
2. the active specified variable: "1" for a shape parameter, "2" for the Mach number, "3" for the angle of attack, "4" for the sideslip angle (see [Inlet](#)), and "5" for a structural thickness parameter specified in the input file of **AERO-S**;
3. the drag, which is the force in the direction parallel to the free-stream velocity;
4. the lift, which is defined here as the force in the direction orthogonal to the vector defined by the sideslip angle in the x-y plane;
5. the lift, which is defined here as the force in the direction orthogonal to the vector defined by the angle of attack in the x-z plane;
6. the sensitivity of the drag with respect to the specified variable;
7. the sensitivity of the lift, which is defined here as the force in the direction orthogonal to the vector defined by the sideslip angle in the x-y plane, with respect to the specified variable;
8. the sensitivity of the lift, which is defined here as the force in the direction orthogonal to the vector defined by the angle of attack in the x-z plane, with respect to the specified variable;



This output result is available only when the direct method is chosen for performing the sensitivity analysis ([SensitivityAnalysis.Method = Direct](#)).

*inletdisktotalpressuredistortionsensitivity-str* [" "]:

Name of the ASCII file that contains for all shape variables:  
 1. the total pressure distortion;  
 2. the sensitivity of the total pressure distortion to a shape variable;

*gamdata-str* [" "]:

Name of the ASCII file that contains the computed set of generalized aerodynamic matrices. These are always outputted in the format of the MSC Nastran OUTPUT4 command specified in the DMAP Programmer's Guide.

*gamfdata-str* [" "]:

Name of the ASCII file to contain the computed set of generalized aerodynamic force matrices (a generalized aerodynamic force matrix is the product of the dynamic pressure  $\rho_{\infty} V_{\infty}^2 / 2$  and a generalized aerodynamic matrix). These are always outputted in the format of the MSC

Nastran OUTPUT4 command specified in the DMAP Programmer's Guide.

*sparsegrid-str* ["SparseGrid"]:

Name of the ASCII file that contains computational data tabulated in sparse grid format. If the tabulated data is to be stored across multiple files, *sparsegrid-str* is the common prefix to all these files whose names will be *sparsegrid-strx*, with x ranging from 1 to the number of files.

*matvols-str* [" "]:

Name of the ASCII file that contains the sequence of volumes occupied by each fluid medium during a simulation. The format of this file is as follows:

1. the time-step number;
2. the current time-instance;
3. the volume occupied by the fluid medium whose ID is 0;
4. the volume occupied by the fluid medium whose ID is 1;
5. ...
6. the volume occupied by the fluid medium whose ID is the highest;
7. the volume occupied by the obstacle;
8. the total volume of the computational domain.

*bubbleradius-str* [" "]:

Name of the ASCII file that contains the time-history of the radius of the spherical interface associated with a one-dimensional *explicit* computation of a spherically symmetric unsteady two-phase flow problem (see [Problem.Type = 10](#)).

*cputime-str* [" "]:

Name of the ASCII file that contains a comprehensive report on the elapsed CPU time associated with the performed simulation. The information in this report is updated in a cumulative fashion at the frequency specified in *frequency-int*.

*populatedstatevector-str* [" "]:

This member is relevant only for viscous flow simulations using an embedded boundary method for CFD — that is, if [Problem.Framework = Embedded](#) or [Problem.Framework = EmbeddedALE](#). In this case, it specifies the name of the binary file that contains the sequence of nodal values of the fluid state vector in conservation form. At the inactive (or ghost) nodes, the outputted values are the values populated by the embedded boundary method for CFD.

*walldistance-str* [" "]:

This member is relevant only for turbulent viscous flow simulations using the Spalart-Allmaras ([TurbulenceModel.Type = SpalartAllmaras](#)) or DES ([TurbulenceModel.Type = DES](#)) turbulence model and an embedded boundary method for CFD ([Problem.Framework = Embedded](#) or [Problem.Framework = EmbeddedALE](#)). In this case, it specifies the name of the binary file that contains the sequence of nodal values of the distance to the nearest wall.

*hessianmode-str* [Dimensional]

For a dimensional analysis — that is, when [Problem.Mode](#) is set to *Dimensional* — setting this parameter to *NonDimensional* causes any Hessian output files specified using this object (see below *densityhessian-str*, *pressurehessian-str*, etc.) to be outputted in non-dimensional form.

*densityhessian-str* [" "]]

Name of the binary file that contains the sequence of nodal density Hessian matrices.

*pressurehessian-str* [" "]]

Name of the binary file that contains the sequence of nodal pressure Hessian matrices.

*xvelocityhessian-str* [" "]]

Name of the binary file that contains the sequence of nodal  $\hat{x}$ -velocity Hessian matrices.

*yvelocityhessian-str* [" "]]

Name of the binary file that contains the sequence of nodal  $\hat{y}$ -velocity Hessian matrices.

*zvelocityhessian-str* [" "]]

Name of the binary file that contains the sequence of nodal  $\hat{z}$ -velocity Hessian matrices.

*gap-str* [" "]]

Name of the binary file that contains the sequence of nodal gap values (see [GapCriterion](#)).

`postprocess-str` [0n]:

Specifies the method to be used for computing aerodynamic forces and other post-processed quantities of interest on the embedded surface.

0ff

Specifies the load evaluation algorithm of the original FIVER method which operates directly on the discrete representation of the embedded surface (see V. Lakshminarayan, C. Farhat and A. Main, "An Embedded Boundary Framework for Compressible Turbulent Flow and Fluid-Structure Computations on Structured and Unstructured Grids," *International Journal for Numerical Methods in Fluids*, Vol. 76, pp. 366-395 (2014)).

0n

Specifies the load evaluation algorithm of the enhanced FIVER method which operates at shifted Gauss points (see D. Huang, D. De Santis and C. Farhat, "A Family of Position- and Orientation-Independent Embedded Boundary Methods for Viscous Flow and Fluid-Structure Interaction Problems," *Journal of Computational Physics*, Vol. 365, pp. 74-104 (2018)). In this case, `postprocesssides-int` must also be specified (see below).

`postprocesssides-int` [-.]:

This parameter is relevant only if `postprocess-str` is set to 0n. It specifies the number of sides of the embedded surface to be treated as "wetted" (i.e. exposed to a flow), for the purposes of evaluating on the embedded surface the flow-induced forces and other post-processed quantities of interest. It can take only two values: 1, or 2. For one-sided surfaces, the normals to the embedded surface facets must be pointing towards the fluid. For simulations with multiple embedded surfaces, the number of wetted sides can be specified for each individual surface using [SurfaceData.PostProcessSides](#).

`postprocessloftingfactor-real` [2.0]:

Specifies the ratio of the shift distance used to determine the location of the shifted Gauss points when `postprocess-str` is set to 0n and the characteristic element offset - that is, the maximum normal distance from a Gauss point on the embedded surface to a node of the element containing it - whose specific computation depends on the setting of `postprocessloftingtype-str` (see below).

`postprocessloftingtype-str` [Global]:

Specifies how the characteristic element offset is computed for the purpose of determining the location of the shifted Gauss points, when `postprocess-str` is set to 0n.

Global

Specifies that the characteristic element offset is the maximum element offset for all the Gauss points on the embedded surface.

Local

Specifies that the characteristic element offset is the element offset associated with the current Gauss point at which a flow-induced force or quantity of interest contribution is being evaluated.

`embeddedsurfacepressurecoefficient-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the pressure coefficient on the embedded surface.

`embeddedsurfaceskinfriction-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the skin friction coefficient on the embedded surface.

`embeddedsurfacetemperature-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the temperature on the embedded surface.

`embeddedsurfacemach-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the Mach number on the embedded surface.

`embeddedsurfaceheatflux-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the heat flux on the embedded surface.

`embeddedsurfacedeltaplus-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the non-dimensional wall distance ( $y^+$ ) on the embedded surface.

`embeddedsurfacedelta-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the dimensional wall distance ( $y$ ) on the embedded surface.

`embeddedsurfacefrictionvelocity-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the friction velocity on the embedded surface.

`embeddedsurfacedensity-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the density on the embedded surface.

`embeddedsurfacedisplacement-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the displacement of the embedded surface.

`embeddedsurfacevelocity-str` [-.]:

Name of the ASCII file (**XPost** format) containing the nodal values of the velocity of the embedded surface.

`hybridstatus-str` [-.]:

Name of the binary file containing a sequence of either 0 or 1 values indicating whether a node is hybrid (1) or not (0). This output requires setting [EmbeddedFramework.DefinitionActiveInactive](#) = `ControlVolume`.

*hybridindicatorfunction-str* [-.]:

Name of the binary file containing the sequence of smoothness nodal indicator functions used by the enhanced FIVER approach. This output result is computed only if [EmbeddedFramework](#).DefinitionActiveInactive = ControlVolume.

Notes:

1. as mentioned in [Problem](#), the output mode (non-dimensional or dimensional) is governed by the variable `Problem.Mode`;
2. in the files containing the sensitivities of nodal flow quantities with respect to specified variables (computed using the direct method), the specific variables are identified by tags: "1" for a shape parameter, "2" for the Mach number, "3" for the main angle of attack, "4" for the sideslip angle, and "5" for a structural thickness parameter; the integer tag is placed before its corresponding result set; the results are outputted on a tag basis and for a given tag, on a node basis; the sensitivities with respect to shape parameters are outputted in the order in which these parameters are specified in the file `Input.ShapeDerivative` (see [Input](#)); the sensitivities with respect to structural parameters are outputted in the order in which these parameters are specified in the input file of **AERO-S**;
3. The binary sensitivity analysis result files can be post-processed by **SOWER** and visualized by **XPost** as all other binary output results files.

Next: [Restart](#), Previous: [Postpro](#), Up: [Output](#)

#### 4.4.2 PROBING NODAL RESULTS

Object:	<b>Probes</b>
---------	---------------

The object `Probes` is used to request outputting, for *every time-step* of an **AERO-F** computation in the time-domain, a specified scalar or vector result, or for *every sampled frequency* of an **AERO-F** computation in the frequency-domain, a specified complex-valued scalar result. This result can be associated with a specific node or location in the computational domain, in which case it is referred to here as the "probed" result, or can be independent from any specific location in the computational domain. The current list of scalar, vector, and complex-valued scalar results supported by this object can be found in the definition of its syntax given below. A spatial location where the output is desired is identified in an object such as `Node1` within this object, whether this location coincides or not with a specific node of the CFD mesh.

The syntax of the object `Probes` is:

```
under Probes {
  Prefix      = prefix-str;
  Density      = density-str;
  Pressure     = pressure-str;
  Temperature  = temperature-str;
  Velocity     = velocity-str;
  Displacement = displacement-str;
  FarfieldPattern = farfieldpattern-str;
  under Node1{ ... }
}
```

with

*prefix-str* [""]:

String that is prefixed to all post-processing file names.

*density-str* [""]:

Name of the ASCII file that contains for each time-step the sequence of density values at the nodes or other locations identified in an object of the type `Node1`.

*pressure-str* [""]:

If `Problem.Type = Aeroacoustic`, name of the ASCII file that contains for each sampled frequency the sequence of far-field acoustic pressure complex values and moduli at the nodes identified in an object of the type `Node1`. Otherwise, name of the ASCII file that contains for each time-step the sequence of pressure values at the nodes identified in an object of the type `Node1`.

*temperature-str* [""]:

Name of the ASCII file that contains for each time-step the sequence of temperature values at the nodes or other locations identified in an object of the type `Node1`.

*velocity-str* [""]:

Name of the ASCII file that contains for each time-step the sequence of velocity vector values at the nodes or other locations identified in an object of the type `Node1`.

*displacement-str* [""]:

Name of the ASCII file that contains for each time-step the sequence of displacement vector values at the nodes or other locations identified in an object of the type `Node1`.

*farfieldpattern-str* [""]:

Name of the ASCII file that contains for each sampled frequency (and hence wave number) the far-field pattern of the acoustic pressure field (in the far-field, the acoustic pressure along an outgoing spherical wave varies as

$$p(X) = \frac{e^{ik|X|}}{|X|^{\frac{d-1}{2}}} \left( p_{\infty}\left(\frac{X}{|X|}\right) + O\left(\frac{1}{|X|}\right) \right)$$

where  $X$  denotes the position of a point in a given space,  $d$  the dimension of this space,  $k$  the wave number, and  $p_{\infty}$  the far-field pattern of  $p$ ). The format of this output result, which is not associated with any node of the CFD mesh, is as follows (one line per sampled frequency):

```
[VECTOR_RESULT]
(1) identification number of a sampled frequency
(2) value of a sampled frequency
(3) Spherical angle alpha expressed in radians
```

- (4) Spherical angle beta expressed in radians
- (5) Real value of the far-field pattern of the acoustic pressure field
- (6) Imaginary value of the far-field pattern of the acoustic pressure field
- (7) Modulus of the far-field pattern of the acoustic pressure field
- ...

Each pair of spherical angles  $\alpha$  (alpha) and  $\beta$  (beta) determines the direction

$$d = [\cos\beta \cos\alpha, \cos\beta \sin\alpha, \sin\beta]^T$$

where the superscript  $T$  designates the transpose. The total number of output lines is equal to the number of sampled frequencies, which is automatically set by **AERO-F** to the number of snapshots of the traces on the user-defined internal "Kirchhoff" surface of the unsteady pressure field saved in `Input.PressureKirchhoff` plus one. The total number of columns per outputted line is equal to  $((\text{AcousticPressure.Increment})/2+1)*(\text{AcousticPressure.Increment})$ .

Node1:

Identification of a mesh node or other location in the computational domain where to probe computational results.

Notes:

- as mentioned in [Problem](#), the output mode (non-dimensional or dimensional) is governed by the variable `Problem.Mode`;
- all output files requested under this object are generated in an ASCII format;
- currently, the user can specify up to 50 nodes or other locations in the computational domain where to probe scalar and/or vector computational results;
- the ASCII format of an output file associated with a *probed* scalar result field is as follows (one line per time-step):

```
[SCALAR_RESULT]
(1) identification number of a time-step
(2) value of a physical time
(3) value of the specified scalar result at the node specified in Node1
(4) value of the specified scalar result at the node specified in Node2
...
```

- the ASCII format of an output file associated with a *probed* vector result or complex-valued scalar result field is as follows (one line per time-step or sampled frequency):

```
[VECTOR_RESULT]
(1) identification number of a time-step or sampled frequency
(2) value of a physical time or a sampled frequency
(3) value of the x-component of the specified vector result or real value of the specified complex-valued scalar result at the node specified in Node1
(4) value of the y-component of the specified vector result or imaginary value of the specified complex-valued scalar result at the node specified in Node1
(5) value of the z-component of the specified vector result or modulus of the specified complex-valued scalar result at the node specified in Node1
(6) value of the x-component of the specified vector result or real value of the specified complex-valued scalar result at the node specified in Node2
(7) value of the y-component of the specified vector result or imaginary value of the specified complex-valued scalar result at the node specified in Node2
(8) value of the z-component of the specified vector result or modulus of the specified complex-valued scalar result at the node specified in Node2
...
```

- the ASCII format of an output file associated with a scalar or vector result field specified under this object but not associated with neither a node nor a location in the computational domain is given in the description of that result.

- [ProbingNode](#)

---

Up: [Probes](#)

#### 4.4.2.1 PROBING NODE

Object:	<b>Node</b>
---------	-------------

The object **Node** (with an integer appended to the last letter of this word) is used to identify a node of the mesh or a location in the computational domain where to output a probed computational result.

The syntax of the object **Node** (with an integer appended to the last letter of this word) is:

```
under node-obj {
ID = id-int;
LocationX = locationx-real;
LocationY = locationy-real;
LocationZ = locationz-real;
}
```

with

*id-int* [—]:

Global identification number (as in the **XPost** mesh file) of a node of the fluid mesh at which a computational result is to be probed at each time-step of an **AERO-F** simulation.

*locationX-real* [—]:

$x$  coordinate of a location in the computational domain at which a computational result is to be probed at each time-step of an **AERO-F** simulation.

*locationY-real* [—]:

$y$  coordinate of a location in the computational domain at which a computational result is to be probed at each time-step of an **AERO-F** simulation.

*locationZ-real* [—]:

$z$  coordinate of a location in the computational domain at which a computational result is to be probed at each time-step of an **AERO-F** simulation.

Note:

1. currently, the user can specify up to 50 nodes or locations where to probe scalar and/or vector computational results;
2. if at any point in time the chosen node or location in the computational domain is covered by the obstacle, the computational result at this probe is set to its free-stream value.

Previous: [Probes](#), Up: [Output](#)

#### 4.4.3 SAVING THE COMPUTATIONAL RESULTS FOR LATER

Object: **Restart**

The Restart object specifies the name of the files that are written during (if the value of `Output.Restart.Frequency` is different from zero) and at the end of the computation. These files are only needed if one wishes to restart AERO-F (see [Input](#)).

The syntax of the Restart object is:

```
under Restart {
  Prefix = prefix-str;
  Frequency = frequency-int;
  TimeInterval = timeinterval-real;
  FilePackage = filepackage-str;
  Solution = solution-str;
  Position = position-str;
  EmbeddedPosition = embeddedposition-str;
  EmbeddedVelocity = embeddedvelocity-str;
  LevelSet = levelset-str;
  FluidID = fluidid-str;
  Cracking = cracking-str;
  PressureKirchhoff = pressurekirchhoff-str;
  MeshData = meshdata-str;
  RestartData = restartdata-str;
}
```

with

*prefix-str* [""]:

String that is prefixed to all restart file names.

*frequency-int* [0]:

The frequency (every so many time-iteration) at which all restart files, excluding `PressureKirchhoff`, are re-written (each save, except in the case of `PressureKirchhoff`, overwrites the previous one). In the case of an aeroelastic or aerothermal simulation with the AERO-S code, this value must be specified in the AERO-S input file.

*timeinterval-real* [ ]:

This is an alternative option to *frequency-int* for specifying when to update a restart file. Essentially, *timeinterval-real* is a restart update time-step  $\Delta t_{up}$  which controls the frequency at which the restart files are updated as follows. Let  $m$  be a positive integer set initially to 0, and incremented by 1 after each update time-iteration is reached. Then, the update of the restart files is performed at each time-iteration  $t^n \geq m \times \Delta t_{up}$ . When *timeinterval-real* is specified to a strictly positive value, the restart files are always written at the last computed time-iteration. If both *frequency-int* and *timeinterval-real* are specified, *frequency-int* is ignored. This option is not recommended when performing a coupled-field simulation using also the AERO-S code.

*filepackage-str* ["DEFAULT.PKG"]:

Name of the ASCII file containing the links to the restart files `Solution`, `Position`, `LevelSet`, `FluidID`, `Cracking`, and `RestartData`. Hence, when restarting a simulation that has created restart data for `Solution`, `Position`, `LevelSet`, `FluidID`, `Cracking`, and `RestartData`, this file can be specified in [Input.FilePackage](#) in lieu of all of [Input.Solution](#), [Input.Position](#), [Input.LevelSet](#), [Input.FluidID](#), [Input.Cracking](#), and [Input.RestartData](#).

*solution-str* ["DEFAULT.SOL"]:

Name of the binary solution (i.e. conservative variables) file.

*position-str* ["DEFAULT.POS"]:

Name of the binary position (i.e. x,y,z node coordinates) file. This file is written if a "ping-pong" step, "modal ping-pong" step, aeroelastic, forced vibration, or accelerated flight simulation is performed.

*embeddedposition-str* ["DEFAULT.EMBPOS"]:

Name of the ASCII position file of the embedded discrete surface. It is written if the simulation is a "ping-pong", "modal ping-pong", aeroelastic, forced vibration, or accelerated flight simulation.

*embeddedvelocity-str* ["DEFAULT.EMBVEL"]:

Name of the ASCII velocity file of the embedded discrete surface. It must be specified in the presence of adaptive mesh refinement using the  $y^+$  criterion (e.g., see [AdaptiveMeshRefinement.RecomputeWallDistance](#), [GapCriterion.MinimumEdgeLengthTreatment](#), [WallProximityCriterion](#)); and/or when **AERO-F** is expected to subcycle during the first time-step after restarting a flow computation.

*levelset-str* ["DEFAULT.LS"]:

Name of the binary file containing the "conservative" level set variable  $\rho\phi$ . This file can be specified only for multi-phase flow simulations (see [MultiPhase](#)).

*fluidid-str* ["DEFAULT.FID"]:

Name of the binary file containing the fluid ID (see [Box](#), [Plane](#), [Point](#), [Sphere](#), [VolumeData](#)) of each node of the CFD mesh. This file can be specified only for multi-phase flow simulations (see [MultiPhase](#)).

*cracking-str* ["DEFAULT.CRK"]:

Name of the binary file containing information necessary for restarting a fluid-structure interaction computation involving cracking of the structure. This file can be specified only when using **AERO-F**'s embedded boundary method for CFD — that is, [Problem](#).Framework = Embedded or EmbeddedALE.

*pressurekirchhoff-str* [""]:

Name of the binary file in which the traces on a user-defined internal "Kirchhoff" surface of the unsteady pressure field are saved in order to enable a subsequent aeroacoustic analysis in the frequency-domain (see [Problem](#).Type = Aeroacoustic).

*meshdata-str* ["DEFAULT.MSH"]

Name of the ASCII file containing restart data pertaining to mesh adaptation (see [AdaptiveMeshRefinement](#), **Note 6**). Note that the data written to this file is also written to the restart data file specified in *restartdata-str* (see above). Hence, it can be inputted to a subsequent **AERO-F** simulation using either this file or the file specified in *restartdata-str*, depending on other preferences pertaining to the effects of some of the content that will be written to the file specified in *restartdata-str*.

*restartdata-str* ["DEFAULT.RST"]:

Name of the ASCII restart file .

Next: [Velocity](#), Previous: [Output](#), Up: [Objects](#)

## 4.5 SPECIFYING THE ATTRIBUTES OF THE MESH SURFACES DEFINED IN THE COMPUTER-AIDED DESIGN MODEL

Object: **Surfaces**

Surfaces can be defined during the process of generating a CFD mesh from a computer-aided design model, or inserted in a CFD mesh after its has been generated. In the first case, [Problem](#).Framework can be set to BodyFitted, Embedded, or EmbeddedALE. In the second case, [Problem](#).Framework must be set to Embedded or EmbeddedALE. In either case, several surfaces can be defined and grouped according to a user-specified id number. The *surfaces* object specifies these surfaces in preparation for defining their attributes. Its syntax is:

```
under Surfaces {
  under SurfaceData[surface-id-int] { ... }
  ...
}
```

with

*surface-id-int* [None]:

ID number of a surface or group of surfaces.

SurfaceData:

Specifies the attributes of the mesh surfaces.

- [SurfaceData](#)

Up: [Surfaces](#)

### 4.5.1 SPECIFYING THE ATTRIBUTES OF MESH OR EMBEDDED SURFACES

Object: **SurfaceData**

The *SurfaceData* object defines the attributes to be assigned to all boundary and internal (embedded) surfaces commonly identified by the specified tag *surface-id-int*.

The syntax of this object is:

```
under SurfaceData[surface-id-int] {
  BoundaryConditionID = boundarycondition-id-int;
  Nx = Nx-real;
  Ny = Ny-real;
  Nz = Nz-real;
  PostprocessSides = postprocesssides-int;
  ComputeForces = computeef-flag;
  SeparateForces = separatef-flag;
  ComputeHeatFlux = computehf-flag;
  SeparateHeatFlux = separatehf-flag;
  VelocityID = velocity-id-int;
  ForcedVelocityID = forcedvelocity-id-int;
  Type = type-id;
  Temperature = temp-real;
  SlaveID = slave-id-int;
  PostprocessSides = postprocesssides-int;
}
```

with

*boundarycondition-id-int* [None]:

Attributes a set of boundary conditions defined in [BoundaryData](#) and identified by this specified integer ID number **to all boundary surfaces**

**sharing the tag *surface-id-int*, whether these surfaces are part of the geometry or embedded in the CFD mesh.** Hence, this member can be used in particular to override the default boundary conditions defined in [BoundaryConditions](#) on the boundary surfaces identified by *surface-id-int*.

*Nx-real* [0.0]:

This information is relevant only when: [Problem.Framework](#) = *BodyFitted*; and the simulation involves mesh motion, and/or the computational fluid domain contains at least one symmetry plane where a strong treatment of the symmetry boundary conditions is requested ([Symmetry.Treatment](#) = *Strong*). If the target simulation involves mesh motion and at least one of the parameters *Nx-real* or *Ny-real* or *Nz-real* (see below) is non-zero, the tagged surface (or group of surfaces) is declared a sliding plane and *Nx-real* specifies the value of the x-component of the normal to this sliding plane. In this case, the nodes in the declared sliding plane are constrained to move within this plane — that is, the component of their displacement field along the specified normal to the sliding plane is constrained to zero. If the declared sliding plane is also a symmetry plane and *type-id* of the *MeshMotion* object is set to *Corotational* (see [MeshMotion](#)), the *Symmetry* object must be specified within the *MeshMotion* object (see [Symmetry](#)).

*Ny-real* [0.0]:

This information is relevant only when: [Problem.Framework](#) = *BodyFitted*; and the simulation involves mesh motion, and/or the computational fluid domain contains at least one symmetry plane where a strong treatment of the symmetry boundary conditions is requested ([Symmetry.Treatment](#) = *Strong*). If the target simulation involves mesh motion and at least one of the parameters *Nx-real* or *Ny-real* or *Nz-real* (see below) is non zero, the tagged surface (or group of surfaces) is declared a sliding plane and *Ny-real* specifies the value of the y-component of the normal to this sliding plane. In this case, the nodes in the declared sliding plane are constrained to move within this plane — that is, the component of their displacement field along the specified normal to the sliding plane is constrained to zero. If the declared sliding plane is also a symmetry plane and *type-id* of the *MeshMotion* object is set to *Corotational* (see [MeshMotion](#)), the *Symmetry* object must be specified within the *MeshMotion* object (see [Symmetry](#)).

*Nz-real* [0.0]:

This information is relevant only when: [Problem.Framework](#) = *BodyFitted*; and the simulation involves mesh motion, and/or the computational fluid domain contains at least one symmetry plane where a strong treatment of the symmetry boundary conditions is requested ([Symmetry.Treatment](#) = *Strong*). If the target simulation involves mesh motion and at least one of the parameters *Nx-real* or *Ny-real* or *Nz-real* (see below) is non zero, the tagged surface (or group of surfaces) is declared a sliding plane and *Nz-real* specifies the value of the z-component of the normal to this sliding plane. In this case, the nodes in the declared sliding plane are constrained to move within this plane — that is, the component of their displacement field along the specified normal to the sliding plane is constrained to zero. If the declared sliding plane is also a symmetry plane and *type-id* of the *MeshMotion* object is set to *Corotational* (see [MeshMotion](#)), the *Symmetry* object must be specified within the *MeshMotion* object (see [Symmetry](#)).

*postprocesssides-int* [-]:

This parameter is relevant only if [Postpro.Postprocess](#) is set to 0n. It specifies for all embedded surfaces commonly identified by the specified tag *surface-id-int* the number of sides to be treated as "wetted" (i.e. exposed to a flow), for the purposes of evaluating on these embedded surfaces the flow-induced forces and other post-processed quantities of interest. It can take only two values: 1, or 2. For one-sided surfaces, the normals to the embedded surface facets must be pointing towards the fluid.

*computeef-flag* [ ]:

True

In the absence of this command, and when requested under the [Output.Postpro](#) object, AERO-F computes the total aerodynamic forces (lift, drag, forces and moments, time-averaged counterparts, etc.) generated by all "moving" *wall* boundary surfaces that are part of the geometry, and all boundary surfaces that are embedded in the CFD mesh. Setting this command to *True* adds to the total the contribution of the specified tagged surface (or group of surfaces).

False

In the absence of this command, and when requested under the [Output.Postpro](#) object, AERO-F computes the total aerodynamic forces (lift, drag, forces and moments, time-averaged counterparts, etc.) generated by all "moving" *wall* boundary surfaces that are part of the geometry, and all boundary surfaces that are embedded in the CFD mesh. Setting this command to *False* removes from the total the contribution of the specified tagged surface (or group of surfaces).

*separatef-flag* [False]:

True

In this case, the aerodynamic forces (lift, drag, forces and moments, time-averaged counterparts, etc.) generated by the tagged surface (or group of surfaces) are outputted in a separate file, assuming that such a result is requested under the [Output.Postpro](#) object. The name of each output file associated with the tagged surface (or group of surfaces) is set to the filename of the corresponding result specified under [Output.Postpro](#) with a postfix set to the surface id number.

False

In this case, the aerodynamic forces (lift, drag, forces and moments, time-averaged counterparts, etc.) generated by the tagged surface (or group of surfaces) are not computed and outputted in a separate file.

*computehf-flag* [ ]:

This member is relevant to all isothermal *walls*, whether they are part of the geometry or boundary surfaces that are embedded in the CFD mesh.

True

In the absence of this command, and when requested under the [Output.Postpro](#) object, **AERO-F** computes the total heat flux through all "moving" isothermal *wall* boundary surfaces that are part of the geometry, and all isothermal boundary surfaces that are embedded in the CFD mesh. Setting this command to *True* adds to the total the contribution of the specified tagged surface (or group of surfaces).

False

In the absence of this command, and when requested under the [Output.Postpro](#) object, **AERO-F** computes the total heat flux through all "moving" isothermal *wall* boundary surfaces that are part of the geometry, and all isothermal boundary surfaces that are embedded in the CFD mesh. Setting this command to *False* removes from the total the contribution of the specified tagged surface (or group of surfaces).

*separatehf-flag* [False]:

This member is relevant to all "moving" *wall* boundary surfaces that are part of the geometry, and all boundary surfaces that are embedded in the CFD mesh.

True

In this case, the heat flux values through the tagged surface (or group of surfaces) are outputted in a separate file, assuming that such a result



is requested under the `Output.Postpro` object. The name of each output file associated with the tagged surface (or group of surfaces) is set to the filename of the corresponding result specified under `Output.Postpro` with a postfix set to the surface id number.

False

In this case, the heat flux values through the tagged surface (or group of surfaces) are not outputted in a separate file.

*velocity-id-int* [None]:

ID number of a prescribed velocity data-set including the rotation or translation axis, the center of rotation, and the angular or translational velocity (see [Velocity](#), [RotationAxis](#)). This option can be used to prescribe a *constant flow velocity (or angular velocity)* on a translating or rotating surface, including an embedded surface. In the case of an aeroelastic computation, if the tagged surface is at the fluid-structure interface, the prescribed flow velocity is superposed to the velocity field transmitted at this interface.

*forcedvelocity-id-int* [None]:

ID number of a prescribed velocity data-set including the rotation or translation axis, the center of rotation, and the angular or translational velocity (see [Velocity](#), [RotationAxis](#)). This option can be used to prescribe a *constant* velocity for a rotating or translating *embedded* surface. Hence, it is relevant only when `Problem.Framework = Embedded` OR `EmbeddedALE`.

*type-id* [ ]:

This member is relevant to:

- *Wall* boundary surfaces, whether they are part of the geometry or embedded in the CFD mesh.
- Boundary surfaces of the computational domain where periodic boundary conditions are to be applied. The computational domain may embed other surfaces — that is, `Problem.Framework` may be set to `BodyFitted`, `Embedded`, OR `EmbeddedALE` — but the boundary surfaces of relevance here are part of the computational fluid domain and therefore are non-immersed.

*Adiabatic*

In this case, the surface identified by the specified surface tag is treated as an adiabatic wall surface.

*Isothermal*

In this case, the surface identified by the specified surface tag is treated as an isothermal wall surface where the constant temperature is specified in `SurfaceData.Temperature` (see below).

*Periodic*

In this case, the surface identified by the specified surface tag is treated as a boundary surface of the computational domain where periodic boundary conditions are to be applied.

For identified *wall* boundary surfaces, the default value of *type-id* is the value set in `Wall.Type` (see [Wall](#)).

*temp-real* [—]:

This member is relevant to isothermal *wall* boundary surfaces only, whether they are part of the geometry or embedded in the CFD mesh.

Temperature of the wall boundary surface identified by the specified surface tag if this wall boundary surface is specified as an isothermal wall boundary in `SurfaceData.Type` (see above). Attention should be paid to inputting this temperature, when desired, in the same system of units as that of the ideal gas constant *R* (see [GasModel](#)) and the remainder of the input file.

*slave-id-int* [—]:

This member is relevant to periodic boundary surfaces of the computational domain where periodic boundary conditions are to be applied. The computational domain may embed other surfaces — that is, `Problem.Framework` may be set to `BodyFitted`, `Embedded`, OR `EmbeddedALE` — but the boundary surfaces of relevance here are part of the computational fluid domain and therefore are non-immersed.

ID number of the second surface which, together with the surface identified by the specified surface tag, completes the definition of the periodic boundary conditions to be applied.

*Warning: the aforementioned second surface must be obtainable by a pure translation of the surface identified by surface-id-int.*

*postprocesssides-int* [—]:

This parameter is relevant only if `Postpro.Postprocess` is set to `On`. It specifies the number of sides of the embedded surfaces identified by *surface-id-int* to be treated as "wetted" (i.e. exposed to a flow), for the purposes of evaluating on the embedded surface the flow-induced forces and other post-processed quantities of interest. It can take only two values: 1, or 2. For one-sided surfaces, the normals to the embedded surface facets must be pointing towards the fluid. If this parameter is not specified, its value is that specified in `Postpro.PostprocessSides`.

Note:

1. if a boundary or internal surface (or a set of them) identified by the integer ID tag *surface-id-int* is an inlet (outlet) boundary or internal surface and the fluid is modeled as a perfect gas, the default boundary conditions specified for this surface in [Inlet](#) ([Outlet](#)) can be modified here on the surfaces whose integer ID tag is *surface-id-int*.

---

Next: [Volumes](#), Previous: [Surfaces](#), Up: [Objects](#)

## 4.6 SPECIFYING ROTATIONAL AND TRANSLATIONAL VELOCITY FIELDS

Object:	<b>Velocity</b>
---------	-----------------

Axes of rotation or translation are defined using this object to facilitate the prescription of:

- The flow velocity field of the CFD grid points lying on a rotating or translating surface (see [Surfaces](#)), including an embedded surface. In this case, this object must be positioned at an independent location of the input file.
- The velocity field of an embedded surface. In this case, this object must be positioned inside the [Forced](#) object.

The syntax of this object is:

```
under Velocity{
  under RotationAxis[rotation-id-int] { ... } ...
}
```



with

RotationAxis:

Specifies rotational and translational velocity fields.

rotation-id-int [None]:

ID number of a rotation or translation data-set.

- [RotationAxis](#)

Up: [Velocity](#)

4.6.1 SPECIFYING ROTATIONAL AND TRANSLATION VELOCITY FIELDS (CONTINUE)

Object: **RotationAxis**

The RotationAxis object defines the parameters of the specified rotation/translation data-set. Its syntax is:

```
under RotationAxis[rotation-id-int] {
  Nx = Nx-real;
  Ny = Ny-real;
  Nz = Nz-real;
  X0 = X0-real;
  Y0 = Y0-real;
  Z0 = Z0-real;
  InfiniteRadius = infinitradius-flag;
  Omega = omega-real;
}
```

with

Nx-real [0.0]:

The x-component of the normalized rotation axis or translation vector.

Ny-real [0.0]:

The y-component of the normalized rotation axis or translation vector.

Nz-real [0.0]:

The z-component of the normalized rotation axis or translation vector.

X0-real [0.0]:

The x-coordinate of the center of rotation.

Y0-real [0.0]:

The y-coordinate of the center of rotation.

Z0-real [0.0]:

The z-coordinate of the center of rotation.

infinitradius-flag [False]:

False

When this flag is set to False, the vector specified above is interpreted as the normalized axis of rotation.

True

When this flag is set to True, the vector specified above is interpreted as the normalized direction of translation.

omega-real [0.0]:

When infinitradius-flag is set to False, omega-real is the angular velocity. When infinitradius-flag is set to True, omega-real becomes the magnitude of the translational velocity.

Next: [ReferenceState](#), Previous: [Velocity](#), Up: [Objects](#)

4.7 SPECIFYING THE ATTRIBUTES OF THE MESH VOLUMES DEFINED IN THE COMPUTER-AIDED DESIGN MODEL

Object: **Volumes**

During the process of generating a fluid mesh from a computer-aided design model, several volumes (sets of mesh elements) can be defined and grouped according to a user-specified id number. The Volumes object specifies these volumes in preparation for defining their attributes. Its syntax is:

```
under Volumes{
  under VolumeData[volume-id-int] { ... }
  ...
}
```

with

volume-id-int [None]:

ID number of a volume or group of volumes.

VolumeData:

Specifies the attributes of the mesh volumes.

- [VolumeData](#)

Up: [Volumes](#)

#### 4.7.1 SPECIFYING THE ATTRIBUTES OF THE MESH VOLUMES

Object: **VolumeData**

The `VolumeData` object specifies the attributes of a region of the computational domain (subset of the mesh elements) identified by the integer *volume-id-int*. It can also be used to set the initial conditions for a flow simulation, whether it involves a single or multiple fluids or a single-phase or multi-phase computation. The syntax of this object is:

```
under VolumeData[volume-id-int] {
  Type = type-str;
  FluidID = fluid-id-int;
  under PorousMedium { ... }
  under InitialState { ... }
}
```

with

*type-str* [Fluid]:

Fluid

Specifies that the volume identified by *volume-id-int* is occupied by a fluid. The fluid which initially occupies this volume is identified by its integer identification number *fluid-id-int*; its material properties are set in [FluidModel](#), and its initial state is specified in [InitialState](#).

Porous

Specifies that the volume identified by *volume-id-int* is occupied by a porous medium whose properties are described in the `PorousMedium` object.

*fluid-id-int* [—]:

Integer identification (ID) number of the fluid medium which initially occupies the volumic region identified by *volume-id-int*. This is the same ID used in [FluidModel](#) to set the material properties of this fluid medium.

PorousMedium:

Defines the properties of the porous medium occupying the volumic region of the computational domain identified by *volume-id-int* if *type-str* is set to `PorousMedium`.

InitialState:

Defines the initial conditions of the fluid initially occupying the volumic region of the computational domain identified by *volume-id-int* if *type-str* is set to `Fluid`.

- [PorousMedium](#)
- [InitialState](#)

Next: [InitialState](#), Up: [VolumeData](#)

##### 4.7.1.1 SPECIFYING THE PROPERTIES OF A POROUS MEDIUM

Object: **PorousMedium**

The `PorousMedium` object specifies the porosity properties of a volume that is identified by its id number and declared a porous medium. In this volume, the fluid flow is described by a generalized momentum equation based on the Brinkman-Forchheimer-Extended Darcy model. Essentially, the following sink term

$$(\alpha_i |\mathbf{u}| + \beta_i) \mathbf{u}_i$$

is added to the  $j^{th}$  momentum equation.

The nonlinear component in the above term is called the Forchheimer term. The linear component is the usual Darcy term.

For turbulence runs, the turbulence kinetic energy  $k$  and dissipation rate  $\epsilon$  of the flow through the porous media are computed as follows:

$$k = (3/2) I_{dr}^2 |\mathbf{u}|^2$$

$$\epsilon = \frac{C_\mu^{3/4} k^{3/2}}{L_{dr}}$$

where,  $I_{dr}$  and  $L_{dr}$  are user-supplied coefficients representing the average turbulence intensity and length scale respectively, and  $C_\mu = 0.09$ .

Using these values of  $k$  and  $\epsilon$ , the eddy viscosity  $\nu_t = C_\mu k^2 / \epsilon$  is computed.

The syntax of this object is:

```
under PorousMedium {
  Ix = ix-real;
  Iy = iy-real;
  Iz = iz-real;
  Jx = jx-real;
  Jy = jy-real;
  Jz = jz-real;
  Kx = kx-real;
```

```

Ky = ky-real;
Kz = kz-real;
Alphax = alphax-real;
Alphay = alphay-real;
Alphaz = alphaz-real;
Betax = betax-real;
Betay = betay-real;
Betaz = betaz-real;
Idr = idr-real;
Ldr = ldr-real;
}

```

with

*ix-real* [1.0]:

The x-component of the x-axis of the local coordinate system.

*iy-real* [0.0]:

The y-component of the x-axis of the local coordinate system.

*iz-real* [0.0]:

The z-component of the x-axis of the local coordinate system.

*jx-real* [0.0]:

The x-component of the y-axis of the local coordinate system.

*jy-real* [1.0]:

The y-component of the y-axis of the local coordinate system.

*jz-real* [0.0]:

The z-component of the y-axis of the local coordinate system.

*kx-real* [0.0]:

The x-component of the z-axis of the local coordinate system.

*ky-real* [0.0]:

The y-component of the z-axis of the local coordinate system.

*kz-real* [1.0]:

The z-component of the z-axis of the local coordinate system.

*alphax-real* [0.0]:

Resistance coefficient of the Forchheimer term in the local x-direction. It has the dimension of mass/length<sup>4</sup>.

*alphay-real* [0.0]:

Resistance coefficient of the Forchheimer term in the local y-direction. It has the dimension of mass/length<sup>4</sup>.

*alphaz-real* [0.0]:

Resistance coefficient of the Forchheimer term in the local z-direction. It has the dimension of mass/length<sup>4</sup>.

*betax-real* [0.0]:

Resistance coefficient of the Darcy term in the local x-direction. It has the dimension of mass/length<sup>3</sup>/time.

*betay-real* [0.0]:

Resistance coefficient of the Darcy term in the local y-direction. It has the dimension of mass/length<sup>3</sup>/time.

*betaz-real* [0.0]:

Resistance coefficient of the Darcy term in the local z-direction. It has the dimension of mass/length<sup>3</sup>/time.

*idr-real* [0.01]:

Coefficient representing average turbulent intensity in the porous media. This is used to compute the turbulence kinetic energy  $k$ .

*ldr-real* [0.1]:

Coefficient representing the length scale of turbulence in the porous media (~0.1 times a characteristic passage dimension). This is used to compute the turbulence dissipation rate  $\epsilon$ .

Notes:

1. currently, flow through a porous medium is supported only when the fluid is modeled as a perfect gas in the remainder of the computational domain;
2. currently, turbulence through a porous medium is supported only when a RANS turbulence model is selected for the remainder of the computational domain.

---

Previous: [PorousMedium](#), Up: [VolumeData](#)

## 4.7.1.2 SPECIFYING AN INITIAL STATE FOR A MULTI-FLUID COMPUTATION

Object:	<b>InitialState</b>
---------	---------------------

Whether in the context of a single-fluid or multi-fluid flow problem, this object can be used to specify the parameters of a uniform initial state in a region of the computational domain identified outside this object. Its syntax is:

```
under InitialState {
  Mach = mach-real;
  Velocity = velocity-real;
  Alpha = alpha-real;
  Beta = beta-real;
  Density = density-real;
  Pressure = pressure-real;
  Temperature = temperature-real;
}
```

with

*mach-real* [—]:

Initial Mach number. To be specified only if the velocity magnitude is not specified.

*velocity-real* [—]:

Initial velocity magnitude. To be specified only if the Mach number is not specified.

*alpha-real* [—]:

Initial angle of attack.

*beta-real* [—]:

Initial sideslip angle.

*density-real* [—]:

Initial density. Needs to be specified for a perfect gas, stiffened gas, and a fluid modeled by the JWL equation of state. For a barotropic liquid, this parameter needs to be specified only if no pressure value is specified (it is discarded if a pressure value is simultaneously specified).

*pressure-real* [—]:

Initial pressure. Needs to be specified for a perfect gas, stiffened gas, and a fluid modeled by the JWL equation of state. For a barotropic liquid, this parameter needs to be specified only if no density value is specified.

*temperature-real* [—]:

Initial temperature. Needs to be specified only for a barotropic liquid. It is discarded if it is specified for any other fluid.

---

Next: [Equations](#), Previous: [Volumes](#), Up: [Objects](#)

## 4.8 DEFINING THE REFERENCE STATE

Object:	<b>ReferenceState</b>
---------	-----------------------

The ReferenceState object allows to specify some of the quantities used for non-dimensionalizing the governing equations. Its syntax is:

```
under ReferenceState {
  Density = density-real;
  Temperature = temp-real;
  Reynolds = reynolds-real;
  Length = length-real;
  Mach = mach-real;
}
```

with *density-real* [—]:

Reference density (required for simulations with variations of boundary conditions in time. See [BoundaryConditions](#)). Its default value is that set in [Inlet](#) for all boundary surfaces of the type `InletFixed` or `InletMoving`.

*temp-real* [—]:

Reference temperature (required for non-dimensional viscous simulations with the Sutherland viscosity model).

*reynolds-real* [—]:

Reynolds number (required for non-dimensional viscous simulations). Its definition is based on the reference length, reference velocity, and reference density (see [Problem](#)).

*length-real* [1.0]:

Reference length which is used to non-dimensionalize the mesh. The Reynolds number is based on this length.

*Mach-real* [—]:

Reference Mach number that should be specified only if the inlet Mach number is not specified in [Inlet](#) or specified to zero in [Inlet](#).Mach. Otherwise, the reference Mach number is automatically set to the non zero value of the free-stream Mach number specified in [Inlet](#).Mach. Hence, specifying the reference Mach number is useful primarily when the inlet Mach number is zero as in a shock-tube problem.

Note:

1. the reference state conditions that cannot be specified by this command but are perceived needed for the flow computation are set internally by the code to the corresponding boundary values.

Next: [MultiPhase](#), Previous: [ReferenceState](#), Up: [Objects](#)

## 4.9 DEFINING THE EQUATIONS TO BE SOLVED

Object: **Equations**

The Equations object defines the type of equations to be solved. Its syntax is:

```
under Equations {
  Type = type-id;
  GravityX = gravityx-real;
  GravityY = gravityy-real;
  GravityZ = gravityz-real;
  under FluidModel[fluid-id-int] { ... }
  under ViscosityModel { ... }
  under ThermalConductivityModel { ... }
  under TurbulenceClosure { ... }
}
```

with

*type-id* [Euler]:

Euler

Inviscid flow simulation based on the compressible Euler equations.

NavierStokes

Viscous flow simulation based on the compressible Navier-Stokes equations.

*gravityx-real* [0.0]:

Value of the gravity field in the x-direction, if any.

*gravityy-real* [0.0]:

Value of the gravity field in the y-direction, if any.

*gravityz-real* [0.0]:

Value of the gravity field in the z-direction, if any.

FluidModel:

Defines the properties of the fluid in a single-phase flow problem. The corresponding syntax is defined in the *FluidModel* object (see [FluidModel](#)).

*fluid-id-int*[—]

Integer identifier of a fluid medium.

ViscosityModel:

Specifies the viscosity model to be used in a viscous flow problem.

ThermalConductivityModel:

Specifies the behavior of the heat conductivity coefficient of a viscous fluid.

TurbulenceClosure:

Specifies the turbulence model as either a RANS or LES model.

- [FluidModel](#)
- [ViscosityModel](#)
- [ThermalConductivityModel](#)
- [TurbulenceClosure](#)

Next: [ViscosityModel](#), Up: [Equations](#)

### 4.9.1 SPECIFYING A FLUID MODEL

Object: **FluidModel**

The object `FluidModel[fluid-id-int]`, where *fluid-id-int* is an integer identifying a fluid medium, can be used to specify an equation of state (EOS) for this medium and its parameters. The user can choose between the EOS of a perfect gas, stiffened gas, Tait's EOS which typically models a compressible barotropic liquid, and the Jones-Wilkins-Lee (JWL) EOS which typically models a highly explosive gas.

The syntax of this object is:

```
under FluidModel[fluid-id-int] {
  Fluid = fluidtype-id;
  PressureCutOff = pressurecutoff-real;
  DensityCutOff = densitycutoff-real;
  NuTildeCutOff = nutildecutoff-real;
  under GasModel { ... }
  under LiquidModel { ... }
  under JWLModel { ... }
}
```

with

*fluid-id-int* [ ]:

Integer number identifying a fluid medium. When the problem involves a single fluid, *fluid-id-int* must be set to 0 (which is done by default). When it involves multiple fluids, *fluid-id-int* must be assigned in a consecutive manner (no gap) starting with 0. **AERO-F** can handle a multi-fluid problem with an arbitrary number of fluid media. However, it can currently handle only three different fluid-fluid interfaces.

*fluidtype-id* [PerfectGas]:

PerfectGas

The fluid is modeled as a perfect gas.

StiffenedGas

The fluid is modeled as a stiffened gas.

Liquid

The fluid is modeled as a barotropic liquid governed by Tait's EOS.

JWL

The fluid is modeled as a highly explosive gas governed by the Jones-Wilkins-Lee EOS.

*pressurecutoff-real* [—]:

Lower threshold for the pressure. This limit value of the pressure can be used to avoid artificial cavitation due to discretization error for a given EOS. Essentially, if the computed value of the pressure field becomes lower than the specified threshold value, it is set to the specified threshold value. The dimensional or non-dimensional mode of this parameter should be consistent with the mode of the simulation (see [Problem](#)).

*densitycutoff-real* [—]:

Lower threshold for the density. This limit value of the density can be used to avoid artificial cavitation due to discretization error for a given EOS. Essentially, if the computed value of the density field becomes lower than the specified threshold value, it is set to the specified threshold value. The dimensional or non-dimensional mode of this parameter should be consistent with the mode of the simulation (see [Problem](#)).

*nutildecutoff-real* [—]:

Lower threshold for  $\tilde{\nu}$ , the field variable of the one-equation Spalart-Allmaras turbulence model. This threshold is relevant only for turbulent viscous flow computations using the Spalart-Allmaras ([TurbulenceModel](#).Type = SpalartAllmaras) or DES ([TurbulenceModel](#).Type = DES) turbulence model. If the computed value of  $\tilde{\nu}$  becomes lower than the specified threshold value, it is set to the specified threshold value. It is recommended to set this threshold to a large negative value (e.g. -1e9) when employing the negative form of the SpalartAllmaras turbulence model ([SpalartAllmaras](#).Form = SAneg); and a small positive value (e.g. 1e-14) otherwise (however, the specified value should be consistent with the dimensional or nondimensional simulation mode set in [Problem](#).Mode).

GasModel:

Specifies the parameters of a perfect or stiffened gas.

LiquidModel:

Specifies the model for a compressible liquid and its parameters.

JWLModel:

Specifies the model for a highly explosive gas and its parameters.

- [GasModel](#)
- [LiquidModel](#)
- [JWLModel](#)

---

Next: [LiquidModel](#), Up: [FluidModel](#)

#### 4.9.1.1 SPECIFYING THE EQUATION OF STATE OF A PERFECT OR STIFFENED GAS

Object:	<b>GasModel</b>
---------	-----------------

The object GasModel is currently restricted to the equation of state (EOS) of a stiffened gas which can be written as

$$p = (\gamma - 1)\rho e - \gamma p_{sg}$$

$$h = c_p T$$

where  $p$ ,  $\rho$ ,  $T$ ,  $e$  and  $h$  denote the pressure, density, temperature, internal energy per unit mass and internal enthalpy per unit mass, respectively, and  $\gamma$ ,  $p_{sg}$  and  $c_p$  are the ratio of specific heats, a pressure constant, and the specific heat at constant pressure, respectively. For example, in the case of water which can be modeled as a stiffened gas,  $p_{sg}$  represents the molecular attraction between water molecules.

The EOS of an ideal (perfect) gas is a particular case of the EOS of a stiffened gas obtained by setting  $p_{sg} = 0$ , which leads to

$$p = (\gamma - 1)\rho e = \rho R T$$

where  $R$  is the ideal gas constant.

The specific heats at constant volume and constant pressure are given by

$$c_v = \frac{R}{\gamma-1} \quad c_p = R + c_v = \frac{\gamma}{\gamma-1} R$$

respectively.

The syntax of this object is:

```
under GasModel {
  SpecificHeatRatio      = gamma-real;
  IdealGasConstant       = R-real;
  PressureConstant       = psg-real;
  SpecificHeatAtConstantPressure = cp-real;
}
```

with

*gamma-real* [1.4]:

Ratio of specific heats  $\gamma$ . It must be specified for both a stiffened gas and a perfect gas.

*R-real* [287.1]:

Ideal gas constant (hence, must be specified only for a perfect gas, instead of the specific heat at constant pressure). It is used by **AERO-F** only in dimensional simulations where a temperature boundary condition is specified, or a temperature output is requested, or Sutherland's viscosity model is used. In such cases, this constant must be specified in the same system of units as all other input data (its default value is equal to  $287.1 \text{ m}^2/\text{s}^2/\text{K}$  and therefore should be used only when the units of this default value are consistent with the system of units chosen

for all other input data).

*psg-real* [0.0]:

Stiffened gas pressure constant  $p_{sg}$  expressed in pressure units consistent with the system of units used by all other input data. For a perfect gas, this constant is zero (default value).

*cp-real* [...]:

Stiffened gas specific heat at constant pressure expressed in units consistent with the system of units used by all other input data. It need not be specified for a perfect gas (instead, the ideal gas constant is specified for a perfect gas).

Notes:

1. when a fluid is modeled as a stiffened gas, the flow computation must be performed in dimensional mode (`Problem.Mode = Dimensional`);
2. if a temperature boundary condition is specified, or the temperature field is outputted, or Sutherland's viscosity model is used, special attention should be paid to ensure that: for a dimensional simulation, the ideal gas constant *R-real* is specified for a perfect gas and the specific heat at constant pressure is specified for a stiffened gas in the same system of units as the temperature and all other input data.

---

Next: [JWLModel](#), Previous: [GasModel](#), Up: [FluidModel](#)

#### 4.9.1.2 SPECIFYING THE TAIT EQUATION OF STATE

Object: **LiquidModel**

The object `LiquidModel` is currently restricted to Tait's barotropic equation of state (EOS)

$$p = p_c + \alpha \rho^\beta, \quad p(\rho_0) = p_0$$

$$h = c_p T$$

where  $p$ ,  $\rho$ ,  $T$ , and  $h$  denote the pressure, density, temperature and internal enthalpy per unit mass, respectively,  $p_c$ ,  $\alpha$  and  $\beta$  are three constants,  $(\rho_0, p_0)$  is a reference state, and  $c_p$  is the specific heat at constant pressure.

The Tait EOS also assumes that the bulk modulus  $K$  is an affine function of the pressure

$$K = \rho \frac{dp}{d\rho} = k_1 + k_2 p$$

where  $k_1$  and  $k_2$  are two constants.

The constants  $p_c$  and  $\beta$  are determined from the knowledge of  $k_1$  and  $k_2$  as follows

$$p_c = -\frac{k_1}{k_2} \quad \beta = k_2$$

and the constant  $\alpha$  is determined from the knowledge of the reference state  $(\rho_0, p_0)$  as follows

$$\alpha = \frac{p_0 + \frac{k_1}{k_2}}{\rho_0^{k_2}}$$

The specific heat at constant pressure  $c_p$  of a fluid modeled by Tait's EOS must be specified by the user, unless the problem definition includes a free-stream whose EOS is the same Tait's EOS of interest, in which case **AERO-F** automatically sets  $c_p$  to

$$c_p = \frac{\left(\frac{1}{\rho_\infty T_\infty}\right) \left(\frac{k_2}{k_2 - 1}\right) \left(p_0 + \frac{k_1}{k_2}\right) \left(\frac{\rho_\infty}{\rho_0}\right)^{k_2}}{}$$

where  $\rho_\infty$  and  $T_\infty$  are the free-stream density and temperature, respectively, specified or set by **AERO-F** as explained in [Inlet](#).

An alternative expression of the first component of Tait's EOS is

$$p = B \left[ \left( \frac{p}{p_0} \right)^\beta - 1 \right] + p_0$$

where  $B = \alpha \rho_0^\beta = p_0 + \frac{k_1}{k_2}$ . Hence, the user can specify either  $k_1$  or  $B$ .

The syntax of the object `LiquidModel` is:

```
under LiquidModel {
  k1      = k1-real;
  k2      = k2-real;
  B       = B-real;
  SpecificHeatAtConstantPressure = cp-real;
  Pressure = referencepressure-real;
  Density  = referencedensity-real;
  Burnable = burnable-id;
}
```

with

*k1-real* [2.07e9]:

One of the two constants defining the behavior of the bulk modulus. Its default value is  $2.07e9 \text{ Kg/m/s}^2$  and corresponds to water. However, even for water, this default value should be used only when its units are consistent with the system of units chosen for all other input data. If *B-real* is also specified, *k1-real* is ignored.

*k2-real* [7.15]:

Second constant defining the behavior of the bulk modulus. This constant is non-dimensional. Its default value is 7.15 and corresponds to water.

*B-real* [—]:

This parameter can be specified instead of the parameter *k1-real* discussed above, in order to describe Tait's EOS. If for some reason *k1-real* is also specified, *k1-real* is ignored.

*cp-real* [—]:

Specific heat at constant pressure expressed in units consistent with the system of units used by all other input data. If the problem definition includes a free-stream whose EOS is the same Tait's EOS of interest, **AERO-F** automatically sets this parameter as explained above, even when specified to a different value by the user.

*referencepressure-real* [—]:

This reference pressure value must be chosen in agreement with the reference density value (see below), and expressed in pressure units consistent with the system of units used by all other input data. It can be found in a thermodynamic table.

*referencedensity-real* [—]:

This reference density value must be chosen in agreement with the reference pressure value (see above), and expressed in density units consistent with the system of units used by all other input data. It can be found in a thermodynamic table.

*burnable-flag* [False];

True

Specifies that the fluid identified by *fluid-id-int* (see [FluidModel](#)) is burnable (see [ProgrammedBurn](#)).

False

Specifies that the fluid identified by *fluid-id-int* (see [FluidModel](#)) is not burnable (see [ProgrammedBurn](#)).

Notes:

1. the reference pressure and density are not independent: they must correspond to a physical state — the user can set them by looking at thermodynamic tables;
2. it is best to set the reference pressure and density to their free-stream values.

---

Previous: [LiquidModel](#), Up: [FluidModel](#)



## 4.9.1.3 SPECIFYING THE JWL EQUATION OF STATE

Object: **JWLModel**

This object can be used to specify the parameters of the Jones-Wilkins-Lee equation of state (EOS) which can be written as

$$p = \omega \rho \epsilon - A_1 \left(1 - \frac{\omega \rho}{R_1 \rho_0}\right) e^{-\frac{R_1 \rho_0}{\rho}} - A_2 \left(1 - \frac{\omega \rho}{R_2 \rho_0}\right) e^{-\frac{R_2 \rho_0}{\rho}}$$

where  $p$  denotes the pressure of the fluid medium,  $\rho$  its density,  $\epsilon$  its internal energy per unit mass,  $\omega$  is a non-dimensional constant,  $A_1$  and  $A_2$  are two constants with pressure units,  $R_1$  and  $R_2$  are two non-dimensional constants, and  $\rho_0$  is a constant with a density unit.

The syntax of this object is:

```
under JWLModel {
  Omega = omega-real;
  A1 = a1-real;
  R1 = r1-real;
  A2 = a2-real;
  R2 = r2-real;
  ReferenceDensity = referencedensity-real;
}
```

with

*omega-real*[0.4]

First constant defining the behavior of the JWL EOS. It is non-dimensional. Its default value is 0.4.

*a1-real*[0.0]

Second constant defining the behavior of the JWL EOS. It has the dimension of a pressure and therefore should be expressed in pressure units consistent with the system of units used by all other input data.

*r1-real*[1.0]

Third constant defining the behavior of the JWL EOS. It is non-dimensional. Its default value is 1.0.

*a2-real*[0.0]

Fourth constant defining the behavior of the JWL EOS. It has the dimension of a pressure and therefore should be expressed in pressure units consistent with the system of units used by all other input data.

*r2-real*[1.0]

Fifth constant defining the behaviour of the JWL EOS. It is non-dimensional. Its default value is 1.0.

*referencedensity-real*[1.0]

Last constant defining the behaviour of the JWL EOS. It has the dimension of a density and therefore should be expressed in density units consistent with the system of units used by all other input data. Its default value is 1.0 Kg/m<sup>3</sup> and therefore should be used only when the

units of this default value are consistent with the system of units chosen for all other input data.

---

Next: [ThermalConductivityModel](#), Previous: [FluidModel](#), Up: [Equations](#)

## 4.9.2 SPECIFYING THE VISCOSITY MODEL

Object: **ViscosityModel**

The object `ViscosityModel` can be used to specify a viscosity model. Its syntax is:

```
under ViscosityModel {
  Type = type-id;
  SutherlandConstant = cst-real;
  SutherlandReferenceTemperature = temp-real;
  DynamicViscosity = dynavisc-real;
  BulkViscosity = bulkvisc-real;
  ViscosityRatio = viscosityratio-real;
}
```

with

*type-id* [Sutherland]:

Identifies the Sutherland viscosity model *for an ideal gas*, or a constant dynamic viscosity (in space and time).

Sutherland

Sutherland's viscosity law. For an ideal gas, a widely used formula is

$$\mu = \frac{\mu_0 \sqrt{T}}{1 + T_0/T}$$

where Sutherland's constants  $\mu_0$  and  $T_0$  are specified below.

Constant

Constant viscosity model applicable to all equations of state supported by **AERO-F**. It is recommended for dimensionless analyses.

*cst-real* [1.458e-6]:

Sutherland's constant  $\mu_0$ . Its default value is  $1.458e-6 \text{ Kg/msK}^{\frac{1}{2}}$  and corresponds to air. However, even for air, this default value should be used only when its units are consistent with the system of units chosen for all other input data.

*temp-real* [110.6]:

Sutherland's reference temperature  $T_0$ . When performing a non-dimensional simulation, this temperature must be specified in the same system of units as the reference temperature [ReferenceState.Temperature](#). Its default value is  $110.6 \text{ K}$  and corresponds to air. However, even for air, this default value should be used only when its units are consistent with the system of units chosen for all other input data.

*dynavisc-real* [...]:

Dynamic viscosity coefficient (assumed to be constant).

*bulkvisc-real* [0]

Bulk viscosity coefficient (assumed to be constant) when the fluid is not assumed to satisfy Stoke's hypothesis (zero bulk viscosity).

*viscosity-ratio* [0]

Provides an alternative method for specifying the bulk viscosity that consists of specifying the ratio of the bulk viscosity and the dynamic viscosity. Note that for Sutherland's viscosity model (*type-id* = *Sutherland*), specifying a constant viscosity ratio is not equivalent to specifying a constant bulk viscosity using *bulkvisc-real*, due to the dependence of the dynamic viscosity on temperature. The default value of this setting is  $0$ .

Notes:

1. special attention should be paid to the consistency of the units of *cst-real* and *R-real* (see [GasModel](#)), and the units of all other data in the remainder of the input file;
2. Sutherland's viscosity law is not recommended for dimensionless analyses because it results in a non-uniform dynamic viscosity that can become inconsistent with the Reynolds number specified in [ReferenceState.Reynolds](#).

---

Next: [TurbulenceClosure](#), Previous: [ViscosityModel](#), Up: [Equations](#)

### 4.9.3 THERMAL CONDUCTIVITY MODEL

Object:	<b>ThermalConductivityModel</b>
---------	---------------------------------

The object `ThermalConductivityModel` can be used to specify the behavior of the heat conductivity coefficient  $k$  of a fluid. If this fluid is barotropic — that is, governed by Tait's equation of state (EOS) — or if it is a stiffened gas, it is assumed to be characterized by two constants: a constant dynamic viscosity  $\mu$  that is set in [ViscosityModel.DynamicViscosity](#), and a constant specific heat at constant pressure  $c_p$  that is set in

[GasModel.SpecificHeatAtConstantPressure](#) or implied by the constants set in [LiquidModel](#). If on the other hand it is a perfect gas, it is characterized at least by one constant, the ideal gas constant set in [GasModel.IdealGasConstant](#), as its dynamic viscosity can be either a constant or governed by Sutherland's viscosity law (see [ViscosityModel](#)).

For any of the above discussed fluids,  $k$ ,  $\mu$  and  $c_p$  are related by the Prandtl number

$$Pr = \frac{c_p \mu}{k}$$

Hence, the heat conductivity coefficient  $k$  can be specified either directly, or via a constant Prandtl number (including for dimensional simulations). If  $k$  is constant, it can be specified directly using `ThermalConductivity.HeatConductivity`. If it is specified via a constant Prandtl number in `ThermalConductivity.Prandtl`, it is computed as

$$k = \frac{c_p \mu}{Pr}$$

where the specific heat ratio at constant pressure  $c_p$  is that specified in [GasModel.SpecificHeatAtConstantPressure](#) or implied by the parameters set in [LiquidModel](#), and  $\mu$  is specified in [ViscosityModel](#).

Hence, note that if  $\mu$  is constant, specifying a constant Prandtl number is equivalent to specifying a constant conductivity coefficient.

The syntax of this object is:

```
under ThermalConductivityModel{
  Type                = type-id;
  HeatConductivity    = heatcond-real;
  Prandtl              = prandtl-real;
}
```

with

*type-id* [ConstantPrandtl]:

Specifies whether the heat conductivity coefficient  $k$  is inputted directly or via the Prandtl number (and the specific heat at constant pressure and dynamic viscosity specified elsewhere, as indicated above).

ConstantConductivity

In this case, the constant heat conductivity coefficient  $k$  is inputted directly in *heatcond-real* (see below).

ConstantPrandtl

In this case, the constant heat conductivity coefficient  $k$  is inputted via the Prandtl number which is assumed to be constant (see below).

*heatcond-real* [0.0]:

Heat conductivity coefficient (assumed to be constant).

*prandtl-real* [0.72]:

Prandtl number (assumed to be constant).

Previous: [ThermalConductivityModel](#), Up: [Equations](#)

#### 4.9.4 SPECIFYING THE TURBULENCE CLOSURE

Object: **TurbulenceClosure**

For viscous flow simulations, the type of turbulence closure is defined within the `TurbulenceClosure` object. Its syntax is:

```
under TurbulenceClosure {
  Type = type-id;
  PrandtlTurbulent = coefficient-real;
  under TurbulenceModel { ... }
  under LESModel { ... }
  under Tripping{ ... }
}
```

with

*type-id* [None]:

None

The compressible Navier-Stokes equations are solved without any additional model.

TurbulenceModel

The averaged compressible Navier-Stokes equations are solved with an eddy viscosity turbulence model (see [TurbulenceModel](#)).

LESModel

The compressible Navier-Stokes equations are solved with a large eddy simulation model (see [LESModel](#)).

*coefficient-real* [0.9]:

Subgrid-scale Prandtl number which is assumed to be constant.

TurbulenceModel:

Specifies the eddy viscosity model to be used in the computation.

LESModel:

Specifies the LES model to be used in the computation.

Tripping:

Specifies the box within the computational domain in which the turbulence model is to be used.

- [TurbulenceModel](#)
- [LESModel](#)
- [Tripping](#)

Next: [LESModel](#), Up: [TurbulenceClosure](#)

##### 4.9.4.1 SPECIFYING THE EDDY-VISCOSITY MODEL

Object: **TurbulenceModel**

For turbulent flow simulations based on the averaged Navier-Stokes equations augmented by an eddy viscosity model, the type of the turbulence model is defined within the `TurbulenceModel` object. Its syntax is:

```
under TurbulenceModel {
  Type = type-id;
  under SpalartAllmaras { ... }
  under DES { ... }
  under WallDistanceMethod { ... }
}
```

with

*type-id* [SpalartAllmaras]:

SpalartAllmaras

One-equation Spalart-Allmaras turbulence model.

DES

Detached eddy simulation method based on the Spalart-Allmaras model. See Appendix C for a description of the mesh requirements (see [DESMESH](#)).

KEpsilon

Two-equation  $k - \epsilon$  turbulence model.

SpalartAllmaras:

Specifies either the original form of the Spalart-Allmaras turbulence model, or its modified form known as the fv3 model.

WallDistanceMethod:

This object is relevant only for simulations using the computational framework of the embedded boundary method for CFD — that is, when [Problem.Framework](#) = Embedded OR EmbeddedALE, and when the Spalart-Allmaras or DES turbulence model is chosen (see above). It specifies a method for computing in this case the distance of each grid point of the CFD mesh to the wall.

- [SpalartAllmaras](#)
- [DES](#)
- [WallDistanceMethod](#)

Next: [DES](#), Up: [TurbulenceModel](#)

#### 4.9.4.1.1 SPECIFYING THE FORM OF THE SPALART-ALLMARAS TURBULENCE MODEL

Object: **SpalartAllmaras**

This object allows the user to specify one of four forms of the Spalart-Allmaras turbulence model. Its syntax is:

```
under SpalartAllmaras{
  Form = form-id;
}
```

with

*form-id* [SAnoft2]:

SA

Specifies the "standard" Spalart-Allmaras (SA) turbulence model, also known as the SA turbulence model.

SAnoft2

Specifies the form of the Spalart-Allmaras turbulence model known as SA-noft2, originally introduced as a numerical fix in the "standard" version of the model. It ignores the  $f_{i2}$  term in the model in order to make zero a stable solution to the SA equation with a small basin of

attraction (thus slightly delaying transition so that the trip term could be activated appropriately). It is argued in the literature that if the trip term is not used, then  $f_{i2}$  is not necessary.

SAfv3

Specifies the modified form of the Spalart-Allmaras turbulence model, also known as the SA-fv3 form. This form was devised to prevent negative values of the source term that were experienced early on with the original form of this turbulence model. **It is not recommended for low Reynolds number problems**, say below 100,000, because of its unusual transition behavior in this flow regime.

SAneg

Specifies the negative form of the Spalart-Allmaras turbulence model, also known as the SA-neg form. This form was devised primarily to address issues with underresolved grids and non-physical transient states in discrete settings. **It is strongly recommended when the flow computations are performed using the framework of the embedded boundary method for CFD** — that is, when [Problem.Framework](#) = Embedded OR EmbeddedALE. For more details, see *S. R. Allmaras, F. T. Johnson and P. R. Spalart, "Modifications and Clarifications for the Implementation of the Spalart-Allmaras Turbulence Model," ICCFD7-1902, 7th International Conference on Computational Fluid Dynamics, Big Island, Hawaii, 9-13 July 2012.*

Next: [WallDistanceMethod](#), Previous: [SpalartAllmaras](#), Up: [TurbulenceModel](#)

#### 4.9.4.1.2 SPECIFYING THE FORM OF THE DES METHOD

Object: **DES**

This object allows the user to specify one of two forms of the DES method. Its syntax is:

```
under DES{
  Form = form-id;
}
```

with

*form-id* [Original]:

Fv3

Specifies the DES method based on the modified form of the Spalart-Allmaras turbulence model known as the fv3 form. This form was devised to prevent negative values of the source term that were experienced early on with the original form of this turbulence model. It is not recommended for low Reynolds number problems, say below 100,000, because of its unusual transition behavior in this flow regime.

Original

Specifies the DES method based on the original form of the Spalart-Allmaras turbulence model.

Negative

Specifies the DES method based on the negative form of the Spalart-Allmaras turbulence model.

Previous: [DES](#), Up: [TurbulenceModel](#)

#### 4.9.4.1.3 SPECIFYING THE METHOD FOR COMPUTING THE DISTANCE TO THE WALL

Object: **WallDistanceMethod**

When [Problem.Framework](#) = Embedded OR EmbeddedALE — that is, when the computational framework is set to that of the embedded boundary method for CFD, and when the Spalart-Allmaras or DES turbulence model is chosen for modeling turbulence, this object allows the user to specify the method for computing the distance between each grid point of the CFD mesh and the wall boundary. Its syntax is:

```
under WallDistanceMethod{
```

```

Type = type-id;
MaxIts = maxits-int;
Eps = eps-real;
FrequencyControl = frequencycontrol-flag;
FrequencyControlThreshold = frequencycontrolthreshold-real;

ComputeInactive = computeinactive-str;
}

```

with

*type-id* [NonIterative]:

Iterative

Specifies the FSM (Fast Sweeping Method) iterative method for computing at each grid point of the CFD mesh its distance to the nearest wall boundary. This method is very accurate but computationally intensive.

NonIterative

Specifies the non iterative FADCA (Fast Approximate Distance Computation Algorithm) method for computing at each grid point of the CFD mesh its distance to the nearest wall boundary. This method is not as accurate as its iterative counterpart in the far-field, but is less computationally intensive.

ClosestPoint

Specifies the closest point projection method for computing at each grid point of the CFD mesh its distance to the nearest embedded wall boundary. This method is exact (to machine precision) and is embarrassingly parallel, but scales with the number of faces on the wall boundary's surface mesh. Hence, it can be faster and more accurate than the iterative method (see above) for small- or moderate-sized surface meshes, but may be slower for very large surface meshes. It is only available when **AERO-F** is compiled with the CGAL library.

*maxits-int* [10]:

Specifies the maximum number of iterations to be used when using the iterative method for computing for each grid point of the CFD mesh its distance to the nearest wall boundary.

*eps-real* [1e-4]:

Specifies a tolerance for assessing the convergence of the iterative method for computing for each grid point of the CFD mesh its distance to the nearest wall boundary.

*frequencycontrol-flag* [Off]:

This flag can be used to reduce the frequency at which the distance to the nearest wall boundary is updated in time. This reduction is strongly recommended for explicit-explicit fluid-structure interaction problems.

On

In this case, the distance to the nearest wall boundary is updated only when the predicted relative error in the field variable of the one-equation Spalart-Allmaras turbulence model  $\tilde{\nu}$ , due otherwise to freezing in time the value of this distance, is larger than the threshold specified in *frequencycontrolthreshold-real* (see below).

Off

In this case, the distance to the nearest wall boundary is updated at each computed time-step.

*frequencycontrolthreshold-real* [10]:

Specifies a threshold for the predicted relative error in the field variable of the one-equation Spalart-Allmaras turbulence model  $\tilde{\nu}$  due to freezing in time the distance function.

*computeinactive-str* [No]:

Specifies whether to compute or not the wall distance for grid points occluded by an embedded obstacle. The default value is No; in this case the wall distance is computed only for active grid points. When the value of this parameter is set to Yes, the wall distance is computed at both active and inactive grid points: typically, this is not required unless the wall distance gradient is used as a preferred direction for anisotropic mesh adaptation (see [WallProximityCriterion.PreferredDirection](#)).

---

Next: [Tripping](#), Previous: [TurbulenceModel](#), Up: [TurbulenceClosure](#)

#### 4.9.4.2 SPECIFYING THE LES MODEL

Object:	<b>LESModel</b>
---------	-----------------

For turbulent flow simulations based on the Navier-Stokes equations augmented by a large eddy simulation model, the type of the LES model is defined within the `LESModel` object. Its syntax is:

```

under LESModel {
  Type = type-id;
  Delta = delta-id;
  under Smagorinsky { ... }
  under Dynamic { ... }
  under VMS { ... }
  under DynamicVMS { ... }
  under WALE { ... }
  under Vreman { ... }
}

```

with

*type-id* [VMS]:

Smagorinsky

The classical filtering and Smagorinsky Eddy Viscosity model are used to separate the coarse and fine-scales and model the effect of the latter.

Dynamic

The classical filtering and variable-constant (obtained using the Germano Identity) Smagorinsky Eddy Viscosity model is used to separate the coarse and fine scales, and model the effect of the latter on the coarse scales.

VMS

The variational multiscale approach is used to separate the large and small resolved scales and to model the effect of the unresolved scales in

the small resolved scales equation using a Smagorinsky Eddy Viscosity model.

DynamicVMS

The VMS method is equipped with a variational analogue of the Germano identity to compute a variable constant in the Smagorinsky Eddy Viscosity model.

WALE

The Wall-Adapting Local Eddy Viscosity (WALE) model is used for the eddy-viscosity.

Vreman

Vreman's subgrid-scale model is used for the eddy-viscosity.

*delta-id* [Volume]:

Volume

In this case, for a given tetrahedron  $T_t$ , the filter width  $\Delta$  used to compute the eddy viscosity is set to

$$\Delta = Vol(T_t)^{1/3}$$

Side

In this case, for a given tetrahedron  $T_t$ , the filter width  $\Delta$

used to compute the eddy viscosity is set to the size of the largest side of this tetrahedron.

Smagorinsky:

Specifies the classical filtering and Smagorinsky Eddy Viscosity model for separating the coarse and fine-scales and modeling the effect of the latter.

Dynamic:

Specifies the classical filtering and variable-constant (obtained using the Germano Identity) Smagorinsky Eddy Viscosity model for separating the coarse and fine-scales and modeling the effect of the latter on the coarse scales.

VMS:

Specifies the variational multiscale approach for separating the large and small resolved scales and modeling the effect of the unresolved scales in the small resolved scales equation using a Smagorinsky Eddy Viscosity model.

DynamicVMS:

Specifies the VMS method equipped with a variational analogue of the Germano identity to compute a variable constant in the Smagorinsky Eddy Viscosity model.

WALE:

Specifies the Wall-Adapting Local Eddy Viscosity (WALE) model for representing the eddy-viscosity.

Vreman:

Specifies Vreman's eddy-viscosity subgrid-scale model.

- [Smagorinsky](#)
- [Dynamic](#)
- [VMS](#)
- [DynamicVMS](#)
- [WALE](#)
- [Vreman](#)

Next: [Vreman](#), Up: [LESModel](#)

#### 4.9.4.2.1 SPECIFYING THE PARAMETERS OF THE SMAGORINSKY EDDY-VISCOSITY MODEL

Object: **Smagorinsky**

The Smagorinsky object specifies the parameters of the Smagorinsky LES model. Its syntax is:

```
under Smagorinsky{
  Cs = coefficient-real;
}
```

with

*coefficient-real* [0.1]:

Usual Smagorinsky coefficient  $C_s$  used in computing the eddy viscosity

$$\nu_T = (C_s \Delta)^2 \sqrt{2S_{ij}S_{ij}}$$

Next: [WALE](#), Previous: [Smagorinsky](#), Up: [LESModel](#)

#### 4.9.4.2.2 SPECIFYING THE PARAMETERS OF THE VREMAN EDDY-VISCOSITY MODEL

Object: **Vreman**

The `Vreman` object specifies the parameters of Vreman's eddy-viscosity subgrid-scale model. Its syntax is:

```
under Vreman{
  Cs = coefficient-real;
}
```

with

*coefficient-real* [0.025]:

Specifies Vreman's model constant  $c$  for computing the eddy-viscosity. This constant is related to the [Smagorinsky](#) constant  $C_s$  through  $c = 2.5C_s^2$ . Its default value is 0.025.

Next: [Dynamic](#), Previous: [Vreman](#), Up: [LESModel](#)

#### 4.9.4.2.3 SPECIFYING THE PARAMETERS OF THE WALL-ADAPTED LOCAL EDDY-VISCOSITY MODEL

Object: **WALE**

The `WALE` object specifies the parameters of the WALE LES model. Its syntax is:

```
under WALE{
  Cw = coefficient-real;
}
```

with *coefficient-real* [0.325]:

WALE coefficient  $C_w$  used in computing the eddy viscosity

$$\nu_t = \frac{\bar{\rho}(C_w \Delta)^2 (S_{ij}^d S_{ij}^d)^{3/2}}{(S_{ij} S_{ij})^{5/2} + (S_{ij}^d S_{ij}^d)^{5/4}}$$

where  $S_{ij}^d$  is the symmetric part of the square of the velocity gradient tensor and  $S_{ij}$  is the deformation tensor of the resolved field.

Next: [VMS](#), Previous: [WALE](#), Up: [LESModel](#)

#### 4.9.4.2.4 SPECIFYING THE PARAMETERS OF THE DYNAMIC LES MODEL

Object: **Dynamic**

The `Dynamic` object specifies the parameters of Germano's dynamic LES model. Its syntax is:

```
under Dynamic{
  under Clipping { ... }
}
```

with

`Clipping`

The upper bound for the  $C_s$  coefficient and upper and lower bounds for the turbulent Prandtl number  $P_t$  can be specified in this object.

- [ClippingDynamic](#)

Up: [Dynamic](#)

##### 4.9.4.2.4.1 SPECIFYING BOUNDS FOR THE DYNAMIC LES MODEL

Object: **Clipping**

The `Clipping` object specifies the upper bound for the  $C_s$  coefficient and the upper and lower bounds for the turbulent Prandtl number  $P_t$  in Germano's dynamic LES model.

Its syntax is:

```
under Clipping{
  CsMax = coefficient-real1;
  PtMin = coefficient-real2;
  PtMax = coefficient-real3;
}
```

with *coefficient-real1* [0.4]:

This value multiplied by the filter width  $\Delta$  is used as a clipping upper bound for the dynamically evaluated  $C_s \Delta$  products.

*coefficient-real2* [0.5]:

This serves as a clipping lower bound for the dynamically evaluated Prandtl numbers  $P_t$ .

*coefficient-real3* [1.6]:

This serves as a clipping upper bound for the dynamically evaluated Prandtl numbers  $P_t$ .

Next: [DynamicVMS](#), Previous: [Dynamic](#), Up: [LESModel](#)

#### 4.9.4.2.5 SPECIFYING THE PARAMETERS OF THE VMS TURBULENCE MODEL

Object: **VMS**

The `vms` object specifies the parameters of the variational multiscale LES model. Its syntax is:

```
under VMS{
  Csprime = coefficient-real;
  AgglomerationLayer= layer-integer;
  AgglomerationDepth= depth-integer;
}
```

with

*coefficient-real* [0.1]:

Fine-scale Smagorinsky coefficient  $C'_s$  used in computing the eddy viscosity

$$\nu'_T = (C'_s \Delta)^2 \sqrt{2S'_{ij}S'_{ij}}$$

*layer-integer* [1]:

Characterizes the size of a macro-cell in an agglomeration. A value of 1 results in each macro-cell containing a cell and (a subset of) its neighbors. A value of 2 results in each macro-cell containing a cell, (a subset of) its neighbors, and (a subset of) the neighbors of these neighbors, etc...

*depth-integer* [1]:

This is the number of recursive clustering steps to be performed for generating the agglomeration used for constructing the projector of the VMS-LES method.

Previous: [VMS](#), Up: [LESModel](#)

#### 4.9.4.2.6 SPECIFYING THE PARAMETERS OF THE DYNAMIC VMS LES MODEL

Object: **DynamicVMS**

The `DynamicVMS` object specifies the parameters of the dynamic variational multiscale LES model. Its syntax is:

```
under DynamicVMS{
  Type = type-id;
  Csprime = csprime-real;
  AgglomerationLayer= layer-integer;
  AgglomerationDepth1= depth-integer1;
  AgglomerationDepth2= depth-integer2;
  under Clipping { ... }
}
```

with

*type-id* [D1VMSLES]:

D1VMSLES

A Dynamic VMS-LES method based on the “difference” variational analogue of Germano’s identity (and therefore closest to the original version of Germano’s identity). Here, the Smagorinsky subgrid-scale parameters are solved for dynamically by employing least-squares on the equations obtained by differencing the conservation equations associated with two different grid sizes.

D2VMSLES

A robust Dynamic VMS-LES method which resorts to the least-squares solution of the “stacked” conservation equations associated with two different grid sizes to compute the Smagorinsky subgrid-scale parameters dynamically.

*csprime-real* [0.1]:

Fall-back fine-scale Smagorinsky coefficient adopted when the computed dynamic constant falls outside the interval [0, 0.3].

*layer-integer* [1]:

Characterizes the size of a macro-cell in an agglomeration. A value of 1 results in each macro-cell containing a cell and (a subset of) its neighbors. A value of 2 results in each macro-cell containing a cell, (a subset of) its neighbors, and (a subset of) the neighbors of these neighbors, etc...

*depth-integer1* [1]:

This is the number of recursive clustering steps to be performed for constructing the first-level agglomeration — that is, the agglomeration used for constructing the basic projector of the dynamic VMS-LES method.

*depth-integer2* [*depth-integer1* + 1]:

This is the number of recursive clustering steps to be performed for constructing the second-level agglomeration — that is, the agglomeration used for constructing the projector used in the variational analogue of the Germano identity in the dynamic VMS-LES method.

Clipping

The upper bound for the  $C'_s$  coefficient and upper and lower bounds for the turbulent Prandtl number  $P'_t$  can be specified in this object.

- [ClippingDynamicVMS](#)



Up: [DynamicVMS](#)

#### 4.9.4.2.6.1 SPECIFYING BOUNDS FOR THE DYNAMIC VMS TURBULENCE MODEL

Object: **Clipping**

The `Clipping` object specifies the upper bound for the  $C_s'$  coefficient and the upper and lower bounds for the turbulent Prandtl number  $P_t'$  in the dynamic VMS turbulence model.

Its syntax is:

```
under Clipping{
  CsMax = coefficient-real1;
  PtMin = coefficient-real2;
  PtMax = coefficient-real3;
}
```

with *coefficient-real1* [0.4]:

This value multiplied by the filter width  $\Delta$  is used as a clipping upper bound for the dynamically evaluated  $C_s'\Delta'$  products.

*coefficient-real2* [0.5]:

This serves as a clipping lower bound for the dynamically evaluated Prandtl numbers  $P_t'$ .

*coefficient-real3* [1.6]:

This serves as a clipping upper bound for the dynamically evaluated Prandtl numbers  $P_t'$ .

Previous: [LESModel](#), Up: [TurbulenceClosure](#)

#### 4.9.4.3 TRIPPING TURBULENCE

Object: **Tripping**

Turbulence can be tripped by specifying a domain outside which the turbulent eddy viscosity is set to zero to model a laminar flow. The syntax of this command is:

```
under Tripping {
  under Box1 { ... }
}
```

Box1:

Defines a box within the computational domain (see [BoxFix](#)).

Next: [BoundaryConditions](#), Previous: [Equations](#), Up: [Objects](#)

### 4.10 DEFINING THE MULTI-PHASE COMPONENT OF A FLOW PROBLEM AND SPECIFYING ITS SOLUTION METHOD

Object: **MultiPhase**

The `MultiPhase` object is used to define a multi-phase flow problem or problem component and choose a fluid-fluid flow solver. The material interface is assumed to be well approximated by a free surface where one fluid can only apply a pressure on the other fluid, and to be initially a closed contact surface. The available multi-phase flow solvers are based either on the ghost fluid method, or on the finite volume method with exact, local, two-phase Riemann solvers. The level set technique is used for capturing the material interface.

The syntax of this object is:

```
under MultiPhase{
  LevelSetReinitializationFrequency = lsreinitfreq-int;
  LevelSetMethod = lsmethod-str;
  BandLevel = bandlevel-int;
  Method = method-str;
  Prec = prec-id;
  TypeRiemannProblem = typeriemannproblem-str;
  PhaseChange = phasechange-str;
  ExtrapolationOrder = extrapolationorder-str;
  InterfaceLimiter = interfacelimiter-flag;
  RiemannComputation = riemanncomputation-str;
  RiemannNormal = rnormal-id;
  under SparseGrid{ ... }
  under InitialConditions { ... }
}
```

with

*lsreinitfreq-int* [0]:

Specifies the reinitialization frequency for the computation of the level set function(s). (By default, the computation of the level set function(s) is not reinitialized. Furthermore, for one-dimensional computations, it is not reinitialized either).

*lsmethod-str* [Conservative]:

Conservative

In this case: (a) the level set equation is given by

$$\frac{\partial(\rho\phi)}{\partial t} + \nabla \cdot (\rho \mathbf{u} \phi) = 0$$

where  $\rho$  and  $\mathbf{u}$  denote the density and velocity vector of the fluid at a given point, respectively, and  $\phi$  denotes the level set function at that point; (b) it is solved by the same finite volume method specified for the solution of the flow problem.

Primitive

This option is available only for 3D computations. In this case, (a) the level set equation is given by

$$\frac{\partial \phi}{\partial t} + \mathbf{u} \cdot \nabla \phi = 0$$

where  $\mathbf{u}$  is the velocity vector of the fluid at a given point and  $\phi$  denotes the level set function at that point, and (b) it is solved by the same finite volume method specified for the solution of the flow problem.

HJWENO

This option is available only for the one-dimensional computation of a spherically or cylindrically symmetric unsteady two-phase flow problem. In this case: (a) the level set equation is given by the Hamilton-Jacobi equation

$$\frac{d\phi}{dt} + \mathbf{u} \frac{d\phi}{dx} = 0$$

where  $\mathbf{u}$  denotes the velocity of the fluid at a given point and  $\phi$  denotes the level set function at that point; (b) it is discretized in space by a fifth-order WENO scheme, and discretized in time by the same scheme specified for the time-discretization of the flow problem.

Scalar

This option is available only for the one-dimensional computation of a spherically or cylindrically symmetric unsteady two-phase flow problem. In this case: the level set equation is given by

$$\frac{dx_I}{dt} = \mathbf{u}(x_I, t)$$

where  $x_I$  denotes the position of the material interface and  $\mathbf{u}(x_I, t)$  denotes the fluid velocity at that position, at a given time  $t$ ; (b) this

ordinary differential equation is solved by the fourth-order time-accurate, four-stage, Runge-Kutta scheme. This is the most accurate level set method among all three methods available for one-dimensional computations.

*bandlevel-int* [5]:

This member is relevant only if *lsreinitfreq-int* is set to a strictly positive value. It specifies the width of the band (in graph distance) on each side of the material interface where to reinitialize the level set. In general, the default value of 5 is usually sufficient. However, for problems with complex material interfaces, higher values could be preferred.

*method-str* [GhostFluidForThePoor]:

GhostFluidForThePoor

In this case, the level set method is used to capture the interface, and the fluid-fluid flow equations are solved by the *explicit* “Ghost Fluid method for the Poor”. This option can be used to solve the following fluid-fluid problems which are described in terms of interfacing equations of state: perfect gas - perfect gas, perfect gas - stiffened gas, stiffened gas - stiffened gas, stiffened gas - JWL, JWL - JWL, and barotropic liquid (Tait) - barotropic liquid (Tait).

FiniteVolumeWithExactTwoPhaseRiemann

In this case, the level set method is used to capture the interface, and the fluid-fluid flow equations are solved by the finite volume method with exact, local, two-phase Riemann solvers. This option can be used to solve fluid-fluid problems where either fluid can be modeled as a perfect gas, stiffened gas, barotropic liquid (Tait's equation of state), or by the JWL equation of state. It is particularly useful when simulating fluid-fluid problems characterized by large contact discontinuities across the interfaces. It is supported by both explicit and implicit time-integrators. Currently, only this method, equipped with an explicit time-integrator, can be used for solving one-dimensional, spherically or cylindrically symmetric two-phase flow problems.

*prec-id* [NonPreconditioned]:

This parameter is relevant only if *method-str* is set to *Fiver*, and *Problem.Prec* = *LowMach*.

NonPreconditioned

In this case, the dissipation terms of the FIVER convective fluxes at the material interfaces are not preconditioned. This value is the default value.

LowMach

In this case, the dissipation terms of the FIVER convective fluxes at the material interfaces are equipped with the low-Mach Turkel preconditioner whose parameters are set in *Preconditioner.LowMach*.

*typeriemannproblem-str* [Surrogate]:

This parameter is relevant only when *method-str* = *FiniteVolumeWithExactTwoPhaseRiemann*. It specifies the type of the interface where to construct and solve the fluid-fluid Riemann problem along an edge of the CFD mesh that intersects the zero level set in order to enforce the appropriate fluid-fluid contact conditions, which determines the global rate of convergence of the FIVER method.

Surrogate

Requests the construction and solution of the fluid-fluid Riemann problem at the surrogate control volume-based fluid/fluid interface, specifically, the midpoint of an edge of the CFD mesh that intersects the zero level set. In this case, a geometric error of the order of  $\Delta x/2$ ,

where  $\Delta x$  denotes the typical mesh size, is introduced in the semi-discretization process. Consequently, even for second-order spatial approximations away from the material interface (*NavierStokes.Reconstruction* = *Linear*), the FIVER method delivers a first-order global rate of convergence.

Real

Requests the construction and solution of the fluid-fluid Riemann problem at the real fluid/fluid interface, specifically, the intersection point between the CFD mesh and the zero level set. In this case, for second-order spatial approximations away from the material interface (*NavierStokes.Reconstruction* = *Linear*), the FIVER method delivers a second-order global rate of convergence. Because it is a higher-fidelity option, this setting is available only for the case where *NavierStokes.Reconstruction* = *Linear*. Otherwise, it is automatically reverted to the *Surrogate* setting.

*phasechange-str*[*Extrapolation*]:

This parameter is relevant only when *method-str* is set to *FiniteVolumeWithExactTwoPhaseRiemann*. It specifies a method for treating fluid-fluid phase changes.

*RiemannSolution*

An average of interface states obtained from the solution of appropriate Riemann problems is used to replace the state of a node that changes phase from one time-step to the following one.

*Extrapolation*

An extrapolation procedure is used to populate the state of a node that changes phase from one time-step to the following one.

*extrapolationorder-str* [...]:

This parameter is relevant only when *phasechange-str* is set to *Extrapolation*. It specifies the order of the extrapolation method.

*FirstOrder*

In this case, a fluid-fluid phase change is treated using a first-order extrapolation scheme.

*SecondOrder*

In this case, a fluid-fluid phase change is treated using a second-order extrapolation scheme.

The default value of the parameter is *FirstOrder* if *typeriemannproblem-str* = *Surrogate*, and *SecondOrder* if *typeriemannproblem-str* = *Real*.

*interfacelimiter-flag* [off]:

This parameter is relevant only if *typeriemannproblem-str* is set to *Real* (see above), *phasechange-id* is set to *Extrapolation* (see above), and *extrapolationorder-id* is set to *SecondOrder*. It can take one of the two following values:

*On*

In this case, the linear extrapolation scheme chosen for treating a fluid-fluid material change in the enhanced FIVER method is equipped with a limiter in order to suppress nonlinear oscillations.

*Off*

In this case, the linear extrapolation scheme chosen for treating a fluid-fluid material change in the enhanced FIVER method is not equipped with a limiter and therefore is vulnerable to spurious oscillations.

*riemanncomputation-str*[*SecondOrder*]:

This parameter is relevant only when the multi-phase flow problem involves an interface between two media where at least one of them is modeled by the JWL equation of state and applies to this interface only.

*FirstOrder*

The Riemann invariants of the relevant Riemann problem are numerically computed using a first-order ODE integrator.

*SecondOrder*

The Riemann invariants of the relevant Riemann problem are numerically computed using a second-order ODE integrator.

*TabulationRiemannInvariant*

When *Problem.Type* is set to anything but *SparseGridGeneration* (see [Problem](#)), this option, which is highly recommended in this case because of its computational efficiency, requests the exploitation of a sparse grid tabulation to interpolate the values of the Riemann invariants of the relevant Riemann problem. This tabulation is specified in [SparseGrid](#). On the other hand when *Problem.Type* is set to *SparseGridGeneration* (see [Problem](#)), this option specifies that the Riemann invariants are to be tabulated in a sparse grid according to the parameters specified in the [SparseGrid](#).

*TabulationRiemannProblem*

When *Problem.Type* is set to anything but *SparseGridGeneration* (see [Problem](#)), this option requests the exploitation of a sparse grid tabulation to interpolate directly the solutions of the relevant Riemann problems. This tabulation is inputted in [SparseGrid.FileName](#). On the other hand when *Problem.Type* is set to *SparseGridGeneration* (see [Problem](#)), this option specifies that the solutions of the Riemann problems are to be tabulated in a sparse grid according to the parameters specified in the [SparseGrid](#).

*rnormal-id* [*LevelSet*]:

Specifies the normal to be used in the solution of the one-dimensional two-phase fluid-fluid Riemann problem along an edge of the fluid mesh which intersects the fluid-fluid interface predicted by a level set technique.

*LevelSet*

In this case, the aforementioned normal is set to the normal to the level set 0 at the point of intersection of this level set and the relevant edge of the fluid mesh. This is the default setup as it offers better accuracy.

*Fluid*

In this case, the aforementioned normal is set to that of the control volume face of the fluid mesh associated with the intersecting edge. This option trades optimal accuracy for better numerical stability by introducing dissipation indirectly in the semi-discretization process.

*InitialConditions*:

Defines the regions occupied by two fluids by initializing the level set function(s), and sets the initial conditions of each fluid in its region of the computational domain.

Note:

1. currently, **AERO-F** can handle only three different fluid-fluid interfaces.

- [SparseGrid](#)
- [InitialConditionsMultiPhase](#)

---

Next: [SparseGrid](#), Up: [MultiPhase](#)

#### 4.10.1 SPECIFYING THE INITIAL CONDITIONS OF A MULTI-PHASE FLOW COMPUTATION

Object:	<b>InitialConditions</b>
---------	--------------------------

The level set function and the state of each fluid of a multi-phase flow computation are initialized using this object. The initialization of each level set function is performed by specifying the geometry of a surface that separates initially two fluids. Within the region it occupies, the state of each fluid is initialized to a uniform flow whose parameters are specified in this object.

The syntax of the *InitialConditions* object is:

```
under InitialConditions {
  under Sphere[sphere-id-int] { ... }
  ...
}
```

```

    under Plane[plane-id-int] { ... }
    ...
    under Box[box-id-int] { ... }
}

```

with

*sphere-id-int* [—]

ID number of a sphere.

*plane-id-int* [—]

ID number of a plane.

*box-id-int* [—]

ID number of a box.

Sphere:

Defines a geometric sphere and the initial conditions for the flow within (see [Box](#)).

Plane:

Defines a geometric plane and the initial conditions for the flow within the region of the computational domain it implies (see [Plane](#)).

Box:

Defines a geometric box and the initial conditions for the flow within the region of the computational domain it implies (see [Box](#)).

Notes:

1. the [VolumeData](#) object offers the possibility to initialize the states of two fluids separated by rigid or flexible walls. The user is allowed to specify initial conditions using both the `VolumeData` object and the present object.
2. **AERO-F** initializes the solution of a multi-phase flow problem in several overwriting steps as follows: first, the states of all grid points are initialized to the values of the free-stream conditions; next, the states of all grid points belonging to a specific set of volume IDs are initialized as specified in the associated [VolumeData](#) object; next, the states of all grid points in each region of the computational domain implied by each plane specified in [Plane](#)[*plane-id-int*] are initialized as requested in the corresponding `InitialConditions` object; finally, the states of all grid points located inside each sphere specified in [Box](#)[*sphere-id-int*] are initialized as requested in the corresponding `InitialConditions` object.

- [Sphere](#)
- [Plane](#)
- [Box](#)

---

Next: [Box](#), Up: [InitialConditionsMultiPhase](#)

#### 4.10.1.1 DEFINING A GENERIC SPHERE FOR A MULTI-PHASE FLOW COMPUTATION

Object: **Sphere**

The `Sphere` object specifies the location and size of a spherical region, as well as the initial condition parameters for the flow inside this region. Its syntax is:

```

under Sphere[sphere-id-int] {
  FluidID = fluid-id-int;
  Center_x = center_x-real;
  Center_y = center_y-real;
  Center_z = center_z-real;
  Radius = radius-real;
  under InitialState{ ... }
  under ProgrammedBurn{ ... }
}

```

with *sphere-id-int* [—]

Integer identification number of the sphere defined in this object.

*fluid-id-int* [—]:

ID of the fluid medium for which the initial conditions specified in this sphere apply to. It is attributed to all *nodes* of the CFD mesh that lie inside the sphere defined in this object.

*center\_x-real* [0.0]:

Coordinate of the center of the sphere along the x axis.

*center\_y-real* [0.0]:

Coordinate of the center of the sphere along the y axis.

*center\_z-real* [0.0]:

Coordinate of the center of the sphere along the z axis.

*radius-real* [—]:

Radius of the sphere.

`InitialState`:

Specifies the initial state of the fluid occupying the sphere defined above.

ProgrammedBurn:

Specifies the parameters of a programmed burn of a highly explosive, burnable material located within the sphere defined above.

- [InitialState](#)
- [ProgrammedBurn](#)

Up: [Sphere](#)

#### 4.10.1.1.1 SPECIFYING THE PARAMETERS OF A PROGRAMMED BURN

Object: **ProgrammedBurn**

The ProgrammedBurn object can be used to specify the parameters of the programmed burn of a highly explosive material located within a region specified by a *closed* geometrical object of **AERO-F** such as a [Box](#) or a [Sphere](#) defined under [MultiPhase.InitialConditions](#), or designated by a [Point](#) defined under [EmbeddedFramework.InitialConditions](#). Before burning, this explosive material, which must be modeled in [FluidModel](#) as a [Liquid](#) and declared in [LiquidModel](#) as burnable ([LiquidModel.Burnable](#) = True), is attributed the fluid ID number `FluidID` specified in the aforementioned geometrical object or designation (for example, see [Sphere.FluidID](#)). As this explosive material burns, the resulting product, which must be modeled in [FluidModel](#) as a perfect gas or using the JWL Equation of State (EOS), is attributed the fluid ID number `BurnedEOS` which should have been defined outside this object — for example, in [FluidModel](#).

```
under ProgrammedBurn {
  Ignite = ignite-flag;
  IgnitionTime = ignition-time-real;
  IgnitionX0 = ignition-x0-real;
  IgnitionY0 = ignition-y0-real;
  IgnitionZ0 = ignition-z0-real;
  E0 = detonation-energy-real;
  ChapmanJouguetDensity = cj-density-real;
  ChapmanJouguetPressure = cj-pressure-real;
  ChapmanJouguetDetonationVelocity = cj-detonation-speed-real;
  LimitPeak = limitpeak-flag;
  BurnedEOS = burned-fluidID-int;
}
```

with

*ignite-flag* [True]:

In general, **AERO-F** determines whether at a discrete time  $t^n$  an explosive material is to be ignited or not, or whether it has already been ignited, by checking whether its ignition time specified in *ignitiontime-real* (see below) has been reached or not, or exceeded, at time  $t^n$ . However, this flag is used to explicitly manage the ignition of an explosive material, particularly during a restart simulation.

on

In this case:

- The explosive material identified by `FluidID` can be ignited during a programmed burn simulation.
- During the restarting of a three-dimensional multi-phase simulation with a programmed burn, the explosive material identified by `FluidID` is ignited even if the first time-stamp  $t^n$  of the restart simulation is greater than *ignitiontime-real*. In the latter case, the explosive material ends up being re-ignited at the beginning of the restart simulation.

off

In this case:

- The explosive material identified by `FluidID` can *never* be ignited during a programmed burn simulation.
- During the restarting of a three-dimensional multi-phase simulation with a programmed burn, the explosive material identified by `FluidID` can also never be ignited. However, if it was ignited during the simulation from which the new simulation is to restart, **AERO-F** automatically figures this out and restarts and proceeds correctly.

Hence, during the restarting of a three-dimensional multi-phase simulation with a programmed burn, this flag should be set to *off* if the explosive material identified by `FluidID` has already been ignited, and to *on* otherwise.

*ignitiontime-real* [0.0]:

Specifies the time at which the explosive material is to be ignited.

*ignition-x0-real* [0.0]:

x-coordinate of the ignition point.

*ignition-y0-real* [0.0]:

y-coordinate of the ignition point.

*ignition-z0-real* [0.0]:

z-coordinate of the ignition point.

*detonation-energy-real* [—]:

Initial internal energy of the explosive material (prior to detonation).

*cj-density-real* [-1.0]:

Chapman-Jouguet density of the explosive material behind the detonation wave (just after detonation). If not provided (by default), **AERO-F** automatically computes the value of *cj-density-real*.

*cj-pressure-real* [-1.0]:

Chapman-Jouguet pressure of the explosive material behind the detonation wave (just after detonation). If not provided (by default), **AERO-F** automatically computes the value of *cj-pressure-real*.

*cj-detonation-speed-real* [-1.0]:

Chapman-Jouguet speed of the detonation wave. If not provided (by default), **AERO-F** automatically computes the value of *cj-detonation-speed-real*.

*limitpeak-flag* [`False`]

If this flag is set to `True`, **AERO-F** limits the maximum values of the density and pressure fields behind the detonation wave to the Chapman-Jouguet density and Chapman Jouguet pressure values *cjdensity-real* and *cjpressure-real*, respectively.

*burned-fluidID-int* [—]:

Integer ID of the fluid medium representing the burned explosive products. This medium must be attributed in [FluidModel](#) the JWL Equation of State (EOS) or the EOS of a perfect gas.

Notes:

1. because of the time-scales it involves, a programmed burn simulation must be performed using an *explicit* time-integration algorithm; however, for the sake of computational efficiency, a comprehensive simulation involving at some stage a programmed burn can be organized in three steps carried out by three different simulations using the restart capability: (1) the pre-burn step, if it exists, where an implicit computation can be performed, (2) the programmed burn computation which must be performed using an explicit scheme, and (3) the post-burn computation which can be performed using an implicit scheme;
2. if a simulation involves multiple detonations associated with multiple explosive materials, each explosive material should be attributed a different `FluidID`, but all explosive products can share the same fluid integer ID `BurnedEOS` if needed or desired.

---

Next: [Plane](#), Previous: [Sphere](#), Up: [InitialConditionsMultiPhase](#)

#### 4.10.1.2 DEFINING A GENERIC BOX FOR A MULTI-PHASE FLOW COMPUTATION

Object: **Box**

The `Box` object specifies the location and size of a boxy region, as well as the initial condition parameters for the flow inside this region. Its syntax is:

```
under Box[box-id-int] {
  FluidID = fluid-id-int;
  X0 = x0-real;
  Y0 = y0-real;
  Z0 = z0-real;
  X1 = x1-real;
  Y1 = y1-real;
  Z1 = z1-real;
  under InitialState{ ... }
  under ProgrammedBurn{ ... }
}
```

with *box-id-int*[—]

Integer identification number of the box defined in this object.

*fluid-id-int* [—]:

ID of the fluid medium for which the initial conditions specified in this box apply to. It is attributed to all *nodes* of the CFD mesh that lie inside the box defined in this object.

*x0-real* [0.0]:

x-coordinate of the lower left corner of the box.

*y0-real* [0.0]:

y-coordinate of the lower left corner of the box.

*z0-real* [0.0]:

z-coordinate of the lower left corner of the box.

*x1-real* [0.0]:

x-coordinate of the upper right corner of the box with *x1-real* > *x0-real*.

*y1-real* [0.0]:

y-coordinate of the upper right corner of the box with *y1-real* > *y0-real*.

*z1-real* [0.0]:

z-coordinate of the upper right corner of the box with *z1-real* > *z0-real*.

`InitialState`:

Specifies the initial state of the fluid occupying the box defined above.

`ProgrammedBurn`:

Specifies the parameters of a programmed burn of a highly explosive material located within the box defined above.

- [InitialState](#)
- [ProgrammedBurn](#)

Previous: [Box](#), Up: [InitialConditionsMultiPhase](#)

#### 4.10.1.3 DEFINING A GENERIC PLANE FOR A MULTI-PHASE FLOW COMPUTATION

Object: **Plane**

The `Plane` object defines a plane by a point and a normal vector, and specifies the initial conditions in the region of the computational domain toward which the normal vector points to. Its syntax is:

```
under Plane[plane-id-int] {
  FluidID = fluid-id-int;
  Point_x = point_x-real;
  Point_y = point_y-real;
  Point_z = point_z-real;
  Normal_x = normal_x-real;
  Normal_y = normal_y-real;
  Normal_z = normal_z-real;
  under InitialState{ ... }
}
```

with

*plane-id-int* [—]

Integer identification number of the plane defined in this object.

*fluid-id-int* [—]:

ID of the fluid medium for which the initial conditions specified here apply to. It is attributed to all *nodes* of the CFD mesh that lie in the region of the computational fluid domain identified above.

*point\_x-real* [0.0]:

Coordinate of the point in the plane along the x axis.

*point\_y-real* [0.0]:

Coordinate of the point in the plane along the y axis.

*point\_z-real* [0.0]:

Coordinate of the point in the plane along the z axis.

*normal\_x-real* [0.0]:

Component of the normal to the plane along the x axis.

*normal\_y-real* [0.0]:

Component of the normal to the plane along the y axis.

*normal\_z-real* [0.0]:

Component of the normal to the plane along the z axis.

*InitialState*:

Specifies the initial state of the fluid occupying the region of the computational fluid domain identified above.

- [InitialState](#)

Previous: [InitialConditionsMultiPhase](#), Up: [MultiPhase](#)

#### 4.10.2 TABULATING DATA IN SPARSE GRID FORMAT FOR SPEEDING UP MULTI-PHASE COMPUTATIONS

Object: **SparseGrid**

To accelerate the solution of flow problems involving a medium modeled by a complex and computationally intensive equation of state (EOS), the object `SparseGrid` offers the possibility of tabulating some data in sparse grid format (see [TAB](#)), or exploiting it when readily available. This data can be either the Riemann invariants along a characteristic curve, or the solutions of two-phase Riemann problems. When using this object to tabulate the solutions of two-phase Riemann problems, one fluid is assumed to be modeled by the JWL EOS and must be specified in [FluidModel](#)[0], and the other is assumed to be a perfect or stiffened gas and must be specified in [FluidModel](#)[1].

The syntax of this object is:

```
under SparseGrid {
  FileName = filename-str;
  NumberOfFiles = numfiles-int;
  Verbose = verbose-int;
  NumberOfInputs = numinputs-int;
  NumberOfOutputs = numoutputs-int;
  Input1Minimum = in1min-real;
  Input1Maximum = in1max-real;
  NumberOfDomains1 = numdomains1-int;
  ...
  Input6Minimum = in6min-real;
  Input6Maximum = in6max-real;
  NumberOfDomains6 = numdomains6-int;
  MinimumNumberOfPoints = minnumpts-int;
  MaximumNumberOfPoints = maxnumpts-int;
  DegreeDimAdapt = degdimadapt-real;
  RelativeAccuracy = relacc-real;
  AbsoluteAccuracy = absacc-real;
}
```

}

with

*filename-str* [""]:

Specifies the path and name of the file containing the tabulated data. If this data was stored across multiple files, *filename-str* is the common prefix to all names of these files.

*numfiles-int* [0]:

Specifies the number of files to be loaded to access the entire tabulated data.

*verbose-int* [0]:

This integer ranges from 0 (no output) to 9 (maximum output) and specifies the level of data reporting (on the screen) when tabulating data in sparse grid format or exploiting it.

*numinputs-int* [2]:

Number of input variables of the vector function to be tabulated. For example, *numinputs-int* = 2 when the Riemann invariants are tabulated, and *numinputs-int* = 6 when the Riemann solutions are tabulated (see [TAB](#)).

*numoutputs-int* [2]:

Number of outputs (components of the vector function) to be tabulated (see [TAB](#)).

*numdomains1-int* [1]:

Specifies the uniform splitting of the domain of the first input variable into *numdomains1-int* subdomains. If this number is greater than 1, it automatically multiplies the number of expected sparse grids by *numdomains1-int*.

*in1min-real* [0.0]:

Specifies the lower bound of the first input variable.

*in1max-real* [1.0]:

Specifies the upper bound of the first input variable.

*minmumps-int* [100]:

Minimum number of data points to be generated in each (see Note below) sparse grid.

*maxmumps-int* [100]:

Maximum number of data points to be generated in each (see first Note below) sparse grid (however, this maximum can be slightly exceeded by **AERO-F**).

*degdimadapt-real* [0.75]:

This parameter, which should be given a value between 0.0 and 1.0, specifies the desired degree of dimensional adaptivity of all generated sparse grids ([TAB](#)).

*relacc-real* [1.0e-3]:

Specifies the desired level of relative accuracy to be delivered by the sparse grid tabulation.

*absacc-real* [1.0e-1]:

Specifies the desired level of absolute accuracy to be delivered by the sparse grid tabulation.

Notes:

1. splitting the domain of each  $i$ -th input variable into an arbitrary number of subdomains parameterized above by  $n_i = \text{numdomains1-int}$  for the purpose of parallel processing can but is not guaranteed to accelerate the sparse grid tabulation process; the reason is that the scope of the maximum number of points specified in *maxmumps-int* applies to each subdomain;
2. if the domain of an  $i$ -th input variable is split into an arbitrary number of subdomains parameterized above by  $n_i = \text{numdomains1-int}$  case, the tabulation of the function of interest is performed on a number of sparse grids equal to  $\prod_{i=1}^N n_i$ , where  $N = \text{numinputs-int}$ ; in this case, this tabulation process is parallelized at the sparse grid level and therefore can use a maximum number of processors equal to  $\prod_{i=1}^N n_i$  processors;
3. All sparse grid tabulations generated using this object can be used for one- and three-dimensional multi-phase flow computations.

Next: [Preconditioner](#), Previous: [MultiPhase](#), Up: [Objects](#)

## 4.11 DEFINING THE BOUNDARY CONDITIONS

Object: **BoundaryConditions**

This object can be used to specify default boundary conditions to be applied to all inlet, outlet, and wall boundary surfaces, and/or define specific sets of boundary conditions that can be attributed in [SurfaceData](#) to subsets of these boundary surfaces. In some cases, the default boundary conditions defined herein can be locally modified in the [SurfaceData](#) object which also offers a broader set of boundary conditions.

This object can also be used to complete the description of the far-field pressure for hydro computations. Its syntax is:



```

under BoundaryConditions {
  under Inlet { ... }
  under Outlet { ... }
  under Wall { ... }
  under Symmetry { ... }
  under Hydro { ... }
  under BoundaryData[boundaryconditions-id-int] { ... }
  under Symmetry
}

```

with

*boundaryconditions-id-int* [None]:

Integer ID number identifying a set of boundary conditions defined in [BoundaryData](#), and assigned in [SurfaceData](#) to a boundary surface tag so they can be applied to those boundary surfaces identified by that surface tag, or override the default boundary conditions if they apply on these surfaces.

Inlet:

Defines the default inflow boundary conditions on all inlet boundary surfaces. Because these default boundary conditions are used to initialize by default many flow computations, they must be always specified, including when all needed boundary conditions are also specified in the [SurfaceData](#) object. They can be locally modified, if desired, using the objects [SurfaceData](#) and [BoundaryData](#).

Outlet:

Defines the default outflow boundary conditions on all outlet boundary surfaces. These boundary conditions can be locally modified, if desired, using the objects [SurfaceData](#) and [BoundaryData](#). The `Outlet` object can be omitted if the inflow and outflow states are identical.

Wall:

Defines the default wall boundary conditions.

Hydro:

Specifies a list of additional parameters for a hydro-computation. These are used to define the (default) far-field boundary conditions and to compute the hydrostatic and hydrodynamic pressure and force fields. Its syntax is defined by the *Hydro* object (see [Hydro](#)). This object can be omitted if irrelevant.

BoundaryData:

Defines a set of boundary conditions to be used for overriding default boundary conditions.

Notes:

1. if `Problem.Mode` is set to `Dimensional`, the inflow pressure and density must be specified for an aerodynamic computation and the inflow pressure and temperature for a hydro-computation;
2. if an outflow condition is not specified but needed for the flow computation, it is set to the inflow condition;
3. the default boundary conditions are specified for the “run-type” variables. Hence, if `Problem.Mode` is set to `Dimensional`, the specified default boundary conditions are applied “as-is” to the dimensional variables. On the other hand, if `Problem.Mode` is set to `NonDimensional`, the specified default boundary conditions are applied “as-is” to the non-dimensional variables.

- [Inlet](#)
- [Outlet](#)
- [Wall](#)
- [Symmetry Treatment](#)
- [Hydro](#)
- [BoundaryData](#)

---

Next: [Outlet](#), Up: [BoundaryConditions](#)

#### 4.11.1 DEFINING THE FAR-FIELD INLET CONDITIONS

Object: **Inlet**

The `Inlet` object can be used to define either the default inlet boundary conditions for all boundary surfaces of the `InletFixed` and `InletMoving` types, or the locally modified inlet boundary conditions (see [BoundaryData.Inlet](#)). These conditions are typically far-field inlet boundary conditions. They can be locally modified, if desired, using the object [BoundaryData](#).

The syntax of this object is:

```

under Inlet {
  Type = type-id;
  FluidID = fluid-id-int;
  Mach = mach-real;
  Velocity = velocity-real;
  Alpha = alpha-real;
  Beta = beta-real;
  Density = density-real;
  Pressure = pressure-real;
  Temperature = temperature-real;
  NuTilde = nutilde-real;
  K = k-real;
  Eps = eps-real;
}

```

with

*type-id* [External]:

External

External flow computation with free-stream conditions in all far-fields.

Internal

Designates a special class of problems in which the pressure is specified at the outlet boundary, the density and velocity vector in the case of a perfect gas and the temperature and velocity vector in the case of a barotropic liquid are specified at the inlet boundary, and both boundaries are subsonic. This class of problems arises in some internal flow applications, which explains the choice of the word "Internal". AERO-F being essentially an external flow solver, it does not offer in this case an explicit and straightforward mechanism for specifying the velocity field at the subsonic inlet boundary. However, for a perfect gas, this can be accomplished in the dimensional case by setting the Mach number and the inlet pressure, and in the non-dimensional case by setting the Mach number only, as described below. For a barotropic liquid, it can be accomplished in both dimensional and non-dimensional cases by setting the Mach number only.

#### PERFECT GAS — — — DIMENSIONAL CASE

First, it is noted that because the outlet boundary is subsonic, the true pressure at the inlet is not specified but propagated numerically from the outlet boundary to the inlet boundary during the solution procedure. Hence, the inlet pressure that can be specified in the input file should be considered only as a "knob". In this case, it turns out that the free-stream Mach number is also a knob. Now, given the velocity vector to be specified at the inlet boundary, one can compute its modulus.

This modulus,  $|\mathbf{v}|$ , is related to the pressure and Mach number via

$$v = M \sqrt{\frac{\gamma p}{\rho}}$$

where  $M$ ,  $\gamma$ ,  $p$ , and  $\rho$  designate the Mach number, ratio of specific heats, pressure, and density, respectively.

Hence, (after specifying the legitimate density at the inlet boundary) one begins by choosing the Mach number and the pressure at the subsonic inlet boundary so that  $|\mathbf{v}|$  is equal to the modulus of the desired velocity vector.

Then, the angles of attack *alpha-real* and *beta-real* are set to obtain the desired components of this velocity vector.

Clearly, there are many  $(M, p)$  combinations that lead to the same  $|\mathbf{v}|$ . Since in this case both  $M$  and  $p$  are only knobs, all combinations are in principle valid. However, those combinations with a Mach number knob that is far away from a reasonable value associated with  $|\mathbf{v}|$  can lead to numerical difficulties.

#### PERFECT GAS — — — NON — DIMENSIONAL CASE

In this case, AERO-F considers the inlet density to be the reference density (which is to be considered as the inlet density to be specified), the modulus of the inlet velocity vector

$$v_{inlet}$$

to be the modulus of the reference velocity vector (which is to be considered as the modulus of the inlet velocity vector to be prescribed), the outlet pressure to be the reference pressure (which is to be considered the outlet pressure to be prescribed), and the artificial inlet pressure knob to be the reference pressure too (warning: in this context, the reference pressure is not to be confused with the non-dimensionalization pressure). It follows that AERO-F automatically sets

$$\bar{p}_{inlet} = 1; \quad \bar{v}_{inlet} = 1$$

$$\bar{p}_{inlet} = \bar{p}_{outlet} = \frac{p_{reference}}{p_{reference} v_{reference}^2} = \frac{1}{\gamma M_{reference}^2}$$

From a discussion similar to that of the dimensional case described above, it follows that in the non-dimensional case, the user needs to input only the reference Mach number and the angles of attack *alpha-real* and *beta-real*. Furthermore, from the above explanation, it also follows that the reference Mach number should be set to

$$M_{reference} = v_{inlet} \sqrt{\frac{\bar{p}_{inlet}}{\gamma \bar{p}_{outlet}}}$$

Then, by default, the free-stream Mach number is set to the reference Mach number (see below).

#### BAROTROPIC LIQUID — — — DIMENSIONAL CASE

For a barotropic fluid, the pressure and density are not independent variables. Hence, in this case, the primitive variables are the density (or pressure), velocity field, and temperature. The modulus of the inlet velocity vector is given by

$$v = M \sqrt{\frac{1}{\rho_0} ((k_1 + k_2 p_0)(k_1 + k_2 p)^{k_2 - 1})^{\frac{1}{k_2}}}$$

where

$$p_0, \rho_0, k_1, k_2$$

are the "reference" pressure, "reference" density, and the two constants used for defining the barotropic equation of state of the fluid. Because the outlet boundary is subsonic, the pressure — and therefore the density — at the inlet is not specified but propagated numerically from the outlet boundary to the inlet boundary during the solution procedure. The free-stream Mach number is a knob. Given the velocity vector to be specified at the inlet boundary, one can compute its modulus.

From the above formula, it follows that, after specifying the pressure at the outlet boundary, one chooses the Mach number so that  $|\mathbf{v}|$  is equal to the modulus of the desired velocity vector. Then, one sets the angles of attack *alpha-real* and *beta-real* to obtain the desired components of this velocity vector. One also specifies the temperature at the inlet boundary.

### BAROTROPIC LIQUID — — — NON — DIMENSIONAL CASE

In this case, AERO-F considers the outlet density to be the reference density, and the modulus of the inlet velocity vector to be the modulus of the reference velocity vector. At the inlet, it computes the reference temperature using the formula given in `Problem`. Thus AERO-F automatically sets

$$\bar{\rho}_{outlet} = 1; \quad \bar{v}_{inlet} = 1$$

while the non-dimensionalized temperature is set by the user. Also, AERO-F automatically sets the artificial inlet density to

$$\bar{\rho}_{inlet} = 1$$

In addition, the user must specify the reference Mach number so that

$$M_{reference} = \frac{v_{inlet}}{\sqrt{\alpha k_2 \rho_{outlet}^{k_2-1}}}$$

where  $\alpha = \frac{1}{k_2} (p_0 + k_1/k_2)$

In both dimensional and non-dimensional cases, for this class of flow problems, AERO-F enforces the true inlet and outlet boundary conditions in a weak sense unless it is compiled with the flag `STRONG_INLET_BC` set ON.

*fluid-id-int* [0]:

Integer number identifying a fluid medium at the inlet.

*mach-real* [—]:

Free-stream or inlet Mach number. To be specified only if a free-stream velocity (see below) is not specified. If omitted and a free-stream velocity is not specified instead, this Mach number is automatically set to the reference Mach number. If both a free-stream Mach number and a free-stream velocity are specified, **AERO-F** chooses to run with the specified free-stream Mach number.

*velocity-real* [—]:

Free-stream or inlet velocity (magnitude). To be specified — whether a dimensional or non-dimensional simulation is desired — only if a free-stream Mach number (see above) is not specified. If both a free-stream Mach number and a free-stream velocity are specified, **AERO-F** chooses to run with the specified free-stream Mach number.

*alpha-real* [—]:

Free-stream or inlet angle of attack (in degrees) defined in the x-z plane as follows: rotate the free-stream velocity vector around the z-axis until it intersects the x-z plane. The angle of attack is then the angle between the x-axis and the rotated vector and is measured positively when rotating from x to z. It is equal to zero if the flow is parallel to the x-axis. (Think of a spherical coordinate system).

*beta-real* [—]:

Free-stream or inlet sideslip angle (in degrees) defined in the x-y plane as follows: project the free-stream velocity vector on the x-y plane. The sideslip angle is then the angle between the x-axis and the projected vector, and is measured positively when rotating from x to y. It is equal to zero if the flow is parallel to the x-axis. (Think of a spherical coordinate system).

*density-real* [—]:

Free-stream or inlet density. This parameter is required if `Problem.Mode` is set to `Dimensional`, and `FluidModel.Fluid` is set to `PerfectGas`, `StiffenedGas`, or `JWL`. If the fluid is modeled as a barotropic liquid or gas (`FluidModel.Fluid = Liquid`) and `Problem.Mode` is set to `Dimensional`, this parameter does not need to be specified because it is automatically determined using the equation of state and the far-field pressure *pressure-real* (see below).

*pressure-real* [—]:

Free-stream or inlet pressure. Required if `Problem.Mode` is set to `Dimensional` and: `FluidModel.Fluid` is set to `PerfectGas`, `StiffenedGas`, or `JWL`, or the object `StructuralPreload` is used to preload a structure with a uniform but time-dependent, linearly increasing, pressure field. Note that:

- If the fluid is modeled as a barotropic liquid or gas (`FluidModel.Fluid = Liquid`), `Problem.Mode` is set to `Dimensional`, and this parameter is not specified, it is automatically set by **AERO-F** to the "reference" pressure specified in `LiquidModel`. In this case, the far-field density is also automatically set by **AERO-F** to the "reference" density (see `LiquidModel`).
- When gravity effects are accounted for, this parameter can be used to specify an additional constant pressure field such as the atmospheric pressure (see `Hydro`).

*temperature-real* [—]:

Free-stream or inlet temperature. It must be specified when the fluid is modeled as a barotropic liquid (that is, when `FluidModel.Fluid` is set to `Liquid`), and only in this case. If `Problem.Mode` is set to `Dimensional`, this temperature must be specified in Kelvin (in this case, the user should verify that the ideal gas constant `R` (see `GasModel`) is specified in the same system of units as all other input data). If `Problem.Mode` is set to `NonDimensional`, this specified temperature is interpreted as the value of the non-dimensionalized free-stream temperature.

*nutilde-real* [see below]:

Field variable of the one-equation Spalart-Allmaras turbulence model whose implementation in **AERO-F** does not include the trip term which usually starts it up. The default value of this parameter in the non-dimensional case is *nutilde-real* = 0.1. Its default value in the dimensional case is *nutilde-real* =  $0.1 \times \nu = 0.1 \times \mu / \rho$ , where  $\nu$  is the laminar kinematic viscosity of the fluid,  $\rho$  is its density, and  $\mu$  is its dynamic

viscosity (see `ViscosityModel`). These default values provide fully turbulent boundary and shear layers while avoiding numerical difficulties.

*k-real* [—]:

Free-stream or inlet turbulent kinetic energy in the two-equation  $k - \epsilon$  turbulence model (required if `Problem.Mode` is set to `Dimensional`).

*eps-real* [—]:

Free-stream or inlet turbulent kinetic energy dissipation rate in the two-equation  $k-\epsilon$  turbulence model (required if *Problem.Mode* is set to Dimensional).

Note:

- 1.
2. for one-dimensional computations (*Problem.Type* = 10), this object is ignored (and the presence in the ASCII Input Command Data file of the object *Outlet* is required);
3. some internal flow problems are characterized by sudden time-variations of the boundary conditions. For such problems, the initial state of the flow in a certain region is uniform but not equal to the state defined by the boundary condition (an assumption that is otherwise always made by AERO-F). The problem of opening the valve of a pressurized tank is such an example. It is possible to simulate such flow problems with AERO-F in dimensional mode, using the following two-step procedure. First, the desired initial state (for example, inside the tank) is computed by setting the boundary condition artificially to the desired uniform initial state (desired inside the tank). Next, a second simulation is performed by restarting from the outcome of the first simulation. In the second simulation, the reference Mach number, reference density, and reference temperature must be set to the desired initial state because the data saved by AERO-F for re-use in a restart is always saved in non-dimensional form. If these reference values are not specified as described, AERO-F will dimensionalize the saved data by the value of the boundary condition specified in the second simulation to model the sudden variation.

Next: [Wall](#), Previous: [Inlet](#), Up: [BoundaryConditions](#)

#### 4.11.2 DEFINING THE FAR-FIELD OUTLET CONDITIONS

Object: **Outlet**

The *Outlet* object can be used to define either the default outlet boundary conditions for all boundary surfaces of the *InletFixed* and *InletMoving* types, or the locally modified outlet boundary conditions (see [BoundaryData.Inlet](#)). These conditions are typically far-field outlet boundary conditions. They can be locally modified, if desired, using the object [BoundaryData](#).

```
under Outlet {
  Type = type-id;
  FluidID = fluid-id-int;
  Mach = mach-real;
  Velocity = velocity-real;
  Alpha = alpha-real;
  Beta = beta-real;
  Density = density-real;
  Pressure = pressure-real;
  Temperature = temperature-real;
  NuTilde = nutilde-real;
  K = k-real;
  Eps = eps-real;
}
```

with

*type-id* [External]:

External

External flow computation with free-stream conditions in all far-fields.

Internal

Designates a special class of problems in which the pressure is specified at the outlet boundary, the density and velocity vector in the case of a perfect gas and the temperature and velocity vector in the case of a barotropic liquid are specified at the inlet boundary, and both boundaries are subsonic. This class of problems arises in some internal flow applications, which explains the choice of the word “Internal”. AERO-F being essentially an external flow solver, it does not offer in this case an explicit and straightforward mechanism for specifying the velocity field at the subsonic inlet boundary. However, for a perfect gas, this can be accomplished in the dimensional case by setting the Mach number and the inlet pressure, and in the non-dimensional case by setting the Mach number only, as described below. For a barotropic liquid, it can be accomplished in both dimensional and non-dimensional cases by setting the Mach number only.

#### PERFECT GAS — — — DIMENSIONAL CASE

First, it is noted that because the outlet boundary is subsonic, the true pressure at the inlet is not specified but propagated numerically from the outlet boundary to the inlet boundary during the solution procedure. Hence, the inlet pressure that can be specified in the input file should be considered only as a “knob”. In this case, it turns out that the free-stream Mach number is also a knob. Now, given the velocity vector to be specified at the inlet boundary, one can compute its modulus.

This modulus,  $u$ , is related to the pressure and Mach number via

$$u = M \sqrt{\frac{\gamma p}{\rho}}$$

where  $M$ ,  $\gamma$ ,  $p$ , and  $\rho$  designate the Mach number, ratio of specific heats, pressure, and density, respectively.

Hence, (after specifying the legitimate density at the inlet boundary) one begins by choosing the Mach number and the pressure at the subsonic inlet boundary so that  $u$  is equal to the modulus of the desired velocity vector.

Then, the angles of attack *alpha-real* and *beta-real* are set to obtain the desired components of this velocity vector.

Clearly, there are many  $(M, p)$  combinations that lead to the same  $u$ . Since in this case both  $M$  and  $p$  are only knobs, all combinations are in principle valid. However, those combinations with a Mach number knob that is far away from a reasonable value associated with  $u$  can lead to numerical difficulties.

#### PERFECT GAS — — — NON — DIMENSIONAL CASE

In this case, AERO-F considers the inlet density to be the reference density (which is to be considered as the inlet density to be specified), the modulus of the inlet velocity vector

$$v_{inlet}$$

to be the modulus of the reference velocity vector (which is to be considered as the modulus of the inlet velocity vector to be prescribed), the outlet pressure to be the reference pressure (which is to be considered the outlet pressure to be prescribed), and the artificial inlet pressure knob to be the reference pressure too (warning: in this context, the reference pressure is not to be confused with the non-dimensionalization pressure). It follows that AERO-F automatically sets

$$\bar{p}_{inlet} = 1; \quad \bar{v}_{inlet} = 1$$

$$\bar{p}_{inlet} = \bar{p}_{outlet} = \frac{p_{reference}}{p_{reference} v_{reference}^2} = \frac{1}{\gamma M_{reference}^2}$$

From a discussion similar to that of the dimensional case described above, it follows that in the non-dimensional case, the user needs to input only the reference Mach number and the angles of attack *alpha-real* and *beta-real*. Furthermore, from the above explanation, it also follows that the reference Mach number should be set to

$$M_{reference} = v_{inlet} \sqrt{\frac{\bar{p}_{inlet}}{\gamma p_{outlet}}}$$

Then, by default, the free-stream Mach number is set to the reference Mach number (see below).

### BAROTROPIC LIQUID — — — DIMENSIONAL CASE

For a barotropic fluid, the pressure and density are not independent variables. Hence, in this case, the primitive variables are the density (or pressure), velocity field, and temperature. The modulus of the inlet velocity vector is given by

$$v = M \sqrt{\frac{1}{\rho_0} ((k_1 + k_2 p_0)(k_1 + k_2 p)^{k_2-1})^{\frac{1}{k_2}}}$$

where

$$p_0, \rho_0, k_1, k_2$$

are the “reference” pressure, “reference” density, and the two constants used for defining the barotropic equation of state of the fluid. Because the outlet boundary is subsonic, the pressure — and therefore the density — at the inlet is not specified but propagated numerically from the outlet boundary to the inlet boundary during the solution procedure. The free-stream Mach number is a knob. Given the velocity vector to be specified at the inlet boundary, one can compute its modulus.

From the above formula, it follows that, after specifying the pressure at the outlet boundary, one chooses the Mach number so that  $\bar{v}$  is equal to the modulus of the desired velocity vector. Then, one sets the angles of attack *alpha-real* and *beta-real* to obtain the desired components of this velocity vector. One also specifies the temperature at the inlet boundary.

### BAROTROPIC LIQUID — — — NON — DIMENSIONAL CASE

In this case, AERO-F considers the outlet density to be the reference density, and the modulus of the inlet velocity vector to be the modulus of the reference velocity vector. At the inlet, it computes the reference temperature using the formula given in *Problem*. Thus AERO-F automatically sets

$$\bar{p}_{outlet} = 1; \quad \bar{v}_{inlet} = 1$$

while the non-dimensionalized temperature is set by the user. Also, AERO-F automatically sets the artificial inlet density to

$$\bar{\rho}_{inlet} = 1$$

In addition, the user must specify the reference Mach number so that

$$M_{reference} = \frac{v_{inlet}}{\sqrt{\alpha k_2 p_{outlet}^{k_2-1}}}$$

where  $\alpha = \frac{1}{\rho_0} (p_0 + k_1/k_2)$

In both dimensional and non-dimensional cases, for this class of flow problems, AERO-F enforces the true inlet and outlet boundary conditions in a weak sense unless it is compiled with the flag `STRONG_INLET_BC` set ON.

*fluid-id-int* [0]:

Integer number identifying a fluid medium at the outlet.

*mach-real* [—]:

Free-stream or outlet Mach number. To be specified only if a free-stream velocity (see below) is not specified. If omitted and a free-stream velocity is not specified instead, this Mach number is set to the reference Mach number. If both a free-stream Mach number and a free-stream velocity are specified, **AERO-F** chooses to run with the specified free-stream Mach number.

*velocity-real* [—]:

Free-stream or outlet velocity (magnitude). To be specified — whether a dimensional or non-dimensional simulation is desired — only if a free-

stream Mach number (see above) is not specified. If both a free-stream Mach number and a free-stream velocity are specified, **AERO-F** chooses to run with the specified free-stream Mach number.

*alpha-real* [—]:

Free-stream or outlet angle of attack (in degrees) defined in the x-z plane as follows: rotate the free-stream velocity vector around the z-axis until it intersects the x-z plane. The angle of attack is then the angle between the x-axis and the rotated vector and is measured positively when rotating from x to z. It is equal to zero if the flow is parallel to the x-axis. (Think of a spherical coordinate system).

*beta-real* [—]:

Free-stream or sideslip angle (in degrees) defined in the x-y plane as follows: project the free-stream velocity vector on the x-y plane. The sideslip angle is then the angle between the x-axis and the projected vector, and is measured positively when rotating from x to y. It is equal to zero if the flow is parallel to the x-axis. (Think of a spherical coordinate system).

*density-real* [—]:

Free-stream or outlet density. It is required if `Problem.Mode` is set to `Dimensional` and `FluidModel.Fluid` is set to `Gas`. When running a `Dimensional` hydro-simulation (fluid modeled as a barotropic liquid or stiffened gas or stiffened gass), the far-field density is not specified as it is set automatically using the equation of state and the far-field pressure (see [LiquidModel](#)).

*pressure-real* [—]:

Free-stream or outlet pressure. It is required if `Problem.Mode` is set to `Dimensional` and `FluidModel.Fluid` is set to `Gas`. When running a `Dimensional` hydro-simulation (fluid modeled as a barotropic liquid or stiffened gas), if the far-field pressure is not specified, it is set to the “reference” pressure specified in `LiquidModel` (and then the far-field density is automatically set to the “reference” density) (see [LiquidModel](#)).

*temperature-real* [—]:

Free-stream or outlet temperature. It must be specified when the fluid is modeled as a barotropic liquid (that is, when `FluidModel.Fluid` is set to `Liquid`), and only in this case. If `Problem.Mode` is set to `Dimensional`, this temperature must be specified in Kelvin (in this case, the user should verify that the ideal gas constant `R` (see [GasModel](#)) is specified in the same system of units as all other input data). If `Problem.Mode` is set to `NonDimensional`, this specified temperature is interpreted as the value of the non-dimensionalized free-stream temperature.

*nutilde-real* [—]:

Free-stream or outlet value of the field variable of the one-equation Spalart-Allmaras turbulence model whose implementation in **AERO-F** does not include the trip term which usually starts it up. The default value of this parameter in the non-dimensional case is *nutilde-real* = 0.1. Its default value in the dimensional case is *nutilde-real* =  $0.1 \times \nu = 0.1 \times \mu / \rho$ , where  $\nu$  is the laminar kinematic viscosity of the fluid,  $\rho$  is its density, and  $\mu$  is its dynamic viscosity (see [ViscosityModel](#)). These default values provide fully turbulent boundary and shear layers while avoiding numerical difficulties.

*k-real* [—]:

Free-stream or outlet turbulent kinetic energy in the two-equation  $k - \epsilon$  turbulence model (required if `Problem.Mode` is set to `Dimensional`).

*eps-real* [—]:

Free-stream or outlet turbulent kinetic energy dissipation rate in the two-equation  $k - \epsilon$  turbulence model (required if `Problem.Mode` is set to `Dimensional`).

Notes:

1. for one-dimensional computations (`Problem.Type = 1D`), this object is required (and the eventual presence in the ASCII Input Command Data file of the object [Inlet](#) is ignored);
2. some internal flow problems are characterized by sudden time-variations of the boundary conditions. For such problems, the initial state of the flow in a certain region is uniform but not equal to the state defined by the boundary condition (an assumption that is otherwise always made by AERO-F). The problem of opening the valve of a pressurized tank is such an example. It is possible to simulate such flow problems with AERO-F in dimensional mode, using the following two-step procedure. First, the desired initial state (for example, inside the tank) is computed by setting the boundary condition artificially to the desired uniform initial state (desired inside the tank). Next, a second simulation is performed by restarting from the outcome of the first simulation. In the second simulation, the reference Mach number, reference density, and reference temperature must be set to the desired initial state because the data saved by AERO-F for re-use in a restart is always saved in non-dimensional form. If these reference values are not specified as described, AERO-F will dimensionalize the saved data by the value of the boundary condition specified in the second simulation to model the sudden variation.

---

Next: [Symmetry Treatment](#), Previous: [Outlet](#), Up: [BoundaryConditions](#)

#### 4.11.3 DEFINING THE WALL CONDITIONS

Object: **Wall**

For viscous simulations, the object `wall` can be used to specify a default computational model for wall surfaces and set its parameters.

```
under Wall {
  Type = type-id;
  Integration = integration-id;
  Delta = delta-real;
  Temperature = temp-real;
  Method = method-id;
  under ExactRiemannProblem { ... }
}
```

with

*type-id* [`Adiabatic`]:

`Adiabatic`

Adiabatic wall.

Isothermal

Isothermal wall with temperature set to `Wall.Temperature`.

*integration-id* [ ]:

WallFunction

Modeling by the discretized governing equations up to a distance `Wall.Delta` from the wall. The region of the boundary layer that is not resolved by the mesh is modeled by Reichardt's nonlinear wall function (available for all Navier-Stokes simulations with or without turbulence models).

Full

Modeling by the discretized governing equations up to the wall (not available for Navier-Stokes simulations with the  $k-\epsilon$  turbulence model).

In this case, it is strongly recommended to have the first layer of elements above the wall located at  $y^+ \approx 1$ . For a given Reynolds number

$Re$  and given free-stream conditions designated here by the subscript  $\infty$ , this can be achieved in two steps as follows. First, a good estimate of the "height" of the first layer of elements above the wall for which  $y^+ = 1$  can be obtained by assuming that the flow is a turbulent flow

over a flat plate, and that the value of the density at the wall  $\rho_w$  is equal to the free-stream density  $\rho_\infty$ . In this case,  $y^+ = 1$  leads to

$$y = \frac{\nu y^+}{u_t} = \frac{\nu}{u_t}, \quad u_t = \sqrt{\frac{\tau_w}{\rho_w}} = \sqrt{\frac{\tau_w}{\rho_\infty}}, \quad \tau_w = \frac{1}{2} \rho_\infty V_\infty^2 C_f, \quad C_f = \frac{0.026}{Re^{\frac{1}{4}}}$$

where  $\nu$  is the kinematic viscosity,  $u_t$  is the friction velocity,  $\tau_w$  is the wall shear stress, and  $C_f$  is the skin friction coefficient. An initial mesh can be constructed based on the obtained value of  $y$ . Next, this mesh should be validated a posteriori by using it to perform the simulation of

interest, post-processing the field  $y^+$ , verifying whether the first layer of elements is located or not at  $y^+ \approx 1$ , and performing a (linear)

correction in the design of this initial mesh if needed.

If *integration-id* is not specified, AERO-F sets *integration-id* to `Full` for Navier-Stokes simulations without turbulence modeling and to `WallFunction` for Navier-Stokes simulations with turbulence modeling (including LES).

*delta-real* [—]:

Threshold distance to the nearest wall boundary, required when *integration-id* is set to `WallFunction` for the following purpose. For turbulent flow computations on a non body-fitted grid (`Problem.Framework = Embedded OR EmbeddedALE`), **AERO-F** computes a wall distance on-the-fly, and this distance parameter serves as a minimum threshold in the following sense: the distance to the wall of any given node is computed as the maximum between the computed wall distance and this distance parameter. For turbulent flow computations on a body-fitted grid (`Problem.Framework = BodyFitted`), this distance parameter is added to the (pre-computed) wall distance. In all cases, this distance parameter can be set and verified using the following guidelines:

\* In principle, the suitability of a specific value of *delta-real* can be assessed only a posteriori, by checking the values of the  $y^+$  of the

corresponding solution as explained below. Hence, one begins with a trial value of *delta-real* then adjusts it after one or more additional runs.

\* A good first trial value of *delta-real* can be obtained as follows. Typically, the non-dimensional value of the friction velocity is of the order of 1/20, and the non-dimensional value of the dynamic viscosity coefficient is of the order of 1. Using these typical values, the formula relating the  $y^+$  to  $y$ , the non-dimensional friction velocity and the non-dimensional dynamic viscosity becomes

$$y^+ = Re \frac{y}{20}$$

where  $Re$  denotes the Reynolds number and  $\bar{y}$  denotes  $y$  after non-dimensionalization by the reference length (used for the definition of the Reynolds number). Hence, a first trial value of *delta-real* can be chosen so that  $\bar{y} = \text{delta-real}/\text{ReferenceState.Length}$  produces a value of  $y^+$  that

is within the acceptable limits of the wall function. AERO-F uses Reichardt's law which is valid within all three zones of the boundary layer: the viscous sublayer ( $0 \leq y^+ \leq 5$ ) where the non-dimensional velocity  $u^+$  is a linear function of  $y^+$ , the buffer layer where the relationship

is log-linear, and the logarithmic layer where the relationship is logarithmic. However, because of the reasons explained below, the user is advised to verify that *delta-real* is chosen so that

$$30 \leq y^+ \leq 100$$

(see below).

\* Check the lower limit of  $y^+$ . In the commonly used applications of wall functions, the meshing should be arranged so that the values of  $y^+$

at all the wall-adjacent mesh points is only slightly above the recommended lower limit between 20 and 30. The real reason is not that the form usually assumed for the wall functions is not valid much below these values (given that Reichardt's law is valid), but the fact that if *delta-real* is positioned too low, the CFD computation will start too close to the wall and its accuracy will depend on the specifics of the chosen turbulence model. If this model does not reproduce correctly the asymptotic behavior of the solution near the wall (for example, the standard LES model or the standard  $k-\epsilon$  model), a flawed computation can be expected even though the connection with the wall function is

performed at a valid point. On the other hand, the computation may be safe if the dynamic LES model is used instead. In any case, the lower limit given above offers the best chances to correctly resolve the turbulent portion of the boundary layer. It should be noted however that this limit may be impossible to satisfy close to separation or reattachment zones unless  $y^+$  is based upon  $y^*$ .

\* Check the upper limit on  $y^+$ . In the case of moderate Reynolds numbers, where the boundary layer only extends to  $y^+$  of 300 to 500, there is no chance of accurately resolving the boundary layer if the first mesh point is placed at a location with the value of  $y^+$  of 100 or higher.

\* Check the resolution of the boundary layer. If boundary layer effects are important, it is recommended that the resolution of the boundary layer is checked after the computation. This can be achieved by a plot of the ratio between the turbulent to the molecular viscosity, which is high inside the boundary layer. Adequate boundary layer resolution requires at least 8-10 points in the layer. An attempt to address this requirement can be performed a priori by estimating the thickness of the boundary layer assuming the obstacle is locally a flat plate, and using the experiment-based formulae

$$\delta = \frac{5.2x}{\sqrt{Re_x}} \text{ (laminar)}$$

and

$$\delta = \frac{0.37x}{Re_x^{0.5}} \text{ (turbulent)}$$

where  $\delta$  denotes the thickness of the boundary layer at the distance  $x$  from the leading edge of the plate, and  $Re_x$  denotes the Reynolds number based on a length equal to  $x$  for this specific purpose.

\* For robustness, the mesh spacing and *delta-real* should be such that the distance to the wall is equal to the average value of the wall normal mesh spacing. For some complex flow configurations, the robustness of the solver can be further increased by choosing a larger value of `wall.Delta` during the first few time iterations, performing a run with this larger value, then restarting from the result of this run and using the suitable value of `wall.Delta`.

\* In any case, the chosen value of the distance to the wall should be validated a posteriori by inspecting the resulting values of the  $y^+$  field as discussed above. This can be done by requesting one restart iteration after setting `Postpro.DeltaPlus` to output the values of  $y^+$ .

*temp-real* [—]:

Wall temperature (required for an isothermal wall).

*method-id* [Standard]:

This parameter specifies the approach to be used for enforcing the inviscid component of the chosen wall boundary condition at the wall boundaries of the CFD mesh (independently of the computational framework set in [Problem](#)).

Standard

Standard approach for enforcing a wall boundary condition using a finite volume method.

ExactRiemannProblem

Embedded boundary method type of approach for enforcing a wall boundary condition using a finite volume method. This approach incurs the solution of a local, one-dimensional, fluid-structure Riemann problem at the wall boundary.

ExactRiemannProblem:

Specifies the numerical flux scheme to use when *method-id* is set to `ExactRiemannProblem`.

- [ExactRiemannProblem](#)

Up: [Wall](#)

#### 4.11.3.1 FIVER FOR INVISCID COMPONENT OF WALL BOUNDARY CONDITION

Object: **ExactRiemannProblem**

The `ExactRiemannProblem` object can be used to specify the numerical flux to apply when the embedded boundary method for CFD is selected in [Wall](#).Method. Its syntax is:

```
under ExactRiemannProblem {
  Flux = flux-id;
}
```

with

*flux-id* [Roe]:

Specifies a default approximate Riemann solver or numerical flux function for the purpose described above.

Roe

Specifies Roe's numerical flux.

HLLC

Specifies the HLLC (Harten-Lax-van Leer-Einfeldt) numerical flux, which enables the intermediate state to satisfy the so-called entropy and positivity conditions but is more diffusive than Roe's flux. This choice for the numerical flux is available however only when the specified equation of state (EOS) is that of a perfect or stiffened gas (see [FluidModel](#)).

HLLC

Specifies the HLLC (devised by Toro, HLL for Harten-Lax-van Leer and C for "contact") numerical flux, which can remain positively conservative and is computationally more efficient than Roe's flux. This choice for the numerical flux is available however only when the specified equation of state (EOS) is that of a perfect or stiffened gas (see [FluidModel](#)).

RotatedRiemann

Specifies the rotated Riemann numerical flux, which can suppress shock instabilities without introducing excessive dissipation and therefore is recommended for hypersonic computations. This choice for the numerical flux is available only when the specified equation of state (EOS) is that of a perfect or stiffened gas (see [FluidModel](#)). **Note:** in this case, the dominant upwinding direction vector is automatically set to be the normal to the wall and not to the direction specified in [RotatedRiemann](#).UpwindDirection.

Next: [Hydro](#), Previous: [Wall](#), Up: [BoundaryConditions](#)

#### 4.11.4 TREATMENT OF SYMMETRY BOUNDARY CONDITIONS

Object: **Symmetry**

This object can be used to specify the treatment of the symmetry boundary conditions on all boundary surfaces of the type `Symmetry`. Its syntax is:

```
under Symmetry {
```



```
Treatment = treatment-id;
}
```

with

*treatment-id* [Weak]:

Weak

In this case, the slip wall boundary condition is enforced in the numerical fluxes across the boundary faces of all symmetry planes and therefore is weakly satisfied at these planes.

Strong

In this case:

- The user must first specify a normal for each symmetry plane in the computational fluid domain using [SurfaceData](#) [*surfaceIDtag-int*], where *surfaceIDtag-int* is an integer ID tag that identifies a symmetry plane or a set of them (see [Surfaces](#)).
- The slip wall boundary condition is strongly enforced for the normal component of the velocity field, in the form of Dirichlet boundary conditions at all nodes of the CFD mesh located in any symmetry plane.

Note:

1. both methods outlined above for enforcing the symmetry flow boundary conditions in symmetry planes are supported in the presence of an arbitrary number of symmetry planes in the computational fluid domain that furthermore may intersect at arbitrary angles.

---

Next: [BoundaryData](#), Previous: [Symmetry Treatment](#), Up: [BoundaryConditions](#)

#### 4.11.5 DEFINING A LIST OF ADDITIONAL PARAMETERS FOR HYDRO-SIMULATION

Object: **Hydro**

When performing a hydro-computation, a list of additional parameters is needed for computing the far-field pressure and the hydrostatic and hydrodynamic pressure and force fields. This list is currently defined within the `Hydro` object. Its syntax is:

```
under Hydro{
  Depth = depth-real;
}
```

with

*depth-real* [0.0]:

Depth of the origin of the mesh coordinate system.

---

Previous: [Hydro](#), Up: [BoundaryConditions](#)

#### 4.11.6 DEFINING A BOUNDARY CONDITION DATA SET

Object: **BoundaryData**

The purpose of this object is to define a set of boundary conditions which can be applied in [SurfaceData](#) to specific boundary surfaces (and override any default boundary condition that applies there), and identify them with the integer ID number *boundaryconditions-id-int*. Its syntax is:

```
under BoundaryData[boundaryconditions-id-int] {
  Type = type-id;
  InletVariableSet = inletvariableset-list;
  OutletVariableSet = outletvariableset-list;
  TotalPressure = totalpressure-real;
  TotalTemperature = totaltemperature-real;
  NuTilde = nutilde-real;
  K = k-real;
  Eps = eps-real;
  Pressure = pressure-real;
  Porosity = porosity-real;
  PoreShape = poreshape-str;
  Thickness = thickness-real;
  WeavingLength = weavinglength-real;
  MassFlow = massflow-real;
  Temperature = temperature-real;
  under Wall{ ... }
  under Inlet{ ... }
  under Outlet{ ... }
}
```

with

*type-id* [ ]:

This parameter characterizes the type of the set of boundary conditions to be defined in this object. It can take any of the following values explained below: `DirectState`, or `PorousWall`.

`DirectState`

This surface-specific boundary condition type should be attributed only to inlet or outlet surfaces, when the fluid is modeled as a perfect gas. It designates a special class of boundary conditions for flow quantities that can be imposed on inlet and/or outlet surfaces according to the flow regime there.

`PorousWall`

In a body-fitted simulation (`Problem.Framework = BodyFitted`), a porous wall boundary condition can be attributed only to *slip* wall boundary surfaces, when the fluid is modeled as a perfect gas. In this case, the associated surfaces are treated as porous walls. This boundary condition can be of two types: injection, or suction. A porous wall boundary condition of the injection type requires specifying the value of the porosity of a porous wall, that of the mass flow rate per unit surface area across this wall, and that of its temperature. A porous wall boundary condition of the suction type requires specifying the value of the porosity of a porous wall and that of the mass flow rate per unit surface area across this wall, only. The type of a porous wall boundary condition is automatically recognized as injection if the specified value for the mass flow rate (see below) across a porous wall is negative. It is recognized as suction if the specified value for the mass flow rate (see below) is positive. In either case, a porous wall boundary condition is implemented in **AERO-F** as described in *L.Y.M. Gicquel and T. Poinso*, "Wall

*Models for Multiperforated Walls," (2008).*

In an embedded simulation (`Problem.Framework = Embedded` OR `Problem.Framework = EmbeddedALE`), a porous wall boundary condition can be attributed to *slip* and *stick* wall boundary surfaces, when the fluid is modeled as a perfect gas. Furthermore, there is no distinction in this case between injection and suction. The flux across a porous wall is computed based on the value of the porosity specified for this wall (see below) only, using an approach based on the finite volume method with exact, local, two-phase Riemann solvers. Therefore in this case, the value of the mass flow rate per unit surface area across this wall and that of its temperature do not need to be specified.

Wall

This type can be used to enforce on the surface identified by the integer ID number *boundaryconditions-id-int* a different wall treatment than the default treatment specified in [Wall](#).

Inlet

This surface-specific boundary condition type should be attributed only to inlet surfaces. It should be used to specify that the inlet boundary conditions to apply are not those prescribed under [BoundaryConditions](#).Inlet but those defined under the [Inlet](#) object under this object.

Outlet

This surface-specific boundary condition type should be attributed only to outlet surfaces. It should be used to specify that the outlet boundary conditions to apply are not those prescribed under [BoundaryConditions](#).Outlet but those defined under [Outlet](#) object under this object.

Outflow

Specifies the outlet type of the boundary conditions, including on an embedded boundary surface.

*inletvariablesset-list* [...]:

List containing up to two flow and two turbulence model variables that can be prescribed on any inlet boundary surface if: (a) *the fluid is modeled as a perfect gas*, and (b) *the flow is locally normal to this surface*. In this case, all boundary conditions are implemented in **AERO-F** as described in Section 2.7 of *Jan-Renee Carlson, "Inflow/Outflow Boundary Conditions with Application to FUN3D," NASA/TM-2011-217181 (2011)*.

{P,T,T,T}

Selects the total pressure and total temperature variables.

{P,T,T,T, NuTilde }

Selects the total pressure and total temperature variables, and the Spalart-Allmaras field variable.

{P,T,T,T, K, Eps }

Selects the total pressure and total temperature variables, and the turbulent kinetic energy and turbulent kinetic energy dissipation rate variables.

*outletvariablesset-list* [...]:

List containing up to one flow variable that can be prescribed on any outlet boundary surface, *when the fluid is modeled as a perfect gas*. (Note that currently, turbulence model variables cannot be specified on an outlet boundary surface — instead, they are extrapolated on such a surface). In this case, all boundary conditions are implemented in **AERO-F** as described in Section 2.4 of *Jan-Renee Carlson, "Inflow/Outflow Boundary Conditions with Application to FUN3D," NASA/TM-2011-217181 (2011)*.

{P}

Selects the pressure variable.

*totalpressure-real* [...]:

This member is relevant only when *type-id* is set to `DirectState`: it specifies the value of the total pressure for an inlet boundary condition.

*totaltemperature-real* [...]:

This member is relevant only when *type-id* is set to `DirectState`: it specifies the value of the total temperature for an inlet boundary condition.

*nutilde-real* [...]:

This member is relevant only when *type-id* is set to `DirectState`: it specifies the value of the Spalart-Allmaras field variable for an inlet boundary condition.

*k-real* [...]:

This member is relevant only when *type-id* is set to `DirectState`: it specifies the value of the turbulent kinetic energy for an inlet boundary condition.

*eps-real* [...]:

This member is relevant only when *type-id* is set to `DirectState`: it specifies the value of the turbulent kinetic energy dissipation rate for an inlet boundary condition.

*pressure-real* [...]:

This member is relevant only when *type-id* is set to `DirectState`: it specifies the pressure value for an outlet boundary condition.

*porosity-real* [...]:

This member is relevant only when *type-id* is set to `PorousWall` (see above). It specifies the porosity value of a porous wall — that is, the ratio of the total area of the holes in the wall and the total area of the wall (hence the porosity value of a solid wall is by definition zero).

*poreshape-str*; [...]:

This member is relevant only when *type-id* is set to `PorousWall` (see above). It triggers the homogenization-based subgrid scale modeling of friction loss at a pore boundary based on the concept of an "equivalent pore" — that is, a single pore whose geometry and dimension are such that when inserted at the center of a unit (homogenization) cell, the void fraction of the cell matches that of the porous wall of interest (see *D. Huang, M. Long Wong, S. K. Lele and C. Farhat, "Homogenized Flux-Body Force Approach for Modeling Porous Wall Boundary Conditions in Compressible Viscous Flows," AIAA Journal, https://doi.org/10.2514/1.j059945 (2021)*). Precisely, it can be used to specify one of the following one-parameter shapes of the equivalent pore: Gapped, Circle, or Square. The dimension of any of these shapes is determined from the porosity ratio inputted in *porosity-real* (see above), the square of the length of periodicity inputted in *weavinglength-real* (see below) – and in the case of Gapped, the thickness of the wall porous specified in *thickness-real* (see below). Not specifying this member amounts to ignoring friction loss at a pore boundary in the computational model.

*thickness-real*; [0]:

This member is relevant only when *type-id* is set to `PorousWall` and *poreshape-str* is specified (see above). It inputs the thickness of the porous

wall.

*weavinglength-real*; [0]:

This member is relevant only when *type-id* is set to `PorousWall` and *poreshape-str* is specified (see above). It inputs the length of periodicity of the microstructure of the porous wall. (The vocabulary used here is for a porous wall made of a woven fabric but this does not have to be the case).

*massflow-real* [...]:

Specifies the value of the mass flow rate for a porous wall boundary condition. A positive value designates a porous wall boundary condition of the suction type. A negative value designates a porous wall boundary condition of the injection type. This value is needed however only for flow computations on body-fitted meshes.

*temperature-real* [...]:

Specifies the value of the temperature for a porous wall boundary condition of the injection type. This value is needed however only for flow computations on body-fitted meshes.

Wall:

Specifies a computational model for the wall surface identified by the integer ID number *boundaryconditions-id-int* (and overrides any default wall boundary treatment that applies there).

Inlet:

Specifies the inlet boundary conditions to be applied at the boundary surfaces identified by the integer ID number *boundaryconditions-id-int* (and overrides any default inlet boundary condition that applies there).

Outlet:

Specifies the outlet boundary conditions to be applied at the boundary surfaces identified by the integer ID number *boundaryconditions-id-int* (and overrides any default outlet boundary condition that applies there).

- [Wall](#)
- [Inlet](#)
- [Outlet](#)

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Next: [Space](#), Previous: [BoundaryConditions](#), Up: [Objects](#)

## 4.12 SETTING THE PARAMETERS OF THE CHOSEN LOW-MACH PRECONDITIONER

Object: **Preconditioner**

The `Preconditioner` object specifies the parameters of the low-Mach Turkel preconditioner for the artificial viscosity as well as inertia (or time-derivative, or temporal) terms of the equations to be solved. The preconditioner is local, i.e. its value changes at each node and during the simulation. Its key variable is

$$\beta = \min(1.0, \max(Mach, kM_{local}))$$

where  $M_{local}$  is the value of the local mach number.

The syntax of the `Preconditioner` object is:

```
under Preconditioner{
  Mach = Mach-real;
  k = k-real;
}
```

with

*Mach-real* [1.0]:

Minimal value of the preconditioner for the low-Mach Turkel preconditioner. The recommended value is of the order of the characteristic Mach number of the simulation being run. In general, a good choice is a value slightly smaller than the inlet Mach number. However, it can be necessary to set it to a higher value for flows with pockets of very small velocities.

*k-real* [1.0]:

This parameter characterizes the low-Mach preconditioner for both gas and liquid flows. The recommended value is of the order of unity. However, it can be necessary to set it to a higher value for flows with pockets of very small velocities.

Notes:

1. the user can check that at values of the Mach number in the compressible flow regime,  $\beta$  becomes equal to 1 if the above parameters are reasonably well chosen in which case the preconditioner becomes inactive and therefore does not bother compressible flow computations even when turned on;
2. explicit time-integration is not recommended for low-Mach flows for computational efficiency reasons.

---

Next: [ImplosionSetup](#), Previous: [Preconditioner](#), Up: [Objects](#)

## 4.13 DEFINING THE SPACE DISCRETIZATION

Object: **Space**

The finite I volume discretization of the governing equations is defined within the `Space` object. Its syntax is:

```
under Space {
  under NavierStokes { ... }
  under TurbulenceModel { ... }
  under LevelSet { ... }
  under Boundaries { ... }
  under Fixes { ... }
}
```

with

**NavierStokes:**  
Defines the spatial discretization of the inviscid part of the Euler or averaged Navier-Stokes equations. Its syntax is defined in the *space-obj* object.

**TurbulenceModel:**  
Defines the spatial discretization of the inviscid part of the turbulence model equation(s). Its syntax is defined by the *space-obj* object.

**LevelSet:**  
Defines the spatial discretization of the generalized level set equation(s). Its syntax is defined by the *space-obj* object.

**Boundaries:**  
Defines the options available for the numerical treatment of the far-field boundary conditions.

**Fixes:**  
Defines the few modifications that can be applied to the spatial discretization of the governing equations in order to improve its robustness.

Note:

- 1. the discretization of the viscous and source terms of the governing equations is always performed by a Galerkin finite element technique.
- [NavierStokes](#)
- [SpaceTurbulenceModel](#)
- [LevelSet](#)
- [Boundaries](#)
- [Fixes](#)

Next: [SpaceTurbulenceModel](#), Up: [Space](#)

4.13.1 NAVIERSTOKES

Object:	<b>NavierStokes</b>
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The `NavierStokes` object defines the finite volume discretization of the governing Euler or Navier-Stokes equations. Its syntax is:

```
under NavierStokes {
  Flux = flux-id;
  Reconstruction = reconstruction-id;
  AdvectiveOperator = advectiveoperator-id;
  Limiter = limiter-id;
  Gradient = gradient-id;
  Dissipation = dissipation-id;
  Beta = beta-real;
  Gamma = gamma-real;
  Eps = eps-real;
  KspPrecJacobian = kspprecjacobian-str;
  PreComputeLimiter = precomputelimiter-str;
  PreComputeLimiterEps = precomputelimitereps-real;
  under FluxMap { ... }
  under RotatedRiemann { ... }
}
```

with

- flux-id* [`Roe`]:  
Specifies a default flux scheme for the flow computation that can be overridden in [FluxMap](#) for each fluid model involved in the flow computation.
- `Roe`  
Specifies Roe's numerical flux.
- `HLLC`  
Specifies the HLLC (Harten-Lax-van Leer-Einfeldt) numerical flux, which enables the intermediate state to satisfy the so-called entropy and positivity conditions but is more diffusive than Roe's flux. This choice for the numerical flux is available however only when the specified equation of state (EOS) is that of a perfect or stiffened gas (see [FluidModel](#)).
- `HLLC`  
Specifies the HLLC (devised by Toro, HLL for Harten-Lax-van Leer and C for "contact") numerical flux, which can remain positively conservative and is computationally more efficient than Roe's flux. This choice for the numerical flux is available however only when the specified equation of state (EOS) is that of a perfect or stiffened gas (see [FluidModel](#)).
- `RotatedRiemann`  
Specifies the rotated Riemann numerical flux, which can suppress shock instabilities without introducing excessive dissipation and therefore is recommended for hypersonic computations. This choice for the numerical flux is available only when the specified equation of state (EOS) is that of a perfect or stiffened gas (see [FluidModel](#)).

*reconstruction-id* [`Linear`]:

Constant

A constant variation of the solution is assumed within each control volume. This leads to a first-order space-accurate scheme.

Linear

A linear variation of the solution is assumed within each control volume. This leads to at least a second-order space-accurate scheme.

*advectiveoperator-id* [FiniteVolume]:

FiniteVolume

This option is relevant only if *reconstruction-id* is set to Linear. In this case, all components of the numerical flux function are computed using the reconstructed values of the primitive variables.

Galerkin

This option is relevant only if *reconstruction-id* is set to Linear. In this case, the reconstructed values of the primitive variables may occasionally be non-physical due to the fact that they are computed by extrapolation. They may lead to the appearance of a NaN when used for computing the numerical flux function. To avoid this pitfall and the expensive "if"-type of testing that can prevent it, this option requests that the reconstructed values of the primitive variables be used only in the  $(W_i - W_j)$  term of the numerical flux function, and the constant values be used instead in its centered component and upwinding matrix. This is justified by the two following observations about the upwinded flux: a) its centered term is by construction second-order space-accurate and therefore does not need to be evaluated at the reconstructed values of the primitive variables in order to be second-order space-accurate, and b) the evaluation of the term  $(W_i - W_j)$  does not incur the computation of any quantity that can generate a NaN (such as for example, the speed of sound which involves a square root).

*limiter-id* [None]:

None

No limiter is used.

VanAlbada

The one-dimensional limiter developed by van Albada is used.

Barth

The multi-dimensional limiter developed by Barth is used.

Venkatakrishnan

The multi-dimensional limiter developed by Venkatakrishnan (smooth version of Barth's limiter) is used.

PressureSensor

A sensor is used to switch to a constant reconstruction in regions where the flow exhibits large pressure gradients.

*gradient-id* [LeastSquares]:

LeastSquares

A least squares technique is used to compute the nodal gradients for second-order reconstruction. This option is the most robust one, particularly for turbulent flows.

Galerkin

A weighted Galerkin technique is used to compute the nodal gradients for second-order reconstruction.

NonNodal

A "geometrical upwind", non-nodal technique is used to compute the gradients for second-order reconstruction. This option is the least dissipative one.

*dissipation-id* [SecondOrder]:

SecondOrder

This is a misnomer as in this case, the resulting scheme is the standard *beta-real gamma-real* scheme which in the general inviscid case has a second-order dispersion error, a third-order dissipation error and therefore is spatially second-order accurate.

SixthOrder

In this case and for inviscid problems, when *beta-real* is set to 0.333333333333 (1/3), the resulting scheme has a fifth-order spatial dissipation error (with a sixth-order spatial derivative), a sixth-order spatial dispersion error, and therefore is spatially fifth-order accurate. If furthermore *gamma-real* is set to 0, the spatial dissipation error is cancelled and therefore the scheme becomes sixth-order space-accurate. Hence, when this option is used, *beta-real* should be set to 0.333333333333 (1/3).

*beta-real* [1/3]:

Upwinding parameter used in the reconstruction. A value of zero corresponds to a centered reconstruction, while a value of one corresponds to a full upwind one. For a fixed value of *gamma-real* (see below), this parameter controls the second-order spatial dispersion of the scheme and can change its sign. When *beta-real* is set to 0.333333333333 (1/3), the second-order spatial dispersion error is eliminated and the leading spatial dispersion error becomes fourth-order; in this case, the leading spatial discretization error becomes third-order and of the dissipative type and therefore the scheme becomes third-order space-accurate for inviscid problems, if *gamma-real* is set to a non-zero value and *dissipation-id* is set to SecondOrder. If *beta-real* is set to 0.333333333333 (1/3), *gamma-real* is set to zero and *dissipation-id* is set to SecondOrder, then the scheme becomes fourth-order space-accurate for inviscid problems.

For turbulent flow problems and an *insufficiently fine CFD mesh* however, a very small value of *beta-real* — say *beta-real* = 1/100 — is recommended in order to minimize numerical dissipation which decreases when the product *beta-real\*gamma-real* (see below) decreases.

*gamma-real* [1.0]:

Parameter that controls the spatial numerical viscosity introduced by the chosen numerical flux, when this flux is the Roe (*flux-id* = HLLC) or HLLC (*flux-id* = HLLC) flux (see above). A value of one recovers the original flux, while a value less than one decreases the added numerical viscosity. For a fixed value of *beta-real* (see above), this parameter controls the third-order spatial dissipation of the scheme. When *gamma-real* is set to 0, the third-order spatial dissipation error is eliminated and the leading spatial dissipation error becomes fifth-order. In this case, if *dissipation-id* is set to SecondOrder, the scheme becomes fourth-order space-accurate at best for inviscid problems when *beta-real* is set to 1/3.

*eps-real* [0.1]:

Parameter used in Venkatakrishnan's limiter and in the pressure sensor. The limiter becomes more active if this value is reduced.

*kspprecjacobian-str* [ ]:

Specifies whether the preconditioner associated with this object is to be constructed using the approximate (*kspprecjacobian-str* = H1) or exact (*kspprecjacobian-str* = H2) Jacobian. When the exact matrix-vector product is specified (*Implicit.MatrixVectorProduct* = Exact), the default value of this parameter is H2. When the finite difference matrix-vector product is specified (*Implicit.MatrixVectorProduct* = FiniteDifference), it is H2 for steady-state simulations and H1 for unsteady simulations. When the approximate matrix-vector product is specified (*Implicit.MatrixVectorProduct* = Approximate), the H1 preconditioner is always used, regardless of the specified value of this parameter.

*precomputelimiter-str* [off]:

Specifies whether to update or not the  $\phi$  values of the Barth and Venkatakrishnan limiters during a steady-state flow simulation.

Off

In this case, the limiter  $\phi$  values are always updated at each iteration (or pseudo-time-step) of a steady-state simulation.

On

In this case, the limiter  $\phi$  values are pre-computed using the initial fluid state and subsequently frozen. For a restarted simulation, the fluid state at the point of restart is used for this purpose. The limiter  $\phi$  values should be frozen only after the positions of any shocks have stabilized and should be used with [Newton](#).FailSafe = AlwaysOn. The fail-safe method acts as a secondary limiter if the shock moves into a region of the computational fluid domain where the limiter was not active upon freezing its  $\phi$  values.

Auto

In this case, the limiter  $\phi$  values are pre-computed using the current fluid state, after the relative residual has dropped below a threshold specified in *precomputelimitereps-real* (see below), and then subsequently frozen.

*precomputelimitereps-real* [0]:

Specifies the relative residual threshold at which the limiter  $\phi$  values are pre-computed then frozen, when *precomputelimiter-str* (see above) is set to Auto.

FluxMap:

Allows to specify (map) a flux scheme to a fluid model involved in the flow computation.

RotatedRiemann:

Configures a rotated Riemann numerical flux that can suppress shock instabilities without introducing excessive dissipation, which is recommended for hypersonic computations.

Note:

1. for the level set equation(s), only the SecondOrder option of *dissipation-id* is currently supported.
- [FluxMap](#)
  - [RotatedRiemann](#)

---

Next: [RotatedRiemann](#), Up: [NavierStokes](#)

#### 4.13.1.1 MAPPING A FLUX SCHEME TO AN EQUATION OF STATE

Object: **FluxMap**

The FluxMap object allows to override the default flux scheme set in [NavierStokes](#).Flux according to the fluid model prevailing at the location where this flux is used.

The syntax of this object is:

```
under FluxMap[fluid-id-int] {
  Flux = flux-id;
}
```

with

*fluid-id-int* [ ]:

Integer number assigned to a fluid medium to identify it as described in [FluidModel](#).

*flux-id* [ ]:

Roe

Specifies Roe's numerical flux.

HLLC

Specifies the HLLC (Harten-Lax-van Leer-Einfeldt) numerical flux, which enables the intermediate state to satisfy the so-called entropy and positivity conditions but is more diffusive than Roe's flux. This choice for the numerical flux is available however only when the specified equation of state (EOS) is that of a perfect gas (see [FluidModel](#)). If any other EOS is specified in [FluidModel](#), *flux-id* is automatically reset to Roe by **AERO-F**.

HLLC

Specifies the HLLC (devised by Toro, HLL for Harten-Lax-van Leer and C for "contact") numerical flux, which can remain positively conservative and is computationally more efficient than Roe's flux. This choice for the numerical flux is available however only when the specified equation of state (EOS) is that of a perfect gas (see [FluidModel](#)). If any other EOS is specified in [FluidModel](#), *flux-id* is automatically reset to Roe by **AERO-F**.

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Previous: [FluxMap](#), Up: [NavierStokes](#)

#### 4.13.1.2 ROTATED RIEMANN NUMERICAL FLUX

Object: **RotatedRiemann**

The RotatedRiemann object can be used to configure a rotated Riemann numerical flux in order to suppress shock instabilities without introducing excessive dissipation – for example, in hypersonic computations. The underlying theory can be found in:

- Y. X. Ren, "A Robust Shock-Capturing Scheme Based on Rotated Riemann Solvers," *Computers & Fluids*, Vol. 32, pp. 1379-1403 (2003).
- H. Nishikawa and K. Kitamura, "Very Simple, Carbuncle-Free, Boundary-Layer-Resolving, Rotated-Hybrid Riemann Solvers," *Journal of*

*Computational Physics, Vol. 227, pp. 2560-2581 (2008).*

The rotated Riemann numerical flux combines two or three (different) convective flux schemes based on Riemann solvers: one of these should be more dissipative than the other and is automatically oriented in a dominant upwinding direction that may be chosen to align with the normal to shocks (when they exist), in order to suppress shock instabilities. Hence, this object can be used to specify both convective flux schemes and set other related parameters. Its syntax is:

```
under RotatedRiemann{
  NFluxes = nfluxes-int;
  Flux1 = flux1-id;
  Flux2 = flux2-id;
  Flux3 = flux3-id;
  UpwindingDirection = upwindingdirection-id;
  ReferenceDirection = referencedirection-id;
  PreCompute = precompute-id;
  PreComputeEps = precomputeeps-real;
  Eps = eps-real;
  Jacobian = jacobian-id;
  under CustomDirection { ... }
}
```

with

*nfluxes-int* [2]:

Specifies the number of upwinding directions – and hence, the number of convective fluxes – for the rotated Riemann numerical flux. It can be set to 2 – which is the default value – or to 3. A value of 3 may be useful when additional dissipation in two directions perpendicular to the dominant upwinding direction is desired.

*flux1-id* [Roe]:

Specifies a convective flux scheme for the dominant upwinding direction. Although the default is Roe's scheme, a more dissipative flux scheme is recommended for stabilizing hypersonic shocks.

Roe

Specifies Roe's numerical flux.

HLLE

Specifies the HLLE (Harten-Lax-van Leer-Einfeldt) numerical flux, which enables the intermediate state to satisfy the so-called entropy and positivity conditions but is more diffusive than Roe's flux. This choice is available only when the specified equation of state (EOS) is that of a perfect or stiffened gas (see [FluidModel](#)).

HLLC

Specifies the HLLC (devised by Toro, HLL for Harten-Lax-van Leer and C for "contact") numerical flux, which can remain positively conservative and is computationally more efficient than Roe's flux. This choice is available only when the specified EOS is that of a perfect or stiffened gas (see [FluidModel](#)).

*flux2-id* [Roe]: Specifies a flux scheme for the first minor upwinding direction.

Roe

Specifies Roe's numerical flux.

HLLE

Specifies the HLLE (Harten-Lax-van Leer-Einfeldt) numerical flux, which enables the intermediate state to satisfy the so-called entropy and positivity conditions but is more diffusive than Roe's flux. This choice is available only when the specified equation of state (EOS) is that of a perfect or stiffened gas (see [FluidModel](#)).

HLLC

Specifies the HLLC (devised by Toro, HLL for Harten-Lax-van Leer and C for "contact") numerical flux, which can remain positively conservative and is computationally more efficient than Roe's flux. This choice is available only when the specified EOS is that of a perfect or stiffened gas (see [FluidModel](#)).

*flux3-id* [Roe]: This member is relevant only when *nfluxes-int* is set to 3. It specifies a flux scheme for the second minor upwinding direction.

Roe

Specifies Roe's numerical flux.

HLLE

Specifies the HLLE (Harten-Lax-van Leer-Einfeldt) numerical flux, which enables the intermediate state to satisfy the so-called entropy and positivity conditions but is more diffusive than Roe's flux. This choice is available only when the specified equation of state (EOS) is that of a perfect or stiffened gas (see [FluidModel](#)).

HLLC

Specifies the HLLC (devised by Toro, HLL for Harten-Lax-van Leer and C for "contact") numerical flux, which can remain positively conservative and is computationally more efficient than Roe's flux. This choice is available only when the specified EOS is that of a perfect or stiffened gas (see [FluidModel](#)).

*upwinddirection-id* [VelocityDifference]:

Specifies a method for identifying the dominant upwinding direction: the first and second minor upwinding directions should always be chosen to be orthogonal to the dominant one.

VelocityDifference

Specifies the dominant upwinding direction as the velocity difference  $\underline{v_R - v_L}$ , which: is known to be normal to a shock or parallel to a shear, when they exist; and is recommended when *flux1-id* is set to a more dissipative scheme.

VelocityAverage

Specifies the dominant upwinding direction as the velocity average  $\underline{(v_R + v_L)/2}$ .

TriangleSet

Specifies the dominant upwinding direction as that of the vector pointing to the closest point projection onto the triangulated surface defined in a file written in the same format as an embedded surface and inputted in [Input.TriangleSet](#). In this case, *precompute-id* (see below) should be set to on. This choice is suitable for stabilizing boundary/shear layers in the hypersonic flow regime, particularly when *flux3-id* and/or *flux2-id* are set to more dissipative schemes.

*referencedirection-id* [InletVelocity]:

This member is relevant only when *nfluxes-int* is set to 3. It specifies a reference direction to be used by **AERO-F** for computing the first and second minor upwinding directions as follows: second minor upwinding direction as the direction orthogonal to both the dominant upwinding direction specified in *upwindingdirection-id* and the reference direction; first minor upwinding direction as the direction orthogonal to both the dominant upwinding direction specified in *upwindingdirection-id* and the second minor upwinding direction. Two settings are available for this member:

InletVelocity

In this case, the reference direction is set to that of the inlet (free-stream) velocity vector.

CustomDirection

In this case, the reference direction is set to that specified in the [CustomDirection](#) object. For example, for two-dimensional flow computations performed using **AERO-F** and a “slice”-type three-dimensional CFD mesh, a suitable custom direction is the normal to the lateral boundaries of the computational fluid domain.

*precompute-id* [0ff]:

Specifies whether or not the dominant upwinding direction is to be precomputed using the initial fluid state and subsequently frozen, or updated each time the fluid state is updated.

Off

In this case, the dominant upwinding direction is updated each time the fluid state is updated. This option, which is the default setting, is typically suitable for unsteady computations and the first half of steady-state computations.

On

In this case, the dominant upwinding direction is precomputed (and never updated). This option is typically suitable for the second half of steady-state computations.

Auto

In this case, the dominant upwinding direction is precomputed for steady-state simulations when the relative residual drops below a threshold specified in *precomputeeps-real* (see below), then subsequently frozen.

*precomputeeps-real* [0]:

Specifies the threshold for the option *Auto* of *precompute-id* (see above).

*eps-real* [1e-12]:

Specifies a nondimensional threshold for activating the rotated Riemann numerical flux. Specifically, the rotated Riemann flux is activated when the norm of the dominant upwinding direction (nondimensionalized by the free-stream velocity) is greater than this threshold; otherwise, the flux scheme is set to be the conventional form of that specified in *flux2-id*.

*jacobian-id* []:

Specifies whether or not to account for the partial derivatives of the upwinding direction vectors w.r.t. the fluid state when computing the Jacobian of the rotated Riemann flux.

Approximate

In this case, the partial derivatives of the upwinding direction vectors are not accounted for in the computation of the rotated Riemann flux Jacobian. This is the default option, when the approximate or finite difference matrix-vector product is specified in [Implicit.MatrixVectorProduct](#).

Exact

In this case, the partial derivatives of the upwinding direction vectors are accounted for in the rotated Riemann flux Jacobian. This is the default option, when the exact matrix-vector product is specified in [Implicit.MatrixVectorProduct](#).

CustomDirection:

This object is relevant only when *nfluxes-int* is set to 3. It can be used to specify a reference direction for computing the first and second minor upwinding directions of a three-term rotated Riemann numerical flux as described in the explanation of the member *referencedirection-id*.

- [CustomDirection](#)

---

Up: [RotatedRiemann](#)

#### 4.13.1.2.1 CUSTOM REFERENCE DIRECTION FOR A THREE-TERM ROTATED RIEMANN NUMERICAL FLUX

Object:	<b>CustomDirection</b>
---------	------------------------

This object is relevant only when [RotatedRiemann.NFluxes](#) is set to 3. It can be used to specify a reference direction for computing the first and second minor upwinding directions of a three-term rotated Riemann numerical flux. Its syntax is:

```
under CustomDirection{
  Nx = Nx-real;
  Ny = Ny-real;
  Nz = Nz-real;
}
```

with

*Nx-real* [0.0]:

The x-component of the custom reference direction.

*Ny-real* [0.0]:

The y-component of the custom reference direction.

*Nz-real* [0.0]:

The z-component of the custom reference direction.

---

Next: [LevelSet](#), Previous: [NavierStokes](#), Up: [Space](#)



#### 4.13.2 TURBULENCEMODEL

Object: **TurbulenceModel**

The `TurbulenceModel` object defines the finite volume discretization of the turbulence model equations. Its syntax is:

```
under TurbulenceModel {
  Reconstruction = reconstruction-id;
  AdvectiveOperator = advectiveoperator-id;
  Limiter = limiter-id;
  Gradient = gradient-id;
  Dissipation = dissipation-id;
  Beta = beta-real;
  Gamma = gamma-real;
}
```

with

*reconstruction-id* [Constant]:

Constant

A constant variation of the solution is assumed within each control volume. This leads to a first-order space-accurate scheme.

Linear

A linear variation of the solution is assumed within each control volume. This leads to at least a second-order space-accurate scheme.

*advectiveoperator-id* [FiniteVolume]:

FiniteVolume

This option is relevant only if *reconstruction-id* is set to `Linear`. In this case, the flux function is computed using the reconstructed values of the primitive variables.

Galerkin

This option is relevant only if *reconstruction-id* is set to `Linear`. Because they are obtained by extrapolation, the reconstructed values of the primitive variables may occasionally be non-physical. In such a case, they may lead to the appearance of a NaN when used for computing the flux function. To avoid this pitfall and the expensive "if"-type of testing that can prevent it, this option requests that the reconstructed values of the primitive variables be used only in the  $(W_i - W_j)$  term of the numerical flux function and that the constant values be used in the centered flux component of this flux function as well as in its associated matrix. This is justified by the two following observations about the upwinded flux: a) its centered flux term is by construction second-order space-accurate and therefore does not need to be evaluated at the reconstructed values of the primitive variables in order to be second-order space-accurate, and b) the evaluation of the  $(W_i - W_j)$  term does not incur the computation of any quantity that can generate a NaN (such as for example, the speed of sound which involves a square root).

*limiter-id* [None]:

None

No limiter is used.

VanAlbada

The one-dimensional limiter developed by van Albada is used.

*gradient-id* [LeastSquares]:

LeastSquares

A least squares technique is used to compute the nodal gradients for second-order reconstruction. This option is the most robust one.

Galerkin

A weighted Galerkin technique is used to compute the nodal gradients for second-order reconstruction.

NonNodal

A "geometrical upwind", non-nodal technique is used to compute the gradients for second-order reconstruction. This option is the least dissipative and therefore the preferred one. However, it can slow down convergence.

*dissipation-id* [SecondOrder]:

SecondOrder

This is a misnomer as in this case, the resulting scheme is the standard *beta-real gamma-real* scheme which in the general case has a second-order dispersion error, a third-order dissipation error and therefore is spatially second-order accurate.

SixthOrder

In this case, when *beta-real* is set to 0.333333333333 (1/3), the resulting scheme has a fifth-order spatial dissipation error (with a sixth-order spatial derivative), a sixth-order spatial dispersion error, and therefore is spatially fifth-order accurate. If furthermore *gamma-real* is set to 0, the spatial dissipation error is cancelled and therefore the scheme becomes sixth-order space-accurate. Hence, when this option is used, *beta-real* should be set to 0.333333333333 (1/3).

*beta-real* [1/3]:

Upwinding parameter used in the reconstruction. A value of zero corresponds to a centered reconstruction, while a value of one corresponds to a full upwind one. For a fixed value of *gamma-real* (see below), this parameter controls the second-order spatial dispersion of the scheme and can change its sign. When *beta-real* is set to 0.333333333333 (1/3), the second-order spatial dispersion error is eliminated, the leading spatial dispersion error becomes fourth-order, and therefore the scheme becomes third-order space-accurate if *gamma-real* is set to a non-zero value and *dissipation-id* is set to `SecondOrder`. If *beta-real* is set to 0.333333333333 (1/3), *gamma-real* is set to zero and *dissipation-id* is set to `SecondOrder`, then the scheme becomes fourth-order space-accurate.

*gamma-real* [1.0]:

Parameter that controls the spatial numerical viscosity introduced by the chosen numerical flux. A value of one recovers the original flux, while a value less than one decreases the added numerical viscosity. For a fixed value of *beta-real* (see above), this parameter controls the third-order spatial dissipation of the scheme. When *gamma-real* is set to 0, the third-order spatial dissipation error is eliminated and the leading spatial dissipation error becomes fifth-order. In this case, if *dissipation-id* is set to `SecondOrder`, the scheme becomes fourth-order space-accurate at best when *beta-real* is set to 1/3.

Note:

1. for the level set equation(s), only the `SecondOrder` option of *dissipation-id* is currently supported.

Next: [Boundaries](#), Previous: [SpaceTurbulenceModel](#), Up: [Space](#)

#### 4.13.3 LEVELSET

Object: **LevelSet**

The `LevelSet` object defines the finite volume discretization of the level set equation(s). Its syntax is:

```
under LevelSet {
  Reconstruction = reconstruction-id;
  AdvectiveOperator = advectiveoperator-id;
  Limiter = limiter-id;
  Gradient = gradient-id;
  Dissipation = dissipation-id;
  Beta = beta-real;
  Gamma = gamma-real;
  Eps = eps-real;
}
```

with

*reconstruction-id* [`Linear`]:

`Linear`

A linear variation of the solution is assumed within each control volume. This leads to at least a second-order space-accurate scheme.

*advectiveoperator-id* [`FiniteVolume`]:

`FiniteVolume`

This option is relevant only if *reconstruction-id* is set to `Linear`. In this case, the flux function is computed using the reconstructed values of the primitive variables.

`Galerkin`

This option is relevant only if *reconstruction-id* is set to `Linear`. Because they are obtained by extrapolation, the reconstructed values of the primitive variables may occasionally be non-physical. In such a case, they may lead to the appearance of a NaN when used for computing the flux function. To avoid this pitfall and the expensive "if"-type of testing that can prevent it, this option requests that the reconstructed values of the primitive variables be used only in the  $(W_i - W_j)$  term of the numerical flux function and that the constant values be used in the centered flux component of this flux function as well as in its associated matrix. This is justified by the two following observations about the upwinded flux: a) its centered flux term is by construction second-order space-accurate and therefore does not need to be evaluated at the reconstructed values of the primitive variables in order to be second-order space-accurate, and b) the evaluation of the  $(W_i - W_j)$  term does not incur the computation of any quantity that can generate a NaN (such as for example, the speed of sound which involves a square root).

*limiter-id* [`None`]:

`None`

No limiter is used.

`VanAlbada`

The one-dimensional limiter developed by van Albada is used.

`Barth`

The multi-dimensional limiter developed by Barth is used.

`Venkatakrishnan`

The multi-dimensional limiter developed by Venkatakrishnan (smooth version of Barth's limiter) is used.

`PressureSensor`

A sensor is used to switch to a constant reconstruction in regions where the flow exhibits large pressure gradients.

*gradient-id* [`LeastSquares`]:

`LeastSquares`

A least squares technique is used to compute the nodal gradients for second-order reconstruction. This option is the most robust one.

`Galerkin`

A weighted Galerkin technique is used to compute the nodal gradients for second-order reconstruction.

`NonNodal`

A "geometrical upwind", non-nodal technique is used to compute the gradients for second-order reconstruction. This option is the least dissipative one.

*dissipation-id* [`SecondOrder`]:

`SecondOrder`

This is a misnomer as in this case, the resulting scheme is the standard *beta-real gamma-real* scheme which in the general case has a second-order dispersion error, a third-order dissipation error and therefore is spatially second-order accurate.

`SixthOrder`

In this case, when *beta-real* is set to 0.333333333333 (1/3), the resulting scheme has a fifth-order spatial dissipation error (with a sixth-order spatial derivative), a sixth-order spatial dispersion error; and therefore is spatially fifth-order accurate. If furthermore *gamma-real* is set to 0, the spatial dissipation error is cancelled and therefore the scheme becomes sixth-order space-accurate. Hence, when this option is used, *beta-real* should be set to 0.333333333333 (1/3).

*beta-real* [`1/3`]:

Upwinding parameter used in the reconstruction. A value of zero corresponds to a centered reconstruction, while a value of one corresponds to a full upwind one. For a fixed value of *gamma-real* (see below), this parameter controls the second-order spatial dispersion of the scheme and can change its sign. When *beta-real* is set to 0.333333333333 (1/3), the second-order spatial dispersion error is eliminated, the leading spatial dispersion error becomes fourth-order, and therefore the scheme becomes third-order space-accurate if *gamma-real* is set to a non-zero value and *dissipation-id* is set to `SecondOrder`. If *beta-real* is set to 0.333333333333 (1/3), *gamma-real* is set to zero and *dissipation-id* is set to `SecondOrder`, then the scheme becomes fourth-order space-accurate.

*gamma-real* [`1.0`]:

Parameter that controls the spatial numerical viscosity introduced by the chosen numerical flux. A value of one recovers the original flux, while a value less than one decreases the added numerical viscosity. For a fixed value of *beta-real* (see above), this parameter controls the third-order spatial dissipation of the scheme. When *gamma-real* is set to 0, the third-order spatial dissipation error is eliminated and the

leading spatial dissipation error becomes fifth-order. In this case, if *dissipation-id* is set to `SecondOrder`, the scheme becomes fourth-order space-accurate at best when *beta-real* is set to 1/3.

*eps-real* [0.1]:

Parameter used in Venkatakrishnan's limiter and in the pressure sensor. The limiter becomes more active if this value is reduced.

Note:

1. for the level set equation(s), only the `SecondOrder` option of *dissipation-id* is currently supported.

---

Next: [Fixes](#), Previous: [LevelSet](#), Up: [Space](#)

#### 4.13.4 SPECIFYING THE NUMERICAL TREATMENT OF THE FAR-FIELD BOUNDARY CONDITIONS

Object: **Boundaries**

The `Boundaries` object defines the options available for the numerical treatment of the far-field boundary conditions. Its syntax is:

```
under Boundaries {
  Type = type-id
}
```

with

*type-id* [`StegerWarming`];

`StegerWarming`

The fluxes at the far-field boundaries are computed using the `StegerWarming` scheme. This option is only available when the fluid in the far-field is a perfect gas.

`Ghidaglia`

The fluxes at the far-field boundaries are computed using Ghidaglia's approach which does not assume that the flux is a homogeneous function of degree one and therefore is applicable to all equations of state supported by **AERO-F**.

`ModifiedGhidaglia`

The fluxes at the far-field boundaries are computed using a modified version of Ghidaglia's approach which, for a certain class of problems (see below), delivers a better accuracy when the flow fluctuation at the far-field boundaries are not negligible. Therefore, this method allows positioning the far-field boundaries closer to the obstacle. The specific class of problems for which this option is applicable are inviscid (Euler) flow problems characterized by a zero velocity field in the far-field. Currently, this option is available only when the fluid is modeled as a perfect gas, a stiffened gas, or a baotropic liquid (Tait's equation of state).

---

Previous: [Boundaries](#), Up: [Space](#)

#### 4.13.5 FINE TUNING THE SPATIAL DISCRETIZATION

Object: **Fixes**

The `Fixes` object defines the few modifications that can be applied to the spatial discretization of the governing equations in order to improve its robustness. Its syntax is:

```
under Fixes {
  under Sphere1 { ... }
  under Box1 { ... }
  under Cone1 { ... }
  under Dihedral { ... }
  Symmetry = symmetry-id;
}
```

with

`Sphere1`:

Defines a sphere in which the value of [NavierStokes.Reconstruction](#) is automatically set or reverted to `Constant` — that is, in which first-order spatial discretization is automatically enforced.

`Box1`:

Defines a box in which the value of [NavierStokes.Reconstruction](#) is automatically set or reverted to `Constant` — that is, in which first-order spatial discretization is automatically enforced.

`Cone1`:

Defines a conical frustrum in which the value of [NavierStokes.Reconstruction](#) is automatically set or reverted to `Constant` — that is, in which first-order spatial discretization is automatically enforced.

`Dihedral`:

Defines an automated strategy for identifying zones around detected sharp edges of the surface mesh in which the value of [NavierStokes.Reconstruction](#) is to be reset to `Constant`.

*symmetry-id* [`None`]:

`None`

No symmetry of the spheres, boxes and cones is performed.

`x`

An additional sphere, box or cone is generated by symmetry with respect to the plane orthogonal to the x-axis and containing the origin.

`y`

An additional sphere, box or cone is generated by symmetry with respect to the plane orthogonal to the y-axis and containing the origin.

`z`

An additional sphere, box or cone is generated by symmetry with respect to the plane orthogonal to the z-axis and containing the origin.

Note:

1. currently the user can specify 10 spheres (Sphere1 to Sphere10), 10 boxes (Box1 to Box10), and 10 cones (Cone1 to Cone10).

- [SphereFix](#)
- [BoxFix](#)
- [ConeFix](#)
- [Dihedral](#)

Next: [BoxFix](#), Up: [Fixes](#)

#### 4.13.5.1 DEFINING A GENERIC SPHERE

Object: **Sphere**

The syntax of the `sphere` (with an integer appended to the last letter of this word) object is:

```
under Sphere {
  X0 = x0-real;
  Y0 = y0-real;
  Z0 = z0-real;
  Radius = radius-real;
  FailSafe = failsafe-str;
}
```

with

*x0-real* [0.0]:

x-coordinate of the center of the sphere.

*y0-real* [0.0]:

y-coordinate of the center of the sphere.

*z0-real* [0.0]:

z-coordinate of the center of the sphere.

*radius-real* [0.0]:

Radius of the sphere.

*failsafe-str* [AlwaysOn]:

on *N*

In this case, the treatment implied by the [Fixes](#) command expires after *N* time-steps, where *N* is a specified integer.

AlwaysOn

In this case, the treatment implied by the [Fixes](#) command is permanent.

off

In this case, the treatment implied by the [Fixes](#) is turned off.

Next: [ConeFix](#), Previous: [SphereFix](#), Up: [Fixes](#)

#### 4.13.5.2 DEFINING A GENERIC BOX

Object: **Box**

The syntax of the `box` (with an integer appended to the last letter of this word) object is:

```
under Box {
  X0 = x0-real;
  Y0 = y0-real;
  Z0 = z0-real;
  X1 = x1-real;
  Y1 = y1-real;
  Z1 = z1-real;
  FailSafe = failsafe-str;
}
```

with

*x0-real* [0.0]:

x-coordinate of the lower left corner of the box.

*y0-real* [0.0]:

y-coordinate of the lower left corner of the box.

*z0-real* [0.0]:

z-coordinate of the lower left corner of the box.

*x1-real* [0.0]:

x-coordinate of the upper right corner of the box with *x1-real* > *x0-real*.

*y1-real* [0.0]:

y-coordinate of the upper right corner of the box with *y1-real* > *y0-real*.

*z1-real* [0.0]:

z-coordinate of the upper right corner of the box with *z1-real* > *z0-real*.

*failsafe-str* [AlwaysOn]:

on *N*

In this case, the treatment implied by the [Fixes](#) command expires after *N* time-steps, where *N* is a specified integer.

AlwaysOn

In this case, the treatment implied by the [Fixes](#) command is permanent.

off

In this case, the treatment implied by the [Fixes](#) is turned off.

Next: [Dihedral](#), Previous: [BoxFix](#), Up: [Fixes](#)

#### 4.13.5.3 DEFINING A GENERIC CONICAL FRUSTRUM

Object:	<b>Cone</b>
---------	-------------

The syntax of the `Cone` (with an integer appended to the last letter of this word) object is:

```
under cone-obj {
  X0 = x0-real;
  Y0 = y0-real;
  Z0 = z0-real;
  Radius0 = radius0-real;
  X1 = x1-real;
  Y1 = y1-real;
  Z1 = z1-real;
  Radius1 = radius1-real;
  FailSafe = failsafe-str;
}
```

with

*x0-real* [0.0]:

x-coordinate of the center of the first circle delimiting the first end of the conical frustrum.

*y0-real* [0.0]:

y-coordinate of the center of the first circle delimiting the first end of the conical frustrum.

*z0-real* [0.0]:

z-coordinate of the center of the first circle delimiting the first end of the conical frustrum.

*radius0-real* [0.0]:

Radius of the first circle delimiting the first end of the conical frustrum.

*x1-real* [0.0]:

x-coordinate of the center of the second circle delimiting the second end of the conical frustrum.

*y1-real* [0.0]:

y-coordinate of the center of the second circle delimiting the second end of the conical frustrum.

*z1-real* [0.0]:

z-coordinate of the center of the second circle delimiting the second end of the conical frustrum.

*radius1-real* [0.0]:

Radius of the second circle delimiting the second end of the conical frustrum.

*failsafe-str* [AlwaysOn]:

on *N*

In this case, the treatment implied by the [Fixes](#) command expires after *N* time-steps, where *N* is a specified integer.

AlwaysOn

In this case, the treatment implied by the [Fixes](#) command is permanent.

off

In this case, the treatment implied by the [Fixes](#) is turned off.

Previous: [ConeFix](#), Up: [Fixes](#)

#### 4.13.5.4 SHARP EDGES OF WALL SURFACES

Object:	<b>Dihedral</b>
---------	-----------------

The `Dihedral` object can be used to automatically identify, in a pre-processing step, fixing zones around sharp edges of the wall surface. Hence, it is relevant only for second-order space-accurate computations.

An edge of the wall surface is identified as a sharp edge if the dihedral angle between the adjacent wall boundary faces defining it,  $\phi$ , is larger than a user-specified threshold. Specifically,  $\phi$  is defined by its cosine as follows:

$$\cos \phi = \vec{n}_1 \cdot \vec{n}_2$$

where  $\vec{n}_1$  and  $\vec{n}_2$  are the unit normals to the adjacent wall boundary faces defining the angle  $\phi$ .

The syntax of this object is:

```
under Dihedral {
  Angle      = angle-real;
  NumLayers  = numlayers-int;
  MaxDistance = maxdistance-real;
}
```

with

*angle-real* [-1.0]:

Threshold dihedral angle  $\phi_s > 0$  (in degrees) above which a dihedral angle between two adjacent wall boundary faces identifies a sharp edge.

For a well-resolved mesh,  $30^\circ$  is a good value for this parameter for identifying sharp edges. For a coarse mesh,  $90^\circ$  is a more appropriate value for avoiding generating too many fixes.

*numlayers-int* [0]:

Defines a fixing zone as the set of mesh grid points located at a graph distance from the nodes of a sharp edge that is less or equal to *numlayers-int* + 1. For an inviscid mesh, a small value such as 3 is recommended for this parameter to avoid propagating fixes too far away from a sharp edge. For a viscous mesh, a larger value such as 10 is recommended to ensure that fixes are sufficiently propagated in the viscous layers.

*maxdistance-real* [1.0]:

Once a fixing zone around a sharp edge is identified by a non-zero value of the parameter *numlayers-int*, the parameter *maxdistance-real* can be used to control the effects of anisotropy in the CFD mesh, if applicable. For example, if *numlayers-int* is set to 10 for a viscous mesh, the fixing zone would be typically too large in the directions parallel to the wall boundaries. In this case, the parameter *maxdistance-real* can be used to control this undesired effect of mesh anisotropy by limiting the scope of a fixing zone around a detected sharp edge to the set of nodes which are simultaneously: (1) located at a graph distance from the nodes of this sharp edge that is less or equal to *numlayers-int* + 1, **and** (2) located at a physical distance from the nodes of this sharp edge that is less or equal to *maxdistance-real*. Hence, if to be used, this parameter should be set to a value that is small relative to the chord of the wing (for example, less than 1%), to avoid propagating fixes too far in the

directions parallel to the wall boundaries. Most importantly, if to be used, this parameter must be set to a positive value; otherwise, its effect is ignored. For an inviscid mesh, specifying this parameter may not be needed as in this case the maximum distance limitation may not be necessary, for example, if the mesh is isotropic in the fixing zone identified by the parameter *numlayers-int*.

---

Next: [Time](#), Previous: [Space](#), Up: [Objects](#)

#### 4.14 PRELOADING A STRUCTURE WITH AN INCREASING UNIFORM PRESSURE

Object: **ImplosionSetup**

This object is relevant only for an unsteady fluid-structure simulation using the tandem **AERO-F/AERO-S** ([Problem.Type = UnsteadyAeroelastic](#)). It is particularly useful for implosion simulations. It requests preloading the structural subsystem of the problem with a uniform *external* pressure which is ramped up linearly from an initial value to a final value, before the two-way coupling between the fluid and structural subsystems is triggered. The initial value of this pressure and ramp up rate are specified in this object. The final value of this uniform pressure field is that specified in [Inlet.Pressure](#).

During the preloading described above, the fluid and structural subsystems are only one-way coupled: the fluid subsystem is maintained at a uniform but time-dependent pressure, but the structural subsystem is loaded using this pressure field and its dynamic state is time-advanced. When the final value of the pressure field is reached, the fluid and structural subsystems are two-way coupled and time-advanced.

```
under ImplosionSetup{
  InitialPressure = initialpressure-real;
  RampupRate     = rampuprate-real;
}
```

*initialpressure-real* [...]:

Initial value of the uniform, *external* pressure field.

*rampuprate-real* [0.0]:

Rate at which the uniform, *external* pressure field is ramped from its initial value specified in *initialpressure-real* to its final value specified in [Inlet.Pressure](#).

---

Next: [Newton](#), Previous: [ImplosionSetup](#), Up: [Objects](#)

#### 4.15 DEFINING THE TIME-INTEGRATION

Object: **Time**

The `Time` object specifies how to time-integrate the governing semi-discrete equations. Its syntax is:

```

under Time {
  Form = form-id;
  Type = type-id;
  Prec = prec-id;
  MaxIts = maxits-int;
  Eps = eps-real;
  TimeStep = timestep-real;
  CheckSolution = checksolution-flag;
  CheckLinearSolver = checklinearsolver-flag;
  CheckVelocity = checkvelocity-flag;
  CheckPressure = checkpressure-flag;
  CheckDensity = checkdensity-flag;
  ThresholdDeltaPressure = thresholddeltapressure-real;
  CardinalDeltaPressure = cardinalgdeltapressure-int;
  ThresholdDeltaDensity = thresholddeltadensity-real;
  CardinalDeltaDensity = cardinalgdeltadensity-int;
  MaxTime = maxtime-real;
  TimeStepAdaptation = timestepadaptation-id;
  Cfl0 = cfl0-real;
  CflMin = cflmin-real;
  ErrorTolerance = errortolerance-real;
  DualTimeStepping = dualtimestepping-str;
  DualTimeCfl = dualtimecfl-real;
  EmbeddedCfl = embeddedcfl-real;
  ProgrammedBurnShockSensor = programmedburnshocksensor-real;
  under Implicit { ... }
  under Explicit { ... }
  under CflLaw { ... }
}

```

with

*form-id* [ ];

Specifies the form of the governing semi-discrete fluid equations to be solved. The chosen form affects the definition of a residual and therefore the meaning of a convergence up to a tolerance specified by *Eps*.

Descriptor

In this case, this form is the classical one which can be written as follows

$$\frac{d}{dt}(A(x)w) + F(w, x, \frac{dx}{dt}) = 0$$

where  $A$  denotes the matrix of cell volumes,  $w$  denotes the fluid state vector,  $\frac{dx}{dt}$  denotes the position of the fluid grid, and  $F$  denotes here the algebraic sum of the viscous and convective fluxes. This is the default option for two cases: (1) **linearized snapshot** computations in the frequency or time domain — that is, when *Problem.Type* = *PODConstruction*, and (2) unsteady linearized flow computations — that is, when *Problem.Type* = *UnsteadyLinearized* OR *Problem.Type* = *UnsteadyLinearizedAeroelastic*. It is also the **only** option currently available for both of these cases. Consequently if *Problem.Type* = *PODConstruction*, the computed Reduced-Order Basis is orthonormalized with respect to the matrix of cell volumes  $A$ .

NonDescriptor

In this case, this form is the following scaled form

$$A(x)^{-1}[\frac{d}{dt}(A(x)w) + F(w, x, \frac{dx}{dt})] = 0$$

where all variables have the same meaning as in the previous case. This weighted form of the governing semi-discrete equations amplifies the contributions of the small cells to the residual. It may lead to some ill-conditioning, particularly for viscous meshes where the cells in the boundary layer are typically much smaller than those in the other regions. For viscous flows, it also makes convergence up to a certain tolerance *Eps* harder, but more meaningful, than in the *Descriptor* case. This option is the default option for all flow computations except for **linearized snapshot** computations in the frequency or time domain, and unsteady linearized flow computations — that is, when *Problem.Type* = *PODConstruction*, *Problem.Type* = *UnsteadyLinearized*, OR *Problem.Type* = *UnsteadyLinearizedAeroelastic* — for which the default option is *Descriptor*. However, if *form-id* is set to *NonDescriptor* and *Problem.Type* = *PODConstruction*, the linearized snapshots are computed using the descriptor form of the governing linearized equations described under *Descriptor*, but the computed Reduced-Order Basis is orthonormalized with respect to the identity matrix  $I$ .

Hybrid

In this case, this form is the following scaled form

$$A(x)^{-\frac{1}{2}}[\frac{d}{dt}(A(x)w) + F(w, x, \frac{dx}{dt})] = 0$$

where all variables have the same meaning as in the previous case. This option is not supported however for linearized flow computations.

*type-id* [Implicit];

Implicit

Specifies an implicit computational strategy.

Explicit

Specifies an explicit computational strategy.

*prec-id* [NonPreconditioned];

NonPreconditioned

For steady-state flow calculations, and for implicit unsteady flow computations performed using dual-time-stepping, the pseudo-inertia (or pseudo-time-derivative) terms of the solution scheme are not preconditioned in this case by the low-Mach Turkel preconditioner.

LowMach

In this case, for steady-state flow computations performed using an explicit (see [Explicit](#)) or the backward Euler implicit pseudo-time-stepping scheme (see [Implicit](#)), and for implicit unsteady flow computations, the pseudo-inertia (or pseudo-time-derivative) terms of the solution scheme are equipped with the low-Mach Turkel preconditioner whose parameters are set in [Preconditioner](#). In the latter sub-case, dual-time-stepping is automatically activated, whether *dualtimestepping-str* is set to *on* or *off*. Note that this option is not available however when *FluidModel.Fluid* = *JWL*. Note also that it can be combined with the low-Mach preconditioning of the dissipation terms of the convective fluxes of the solution scheme than can be specified in [Problem](#).

*maxits-int* [100];

Maximum number of time-steps (or half the number of snapshots per modal impulse — see Running AERO-FL). This parameter is ignored however for steady-state (and one-way coupled steady-state) aeroelastic and aerothermal computations (*Problem.Type* = *SteadyAeroelastic* OR *SteadyAeroThermal*) as in these cases, **AERO-F** always performs one step of fluid computations per coupled aeroelastic or aerothermal cycle, and **AERO-S** controls the total number of coupled cycles to be performed.

*eps-real* [1.e-6]:

Relative decrease of the spatial nonlinear residual for steady-state flow simulations.

*timestep-real* [—]:

Time-step (only for unsteady flow simulations). Setting this variable to a positive value inhibits any subsequent adaptation of this value, except due to the outcome of `CheckSolution`, `CheckLinearSolver`, `CheckVelocity`, `CheckPressure`, `CheckDensity`, `ThresholdDeltaPressure`, `CardinalDeltaPressure`, `ThresholdDeltaDensity`, or `CardinalDeltaDensity`.

*checksolution-flag* [0n]:

This flag enables the control of the fixed time-step *timestep-real*, or the CFL number generated by the CFL law specified under [CflLaw](#) according to the exhibited nonlinear stability behavior of the computed flow solution.

0n

In this case, when a negative pressure and/or density is encountered during a Newton iteration or an implicit or explicit time-step, the fixed time-step specified in *timestep-real*, or the CFL number generated by the CFL law specified under [CflLaw](#) is reduced by a factor two and the entire computational step is repeated. Consecutive time-step or CFL number reductions can occur. However, **AERO-F** stops all computations if *timestep-real* reaches a value equal to 1/1000 of its user-specified value, or the CFL number generated by [CflLaw](#) reaches a value equal to 1/1000 of the user-specified value of `CflLaw.cfl0`. The recovery of the fixed time-step or CFL number is automatically performed as follows:

- If the simulation is performed using a CFL strategy (rather than a fixed time-step) and `CflLaw.Strategy` is set to any option but `Fixed`, the recovery of the CFL number is automatically performed according to the design of the specified CFL strategy.
- If the simulation is performed using a fixed time-step or `CflLaw.Strategy = Fixed`, then, after four consecutive and successful computational steps using a reduced value of the time-step or CFL number, **AERO-F** attempts to increase *timestep-real* by a factor two until it restores its original user-specified value, or the current CFL number by a factor of two until it restores the user-specified value of `CflLaw.cfl0`.

For fluid-structure computations using the tandem **AERO-F/AERO-S**, the reduction of the time-step *timestep-real* or the current CFL number implies the subcycling of the flow computations.

0ff

In this case, the explicit control of *timestep-real* or CFL number generated by the CFL law specified under [CflLaw](#) according to the exhibited nonlinear stability behavior of the computed flow solution is disabled.

*checklinearsolver-flag* [0n]:

For steady-state implicit flow computations using a [CflLaw](#) strategy, and unsteady implicit flow computations using either a fixed time-step specified in *timestep-real* or a [CflLaw](#) strategy, this flag enables the control of the CFL number — and therefore the pseudo-time-step — or current time-step, as applies, according to the performance of the linear equation solver chosen in [LinearSolver](#). Its default setting is 0n for steady-state implicit computations, and 0ff for unsteady simulations.

0n

In this case, if the maximum number of iterations specified in `LinearSolver.MaxIts` is reached during a (pseudo-) time-step, the current CFL number set by the chosen CFL strategy is reduced by a factor two. Consecutive CFL number reductions can occur. However, **AERO-F** stops all computations if the current CFL number is reduced to less than 1/1000 of the value specified in *cfl0-real*. The recovery of the fixed time-step or CFL number is automatically performed as follows:

- If the simulation is performed using a CFL strategy (rather than a fixed time-step) and `CflLaw.Strategy` is set to any option but `Fixed`, the recovery of the CFL number is automatically performed according to the design of the specified CFL strategy.
- If the simulation is performed using a fixed time-step or `CflLaw.Strategy = Fixed`, then, after four consecutive and successful computational steps using a reduced value of the time-step or CFL number, **AERO-F** attempts to increase *timestep-real* by a factor two until it restores its original user-specified value, or the current CFL number by a factor of two until it restores the user-specified value of `CflLaw.cfl0`.

For fluid-structure computations using the tandem **AERO-F/AERO-S**, the reduction of the time-step *timestep-real* or the current CFL number implies the subcycling of the flow computations.

0ff

In this case, the explicit control of the CFL number according to the performance of the linear solver chosen in [LinearSolver](#) is disabled.

*checkvelocity-flag* [0n]:

This flag enables the control of the fixed time-step *timestep-real*, or the CFL number generated by the CFL law specified under [CflLaw](#) according to the exhibited nonlinear stability behavior of the computed flow velocity.

0n

In this case, when any component of the non-dimensionalized velocity at any grid point is larger than  $10^6$ , the fixed time-step specified in *timestep-real*, or the CFL number generated by the CFL law specified under [CflLaw](#) is reduced by a factor two and the last performed computational step is repeated. Consecutive fixed time-step or CFL number reductions can occur. However, **AERO-F** stops all computations if the current time-step reaches a value equal to 1/1000 of its user-specified value, or the CFL number generated by [CflLaw](#) reaches a value equal to 1/1000 of the user-specified value of `CflLaw.cfl0`. The recovery of the fixed time-step or CFL number is automatically performed as follows:

- If the simulation is performed using a CFL strategy (rather than a fixed time-step) and `CflLaw.Strategy` is set to any option but `Fixed`, the recovery of the CFL number is automatically performed according to the design of the specified CFL strategy.
- If the simulation is performed using a fixed time-step or `CflLaw.Strategy = Fixed`, then, after four consecutive and successful computational steps using a reduced value of the time-step or CFL number, **AERO-F** attempts to increase *timestep-real* by a factor two until it restores its original user-specified value, or the current CFL number by a factor of two until it restores the user-specified value of `CflLaw.cfl0`.

For fluid-structure computations using the tandem **AERO-F/AERO-S**, the reduction of the time-step *timestep-real* or the current CFL number implies the subcycling of the flow computations.

0ff

In this case, the explicit control of *timestep-real* or CFL number generated by the CFL law specified under [CflLaw](#) according to the exhibited nonlinear stability behavior of the computed flow velocity is disabled.

*checkpressure-flag* [0n]:

When a pressure cutoff is specified in `FluidModel.PressureCutOff`, this flag enables the control of the fixed time-step *timestep-real* or the CFL number generated by the CFL law specified under [CflLaw](#), according to the exhibited nonlinear stability behavior of the computed flow pressure.

0n

In this case, whenever a nodal pressure value becomes smaller than the value specified in `FluidModel.PressureCutOff`, the fixed time-step specified in *timestep-real*, or the CFL number generated by the CFL law specified under [CflLaw](#) is reduced by a factor two and the last performed computational step is repeated. Consecutive fixed time-step or CFL number reductions can occur. However, **AERO-F** stops all computations if the current time-step reaches a value equal to 1/1000 of its user-specified value, or the CFL number generated by [CflLaw](#) reaches a value



equal to 1/1000 of the user-specified value of `CflLaw.cfl0`. The recovery of the fixed time-step or CFL number is automatically performed as follows:

- If the simulation is performed using a CFL strategy (rather than a fixed time-step) and `CflLaw.Strategy` is set to any option but `Fixed`, the recovery of the CFL number is automatically performed according to the design of the specified CFL strategy.
- If the simulation is performed using a fixed time-step or `CflLaw.Strategy = Fixed`, then, after four consecutive and successful computational steps using a reduced value of the time-step or CFL number, **AERO-F** attempts to increase *timestep-real* by a factor two until it restores its original user-specified value, or the current CFL number by a factor of two until it restores the user-specified value of `CflLaw.cfl0`.

For fluid-structure computations using the tandem **AERO-F/AERO-S**, the reduction of the time-step *timestep-real* or the current CFL number implies the subcycling of the flow computations.

off

In this case, the explicit control of *timestep-real* or CFL number generated by the CFL law specified under `CflLaw` according to the exhibited nonlinear stability behavior of the computed flow pressure is disabled.

*checkdensity-flag* [0n]:

When a density cutoff is specified in `FluidModel.DensityCutOff`, this flag enables the control of the fixed time-step *timestep-real* or the CFL number generated by the CFL law specified under `CflLaw`, according to the exhibited nonlinear stability behavior of the computed flow density.

on

In this case, whenever a nodal density value becomes smaller than the value specified in `FluidModel.DensityCutOff`, the fixed time-step specified in *timestep-real*, or the CFL number generated by the CFL law specified under `CflLaw` is reduced by a factor two and the last performed computational step is repeated. Consecutive fixed time-step or CFL number reductions can occur. However, **AERO-F** stops all computations if the current time-step reaches a value equal to 1/1000 of its user-specified value, or the CFL number generated by `CflLaw` reaches a value equal to 1/1000 of the user-specified value of `CflLaw.cfl0`. The recovery of the fixed time-step or CFL number is automatically performed as follows:

- If the simulation is performed using a CFL strategy (rather than a fixed time-step) and `CflLaw.Strategy` is set to any option but `Fixed`, the recovery of the CFL number is automatically performed according to the design of the specified CFL strategy.
- If the simulation is performed using a fixed time-step or `CflLaw.Strategy = Fixed`, then, after four consecutive and successful computational steps using a reduced value of the time-step or CFL number, **AERO-F** attempts to increase *timestep-real* by a factor two until it restores its original user-specified value, or the current CFL number by a factor of two until it restores the user-specified value of `CflLaw.cfl0`.

For fluid-structure computations using the tandem **AERO-F/AERO-S**, the reduction of the time-step *timestep-real* or the current CFL number implies the subcycling of the flow computations.

off

In this case, the explicit control of *timestep-real* or CFL number generated by the CFL law specified under `CflLaw` according to the exhibited nonlinear stability behavior of the computed flow density is disabled.

*thresholddeltapressure-real* [0.2]:

Maximum value of the *relative* variation of the pressure which, if reached or exceeded at any grid point during any time-step, causes **AERO-F** to switch the spatial discretization to first-order at this grid point for the next time-step (only).

*cardinaldeltapressure-int* [40]:

This flag enables the control of the fixed time-step *timestep-real* or the CFL number generated by the CFL law specified under `CflLaw`, according to the number of grid points where *thresholddeltapressure-real* is reached or exceeded.

AnyPositiveIntegerNumber

This integer parameter is active only if its specified value is positive. In this case, if at a given computational step the number of grid points where *thresholddeltapressure-real* is reached or exceeded is greater or equal to *cardinaldeltapressure-int*, the fixed time-step specified in *timestep-real*, or the CFL number generated by the CFL law specified under `CflLaw` is reduced by a factor two. Consecutive fixed time-step or CFL number reductions can occur. However, **AERO-F** stops all computations if the current time-step reaches a value equal to 1/1000 of its user-specified value, or the CFL number generated by `CflLaw` reaches a value equal to 1/1000 of the user-specified value of `CflLaw.cfl0`. The recovery of the fixed time-step or CFL number is automatically performed as follows:

- If the simulation is performed using a CFL strategy (rather than a fixed time-step) and `CflLaw.Strategy` is set to any option but `Fixed`, the recovery of the CFL number is automatically performed according to the design of the specified CFL strategy.
- If the simulation is performed using a fixed time-step or `CflLaw.Strategy = Fixed`, then, after four consecutive and successful computational steps using a reduced value of the time-step or CFL number, **AERO-F** attempts to increase *timestep-real* by a factor two until it restores its original user-specified value, or the current CFL number by a factor of two until it restores the user-specified value of `CflLaw.cfl0`.

For fluid-structure computations using the tandem **AERO-F/AERO-S**, the reduction of the time-step *timestep-real* or the current CFL number implies the subcycling of the flow computations.

0

In this case, the explicit control of *timestep-real* or CFL number generated by the CFL law specified under `CflLaw` according to the number of grid points where *thresholddeltapressure-real* is reached or exceeded is disabled.

*thresholddeltadensity-real* [0.2]:

Maximum value of the *relative* variation of the density which, if reached or exceeded at any grid point during any time-step, causes **AERO-F** to switch the spatial discretization to first-order at this grid point for the next time-step (only).

*cardinaldeltadensity-int* [40]:

This flag enables the control of the fixed time-step *timestep-real* or the CFL number generated by the CFL law specified under `CflLaw`, according to the number of grid points where *thresholddeltadensity-real* is reached or exceeded.

AnyPositiveIntegerNumber

This integer parameter is active only if its specified value is positive. In this case, if at a given computational step the number of grid points where *thresholddeltadensity-real* is reached or exceeded is greater or equal to *cardinaldeltadensity-int*, the fixed time-step specified in *timestep-real*, or the CFL number generated by the CFL law specified under `CflLaw` is reduced by a factor two. Consecutive fixed time-step or CFL number reductions can occur. However, **AERO-F** stops all computations if the current time-step reaches a value equal to 1/1000 of its user-specified value, or the CFL number generated by `CflLaw` reaches a value equal to 1/1000 of the user-specified value of `CflLaw.cfl0`. The recovery of the fixed time-step or CFL number is automatically performed as follows:

- If the simulation is performed using a CFL strategy (rather than a fixed time-step) and `CflLaw.Strategy` is set to any option but `Fixed`, the recovery of the CFL number is automatically performed according to the design of the specified CFL strategy.
- If the simulation is performed using a fixed time-step or `CflLaw.Strategy = Fixed`, then, after four consecutive and successful computational steps using a reduced value of the time-step or CFL number, **AERO-F** attempts to increase *timestep-real* by a factor two until it restores its original user-specified value, or the current CFL number by a factor of two until it restores the user-specified value of `CflLaw.cfl0`.

For fluid-structure computations using the tandem **AERO-F/AERO-S**, the reduction of the time-step *timestep-real* or the current CFL number

implies the subcycling of the flow computations.

In this case, the explicit control of *timestep-real* or CFL number generated by the CFL law specified under [CflLaw](#) according to the number of grid points where *thresholddeltadensity-real* is reached or exceeded is disabled.

*maxtime-real* [1.e99]:

Maximum physical time (only for unsteady flow simulations that do not involve a structural code). The simulation terminates when either the maximum number of iterations or the maximum time is reached.

*timestepadaptation-id* [cfl]:

Time-step adaptation strategy. This parameter is relevant only if *timestep-real* is not set to a positive number — that is, a constant time-step is not specified.

cfl

In this case, the time-step is adapted according to the CFL strategy specified in the object [CflLaw](#).

ErrorEstimation

In this case, the time-step is adapted according to an error estimation. This option is applicable only when time-integration is performed using the three-point backward difference scheme — that is, [Implicit.Type](#) is set to `ThreePointBackwardDifference`. When this option is chosen, the size of the first time-step is computed using  $CFL = cfl0$  (see definition below). Subsequently, the size of a time-step is adapted using as error

indicator the 2-norm of the difference between the numerical solution predicted using the three point backward difference scheme and that using one step of the forward Euler scheme, as follows

$$factor = \min(\max(\sqrt{\frac{\tau \|w^k\|_2}{\|w_{low}^k - w^k\|_2}}, DecFac), IncFac)$$

$$\Delta t^{k+1} = \max(factor \times \Delta t^k, \Delta t_{min})$$

where  $k$  designates the  $k$ -th computational time-step,  $\tau$  is a maximum (estimated) relative error tolerated within a time-step and specified in `ErrorTol`,  $w_{low}^k$  is computed using  $w^{k-1}$  and the forward Euler scheme,  $\Delta t_{min}$  is computed at the first time-step using  $CFL = cflmin$  (see

definition below), and the increase factor *IncFac* and decrease factor *DecFac* are given by

$$IncFac = 1.25 + (1.15 \exp(-\frac{k-2}{3})) \quad DecFac = \max(0.2, 0.75 - 1.25 \exp(-\frac{k-2}{3}))$$

*cfl0-real* [5.0]:

Initial value of the CFL number associated with the `ErrorEstimation` time-step adaptation strategy ( *cfl0* ) described above.

*cflmin-real* [1.0]:

CFL parameter used to determine  $\Delta t_{min}$  in the `ErrorEstimation` time-step adaptation strategy ( *cflmin* ) described above. This parameter is relevant only when `TimeStepAdaptation = ErrorEstimation`.

*errortolerance-real* [1e-10]:

Tolerated (estimated) error during a time-step, when this time-step is adapted according to the error estimation strategy described above. This parameter is relevant only when `TimeStepAdaptation = ErrorEstimation`.

*dualtimestepping-str* [off]:

This option is relevant only for unsteady implicit analysis. Its default value is `off`, except when *prec-id* is set to `LowMach`.

on

Turns on dual-time-stepping for an implicit time-discretization of the flow equations which is implemented in **AERO-F** as follows. At each time-step, a maximum number of [Newton.MaxIts](#) dual time-steps are carried out. The size of each of these dual-time-steps is governed by the parameter *dualtimecfl-real*. The nonlinear system of equations arising at each dual time-step is solved by a single Newton iteration where the tangent operator is modified by the dual time-step to become more diagonally dominant. In other words, dual-time-stepping is implemented in **AERO-F** in conjunction with [Newton's](#) method. For some difficult problems, it can slightly reduce the convergence rate of Newton's method but sufficiently accelerate the iterative solution of the system of linearized equations arising at Newton's iteration to reduce the overall simulation time, particularly in the presence of a low-Mach preconditioner.

off

Turns off dual-time-stepping. This option is automatically reversed by **AERO-F** to `on` internally, when performing implicit unsteady flow computations with *prec-id* = `LowMach` (see the description of the parameter *prec-id*).

*dualtimecfl-real* [100.0]:

Specifies a constant CFL value for computing the size of the dual-time-step when *dualtimestepping-str* is turned on.

*embeddedcfl-real* [1.0]:

CFL-like parameter that can be used to adaptively restrict the computational time-step size of **AERO-F** based on the velocity of the embedded surface and the adjacent embedding CFD mesh size. Specifically, a value of 1.0 (which is the default value) restricts the time-step size such that no more than one fluid element is traversed by the evolving embedded surface in a single time-step; while a value larger (or less) than 1.0 is proportionally less (or more) restrictive. If a value larger than 1.0 is specified, then non-default values for [EmbeddedFramework.FillScope](#) and/or [EmbeddedFramework.BoundingBoxSize](#) are recommended.

*programmedburnshocksensor-real* [0.99]:

This parameter, which is defined in the interval [0, 1], is relevant only for the one-dimensional *explicit* computation in spherical, cylindrical, or Cartesian coordinates of a spherically symmetric unsteady two-phase flow problem ([Problem.Type](#) = 10) associated with a [ProgrammedBurn](#) of a highly explosive material. It requests terminating the **AERO-F** simulation when the shock wave generated by the programmed burn has traveled a percentage of the size of the one-dimensional computational domain equal to the value specified in *programmedburnshocksensor-real*.

Implicit:

Specifies an implicit time-integration scheme and its parameters.

Explicit:

Specifies an explicit time-integration scheme and its parameters.

CFLlaw:

Specifies a CFL strategy for adapting the (pseudo-) time-step. For unsteady computations, specifying also *timestep-real* overrides this strategy.

Note:

1. for one-dimensional two-phase flow computations ([Problem.Type = 1D](#)), only explicit time-integration is currently available;
  2. for multi-phase flow problems — that is, flow problems with fluid-fluid interfaces — the fluid computational time-step, whether specified or determined by a chosen CFL strategy, is further restricted by the constraint that no fluid-fluid interface advances more than one cell per time-step.
- [Implicit](#)
  - [Explicit](#)
  - [CflLaw](#)

Next: [Explicit](#), Up: [Time](#)

#### 4.15.1 DEFINING THE IMPLICIT TIME-INTEGRATION

Object: **Implicit**

The `Implicit` object defines how the system of nonlinear equations is solved at every time-step. Its syntax is:

```
under Implicit {
  Type = type-id;
  MatrixVectorProduct = mvp-id;
  FiniteDifferenceOrder = fdorder-id;
  TurbulenceModelCoupling = tmcoupling-id;
  PeriodicBoundaryTreatment = periodicboundarytreatment-id;
  under Newton { ... }
}
```

with

*type-id* [`BackwardEuler`]:

`BackwardEuler`

First-order, backward Euler time-integrator. This is the default and only time-integrator available for steady-state computations. *It is not available for one-dimensional flow computations* ([Problem.Type = 1D](#)), *or computations involving a [ProgrammedBurn](#).*

`ThreePointBackwardDifference`

Second-order, three-point backward difference time-integrator. *It is not available for one-dimensional flow computations* ([Problem.Type = 1D](#)), *or computations involving a [ProgrammedBurn](#).*

`RungeKutta2`

Second-order, two-stage Diagonally Implicit Runge-Kutta (DIRK) time-integrator.

`RungeKutta3`

Third-order, three-stage Diagonally Implicit Runge-Kutta (DIRK) time-integrator.

*mvp-id* [`Approximate`]:

`Approximate`

Relevant only for the case where second-order accuracy in space is specified. In this case, matrix-vector products are based on an approximate Jacobian matrix obtained by linearizing the first-order approximation of the convective flux and the second-order approximation of the diffusive one.

`Exact`

Matrix-vector products are based on the exact Jacobian matrix, except in the following situations:

- The equation of state of the fluid or a fluid subsystem is `Liquid` (Tait) or `JWL` (see [FluidModel.Fluid](#)). In this case, the matrix-vector products are performed using the approach `FiniteDifference` with *fdorder-id* = `FirstOrder`.
- Low Mach preconditioning is turned on for computing the dissipation terms of the convective fluxes (see [Problem.Prec](#)). In this case, the matrix-vector products are performed using the approach `FiniteDifference` with *fdorder-id* = `FirstOrder`.
- Any numerical flux but `Roe` is chosen for spatial discretization (see [NavierStokes.Flux](#)), in which case this option reverts to the option `FiniteDifference` with *fdorder-id* = `FirstOrder`.
- Any flux limiter but `VanAlbada` (see [NavierStokes.Limiter](#)) is introduced in the computation, in which case this option reverts to the option `FiniteDifference` with *fdorder-id* = `FirstOrder`.
- [NavierStokes.Gradient](#) is set to `NonNodal` to achieve second-order spatial accuracy. In this case, this option reverts to the option `FiniteDifference` with *fdorder-id* = `FirstOrder`.
- [NavierStokes.Dissipation](#) is set to `SixthOrder` to control numerical dissipation and achieve a higher-order of spatial accuracy. In this case, this option reverts to the option `FiniteDifference` with *fdorder-id* = `FirstOrder`.
- Turbulence modeling is requested and *tmcoupling-id* is set to `Weak`. In this case, the matrix-vector products are computed using the exact Jacobian matrix of the implicit scheme for the Navier-Stokes equations, and a finite-difference formula for the turbulence model equations.
- The simulation involves one or more fluid-fluid interfaces, in which case the matrix-vector products are performed using the approach `FiniteDifference` with *fdorder-id* = `FirstOrder`.

For the generalized level set equation(s), this option automatically reverts to the option `Approximate`.

`FiniteDifference`

Matrix-vector products are based on a finite-difference formula of the combined convective and viscous fluxes. This allows to capture the effect of the exact Jacobian matrix without having to compute and to store it.

*fdorder-id* [`FirstOrder`]:

This option is available only when *mvp-id* (`MatrixVectorProduct`) is set to `FiniteDifference`. It specifies the order of the finite difference approximation of the product of the Jacobian matrix of the implicit scheme with a vector, independently from the order of the spatial discretization of the problem.

**FirstOrder**

In this case, the finite differencing scheme is a first-order finite-difference formula that requires only one residual evaluation per computation.

**SecondOrder**

In this case, the finite differencing scheme is a more accurate (at least in principle) second-order finite-difference formula that requires however two residual evaluations per computation.

**tmcoupling-id** [Weak]:

This object member is relevant only for simulations with turbulence modeling. The following description of the usage of this parameter refers to a two-by-two block partitioning of the Jacobian of the coupled Navier-Stokes and turbulence model equations, according to the flow and turbulence model unknowns.

**Weak**

In this case, the Jacobian of the implicit problem is approximated by a block diagonal matrix. Therefore, the linearized flow and turbulence model equations are decoupled at each step of the Newton method. This also implies that the parameters of the linear equation solver can be adjusted separately for the flow equations using `LinearSolver.NavierStokes`, and the turbulence model equations using `LinearSolver.TurbulenceModel` (see [LinearSolver](#)).

**Strong**

In this case, the Jacobian of the implicit problem accounts for the coupling of the flow and turbulence model equations. Consequently, the fully coupled linearized flow and turbulence model equations are solved at each step of the Newton method. In this case also, the parameters of the linear equation solver must be specified under `LinearSolver.NavierStokes` only, and any input to the object `LinearSolver.TurbulenceModel` is ignored by **AERO-F** (see [LinearSolver](#)).

**periodicboundarytreatment-id** [Implicit]:

This object member is relevant only for flow computations with periodic boundary conditions. It specifies an important aspect of the treatment of such boundary conditions. To this end, it is noted that periodic boundary conditions are defined in **AERO-S** for pairs of surfaces identifiable by their surface tags *surface-id-int* (ID numbers). For each such pair of surfaces, the type of the "master" surface is set in `SurfaceData[surface-id-int].Type to Periodic`. The ID of the surface to be slaved to the master surface by the periodic boundary conditions is set in `SurfaceData[surface-id-int].SlaveID`. **AERO-F** enforces periodic boundary conditions on such a pair of surfaces by projecting the nodes located on the "slave" surface onto the master counterpart and populating the fluid states at the slaved nodes by interpolating the fluid states inside the dual cells attached to the relevant nodes of the master surface.

**Implicit**

In this case, **AERO-F** updates the fluid states on the discretized slave surface at every Newton iteration, which "implicitizes" the numerical treatment of the periodic boundary conditions. However, it does not account for these updates in the computation of the flux Jacobian matrix, which may slow the convergence of the Newton solver. Due to this implicit aspect, this strategy does not raise time-step stability restrictions and therefore is most suitable for problems where the computational time-step is otherwise dictated by numerical stability.

**SemiImplicit**

In this case, **AERO-F** updates the fluid states on the discretized slave surface only at the beginning of each time-step or pseudo-time-step. In this sense, the corresponding solution strategy is semi-implicit. It does not generate contributions to the flux Jacobian matrix and thus bypasses the convergence issue of the implicit strategy. However, it may result in time-step stability limitations. Consequently, it is most suitable for problems where the computational time-step is dictated otherwise by numerical accuracy.

**Notes:**

1. for LES, dynamic LES, VMS-LES, and dynamic VMS-LES computations, the source terms associated with turbulence modeling are explicitized and therefore do not contribute to the Jacobian matrix of the implicit scheme;
2. the contribution to the Jacobian matrix of the numerical treatment of the far-field boundary conditions using the Ghidaglia OR ModifiedGhidaglia method (see [Boundaries](#)) is always computed using the `FiniteDifference` approach outlined above.

- [Newton](#)

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Next: [CflLaw](#), Previous: [Implicit](#), Up: [Time](#)

**4.15.2 DEFINING THE EXPLICIT TIME-INTEGRATION**

Object:	<b>Explicit</b>
---------	-----------------

The `Explicit` object defines how the system of nonlinear equations is advanced at every time-step using an explicit scheme.

Currently, explicit time-integration is not supported for usage with the AERO-FL module. Hence, the `UnsteadyLinearized`, `UnsteadyLinearizedAeroelastic`, `PODConstruction`, `PODInterpolation`, `ROM` and `ROMAeroelastic` options in the `Problem` object cannot be specified together with explicit time-integration.

The syntax of `Explicit` is:

```
under Explicit {
  Type = type-id;
}
```

with

*type-id* [RungeKutta4];

**RungeKutta4**

Fourth-order time-accurate, four-stage, Runge-Kutta scheme.

**RungeKutta2**

Second-order time-accurate, two-stage, Runge-Kutta scheme.

**ForwardEuler**

First-order time-accurate forward Euler scheme.

---

Previous: [Explicit](#), Up: [Time](#)

**4.15.3 DEFINING THE CFL LAW**

Object:	<b>CflLaw</b>
---------	---------------

This object can be used to specify a CFL strategy for adapting the pseudo-time-step in steady computations or the time-step in unsteady ones. Its

syntax is:

```
under CflLaw {
  Strategy      = strategy-id;
  Cfl0          = cfl0-real;
  Cfl1          = cfl1-real;
  Cfl2          = cfl2-real;
  CflMax        = cflmax-real;
  Ser           = ser-real;
  AngleGrowth   = anglegrowth-real;
  AngleZero     = anglezero-real;
  DFTHistory    = DFTHistory-int;
  FrequencyCutoff = frequencycutoff-int;
  DFTGrowth     = dftgrowth-real;
}
```

with

*strategy-id* [ ]:

This parameter sets the CFL strategy for adapting the pseudo-time-step or time-step, as applies. Six types, namely, Standard, Residual, Direction, DFT, Hybrid), and Fixed are available.

Standard

This CFL strategy combines the following two approaches:

1. The residual-based strategy illustrated in green color in [Figure 1](#)

$$CFL_{res}^k = cfl0 \times \left( \frac{\|r^{ref}\|_2}{\|r^k\|_2} \right)^{ser}$$

where  $cfl0$  and  $ser$  are defined below,  $r^k$  denotes the spatial residual at the  $k$ -th (pseudo-) time-step  $t^k$ , and  $r^{ref}$  denotes the reference residual.

2. The iteration-based strategy illustrated in blue color in [Figure 1](#)

$$CFL_{itr}^k = \max(cfl1, cfl2 \times k)$$

where  $cfl1$ , and  $cfl2$  are defined below and illustrated in [Figure 1](#).

More specifically, the CFL strategy *Standard* takes the maximum of the outputs of the two residual- and iteration-based strategies and bounds it by  $cfl1$  from below, and  $cflmax$  from above to obtain

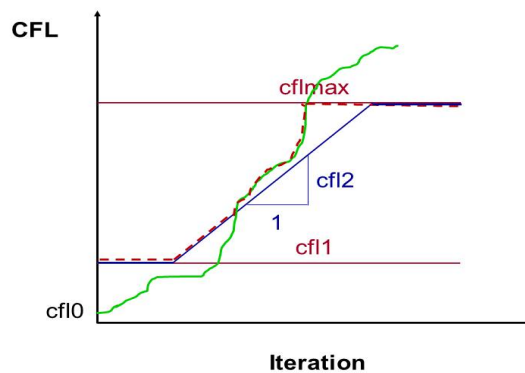
$$CFL^k = \min \left( \max \left\{ cfl1, \max[CFL_{res}^k, CFL_{itr}^k] \right\}, cflmax \right)$$

which can also be written as

$$CFL^k = \max \left( cfl1, \min \left\{ cflmax, \max \left[ cfl0 \times \left( \frac{\|r^{ref}\|_2}{\|r^k\|_2} \right)^{ser}, cfl2 \times k \right] \right\} \right)$$

Hence, the CFL strategy *Standard* is a residual-iteration-based CFL strategy; it is graphically depicted by the red dashed-line in [Figure 1](#).

**Warning:** This strategy does not support the adaptation of the CFL number according to the outcome of [Time](#).CheckSolution, [Time](#).CheckLinearSolver, [Time](#).CheckVelocity, [Time](#).CheckPressure, [Time](#).CheckDensity, [Time](#).ThresholdDeltaPressure, [Time](#).CardinalDeltaPressure, [Time](#).ThresholdDeltaDensity, **OR** [Time](#).CardinalDeltaDensity.



**Figure 1: residual-iteration-based CFL strategy for adapting the (pseudo-) time-step (CFL strategy *Standard*)**

Residual

This strategy varies at the  $k$ -th iteration or time-step the CFL number according to the behavior of the residual, as follows:

$$CFL_{res}^k = CFL_{res}^{k-1} \times \left( \|r^{k-1}\|_2 / \|r^k\|_2 \right)^{ser}$$

It supports all time-adaptations due to the outcome of [Time.CheckSolution](#), [Time.CheckLinearSolver](#), [Time.CheckVelocity](#), [Time.CheckPressure](#), [Time.CheckDensity](#), [Time.ThresholdDeltaPressure](#), [Time.CardinalDeltaPressure](#), [Time.ThresholdDeltaDensity](#), OR [Time.CardinalDeltaDensity](#).

Direction

This CFL strategy can be written as

$$CFL^k = CFL^{k-1} \times c_{dir}^{\alpha^k - \alpha_{dir}}$$

where  $c_{dir}$  is a growth factor specified in *anglegrowth-real*,  $\alpha^k$  characterizes the angle between the two previous consecutive solution increments and is computed by **AERO-F**, and  $\alpha_{dir}$  characterizes an angle offset specified in *anglezero-real*. It supports all time-adaptations due to the outcome of [Time.CheckSolution](#), [Time.CheckLinearSolver](#), [Time.CheckVelocity](#), [Time.CheckPressure](#), [Time.CheckDensity](#), [Time.ThresholdDeltaPressure](#), [Time.CardinalDeltaPressure](#), [Time.ThresholdDeltaDensity](#), OR [Time.CardinalDeltaDensity](#).

DFT

This CFL strategy can be written as

$$CFL^k = CFL^{k-1} \times c_{dft}^{2(e_{df}^k - e_{hf}^k)}$$

where  $c_{dft}$  is a growth factor specified in *dftgrowth-real*,  $e_{dft}$  is an offset set by **AERO-F**, and  $e_{hf}^k$  is the high-frequency energy computed by

**AERO-F** in the portion of the (pseudo-) time-history of the residual defined by the parameter *dfthistory-int*. It supports all time-adaptations due to the outcome of [Time.CheckSolution](#), [Time.CheckLinearSolver](#), [Time.CheckVelocity](#), [Time.CheckPressure](#), [Time.CheckDensity](#), [Time.ThresholdDeltaPressure](#), [Time.CardinalDeltaPressure](#), [Time.ThresholdDeltaDensity](#), OR [Time.CardinalDeltaDensity](#).

Hybrid

This CFL strategy is the default CFL strategy for steady-state computations. It combines [CheckSolution](#), [CheckLinearSolver](#), and three of the CFL strategies outlined above in the following order of priority: [CheckSolution](#), [CheckLinearSolver](#), [DFT](#), [Direction](#), and [Residual](#). In general, it is the most effective one. It supports all time-adaptations due to the outcome of [Time.CheckSolution](#), [Time.CheckLinearSolver](#), [Time.CheckVelocity](#), [Time.CheckPressure](#), [Time.CheckDensity](#), [Time.ThresholdDeltaPressure](#), [Time.CardinalDeltaPressure](#), [Time.ThresholdDeltaDensity](#), OR [Time.CardinalDeltaDensity](#).

Fixed

This CFL strategy is the default CFL strategy for unsteady computations. It sets the CFL number to *cfl0-real* (see below). It supports all time-adaptations due to the outcome of [Time.CheckSolution](#), [Time.CheckLinearSolver](#), [Time.CheckVelocity](#), [Time.CheckPressure](#), [Time.CheckDensity](#), [Time.ThresholdDeltaPressure](#), [Time.CardinalDeltaPressure](#), [Time.ThresholdDeltaDensity](#), OR [Time.CardinalDeltaDensity](#).

*cfl0-real* [5.0]:

Initialization of the CFL number associated with all CFL strategies ( *cfl0* ).

*cfl1-real* [0.0]:

Lower bound for the CFL number associated with the iteration-based CFL strategy ( *cfl1* ). This lower bound is ignored however when either flag [Time.CheckSolution](#) or *checklinearsolver-flag* is turned on.

*cfl2-real* [0.0]:

Slope of the variation with the iteration count of the CFL number associated with the iteration-based CFL strategy ( *cfl2* ).

*cflmax-real* [10000.0]:

Upper bound for the CFL number associated with all CFL strategies ( *cflmax* ).

*ser-real* [0.7]:

Real-valued exponent for a residual-based CFL strategy ( *ser* ).

*anglegrowth-real* [2.0]:

Growth factor  $c_{dir}$  for the CFL strategy [Direction](#).

*anglezero-real* [0.2]:

Characterization of an angle offset  $\alpha_{dir}$  for the CFL strategy [Direction](#). This coefficient should be chosen in the interval  $[-1, 1]$ .

*dfthistory-int* [8]:

Number of last few (pseudo-) time-steps in the time-history of the residual to be considered by **AERO-F** for computing the high-frequency energy fraction  $e_{hf}^k$  for the CFL strategy [DFT](#).

*frequencycutoff-int* [3]:

Number of high frequencies used by **AERO-F** to compute the high frequency energy fraction  $e_{hf}$  for the CFL strategy [DFT](#).

*dftgrowth-real* [1.4]:

Growth factor  $c_{dft}$  for the CFL strategy [DFT](#).

---

Next: [Forced](#), Previous: [Time](#), Up: [Objects](#)

## 4.16 SOLVING A SYSTEM OF NONLINEAR EQUATIONS

Object: **Newton**

The use of a Newton method to solve a system of nonlinear equations occurs in the `Implicit` (see [Implicit](#)) and `MeshMotion` (see [MeshMotion](#)) objects. The syntax of the `Newton` object is:

```
under Newton {
  MaxIts = maxits-int;
  FailSafe = failsafe-str; (or Eps = eps-real;)
  EpsRelRes = epsrelres-real;
  EpsAbsRes = epsabsres-real;
  EpsAbsInc = epsabsinc-real;
  under LineSearch { ... }
  under LinearSolver { ... }
}
```

with

*maxits-int* [1]:

Maximum number of nonlinear iterations. For an implicit unsteady flow computation carried out using dual time-stepping (`Time.DualTimeStepping = on`), a single modified Newton iteration is performed at each dual time-step and this parameter specifies instead the maximum number of dual time-steps per physical time-step.

*failsafe-str* [off]:

This member is relevant only if `NavierStokes.Reconstruction` is set to `Linear` — that is, for second-order space discretization.

`on`

In this case, when a negative pressure and/or density is encountered at the end of a Newton iteration, that Newton iteration is repeated with the nodal gradients set to zero at the points where the pressure and/or density are negative. The calculation of the nodal gradients is re-activated however at these points at the first Newton iteration of the next (pseudo-) time-step.

`AlwaysOn`

When the *failsafe-str* is set to `AlwaysOn` and a negative pressure and/or density is encountered during a Newton iteration, the Newton iteration is repeated with the nodal gradients set to zero at the points where the pressure and/or density are negative. In this case, this treatment is maintained at these points in all subsequent Newton iterations and all subsequent (pseudo-) time-steps.

`off`

In this case, when a negative pressure and/or density is encountered during a Newton iteration, AERO-F is stopped and an error message is output on the screen.

*epsrelres-real* (or *eps-real*) [0.01]:

Tolerance for monitoring at each  $k$ -th Newton iteration the convergence of the Euclidian norm of the relative value of the nonlinear residual  $r^k$ . Convergence of the Newton process is declared whenever either of the following criteria is satisfied

$$\|r^k\|_2 = 0 \quad \text{or} \quad \|r^k\|_2 \leq \text{epsrelres-real} \frac{\|r^0\|_2}{\|r^k\|_2}$$

or

$$k > 0 \quad \text{and} \quad \|r^k\|_2 \leq \text{epsabsres-real} \quad \text{and} \quad \|x^k - x^{k-1}\|_2 \leq \text{epsabsinc-real}$$

where  $r^0$  is the initial value of the nonlinear residual,  $x^k$  and  $r^k$  are the iterate solution at the  $k$ -th Newton iteration and its corresponding residual, respectively, and *epsabsres-real* and *epsabsinc-real* are defined below.

*epsabsres-real* [MachinePrecision]:

Tolerance for monitoring at each  $k$ -th Newton iteration the convergence of the Euclidian norm of the (absolute) value of the nonlinear residual  $r^k$ . Convergence of the Newton process is declared whenever either of the following criteria is satisfied

$$\|r^k\|_2 = 0 \quad \text{or} \quad \|r^k\|_2 \leq \text{epsrelres-real} \frac{\|r^0\|_2}{\|r^k\|_2}$$

or

$$k > 0 \quad \text{and} \quad \|r^k\|_2 \leq \text{epsabsres-real} \quad \text{and} \quad \|x^k - x^{k-1}\|_2 \leq \text{epsabsinc-real}$$

where  $r^0$  is the initial nonlinear residual,  $x^k$  and  $r^k$  are the iterate solution at the  $k$ -th Newton iteration and its corresponding residual, respectively, *epsrelres-real* is defined above, and *epsabsinc-real* is defined below. The default value for *epsabsres-real* is the machine precision for double precision arithmetics (the difference between 1 and the smallest representable value that is greater than 1) which is typically of the order of 1e-16. Hence, it is sufficiently small so that by default, the convergence criterion of the Newton process is in principle based on the Euclidian norm of the relative value of the nonlinear residual  $r^k$ .

*epsabsinc-real* [MachinePrecision]:

Tolerance for monitoring at each  $k$ -th Newton iteration the Euclidian norm of the incremental solution of the nonlinear problem being solved. Convergence of the Newton process is declared whenever either of the following criteria is satisfied

$$\|r^k\|_2 = 0 \quad \text{or} \quad \|r^k\|_2 \leq \text{epsrelres-real} \frac{\|r^0\|_2}{\|r^k\|_2}$$

or

$$k > 0 \quad \text{and} \quad \|r^k\|_2 \leq \text{epsabsres-real} \quad \text{and} \quad \|x^k - x^{k-1}\|_2 \leq \text{epsabsinc-real}$$

where  $r^0$  is the initial nonlinear residual, and  $x^k$  and  $r^k$  are the iterate solution at the  $k$ -th Newton iteration and its corresponding residual,



respectively, and *epsrelres-real* and *epsabsres-real* are defined above. The default value of *epsabsinc-real* is the machine precision for double precision arithmetics (the difference between 1 and the smallest representable value that is greater than 1) which is typically of the order of  $1e-16$ . Hence, it is sufficiently small so that by default, the convergence criterion of the Newton process is in principle based on the Euclidian norm of the relative value of the nonlinear residual  $\underline{r}^k$ .

LineSearch:

Requests equipping Newton's method with a line search strategy whose parameters are specified in [LineSearch](#).

LinearSolver:

Specifies the linear equation solver (and its parameters) to be used at each Newton iteration.

Note:

1. when *failsafe-str* is set to *On* or *AlwaysOn* and a negative pressure and/or density is encountered during a Newton iteration, no information is recorded in the restart file about the whereabouts of that negative pressure and/or density. As a result, the first residual obtained after a restart operation may differ from the last residual computed in the previous run;
2. if *Time.CheckSolution* is set to *On* and *failsafe-flag* is set to *On* or *AlwaysOn*, then *Time.CheckSolution* takes precedence.

- [LineSearch](#)
- [LinearSolver](#)

---

Next: [LinearSolver](#), Up: [Newton](#)

#### 4.16.1 SPECIFIES A LINE SEARCH STRATEGY

Object:	<b>LineSearch</b>
---------	-------------------

The object `LineSearch` can be used to combine [Newton](#)'s method with a line search strategy and defining the parameters of this strategy.

Given a nonlinear problem of the form

$$\text{solve } \underline{r}(w) = 0$$

where  $\underline{r}$  and  $w$  denote here the *nonlinear* residual and solution of interest, respectively, Newton's method solves this problem by computing the iterates

$$w^{k+1} = w^k + \Delta w^k$$

where the increment  $\Delta w^k$  is the solution of the linearized problem

$$J(w^k)\Delta w^k = -r(w^k)$$

and  $J$  denotes the Jacobian of  $\underline{r}$  with respect to  $w$ . For highly nonlinear problems, combining Newton's method with a line search strategy can prove to be a more appropriate solution method as this combination searches for the solution of the above nonlinear problem in the form of less aggressive iterates as follows

$$w^{k+1} = w^k + \alpha^k \Delta w^k$$

where  $\alpha^k \leq 1$  is a step-length. In **AERO-F**, this step-length is computed using a procedure known as "backtracking". For a given pair of  $w^k$  and  $\Delta w^k$ , the idea is to compute  $\alpha^k$  as to minimize the "merit" function

$$f(w^{k+1}) = \frac{1}{2} \|r(w^{k+1})\|_2^2 = \frac{1}{2} \|r(w^k + \alpha^k \Delta w^k)\|_2^2$$

The backtracking procedure computes an approximate solution of the above minimization problem by searching iteratively for the value of  $\alpha^k$  that satisfies the following "sufficient decrease condition"

$$f(w^k + \alpha^k \Delta w^k) \leq f(w^k) + c\alpha^k \nabla f(w^k)^T \Delta w^k$$

where  $\nabla f$  is the gradient of  $f$  with respect to  $w$  and satisfies

$$\nabla f(w) = J^T(w)r(w)$$

and  $c$  is a user-specified "sufficient decrease factor" chosen as  $0 \leq c < \frac{1}{2}$ .

The above sufficient decrease condition can also be written as

$$\|r(w^k + \alpha^k \Delta w^k)\|_2^2 \leq (1 - 2c\alpha^k) \|r(w^k)\|_2^2$$

In practice, the value of  $\alpha^k$  that satisfies this condition is computed iteratively as follows. The first trial value of  $\alpha^k$  is set to  $\underline{1}$ . Then, while the above sufficient decrease condition is not satisfied, the current value of  $\alpha^k$  is reduced by a user-specified "contraction factor"  $0 < \gamma < 1$  — that is



$\alpha^k \leftarrow \gamma \alpha^k$  — until the sufficient decrease condition is satisfied.

The syntax of the object `LineSearch` is:

```
under LineSearch{
  MaxIts           = maxits-int;
  SufficientDecreaseFactor = sufficientdecreasefactor-real;
  ContractionFactor = contractionfactor-real;
}
```

with

*maxits-int* [0]:

Specifies the maximum number of line search iterations — that is, the maximum number of iterations for finding the optimal step-length for which the sufficient decrease condition is satisfied. Note that the default value of this parameter is such that the line-search strategy is turned "off".

*sufficientdecreasefactor-real* [0.25]:

Specifies the value of the sufficient decrease factor  $c$ . The chosen value must satisfy  $0 \leq c < \frac{1}{2}$ .

*contractionfactor-real* [0.5]:

Specifies the value of the contraction factor  $\gamma$ . The chosen value must satisfy  $0 < \gamma < 1$ .

Previous: [LineSearch](#), Up: [Newton](#)

#### 4.16.2 SOLVING A SYSTEM OF LINEAR EQUATIONS

Object: **LinearSolver**

The object `LinearSolver` specifies how a linearized system of equations is solved at each Newton iteration, or during a sensitivity analysis (see [SensitivityAnalysis](#) and [Sensitivities](#)). It has two possible syntaxes. The first one is applicable when `LinearSolver` is used in the object [Newton](#) where it can be embedded more than once for different purposes:

```
under LinearSolver {
  under NavierStokes (or TurbulenceModel or LevelSet){
    Type = type-id;
    Output = output-str;
    MaxIts = maxits-int;
    KrylovVectors = krylov-int;
    Eps = eps-real;
    under Preconditioner { ... }
  }
}
```

The second possible syntax is identical to the above one except for the absence of the statement

```
under NavierStokes (or TurbulenceModel or LevelSet){
```

and the corresponding closing brace

```
}
```

It is applicable when `LinearSolver` is used in [MeshMotion](#) or [SensitivityAnalysis](#), where it can be embedded only once.

In all cases, the members of this object are:

*type-id* [Gmres]:

Gmres Generalized minimum residual algorithm.

Richardson Richardson's algorithm.

Cg Conjugate gradient algorithm. This linear equation solver is applicable only to the system of equations associated with mesh motion (see [MeshMotion](#)).

Gcr Generalized conjugate residual algorithm.

*output-str* [""]:

Name of the ASCII file that contains the sequence of linear residuals. If *output-str* is set to "stdout" ("stderr") the linear residuals are printed on the standard I/O stream stdout (stderr).

*maxits-int* [30]:

Maximum number of linear iterations.

*krylov-int* [30]:

Number of search directions (only for the GMRES algorithm).

*eps-real* [0.01]:

Relative decrease of the linear residual. This parameter is ignored however when `Problem.Type = SteadyAeroelasticSensitivityAnalysis` as in this case, convergence is monitored using the counterpart parameter specified in the input file of **AERO-S**.

Preconditioner:

Specifies the preconditioner to be used with the linear equation solver.

Notes:

1. when `Implicit.TurbulenceModelCoupling` is set to `Weak` — that is, the contributions of the linearizations of the mean flow and turbulence model equations to the Jacobian of the implicit problem are decoupled (see [Implicit](#)) — or the “ghost fluid method of the poor” for which the level set and flow equations are also decoupled is specified (see [MultiPhase](#)) for the solution of a multi-phase problem, the parameters of the linear equation solver should be specified separately for each independent system of equations. In such cases, the definition of the `LinearSolver` object within the `Newton` object (see [Newton](#)) becomes

```
under LinearSolver {
  under NavierStokes { ... }
  under TurbulenceModel { ... }
  under LevelSet { ... }
}
```

with

NavierStokes:

Specifies the linear solver for the Euler or averaged Navier-Stokes equations by specifying all parameters described at the beginning of this section under this object.

TurbulenceModel:

Specifies the linear solver for the turbulence model equation(s) by specifying all parameters described at the beginning of this section under this object.

LevelSet:

Specifies the linear solver for the level set equation(s) by specifying all parameters described at the beginning of this section under this object.

2. when `Implicit.TurbulenceModelCoupling` is set to `Strong` — that is, the contributions of the linearizations of the mean flow and turbulence model equations to the Jacobian of the implicit problem are coupled (see [Implicit](#)) — the parameters of the linear equation solver should be specified for the `NavierStokes` object only because a single set of coupled equations is solved in terms of both the flow and turbulence model variables. In this case, the definition of the object `LinearSolver` within the object `Newton` (see [Newton](#)) becomes

```
under LinearSolver {
  under NavierStokes { ... }
}
```

- [SolverPreconditioner](#)

---

Up: [LinearSolver](#)

#### 4.16.2.1 ACCELERATING A LINEAR SOLVER

Object:	<b>Preconditioner</b>
---------	-----------------------

To increase the efficiency of the linear solver, it can be preconditioned. The preconditioners currently available are described within the `Preconditioner` object. Its syntax is:

```
under Preconditioner {
  Type = type-id;
  Fill = fill-int;
}
```

with

*type-id* [Ras]:

Identity

No preconditioner.

Jacobi

Jacobi preconditioner.

Ras

Restricted additive Schwarz algorithm.

*fill-int* [0]:

Level of fill for the incomplete LU factorization used in the restricted additive Schwarz algorithm.

---

Next: [Accelerated](#), Previous: [Newton](#), Up: [Objects](#)

#### 4.17 IMPOSING FORCED OSCILLATIONS

Object:	<b>Forced</b>
---------	---------------

The `Forced` object enables the simulation of a flow past an obstacle set in prescribed motion, if the problem type (*type-id*) is set to `Forced` (see [Problem](#)). This motion can be associated with a prescribed heaving or pitching if the obstacle is rigid, or a prescribed deformation if the obstacle is flexible. Furthermore, the CFD mesh can be a dynamic ALE mesh which conforms to the boundaries of the obstacle, or the obstacle can be embedded in a fixed CFD mesh.

The syntax of the `Forced` object is:

```

under Forced {
  Type = type-str;
  Frequency = frequency-real;
  TimeStep = timestep-real;
  under Heaving{ ... }
  under Pitching{ ... }
  under Deforming{ ... }
  under Velocity{ ... }
}

```

with

*type-str* [Deforming]:

Specifies a type of forced motion of an obstacle among the following list:

Heaving

Specifies forced heaving oscillations. These should be described in the `Heaving` object.

Pitching

Specifies forced pitching oscillations. These should be described in the `Pitching` object.

Deforming

Specifies forced oscillations associated with a deformational mode of the obstacle. These should be described in the `Deforming` object.

Velocity

Specifies the velocity of a translating or rotating rigid, *embedded* surface.

*frequency-int* [—]:

Frequency of the prescribed oscillatory motion.

*timestep-real* [—]:

Computational time-step for sampling the prescribed motion.

Heaving:

Prescribes a rigid heaving motion.

Pitching:

Prescribes a rigid pitching motion.

Deforming:

Prescribes a motion associated with a flexible obstacle.

Velocity:

Prescribes a velocity for an embedded surface.

- [Heaving](#)
- [Pitching](#)
- [Deforming](#)
- [Velocity](#)

---

Next: [Pitching](#), Up: [Forced](#)

#### 4.17.1 DESCRIBING A PRESCRIBED HEAVING MOTION

Object: **Heaving**

This object can be used to specify the following heaving motion of a rigid obstacle

$$x^{obs}(t) = x_0^{obs} + (1 - e^{-(2\pi ft)^2}) \sin(2\pi ft) u_a$$

and move the CFD mesh accordingly

$$x(t) = x_0 + (1 - e^{-(2\pi ft)^2}) \sin(2\pi ft) u_a$$

In the second equation above,  $x_0$  denotes the initial undeformed position vector of the CFD mesh (or its surfacic component),  $u_a$  the vector amplitude of the displacement of the CFD mesh (or its surfacic component) associated with the vector amplitude  $a$  of the displacement of the obstacle,  $f$  the frequency of the harmonic oscillation specified in [Forced.Frequency](#),  $t$  denotes time, and  $x(t)$  denotes either the instantaneous position vector of the entire CFD mesh or that of its surfacic component. In the latter case, the motion of the remaining CFD mesh nodes is computed using a mesh updating algorithm that must be specified in [MeshMotion](#).

The syntax of the `Heaving` object is:

```

under Heaving{
  Domain = domain-id;
  AX = ax-real;
  AY = ay-real;
  AZ = az-real;
}

```

with

*domain-id* [Volume];

This option is relevant only when `Problem.Framework = BodyFitted`.

Volume

In this case, the entire fluid mesh is set into the specified heaving motion.

Surface

In this case, only the surfacic mesh is set into the specified heaving motion and the position of the remaining fluid grid points is computed by one of AERO-F's mesh motion algorithms to be specified (see [MeshMotion](#)).

*ax-real* [0.0]:

x component of the vector amplitude of the motion.

*ay-real* [0.0]:

y component of the vector amplitude of the motion.

*az-real* [0.0]:

z component of the vector amplitude of the motion.

---

Next: [Deforming](#), Previous: [Heaving](#), Up: [Forced](#)

#### 4.17.2 DESCRIBING A PRESCRIBED PITCHING MOTION

Object: **Pitching**

This object can be used to prescribe a pitching motion of a rigid obstacle around two pitch axes, where: the position of the first pitch axis is fixed in time; the position of the second pitch axis is continuously updated by the pitching motion around the first pitch axis; the overall pitching motion is given by

$$\begin{aligned}\tilde{x}^{obs}(t) &= x_1 + \mathbf{R}_1(\alpha(t)) (x^{obs}(0) - x_1) \\ \tilde{x}_2(t) &= x_1 + \mathbf{R}_1(\alpha(t)) (x_2(0) - x_1) \\ x^{obs}(t) &= \tilde{x}_2(t) + \mathbf{R}_2(\beta(t)) (\tilde{x}^{obs}(t) - \tilde{x}_2(t))\end{aligned}$$

Hence, for computations on dynamic meshes (`Problem.Framework = BodyFitted`), the CFD mesh is moved accordingly as follows:

$$\begin{aligned}\tilde{x}(t) &= x_1 + \mathbf{R}_1(\alpha(t)) (x(0) - x_1) \\ x(t) &= \tilde{x}_2(t) + \mathbf{R}_2(\beta(t)) (\tilde{x}(t) - \tilde{x}_2(t))\end{aligned}$$

In the above equations,  $x_1$  and  $x_2$  denote the position vectors of an arbitrary point on the first and second pitch axes, respectively,  $x^{obs}(0)$  ( $x(0)$ ) denotes the initial position vector of the rigid obstacle (CFD mesh, or its surfacic component),  $\mathbf{R}_1$  and  $\mathbf{R}_2$  denote two rotation matrices around two specified pitch axes,  $\alpha(t)$  and  $\beta(t)$  denote the instantaneous pitch angles around the first and second pitch axis, respectively,  $t$  denotes time,  $\mathbf{I}$  denotes the identity matrix, and  $x^{obs}(t)$  ( $x(t)$ ) denotes the instantaneous position vector of the obstacle (entire CFD mesh, or its surfacic component). In the case where only the motion of the surfacic component of the mesh is prescribed, that of the remaining CFD mesh nodes is computed using a mesh updating algorithm that must be specified in [MeshMotion](#). The angles  $\alpha(t)$  and  $\beta(t)$  are set to the oscillatory functions

$$\begin{aligned}\alpha(t) &= \alpha_0 + \alpha_{max}(1 - e^{-(2\pi ft)^2}) \sin(2\pi ft) \\ \beta(t) &= \beta_0 + \beta_{max}(1 - e^{-(2\pi ft)^2}) \sin(2\pi ft)\end{aligned}$$

where  $\alpha_0$  and  $\beta_0$  denote the angles about which the instantaneous pitch angles  $\alpha(t)$  and  $\beta(t)$  are to oscillate, respectively,  $\alpha_{max}$  and  $\beta_{max}$  the two amplitudes of the oscillatory pitching motion of the obstacle, and  $f$  its frequency which must be specified in `Forced.Frequency`.

The syntax of the Pitching object is:

```
under Pitching{
  Domain      = domain-id;
  Alpha0      = alpha0-real;
  AlphaMax    = alphamax-real;
  Beta0       = beta0-real;
  BetaMax     = alphamax-real;
  X11         = x11-real;
  Y11         = y11-real;
  Z11         = z11-real;
  X21         = x21-real;
  Y21         = y21-real;
  Z21         = z21-real;
  X12         = x12-real;
  Y12         = y12-real;
  Z12         = z12-real;
  X22         = x22-real;
```

```

Y22      = y22-real;
Z22      = z22-real;
}

```

with

*domain-id* [Volume];

This option is relevant only when `Problem.Framework = BodyFitted`.

Volume

In this case, the entire fluid mesh is set into the specified pitching motion.

Surface

In this case, only the surfacic mesh is set into the specified pitching motion and the position of the remaining fluid grid points is computed by one of **AERO-F**'s mesh motion algorithms to be specified (see [MeshMotion](#)).

*alpha0-real* [0.0]:

Angle about which the instantaneous pitch angle around the first axis is to oscillate. A positive value rotates the obstacle around the first axis of rotation specified below in the clockwise direction. If *alpha0-real* is non zero, **AERO-F** will first get the obstacle and surrounding mesh to the position implied by this rotation.

*alphamax-real* [0.0]:

Amplitude of the oscillatory pitching motion of the obstacle around the first axis. A positive value rotates the obstacle around this axis of rotation specified below in the clockwise direction.

*beta0-real* [0.0]:

Angle about which the instantaneous pitch angle around the second axis is to oscillate. A positive value rotates the obstacle around the second axis of rotation specified below in the clockwise direction. If *beta0-real* is non zero, **AERO-F** will first get the obstacle and surrounding mesh to the position implied by this rotation.

*betamax-real* [0.0]:

Amplitude of the oscillatory pitching motion of the obstacle around the second axis. A positive value rotates the obstacle around this axis of rotation specified below in the clockwise direction.

*x11-real* [0.0]:

x-component of the first point defining the first axis of pitching.

*y11-real* [-1.0]:

y-component of the first point defining the first axis of pitching.

*z11-real* [0.0]:

z-component of the first point defining the first axis of pitching.

*x21-real* [0.0]:

x-component of the second point defining the first axis of pitching.

*y21-real* [1.0]:

y-component of the second point defining the first axis of pitching.

*z21-real* [0.0]:

z-component of the second point defining the first axis of pitching.

*x12-real* [-1.0]:

x-component of the first point defining the second axis of pitching.

*y12-real* [0.0]:

y-component of the first point defining the second axis of pitching.

*z12-real* [0.0]:

z-component of the first point defining the second axis of pitching.

*x22-real* [1.0]:

x-component of the second point defining the second axis of pitching.

*y22-real* [0.0]:

y-component of the second point defining the second axis of pitching.

*z22-real* [0.0]:

z-component of the second point defining the second axis of pitching.

---

Previous: [Pitching](#), Up: [Forced](#)

#### 4.17.3 DESCRIBING A PRESCRIBED MOTION ASSOCIATED WITH A FLEXIBLE OBSTACLE

Object:	<b>Deforming</b>
---------	------------------

This object can be used to prescribe the following harmonic deformational mesh motion

$$\mathbf{x}(t) = \mathbf{x}_0 + \alpha(1 - e^{-(2\pi ft)^2}) \sin(2\pi ft) (\mathbf{x}_f - \mathbf{x}_0)$$

where  $\mathbf{x}_0$  and  $\mathbf{x}_f$  denote the initial and final position vectors of the CFD mesh (or their surfacic components), respectively,  $\alpha$  is a real amplification factor,  $f$  is the frequency of the harmonic oscillation and is specified in [Forced.Frequency](#),  $t$  denotes time, and  $\mathbf{x}(t)$  denotes either the instantaneous position vector of the entire CFD mesh or that of its surfacic component. In the latter case, the motion of the remaining CFD mesh nodes is computed using a mesh updating algorithm that must be specified in [MeshMotion](#).

The syntax of this object is:

```
under Deforming {
  Domain = domain-id;
  Position = position-str;
  Amplification = amplification-real;
}
```

with

*domain-id* [Volume];

This option is relevant only when [Problem.Framework](#) = BodyFitted.

Volume

In this case, the entire fluid mesh is set into the specified deforming motion.

Surface

In this case, only the surfacic mesh is set into the specified deforming motion and the position of the remaining fluid grid points is computed by one of AERO-F's mesh motion algorithms to be specified (see [MeshMotion](#)).

*position-str* [""]:

Name of the file containing the final position of the fluid mesh or embedded surface. See [Hints and tips](#) for an explanation regarding how to obtain that file.

*amplification-real* [1.0]:

Amplification factor.

Note:

1. by default, the initial mesh position  $\mathbf{x}_0$  is that of the mesh geometry specified in [Input.Geometry](#); however, if a filename is specified in the member [Input.Position](#),  $\mathbf{x}_0$  becomes the mesh position specified in that file.

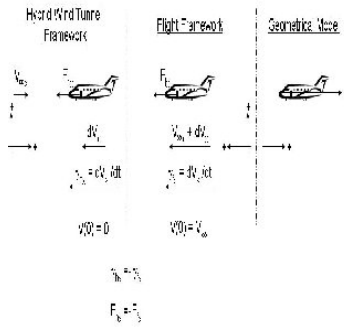
---

Next: [Aeroelastic](#), Previous: [Forced](#), Up: [Objects](#)

## 4.18 ACCELERATING THE MESH

Object:	<b>Accelerated</b>
---------	--------------------

AERO-F can be used to compute a flow around a rigid or flexible obstacle set in accelerated motion. In this case, the “hybrid wind tunnel” framework of computation (see Figure HWT) is adopted — that is, an increase of the free-stream velocity associated with an acceleration of the obstacle is accounted for by accelerating accordingly the ALE mesh. In other words, the motion of the obstacle, which is initially at the free-stream velocity then accelerated, is represented in a frame moving at the free-stream velocity with respect to the ground. The accelerated motion can be characterized either by a constant acceleration field, or deduced from a piecewise linear velocity time-profile that is specified in the `TimeVelocity` object. For an obstacle moving with a piecewise linear velocity, a set of time-velocity pairs are specified. In this case, the velocity is linearly interpolated and the acceleration is approximated by a corresponding piecewise constant field.



**Figure HWT: the hybrid wind tunnel computational framework**

The syntax of the Accelerated object is:

```
under Accelerated {
  Tag = tag-id;
  LawType = lawtype-id;
  AccelerationX = acc-x-real;
  AccelerationY = acc-y-real;
  AccelerationZ = acc-z-real;
  TimeStep = timestep-real;
  under TimeVelocity1 { ... }
}
```

with

*tag-id* [Mach]:

Mach

The value associated with the sequence of outputed nodal values (see [Postpro](#)) is the free-stream Mach number.

Velocity

The value associated with the sequence of outputed nodal values (see [Postpro](#)) is the free-stream velocity magnitude.

Time

The value associated with the sequence of outputed nodal values (see [Postpro](#)) is the time.

*lawtype-id* [ConstantAcceleration]:

ConstantAcceleration

The obstacle has a constant acceleration given by AccelerationX, AccelerationY, and AccelerationZ. The sign convention is that of the hybrid wind tunnel computational framework graphically depicted in Figure HWT. For example, a positive acceleration in the x direction corresponds to a physical deceleration.

VelocityLaw

The obstacle has a piecewise linear in time velocity specified by the TimeVelocity objects.

*acc-x-real* [0.0]:

Constant acceleration of the obstacle in the x-direction. The sign convention is that of the hybrid wind tunnel computational framework graphically depicted in Figure HWT.

*acc-y-real* [0.0]:

Constant acceleration of the obstacle in the y-direction. The sign convention is that of the hybrid wind tunnel computational framework graphically depicted in Figure HWT.

*acc-z-real* [0.0]:

Constant acceleration of the obstacle in the z-direction. The sign convention is that of the hybrid wind tunnel computational framework graphically depicted in Figure HWT.

*timestep-real* [—]:

Time-step. If this specified time-step is larger than the specified or CFL-induced time-step of the flow-solver, the flow-solver will subcycle.

TimeVelocity1:

Defines the velocity at a specified time. Its syntax is defined by the object TimeVelocity.

Note:

1. acceleration can affect the angle of attack. For example, the acceleration along the x-axis shown in Figure Acceleration causes the angle of attack to decrease in time. On the other hand, for this example, an acceleration along both x- and z-axes with the ratio  $acc-z-real/acc-x-real$  equal to the tangent of the angle of attack will maintain the angle of attack constant in time.

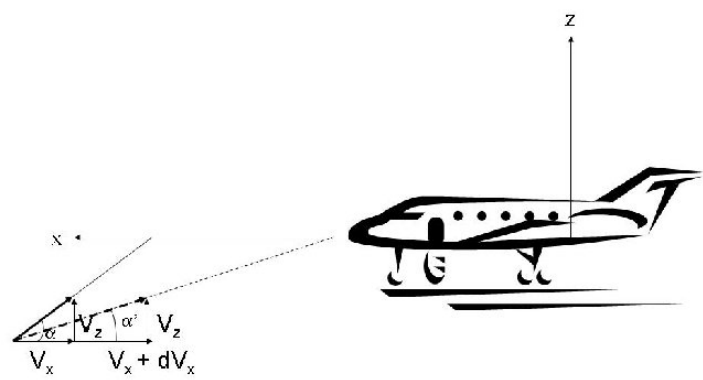


Figure Acceleration: example of the effect of acceleration on the angle of attack

- [TimeVelocity](#)

Up: [Accelerated](#)

4.18.1 SPECIFYING A VELOCITY AT A GIVEN TIME

Object: **TimeVelocity**

The TimeVelocity object specifies the velocity of an obstacle at a certain time.

```
under TimeVelocity1 {
  Time = time-real;
  VelocityX = v-x-real;
  VelocityY = v-y-real;
  VelocityZ = v-z-real;
}
```

with

time-real [—]

Specified time.

v-x-real [0.0]

Velocity of the obstacle in the x-direction at the specified time.

v-y-real [0.0]

Velocity of the obstacle in the y-direction at the specified time.

v-z-real [0.0]

Velocity of the obstacle in the z-direction at the specified time.

Notes:

1. currently, only 10 time-velocity pairs can be specified.
2. it is implied that the first time-velocity pair is not specified by any TimeVelocity object. It is rather automatically generated using zero for the initial time and the free-stream flow conditions for the initial velocity (Mach number and angles of attack). It is also assumed that the TimeVelocity objects are ordered with increasing time;
3. from the above, it follows that the first specified time must be different from zero;
4. when the time is greater than the time specified in the last TimeVelocity object, the velocity is assumed to be constant and set to the value specified by the last TimeVelocity object.

Next: [MeshMotion](#), Previous: [Accelerated](#), Up: [Objects](#)

4.19 SPECIFYING AEROELASTIC PARAMETERS

Object: **Aeroelastic**

Aeroelastic parameters are specified within the Aeroelastic object. Its syntax is:

```
under Aeroelastic {
  Force = force-id;
  InternalPressure = pressure-real;
}
```



*force-id* [Last]:

This parameter is relevant only when `Problem.Framework = BodyFitted`.

Last

The local aerodynamic forces exchanged with the structure code are based on the last computed pressure field within a cycle of the staggered solution procedure.

Averaged

The local aerodynamic forces exchanged with the structure code are based on the time-averaged pressure field within a cycle of the staggered solution procedure.

*pressure-real* [inlet\_pressure]:

When computing the generalized local aerodynamic forces exerted on the surface of an obstacle, **AERO-F** always assumes the presence of a uniform pressure field within (or from the dry side of) the obstacle; therefore, it computes the net generalized forces due to both the external and internal (or dry side) pressure fields. The *pressure-real* parameter specifies the value of the uniform pressure field within (or from the dry side of) the obstacle (the default value is the value of the pressure set in `Inlet.Pressure` and referred to here as `inlet_pressure`). The reader should note that for an obstacle with a closed surface, this feature, which is very convenient for aeroelastic computations, has no effect on the values of the global generalized aerodynamic forces. It affects however the resulting displacements and stresses of the obstacle.

---

Next: [EmbeddedFramework](#), Previous: [Aeroelastic](#), Up: [Objects](#)

## 4.20 MOVING THE MESH

Object:	<b>MeshMotion</b>
---------	-------------------

For a simulation on a moving grid (`Problem.Framework = BodyFitted`, or, `Problem.Framework = EmbeddedALE` and presence of symmetry plane), the `MeshMotion` object constructs a strategy and specifies an algorithm for updating the position of the grid points of the CFD mesh.

### Body-Fitted ALE Computational Framework

In this framework (`Problem.Framework = BodyFitted`), the motion of the interior grid points is driven in general by that of the points lying on boundary surfaces of the CFD mesh (see the **CD2TET** user manual for the mesh motion attributes of the various types of surfaces recognized by **AERO-F**). Therefore, the mesh motion conventions of three important types of surfaces are first discussed below.

The mesh motion of the nodes on a moving wall can be either prescribed (see [Forced](#)), or obtained via communication with **AERO-S** during a fluid-structure simulation.

The nodes in a sliding plane (see [SurfaceData](#)) slide in this plane — that is, the component of their displacement field along the specified normal to the sliding plane is constrained to zero.

The nodes in a symmetry plane are by default fully restrained — that is, their motion is set to zero. However, there is one exception to this rule. If *type-id* = `Corotational` (see below), **AERO-F** does not necessarily fully restrain (set to zero) the motion of the nodes of a symmetry plane. In other words, if for some reason *type-id* = `Corotational` is the desired setting but the computational domain includes a symmetry plane, additional settings need to be chosen to preserve the integrity of the symmetry boundary conditions.

Specifically, if the computational domain contains a symmetry plane and *type-id* is set to `Corotational` — for example, to prevent mesh crossovers near a moving wall — the nodes of the symmetry plane must be forced to slide in this plane. This is achieved by using the [Symmetry](#) object within this object. Specifically, this allows the nodes of the symmetry plane to slide “rigidly” in this plane. To allow them to slide in this plane while simultaneously allowing the faces to which they belong to deform in this plane — which can be beneficial for the mesh motion strategy and/or algorithm — in addition to using the [Symmetry](#) object within this object, the symmetry plane must be *explicitly* declared in [SurfaceData](#) to be a sliding plane.

### Embedded ALE Computational Framework

By default — that is, independently from any setting specified in this object — the Embedded-ALE computational framework (`Problem.Framework = EmbeddedALE`) applies at each time-step a *rigid* corotational motion (defined with respect to the wall boundary) to the entire embedding mesh. This rigid motion is computed so that the updated embedding mesh tracks the boundary layer and maintains it well-resolved. If the computational fluid domain contains a symmetry plane or any other fixed surface, this rigid body motion will cause in general the fluid grid points lying in this surface to move outside of it. To keep the grid points of the symmetry plane or fixed surface in this surface, the user can use this object and set *type-id* (see below) to `Corotational`. In this case, **AERO-F** applies next an inverse transformation to the aforementioned grid points to bring them back to their original positions in the surface they belong to, while constraining those points in the neighborhood of the boundary layer to remain where they have been displaced by the corotational motion. This causes the entire embedding mesh to deform. It may also produce excessive deformations of the embedded mesh in the vicinity of the symmetry plane or fixed surface and jeopardize the integrity of the mesh motion strategy and/or algorithm. The latter issue can be mitigated by declaring this plane/surface to be a sliding plane/surface (see [SurfaceData](#)). In this case, after the corotational step is performed, **AERO-F** returns the displaced nodes of the symmetry plane not necessarily to their original positions in this plane, but to a more optimal position in this plane.

The syntax of the `MeshMotion` is:

```
under MeshMotion {
  Type = type-id;
  Element = element-id;
  VolumeStiffness = stiffness-factor;
  Mode = mode;
  NumIncrements = numincrements;
  under Symmetry { ... }
  under Newton { ... }
}
```

with

*type-id* [Basic]:

Basic

In this case, no special treatment is applied to potentially large displacements and/or deformations.

Corotational

In this case, potentially large displacements and/or deformations are handled by the corotational method, which is applied in addition to the chosen mesh motion algorithm. The corotational method separates the motion of the moving walls into two components: a rigid one that is

trivially transmitted to the interior mesh points, and a deformational one that is treated by the chosen mesh motion algorithm.

*element-id* [BallVertexSprings]:

LinearFiniteElement

Specifies the mesh motion method based on the linear finite element structural analogy.

NonLinearFiniteElement

Specifies the mesh motion method based on the nonlinear finite element structural analogy. This method can be equipped with a safeguard against mesh instabilities (not to be confused with mesh crossovers, see *stiffness-factor* below). It does not suffer from the hysteresis phenomenon and therefore is suitable for long cyclic problems.

TorsionalSprings

Specifies the mesh motion method based on the linear torsional springs analogy. This method can also be equipped with a safeguard against mesh instabilities (not to be confused with mesh crossovers, see *stiffness-factor* below). It is a good candidate for problems with large-amplitude mesh deformations.

BallVertexSprings

Specifies the mesh motion method based on the linear ball vertex springs analogy. This method can also be equipped with a safeguard against mesh instabilities (not to be confused with mesh crossovers, see *stiffness-factor* below). It is a good candidate for problems with large-amplitude mesh deformations and is more economical than the torsional springs method.

NonLinearBallVertex

Specifies the nonlinear version of the ball vertex springs method. This method can also be equipped with a safeguard against mesh instabilities (not to be confused with mesh crossovers, see *stiffness-factor* below). It does not suffer from the hysteresis phenomenon and therefore is a good candidate for long cyclic problems with large-amplitude mesh deformations.

*stiffness-factor* [0.0]:

This parameter is active for all mesh motion algorithms except that based on the linear finite element method (*element-id* = LinearFiniteElement). When **positive**, it adds to the basic pseudo-stiffness of an element — which is usually inversely proportional to its volume in order to prevent mesh crossovers — a positive term that is proportional to its volume and multiplied by *stiffness-factor*, thereby preventing this element from becoming increasingly flexible when stretched and causing a mesh instability. By default, the value of this parameter is zero, which does not provide additional stiffening during stretching. The higher the value of this parameter is, the stiffer the pseudo-structure becomes when stretched and the less likely to induce a mesh instability. However, as the value of this parameter is increased, the conditioning of the corresponding pseudo-stiffness matrix becomes worse, and more iterations may become necessary for updating the position of the mesh.

*mode* [NonRecursive]:

The prescribed boundary displacement field can be applied in multiple increments (or fractions) to minimize the likelihood of crossovers during the mesh motion. The number of increments can be specified is *numincrements* (see below).

NonRecursive

If *mode* is set to NonRecursive (which is the default value), then the prescribed boundary displacement field is applied in *numincrements* equal increments and the stiffness of the mesh is updated at each step.

Recursive

If *mode* is set to Recursive, the prescribed boundary displacement field is recursively applied in fractions computed so that, in principle, the motion of the moving surface does not exceed, for a given fraction (except possibly the last one), the thickness of the first layer of elements above this surface. In this case, the stiffness of the mesh is also updated at each step and *numincrements* defines the maximum number of allowable increments.

*numincrements* [1]:

This parameter defines either the number of increments in which to apply the prescribed boundary displacement field when *mode* is set to NonRecursive, or the maximum number of allowable fractions of this displacement when *mode* is set to Recursive. The default value is 1.

Newton:

Specifies the parameters of the Newton method for solving the nonlinear system of discrete equations.

Symmetry:

Acknowledges the presence of a symmetry plane in the mesh so that the mesh motion solver can constrain the solution of the mesh motion equations appropriately.

Note:

1. the default value for Newton.LinearSolver.Type is Cg while the default value for Newton.LinearSolver.Preconditioner.Type is Jacobi;

- [BoundaryLayer](#)
- [Symmetry](#)
- [Newton](#)

Up: [MeshMotion](#)

#### 4.20.1 MESH MOTION IN THE PRESENCE OF A PLANE OF SYMMETRY

Object:	<b>Symmetry</b>
---------	-----------------

This object is relevant only when [Problem](#).Framework = BodyFitted, the simulation is performed on a moving grid, the computational domain contains a symmetry plane, and the *type-id* member of the [MeshMotion](#) object is set to *Corotational*. In this case, the nodes of the symmetry plane are not necessarily fully restrained — that is, they can move outside the symmetry plane — which results in a violation of the symmetry boundary conditions. In this setting, to prevent this issue from happening, this object must be used to force the nodes of the symmetry plane to slide “rigidly” in this plane. To have them slide while allowing the deformation of the faces to which they belong — which can be beneficial to the robustness of the mesh motion strategy chosen in [MeshMotion](#) — the symmetry plane must also be *explicitly* declared in [SurfaceData](#) as a *sliding* plane.

The syntax of the Symmetry object is:

```
under Symmetry {
  Nx = Nx-real;
  Ny = Ny-real;
  Nz = Nz-real;
}
```

with

*Nx-real* [0.0]:

The x-component of the normal to the symmetry plane. If this component is non zero, only a rigid rotation around the x axis and rigid translations in the y-z plane are performed by the corational mesh motion strategy.

*Ny-real* [0.0]:

The y-component of the normal to the symmetry plane. If this component is non zero, only a rigid rotation around the y axis and rigid translations in the x-z plane are performed by the corational mesh motion strategy.

*Nz-real* [0.0]:

The z-component of the normal to the symmetry plane. If this component is non zero, only a rigid rotation around the z axis and rigid translations in the x-y plane are performed by the corational mesh motion strategy.

Notes:

1. because this object addresses a symmetry plane by referring to its normal and not to the surface underlying this symmetry plane, it is valid only when the computational domain contains either a single symmetry plane or multiple but parallel ones, and the normal to these planes is parallel to a canonical axis;
2. when this object is used, the rigid body component of the entire mesh motion is constrained; therefore in this case, all nodes located on any fixed or symmetry surface that is not designated as a sliding surface will be allowed to move only in a plane tangential to the normal direction [Nx-real, Ny-real, Nz-real], and all nodes located on any fixed or symmetry surface that is designated as a sliding surface will be allowed to move only in a plane tangential to the normal direction specified under this object, if this direction coincides with the normal direction specified under [SurfaceData](#).

---

Next: [EmbeddedALEFramework](#), Previous: [MeshMotion](#), Up: [Objects](#)

## 4.21 SPECIFYING THE EMBEDDED BOUNDARY METHOD FOR CFD

Object:	<b>EmbeddedFramework</b>
---------	--------------------------

The object `EmbeddedFramework` is primarily used to specify **AERO-F**'s embedded boundary method for CFD and fluid-structure interaction problems. This method is activated however only if `Problem.Type` is set to `Embedded` or `EmbeddedALE` (see [Problem](#)). Its main parameters are: (a) the specific definition of an active/inactive (or real/ghost) mesh node; (b) the type of the location where to construct and solve the fluid-structure half Riemann problem, namely, the control volume-based surrogate fluid/structure interface or the real fluid/structure interface; (c) in the latter case, the specific location where to construct the half Riemann problem on the real interface; (d) the normal to be used by the underlying fluid-structure half Riemann solver; (e) the numerical treatment of fluid-structure phase changes; and (f) the surface on which to compute the flow-induced forces and moments and enforce the equilibrium transmission condition in the case of a fluid-structure simulation using an appropriate energy-conserving algorithm.

In the case of a closed embedded discrete surface, the object `EmbeddedFramework` is also used to specify the initial state of the fluid medium occupying the region of the computational domain enclosed by this surface.

The syntax of this object is:

```
under EmbeddedFramework {
  Prec = prec-id;
  InterfaceThickness = interfacethickness-real;
  DefinitionActiveInactive = definitionactiveinactive-id;
  Unwetted = unwetted-id;
  TypeHalfRiemannProblem = typehalfriemannproblem-id;
  LocationHalfRiemannProblem = locationhalfriemannproblem-id;
  InterfaceLimiter = interfacelimiter-flag;
  RiemannNormal = rnormal-id;
  StructureNormal = structurenormal-id;
  PhaseChange = phasechange-id;
  GhostPointPopulation = ghostpointpopulation-id;
  ExtrapolationOrder = extrapolationorder-id;
  LoadsAlgorithm = loadsalgorithm-id;
  QuadratureOrder = quadratureorder-int;
  CrackingWithLevelSet = crackingwithlevelset-flag;
  ViscousInterfaceOrder = viscousinterfaceorder-id;
  ViscousBoundaryCondition = viscousboundarycondition-id;
  RotatedRiemann = rotatedriemann-flag;
  AveragedRiemann = averagedriemann-flag;
  FirstLayerFix = firstlayerfix-flag;
  BoundaryTreatmentTurbulenceVariables = boundarytreatmentturbulencevariables-id;
  FindFarFieldNode = findfarfieldnode-id;
  FillScope = fillscope-str;
  BoundingBoxSize = boundingboxsize-int;
  NewtonInitialGuess = newtoninitialguess-str;
  under MovingLeastSquares { ... }
  under InitialConditions { ... }
}
```

with

*prec-id* [NonPreconditioned]:

This parameter is relevant only if [Problem](#).Prec = LowMach.

NonPreconditioned

In this case, the dissipation terms of the FIVER convective fluxes at the material interfaces are not preconditioned. This value is the default value.

LowMach

In this case, the dissipation terms of the FIVER convective fluxes at the material interfaces are equipped with the low-Mach Turkel preconditioner whose parameters are set in [Preconditioner](#).

*interfacethickness-real* [1e-8]:

Specifies the geometrical thickness of the material interface used by **PhysBAM-Lite** during the computation of intersections between the CFD grid and the embedded structure(s). The default value of this parameter is recommended. However, increasing this value may improve the robustness of the **PhysBAM-Lite** intersector. If the **FRG** intersector is chosen instead, this parameter is ignored.

*definitionactiveinactive-id* [Node]:

Specifies a definition of an active (real) or inactive (ghost) node of the embedding CFD mesh. Note that for both definition choices offered below, a control volume face between an active fluid node and an inactive one is always part of the control volume-based surrogate fluid/structure interface.

Node

In this case, a node is defined as inactive if it is occluded by an embedded discrete surface. Otherwise, it is defined as active.

ControlVolume

In this case:

- A node is defined as inactive if the control volume (cell) attached to it is occluded by an embedded discrete surface.
- A node is defined as hybrid if the control volume (cell) attached to it is partially occluded by an embedded discrete surface.
- A node is defined as active if the control volume (cell) attached to it is not even partially occluded by the embedded discrete surface.
- FIVER exhibits enhanced smoothness properties that make it differentiable with respect to evolutions of the fluid/structure interface, which is important for the gradient-based solution of aerodynamic optimization problems.
- **AERO-F** automatically resets:
  - *typehalfriemannproblem-id* to Surrogate (see below).
  - *ghostpointpopulation-id* to Mirroring, if [Equations](#).Type = NavierStokes.

*unwetted-id* [No]:

This parameter is relevant only if *definitionactiveinactive-id* is set to ControlVolume and therefore affects only the smooth version of FIVER. It informs **AERO-F** whether the embedded discrete surface (or the union of all embedded discrete surfaces) contains (or not) unwetted elements – as, for example, in the case of two intersecting embedded discrete surfaces.

No

In this case, **AERO-F** assumes that there are no unwetted elements in the union of all embedded discrete surfaces and therefore accounts for elements of all embedded discrete surfaces in all fluid-structure interaction computations.

Yes

In this case, **AERO-F** assumes that there are unwetted elements in the union of all embedded discrete surfaces. Therefore, **AERO-F** identifies such elements and excludes them from all fluid-structure interaction computations (specifically, from the identification of closest point/distance computations pertaining to the evaluation of smoothness nodal indicator functions).

*typehalfriemannproblem-id* [Surrogate]:

Specifies the type of the interface where to construct and solve the fluid-structure half Riemann problem in order to enforce the appropriate kinematic fluid-structure transmission condition, which determines the global rate of convergence of the FIVER method. Two choices are available:

Surrogate

Requests the construction and solution of the fluid-structure half Riemann problem at the control volume-based surrogate fluid/structure interface, specifically, at the midpoint of an edge of the CFD mesh that intersects the embedded discrete surface. In this case, a geometric error of the order of  $\Delta x/2$ , where  $\Delta x$  denotes the typical mesh size, is introduced in the semi-discretization process. Consequently, even for

second-order spatial approximations away from the material interface ([NavierStokes](#).Reconstruction = Linear), the FIVER method delivers a first-order global rate of convergence.

Note that if *definitionactiveinactive-id* is set to ControlVolume, **AERO-F** automatically resets *typehalfriemannproblem-id* to this option.

Real

Requests the construction and solution of the fluid-structure half Riemann problem at the real fluid/structure interface, specifically:

- At an intersection point between the CFD mesh and the embedded discrete surface, if [LocationHalfRiemannProblem](#) = Intersection.
- Or at the point of the embedded discrete surface that is the closest to the midpoint of an edge of the CFD mesh where one node is active and the other is inactive, if [LocationHalfRiemannProblem](#) = ClosestPoint.

In this case, for second-order spatial approximations away from the material interface ([NavierStokes](#).Reconstruction = Linear), the FIVER method delivers a second-order global rate of convergence. Because it is a higher-fidelity option, this setting is available only for the case where [NavierStokes](#).Reconstruction = Linear). Otherwise, it is automatically reverted to the Surrogate setting.

*locationhalfriemannproblem-id* [Intersection]:

This member is relevant only if [DefinitionActiveInactive](#) = Node. It specifies in this case the location on the real fluid-structure interface — that is, the embedded discrete surface — where to construct and solve the fluid-structure half Riemann problem in order to enforce the appropriate kinematic fluid-structure transmission condition. Two choices are available:

Intersection

In this case, the location is set to the intersection point between the CFD mesh and the embedded discrete surface.

ClosestPoint

In this case, the location is set to the point of the embedded discrete surface that is the closest to the midpoint of an edge of the CFD mesh where one node is active and the other is inactive.

*interfacelimiter-flag* [0+]:

This parameter is relevant only if *typehalfriemannproblem-id* is set to Real (see above), *phasechange-id* is set to Extrapolation (see below), and *extrapolationorder-id* is set to SecondOrder. It can take one of the two following values:

On

In this case, the linear extrapolation scheme chosen for treating a fluid-structure material change in the enhanced FIVER method is equipped with a limiter in order to suppress nonlinear oscillations.

Off

In this case, the linear extrapolation scheme chosen for treating a fluid-structure material change in the enhanced FIVER method is not equipped with a limiter and therefore is vulnerable to spurious oscillations.

*rnormal-id* [Structure]:

This member is relevant only if [DefinitionActiveInactive](#) = Node and [LocationHalfRiemannProblem](#) = Intersection. In this case, it specifies the normal to be used in the solution of the one-dimensional fluid-structure half Riemann problem along an edge of the fluid mesh which intersects the structure.

Structure

In this case, the aforementioned normal is set to that of the structure at the point of intersection of the structure and the relevant edge of the fluid mesh. This is also the default setting as it offers better accuracy.

Fluid

In this case, the aforementioned normal is set to that of the control volume face of the fluid mesh associated with the intersecting edge. This option trades optimal accuracy for better numerical stability by introducing dissipation indirectly in the semi-discretization process.

*structurenormal-id* [ElementBased]:

This member is relevant only if *rnormal-id* = Structure. It specifies a method for computing the normal to an element of the embedded discrete surface.

ElementBased

In this case, the normal to an element of the embedded discrete surface is the same at each point within this element and is computed using a standard approach.

NodeBased

In this case, the normal to an element of the embedded discrete surface varies within this element and is computed as follows. First an ElementBased normal is computed within each element and assigned to each node of this element. Next, all normals assigned to a node are averaged. Finally, the normal at a point of an element of the embedded discrete surface is computed by interpolating the averaged normals at the nodes of this element.

*phasechange-id* [Extrapolation]:

This parameter specifies a method for populating real fluid states at grid points that experience ghost-to-real phase changes in fluid-structure interaction computations.

Extrapolation

In this case, an extrapolation procedure is used to populate or reset the fluid state of a node that changes phase from one time-step to another.

*ghostpointpopulation-id* [Local]:

This parameter specifies a method for populating ghost fluid states in fluid-structure interaction computations to enable the evaluation of the viscous fluxes.

Global

In this case, the ghost fluid states are populated by averaged extrapolation from all neighboring real fluid states.

Local

In this case, the ghost fluid states are populated differently for each contribution of a primal element of the CFD mesh to a viscous flux computation, by averaged extrapolation from real fluid states at the vertices of that element.

Mirroring

In this case, the ghost fluid states are populated by symmetric mirroring about the embedded interface, which involves interpolation of real fluid states connected to a primal element of the CFD mesh.

*extrapolationorder-id* [...]:

This parameter is relevant only when *phasechange-id* is set to Extrapolation (see above). It specifies the order of the extrapolation method.

FirstOrder

In this case, a fluid-structure phase change is treated using a first-order extrapolation scheme.

SecondOrder

In this case, a fluid-structure phase change is treated using a second-order extrapolation scheme.

The default value of the parameter is FirstOrder if *typehalfriemannproblem-id* = Surrogate, and SecondOrder if *typehalfriemannproblem-id* = Real.

*loadsalgorithm-id* [Closest]:

Specifies a scheme to use for evaluating ancillary quantities on the embedded discrete surface in order to compute the flow-induced loads on this surface.

Closest

In this case, the ancillary quantities on the embedded discrete surface are extrapolated or interpolated from the closest nodes in the embedding fluid mesh.

MovingLeastSquares

In this case, the ancillary quantities at a point of the embedded discrete surface are determined by the application of a moving least squares algorithm based on radial basis functions to a stencil of real fluid nodes in the vicinity of the point. This approach minimizes if not eliminates discrete events during load computations on an embedded discrete surface and therefore delivers smooth results when the embedded discrete surface evolves or is evolved. The parameters of the moving least squares algorithm are set in [MovingLeastSquares](#).

*quadratureorder-int* [3]:

It specifies the order of the quadrature rule used for computing the flow-induced loads on the embedded discrete surface. The user is reminded that the order of the quadrature  $p$  is the highest degree of the polynomial that can be integrated exactly using this quadrature. The

available range is  $1 \leq p \leq 20$ . For problems where the fluid mesh under-resolves in some areas the embedded discrete surface, the setting

$p \geq 4$  is recommended.

*crackingwithlevelset-flag* [off]:

This parameter must be set to on when expecting the embedded discrete surface to crack, and to off otherwise.

*viscousinterfaceorder-id* [FirstOrder]:

Specifies the order of accuracy of the numerical approximation of the viscous terms in the vicinity of the embedded discrete surface.

FirstOrder

In this case, a first-order numerical treatment of the viscous terms is performed in the vicinity of the embedded discrete surface. Specifically, the fluid velocity at a ghost fluid point is populated in this case using linear extrapolation and the surrogate embedded discrete surface constructed as the assembly of the control volume faces that are the closest to the computed intersections between the true embedded discrete surface and the embedding fluid mesh.

SecondOrder

In this case, a second-order numerical treatment of the viscous terms is performed in the vicinity of the embedded discrete surface, unless a first-order finite volume scheme is specified away from the embedded discrete surface ([NavierStokes.Reconstruction](#) = Constant). Specifically, the fluid velocity at a ghost fluid point is populated in this case using linear extrapolation and the true embedded discrete surface.

*viscousboundarycondition-id* [Weak]:

This parameter is relevant only for viscous computations and when *rnormal-id* = *Structure*. It specifies how to reconstruct the fluid velocity field after the solution of a fluid-structure half Riemann problem, independently from the choice of the normal for the solution of this problem. Because both choices offered below become identical when a fluid-structure half Riemann problem is solved using the normal to the control volume face of the fluid mesh associated with the edge intersecting the structure, this parameter is irrelevant when *rnormal-id* = *Fluid*.

Weak

In this case, after the solution of a fluid-structure half Riemann problem, the fluid velocity field is reconstructed using the normal component of the wall velocity and the tangential component of the fluid velocity before the solution of that half Riemann problem. This is equivalent to imposing a slip boundary condition on the embedded discrete surface.

Strong

In this case, after the solution of a fluid-structure half Riemann problem, the fluid velocity field is set to the wall velocity field. This is equivalent to imposing a no-slip (adherence) boundary condition on the embedded discrete surface.

*rotatedriemann-flag* [0ff]:

Specifies whether or not to activate the rotated Riemann flux scheme (see [RotatedRiemann](#)) at the edges intersecting the embedded discrete surface. This scheme is recommended for inviscid computations performed using *rnormal-id* = *Structure*.

Off

In this case, the rotated Riemann flux scheme is not activated at the edges intersecting the embedded discrete surface.

On

In this case the rotated Riemann flux scheme is activated at the edges intersecting the embedded discrete surface.

*averagedriemann-flag* [0ff]:

Specifies whether or not to activate at the edges intersecting the embedded discrete surface the averaged Riemann flux scheme, which is an alternative to the rotated Riemann flux scheme, to enforce the slip wall boundary condition in inviscid computations performed using *rnormal-id* = *Structure*.

Off

In this case, the averaged Riemann flux scheme is not activated at the edges intersecting the embedded discrete surface.

On

In this case, the averaged Riemann flux scheme is activated at the edges intersecting the embedded discrete surface.

*firstlayerfix-flag* [0n]:

Specifies whether or not to locally lower the order of the reconstruction specified in [NavierStokes](#).Reconstruction at any real node adjacent to the embedded discrete surface during the computation of the inviscid fluxes associated with those edges attached to this node that are not intersected by the embedded discrete surface.

On

In this case, the fix implied by this option is turned on.

Off

In this case, the fix implied by this option is turned off.

*boundarytreatmentturbulencevariables-str* [No]:

Specifies a boundary condition treatment for the turbulence model variables at an embedded discrete surface.

Yes

Specifies a strong enforcement of the turbulence model variables' boundary conditions at all nodes adjacent to the embedded discrete surface. Anecdotal evidence suggests this is often more robust than the alternative (default) approach.

No

Specifies a weak(er) enforcement of the turbulence model variables' boundary conditions that affects only the ghost nodes of the embedding mesh where fluid state variables are populated (see *ghostpointpopulation-str*).

*findfarfieldnode-id* [0n]:

Specifies whether or not to use [Inlet](#).FluidID – that is, the ID of the fluid medium on the inlet far-field boundary – to initialize the ID of the fluid medium within the computational fluid domain. Typically, this is a technically sound approach if the embedded discrete surface does not intersect the inlet far-field boundary.

On

In this case, in all regions of the computational fluid domain connected to the inlet far-field boundary by a sequence of edges of the embedding CFD mesh non-intersected by the embedded discrete surface, the ID of the fluid medium is initialized using its counterpart at the inlet far-field boundary.

Off

In this case, the ID of the fluid medium within the computational fluid domain is not initialized using its counterpart at the inlet far-field boundary. Instead, one or more [Points](#) must be used for this purpose and none of such points may be located inside an element of the embedding CFD mesh that is occluded or intersected by the embedded discrete surface.

*fillscope-str* [BoundingBox]:

Specifies the method to be used to determine the scope of the intersector when one or more evolving embedded surfaces are present in the computational fluid domain. The scope restricts intersection queries – for the purpose of computational efficiency – to a local subset of the computational fluid domain. The default option *BoundingBox* updates the scope at each time-step using a method involving nodal bounding boxes (see *boundingboxsize-int* below). This method is suitable for applications in which the embedded surface evolves gradually or when the time-step is restricted using [Time](#).EmbeddedCfl. Alternatively, the choice *Always* can be specified, in which case the re-initialization of the scope is activated at each time-step. The latter method is suitable for applications in which the embedded surface evolves rapidly and the time-step is not restricted using [Time](#).EmbeddedCfl.

*boundingboxsize-int* [1.0]:

This parameter is relevant only when *fillscope-str* = *BoundingBox*. It specifies the size of the nodal bounding boxes used to update the scope. Specifically, when this parameter is set to 1.0 (which is the default value), the bounding box associated with each node encloses all of the edges connecting the node to its neighbors. This default setting is only appropriate when [Time](#).EmbeddedCfl is set to a value less than or equal to 1.0, which restricts the traversal of the embedded surface to one cell per time-step. In general, the value of this parameter should be greater than or equal to that of [Time](#).EmbeddedCfl in order to guarantee completeness of the resulting intersections.

*newtoninitialguess-str* [Off]:



Specifies a method for initializing the fluid state prior to each Newton solve, when one or more evolving embedded surfaces are present in the computational fluid domain. If set to `off` (which is the default setting), the fluid state is not explicitly initialized and hence the initial state is set to the current state, i.e. the flow state at the previous time-step. If set to `on`, the fluid state in the vicinity of an evolving embedded surface is initialized using the exact solution of the fluid-structure half Riemann problem. The latter method enlargens the radius of convergence of the Newton solver for rapidly evolving embedded surfaces and consequently enables larger computational time-steps.

MovingLeastSquares:

Specifies the parameter settings of the moving least squares algorithm designed to deliver smooth load computations by minimizing if not eliminating the discrete events arising from the evolution of an embedded discrete surface.

InitialConditions:

In the case of a closed embedded discrete surface, this object allows a convenient initialization of the state (or states) of the fluid medium (or media) occupying the region (or regions) enclosed by this surface.

- [MovingLeastSquares](#)
- [InitialConditionsEmbedded](#)

Next: [InitialConditionsEmbedded](#), Up: [EmbeddedFramework](#)

#### 4.21.1 SETTING THE PARAMETERS OF THE MOVING LEAST SQUARES ALGORITHM FOR LOAD COMPUTATIONS

Object: **MovingLeastSquares**

This object can be used to specify a moving least squares approach for computing the flow-induced forces and moments on an embedded discrete surface and set its parameters. Specifically, the approach consists in applying a moving least squares algorithm based on radial basis functions to a stencil of real (active) fluid nodes to compute the ancillary quantities to load evaluation on an embedded discrete surface. This approach minimizes if not eliminates discrete events during load computations and therefore delivers smooth results when the embedded discrete surface evolves or is evolved.

The syntax of this object is:

```
under MovingLeastSquares{
  SupportRadius = supportradius-real;
  Dimension = dimension-int;
}
```

with

*supportradius-real* [3.0]

Specifies  $k$  in  $\sigma = kh$ , where  $\sigma$  is the radius of support of the moving least squares approximation around a point on the embedded discrete surface where an ancillary quantity to load evaluation is needed and  $h$  is the characteristic mesh size in the vicinity of the aforementioned point. All active fluid nodes located within a disk/sphere (see below) centered at the point of interest and of radius  $\sigma$  form a stencil from which the ancillary quantity is reconstructed.

*dimension-int* [3]

Specifies the dimension of the linear moving least squares approximation:

- 2 This option is only for a "slice" CFD mesh also known as 2D CFD mesh. In this case, the mesh must be in the  $x$  -  $y$  plane.
- 3 This option is for an arbitrary 3D CFD mesh.

Previous: [MovingLeastSquares](#), Up: [EmbeddedFramework](#)

#### 4.21.2 SPECIFYING THE INITIAL CONDITIONS IN A REGION DELIMITED BY A CLOSED EMBEDDED SURFACE

Object: **InitialConditions**

This object provides a convenient way for initializing to a uniform condition the state of a fluid medium in a region of the computational fluid domain delimited by a closed embedded discrete surface. Because a closed surface can consist of multiple disconnected closed surfaces, the aforementioned region of interest is identified here by specifying a point it contains (this point does not need to be a CFD grid point). Because the initialization procedure depends on the EOS of the fluid medium of interest, the integer identification number of this fluid medium is also specified in [Point](#). Finally, the initial state itself is specified in [InitialState](#).

The syntax of this object is:

```
under InitialConditions {
  under Point[point-id-int] { ... }
  ...
}
```

with

*point-id-int* [—]

Integer identification number of a point located in a region of the computational fluid domain delimited by a closed embedded discrete surface. This point does not need to be a CFD grid point.

Point:

Specifies the coordinates of a point in space identified by *point-id-int* and the integer identification number of the fluid medium that contains it.

- [Point](#)

Up: [InitialConditionsEmbedded](#)

#### 4.21.2.1 SPECIFYING A POINT AND THE FLUID MEDIUM CONTAINING IT

Object: **Point**

This object specifies the coordinates of a point (which is not necessarily a CFD grid point) identified by *point-id-int* for the purpose of identifying the region of the computational fluid domain containing this point and delimited by an embedded, discrete, *closed* surface. It also identifies the fluid medium occupying this region by specifying its integer identification number, and initializes its state to that of a uniform condition specified in [InitialState](#).

The syntax of this object is:

```
under Point {
  FluidID = fluid-id-int;
  X = x-real;
  Y = y-real;
  Z = z-real;
  under InitialState{ ... }
  under ProgrammedBurn{ ... }
}
```

with

*fluid-id-int* [—]:

Integer number identifying the fluid medium containing the point identified by *point-id-int*.

*x-real* [0.0]:

Coordinate of the point identified by *point-id-int* along the x axis.

*y-real* [0.0]:

Coordinate of the point identified by *point-id-int* along the y axis.

*z-real* [0.0]:

Coordinate of the point identified by *point-id-int* along the z axis.

*InitialState*:

Specified the initial conditions to be applied in the region of the computational fluid domain containing the point identified by *point-id-int* and delimited by an embedded discrete and closed surface.

*ProgrammedBurn*:

Specifies the parameters of a programmed burn of a highly explosive, burnable material, associated with the point defined above.

- [InitialState](#)
- [ProgrammedBurn](#)

Next: [Linearized](#), Previous: [EmbeddedFramework](#), Up: [Objects](#)

#### 4.22 SPECIFYING THE ALE EMBEDDED BOUNDARY METHOD FOR CFD

Object: **EmbeddedALEFramework**

The object `EmbeddedALEFramework` is used to specify the parameters of **AERO-F**'s Arbitrary Lagrangian Eulerian (ALE) embedded boundary method for CFD and fluid-structure interaction problems, ALE-FIVER (FInite Volume method with Exact, local, fluid-structure half-Riemann solvers). This method, which is documented in *C. Farhat and V. Lakshminarayan, "An ALE Formulation of Embedded Boundary Methods for Tracking Boundary Layers in Turbulent Fluid-Structure Interaction Problems," Journal of Computational Physics, Vol. 263, pp. 53-70 (2014)* is activated only if [Problem](#).Type is set to `EmbeddedALE`. While the settings pertaining to its ALE character should be specified in this object, those pertaining to its embedded boundary method character should be specified in [EmbeddedFramework](#).

```
under EmbeddedALEFramework {
  MasterSurfaceID = mastersurfaceid-int;
}
```

with

*mastersurfaceid-int* []:

Specifies the integer ID tag *surfaceIDtag-int* (see [Surfaces](#)) of the embedded surface to be used to determine the rigid motion of the embedding CFD mesh, when multiple rigid and/or flexible surfaces are embedded in this mesh. If this parameter is not specified, the rigid motion of the embedding CFD mesh is determined from the motion/deformation of the union of all surfaces embedded in this mesh.

Next: [SensitivityAnalysis](#), Previous: [EmbeddedALEFramework](#), Up: [Objects](#)

#### 4.23 DEFINING THE PARAMETERS OF THE LINEARIZED MODULE AERO-FL

Object: **Linearized**

AERO-F can also be used to solve a set of linearized flow equations around a given (equilibrium) configuration when the considered fluid is a perfect gas. The module within AERO-F that performs this task is referred to as AERO-FL. This module also offers a dimensional POD-based ROM



capability trained for obstacle vibrations. Currently, AERO-FL supports only the linearized Euler equations, laminar Navier-Stokes equations, RANS equations (see [TurbulenceModel](#)) based on the Spalart-Allmaras (see [SpalartAllmaras](#)) or DES (see [DES](#)) model, and LES (see [TurbulenceClosure](#) and [LESModel](#)) equations; in descriptor form; and for a perfect gas. It can be used to perform (see [Problem](#)):

1. an unsteady linearized flow perturbation computation in the time-domain;
2. an unsteady linearized aeroelastic computation in which the structure is represented by a truncated set of its natural modes (dimensional);
3. a construction of a time- or frequency-domain POD basis (dimensional);
4. a construction of a time- or frequency-domain POD basis by linear interpolation between several sets of POD basis vectors (dimensional);
5. a construction of a generalized aerodynamic and/or aerodynamic force matrix, or a set of them (dimensional);
6. a complex eigenvalue analysis of a linearized aeroelastic system represented by a generalized aerodynamic force matrix (dimensional);
7. a construction of a fluid ROM trained for obstacle vibrations (dimensional);
8. a construction of an aeroelastic ROM trained for structural vibrations (dimensional);
9. a time-domain ROM fluid computation (dimensional);
10. a time-domain ROM aeroelastic computation in which the flow is expressed in a POD basis and the structure is represented by a truncated set of its natural modes (dimensional).

The linearized flow simulations are initialized by a perturbation of the steady-state flow solution around which the linearized flow was computed. This is performed by: a) perturbing a flow parameter such as the angle of attack, Mach number, altitude, or shape of the obstacle and computing a new steady-state solution, then b) specifying the obtained perturbed flow solution in `Input.Perturbed` (see [Input](#)). A noteworthy initialization is that in which the perturbed flow corresponds to a shape perturbation induced by a modal displacement of the structure (communicated to the fluid by a ping-pong step). In this case, and in the event of a linearized aeroelastic computation, the structure can be conveniently initialized by the same modal displacement using `Linearized.ExcMode` as explained below.

Currently, a linearized aeroelastic simulation can be driven only by a modal source term associated with the structure. For this reason, such a simulation can be performed only in dimensional mode. See [Problem](#).

The complex eigenvalue analysis of a linearized aeroelastic system is performed for a given set of flight conditions (the inlet conditions) and a given modal representation of the underlying structure. Its convergence can be controlled using the parameters `ToleranceEigenAeroelastic` and `MaxItsEigenAeroelastic`. The real and imaginary parts of the computed eigenvalues and the aeroelastic damping ratios, which are extracted from them, are outputted in [Postpro.AeroelasticEigenvalues](#).

The syntax of the `Linearized` object is:

```
under Linearized{
  StrModes = strmodes-str;
  NumStrModes = numberstructuralmodes-int;
  ExcMode = idmodetobeexcited-int;
  Domain = domain-id;
  InitialCondition = ic-id;
  Amplification = amplitude-real;
  FreqStep = frequencystep-real;
  Eps = finitedifferenceepsilon-real;
  Tolerance = eigensolvvertolerance-real;
  NumPOD = numberPODmodes-int;
  GAMReducedFrequency1 = gamreducedfrequency1-real;
  ...
  GAMReducedFrequency20 = gamreducedfrequency20-real;
  MaxItsEigenAeroelastic = eigenaeroelasticmaximumiterations-int;
  ToleranceEigenAeroelastic = eigenaeroelasticsolvvertolerance-real;
  under Pade { ... }
}
```

with

`strmodes-str` [""]:

Name of the binary file containing the initial mesh position, a set of natural structural frequencies, and the set of fluid mesh positions that are compatible with the corresponding set of natural structural modes. This information is needed to construct a fluid POD basis, a fluid ROM, or an aeroelastic ROM. It can also be used to create a source term to drive a (full-order or reduced-order) linearized unsteady flow simulation. Even when specified, this file is not exploited unless the corresponding entry `NumStrModes` is set to a non-zero positive value.

`numberstructuralmodes-int` [0]:

Specifies the first so-many structural modes to be exploited among those specified in `StrModes`. If this parameter is set to 0, the `StrMode` file is not exploited even if specified.

`idmodetobeexcited-int` [1]:

This information is processed only when performing a linearized aeroelastic simulation to be driven by a source term constructed from a modal input to the underlying structure. It identifies the structural mode to be excited by its relative position in the `StrModes` file. Again, this parameter has no effect if `NumStrModes` is set to 0.

`domain-id` [Time]:

Time

Specifies time-domain integration of the linearized fluid equations when generating snapshots — that is, when `Problem.Type` is set to `PODConstruction` (see [Problem](#)).

Frequency

Specifies the solution of the linearized flow equations in the frequency-domain.

`ic-id` [Displacement]:

Displacement

Specifies that the initial disturbance (excitation) originates from a structural displacement mode. Not needed when `type-id` is set to `PODConstruction` OR to `PODInterpolation`. See [Problem](#).

Velocity

Specifies that the initial disturbance (excitation) originates from a structural velocity mode. Not needed when `type-id` is set to `PODConstruction` OR to `PODInterpolation`. See [Problem](#).

`amplitude-real` [1.0]:

Amplification factor for the time-domain initial excitation specified by `ExcMode`.

*frequencystep-real* [0]:

This variable specifies the reduced frequency stepping for the snapshots when constructing a POD basis in the frequency-domain. The first considered reduced frequency is always set to zero. The total number of considered reduced frequencies is given by `MaxIts` of the `Time` object (see [Time](#)).

*finitedifferenceepsilon-real* [1e-4]:

Perturbation parameter used for generating by finite-differencing some of the terms governing the linearized fluid equations.

*eigensolvvertolerance-real* [1e-8]:

Tolerance for the convergence criterion used in the solution of eigen problems associated with the generation of a POD basis.

*numberPODmodes-int* [0]:

When constructing a POD basis directly or by interpolation, this parameter specifies the number of POD modes to be constructed or interpolated between two POD basis vectors. See [Problem](#). In direct mode, `NumPOD` must be smaller than `StrModes*(2*MaxIts + 1)`. In interpolation mode, `NumPOD` must be smaller or equal to the common size of the two existing POD basis vectors input in `PODData` (see [Input](#)). When constructing a ROM, this parameter specifies the first so-many POD basis vectors to use among those specified in `PODData` (see [Input](#)).

*gamreducedfrequency1-real* [...]:

Specifies a reduced frequency for which to construct a generalized aerodynamic and/or aerodynamic force matrix. *This reduced frequency must be defined with respect to the reference length specified in [ReferenceState](#)*. Up to 20 different reduced frequency values can be specified for this purpose using similar member names that differ only by their integer identifiers which may range from 1 to 20.

*eigenaeroelasticmaximumiterations-int* [10]:

Maximum number of iterations for the complex eigenvalue analysis of a linearized aeroelastic system represented by a generalized aerodynamic force matrix.

*eigenaeroelasticsolvvertolerance-real* [1e-4]:

Tolerance for the convergence criterion used in the complex eigenvalue analysis of a linearized aeroelastic system represented by a generalized aerodynamic force matrix.

**Pade:**

Sets the parameters of the Pade-based reconstruction strategy for accelerating the computation of the snapshots during the construction of a POD basis in the frequency domain.

**Notes:**

- currently, AERO-FL performs space-discretization using only the second-order MUSCL scheme;
- currently, AERO-FL computes the gradient of the flux vector with respect to the fluid state vector using only the exact method, and all gradients with respect to mesh motion using finite differencing;
- currently, AERO-FL performs time-discretization using only the implicit three-point backward difference scheme for the fluid, the implicit midpoint rule for the structure, the A6 staggered procedure for their coupling (see the **AERO-S** user manual), and a constant global time-step. The implicit three-point backward difference scheme for the fluid is initialized in this case using the explicit RungeKutta2 scheme. As far as time-stepping is concerned, only `TimeStep` and `MaxIts` need be set in the `Time` object (see [Time](#)) when running AERO-FL. In this case, the first parameter specifies the time-step — which in this case is held constant because the system is linear — and the second one specifies the number of steps to be performed or half the number of snapshots per modal impulse to be generated. However, all other commands such as the Newton command which contains the `LinearSolver` object (see [Newton](#), see [LinearSolver](#)) must be specified by the user;
- currently, AERO-FL saves a constructed POD but not a constructed ROM. The reason is that constructing a POD is computationally far more expensive than constructing a ROM. Starting from a saved POD basis, AERO-FL builds a ROM on the fly and uses it to perform a time-domain simulation. However, if the user is interested in outputting a ROM for usage by another code such as, for example, MATLAB, the user can request a ROM simulation, set `MaxIts` to zero, and specify a filename in `Postpro.ROM`. In this case, the ROM is built but no time-domain simulation is performed, and the ROM is outputted in the specified output file;
- AERO-FL's POD construction capability can also be used to construct a POD basis from snapshots collected during previous dimensional or non-dimensional nonlinear simulations and saved in `Postpro.StateVector` (see [Postpro](#));
- if `Problem.Type = PODConstruction` and `Time.Form = Descriptor`, the computed POD basis is orthonormal with respect to the matrix of cell volumes `A` (see [Time](#));
- if `Problem.Type = PODConstruction` and `Time.Form = NonDescriptor`, the snapshot computations are performed using the descriptor form of the governing linearized fluid equations (see [Time](#)), but the computed POD basis is orthonormal with respect to the identity matrix;
- if `Problem.Type = ROM` OR `Problem.Type = ROMAeroelastic`, and `Time.Form = Descriptor`, the descriptor form of the governing linearized fluid equations is reduced by the specified POD basis, which leads to a ROM that does not suffer from the potential ill-conditioning of the matrix of cell volumes `A` (see [Time](#));
- if `Problem.Type = ROM` OR `Problem.Type = ROMAeroelastic`, and `Time.Form = NonDescriptor`, the non descriptor form of the governing linearized fluid equations is reduced by the specified POD basis, which leads to a ROM that may suffer from the potential ill-conditioning of the matrix of cell volumes `A` (see [Time](#)) and become unstable. Therefore, it is currently recommended to always use the descriptor form of the equations to be reduced when constructing a POD basis or a ROM.

- [Pade](#)

Up: [Linearized](#)

#### 4.23.1 PADE-BASED RECONSTRUCTION OF SNAPSHOTS

Object: **Pade**

When constructing a POD basis in the frequency domain, snapshots are computed by sweeping over a set of reduced frequencies and solving for each one of them a system of equations with multiple right-sides (one right-side per applied structural vibration mode). These frequencies, which are determined by the parameters `Linearized.FreqStep` and `Time.MaxIts`, are referred to here as the "fine reduced frequency points" by analogy with a "fine grid". The snapshot computation can be expedited by a reconstruction strategy that can be described as follows. The user can specify up to 11 coarse reduced frequency points referred to here as the "coarse reduced frequency points", by analogy with a "coarse grid". Then, the snapshots and their successive reduced frequency derivatives are computed at these coarse reduced frequency points only, for all specified structural

vibration modes, and reconstructed on the fine reduced frequency points using a multi-point Pade approximation scheme. For each coarse reduced frequency point, the successive reduced frequency derivatives of the snapshots can be obtained by solving the same system of equations governing the snapshot itself but with a different right-side. Hence, the reconstruction strategy described here is most effective when the chosen iterative solver is tailored for systems of equations with multiple right-sides. For this reason, this Pade-based frequency sweep strategy can be activated only when the linear, Krylov-based, iterative solver is Gcr (see [LinearSolver](#)).

Furthermore, the polynomial degrees  $L$  and  $M$  of the numerator and denominator of the Pade approximation, respectively, must be chosen so that  $L+M+1$  is a multiple of the number of coarse reduced frequency points used at one-time, in order to have a constant number of right-sides per coarse reduced frequency point.

The syntax of the `Pade` object is :

```
under Pade {
  Freq1 = freq1-real;
  Freq2 = freq2-real;
  Freq3 = freq3-real;
  Freq4 = freq4-real;
  .;
  .;
  .;
  Freq11 = freq11-real;
  L = numeratordegree-int;
  M = denominatordegree-int;
  NumPoints = nptspade-int;
}
```

with

`freq1-real [-1]:`

Value for the first coarse reduced frequency point.

`numeratordegree-int [3]:`

Degree of the polynomial in the numerator of the Pade approximation.

`denominatordegree-int [4]:`

Degree of the polynomial in the denominator of the Pade approximation.

`nptspade-int [8]:`

Number of coarse frequency points exploited at one-time in each Pade approximation.

Note:

1. the coarse reduced frequency points must be specified in ascending order.

---

Next: [AcousticPressure](#), Previous: [Linearized](#), Up: [Objects](#)

## 4.24 SENSITIVITY ANALYSIS

Object: **SensitivityAnalysis**

When `Problem.Type` is set to `SteadySensitivityAnalysis` OR `SteadyAeroelasticSensitivityAnalysis`, the user can request in the object `Postpro` the computation and output of sensitivities (gradients) of aerodynamic-related quantities  $q_i$  with respect to a specified set of flow and/or shape parameters  $s_j$ , at a steady-state fluid or aeroelastic solution specified in `Input.Solution` (see [Sensitivities](#)). The object `SensitivityAnalysis` is used to set the parameters of the underlying sensitivity analysis.

The mostly aerodynamic quantities  $q_i$  for which **AERO-F** can evaluate sensitivities  $\frac{dq_i}{ds_j}$  at a specified steady-state flow or aeroelastic solution are

(see [Postpro](#)):

1. The aerodynamic forces and moments.
2. The nodal density values.
3. The nodal velocity values.
4. The nodal Mach number values.
5. The nodal temperature values.
6. The nodal pressure values.
7. The nodal total pressure values.
8. The nodal fluid state-vector (conservative variables) values.
9. The nodal mesh displacement values if `Problem.Framework = BodyFitted`, or the nodal displacement values of the embedded discrete surface if `Problem.Framework = Embedded` OR `EmbeddedALE`.

The parameters  $s_j$  with respect to which **AERO-F** can compute sensitivities  $\frac{dq_i}{ds_j}$  at a specified steady-state flow or aeroelastic solution are:

1. The free-stream Mach number.
2. The free-stream angle of attack.
3. The free-stream sideslip angle.
4. One or several shape parameters (of the obstacle).
5. One or several structural thicknesses (in the case of a specified steady-state aeroelastic solution).

Notes:

1. currently, sensitivity analysis is supported only for single-phase flow problems where the fluid is modeled as a perfect gas, and if turbulence modeling is performed, the modified form of the Spalart-Allmaras turbulence model, the Detached Eddy Simulation (DES) model, or the  $k-\epsilon$

- turbulence model (see [TurbulenceModel](#)) is used for this purpose; however for the first two turbulence models, the effect of the parameter distance to the wall is not accounted for and therefore the sensitivities may not be accurate when this effect is significant;
- in this context, [Problem](#).Type must be set to SteadySensitivityAnalysis Or SteadyAeroelasticSensitivityAnalysis, [Problem](#).Mode must be set to Dimensional, [FarField](#).Type must be set to StegerWarming, and [MeshMotion](#).Type must be set to Basic;
  - even for a pure fluid problem, performing a sensitivity analysis requires specifying a mesh motion algorithm in [MeshMotion](#) in order to determine the interior components of the mesh *shape* gradients (see [Sensitivities](#));
  - also in this context, the linearized fluid system of equations and the mesh motion equation must be solved very precisely (see [Sensitivities](#));
  - in the presence of a low-mach preconditioner, **AERO-F** automatically sets [Implicit](#).MatrixVectorProduct and [Implicit](#).FiniteDifferenceOrder to FiniteDifference and 2, respectively, for the purpose of sensitivity analysis;
  - in the presence of turbulence modeling, **AERO-F** automatically sets [Implicit](#).TurbulenceModelCoupling to Strong and [Implicit](#).MatrixVectorProduct to FiniteDifference for the purpose of sensitivity analysis;
  - when [Implicit](#).MatrixVectorProduct is Set to Approximate, **AERO-F** automatically changes this setting to FiniteDifference for the purpose of sensitivity analysis.

The syntax of the object SensitivityAnalysis is:

```
under SensitivityAnalysis{
  Method = method-id;
  SparseApproach = sparseapproach-flag;
  MatrixVectorProduct = mvp-id;
  SensitivityComputation = sensitivitycomputation-id;
  SensitivityMesh = sensitivitymesh-flag;
  NumShapeParameters = numshapeparameters-int;
  SensitivityMach = sensitivityMach-flag;
  SensitivityAlpha = sensitivityalpha-flag;
  SensitivityBeta = sensitivitybeta-flag;
  SensitivityFSI = sensitivityfsi-flag;
  AdaptiveEpsFSI = adaptiveepsfsi-flag;
  EpsFD = epsfd-real;
  under LinearSolver{ ... }
}
```

with

*method-id* [Direct]

Direct

Requests the direct method for performing the sensitivity analysis.

Adjoint

Requests the adjoint method for performing the sensitivity analysis. Currently, this option is available only as follows:

- For inviscid and laminar viscous flows.
- Using the analytical method for computing the derivatives appearing in the right-hand side of the linearized fluid system of equations and the gradients of the aerodynamic forces and moments with respect to the specified flow and/or shape parameters (*sensitivitycomputation-id* = Analytical).
- For computing only the sensitivities of the lift and drag, and individually.

*sparseapproach-flag* [off]

Off

In this case, most Jacobian matrices involved in the sensitivity analysis and their associated matrix-vector products are computed on the fly at the cell level. In general, this option requires less memory but is slower than the alternative described below.

On

In this case, most Jacobian matrices involved in the sensitivity analysis are computed and stored in a sparse format at the subdomain level. In general, this option requires more memory but is faster than the alternative described above. It is automatically adopted by **AERO-F** when the adjoint method is chosen for performing the sensitivity analysis.

*mvp-id* [Exact]:

Exact

In this case, the Jacobian of the flux vector with respect to the fluid state vector is computed exactly, except in the following situations:

- Low Mach preconditioning is turned on for computing the dissipation terms of the convective fluxes (see [Problem](#).Prec). In this case, the Jacobian of the flux vector with respect to the fluid state vector is computed using the FiniteDifference approach with *fdorder-id* = FirstOrder.
- Any numerical flux but Roe is chosen for spatial discretization (see [NavierStokes](#).Flux), in which case this option reverts to the FiniteDifference option with *fdorder-id* = FirstOrder.
- Any flux limiter but VanAlbada (see [NavierStokes](#).Limiter) is introduced in the computation, in which case this option reverts to the FiniteDifference option with *fdorder-id* = FirstOrder.
- [NavierStokes](#).Gradient is set to NonNodal to achieve second-order spatial accuracy. In this case, this option reverts to the FiniteDifference option with *fdorder-id* = FirstOrder.
- [NavierStokes](#).Dissipation is set to SixthOrder to control numerical dissipation and achieve a higher-order of spatial accuracy. In this case, this option reverts to the FiniteDifference option with *fdorder-id* = FirstOrder.

FiniteDifference

In this case, the computation of the Jacobian of the flux vector with respect to the fluid state vector is based on a finite-difference formula of the combined convective and viscous fluxes.

*sensitivitycomputation-id* [Analytical]

Analytical

Requests the analytical computation of the derivatives appearing in the right-hand side of the linearized fluid system of equations and of the gradients of the aerodynamic forces and moments with respect to the specified flow and/or shape parameters (see [Sensitivities](#)). This option is not supported for turbulent flows modeled using the Spalart-Allmaras or DES model. It is however the only option currently available when the adjoint method is chosen for performing the sensitivity analysis.

SemiAnalytical

Requests the approximation by the second-order central finite difference method of the derivatives appearing in the right-hand side of the linearized fluid system of equations, and the analytical computation of the gradients of the aerodynamic forces and moments with respect to the specified flow and/or shape parameters (see [Sensitivities](#)). This option is not supported for turbulent flows modeled using the Spalart-Allmaras or DES model.

FiniteDifference

Requests the approximation by the second-order central finite difference method of the derivatives appearing in the right-hand side of the linearized fluid system of equations and of the gradients of the aerodynamic forces and moments with respect to the specified flow and/or shape parameters (see [Sensitivities](#)).

*sensitivitymesh-flag* [off]

On

This flag setting specifies that the computation of the sensitivities requested in [Postpro](#) be (also) performed with respect to shape parameters  $s_j$ . The user does not need to specify these shape parameters directly. Instead, the user should specify in this case the wall boundary components of the mesh shape gradients in the binary file inputted in [Input.ShapeDerivative](#) (see [Sensitivities](#)). Failure to input this binary file results in skipping the computation of the sensitivities requested in [Postpro](#) with respect to any shape parameter.

Off

In this case, no sensitivity requested in [Postpro](#) is computed with respect to a shape parameter.

*numshapeparameters-int* [0]

Specifies the number of shape parameters when *sensitivitymesh-flag* is set to On.

*sensitivityMach-flag* [off]

On

This flag setting specifies that the computation of the sensitivities requested in [Postpro](#) be (also) performed with respect to the free-stream Mach number.

Off

In this case, no sensitivity requested in [Postpro](#) is computed with respect to the free-stream Mach number.

*sensitivityalpha-flag* [off]

On

This flag setting specifies that the computation of the sensitivities requested in [Postpro](#) be (also) performed with respect to the free-stream angle of attack.

Off

In this case, no sensitivity requested in [Postpro](#) is computed with respect to the free-stream angle of attack.

*sensitivitybeta-flag* [off]

On

This flag setting specifies that the computation of the sensitivities requested in [Postpro](#) be (also) performed with respect to the free-stream sideslip angle.

Off

In this case, no sensitivity requested in [Postpro](#) is computed with respect to the free-stream sideslip angle.

*sensitivityfsi-flag* [off]

On

This flag setting specifies that the computation of the sensitivities requested in [Postpro](#) be (also) performed with respect to the structural parameters identified in the input file of **AERO-S**.

Off

In this case, no sensitivity requested in [Postpro](#) is computed with respect to the structural parameters identified in the input file of **AERO-S**.

*adaptiveepsfsi-flag* [off]

This flag is relevant only for aeroelastic sensitivity computations ([Problem.Type](#) = `SteadyAeroelasticSensitivityAnalysis`).

On

In this case, at each coupled fluid-structure iteration, [LinearSolver.Eps](#) is dynamically reset (internally) to the convergence tolerance achieved in **AERO-S** by the residual of the structural sensitivities with respect to the specified variables — in other words, the residual associated with the solution of the algebraic system of equations governing the computed sensitivities of the fluid state vector is required to converge to the same precision attained at the current coupled fluid-structure iteration by the residual of the structural sensitivities.

Off

In this case, at each coupled fluid-structure iteration, [LinearSolver.Eps](#) is automatically set (internally) once for all to the convergence tolerance specified in the input file of **AERO-S** for the residual of the structural sensitivities with respect to the specified variables.

*epsfd-real* [1e-5]

Scalar defining the magnitude of the perturbation performed when approximating a derivative by the second-order central finite difference method.

LinearSolver:

Specifies the linear equation solver (and its parameters) to be used for solving the

- [LinearSolver](#)

---

Next: [AdaptiveMeshRefinement](#), Previous: [SensitivityAnalysis](#), Up: [Objects](#)

## 4.25 AEROACOUSTIC ANALYSIS PARAMETERS

Object:	<b>AcousticPressure</b>
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In an aeroacoustic analysis ([Problem.Type](#) = `Aeroacoustic`), **AERO-F** performs the frequency-domain computation using the Kirchhoff integral method of: (a) the complex-valued acoustic pressure in the far-field at user-specified locations, and (b) the complex-valued far-field pattern of the acoustic pressure field (see [Probes.Pressure](#)). The parameters of such an aeroacoustic analysis are set in this object whose syntax is:

```
under AcousticPressure{
  KirchhoffSurface = kirchhoffsurface-id;
  NyquistMaximum  = nyquistmaximum-int;
  Increment       = increment-int;
```

```
}
```

with

*kirchhoffsurface-id* [...]:

Cylindrical

Specifies that the user-defined internal "Kirchhoff" surface on which the traces of a time-history of an unsteady pressure field are computed, saved, and Fourier-transformed to enable the computation of the complex-valued acoustic pressure in the far-field and its far-field pattern has a cylindrical shape.

Spherical

Specifies that the user-defined internal "Kirchhoff" surface on which the traces of a time-history of an unsteady pressure field are computed, saved, and Fourier-transformed to enable the computation of the complex-valued acoustic pressure in the far-field and its far-field pattern has a spherical shape.

*nyquistmaximum-int* [2]:

If *kirchhoffsurface-id* = Spherical, this parameter specifies the highest degree of the spherical harmonics to be used for approximating the trace of the pressure field and its normal derivative on the "Kirchhoff" surface. In this case, each expansion in spherical harmonics of these two quantities will contain a total of  $(nyquistmaximum-int + 1)^2$  terms. Otherwise, this parameter specifies the highest degree of the trigonometric polynomials to be used for approximating the trace of the pressure field and its normal derivative on the "Kirchhoff" surface. In this other case, each expansion in trigonometric polynomials will contain *nyquistmaximum-int* terms.

*increment-int* [10]:

Specifies the number of longitudinal directions where to evaluate and output the far-field pattern of the acoustic pressure (see [Probes.FarfieldPattern](#)). In this case,  $((increment-int/2)+1)$  latitudinal directions are also considered and therefore the far-field pattern is evaluated and outputted at  $((increment-int/2)+1)*increment-int$  points uniformly distributed in spherical coordinates.

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Previous: [AcousticPressure](#), Up: [Objects](#)

## 4.26 SPECIFYING ADAPTIVE MESH REFINEMENT

Object:	<b>AdaptiveMeshRefinement</b>
---------	-------------------------------

The `AdaptiveMeshRefinement` object can be used to turn on mesh adaptation (refinement and optional coarsening) using the compatible edge patch bisection method, and specify the algorithmic parameters of this adaptation. Its syntax is:

```
under AdaptiveMeshRefinement {
  Mode = mode-str;
  Frequency = frequency-int;
  Eps = eps-real;
  UseUnsteadyStrategy = useunsteadystrategy-int;
  MinimumElementVolume = minimelementvolume-real;
  MaximumAspectRatio = maximumaspectratio-real;
  BalancingCriterion = balancingcriterion-str;
  BalancingFrequency = balancingfrequency-int;
  BalancingThreshold = balancingthreshold-real;
  BalancingWeight = balancingweight-int;
  ImbalanceTolerance = imbalance-tolerance-real;
  ItrFactor = itr-factor-real;
  UniformityThreshold = uniformitythreshold-real;
  PredictorCorrector = predictorcorrector-str;
  NumCorrectorIts = numcorrectorits-int;
  PredictorCorrectorCoarsening = predictorcorrectorcoarsening-str;
  BisectionStrategy = bisectionstrategy-str;
  CoarseningPolicy = coarseningpolicy-str;
  InterpolationBasis = interpolationbasis-str;
  InitialRefinementTagType = initialrefinementtagtype-int;
  MaximumNumberOfElements = maximumnumberofelements-int;
  MaximumRefinementIterations = maximumrefinementiterations-int;
  MaximumCoarseningIterations = maximumcoarseningiterations-int;
  TruncationThreshold = truncationthreshold-int;
  RecomputeWallDistance = recomputewalldistance-int;
  RecomputeDeltaPlus = recomputedeltaplus-int;
  CoarseningDomainEps = coarseningdomaineps-real;
  FindStatus = findstatus-str;
  Refine3D = refine3D-int;
  under SelectionCriterion [criterion-id]{ ... }
  under RefinementDomain { ... }
}
```

with

*mode-str* [Dimensional]:

This parameter can be used to "overrule" the setting of [Problem.Mode](#) as far as the members of this object are concerned, as follows:

Dimensional

In this case, the parameter settings of the members of this object are treated as dimensional if [Problem.Mode](#) is set to Dimensional.

NonDimensional

In this case, the parameter settings of the members of this object are treated as nondimensional, even if [Problem.Mode](#) is set to Dimensional.

*frequency-int* [1]:

Specifies the frequency (every so many time-steps) at which a mesh adaptation step (refinement with optional coarsening) is to be performed during an *unsteady* simulation. The default value of this parameter is 1.

*eps-real* [1.0 e-6]:

Specifies the relative residual below which a refinement step (with optional coarsening) is performed during a *steady-state* simulation. The default value of this parameter is 1.0 e-6.

*useunsteadystrategy-int* [0]:

Specifies whether *frequency-int* or *eps-real* (see above) should be used to activate a refinement step during a *steady-state* simulation. When this parameter is set to 0, only *eps-real* is used for this purpose and the setting of *frequency-int* is ignored. When it is set to 1, only *frequency-int* is used for this purpose and the setting of *eps-real* is ignored. When this parameter is set to 2, both *frequency-int* and *eps-real* are used for this purpose: specifically, *frequency-int* is used to control the frequency at which a refinement step is performed when the relative residual is below *eps-real*.

*minimumelementvolume-real* [1.0 e-16]:

Specifies the minimum permissible volume of an element generated during refinement of the CFD mesh. If *bisectionStrategy-str* is set to *Isotropic* however, the element volume is not constrained. The default value of this parameter is machine precision (usually of the order of 1.0 e-16).

*maximumaspectratio-real* [-1.0]:

Specifies the maximum permissible aspect ratio of an element generated during refinement of the CFD mesh. If this parameter is less than or equal to zero or if *bisectionstrategy-str* is set to *Isotropic*, the aspect ratio is not constrained. Its default value is -1.

*balancingcriterion-str* [Regular]:

Turns on load balancing following mesh adaptation according to the specified criterion, which must be one of the following criteria:

Regular

Specifies that load balancing is to be performed at regular time-intervals (every so many pseudo-time-steps or time-steps). This is the default value for this option.

NodeMaxMinRatio

Specifies that load balancing is to be performed when the ratio of the maximum and minimum number of subdomain nodes exceeds an inputted threshold.

ElemMaxMinRatio

Specifies that load balancing is to be performed when the ratio of the maximum and minimum number of subdomain elements exceeds an inputted threshold.

*balancingfrequency-int* [0]:

Specifies the frequency at which load balancing is to be performed when *balancingcriterion-str* is set to *Regular* (see above). This parameter must be greater than or equal to the mesh adaptation frequency (see *frequency-int* above). Setting it to 0 or a negative value turns off load balancing. Its default value is 0.

*balancingthreshold-real* [2.0]:

Specifies the threshold above which load balancing is performed when *balancingcriterion-str* is set to *NodeMaxMinRatio* or *ElemMaxMinRatio*. Setting this parameter to 0 or a negative value turns off load balancing. Its default value is 2.

*balancingweight-int* [0.0]:

This parameter can be used to assign element weights for mesh repartitioning in view of load balancing. If set to 0 (which is the default value), an unweighted mesh partitioning is performed. Otherwise, a weighted mesh partitioning is performed and the weight of each mesh element is computed as the sum its edge weights defined as follows:

- The weight of an inactive edge – that is, an edge whose both nodes are occluded by an embedded structure – is 0.
- The weight of an active edge that is not intersected by an embedded surface is 1.
- The weight of an active edge that is intersected by an embedded surface is equal to the value of this parameter – that is, *balancingweight-int*.

*imbalance-tolerance-real* [1.05]:

This parameter can be used to specify the imbalance tolerance for mesh repartitioning:

- A value of 1 designates a perfect balance.
- A value equal to the number of subdomains in the mesh partition designates a perfect imbalance.
- The default value of 1.05 is recommended.

*itr-factor-real* [1.0 e3]:

This parameter is required by **ParMETIS** to compute a new mesh partition following mesh adaptation for the purpose of load balancing, and to move data accordingly. It corresponds to an inputted estimate of the ratio of inter-processor communication and data redistribution time. It should be set to a value between 1.0 e-6 and 1.0 e+6. Essentially, setting this parameter to a high value in this range will bias the computation of the new mesh partition towards repartitioning and therefore will incur a significant amount of data redistribution. On the other hand, setting it to a low value in this range will bias this computation towards the reshaping of the current mesh partition using a diffusion algorithm and therefore will incur little data redistribution. A good value for this parameter can be obtained by dividing inter-processor communication time by data redistribution time. Otherwise, the value of 1.0 e+3, which is the default value, is recommended.

*uniformitythreshold-real* [0.05]:

If the ratio of the minimum to average number of subdomain elements is less than this parameter after a load balancing operation, the balancing is repeated with a smaller value of the imbalance tolerance.

*predictorcorrector-str* [off]:

This flag specifies whether to turn off or on the predictor-corrector strategy for mesh adaptation during unsteady simulations. This strategy allows each mesh/solution adaptation performed in the time-window  $t_n < t \leq t_{n+p}$ , where  $p = \text{frequency-int}$ , to be repeated one or several times, as

specified in *numcorrectorits-int* (see below). The first mesh/solution adaptation performed in this time-window is referred to here as the “predictor iteration”. All subsequent repeats of this adaptation are referred to as the “corrector iterations”. When this strategy is turned on, the entire state of the flow simulation (i.e., whatever would be required to perform a simulation restart) at time  $t_n$  is stored before the predictor iteration is

performed. At the end of the predictor iteration and all corrector iterations except the last one, mesh adaptation is performed in the usual way, the stored state is expanded onto the adapted mesh and the mesh/solution adaptation process is repeated by restarting the flow computation from time  $t_n$  using the expanded flow state and the current adapted mesh. Currently, this strategy is not supported for any fluid-structure simulation

involving the coupling of **AERO-F** with **AERO-F**. Hence, the possible settings of this flag are:

- On Turns on the predictor-corrector strategy. This is the default value for this option.
- Off Turns off the predictor-corrector strategy.

*numcorrectorits-int* [1]:

Specifies the number of corrector iterations to be performed when the predictor-corrector strategy is turned on (see *predictorcorrector-str* above). The default value of this parameter is 1.

*predictorcorrectorcoarsening-str* [off]:

Specifies turning on or off mesh coarsening at each predictor-corrector iteration (see *predictorcorrector-str* above):

- On Turns on mesh coarsening at each predictor-corrector iteration. This may be appropriate when *frequency-int* (see above) is set to 1.
- Off Turns off mesh coarsening at each predictor-corrector iteration. In this case, mesh coarsening will be performed only after the final corrector iteration. This is the default value of this option.

*bisectionstrategy-str* [Arbitrary]:

Specifies turning on or off the isotropic bisection strategy for mesh refinement:

- Arbitrary Turns off the isotropic bisection strategy. In this case, only the edges selected for mesh refinement are split. This is the default value of this option.
- Isotropic Turns on the isotropic bisection strategy. In this case, the edges of each cell are split in a particular sequence that preserves mesh quality. If the immediate splitting of an edge selected to be split would violate this sequence, any edges preceding the selected edge in the sequence are first refined even if they are not selected to be split.

*coarseningpolicy-str* [Partial]:

Specifies the mesh coarsening policy:

- Partial Specifies that a selected vertex of the refinement tree may be coarsened only if it is a leaf of the tree or can become a leaf by successively coarsening other selected leaves. This policy can leave some selected vertices uncoarsened, particularly when *bisectionstrategy-str* (see above) is set to Arbitrary (it has been observed that this is not the case when *bisectionstrategy-str* is set to Isotropic). However, it is computationally fast. This is the default value of this option.
- Complete Specifies that all selected vertices of the refinement tree are to be coarsened. This policy does not leave any selected vertex of the refinement tree uncoarsened but is more computationally intensive than the alternative policy outlined above. It can cause over-coarsening, i.e., coarsening of unselected vertices. If chosen, it is recommended to set *interpolationbasis-str* to ReferenceCell (see below).

*interpolationbasis-str* [CurrentEdge]:

Specifies the method to be used to populate the state at the new nodes created during a mesh refinement step:

- CurrentEdge Specifies that the state at a new node is to be populated by interpolating the current state at the vertices of the edge bisected by the new node. The current state is constantly updated by this procedure during a mesh refinement step. This is the default value of this option.
- ReferenceCell Specifies that the state at a new node is to be populated by interpolating the reference state at the vertices of the primal cell of the reference mesh containing the new node. Here, the reference quantities correspond to the start of the refinement step (i.e. before coarsening).

*initialrefinementtagtype-int* [0]:

This integer-valued parameter is relevant only if *bisectionstrategy-str* is set to Isotropic (see above). When restarting from a previous simulation performed using mesh adaptation with the isotropic refinement strategy, the refinement tag type ( $\gamma$ ) of each element of the initial mesh is read from the binary input files generated by **AERO-F** during that simulation. Otherwise, this parameter can be used to specify a tag value in the range  $0 \leq \gamma \leq 3$ , as follows (see also **Note 3**). If the initial mesh is post-processed using the *PreRefine.py* script, the value of this parameter should be set to 2. If it is post-processed using the *PreNum.py* or *Simplex.py* script, it should be set to 0, which is the default value. Alternatively, if this parameter is set to -1, the tag value  $\gamma$  is set to 0 and the ordering of the vertices is sorted ascendingly with respect to the global node numbering.

*maximumnumberofelements-int* [1.0 e9 or 1.0 e12]:

If the number of elements in the mesh exceeds this value, no further mesh refinement will be performed. The default value for this parameter is 1.0 e9, unless **AERO-F** is configured using the `USE_64BIT_INT` option at compile time, in which case the default value is 1.0 e12. Note that this configuration option must be used when the global number of elements or nodes exceeds 2147483647.

*maximumrefinementiterations-int* []:

This parameter is relevant only when *bisectionstrategy-str* is set to Isotropic, whose parallel implementation is accomplished using an iterative approach. In this case, it specifies the maximum number of refinement iterations at each refinement level. There is no default value for this parameter, i.e. by default, the refinement iterations will continue until all selected edges have been refined.

*maximumcoarseningiterations-int* []:

This parameter is relevant only when *bisectionstrategy-str* is set to Isotropic. In this case, it specifies the maximum number of coarsening iterations at each coarsening level. It has no default value, i.e. by default, the coarsening iterations will continue until all selected vertices have been coarsened.



*truncationthreshold-int* [1.0 e7]:

Specifies a loose upper bound on the number of nodes per subdomain (for mesh repartitioning), which affects mesh adaptation as follows. In each adaptation level, the maximum number of edges that can be selected for refinement per subdomain is equal to this value minus the original number of nodes in the subdomain – that is, prior to mesh refinement. Hence, this setting can be used to limit the peak memory consumption. Edges that would otherwise be refined if not for this limit can be still refined during the next mesh refinement level, if load balancing reduces the subdomain size. Note that load balancing can be activated between mesh adaptation levels only:

- During pre-refinement.
- When mesh refinement is truncated using this threshold.

Otherwise, load balancing can be activated only after all mesh refinement levels have been completed.

*recomputewalldistance-int* [1]:

Specifies whether to use the algorithm selected in [WallDistanceMethod](#) to recompute the distance to the wall after each level of mesh adaptation is completed, or simply linear interpolation of distances from the previous mesh state. If this parameter is set to 0, linear interpolation is always used for this purpose. If it is set to 1 (which is the default setting), the distance to the wall is recomputed using the algorithm selected in [WallDistanceMethod](#) during pre-refinement (see [SelectionCriterion.PreRefine](#)) and linearly interpolated subsequently. However, if this parameter is set to 2, the distance to the wall is always recomputed using the algorithm specified in [WallDistanceMethod](#).

*recomputedeltaplus-int* [0]:

Specifies when to recompute the maximum edge length based on the dimensionless wall coordinate ( $y^+$ ) used in the boundary proximity

criterion. If this parameter is set to 0 (which is the default value), the aforementioned maximum edge length is computed only at the start of each mesh adaptation step – that is, before the first level of mesh adaptation is performed within this step: this can significantly overestimate the edge length when pre-refining a coarse mesh. If this parameter is set to 1, the recomputation is performed before each mesh adaptation level.

*coarseningdomaineps-real* [0]:

When mesh adaptation is restricted to a region of the computational fluid domain using the object [RefinementDomain](#), this parameter can be used to increase the size of the region of this domain where mesh coarsening can be performed. For example, if mesh adaptation is restricted to a spherical region  $S$  of the computational fluid domain of radius  $R$ , this parameter can be used to allow mesh coarsening to be performed in the spherical region of the computational fluid domain centered at the same point as  $S$  but of radius  $R + \text{coarseningdomaineps-real}$ . Hence, this setting can be used to avoid the occurrence of un-coarsened computational cells near the boundary of the region where mesh refinement is performed when the isotropic bisection strategy is activated.

*findstatus-str* [FloodFill]:

Specifies the method use to find the nodal statuses (i.e. active/real or inactive/ghost), following a mesh adaptation step:

FloodFill

Specifies the flood fill method to determine the nodal statuses. This method is initialized by a randomly sampled point on the farfield boundary which is assumed to be active.

Update

Specifies an alternative method to determine the nodal statuses, which is recommended for problems where the computational fluid domain contains an enclosed region – that is, a region of the fluid domain that is delimited by a closed embedded surface – or a farfield boundary that is partially inactive.

*refine3D-int* [1]:

When set to 0, this parameter disables the selection for refinement of the edges with a non-zero  $z$ -component. This option can be used for refinement of quasi-two-dimensional "slice" meshes comprising a single layer of elements in the  $z$ -direction. However, the results achieved in this case may be unsatisfactory for two reasons. First, when used with the Arbitrary bisection strategy, the resulting mesh quality tends to be poor; particularly if the initial mesh is coarse. Second, it applies only to the selection criteria specified using [SelectionCriterion](#). Hence, it does not apply to the selection associated with the isotropic mesh refinement strategy, in which case refinement in the  $z$ -direction will invariably occur. When this parameter is set to 1, which is its default value, all edges may be selected for refinement regardless of their  $z$ -component.

SelectionCriterion:

Specifies the governing criterion for selecting the edges to be refined or coarsened.

RefinementDomain:

Restricts all forms of mesh adaptation to a user-specified region of the computational fluid domain.

Notes:

1. adaptive mesh refinement is currently supported for the body-fitted framework ([Problem.Framework = BodyFitted](#)) either with or without mesh motion, the embedded framework ([Problem.Framework = Embedded](#)), the embedded ALE framework ([Problem.Framework = EmbeddedALE](#)), and the following problem types: [Problem.Type = Steady](#), [Problem.Type = Unsteady](#), [Problem.Type = SteadyAeroelastic](#), [Problem.Type = UnsteadyAeroelastic](#), [Problem.Type = Forced](#), [Problem.Type = Accelerated](#), [Problem.Type = AcceleratedUnsteady](#), [Problem.Type = SteadyAeroThermal](#), [Problem.Type = UnsteadyAeroThermal](#), [Problem.Type = SteadySensitivityAnalysis](#), and [Problem.Type = SteadyAeroelasticSensitivityAnalysis](#);
2. to prevent element degeneration (i.e., element flattening) when using the Arbitrary bisection strategy, it is recommended that at least one of the parameters [minimumelementvolume-real](#) or [maximumaspectratio-real](#) be appropriately specified; the parameter [SelectionCriterion.minimumedgelength-real](#) alone does not entirely eliminate the possibility of element degeneration in the context of the Arbitrary bisection strategy;
3. when using the Isotropic bisection strategy, the initial (unrefined) mesh must satisfy a particular eligibility criterion: an arbitrary unstructured tetrahedral mesh can be pre-processed to obtain a mesh which satisfies this criterion using the python script [PreNum.py](#) or [PreRefine.py](#) which are provided in the "scripts" directory of the source code repository; an alternative python script [Simplex.py](#) is also provided and can be used to obtain an eligible uniform tetrahedral mesh for a rectangular prism volume; when a mesh is post-processed using the [PreRefine.py](#) script, the value of [initialrefinementtagtype-int](#) should be set to 2; when [PreNum.py](#) or [Simplex.py](#) is used for this purpose, it is not necessary to specify [initialrefinementtagtype-int](#) as the default value 0 is appropriate in these cases;
4. during a simulation where mesh adaptation occurs, a series of binary output (geometry and result) files will be generated for each binary output (result) requested using the [Postpro](#) object: a numeric suffix will be automatically appended to the specified output file name and incremented if mesh refinement or coarsening occurs between two successive output intervals; before rerunning a simulation, any existing binary output files from previous simulations should be deleted or moved to a different location to avoid potential confusion; two scripts, [sower.sh](#) and [xp2exo.sh](#) are provided in the "scripts" directory of the source code repository to demonstrate how to post-process a series of binary

output files using **SOWER** and **xp2exo**, respectively;

5. for a dimensional simulation (`Problem.Mode = Dimensional`), the parameters specified using the members of this object are treated as dimensional (when applicable), unless `mode-str` is set to `NonDimensional`;
6. when performing an unsteady simulation initialized using a steady-state result, only mesh refinements performed during the unsteady simulation can be coarsened, unless the parameter `MaxNodePreAMR` of the *hidden* object `RestartParameters` associated with [Restart](#) is specified to the highest node ID number of the mesh pre-refinement; the latter information can be found at two possible locations: in the mesh data output file specified in the setting of [Restart.MeshData](#) (or its default value `DEFAULT.MSH`) for the steady-state simulation and generated by **AERO-F** during that simulation; and/or in the file specified in the setting of [Restart.RestartData](#) (or its default value `DEFAULT.MSH`) for the steady-state simulation and generated by **AERO-F** during that simulation;
7. by convention, a load balancing step is performed only after each refinement level, during pre-refinement (i.e. a refinement step that is performed at the start of a simulation, specifically, time-step index = 0); for refinement steps other than pre-refinement (time-step index > 0), load balancing is done only after all refinement levels have been completed or if truncation occurs (see *truncationthreshold-int*); this is because very large refinements can be expected to occur only during pre-refinement; note that if a very large refinement does occur between balancings, the simulation may fail due to insufficient memory on one or more compute nodes, which may be indicated by a "signal 9" error message: in this case, *truncationthreshold* can be used to limit the refinement in a level and activate load balancing.

- [SelectionCriterion](#)
- [RefinementDomain](#)

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Next: [RefinementDomain](#), Up: [AdaptiveMeshRefinement](#)

#### 4.26.1 SPECIFYING A MESH REFINEMENT CRITERION

Object:	<b>SelectionCriterion</b>
---------	---------------------------

The object `SelectionCriterion` should be used to specify a mesh refinement (edge splitting) criterion among multiple available criteria. Because these are independent of each other, multiple criteria can be specified simultaneously by repeating this object in the same ASCII Input Command Data file with a different integer identifier *criterionIDtag-int* and different parameters characterizing the criterion of interest. In this case, mesh adaptation is performed if/wherever either of the selected criteria is satisfied.

The syntax of this object is:

```
under SelectionCriterion [criterionIDtag-int] {
  Type = type-str;
  MinimumEdgeLength = minimumedgelenhth-real;
  MaximumEdgeLength = maximumedgelenhth-real;
  PreRefine = prerefine-str;
  PreCoarsen = precoarsen-str;
  NumLevels = numlevels-int;
  NumCoarseningLevels = numcoarseninglevels-int;
  CoarseningDomainEps = coarseningdomaineps-real;
  under HessianCriterion { ... }
  under FlowVariableCriterion { ... }
  under WallProximityCriterion { ... }
  under FixesCriterion { ... }
  under GapCriterion { ... }
  under APrioriCriterion { ... }
  under RefinementDomain { ... }
}
```

with

*type-str* [None]:

Specifies the governing criterion for selecting the mesh edges to be refined:

- None**  
Turns off adaptive mesh refinement associated with this specific criterion identified by *criterionIDtag-int*. This is the default setting for this parameter.
- Hessian**  
Specifies the Hessian-based mesh adaptation criterion.
- FlowVariable**  
Specifies the flow-variable-based mesh adaptation criterion.
- WallProximity**  
Specifies the wall-proximity-based mesh adaptation criterion.
- APriori**  
Enables the selection of all edges of the CFD mesh for adaptation, subject to other restrictions specified in this object (minimum edge length, refinement domain, etc).
- Fixes**  
Specifies the mesh adaptation criterion designed to repair the CFD mesh in order to avoid one or more potentially problematic issues.
- Gap**  
Specifies the gap-between-wall-boundaries mesh adaptation criterion.

*minimumedgelenhth-real* [1.0 e-16]:

Specifies half the minimum permissible size of an edge of the CFD mesh selected for refinement using the specified selection criterion. The default value of this parameter is machine precision (usually of the order of 1.0 e-16).

*maximumedgelenhth-real* [1.79769e+308]:

Specifies twice the maximum permissible length of an edge of the CFD mesh selected for coarsening. The default value is 1.79769e+308.

*prerefine-str* [Off]:

This parameter is potentially relevant for any setting of *type-str* (see above) – although for some settings such as *type-str* = `Hessian` and a uniform flow initial condition it is inconsequential. It requests an adaptive mesh pre-refinement – that is, adaptive mesh refinement at the beginning of the simulation, before any computation is performed. It can be set as follows:

- off**  
Turns off pre-refinement for this specific criterion identified by *criterionIDtag-int*. This is the default setting for this parameter.

On Turns on pre-refinement for this specific criterion identified by *criterionIDtag-int*.

*precoarsen-str* [Off]:

Activates or de-activates coarsening during initial pre-refinement of the mesh at the commencement of the simulation (i.e.  $t = 0$ ):

Off De-activates pre-coarsening. This is the default setting for this parameter.

On Activates pre-coarsening. This setting can be useful when the wall distance is recomputed at each pre-refinement level and/or some anisotropy is introduced into the mesh refinement process when using the wall proximity criterion (see [WallProximityCriterion](#).PreferredDirection).

*numlevels-int* [1]:

Specifies the maximum number of refinement levels to be performed at each mesh adaptation step. The default value for this parameter is 1.

*numcoarseninglevels-int* [-1]:

Specifies the maximum number of coarsening levels to be performed at each mesh adaptation step. The default value for this parameter is -1, in which case the maximum number of coarsening levels is set to be equal to the maximum number of refinement levels specified in *numlevels-int* (see above).

*coarseningdomaineps-real* [0]:

When mesh adaptation associated with this specific criterion identified by *criterionIDtag-int* is restricted to a region of the computational fluid domain using the object [SelectionCriterion](#)[*criterionIDtag-int*], this parameter can be used to increase the size of the region of this domain where mesh coarsening associated with this criterion can be performed. For example, if mesh adaptation is restricted to a spherical region  $S$  of the computational fluid domain of radius  $R$ , this parameter can be used to allow mesh coarsening to be performed in the spherical region of the computational fluid domain centered at the same point as  $S$  but of radius  $R + \text{SelectionCriterion}[criterionIDtag-int].CoarseningDomainEps$ . Hence, this setting can be used to avoid the occurrence of un-coarsened computational cells near the boundary of the region where mesh refinement is performed when the isotropic bisection strategy is activated.

HessianCriterion:

Specifies the parameters of the Hessian criterion for selecting the edges to be refined or coarsened.

FlowVariableCriterion:

Specifies the parameters of the flow variable criterion for selecting the edges to be refined or coarsened.

WallProximityCriterion:

Specifies the parameters of the wall proximity criterion for selecting the edges to be refined or coarsened.

FixesCriterion:

Specifies the parameters of the mesh repair criterion for selecting the edges to be refined or coarsened.

APrioriCriterion:

Specifies the parameters of the a priori criterion for selecting the edges to be refined or coarsened.

GapCriterion:

Specifies the parameters of the gap-between-wall-boundaries criterion for selecting the edges to be refined or coarsened.

RefinementDomain:

Restricts mesh adaptation according to the selection criterion specified in this object to a user-specified region of the computational fluid domain.

- [HessianCriterion](#)
- [FlowVariableCriterion](#)
- [WallProximityCriterion](#)
- [FixesCriterion](#)
- [APrioriCriterion](#)
- [GapCriterion](#)
- [RefinementDomain](#)

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Next: [FlowVariableCriterion](#), Up: [SelectionCriterion](#)

#### 4.26.1.1 SPECIFYING THE PARAMETERS OF THE HESSIAN-BASED MESH ADAPTATION CRITERION

Object: **HessianCriterion**

The object HessianCriterion can be used to specify the parameters of the Hessian-based criterion for performing mesh adaptation. Its syntax is:

```
under HessianCriterion {
  Threshold = threshold-real;
  CoarseningThreshold = coarseningthreshold-real;
  HessianConstruction = hessianconstruction-str;
  SensorType = sensortype-str;
}
```

with

*threshold-real* [1.0]:

Specifies a threshold value to be used in the refinement selection criterion. Edges with criterion values greater than this threshold will be

considered for refinement. The default value for this parameter is 1.0.

*coarseningthreshold-real* [0.0]:

Specifies the threshold value to be used in the coarsening selection criterion. Edges with values lesser than this threshold will be considered for coarsening. The recommended value is *threshold-real*/4 or less (see above). The default value for this parameter is 0.0.

*hessianconstruction-str* [LeastSquares]: Specifies the method to be used to construct the Hessian of the Hessian-based mesh adaptation criterion:

LeastSquares

Specifies the least-squares method. This is the default setting (and currently the only available setting).

*sensortype-str* [Velocity]:

Specifies the scalar quantity of interest whose Hessian is to be used to formulate the Hessian-based mesh adaptation criterion:

Velocity

Local flow velocity magnitude. This is the default value for this option.

Pressure

Local flow pressure.

Density

Local flow density.

Vorticity

Local flow vorticity.

NuTilde

Local field variable  $\tilde{\nu}$  of the one-equation Spalart-Allmaras turbulence model (see [Appendix 3](#)).

Mach

Local flow Mach number.

LevelSet

Absolute value of the local level-set function for simulations with a fluid-fluid interface.

---

Next: [WallProximityCriterion](#), Previous: [HessianCriterion](#), Up: [SelectionCriterion](#)

#### 4.26.1.2 SPECIFYING THE PARAMETERS OF THE FLOW-VARIABLE-BASED MESH ADAPTATION CRITERION

Object:	<b>FlowVariableCriterion</b>
---------	------------------------------

The object FlowVariableCriterion can be used to specify the parameters of the flow-variable-based criterion for performing mesh adaptation. Its syntax is:

```
under FlowVariableCriterion {
  Threshold = threshold-real;
  CoarseningThreshold = coarseningthreshold-real;
  ThresholdType = thresholdtype-str;
  SensorType = sensortype-str;
}
```

with

*threshold-real* [1.0]:

Specifies the threshold value to be used in the refinement selection criterion, as dictated by *thresholdtype-str* (see below). Edges with criterion values greater/lesser than this threshold are considered for refinement. The default value for this parameter is 1.0.

*coarseningthreshold-real* [0.0]:

Specifies the threshold value to be used in the coarsening selection criterion, as dictated by *thresholdtype-str* (see below). Edges with criterion values greater/lesser than this threshold are considered for coarsening. The recommended value is *threshold-real*/2 or less (see above). The default value for this parameter is 0.0.

*thresholdtype-str* [UpperBound]:

Specifies how mesh refinement and coarsening thresholds are applied (see the explanation of *threshold-real* and *coarseningthreshold-real* given above for further details).

*sensortype-str* [Velocity]:

Specifies the scalar quantity of interest whose value is to be used to formulate the value-based mesh adaptation criterion:

Velocity

Local flow velocity magnitude. This is the default value for this option.

Pressure

Local flow pressure.

Density

Local flow density.

Vorticity

Local flow vorticity.

---

Next: [FixesCriterion](#), Previous: [FlowVariableCriterion](#), Up: [SelectionCriterion](#)

#### 4.26.1.3 SPECIFYING THE PARAMETERS OF THE WALL-PROXIMITY-BASED MESH ADAPTATION CRITERION

Object:	<b>WallProximityCriterion</b>
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The object WallProximityCriterion is essential when using an embedded boundary method ([Problem.Framework](#) = Embedded OR EmbeddedALE) for viscous CFD computations in order to enable **AERO-F** to track the boundary layer in this case and keep it at all times well resolved. It can also be used for inviscid CFD computations and for flow computations on body-fitted grids ([Problem.Framework](#) = BodyFitted).

Specifically, this object can be used to specify a mesh adaptation criterion based on the distance to the wall. In this case, an edge is selected for refinement when its length is less than a refinement threshold that is automatically determined based on: (a) the edge's distance to the wall, (b) the parameters specified in this object and in particular the maximum desired value of the dimensionless distance of the first layer of grid points to the wall ( $y^+$ ). An edge is selected for coarsening if its length is greater than a coarsening threshold that is automatically determined in a similar

fashion to the refinement threshold. For further details on the mesh adaptation strategy associated with this mesh adaptation criterion and the nomenclature and notation used in the description of this object, see *R. Borker, S. Grimberg, P. Avery, C. Farhat and J. Rabinovitch, "An Adaptive Mesh Refinement Concept for Viscous Fluid-Structure Computations Using Eulerian Vertex-Based Finite Volume Methods," AIAA-2018-1072, AIAA SciTech 2018, Kissimmee, Florida, January 8-12 (2018).*

Note that this mesh adaptation criterion can be used with or without other selection criteria (see [AdaptiveMeshRefinement](#) and [SelectionCriterion](#)). If used in the context of the body-fitted framework ([Problem](#).Framework = BodyFitted), an input file containing the distance to the wall must be provided in the same way as when using the Spalart-Allmaras turbulence model (see [SpalartAllmaras](#)) in the context of this framework.

The syntax of this object is:

```
under WallProximityCriterion {
  OuterZone_d = outerzone_d-real;
  OuterZone_H = outerzone_H-real;
  InnerZone_D = innerzone_D-str;
  InnerZone_H = innerzone_H-real;
  DeltaPlus = deltaplus-real;
  PreRefineInnerZone = prerefineinnerzone-str;
  EdgeLengthMinMaxRatio = edgelengethminmaxratio-real;
  OuterZoneMultiplier = outerzonemultiplier-real;
  CoarseningZoneScaleFactor = coarseningzonescalefactor-real;
  MinimumEdgeLengthTreatment = minimumedgelengethtreatment-str;
  ActivateFirstLayer = activatefirstlayer-str;
  FirstLayerActivationThreshold = firstlayeractivationthreshold-real;
  PreferredDirection = preferredirection-str;
  OuterZone_r = outerzone_r-real;
  InnerZone_R = innerzone_R-real;
}
```

with

**outerzone\_d-real** [1.0]:

Specifies the desired distance from the inner boundary of the outer refinement zone to the wall. The specified value of this parameter should be greater than or equal to **innerzone\_D-real** (see below). Its default setting is 1.0.

**outerzone\_H-real** [1.0]:

Specifies the maximum edge length in the outer refinement zone. The specified value of this parameter should be positive. Its default value is 1.0.

**innerzone\_D-real** [1.0]:

Specifies the distance from the outer boundary of the inner refinement zone to the wall. The specified value of this parameter should be positive. Its default value is 1.0.

**innerzone\_H-real** [1.0]:

Specifies the maximum edge length in the inner refinement zone for the following cases:

- Any flow computation using the body-fitted framework ([Problem](#).Framework = BodyFitted).
- Any inviscid flow computation using the embedded boundary framework ([Problem](#).Framework = Embedded OR EmbeddedALE).
- Any viscous flow simulation using the embedded boundary framework ([Problem](#).Framework = Embedded OR EmbeddedALE), when **deltaplus-real** is not specified.
- Pre-refinement (i.e. refinement at time  $t = 0$ ) in any viscous flow simulation using the embedded boundary framework ([Problem](#).Framework = Embedded OR EmbeddedALE), when **deltaplus-real** is specified and **prerefineinnerzone-str** is set to **EdgeLength**.

In all other cases, this parameter is ignored and the maximum edge length in the inner refinement zone is determined automatically by **AERO-F** using the specified value of **deltaplus-real** (see below) which must be positive. The default value of this parameter is 1.0.

**deltaplus-real** [-1.0]:

For viscous flow computations using the embedded boundary framework ([Problem](#).Framework = Embedded OR EmbeddedALE), this parameter specifies the maximum value of the dimensionless distance of the first layer of grid points to the wall, in the inner refinement zone ( $y^+$ ). Its default value

is -1. If the specified value is not positive, **innerzone\_H-real** is used to determine the maximum edge length in the inner refinement zone and therefore should be specified (see **innerzone\_H-real** above).

**prerefineinnerzone-str** [Auto]:

Specifies how to compute the maximum edge length in the inner refinement zone during pre-refinement (i.e. refinement at time  $t = 0$ ) for viscous flow simulations using the embedded boundary framework ([Problem](#).Framework = Embedded OR EmbeddedALE), when a positive value is specified for **deltaplus-real**:

**Auto**

In this case, the maximum edge length is computed automatically as **deltaplus-real** x **length-real** x 20/Re, where **length-real** is the reference length specified in the object [ReferenceState](#) and **Re** is the Reynolds number.

**EdgeLength**

In this case, the maximum edge length is that set by the user in **innerzone\_H-real**.

**DeltaPlus**

In this case, the maximum edge length is automatically determined using the specified value of **deltaplus-real** (see above), the initial fluid state, and the wall function to compute the dimensionless wall distance ( $y^+$ ). Typically, this option is not appropriate for pre-refinement

when the initial fluid state is that of a uniform flow. Also, note that when pre-refining from a coarse mesh using this option, the setting **recomputeddeltaplus-int** = 1 is recommended.

**edgelengethminmaxratio-real** [0.4]:

Specifies the ratio of the minimum edge length and the maximum edge length. This parameter is used to control mesh coarsening. It should be set to a value between 0 and 0.5. A value of 0 will turn off mesh coarsening entirely. Its default value is 0.4.

*outerzonemultiplier-real* [infinity]:

This parameter can be used to provide additional control over mesh refinement in the outer refinement zone, by adjusting the maximum edge length in this zone. For example, if the value of this parameter is set to infinity (which is the default value), there will be no edges selected for refinement in the outer refinement zone.

*coarseningzonescalefactor-real* [1.0]:

Setting this parameter to a value less than 1 can be useful to suppress cycling between coarsening and refinement - when such cycling is observed during a simulation - by shrinking the zones of the computational fluid domain identified by *outerzone\_d-real*, *outerzone\_H-real*, *innerzone\_D-str*, and *innerzone\_H-real*, for the purpose of mesh coarsening only. Specifically, the specified scale factor is applied to the wall distance. Its related effects are the shifting of a zone boundary inwards, the selection for coarsening of edges that are smaller than in the absence of this parameter (or when using its default setting), and therefore less coarsening than in the absence of this parameter (or when using its default value of 1.0).

*minimumedgelengthtreatment-str* [Smoothed]:

When the minimum permissible size of an edge of the CFD mesh specified in [SelectionCriterion.MinimumEdgeLength](#) is greater than the edge length needed to keep the maximum value of the dimensionless distance of the first layer of grid points to the wall ( $y^+$ ) below the value specified in

*deltaplus-real* (see above), two things happen: (1) a conflict arises between the consequences of the settings of the parameters [SelectionCriterion.MinimumEdgeLength](#) and *deltaplus-real*, and (2) the mesh adaptation process that would have happened in the absence of this conflict is disturbed. Regarding the first consequence, the user should note that the setting of [SelectionCriterion.MinimumEdgeLength](#) always takes precedence over that of *deltaplus-real*. In other words, the maximum value of  $y^+$  will exceed in this case the maximum value specified in *deltaplus-real*. Regarding

the second consequence, the user can use this parameter to choose between two alternative treatments for adjusting the otherwise disturbed mesh adaptation process:

Smoothed

In this case, which is the default one, if the value of *innerzone\_H-real* (see above) associated with *deltaplus-real* is less than  $2 * \text{SelectionCriterion.MinimumEdgeLength}$ , the value of *innerzone\_H-real* is set to  $2 * \text{SelectionCriterion.MinimumEdgeLength}$  and in each refinement zone the mesh adaptation thresholds are computed using this value. The mesh adaptation process delivers in this case a CFD mesh that differs everywhere from that it would have delivered in the absence of the aforementioned conflict of settings.

Clipped

In this case, the mesh adaptation (refinement and coarsening) thresholds are initially computed in each mesh refinement zone using the value of *innerzone\_H-real* (see above) associated with *deltaplus-real* (see above). If either of these thresholds is greater than  $2 * \text{SelectionCriterion.MinimumEdgeLength}$ , the refinement threshold is set to  $2 * \text{SelectionCriterion.MinimumEdgeLength}$ . The mesh adaptation process delivers in this case a CFD mesh that differs from that it would have delivered in the absence of the aforementioned conflict of settings only in the region where the edge sizes needed to meet the *deltaplus-real* criterion are smaller than the minimum size imposed by the setting chosen for [SelectionCriterion.MinimumEdgeLength](#).

Note that even for flow computations where *deltaplus-real* is irrelevant or not specified, a conflict may exist between the user-specified values of [SelectionCriterion.MinimumEdgeLength](#) and *innerzone\_H-real*. Although it is somewhat trivial for such conflicts to be resolved by the user, the minimum edge length treatments described above can also be used for this purpose.

*activatefirstlayer-str* [On]:

This parameter can be used to control the refinement of the first layer of occluded (or inactive, ghost) edges adjacent to an embedded surface. Regardless of the setting of this parameter, all occluded layers other than the first layer are not refined. Refining the first occluded layer can be beneficial when the embedded wall is a moving wall; in this case, a longer refinement period (simulation time between two refinement steps) is feasible

On

Specifies that the first layer of occluded edges is to be refined. In this case, if *preferredirection-str* is set to *WallDistanceGradient* (see below), [WallDistanceMethod.ComputeInactive](#) should be set to Yes.

Off

Specifies that the first layer of occluded edges is not to be refined.

*firstlayeractivationthreshold-real* [infinity]:

This parameter can be used to provide additional control over the refinement of occluded (or inactive, ghost) edges. When *activatefirstlayer-str* is set to On (see above), an edge in the first layer of the inactive zone is activated for the purpose of refinement only if the distance to the wall from each of its vertices is less than the specified value of this threshold parameter whose default value is infinity (i.e. all first-layer occluded edges are selected for refinement, regardless of their vertices' distances to the wall).

*preferredirection-str* [None]:

This parameter can be used to introduce some anisotropy into the mesh refinement process, by specifying a preferred direction and computing the length of an edge to be used in this criterion as that of the projection of the edge along this direction.

None

Specifies no preferred direction and therefore specifies computing the true length of an edge when using it in this criterion.

*WallDistanceGradient*

Specifies the gradient of the wall distance scalar field as the preferred direction and therefore specifies computing the length of an edge to be used in this criterion as that of its projection along this preferred direction. In this case, edges that are perpendicular to the wall are refined more than counterparts parallel to the wall. Note that when this preferred direction is used and *activatefirstlayer-str* is set to On, [WallDistanceMethod.ComputeInactive](#) should be set to Yes.

*outerzone\_r-real* [0.0]:

Specifies the ratio of the distance from the wall to the inner boundary of the outer refinement zone and the maximum edge length in the inner refinement zone. This ratio is used only when a non-zero value is specified for it; otherwise, the value of *outerzone\_d-real* is used to determine the distance from the wall to the inner boundary of the outer refinement zone. The default value of this parameter is 0.0.

*innerzone\_R-real* [0.0]:

Specifies the ratio of the distance from the wall to the outer boundary of the inner refinement zone and the maximum edge length in the inner refinement zone. This ratio is used only when a non-zero value is specified for it; otherwise, the value of *innerzone\_D-real* is used to determine the distance from the wall to the inner boundary of the inner refinement zone. The default value of this parameter is 0.0.

Next: [APrioriCriterion](#), Previous: [WallProximityCriterion](#), Up: [SelectionCriterion](#)

#### 4.26.1.4 SPECIFYING THE PARAMETERS OF THE REPAIR-BASED MESH ADAPTATION CRITERION

Object: **FixesCriterion**

The object *FixesCriterion* can be used to specify the parameters of the repair-based mesh adaptation criterion. This criterion can be used as a light-weight alternative to the wall proximity criterion (see [WallProximityCriterion](#)) for refining a region of the CFD mesh that is adjacent to a very slender embedded obstacle such as a cable or a suspension line, as described in *D. Huang, P. Avery and C. Farhat, "An Embedded Boundary Approach for Resolving the Contribution of Cable Subsystems to Fully Coupled Fluid-Structure Interaction," International Journal for Numerical Methods in Engineering, https://doi.org/10.1002/nme.6322.*

The syntax of this object is:

```
under FixesCriterion {
  DoublyIntersectedEdgeFix = doublyintersectededgefix-str;
  DoublyIntersectedEdgeThreshold = doublyintersectededgethreshold-real;
  FaceID = faceid-int;
}
```

with

*doublyintersectededgefix-str* [Off]:

This parameter can be used to activate the selection for refinement of all edges that are doubly or more intersected (i.e. intersected at least twice by the embedded surface).

Off

Deactivates the selection of doubly intersected edges for mesh adaptation.

On

Activates the selection of doubly intersected edges for mesh adaptation.

*doublyintersectededgethreshold-real* [1.0e-4]:

Specifies the threshold value for identifying a doubly intersected edge. This setting is relevant only when *doublyintersectededgefix-str* is set to On.

*faceid-int* [-1]:

Specifies the surface ID of the embedded surface to which to apply this mesh adaptation criterion. When set to -1, which is the default setting, this mesh adaptation criterion applies to all embedded surfaces.

Next: [GapCriterion](#), Previous: [FixesCriterion](#), Up: [SelectionCriterion](#)

#### 4.26.1.5 SPECIFYING THE PARAMETERS OF THE A PRIORI MESH ADAPTATION CRITERION

Object: **APrioriCriterion**

The object *APrioriCriterion* can be used to:

- Enable the selection a priori of all edges of the CFD mesh for adaptation, subject to other restrictions specified in this or other objects related to adaptive mesh refinement: these include, but are not limited to, the restrictions associated with this criterion and specified in [SelectionCriterion](#) (for example, [SelectionCriterion.MinimumEdgeLength](#) and [SelectionCriterion.NumLevels](#)), and the potential restriction to a specific region of the computational fluid domain expressed in [RefinementDomain](#).
- Enable the generation, during mesh adaptation, of a graded mesh via the specification of a graded local minimum edge length function.

Its syntax is:

```
under APrioriCriterion {
  GradX = gradx-real;
  GradY = grady-real;
  GradZ = gradz-real;
  X0 = x0-real;
  Y0 = y0-real;
  Z0 = z0-real;
}
```

with

*gradx-real* [0.0]:

Specifies the  $x$ -component of the gradient of the local minimum edge length function. This function is defined at a point  $P(x, y, z)$  as:

$\text{minimumedgelength-real} + | \text{gradx-real} * (x - x0\text{-real}) | + | \text{grady-real} * (y - y0\text{-real}) | + | \text{gradz-real} * (z - z0\text{-real}) |$ , where  $\text{minimumedgelength-real}$  is the value specified in [SelectionCriterion.MinimumEdgeLength](#). The default value is 0.0.

*grady-real* [0.0]:

Specifies the  $y$ -component of the gradient of the local minimum edge length function. The default value is 0.0.

*gradz-real* [0.0]:

Specifies the  $z$ -component of the gradient of the local minimum edge length function. The default value is 0.0.



*x0-real* [0.0]:

Specifies the  $x$ -component of the reference point used to compute the local minimum edge length function. The default value is 0.0.

*y0-real* [0.0]:

Specifies the  $y$ -component of the reference point used to compute the local minimum edge length function. The default value is 0.0.

*z0-real* [0.0]:

Specifies the  $z$ -component of the reference point used to compute the local minimum edge length function. The default value is 0.0.

---

Previous: [APrioriCriterion](#), Up: [SelectionCriterion](#)

#### 4.26.1.6 SPECIFYING THE PARAMETERS OF THE GAP-BETWEEN-WALL-BOUNDARIES MESH ADAPTATION CRITERION

Object: **GapCriterion**

The object `GapCriterion` can be used to specify a refinement selection criterion based on the gap between two embedded wall boundary surfaces. This criterion operates in a similar fashion to the wall proximity criterion (see [WallProximityCriterion](#)) except that it utilizes the minimum gap – which is a sum of two distances to a wall – instead of the minimum wall distance. Also, it does not currently support a capability such as that of [WallProximityCriterion.DeltaPlus](#).

The syntax of this object is:

```
under GapCriterion {
  OuterZone_d = outerzone_d-real;
  OuterZone_H = outerzone_H-real;
  InnerZone_D = innerzone_D-str;
  InnerZone_H = innerzone_H-real;
  EdgeLengthMinMaxRatio = edgelengethminmaxratio-real;
  OuterZoneMultiplier = outerzonemultiplier-real;
  MinimumEdgeLengthTreatment = minimumedgelengethtreatment-str;
  ActivateFirstLayer = activatefirstlayer-str;
  FirstLayerActivationThreshold = firstlayeractivationthreshold-real;
}
```

with

*outerzone\_d-real* [1.0]:

Specifies the desired gap at the inner boundary of the outer refinement zone. The value of this parameter should be greater than or equal to the value specified for *innerzone\_D-real* (see below). The default setting is 1.0.

*outerzone\_H-real* [1.0]:

Specifies the maximum edge length in the outer refinement zone. The value of this parameter should be greater than zero. The default setting is 1.0.

*innerzone\_D-real* [1.0]:

Specifies the gap at the outer boundary of the inner refinement zone. The value of this parameter should be greater than zero. The default setting is 1.0.

*innerzone\_H-real* [1.0]:

Specifies the maximum edge length in the inner refinement zone. The value of this parameter should be greater than zero. The default setting is 1.0.

*edgelengethminmaxratio-real* [0.4]:

Specifies the ratio of the minimum edge length and the maximum edge length. This parameter is used to control mesh coarsening. It should be set to a value between 0 and 0.5. A value of 0 will turn off mesh coarsening entirely. Its default value is 0.4.

*outerzonemultiplier-real* [infinity]:

This parameter can be used to provide additional control over mesh refinement in the outer refinement zone, by adjusting the maximum edge length in this zone. For example, if the value of this parameter is set to infinity (which is the default value), there will be no edges selected for refinement in the outer refinement zone.

*minimumedgelengethtreatment-str* [Smoothed]:

When the minimum permissible size of an edge of the CFD mesh specified in [SelectionCriterion.MinimumEdgeLength](#) is greater than the edge length needed to keep the maximum value of the dimensionless distance of the first layer of grid points to the wall ( $y^+$ ) below the value specified in

*deltaplus-real* (see above), two things happen: (1) a conflict arises between the consequences of the settings of the parameters [SelectionCriterion.MinimumEdgeLength](#) and *deltaplus-real*, and (2) the mesh adaptation process that would have happened in the absence of this conflict is disturbed. Regarding the first consequence, the user should note that the setting of [SelectionCriterion.MinimumEdgeLength](#) always takes precedence over that of *deltaplus-real*. In other words, the maximum value of  $y^+$  will exceed in this case the maximum value specified in *deltaplus-real*. Regarding

the second consequence, the user can use this parameter to choose between two alternative treatments for adjusting the otherwise disturbed mesh adaptation process:

Smoothed

In this case, which is the default one, if the value of *innerzone\_H-real* (see above) associated with *deltaplus-real* is less than  $2 * \text{SelectionCriterion.MinimumEdgeLength}$ , the value of *innerzone\_H-real* is set to  $2 * \text{SelectionCriterion.MinimumEdgeLength}$  and in each refinement zone the mesh adaptation thresholds are computed using this value. The mesh adaptation process delivers in this case a CFD mesh that differs everywhere from that it would have delivered in the absence of the aforementioned conflict of settings.

Clipped



In this case, the mesh adaptation (refinement and coarsening) thresholds are initially computed in each mesh refinement zone using the value of *innerzone\_H-real* (see above) associated with *deltaplus-real* (see above). If either of these thresholds is greater than  $2 * \text{SelectionCriterion}.\text{MinimumEdgeLength}$ , the refinement threshold is set to  $2 * \text{SelectionCriterion}.\text{MinimumEdgeLength}$ . The mesh adaptation process delivers in this case a CFD mesh that differs from that it would have delivered in the absence of the aforementioned conflict of settings only in the region where the edge sizes needed to meet the *deltaplus-real* criterion are smaller than the minimum size imposed by the setting chosen for *SelectionCriterion.MinimumEdgeLength*.

*activatefirstlayer-str* [On]:

This parameter can be used to control the refinement of the first layer of occluded (or inactive, ghost) edges adjacent to an embedded surface. Regardless of the setting of this parameter, all occluded layers other than the first layer are not refined. Refining the first occluded layer can be beneficial when the embedded wall is a moving wall; in this case, a longer refinement period (simulation time between two refinement steps) is feasible

On Specifies that the first layer of occluded edges is to be refined.  
Off Specifies that the first layer of occluded edges is not to be refined.

*firstlayeractivationthreshold-real* [infinity]:

This parameter can be used to provide additional control over the refinement of occluded (or inactive, ghost) edges. When *activatefirstlayer-str* is set to On (see above), an edge in the first layer of the inactive zone is activated for the purpose of refinement only if the gap at each of its vertices is less than the specified value of this threshold parameter whose default value is infinity (i.e. all first-layer occluded edges are selected for refinement, regardless of their vertices' gaps).

---

Previous: [SelectionCriterion](#), Up: [AdaptiveMeshRefinement](#)

#### 4.26.2 RESTRICTING MESH ADAPTATION TO A SPECIFIC REGION OF THE COMPUTATIONAL DOMAIN

Object:	<b>RefinementDomain</b>
---------	-------------------------

The object *RefinementDomain* can be used to restrict all or some forms of mesh adaptation to a specific region of the computational fluid domain, as follows:

- If specified under the object [AdaptiveMeshRefinement](#), it restricts all selection criteria (see [SelectionCriterion](#)) to the specified region of the computational fluid domain.
- If specified under a specific selection criterion (see [SelectionCriterion](#)), it restricts the scope of that selection criterion to the specified region of the computational fluid domain.
- If specified under both [AdaptiveMeshRefinement](#) and a specific selection criterion (see [SelectionCriterion](#)), it restricts the scope of that selection criterion to the intersection of the two specified regions.

A sample usage of this object is to suppress mesh refinement in the vicinity of the far-field boundary.

The syntax of this object is:

```
under RefinementDomain{
  Type = type-str;
  under Sphere { ... }
  under Box { ... }
  under Cylinder { ... }
  under Capsule { ... }
  under Cone { ... }
}
```

with

*type-str* [None]:

Restricts all forms of mesh adaptation or a specific form associated with a specific criterion (see [SelectionCriterion](#)) to a specific region of the computational fluid domain:

None Sets no restriction on mesh adaptation: in this case, all specified selection criteria are applied in the entire computational fluid domain. This is the default setting.

Sphere Restricts the selected form of mesh adaptation to those edges of the CFD mesh whose midpoints lie inside a sphere defined in [Sphere Restriction](#).

Box Restricts the selected form of mesh adaptation to those edges of the CFD mesh whose midpoints lie inside an axis-aligned box defined in [Box Restriction](#).

Cylinder Restricts the selected form of mesh adaptation to those edges of the CFD mesh whose midpoints lie inside a cylinder defined in [Cylinder Restriction](#).

Capsule Restricts the selected form of mesh adaptation to those edges of the CFD mesh whose midpoints lie inside a spherocylinder – that is, two hemispheres connected by a cylinder – defined in [Capsule Restriction](#).

Cone Restricts the selected form of mesh adaptation to those edges of the CFD mesh whose midpoints lie inside a cone (or a truncated cone with a region including the apex cut off by a plane parallel to the cone's base) defined in [Cone Restriction](#).

- [Sphere Restriction](#)
- [Box Restriction](#)
- [Cylinder Restriction](#)
- [Capsule Restriction](#)
- [Cone Restriction](#)

---

Next: [Box Restriction](#), Up: [RefinementDomain](#)

#### 4.26.2.1 RESTRICTING MESH ADAPTATION TO A SPHERICAL ZONE

Object: **Sphere**

The object `Sphere` defines a spherical zone of the computational fluid domain to which all or some forms of mesh adaptation can be restricted. Its syntax is:

```
under Sphere {
  Center_x = center_x-real;
  Center_y = center_y-real;
  Center_z = center_z-real;
  Radius   = radius-real;
}
```

with

*center\_x-real* [0.0]:

*x* -coordinate of the center of the sphere.

*center\_y-real* [0.0]:

*y* -coordinate of the center of the sphere.

*center\_z-real* [0.0]:

*z* -coordinate of the center of the sphere.

*radius-real* [—]:

Radius of the sphere.

---

Next: [Cylinder Restriction](#), Previous: [Sphere Restriction](#), Up: [RefinementDomain](#)

#### 4.26.2.2 RESTRICTING MESH ADAPTATION TO A BOXY ZONE

Object: **Box**

The object `Box` defines a boxy zone of the computational fluid domain to which all or some forms of mesh adaptation can be restricted. Its syntax is:

```
under Box {
  X0 = x0-real;
  Y0 = y0-real;
  Z0 = z0-real;
  X1 = x1-real;
  Y1 = y1-real;
  Z1 = z1-real;
}
```

with

*x0-real* [0.0]:

*x* -coordinate of the lower left corner of the box.

*y0-real* [0.0]:

*y* -coordinate of the lower left corner of the box.

*z0-real* [0.0]:

*z* -coordinate of the lower left corner of the box.

*x1-real* [0.0]:

*x* -coordinate of the upper right corner of the box with *x1-real* > *x0-real*.

*y1-real* [0.0]:

*y* -coordinate of the upper right corner of the box with *y1-real* > *y0-real*.

*z1-real* [0.0]:

*z* -coordinate of the upper right corner of the box with *z1-real* > *z0-real*.

---

Next: [Capsule Restriction](#), Previous: [Box Restriction](#), Up: [RefinementDomain](#)

#### 4.26.2.3 RESTRICTING MESH ADAPTATION TO A CYLINDRICAL ZONE

Object: **Cylinder**

The object `Cylinder` defines a cylindrical zone of the computational fluid domain to which all or some forms of mesh adaptation can be restricted. Its syntax is:

```
under Cylinder {
```

```

Point_x = point_x-real;
Point_y = point_y-real;
Point_z = point_z-real;
Normal_x = normal_x-real;
Normal_y = normal_y-real;
Normal_z = normal_z-real;
Radius   = radius-real;
Length   = length-real;
}

```

with

*point\_x-real* [0.0]:

$x$  -coordinate of the center of the circle located at the first end of the cylinder.

*point\_y-real* [0.0]:

$y$  -coordinate of the center of the circle located at the first end of the cylinder.

*point\_z-real* [0.0]:

$z$  -coordinate of the center of the circle located at the first end of the cylinder.

*normal\_x-real* [0.0]:

$x$  -component of the unit normal to the circle located at the first end of the cylinder, pointing in the direction of the second end along the axis of the cylinder.

*normal\_y-real* [0.0]:

$y$  -component of the unit normal to the circle located at the first end of the cylinder, pointing in the direction of the second end along the axis of the cylinder.

*normal\_z-real* [0.0]:

$z$  -component of the unit normal to the circle located at the first end of the cylinder, pointing in the direction of the second end along the axis of the cylinder.

*radius-real* [—]:

Radius of the cylinder.

*length-real* [—]:

Length of the cylinder.

Next: [Cone Restriction](#), Previous: [Cylinder Restriction](#), Up: [RefinementDomain](#)

#### 4.26.2.4 RESTRICTING MESH ADAPTATION TO A CAPSULE-SHAPED ZONE

Object:	<b>Capsule</b>
---------	----------------

The object **Capsule** defines a capsule-shaped zone – that is, a three-dimensional zone delimited by a cylinder and two hemispheres – of the computational fluid domain to which all or some forms of mesh adaptation can be restricted. Its syntax is:

```

under Capsule {
  Point_x = point_x-real;
  Point_y = point_y-real;
  Point_z = point_z-real;
  Normal_x = normal_x-real;
  Normal_y = normal_y-real;
  Normal_z = normal_z-real;
  Radius   = radius-real;
  Length   = length-real;
}

```

with

*point\_x-real* [0.0]:

$x$  -coordinate of the center of the circle located at the first end of the cylinder.

*point\_y-real* [0.0]:

$y$  -coordinate of the center of the circle located at the first end of the cylinder.

*point\_z-real* [0.0]:

$z$  -coordinate of the center of the circle located at the first end of the cylinder.

*normal\_x-real* [0.0]:

$x$  -component of the unit normal to the circle located at the first end of the cylinder, pointing in the direction of the second end along the axis of the cylinder.

*normal\_y-real* [0.0]:

$y$  -component of the unit normal to the circle located at the first end of the cylinder, pointing in the direction of the second end along the axis

of the cylinder.

*normal\_z-real* [0.0]:

*z* -component of the unit normal to the circle located at the first end of the cylinder, pointing in the direction of the second end along the axis of the cylinder.

*radius-real* [—]:

Radius of the cylinder and each of the two hemispheres.

*length-real* [—]:

Length of the cylinder.

Previous: [Capsule Restriction](#), Up: [RefinementDomain](#)

#### 4.26.2.5 RESTRICTING MESH ADAPTATION TO A CONICAL ZONE

Object:	<b>Cone</b>
---------	-------------

The object `Cone` defines a conical zone of the computational fluid domain to which all or some forms of mesh adaptation can be restricted. Its syntax is:

```
under Cone {
  X0    = x0-real;
  Y0    = y0-real;
  Z0    = z0-real;
  Radius0 = radius0-real;
  X1    = x1-real;
  Y1    = y1-real;
  Z1    = z1-real;
  Radius1 = radius1-real;
}
```

with

*x0-real* [0.0]:

*x* -coordinate of the center of the cone's base.

*y0-real* [0.0]:

*y* -coordinate of the center of the cone's base.

*z0-real* [0.0]:

*z* -coordinate of the center of the cone's base.

*radius0-real* [0.0]:

Radius of the cone's base.

*x1-real* [0.0]:

*x* -coordinate of the cone's vertex, or in the case of a truncated cone, of the center of the top circle.

*y1-real* [0.0]:

*y* -coordinate of the cone's vertex, or in the case of a truncated cone, of the center of the top circle.

*z1-real* [0.0]:

*z* -coordinate of the cone's vertex, or in the case of a truncated cone, of the center of the top circle.

*radius1-real* [0.0]:

Radius of the top circle in the case of a truncated cone. If the cone is not truncated, this parameter should be set to zero.

Next: [Running Aero-E](#), Previous: [Objects](#)

## 5 EXAMPLES

- [Steady flow computation](#)
- [Unsteady aeroelastic computation](#)
- [Full order linearized](#)
- [POD basis](#)
- [ROM simulation](#)

Next: [Unsteady aeroelastic computation](#), Up: [Examples](#)

### 5.1 STEADY FLOW COMPUTATION

First, the computation of a steady-state inviscid flow around a three-dimensional wing is exemplified.

```

/* -----
   File ``wing.steady''
   ----- */

under Problem {
  Type = Steady;
  Mode = NonDimensional;
}

under Input {
  Prefix = "data/";
  Connectivity = "wing.con";
  Geometry = "wing.msh";
  Decomposition = "wing.dec";
  CpuMap = "wing.4cpu";
}

under Output {
  under Postpro {
    Prefix = "result/";
    Residual = "wing.res";
    Force = "wing.lift";
    Mach = "wing.mach";
    Frequency = 0;
  }
  under Restart {
    Prefix = "result/";
    Solution = "wing.sol";
    RestartData = "wing.rst";
    Frequency = 0;
  }
}

Equations.Type = Euler;

under BoundaryConditions {
  under Inlet {
    Mach = 0.5;
    Alpha = 0.0;
    Beta = 0.0;
  }
}

under Space {
  under NavierStokes {
    Reconstruction = Linear;
    Gradient = Galerkin;
  }
}

under Time {
  MaxIts = 10;
  Eps = 1.e-6;
  Cfl0 = 10.0;
  CflMax = 1.e99;
  Ser = 1.0;
  under Implicit {
    MatrixVectorProduct = FiniteDifference;
    under Newton {
      MaxIts = 1;
      under LinearSolver {
        under NavierStokes {
          Type = Gmres;
          MaxIts = 30;
          KrylovVectors = 30;
          Eps = 0.05;
          Preconditioner.Type = Ras;
        }
      }
    }
  }
}
}

```

---

Next: [Full order linearized](#), Previous: [Steady flow computation](#), Up: [Examples](#)

## 5.2 UNSTEADY AEROELASTIC COMPUTATION

Next, the aeroelastic computation of an inviscid flow around a three-dimensional wing is exemplified.

```

/* -----
   File ``wing.aero''
   ----- */

Problem.Type = UnsteadyAeroelastic;

under Input {
  Prefix = "data/";
  Connectivity = "wing.con";
  Geometry = "wing.msh";
  Decomposition = "wing.dec";
  CpuMap = "wing.4cpu";
  Matcher = "wing.match";
  Solution = "pingpong/wing.sol";
  Position = "pingpong/wing.pos";
}

under Output {
  under Postpro {
    Prefix = "result/";
    Force = "wing.lift";
    Mach = "wing.mach";
    Displacement = "wing.disp";
    Frequency = 10;
  }
}

```

```

under Restart {
  Prefix = "result/";
  Solution = "wing.sol";
  Position = "wing.pos";
  RestartData = "wing.rst";
}
}

Equations.Type = Euler;

under BoundaryConditions {
  under Inlet {
    Mach = 0.901;
    Alpha = 0.0;
    Beta = 0.0;
    Density = 1.117e-7;
    Pressure = 11.0;
  }
}

under Space {
  under NavierStokes {
    Reconstruction = Linear;
    Limiter = VanAlbada;
    Gradient = Galerkin;
    Beta = 0.3333333;
  }
}

under Time {
  Cfl0 = 1.e5;
  CflMax = 1.e5;
  under Implicit {
    Type = ThreePointBackwardDifference;
    MatrixVectorProduct = Approximate;
    under Newton {
      MaxIts = 2;
      Eps = 0.01;
      under LinearSolver {
        under NavierStokes {
          Type = Gmres;
          MaxIts = 30;
          KrylovVectors = 30;
          Eps = 0.01;
          Preconditioner.Type = Ras;
        }
      }
    }
  }
}

under MeshMotion {
  Type = Basic;
  Element = TorsionalSprings;
  under Newton {
    MaxIts = 1;
    under LinearSolver {
      Type = Cg;
      MaxIts = 50;
      Eps = 0.001;
      Preconditioner.Type = Jacobi;
    }
  }
}
}

```

---

Next: [POD basis](#), Previous: [Unsteady aeroelastic computation](#), Up: [Examples](#)

### 5.3 FULL-ORDER LINEARIZED AEROELASTIC COMPUTATION

Next, the full-order linearized aeroelastic computation of an inviscid flow around a three-dimensional wing is exemplified.

```

/* -----
  File ``wing.full''
  ----- */
under Problem {
  Type = UnsteadyLinearized;
  Mode = Dimensional;
}

under Input {
  Prefix = "InputFiles.d/";
  Connectivity = "pp.con";
  Geometry = "pp.msh";
  Decomposition = "pp.dec";
  CpuMap = "pp.4cpu";

  Perturbed = "agard.m0.678.deformed.lsq.steady.sol";
  Solution = "agard.m0.678.nodisp.lsq.steady.sol";
  Position = "agard.undisp.pp.pos";
}

under Output {
  under Postpro {
    Prefix = "";
    Force = "liftfull4.m0.678.p34_5";
    Frequency = 1;
  }
}

under Linearized{
  StrModes = "modes1.pp";
  NumStrModes = 4;
  ExcMode = 1;
  Domain = Time;
}

```

```

    Amplification = 0.1;
    Eps = 1e-4;
}

under Equations {
    Type = Euler;
}

under BoundaryConditions {
    under Inlet {
        Mach = 0.678;
        Density = 2.338e-7;
        Pressure = 34.5;
        Alpha = 0.0;
        Beta = 0.0;
    }
}

under Space {
    under NavierStokes {
        Reconstruction = Linear;
        Limiter = VanAlbada;
        Gradient = LeastSquares;
        Beta = 0.33333333;
    }
}

under Time {
    Type = Implicit;
    TimeStep = Global;
    TimeStep = .001;
    MaxIts = 200;
    Eps = 1.e-8;
    under Implicit {
        MatrixVectorProduct = Exact;

        under Newton {
            MaxIts = 1;
            Eps = 0.0001;
            under LinearSolver {
                under NavierStokes {
                    Type = Gmres;
                    MaxIts = 100;
                    KrylovVectors = 100;
                    Eps = 0.0001;
                    Output = "stdout";
                    under Preconditioner { Type = Ras; Fill = 0; }
                }
            }
        }
    }
}
}

```

---

Next: [ROM simulation](#), Previous: [Full order linearized](#), Up: [Examples](#)

## 5.4 CONSTRUCTING A POD BASIS

Next, the construction of a POD basis in the frequency-domain for a three-dimensional wing operating at  $M = 0.901$  is exemplified.

```

/* -----
   File ``wing.pod''
   ----- */
under Problem {
    Type = PODConstruction;
    Mode = Dimensional;
}

under Input {
    Prefix = "InputFiles.d/";
    Connectivity = "pp.con";
    Geometry = "pp.msh";
    Decomposition = "pp.dec";
    CpuMap = "pp.4cpu";

    Solution = "agard.m0.901.nodisp.lsq.steady.sol";
    Position = "agard.undisp.pp.pos";
}

under Output {
    under Postpro {
        Prefix = "";
        Frequency = 0;
        PodData = "PodData.d/podVecs4.freq0.901.df5e3.150snap.400pod";
    }
}

under Linearized{
    StrModes = "modes1.pp";
    NumStrModes = 4;
    Domain = Frequency;
    FreqStep = 0.005;
    Eps = 1e-5;
    NumPOD = 400;
}

under Equations {
    Type = Euler;
}

under BoundaryConditions {
    under Inlet {
        Mach = 0.901;
        Density = 1.117e-7;
        Pressure = 5.0;
    }
}

```

```

    Alpha = 0.0;
    Beta = 0.0;
  }
}

under Space {
  under NavierStokes {
    Reconstruction = Linear;
    Gradient = LeastSquares;
    Beta = 0.33333333;
  }
}

under Time {
  Type = Implicit;
  TypeTimeStep = Global;
  TimeStep = 4.0e-5;
  MaxIts = 151;
  Eps = 1.e-8;
  under Implicit {
    MatrixVectorProduct = Exact;

    under Newton {
      MaxIts = 1;
      Eps = 1e-8;
      under LinearSolver {
        under NavierStokes {
          Type = Gmres;
          MaxIts = 100;
          KrylovVectors = 100;
          Eps = 0.0001;
          Output = "stdout";
          under Preconditioner { Type = Ras; Fill = 0; }
        }
      }
    }
  }
}

```

---

Previous: [POD basis](#), Up: [Examples](#)

## 5.5 REDUCED-ORDER AEROELASTIC COMPUTATION

Next, a ROM aeroelastic computation of a wing operating at  $M = 0.800$  is exemplified.

```

/* -----
   File ``wing.rom''
----- */
under Problem {
  Type = ROMAeroelastic;
  Mode = Dimensional;
}

under Input {
  Prefix = "InputFiles.d/";
  Connectivity = "pp.con";
  Geometry = "pp.msh";
  Decomposition = "pp.dec";
  CpuMap = "pp.4cpu";

  Perturbed = "agard.m0.800.deformed.lsqr.steady.sol";
  Solution = "agard.m0.800.nodisp.lsqr.steady.sol";
  Position = "agard.undisp.pp.pos";

  PodData = "../PodData.d/podVecs4.m0.800.dt4e5.225snap.300pod";
}

under Output {
  under Postpro {
    Prefix = "";
    Force = "liftrom.freq800.30snap.50of100pod.p7";
    Frequency = 1;
  }
}

under Linearized{
  StrModes = "modes1.pp";
  NumStrModes = 4;
  ExcMode = 1;
  Amplification = 0.1;
  Eps = 1e-4;
  NumPOD = 300;
}

under Equations {
  Type = Euler;
}

under BoundaryConditions {
  under Inlet {
    Mach = 0.800;
    Density = 1.117e-7;
    Pressure = 10.0;
    Alpha = 0.0;
    Beta = 0.0;
  }
}

under Space {
  under NavierStokes {
    Flux = Roe;
    Reconstruction = Linear;
    Gradient = LeastSquares;
    Beta = 0.33333333;
  }
}

```



```

    }
}

under Time {
  Type = Implicit;
  TypeTimeStep = Global;
  TimeStep = .001;
  MaxIts = 500;
  Eps = 1.e-8;
  under Implicit {
    MatrixVectorProduct = Exact;

    under Newton {
      MaxIts = 1;
      Eps = 1e-8;
      under LinearSolver {
        under NavierStokes {
          Type = Gmres;
          MaxIts = 100;
          KrylovVectors = 100;
          Eps = 0.0001;
          under Preconditioner { Type = Ras; Fill = 0; }
        }
      }
    }
  }
}
}

```

Next: [Running AERO-FL](#), Previous: [Examples](#)

## 6 RUNNING AEROF

AERO-F has no graphical interface. It is a command-line driven program that reads a problem definition file once at the beginning of the processing. This problem definition file is a regular ASCII text file (see [Object oriented input](#)).

Calls for simulations involving only AERO-F look like

```
mpirun [host_name] nb_cpus aerof filename
```

where *host\_name* is the (optional) name of the computer on which the job is executed, *number\_cpus* is the number of processes allocated for the job, and *filename* is the ASCII file containing the problem definition.

Aeroelastic and aerothermal simulations require the interaction of AERO-F with a structural code. If AERO-S or AERO-H is used for that purpose, aeroelastic and aerothermal calls look like

```
mpirun [fluid_host_name] fluid_nb_cpus aerof fluid_filename :
[struct_host_name] struct_nb_cpus aeros struct_filename
```

If the above syntax is not supported by your MPI implementation, the same simulation can be started with

```
mpirun [host_name] total_nb_cpus loader fluid_nb_cpus aerof.so fluid_filename ,
struct_nb_cpus aeros.so struct_filename
```

- [ExampleSteadyFlowComputation](#)
- [ExampleUnsteadyFlowComputation](#)
- [ExampleForcedOscillationsComputation](#)
- [ExampleUnsteadyAeroelasticComputation](#)

Next: [ExampleUnsteadyFlowComputation](#), Up: [Running Aero-F](#)

### 6.1 STEADY FLOW COMPUTATION

A steady-state flow computation is selected by setting `Problem.Type = Steady`. By default, the computation starts from a uniform flowfield around the undeformed configuration. To modify this behavior, `Input.Solution` and `Input.Position` must be set to some appropriate values. The other critical variables to watch for are the total number of time-steps (`Time.MaxIts`), the spatial residual relative decrease (`Time.Eps`), and the initial and maximum CFL numbers (`Time.Cfl0` and `Time.CflMax`). As a first-order time-integrator is always selected for steady-state computations, only one Newton iteration (`Time.Implicit.Newton.MaxIts`) should be performed at every time-step.

Next: [ExampleForcedOscillationsComputation](#), Previous: [ExampleSteadyFlowComputation](#), Up: [Running Aero-F](#)

### 6.2 UNSTEADY FLOW COMPUTATION

An unsteady flow computation is selected by setting `Problem.Type = Unsteady`. By default, the computation starts from a uniform flowfield around the undeformed configuration. To modify this behavior, `Input.Solution` and `Input.Position` must be set to some appropriate values. The other critical variables to watch for are the time-step (`Time.TimeStep`) or alternatively the CFL strategy, the maximum number of time-steps and the maximum time (`Time.MaxIts` and `Time.MaxTime`), and the type of time-integrator (`Time.Implicit.Type`). At least two Newton iterations (`Time.Implicit.Newton.MaxIts`) should be performed at every time-step to preserve the accuracy of the time-integrator.

Next: [ExampleUnsteadyAeroelasticComputation](#), Previous: [ExampleUnsteadyFlowComputation](#), Up: [Running Aero-F](#)

### 6.3 FORCED OSCILLATIONS COMPUTATION

A forced oscillations computation is selected by setting `Problem.Type = Forced`. In addition to what applies to an unsteady flow computation (see [ExampleUnsteadyFlowComputation](#)), the critical variables to watch for are the forced oscillations parameters (`Forced`) and the mesh motion algorithm (`MeshMotion`). During such a flow computation, the shape of the obstacle shape is varied between the final shape (`Forced.Position`) and its symmetric position with respect to the original shape. Note that the computation starts from the original shape. The latter that can be generated by a “ping-pong” step (see [ExampleUnsteadyAeroelasticComputation](#)).

Previous: [ExampleForcedOscillationsComputation](#), Up: [Running Aero-F](#)

## 6.4 UNSTEADY AEROELASTIC COMPUTATION

Aeroelastic computations using AERO-F require the additional usage of a structure solver that is equipped to communicate with this flow solver, and a fluid-structure preprocessor that is capable of generating the data structures necessary for exchanging aeroelastic data between the fluid and structural codes. If AERO-S and MATCHER are used for that purpose, an aeroelastic simulation is usually (but not necessarily) carried out in the following three steps:

1. a “ping-pong” step to transmit to AERO-F the initial deformation of the flexible obstacle. This step is performed like a true aeroelastic computation (see below) and is requested by setting the AERO command in the AERO-S input file to PP. The critical variables to watch for are the mesh motion algorithm (MeshMotion) and the position of the deformed obstacle (Output.Restart.Position) that will be needed for the next two steps;
2. a steady-state flow computation around the deformed obstacle configuration (see [ExampleSteadyFlowComputation](#)). This is a recommended but not mandatory step of an aeroelastic simulation;
3. an unsteady flow computation around the moving and deforming obstacle. Such a computation is performed by setting Problem.Type to UnsteadyAeroelastic. The critical variables to watch for are the initial flow solution and node position (Input.Solution and Input.Position) obtained from the two previous steps, the time-step (Time.TimeStep) or alternatively the CFL strategy, the type of time-integrator (Time.Implicit.Type), and the mesh motion algorithm (MeshMotion). Note that to avoid subcycling (i.e. performing several fluid time-steps during one structural time-step), the CFL number (Time.Cfl0 and Time.CflMax) needs to be set to a large value (e.g. 1.e5);

---

Next: [Restarting AERO-F](#), Previous: [Running Aero-F](#)

## 7 RUNNING AEROFL

The linearized fluid code may be used for a variety of purposes including the following:

1. conducting a time-domain linearized flow simulation possibly coupled to a (currently modalized) vibrating structure;
2. constructing a time- or frequency-domain POD basis;
3. interpolating a POD basis from previously computed ones;
4. constructing an aeroelastic ROM in the frequency domain;
5. conducting a time-domain aeroelastic ROM simulation in which the structure is modalized;

All of the above running modes require performing first one or several simulations aimed at generating a reference equilibrium solution. Next, in order to perform any of the computations listed above, the following parameters must be specified under Problem (see [Problem](#)) and Linearized (see [Linearized](#)).

1. To conduct full-order linearized simulations, set Type in Problem to UnsteadyLinearized or UnsteadyLinearizedAeroelastic. In the latter case, represent the structure by a set of modes (currently) by setting appropriately Linearized.StrModes and Linearized.NumStrModes, and excite it by setting appropriately Linearized.ExcMode and Linearized.Amplification. Do not forget to input the information needed for initializing the flow perturbation by specifying Input.Perturbed.
2. To construct a POD basis, set Type in Problem to PODConstruction. The construction process requires sources of excitation. Currently, these sources are modal impulses of the structure. For this reason, set appropriately Linearized.StrModes, Linearized.NumStrModes, Linearized.Amplification, and Time.MaxIts. The latter parameter specifies half the number of snapshots per modal impulse. The POD basis may be constructed in either the time- or frequency-domain; this is specified in Domain (see [Linearized](#)). To accelerate the construction of a POD basis in the frequency-domain, consider the Pade reconstruction strategy defined under the Pade object. Do not forget to specify in NumPOD, the number of desired POD basis vectors. To interpolate a POD basis, set Type in Problem to PODInterpolation. Use Input.PODData to specify the two sets of POD basis vectors and their respective Mach numbers to be used in the interpolation process (see [Input](#)); also, input the desired Mach interpolation point. Specify the desired POD output file in Postpro.PODData.
3. To construct a fluid ROM, set Type in Problem to ROM and Domain in Linearized to Time, and set Input.PODData and Linearized.NumPOD appropriately. Set Time.MaxIts to zero if you want AERO-FL to exit after constructing the ROM, or to a non zero value if you desire a time-domain simulation using this ROM. Do not forget to specify the desired output file in Postpro.ROM.
4. To construct an aeroelastic ROM, set Type in Problem to ROMAeroelastic and Domain in Linearized to Time, and set Input.PODData and Linearized.NumPOD appropriately. Represent the structure by a set of modes by specifying also appropriately Linearized.StrModes and Linearized.NumStrModes. Set Time.MaxIts to zero if you want AERO-FL to exit after constructing the aeroelastic ROM, or to a non zero value if you desire a time-domain simulation using this aeroelastic ROM. Do not forget to specify the desired output file in Postpro.ROM.
5. To conduct a fluid ROM simulation, set Type in Problem to ROM. Also, specify the POD basis using Input.PODData and Linearized.NumPOD. Do not forget to input the information needed for initializing the flow perturbation by specifying Input.Perturbed.
6. To conduct aeroelastic ROM simulations, set Type in Problem to ROMAeroelastic. Specify the POD basis using Input.PODData and Linearized.NumPOD. Do not forget to input the information needed for initializing the flow perturbation by specifying Input.Perturbed. Represent the structure by a set of modes (currently) by setting appropriately Linearized.StrModes and Linearized.NumStrModes, and excite it by setting appropriately Linearized.ExcMode and Linearized.Amplification.

---

Next: [Restarting Aero-FL](#), Previous: [Running AERO-FL](#)

## 8 RESTARTING AEROF

For all flow simulations, AERO-F can restart from a previous run that was successfully completed. AERO-F can also restart from a previous run that was for some reason interrupted (i.e. computer crash) if the value of Output.Restart.Frequency was different from zero. In both cases, in order to restart AERO-F, the variables Input.Solution, Input.Position (if applicable) and Input.RestartData need to be set to their appropriate values (i.e. the ones used in the object Output.Restart of the previously completed or interrupted run). For example, an initial input file used for an aeroelastic simulation should contain

```
under Output {
  under Restart {
    Solution = "wing.sol";
    Position = "wing.pos";
    RestartData = "wing.rst";
  }
}
```

To restart the aeroelastic simulation, the second input file should contain

```
under Input {
  Solution = "wing.sol";
  Position = "wing.pos";
```

```
RestartData = "wing.rst";
}
```

and can also contain in `Output.Restart` the information necessary to save future restart data.

Notes:

1. there is no need to copy any of the output files (specified in `Output.Postpro`) since the restart appends the data to the original (ASCII and binary) files;
2. it is currently not allowed to change the output frequency `Output.Postpro.Frequency` nor to change the name of the output files nor to add other output files (in `Output.Postpro`) when restarting a simulation. This restriction does not exist if the variable `Input.RestartData` is not set. In that case, the run restarts from a previous solution `Input.Solution` and a previous position `Input.Position` (if applicable) but the time-step number and the physical time are reset to zero;
3. as mentioned in [Restart](#), the value of the restart frequency `Output.Restart.Frequency` must be specified in the AERO-S input file in the case of an aeroelastic or aerothermal simulation with the AERO-S code;
4. the variable `Input.RestartData` should not be used when starting an aeroelastic simulation from a pre-computed steady-state of the flow-field because it de-synchronizes in this case AERO-F and the structural solver.

---

Next: [Hints\\_and\\_tips](#), Previous: [Restarting AERO-F](#)

## 9 RESTARTING AEROFL

Currently, AERO-FL cannot run in restart mode.

---

Next: [ROM](#), Previous: [Restarting Aero-FL](#)

## Appendix A HINTS AND TIPS

- Decompose the mesh in many subdomains to be able to run a simulation with the same input files but with a different number of processors.
- Terminate the execution of AERO-F with

```
kill -USR1 pid
```

where `pid` is the process identification number of one of the AERO-F processes. Once the kill signal is sent to AERO-F, it exits at the next time-iteration.

- Create binary files from ASCII **XPost** files by using the SOWER program:

```
sower -fluid -split -con <connectivity file>
      -mesh <mesh file prefix> -result <ASCII file> -ascii
      -output <binary file prefix>
```

- Install the `info` version of this user's guide. On your (Unix) system, this can be achieved by 1) copying the `aerof.info` file to the place where your info files live (usually `/usr/local/info`), and 2) issuing the command `install-info /usr/local/info/aerof.info /usr/local/info/dir`. You will then be able to access the documentation with the command `info aerof`. Note that particular sections ("nodes") can be accessed directly. For example, `info aerof Problem` will take you directly to the definition of the `Problem` object.

---

Next: [DESMESH](#), Previous: [Hints\\_and\\_tips](#)

## Appendix B ROM OUTPUT FORMAT

AERO-FL can output in ASCII format either a fluid ROM, or an aeroelastic ROM. This appendix characterizes the ROM in each case and describes the format of the corresponding output.

- [Fluid ROM](#)
- [Aeroelastic ROM](#)

---

Next: [Aeroelastic ROM](#), Up: [ROM](#)

### B.1 FLUID ROM

In this case, the outputted ROM matrix is an  $n_f \times n_f$  POD-based, real, full matrix  $\tilde{\mathbf{H}}$  whose exploitation may require first its dimensionalization as follows

$$\mathbf{H}(p_{\infty}, \rho_{\infty}) = \sqrt{\frac{\rho_{\infty}}{p_{\infty}}} \tilde{\mathbf{H}}$$

where  $p_{\infty}$  and  $\rho_{\infty}$  denote the free-stream pressure and density, respectively. In other words,  $\tilde{\mathbf{H}}$  does not contain information about the altitude whereas  $\mathbf{H}$  does.

The adjusted ROM matrix  $\mathbf{H}$  governs the reduced perturbed equations of equilibrium

$$(\mathbf{w})_{,t} + \mathbf{H}\mathbf{w} = 0$$

where  $\mathbf{w}$  denotes the perturbation of the reduced-order fluid state vector about a steady-state operating point and  $_{,t}$  denotes a time-derivative.

Note that whether the descriptor or non descriptor form of the governing higher-dimensional ("full order") fluid equations have been reduced (see [Time](#) and [Linearized](#)), the adjusted ROM matrix  $\mathbf{H}$  governs in both cases the non descriptor form of the reduced order fluid equations.

The matrices  $\mathbf{H}$  and  $\tilde{\mathbf{H}}$  can be exploited at least in the following ways:

- In principle,  $\mathbf{H}$  can be used for a time-domain simulation assuming that an appropriate initial condition is specified. However, providing an initial condition for the above equation is not an intuitive task (unlike a modal coordinate system in the case of a structure). A straightforward approach for constructing a meaningful initial condition consists of gaining access to the POD basis that was used for computing  $\tilde{\mathbf{H}}$  and

projecting a meaningful full order initial condition onto this reduced basis.

- Alternatively,  $\tilde{\mathbf{H}}$  can be used to investigate the stability of the fluid system. If all the real parts of its eigenvalues are positive, the fluid system is stable for all free-stream densities and pressures.

The output format of  $\tilde{\mathbf{H}}$  is as follows:

- $n_f$  0 (line 1)
- Row 1 of  $\tilde{\mathbf{H}}$  (line 2)
- Row 2 of  $\tilde{\mathbf{H}}$  (line 3)
- $\vdots$
- Row  $n_f$  of  $\tilde{\mathbf{H}}$  (line  $n_f + 1$ )

For example, the following MATLAB code can read in this case the ROM output file:

```
M=readRom('filename');
function [N] = readRom(fn)
line1 = dlmread(fn, ' ', [0 0 0 1]);
N=dlmread(fn, ' ', [1 0 line1(1)+2*line1(2) line1(1)+2*line1(2)-1]);
```

Previous: [Fluid ROM](#), Up: [ROM](#)

## B.2 AEROELASTIC ROM

In this case, the outputted ROM consists of the following  $3 \times 3$  block, real matrix  $\tilde{\mathbf{N}}$

$$\tilde{\mathbf{N}} = \begin{bmatrix} -\tilde{\mathbf{H}} & -\mathbf{B}_m & -\tilde{\mathbf{C}}_m \\ \tilde{\mathbf{P}}_m & \mathbf{0} & -\Omega^2 \\ \mathbf{0} & \mathbf{I}_s & \mathbf{0} \end{bmatrix}$$

which does not depend on the free-stream pressure and density — and therefore on altitude — and whose exploitation may first require its dimensionalization as follows

$$\mathbf{N}(p_\infty, \rho_\infty) = \begin{bmatrix} -\sqrt{\frac{p_\infty}{\rho_\infty}} \tilde{\mathbf{H}} & -\mathbf{B}_m & -\sqrt{\frac{p_\infty}{\rho_\infty}} \tilde{\mathbf{C}}_m \\ p_\infty \tilde{\mathbf{P}}_m & \mathbf{0} & -\Omega^2 \\ \mathbf{0} & \mathbf{I}_s & \mathbf{0} \end{bmatrix}$$

where  $p_\infty$  and  $\rho_\infty$  denote the free-stream pressure and density at the desired altitude, respectively,  $\mathbf{P}_m = p_\infty \tilde{\mathbf{P}}_m = \mathbf{X}^T (\partial \mathbf{f}^{\text{ext}} / \partial \mathbf{w})$

and

- $\tilde{\mathbf{H}}$  is as in the previous case the  $n_f \times n_f$ , real fluid ROM matrix
- $\mathbf{H}(p_\infty, \rho_\infty) = \sqrt{p_\infty / \rho_\infty} \tilde{\mathbf{H}}$  is the corresponding  $n_f \times n_f$ , real, dimensional, adjusted fluid ROM matrix
- $\mathbf{B}_m$  and  $\mathbf{C}_m = \sqrt{p_\infty / \rho_\infty} \tilde{\mathbf{C}}_m$  are two  $n_f \times n_s$  fluid/structure coupling matrices
- $\mathbf{X}$  is the matrix of natural mode shapes of the dry structure (in this case, without the rotational degrees of freedom),  $\mathbf{f}^{\text{ext}}$  is the vector of aerodynamic loads and  $\mathbf{w}$  is the state vector of the fluid system
- $\mathbf{P}_m = p_\infty \tilde{\mathbf{P}}_m$  is an  $n_s \times n_f$  load transfer matrix
- $\Omega^2$  is an  $n_s \times n_s$  diagonal matrix storing the squares of the structural natural circular frequencies
- $\mathbf{I}_s$  is the  $n_s \times n_s$  identity matrix

The adjusted ROM matrix  $\mathbf{N}$  governs the non descriptor form of the perturbed dimensional equations of equilibrium

$$\dot{\mathbf{q}} = \mathbf{N} \mathbf{q}$$

where

$$\mathbf{q} = \begin{bmatrix} \mathbf{w} & \dot{\mathbf{u}}_m & \mathbf{u}_m \end{bmatrix}^T$$

is the aeroelastic state vector consisting of the perturbation of the reduced-order fluid state vector about an operating point, the structural modal displacements, and structural modal velocities.

The blocks of  $\mathbf{N}$  govern the following system of coupled, fluid/structure equations

$$\begin{aligned} (\mathbf{w})_{,t} + \mathbf{H}\mathbf{w} + \mathbf{B}_m\dot{\mathbf{u}}_m + \mathbf{C}_m\mathbf{u}_m &= 0 \\ \mathbf{I}_s\ddot{\mathbf{u}}_m + \Omega^2\mathbf{u}_m &= \mathbf{P}_m\mathbf{w} \end{aligned}$$

where the dot and the  $_{,t}$  represent both a derivative with respect to time.

The matrix  $\mathbf{N}$  can be exploited at least in the following ways:

- The eigenvalue analysis of  $\mathbf{N}$  determines the stability of the aeroelastic system for the flight conditions defined by  $p_\infty$  and  $\rho_\infty$ . Altitude sweeps are simply performed by changing appropriately the values of the free-stream pressure and density in  $\mathbf{N}$ .
- The matrix blocks of  $\mathbf{N}$  may be used to form the above system of equations. The aeroelastic ROM can then be used for time-domain simulations provided that initial conditions are specified for  $\mathbf{u}_m$  and  $\mathbf{w}$  (see related comment in section describing the fluid ROM output).

The output format of  $\mathbf{N}$  is as follows:

- $n_f$   $n_s$  (line 1)
- Row 1 of  $\mathbf{N}$  (line 2)
- Row 2 of  $\mathbf{N}$  (line 3)
- $\vdots$
- Row  $n_f$  of  $\mathbf{N}$  (line  $n_f + 2n_s + 1$ )

For example, the following MATLAB code can read in this case the ROM output file — that is, the matrix  $\mathbf{N}$ :

```
[N,nf,ns]=readRom('filename');

function [N,nf,ns] = readRom(fn)
line1 = dlmread(fn,'',[0 0 0 1]);
endOfN = line1(1)+2*line1(2);
endCol = line1(1)+2*line1(2)-1;
N=dlmread(fn, ' ', [1 0 endOfN endCol]);
nf = line1(1);
ns = line1(2);
```

Furthermore, the following MATLAB code can read the ROM output file and output the dimensionalized matrix  $\mathbf{N}$  for specified values of  $p_\infty$  and  $\rho_\infty$ :

```
[N,nf,ns] = readRom('filename',p_inf,rho_inf)

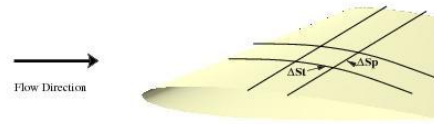
function [N,nf,ns] = readRom(fn,p_inf,rho_inf)
line1 = dlmread(fn,'',[0 0 0 1]);
endOfN = line1(1)+2*line1(2);
endCol = line1(1)+2*line1(2)-1;
Ntilde = dlmread(fn, ' ', [1 0 endOfN endCol]);
nf = line1(1);
ns = line1(2);

N(1:nf,1:nf) = sqrt(p_inf/rho_inf) ...
               *Ntilde(1:nf,1:nf);
N(1:nf,nf+1:nf+ns) = Ntilde(1:nf,nf+1:nf+ns);
N(1:nf,nf+ns+1:nf+2*ns) = sqrt(p_inf/rho_inf) ...
               *Ntilde(1:nf,nf+ns+1:nf+2*ns);
N(nf+1:nf+ns,1:nf) = p_inf*Ntilde(nf+1:nf+ns,1:nf);
N(nf+1:nf+ns,nf+1:nf+2*ns) = Ntilde(nf+1:nf+ns,nf+1:nf+2*ns);
N(nf+ns+1:nf+2*ns,:) = Ntilde(nf+ns+1:nf+2*ns,:);
```

Next: [TAB](#), Previous: [ROM](#)

## Appendix C DETACHED EDDY SIMULATIONS (DES): MESH REQUIREMENTS

Detached Eddy Simulation (DES) is a hybrid (zonal) turbulence model that employs a RANS type closure close to the wall (in the boundary-layer) and a LES type closure in the detached shear layer. This approach surmounts the expensive problem of having to resolve the thin boundary-layer by traditional LES means. Hence, DES aims at achieving best of both worlds, by making use of the reliability of the RANS model in predicting boundary-layer separation points and by resolving the effect of the separated shear layers using a subgrid scale LES model.



In AERO-F, a DES procedure based on the the Spalart-Allmaras (SA) one-equation model is implemented. DES uses a mesh dependent length scale to switch between the RANS and LES domains. More specifically, the length scale (  $l_{DES}$  ) of the DES model is computed in each tetrahedron  $T_I$  as

$$l_{DES}(T_I) = \min(d_{wall}(T_I), C_{DES}\Delta(T_I))$$

with

$$\Delta = \max_{e \in T_I} (meas(e))$$

where,  $d_{wall}$  is the shortest distance to the wall from the centroid of tetrahedron  $T_I$  ,  $C_{DES}$  is the DES model constant and  $e$  is an edge of tetrahedron  $T_I$  . The value of the model constant is set to  $C_{DES} = 0.65$  after calibration with homogeneous isotropic turbulence. If  $l_{DES} = d_{wall}$  then the RANS model is active and if  $l_{DES} = C_{DES}\Delta$  then the LES model is active.

Hence, when creating a mesh for DES simulations, one has to adhere to the following details:

1. Create a surface mesh such that its streamwise (  $\Delta St$  ) and spanwise (  $\Delta Sp$  ) lengths are of the order of the boundary-layer thickness so that  $l_{DES}$  always switches to  $d_{wall}$  in the boundary-layer. For unstructured meshes, this means that one has to choose a surface mesh size of at least the boundary-layer thickness. For the leading edge, one has usually to choose a smaller mesh size to capture the geometry accurately but this size has to be at least the boundary-layer thickness at the leading edge. Again, this would ensure that  $l_{DES} = d_{wall}$  in the leading edge boundary-layer. At the trailing edge, one again has to use smaller mesh sizes to correctly capture the geometry, but in this case one does not need to worry about the mesh requirements of DES. This is because, once the flow has separated, the RANS model does not help in modeling the physics of the detached boundary layer any longer.
2. Introduce (extrude) prism layers to fill up the boundary-layer thickness. The vertical spacing of each prism layer can be based on any mesh growth scheme chosen by the user. This is because the vertical spacing of each prism layer is always smaller than the boundary-layer thickness and hence the switch always selects  $l_{DES} = d_{wall}$  in the boundary-layer.
3. Outside the prism layers, in the expected shear layers, create isotropic LES meshes with characteristic mesh sizes of the order of the Taylor microscale  $\lambda_T \approx \sqrt{15 Re_L}^{-1/2} L$  , where,  $L$  is the integral length scale (usually the body length) and  $Re_L$  is the Reynolds number based on  $L$ .

It is a good practice to use a mesh size of around  $5\lambda_T$  near the wall and gradually increase the size to about  $10\lambda_T$  in the far-field.

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Next: [Sensitivities](#), Previous: [DESMESH](#)

## Appendix D SPARSE GRID TABULATION OF RIEMANN INVARIANTS AND SOLUTIONS

Sparse grid tabulations are used in **AERO-F** to accelerate the solution of multi-phase flow problems involving a medium modeled by a complex and computationally intensive Equation Of State (EOS), such as the JWL EOS, using the `FiniteVolumeWithExactTwoPhaseRiemann` method which requires the computation of the solutions of local, one-dimensional two-phase Riemann problems (see [MultiPhase](#)). The tabulation of certain quantities related to this computation allows to bypass some of the more costly computational steps. While such tabulations may not be readily available to the user, they can be generated in a sparse grid format using **AERO-F**. This appendix provides instructions to set up the input file needed by **AERO-F** to generate these tabulations, as well as guidelines for how to choose their appropriate parameters.

### General Settings

In order to tabulate some data in sparse grid format, the user must specify

```
Problem.Type = SparseGridGeneration;
```

as well as the name `filename-str` of the output file(s) that will contain the tabulated data

```
Output.PostPro.SparseGrid = filename-str;
```

(see [Problem](#) and [PostPro](#)).

### Data to Tabulate

Currently, **AERO-F** can tabulate quantities related to the computation of the solution of a one-dimensional two-phase Riemann problem between a JWL EOS and a perfect or stiffened gas EOS only. These quantities are the Riemann invariants of the JWL EOS, and the solutions of one-dimensional, two-phase Riemann problems. The first option (Riemann invariants) is recommended because it is fast, easy, and has demonstrated superior potential for accelerating the computation of multi-phase flow problems involving the JWL EOS using the numerical method `FiniteVolumeWithExactTwoPhaseRiemann`.

In order to tabulate the Riemann invariants of the JWL EOS, the user must specify in the **AERO-F** ASCII input file:

```
under Equations {
  under FluidModel[0] {
    Fluid = JWL;
    under JWLModel { ... }
  }
}

under MultiPhase{
  RiemannComputation = TabulationRiemannInvariant;
}
```

where [JWLModel](#) specifies the parameters of the considered JWL EOS.

In order to tabulate the solutions of one-dimensional two-phase Riemann problems between a JWL EOS and a perfect or stiffened gas EOS, the user must specify in the **AERO-F** ASCII input file:

```
under Equations {
  under FluidModel[0] {
    Fluid = StiffenedGas;
    under GasModel { ... }
  }
  under FluidModel[1] {
    Fluid = JWL;
    under JWLModel { ... }
  }
}

under MultiPhase{
  RiemannComputation = TabulationRiemannProblem;
}
```

where [GasModel](#) and [JWLModel](#) specify the parameters of the two considered EOSs.

### How to Tabulate Riemann Invariants of the JWL EOS

The Riemann invariant of the JWL EOS is the scalar quantity

$$I(\rho, s) = \int \frac{c(\rho, s)}{\rho} d\rho$$

which depends on two variables:

the density  $\rho$ , and the mathematical entropy

$$s = \frac{p - A_1 e^{-\frac{R_1 p_0}{p}} - A_2 e^{-\frac{R_2 p_0}{p}}}{\rho^{\omega+1}}$$

where  $p$  is pressure and the other parameters of the JWL EOS are user-specified in `FluidModel[0]`.

Therefore, in this case the user must specify in the object [SparseGrid](#): (a) that the sparse grid will have two input variables and one output variable, and (b) the lower and upper bounds of each input variable as follows:

```
NumberOfInputs = 2;
NumberOfOutputs = 1;
Input1Minimum = in1min-real;
Input1Maximum = in1max-real;
Input2Minimum = in2min-real;
Input2Maximum = in2max-real;
```

The first input variable is the density and the second one is the entropy. Determining the optimal choices of the bounds of the input variables requires predicting accurately the ranges of these variables spanned during the exploitation of the tabulation and therefore is a difficult task. For this reason, these bounds can be only estimated. The density of a highly explosive gas modeled by the JWL EOS usually has a maximum value given by the initial conditions of the application problems and a minimum value that is several orders of magnitude lower. For example, in SI units, the density can easily vary between 0 and 1630  $\text{Kg.m}^{-3}$ . Estimates of the bounds for entropy are not straightforward to obtain. With pressure values

varying in a typical application problem between an initial value often of the order of several  $10^9 P_a$  s and a value that is several orders of magnitude lower than that of the surrounding fluid, the computed entropies associated with such density and pressure values can span several orders of magnitude. Instead, it is easier to compute the value of the entropy corresponding to the values of the density and pressure of the JWL fluid associated with typical initial conditions of application problems of interest and tabulate around this value. This is generally sufficient as a highly explosive gas usually undergoes an expansion during which the entropy does not vary significantly.

The choice of the numerical parameters for the construction of a sparse grid depends on several factors such as the data to be tabulated, the user-desired accuracy, and the maximum size of the grid (which can determine how long it takes to generate and exploit a sparse grid). As such, several tabulation iterations may be needed to obtain the desired result.

**AERO-F** refines a sparse grid tabulation until one of three stopping criteria is reached: the desired relative accuracy is satisfied, the desired absolute accuracy is satisfied, or the maximum number of points in the tabulation is exceeded. For the tabulation of Riemann invariants of the JWL EOS, the user can start with

```
MaximumNumberOfPoints = 10000;
RelativeAccuracy = 1.0e-3;
AbsoluteAccuracy = 0.1;
```

The errors are estimated a posteriori at the last created points of the sparse grid. The relative errors are computed with respect to the difference between the largest and smallest computed values of the data to be tabulated. A minimum number of points for the tabulation can also be

specified. For example,

```
MinimumNumberOfPoints = 100;
```

Since the data to be tabulated may not exhibit the same variations for different input variables, the user is given the possibility to refine the sparse grid along the input variable for which the errors decrease the most. This is done by specifying the degree of dimensional adaptivity which can take any real value between 0 and 1. A degree of 0 corresponds to a uniform refinement in each input variable, while a degree of 1 corresponds to a refinement based solely on the errors. For the tabulation of Riemann invariants of the JWL EOS, the user is advised to use values above 0.7 but below 1.0:

```
DegreeDimAdapt = 0.7;
```

To enable parallel processing during the tabulation and accelerate the exploitation of this tabulation during subsequent **AERO-F** computations, the user can request the tabulation of a single domain in several complementary sparse grids characterized by the same numerical parameters. For this purpose, the user can specify a uniform splitting of the domain of each input variable in a number of subdomains that depends directly on its range (the larger is the range, the more attractive it becomes to decompose it). For example, the user can specify:

```
NumberOfDomains1 = 3;
NumberOfDomains2 = 2;
```

which leads to six complementary sparse grids characterized by the same numerical parameters.

### How to Tabulate Solutions of One-Dimensional Two-Phase JWL-Gas Riemann Problems

The solution of a one-dimensional, two-phase Riemann problem at the interface between two initial states depends on the initial values of the density and pressure, and the jump in the initial velocities. This solution can be reconstructed from the knowledge of the constant density states on both sides of the material interface. Therefore, in this case the user must specify in the object `sparseGrid`: (a) that the sparse grid will have five input and two output variables (which are the constant density states at the left and right of the material interface), and (b) the lower and upper bounds of each input variable as follows:

```
NumberOfInputs = 5;
NumberOfOutputs = 2;
Input1Minimum = in1min-real;
Input1Maximum = in1max-real;
Input2Minimum = in2min-real;
Input2Maximum = in2max-real;
Input3Minimum = in3min-real;
Input3Maximum = in3max-real;
Input4Minimum = in4min-real;
Input4Maximum = in4max-real;
Input5Minimum = in5min-real;
Input5Maximum = in5max-real;
```

The first and second input variables are the density and pressure in the perfect or stiffened gas, the third and fourth are the density and pressure in the medium modeled by the JWL EOS, and the fifth input variable is the difference between the velocity of the perfect/stiffened gas and that of the JWL medium. Specifying the bounds of each input variable is not easy, especially since some initial states lead to vacuum state solutions. For this purpose, the user needs to estimate a priori these bounds. To this effect, it is useful to note that the velocity jump at the material interface can be either positive or negative, and that in general it is not very large unless the jump of the initial velocities is large, or a strong shock wave interacts with the material interface.

The choice of the numerical parameters characterizing the sparse grid are specified in the same manner as in the previous case. In particular, the same values as before can be used for the minimum number of points and desired accuracies:

```
MinimumNumberOfPoints = 100;
RelativeAccuracy = 1.0e-3;
AbsoluteAccuracy = 0.1;
```

It is recommended to choose a maximum number of points of at least 100,000 and a degree of dimensional adaptivity of 0.9. It is also particularly useful to consider splitting the domain of each input variable. It is strongly advised to split the domain of the velocity difference input variable so that a sparse grid avoids as much as possible tabulating both vacuum state and non-vacuum state solutions. Therefore, even if the values of the velocity difference do not span several orders of magnitude, it is still recommended to split the domain of this input variable.

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Previous: [TAB](#)

## Appendix E COMPUTATION OF SENSITIVITIES

The derivative at a fluid equilibrium point — that is, a steady-state fluid state vector  $\mathbf{W}_o$  — of an aerodynamic-related quantity  $q_i = q_i(\mathbf{W}(s_j))$  with respect to a flow or shape parameter  $s_j$  can be written as

$$\frac{dq_i}{ds_j}\bigg|_{\mathbf{W}_o} = \frac{dq_i}{d\mathbf{W}}\bigg|_{\mathbf{W}_o} \frac{d\mathbf{W}}{ds_j}\bigg|_{\mathbf{W}_o}$$

where:

- $\frac{dq_i}{d\mathbf{W}}\bigg|_{\mathbf{W}_o}$  can be computed analytically or by finite differencing, depending on the complexity of the dependence of  $q_i$  on  $\mathbf{W}$ .
- $\frac{d\mathbf{W}}{ds_j}\bigg|_{\mathbf{W}_o}$  can be determined from the stationarity at  $\mathbf{W}_o$  of the equation of dynamic equilibrium of the fluid

$$\mathbf{F}(\mathbf{W}(s_j), \mathbf{X}(s_j), s_j) = 0$$

where  $\mathbf{F}$  denotes the system of nonlinear equations governing the steady-state fluid state vector  $\mathbf{W}_o$ , and  $\mathbf{X}$  denotes the vector of nodal positions of the fluid mesh if `Problem.Framework = BodyFitted`, or the nodal positions of the discrete embedded surface if `Problem.Framework = Embedded`



or EmbeddedALE. In either case, the differentiation of the above equation at  $\mathbf{W}_o$  leads to the characterization of the gradient  $\frac{d\mathbf{W}}{ds_j}|_{\mathbf{W}_o}$  as the

solution of the linearized system of equations

$$\left[ \frac{\partial \mathbf{F}}{\partial \mathbf{W}} |_{\mathbf{W}_o} \right] \frac{d\mathbf{W}}{ds_j} |_{\mathbf{W}_o} = - \frac{\partial \mathbf{F}}{\partial s_j} |_{\mathbf{W}_o} - \frac{\partial \mathbf{F}}{\partial \mathbf{X}} |_{\mathbf{W}_o} \frac{d\mathbf{X}}{ds_j}$$

where:

- $\frac{\partial \mathbf{F}}{\partial s_j} |_{\mathbf{W}_o}$  can be computed analytically or by finite differencing.
- $\frac{d\mathbf{X}}{ds_j}$  is non zero only when  $s_j$  is a shape parameter.

In the case of the body-fitted computational framework (`Problem.Framework = BodyFitted`),  $\frac{d\mathbf{X}}{ds_j}$  is the “shape gradient” of the fluid mesh position vector

— or simply the mesh shape gradient — and can be divided into two components:

- The wall boundary component  $\frac{d\mathbf{X}_\Gamma}{ds_j}$  which is associated with the grid points of the CFD mesh lying on the wall boundary  $\Gamma$ . This component is *user-specified* in `Input.ShapeDerivative` as it pertains directly to the shape of the obstacle around/within which a flow is computed.
- The interior component  $\frac{d\mathbf{X}_\Omega}{ds_j}$  which is associated with the grid points located in the interior  $\Omega$  of the computational fluid domain. Using for

the CFD mesh a deformation model based on a structural analogy (see [MeshMotion](#)), this component is determined by solving the usual boundary-driven mesh deformation problem to obtain

$$\frac{d\mathbf{X}_\Omega}{ds_j} = - \left[ \tilde{\mathbf{K}}_{\Omega\Omega}^{-1} \tilde{\mathbf{K}}_{\Omega\Gamma} \right] \frac{d\mathbf{X}_\Gamma}{ds_j}$$

where  $\tilde{\mathbf{K}}$  is the pseudo stiffness matrix of the CFD mesh generated by the chosen of **AERO-F** mesh motion algorithm (see [MeshMotion](#)).

In the case of the embedded computational framework (`Problem.Framework = Embedded` or `EmbeddedALE`),  $\frac{d\mathbf{X}}{ds_j} = \frac{d\mathbf{X}_\Gamma}{ds_j}$  is the shape gradient of the position

vector of the embedded discrete surface. For simplicity, it is also referred to here as the wall-boundary shape derivative.

In summary, given a *user-specified* wall-boundary shape derivative  $\frac{d\mathbf{X}_\Gamma}{ds_j}$ , **AERO-F** computes the gradient at a fluid equilibrium point  $\mathbf{W}_o$  of an

aerodynamic-related quantity  $q_i$  with respect to a flow or shape parameter  $s_j$  as follows

$$\frac{dq_i}{ds_j} |_{\mathbf{W}_o} = - \frac{dq_i}{d\mathbf{W}} |_{\mathbf{W}_o} \left[ \frac{\partial \mathbf{F}}{\partial \mathbf{W}} |_{\mathbf{W}_o} \right]^{-1} \left( \frac{\partial \mathbf{F}}{\partial s_j} |_{\mathbf{W}_o} + \left[ \alpha \frac{\partial \mathbf{F}}{\partial \mathbf{X}_\Omega} |_{\mathbf{W}_o} \quad \frac{\partial \mathbf{F}}{\partial \mathbf{X}_\Gamma} |_{\mathbf{W}_o} \right] \begin{bmatrix} -\alpha \tilde{\mathbf{K}}_{\Omega\Omega}^{-1} \tilde{\mathbf{K}}_{\Omega\Gamma} \\ \mathbf{I} \end{bmatrix} \frac{d\mathbf{X}_\Gamma}{ds_j} \right)$$

where:

- $\alpha = 1$  if `Problem.Framework = BodyFitted`.
- $\alpha = 0$  if `Problem.Framework = Embedded` or `EmbeddedALE`.