

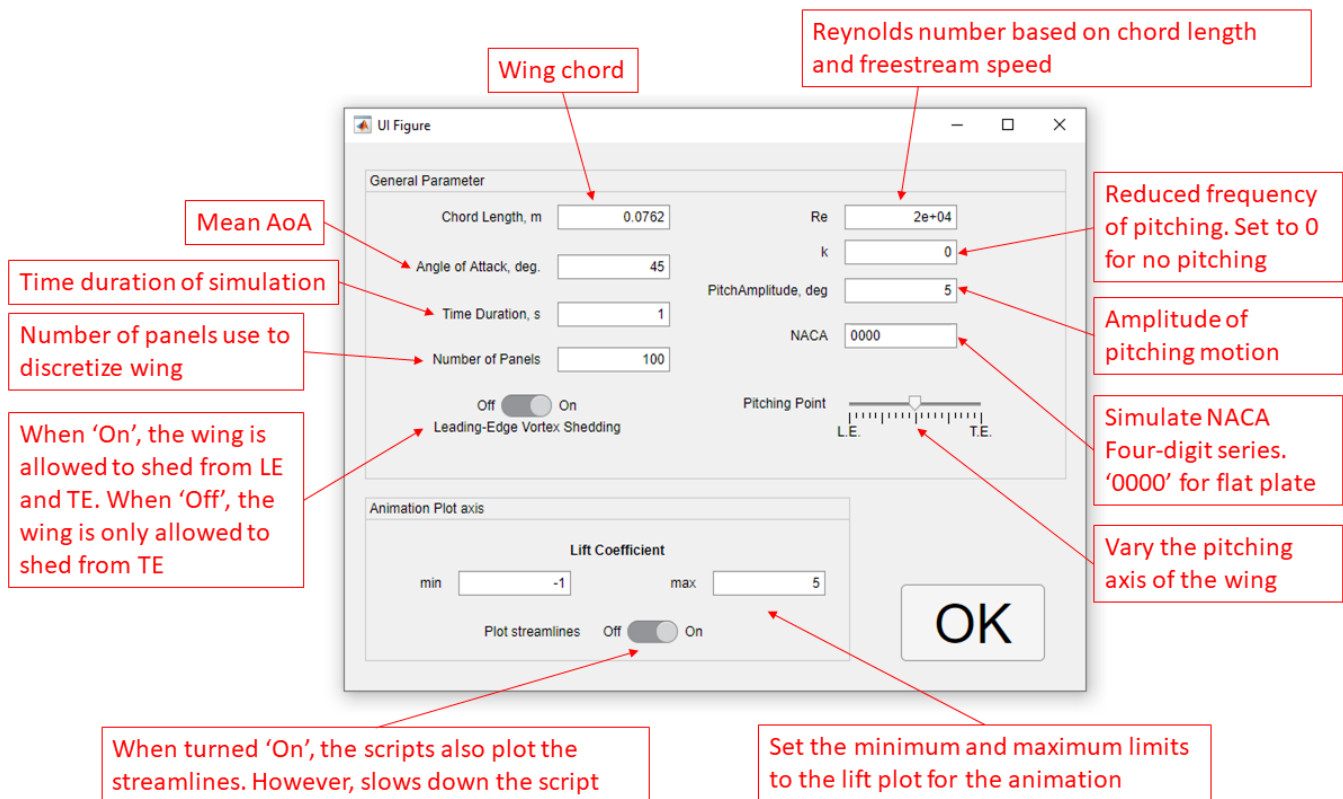
Unsteady aerodynamic model manual

Two unsteady aerodynamic models are provided in this package. Both models rely on potential flow modeling and confining vorticity to singular elements in the flow. These models are used to simulate unsteady flows under unsteady flow conditions and wing maneuvers. For more information regarding the development of these codes, See Low-Speed Aerodynamics by Katz and Plotkins. [To run the models, set the folder containing the scripts to be your MATLAB directory, and type 'GUI' in the Command Window.](#)

PanelMethod:

The model in the 'PanelMethod' directory can be used to simulate the unsteady aerodynamics of a NACA 4-digit series wing under sinusoidal pitching motions. Below is a guide to the contents of the graphical user interface.

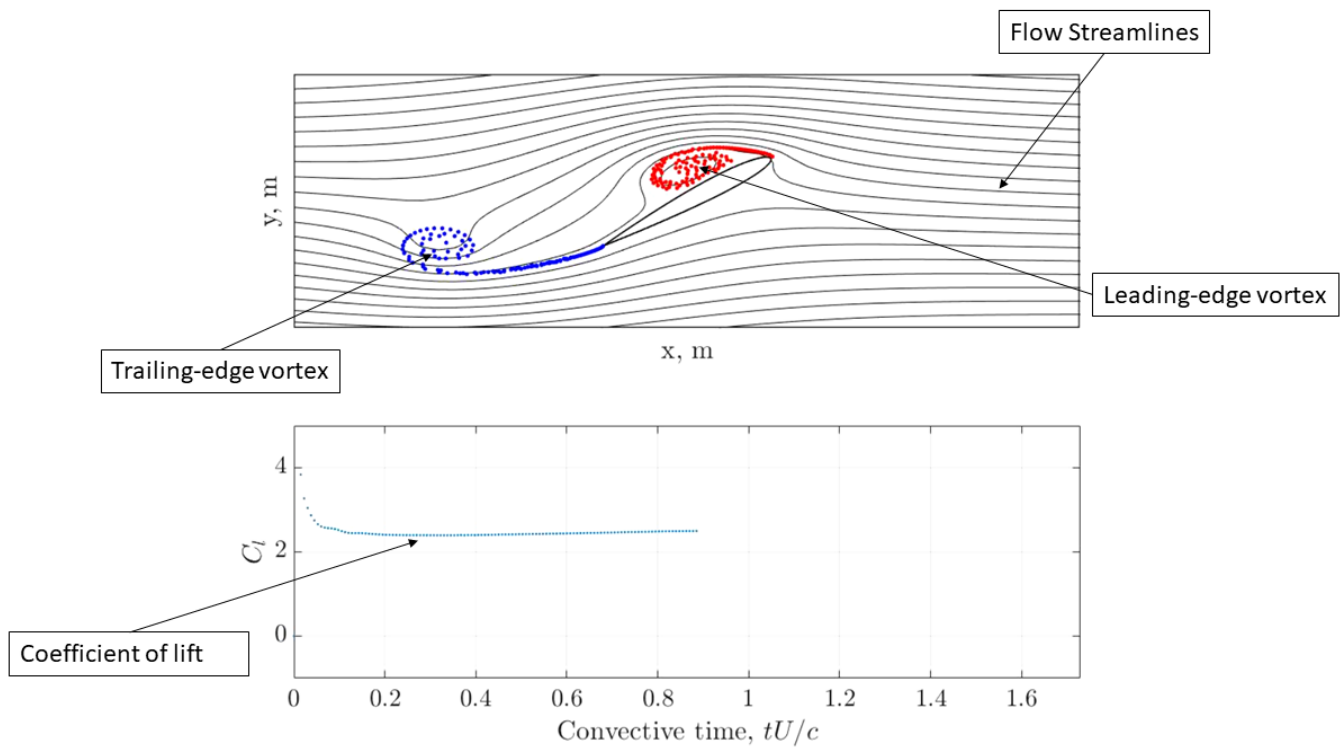
User interface:



Output files:

- Parameters.txt: text file containing the parameters that are input to the GUI
- Data.mat: file containing the results of the simulation.
 - C_l : lift coefficient
 - C_d : drag coefficient
 - C_m : pitching moment coefficient
 - $dcirc_dt_lev$: change rate of circulation of leading-edge vortex
 - $circ_lev$: circulation of leading-edge vortex
 - $dcirc_dt_tev$: change rate of circulation of trailing-edge vortex
 - $circ_tev$: circulation of trailing-edge vortex
 - Time: time in seconds
 - AoA: angle of attack in degrees
- Animation.avi: A video that contains the lift coefficient and the flowfield evolution in time

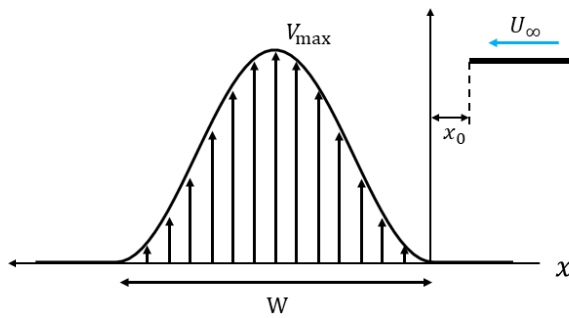
Output animation:



DVM:

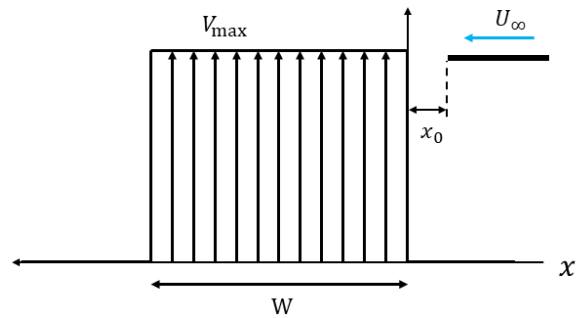
The model in the 'DVM' directory can be used to simulate the unsteady aerodynamics of an infinitely thin wing under various wing motion profiles as well as transverse gust encounters. However, unlike the previous codes, it does not model finitely thick wing. Below is a guide to the contents of the graphical user interface along with gust schematics that can be modeled using these scripts.

Sine-square gust

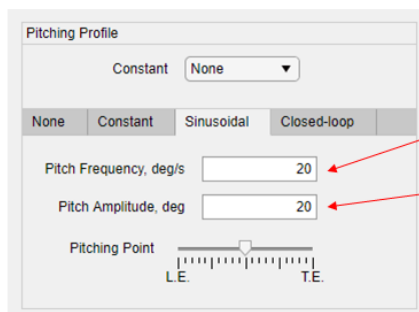
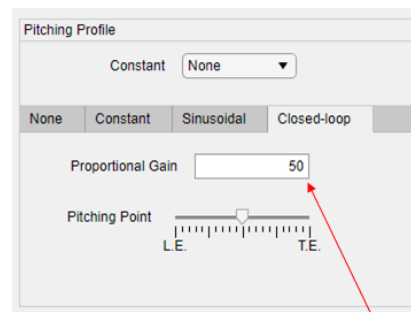
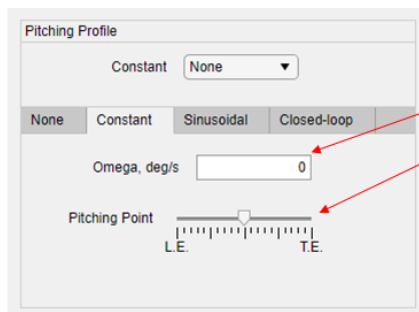
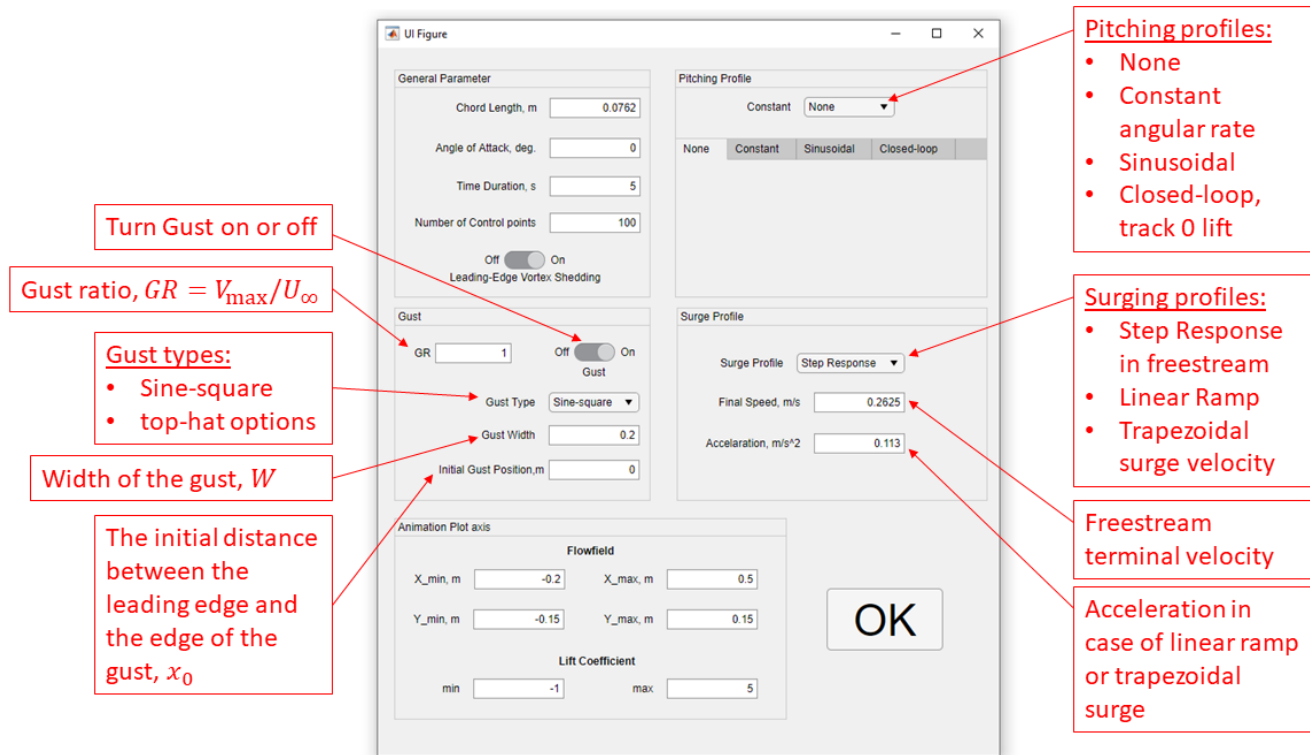


$$v(x) = V_{\max} \sin^2 \left(\frac{x}{W} \pi \right)$$

Top-hat gust



$$v(x) = \begin{cases} V_{\max} & 0 < x < W \\ 0 & \text{otherwise} \end{cases}$$



Output files:

- Parameters.txt: text file containing the parameters that are input to the GUI
- Animation.avi: A video that contains the lift coefficient and the flowfield evolution in time
- Data.mat: file containing the results of the simulation. Data inside 'panel'
 - alpha: Evolution of angle of attack as a function of time
 - C: chord length, m
 - c: a structure that contains the coordinates of wing control points
 - C_l: Coefficient of lift over time
 - Time: Time array, s
 - U: Horizontal velocity vector in time, m/s
 - V: Vertical velocity vector in time, m/s
 - vb: a structure that contains the coordinates as well as vortex strength of vortices bound to the wing
 - vs: a structure that contains the coordinates as well as vortex strength of vortices shed from the wing

Structure content description:

Each parameter in the structure is a cell array. Each cell is a different point in time that corresponds to the corresponding Time array index. Each cell is composed of the parameter value for all instances of that parameter in the flowfield at a snapshot in time. For instance, if you'd like to access the 2nd (arbitrary distinction) shed vortex in the 5th snapshot in time, then the vortex strength is $vs.G\{5\}(2)$, the x coordinate of that vortex is $vs.X\{5\}(2)$, and the y coordinate of that vortex is $vs.Y\{5\}(2)$. That snapshot in time corresponds to $t=Time(5)$.

Only relevant quantities are listed

- vb.X_b, c.X_b: X coordinates in the body frame, m
- vb.Y_b, c.Y_b: Y coordinates in the body frame, m
- vb.G, vs.G: vortex strength
- vb.X, vs.X, c.X: X coordinates, m
- vb.Y, vs.Y, c.Y: Y coordinates, m

Output animation:

