

Computational Fluid Dynamics

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Monday April 4, 2016

1 Introduction

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Figure 1: Look at how neat that is!

2 Theory

3 SU2

3.1 Mesh

4 Code

5 Results

```

1 #!/usr/local/bin/WolframScript -script
2
3 (*Change the current directory*)
4 SetDirectory ["/home;brady/SU2/CFD/Results/Pitching_Airfoil_Turb"];
5 Print[ToString[$CommandLine[[4]]]];
6
7 CSV = "surface_flow_0" <> ToString[$CommandLine[[4]]] <> ".csv";
8 DAT = "flow_0" <> ToString[$CommandLine[[4]]] <> ".dat";
9 PNG = "Square_Cylinder" <> ToString[$CommandLine[[4]]] <> ".png";
10
11 (*Set the plot limits, colour function, and the legend style*)
12 xyzlimits = {{-0.5, 2}, {-1, 1}, {0, 400}};
13 colfunc = ColorData["SunsetColors"][[# / xyzlimits[[3, 2]]]] &;
14 leg = BarLegend[{colfunc, xyzlimits[[3]]}, LegendLabel → "Velocity (m/s)",
15 LegendMarkerSize → 500];
16
17 (*Draw a gray ploygon using the points of the surface_flow.csv*)
18 shape = Graphics[{Gray, Polygon[Import[CSV][[2;; -1, {2, 3}]]]}];
19
20 (*Clean the data so it's in a usable form*)
21 (*Import the data file, and remove the preamble (three lines)*)
22 datafile = Import[DAT][[4 ;; -1]];
23
24 (*There is four seemingly random numbers per line for several lines at*)
25 (*the end, this ignores those lines*)
26 Do[If[Dimensions[datafile[[i]]][[1]] == 4,
27   {CleanData = datafile[[1 ;; i - 1]], Break[]}],
28   {i, 1, Dimensions[datafile][[1]]}];
29 (*Only the first 5 columns are needed: x, y, \[Rho], \[Rho]u, \[Rho]v*)
30 Data = CleanData[[All, 1 ;; 5]];
31
32 (*Declare and fill array for the velocity*)
33 velocity = {};
34 Do[AppendTo[velocity, {Data[[i, 1]], Data[[i, 2]],
35   Sqrt[(Data[[i, 4]]/Data[[i, 3]])^2 + (Data[[i, 5]]/Data[[i, 3]])^2}]],
36   {i, 1, Length[Data]}]
37
38 velplot = ListDensityPlot[velocity, ColorFunction → colfunc,
39 PlotRange → xyzlimits,
40 AspectRatio → Automatic, LabelStyle → {Black, FontSize → 18},
41 PlotLegends → leg, ColorFunctionScaling → False, Frame → True,
42 FrameLabel → {"x", "y"}, PlotLabel → "Pitching Airfoil",
43 ImageSize → Full];
44
45 contplot = ListContourPlot[velocity, PlotRange → xyzlimits,
46 ContourShading → None, Contours → {200, 250, 300, 350}];
47
48 SetDirectory ["/home;brady/SU2/CFD/TeX/Airfoil_Animation_Turb"];
49 Export[PNG, Show[velplot, contplot, shape]]

```

Listing 1: The Wolfram script used to generate Figure ??.

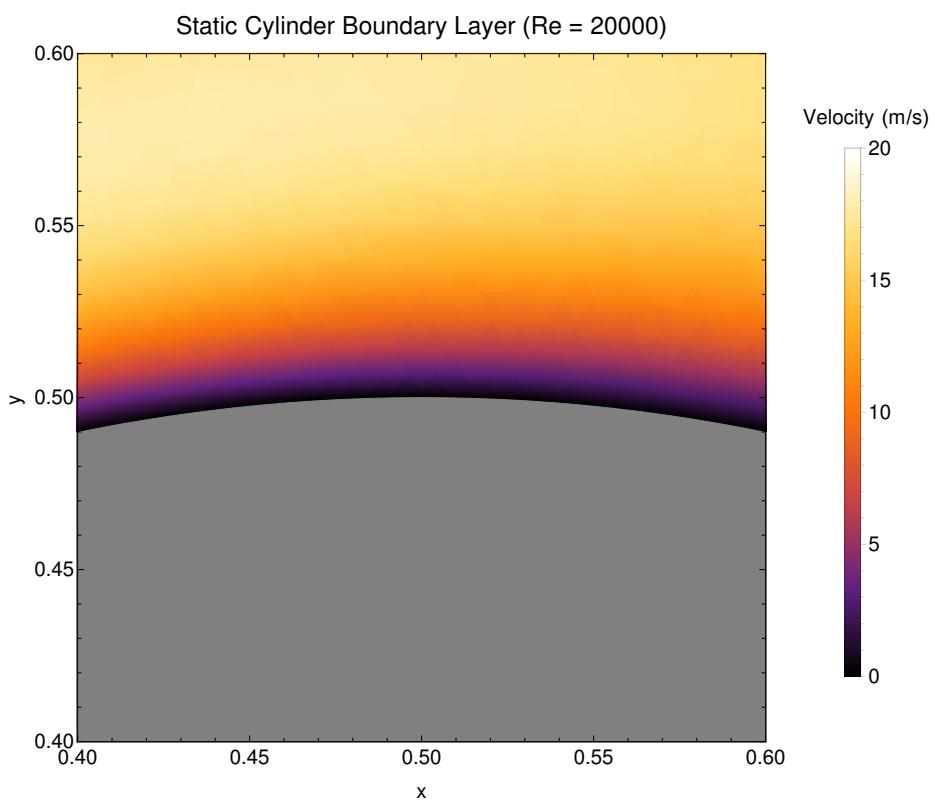


Figure 2: The boundary layer that forms due to a viscous fluid.

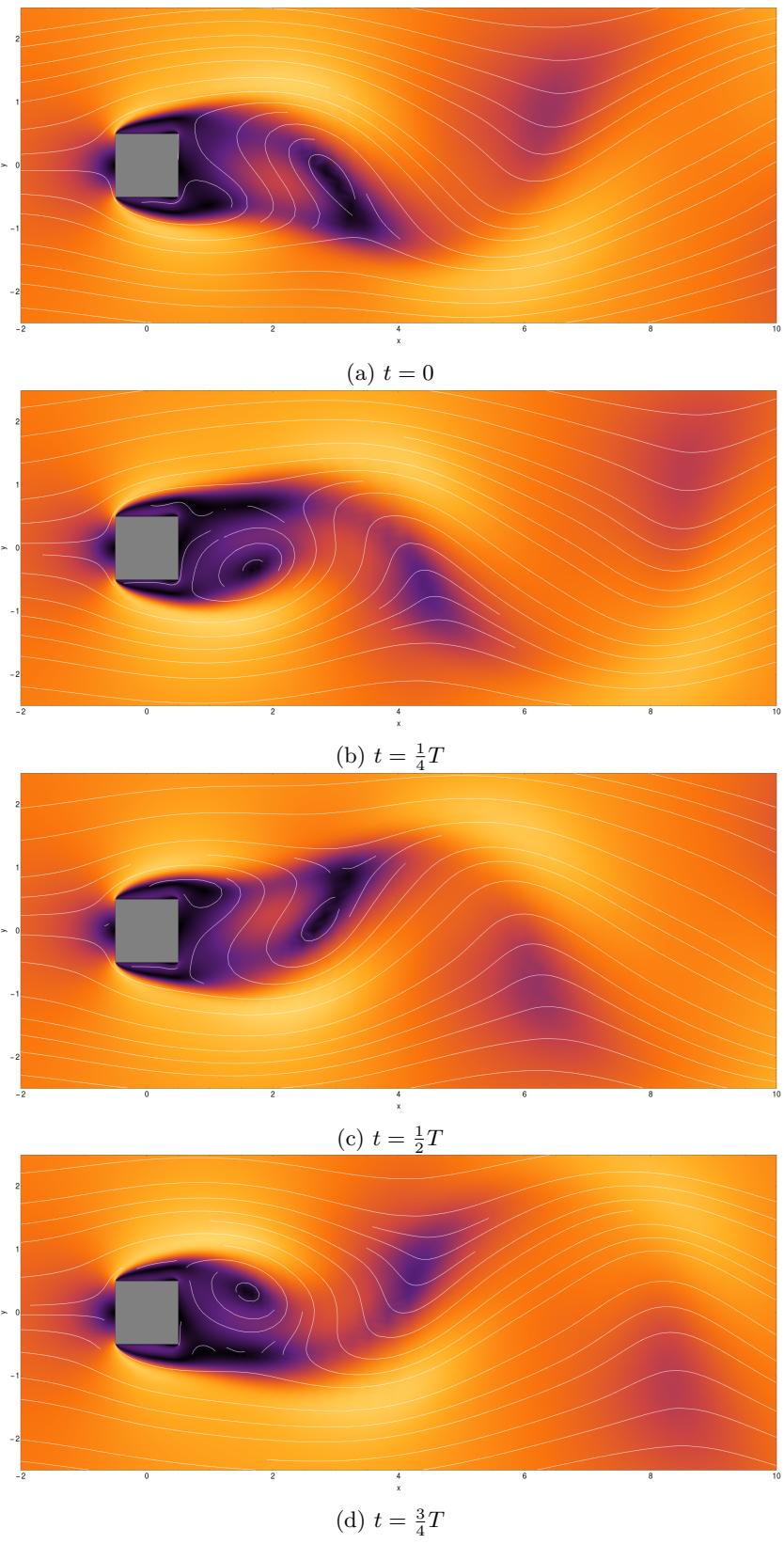


Figure 3: Vortex shedding!