

# CPL Theory Aerodynamics (CADA)

## CADA 1 – Basic Aerodynamics



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## 2. Related Documents

Related Documents	Document Identification

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# BASIC PHYSICS REVISION

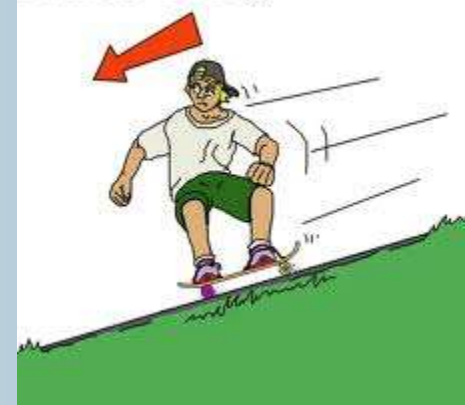
## Kinetic & Potential Energy

***“Energy cannot be created or destroyed - it can only be changed from one form to another.”***

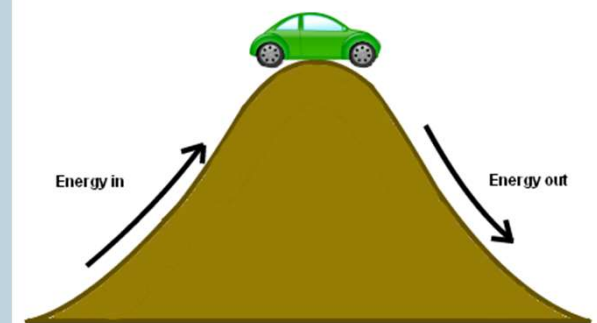
Two forms of energy evident in aviation are:

- Kinetic energy - energy an object possesses due to its speed
- Potential energy - energy an object possesses due to its height. This is more precisely known as gravitational potential energy

**Kinetic energy**

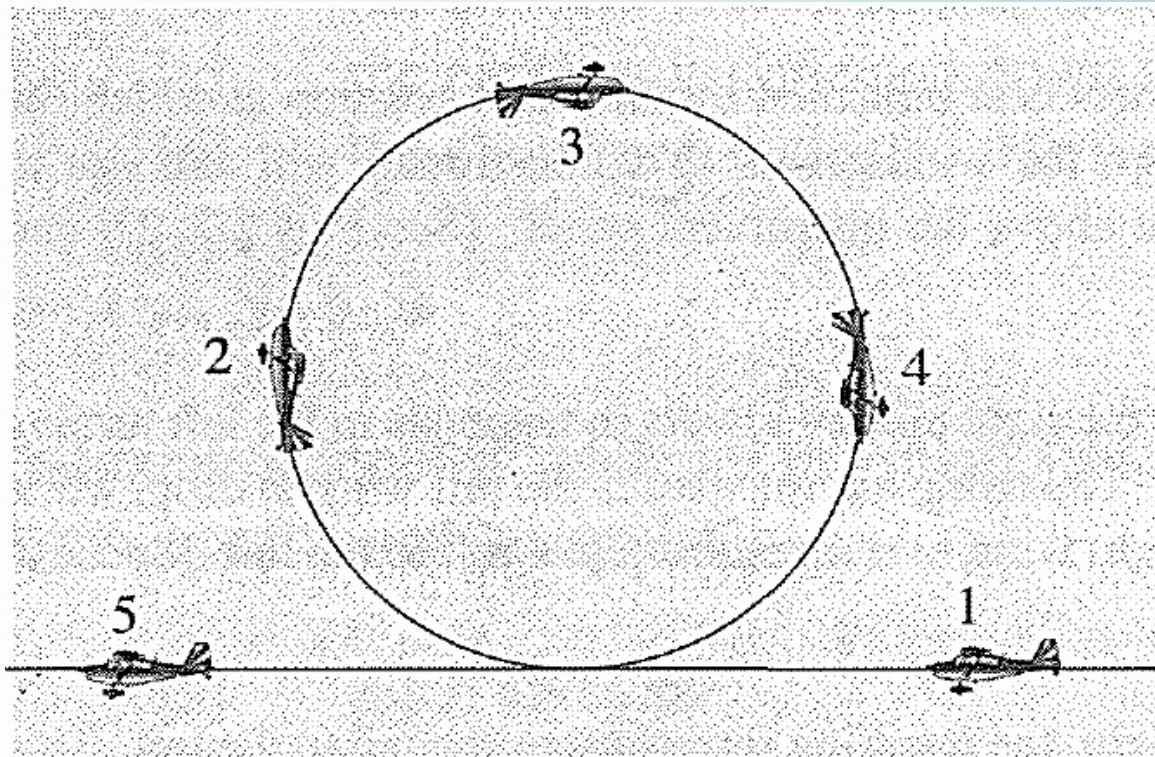


**Potential energy**





## Kinetic & Potential Energy



1. At the commencement of the manoeuvre, the aircraft is flying fast but low. Most of its energy is due to its speed.
2. Its speed is being converted to height - kinetic energy is being converted to potential energy.
3. The aircraft has gained its maximum height but its speed is now at its slowest.
- 4./5. It loses height but gains speed - potential energy is being converted to kinetic energy. It exits the loop at much the same speed as it entered.

# PRESSURE

### Air Pressure

- Air Pressure – the force exerted by tiny particles known as air molecules. For our purposes, there are two types of air pressure:

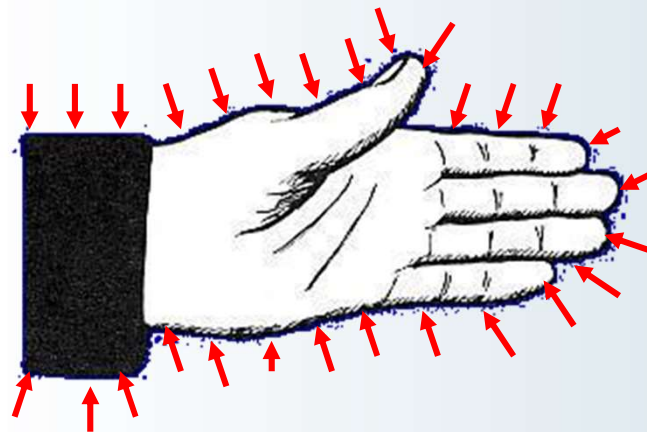
**1. Static Pressure ( $P_s$ )**

**2. Dynamic Pressure ( $P_D$ )**



### Static Pressure ( $P_s$ )

- The pressure acting on us as we sit here – caused by gravity pulling air molecules down towards the centre of the Earth



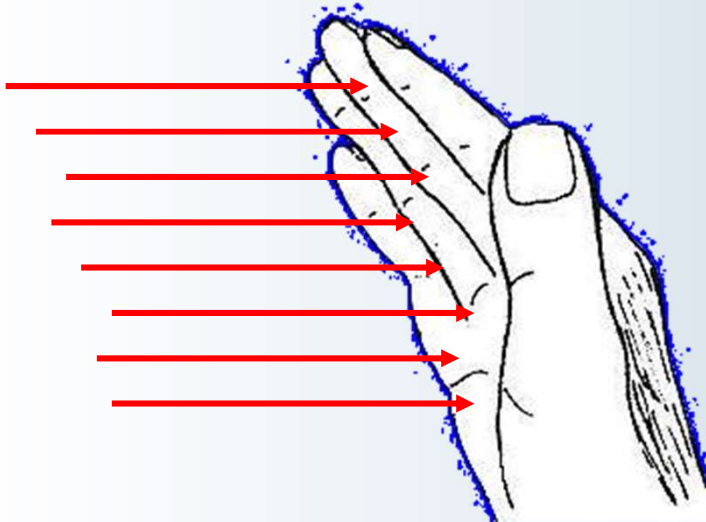
$$P = \frac{F}{A}$$

- Decreases as altitude increases due to the air being less dense at higher altitudes

**“Air will move from  
an area of high  
pressure to an area of  
low pressure”**

### Dynamic Pressure ( $P_D$ )

- Kinetic energy due to motion



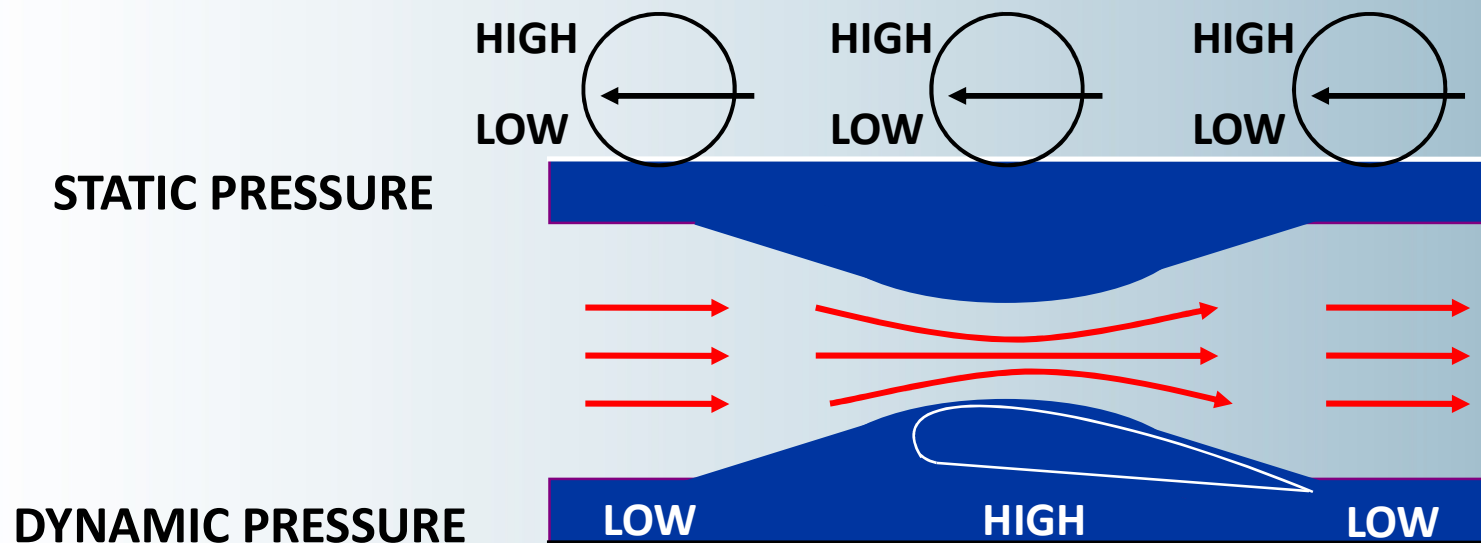
$$E_K = \frac{1}{2} m v^2$$

$$P_D = \frac{1}{2} \rho v^2$$

# BERNOULLI'S THEOREM

### Bernoulli's Theorem

$$P_{\text{TOTAL}} = P_D + P_S$$

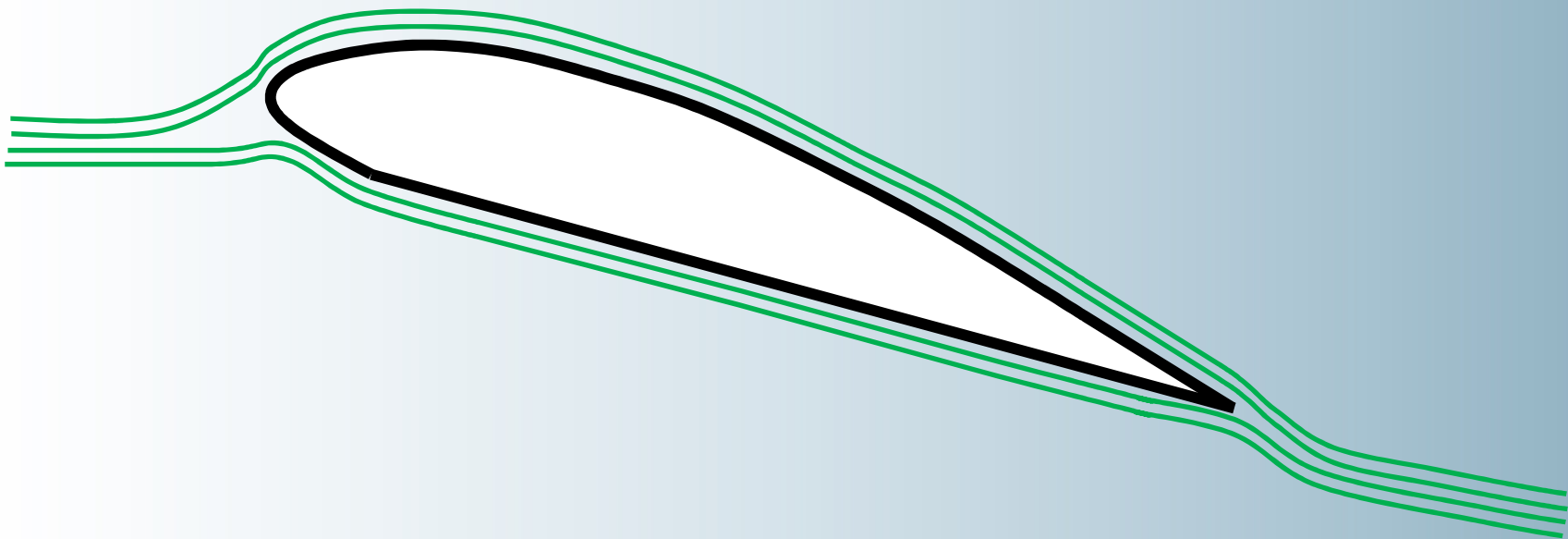


# COANDĂ EFFECT

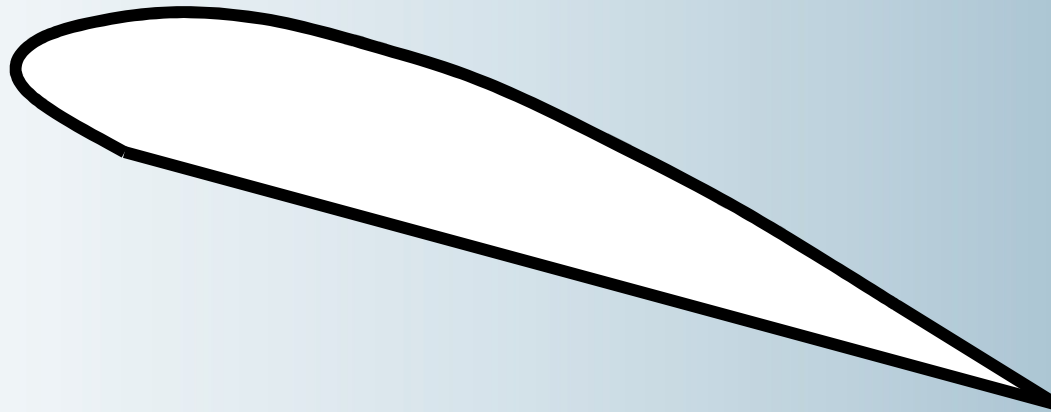


### Coandă Effect

- The tendency of the airflow to follow a surface with gentle curvature rather than continue its original path until the stalling angle is reached – known as **entrainment**
- Results in the air being deflected downward after it leaves the trailing edge
- Creates an equal and opposite reaction on the wing

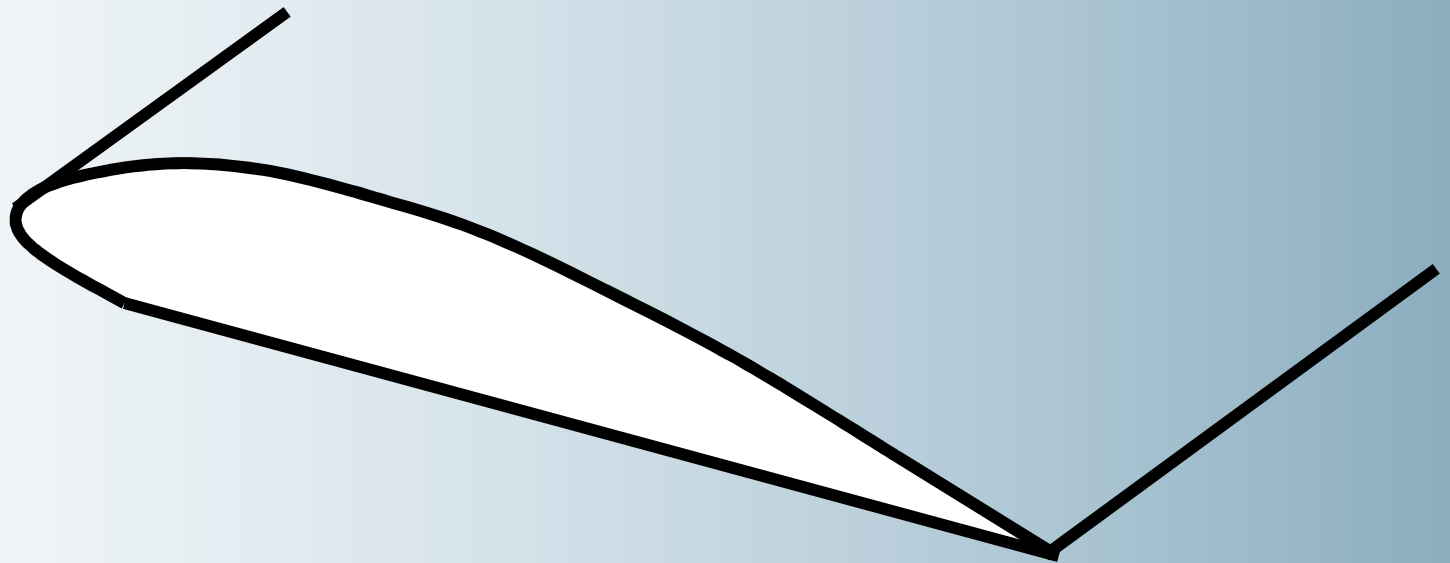


# HOW IT ALL WORKS

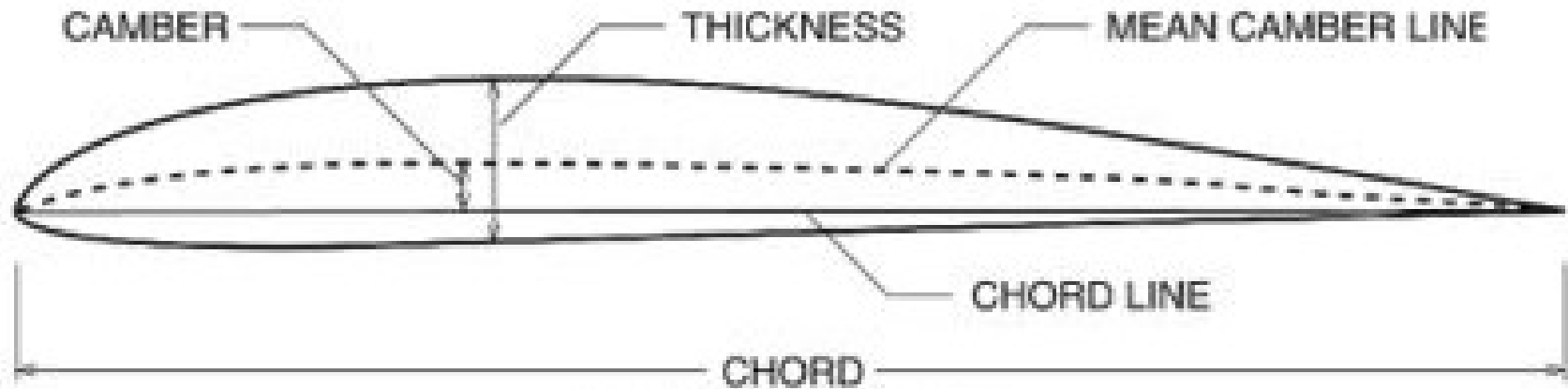


## Aerofoil

- Any surface which is designed to provide an aerodynamic force when interacting with a moving stream of air
- This could be a wing, rudder, elevator, etc.
- Shown below is a cross-sectional view of an aerofoil



## Aerofoil



- **Chordline:** The straight line joining the Leading Edge to the Trailing Edge
- **Mean Camber Line:** The line drawn halfway between the upper and lower surfaces
- **Thickness:** The distance between the upper and lower surfaces
- **Camber:** The curvature of an aerofoil
- The shape of the aerofoil is based on the intended application



## Aerofoil

A well-cambered aerofoil  
(typical high-lift, low-speed wing)



A symmetrical aerofoil  
(typical horizontal stabiliser)



A typical high-speed aerofoil



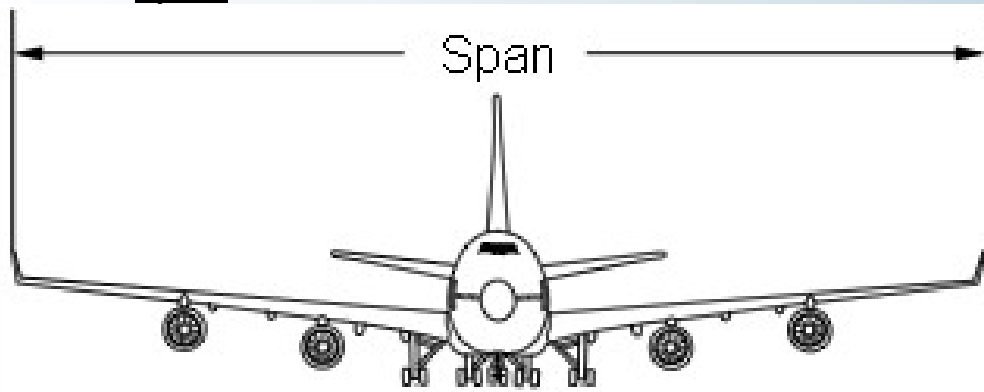
A typical laminar-flow aerofoil



- The point of maximum camber is where there is the greatest distance between the chordline and the mean camber line (usually about 30% of the chord back from the leading edge)
- The Cessna 172 has a typical low-speed, high-lift wing and the maximum camber is about 25% of the chord back from the leading edge
- A Boeing 737 has a laminar-flow aerofoil designed for high speed cruise. It has less camber and the maximum camber is at about 50% chord

## Aerofoil

- Another consideration when designing wings is the relationship between chord and span



$$\text{Aspect Ratio} = \frac{\text{Span}}{\text{Chord}}$$

- A wing of high aspect ratio can reduce **induced drag**



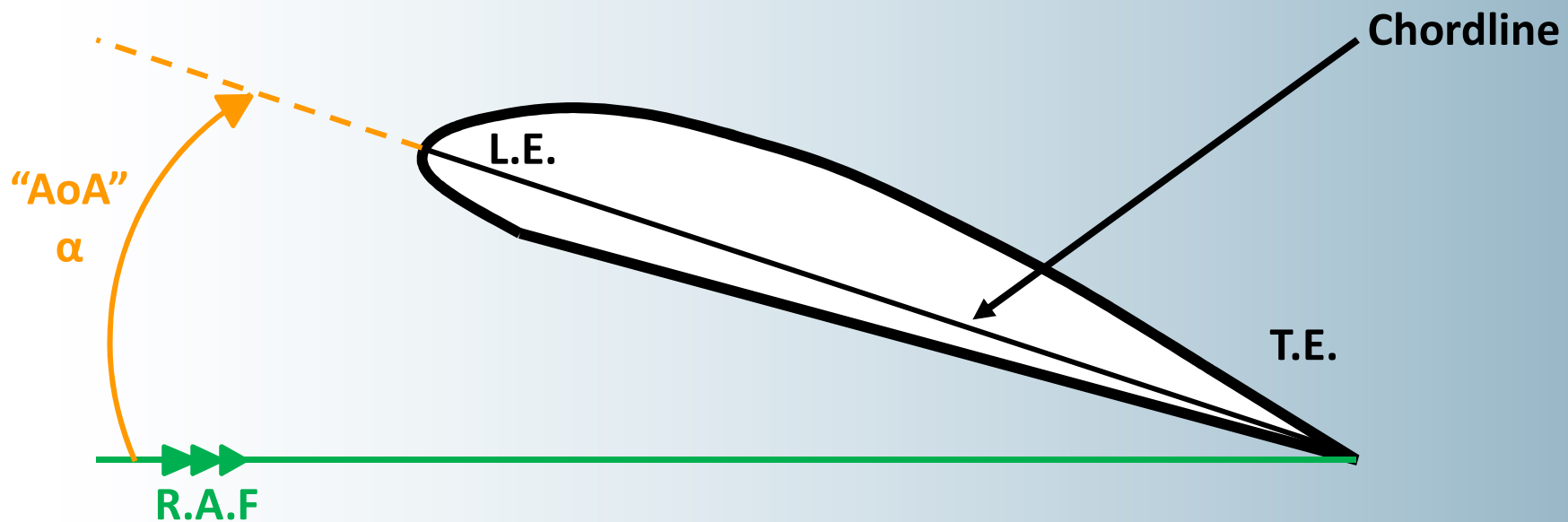
**High aspect ratio – long narrow wings**



**Low aspect ratio – short fat wings**

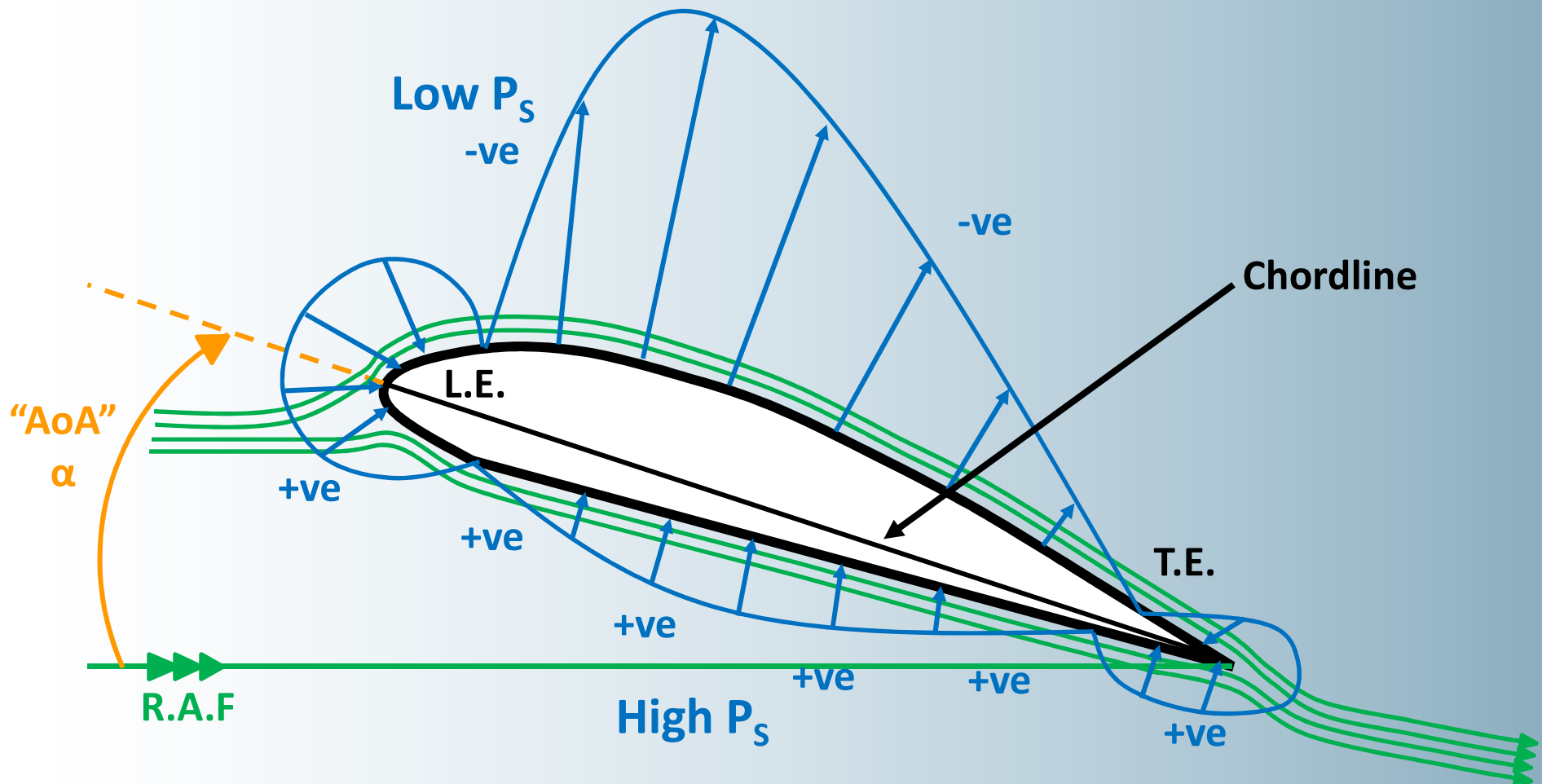
## CADA 1 – Basic Aerodynamics

- **Relative Airflow (R.A.F):** Opposite to the direction of the path of the aircraft
- **Angle of Attack (AoA):** The angle between the chordline and relative airflow



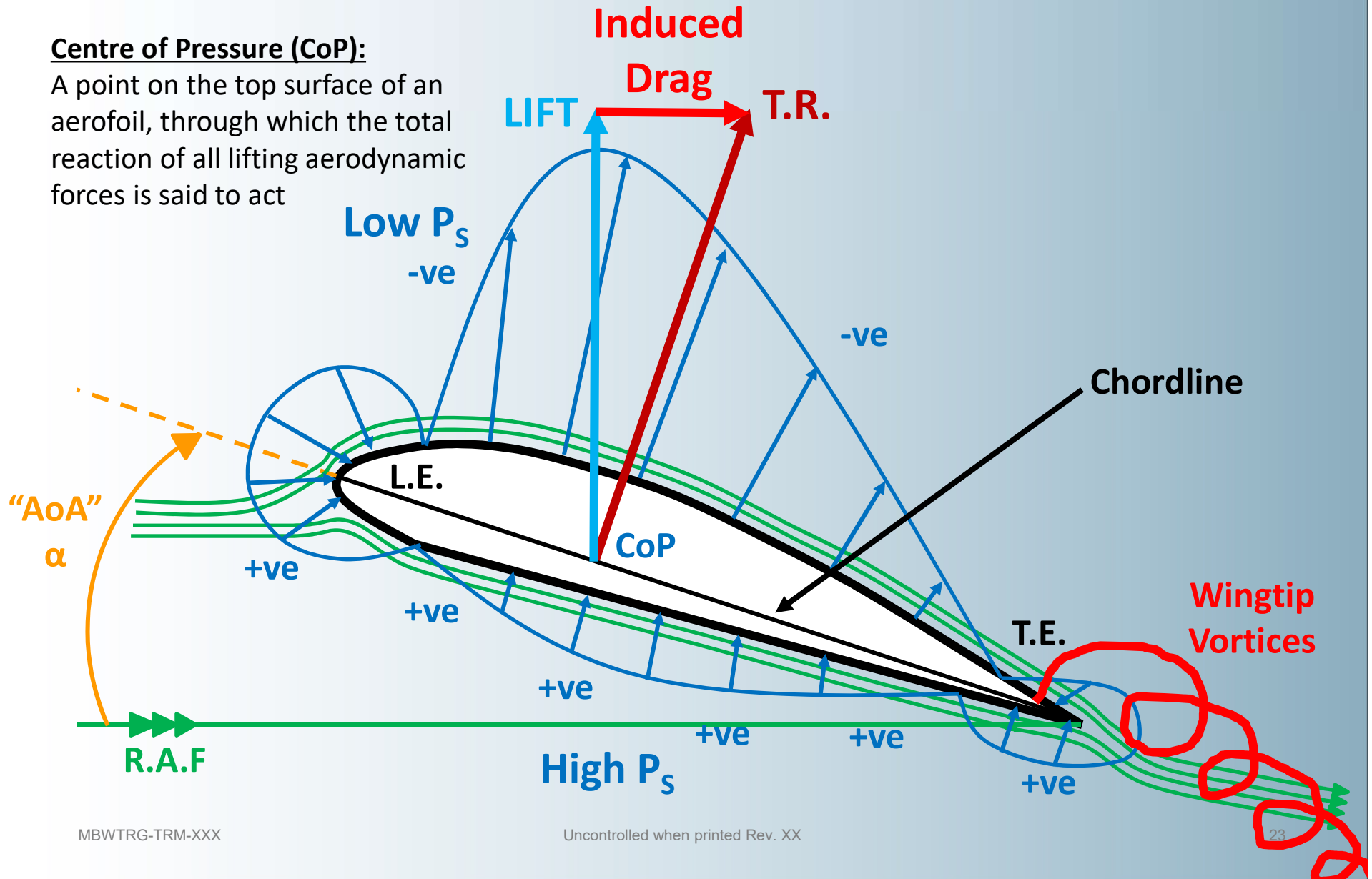
# CADA 1 – Basic Aerodynamics

- **Relative Airflow (R.A.F):** Opposite to the direction of the path of the aircraft
- **Angle of Attack (AoA):** The angle between the chordline and relative airflow



## Centre of Pressure (CoP):

A point on the top surface of an aerofoil, through which the total reaction of all lifting aerodynamic forces is said to act

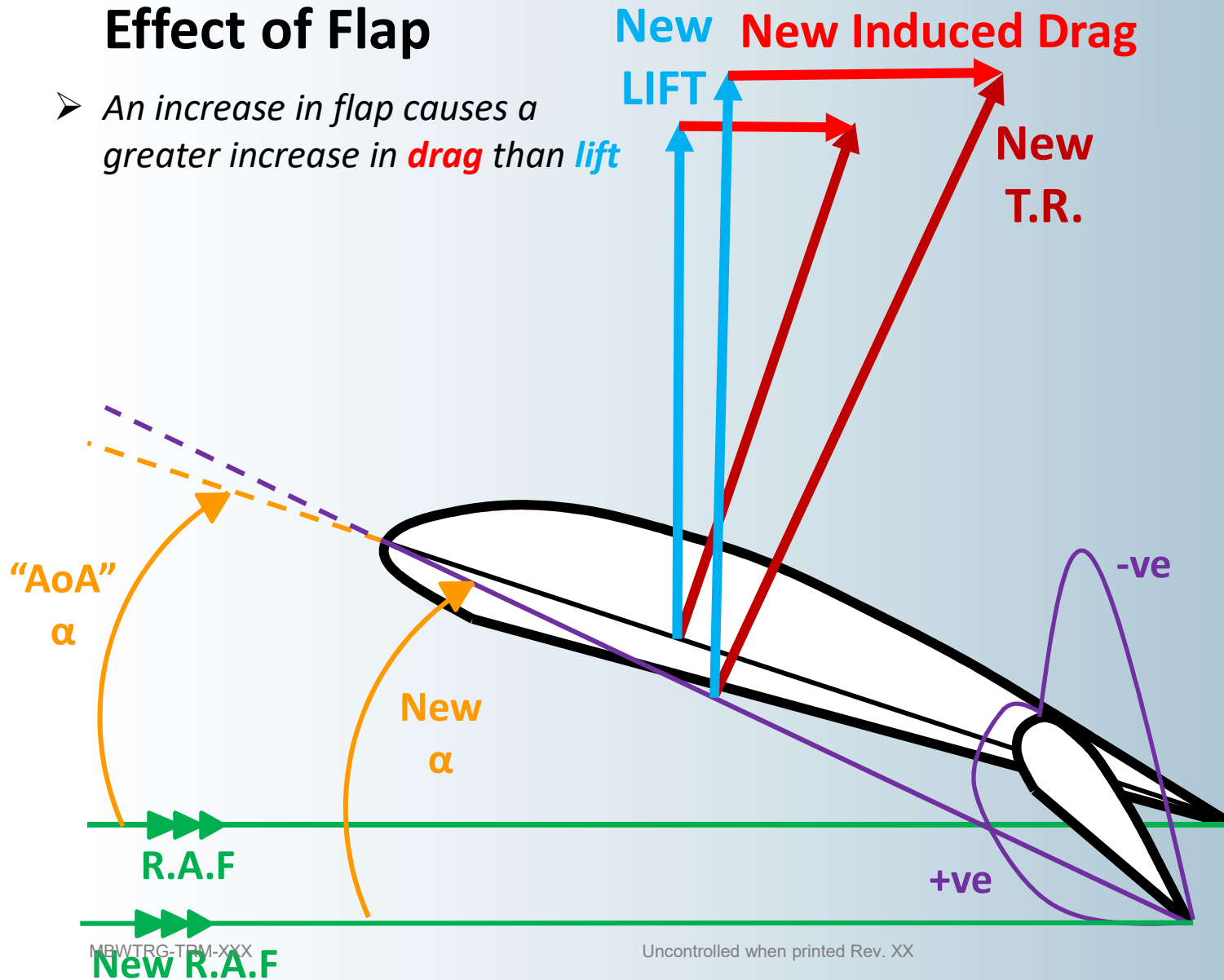




# EFFECT OF FLAP

## Effect of Flap

- An increase in flap causes a greater increase in **drag** than **lift**



# LIFT EQUATION

## Lift Equation


$$L = C_L \left( \frac{1}{2} \rho v^2 \right) S$$

**a°**  
(Angle of Attack)

**Wing Shape**

**Dynamic Pressure = IAS**

**Maximum Planform Surface Area**



$$L = C_L \frac{1}{2} \rho v^2 S$$



How can we increase our  $C_L$ ?

- Increase AoA
- Increase Camber
- Deploy Flap
- Increase *Thickness/Chord Ratio*

## Thickness/Chord Ratio

The thickness/chord ratio, or  $t/c$ , describes an aerofoil's relative thickness. It is a factor in determining an aerofoil's inflight characteristics.

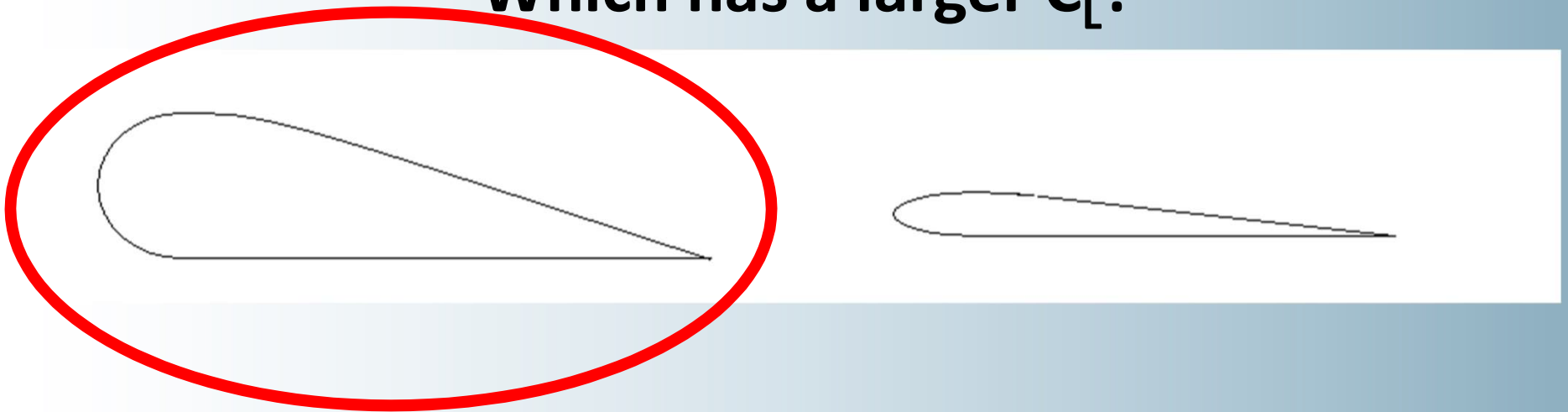


$t/c \approx 13\%$

$t/c \approx 20\%$



**Which has a larger  $C_L$ ?**



# DRAG

# Drag

$$\text{Total Drag} = \text{Parasite Drag} + \text{Induced Drag}$$

Parasite Drag: opposes the motion of the an object within a fluid (the atmosphere)

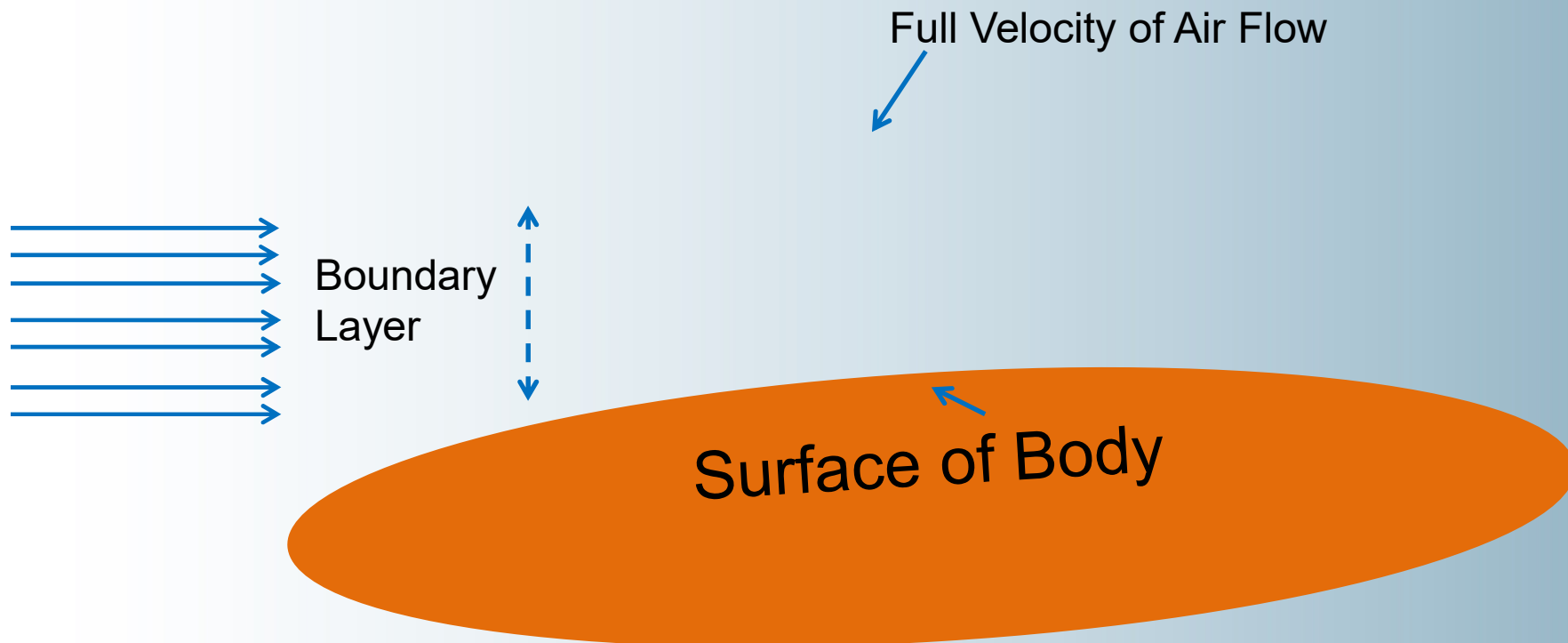


Parasite drag = skin friction drag + interference drag + form drag.

# Parasite Drag

## a) Skin Friction

Exists between an object (aircraft) and the air in which it's moving through.



# Parasite Drag

## b) Interference Drag

Air mixing at junctions creates turbulence in the region of the joint

Occurs most frequently at the intersection of the fuselage with the wings , tailplane etc. reduced by use of fairings



# Parasite Drag

## c) Form Drag

Results from airflow separation.

Reduced by using streamlined parts (e.g. Spat)

## Fineness Ratio

The length of a body by its maximum width

LENGTH

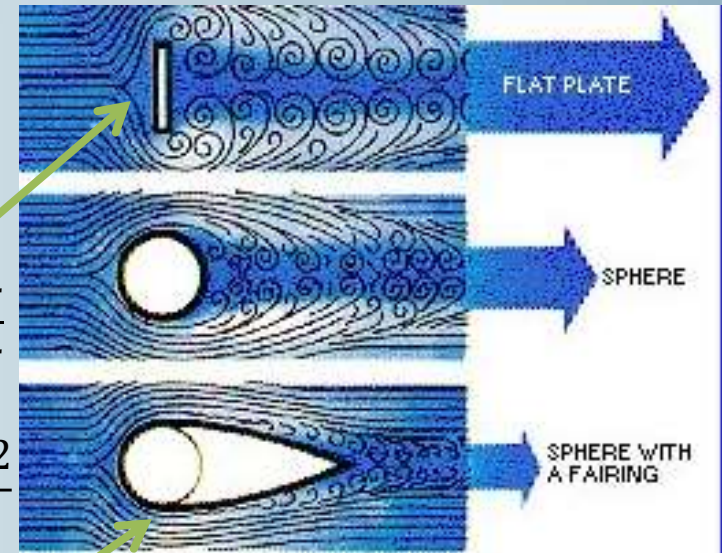
WIDTH

Small Fineness Ratio

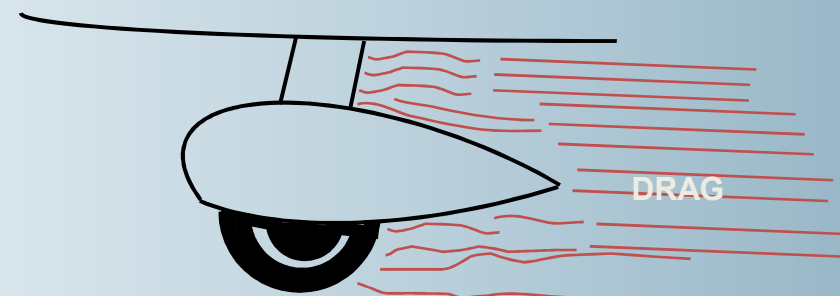
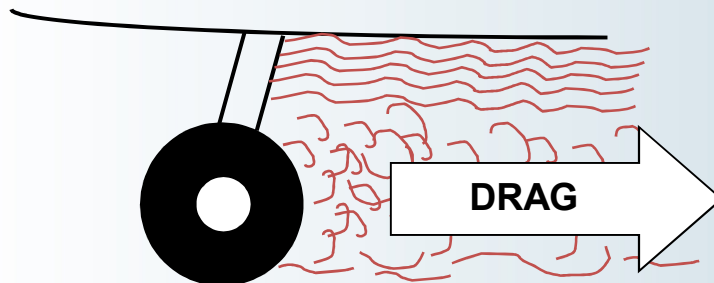
$e.g. \frac{1}{4}$

$e.g. \frac{4}{4}$

$e.g. \frac{12}{4}$

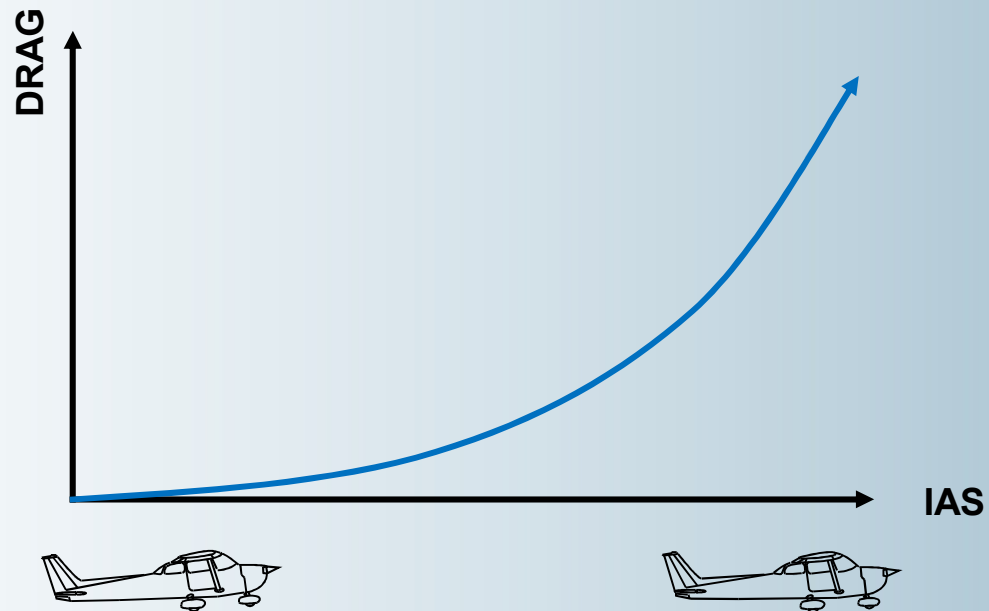


Large Fineness Ratio



# Parasite Drag

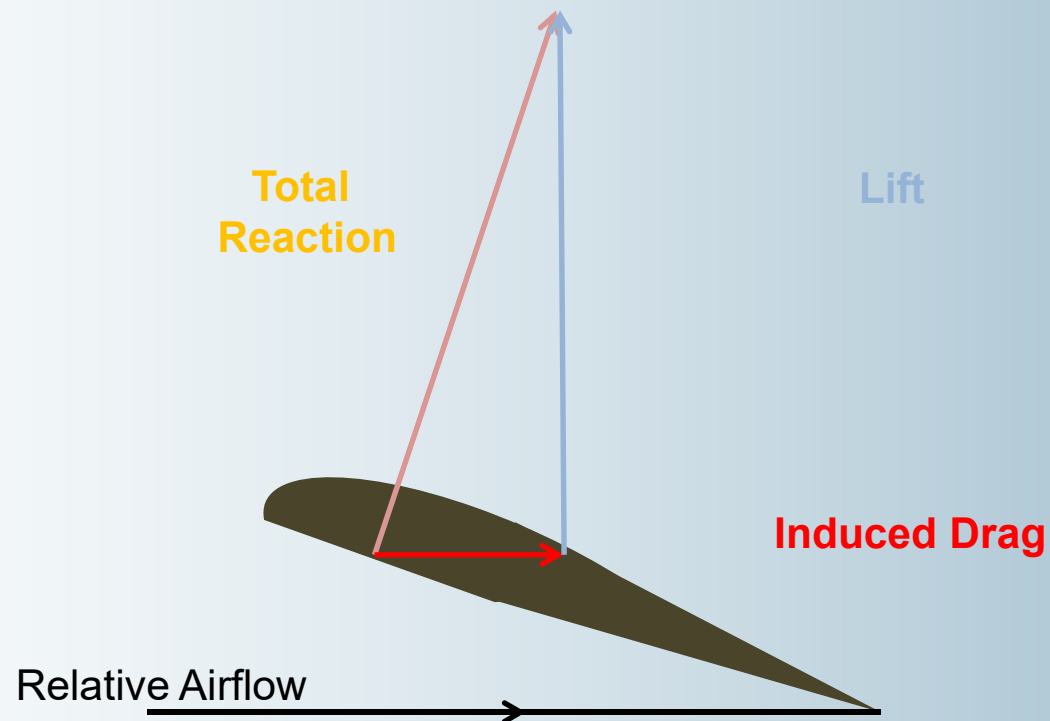
When airspeed  $\uparrow$  Parasite drag  $\uparrow$



# Induced Drag

Is a by product of Lift.

Induced drag  $\uparrow$  with  $\uparrow$  AoA.





# Induced Drag

- Is a by product of Lift.
- At wing tips air leaks to the upper surface creating swirling vortices.
- The slower the aircraft flies, the more air has time to spill over the wing tip
- The greater the pressure difference between the bottom and top surface, the greater the induced drag

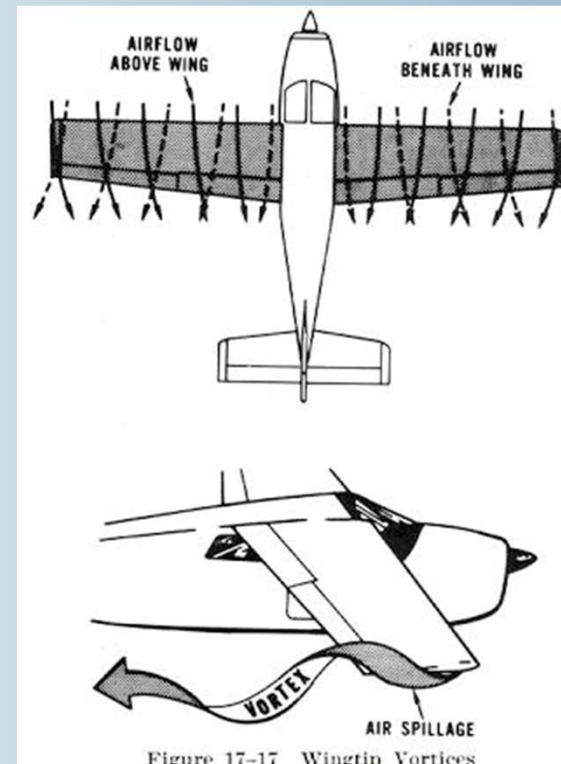
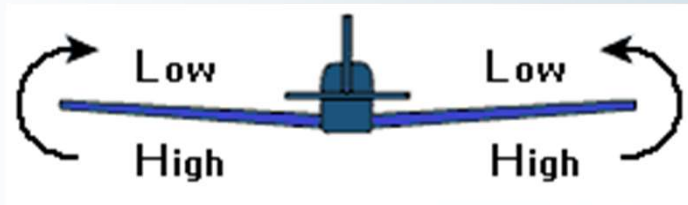


Figure 17-17 Wingtip Vortices

# Induced Drag

*What increases the pressure difference?*

➤ Aircraft Weight

- $W=L$

Heavy aircraft must create more lift, therefore a stronger pressure difference must exist

➤ Angle of Attack (AoA)

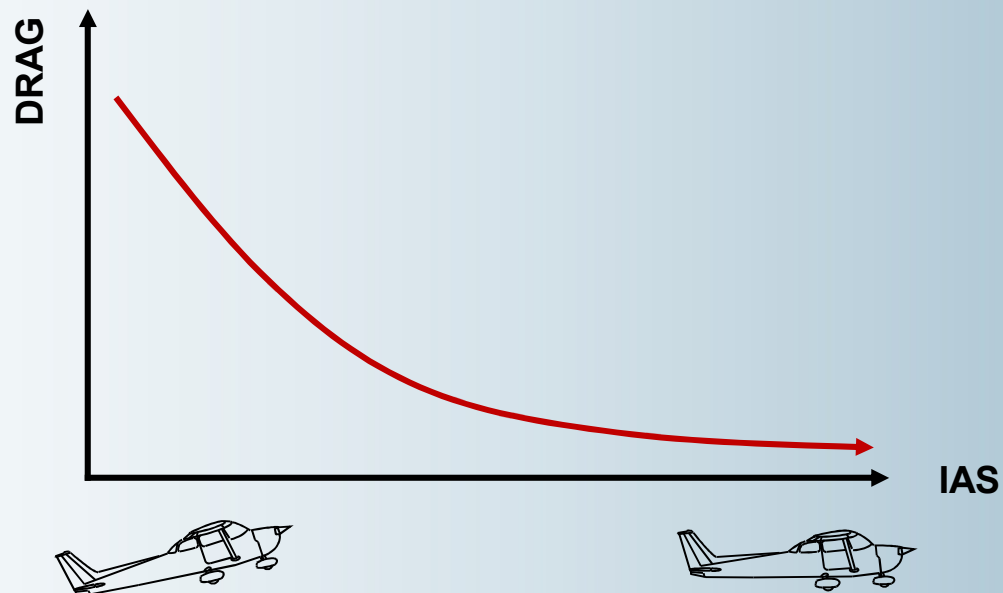
➤ Wing Plan Form (Aspect Ratio)

- A high aspect ratio wing (long and skinny) has a smaller wing tip, therefore less area for the high pressure to spill over the tip

$$\text{Aspect Ratio} = \frac{\text{Span}}{\text{Chord}}$$

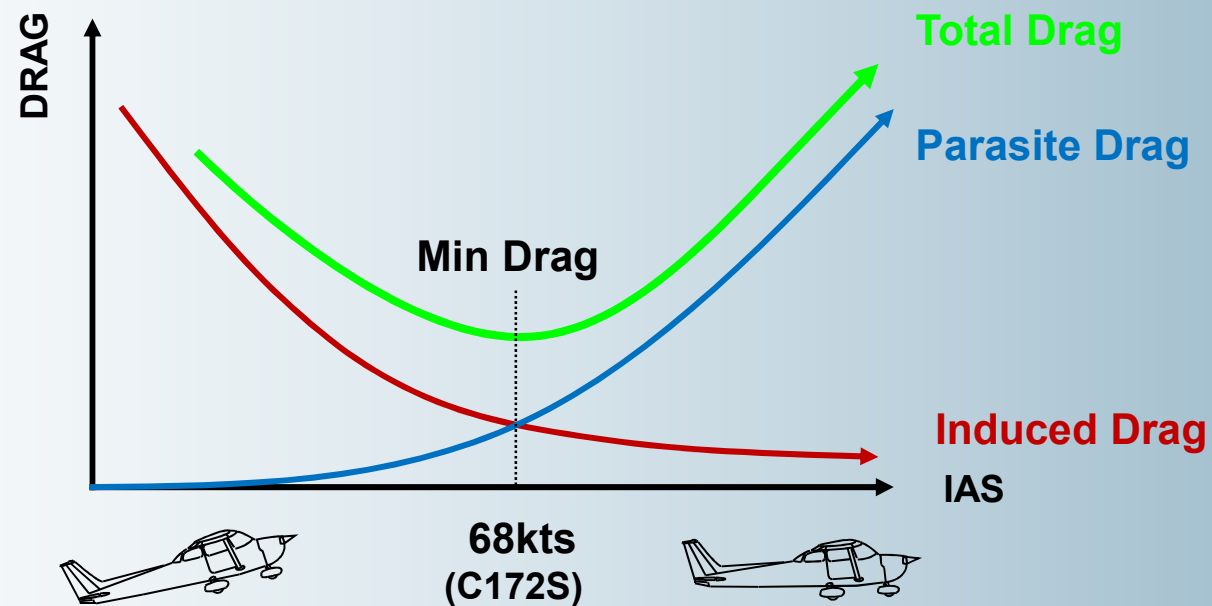
# Induced Drag

When airspeed  $\uparrow$  Induced drag  $\downarrow$



# Drag

$$\text{TOTAL DRAG} = \text{Parasite drag} + \text{Induced drag}$$



# DRAG EQUATION

## Lift Equation

$$D = C_D \frac{1}{2} \rho v^2 S$$

**D** (Drag Force)

**C<sub>D</sub>** (Coefficient of Drag)

**1/2** (Constant)

**ρ** (Air Density)

**v<sup>2</sup>** (Velocity squared)


**S** (Surface Area)

**a°** (Angle of Attack)

**Wing Shape**

**Dynamic Pressure = IAS**

**Surface Area**



# WAKE TURBULENCE

# Wake Turbulence

A result of the air spilling around the wingtip from the region of higher pressure below the wing to the lower pressure above

The *greater the AoA* (and therefore the pressure differential), the greater the flow around the wingtips (and the *greater the wake turbulence*).





# Wake Turbulence

Wake turbulence is affected by:

**AoA**                      Increase AoA = Increase WT

**IAS**                      Decrease IAS = Increase WT

**Aircraft Weight**      Increase Weight = Increase WT

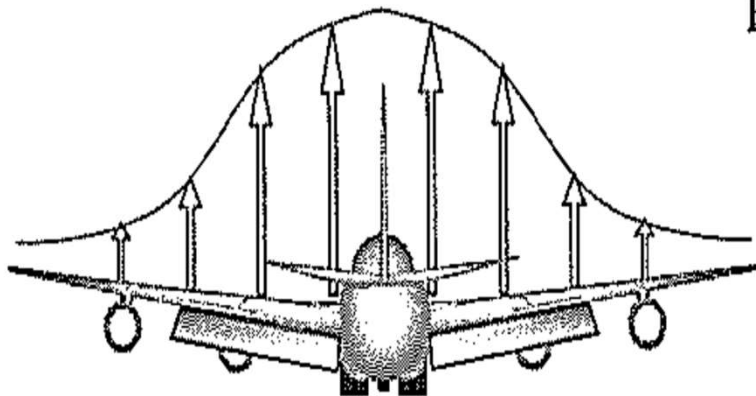
**Aspect Ratio**           Increase A.R = Decrease WT

**Time**                  Increase Dissipating time = Decrease  
WT

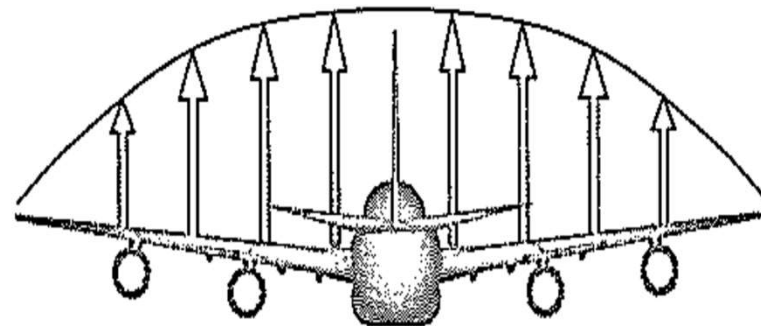
Wingtip vortices are of greatest strength when the aircraft is heavy, slow with gear and flaps up

# Wake Turbulence

Fig 5.22



With flap extended, most of the lift is generated over the inboard section.

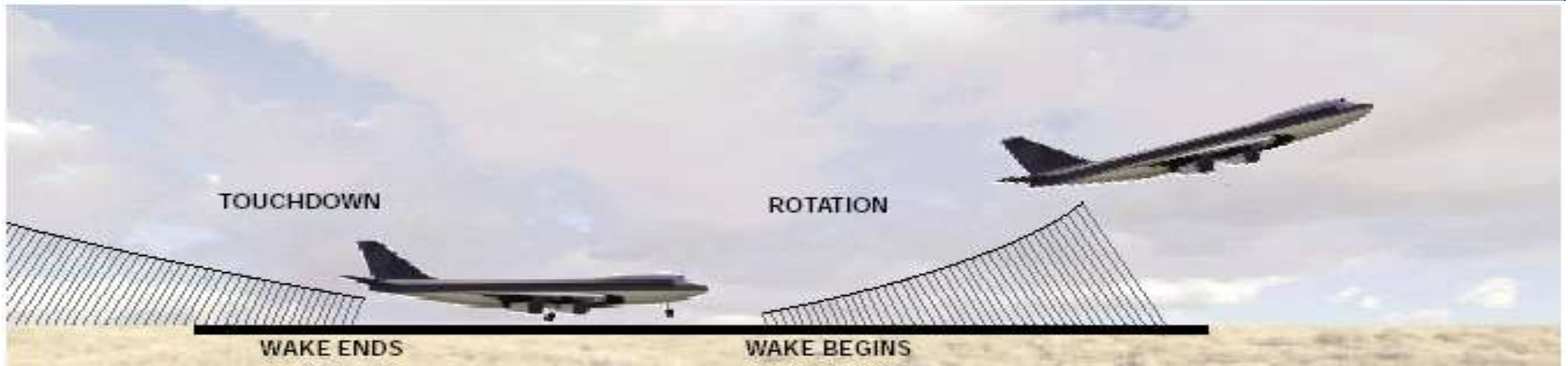


With flap retracted, the lift is distributed more evenly across the wing with more being made near the wing tips.

A Wing flying slowly with flaps up will always make more wake turbulence

**Wake Turbulence is strongest just prior to take-off**

# Avoiding Wake Turbulence

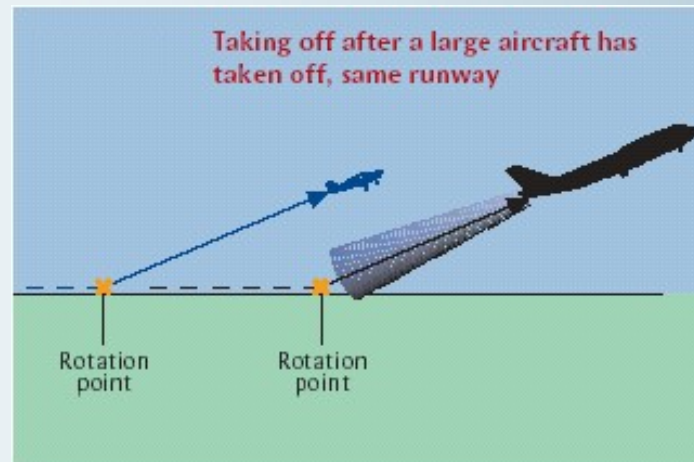


***Shaded areas = high risk zones i.e.: AVOID***

# Avoiding Wake Turbulence

If possible fly *upwind and above* the flightpath of the aircraft producing wake turbulence, avoiding it altogether.

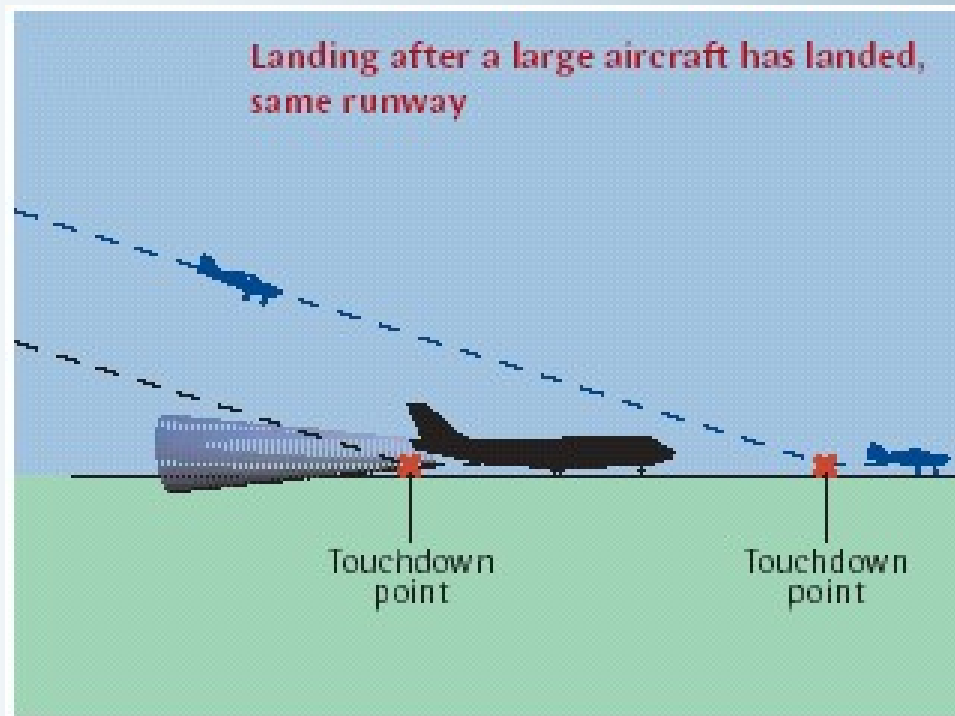
For *take-off* aim to lift off well *before* the *rotation point* of the preceding, departing aircraft and climb well above its flightpath.



When *taking off* behind an aircraft which has just landed aim to rotate well *beyond its touchdown point* or *delay the take-off* (wait for vortices to dissipate), as per wake turbulence separation standards in the JEPPS ATC AU-810

# Avoiding Wake Turbulence

For *landing* after a preceding landing aircraft aim to approach *above its flightpath* and land a safe distance *beyond its touchdown point*.



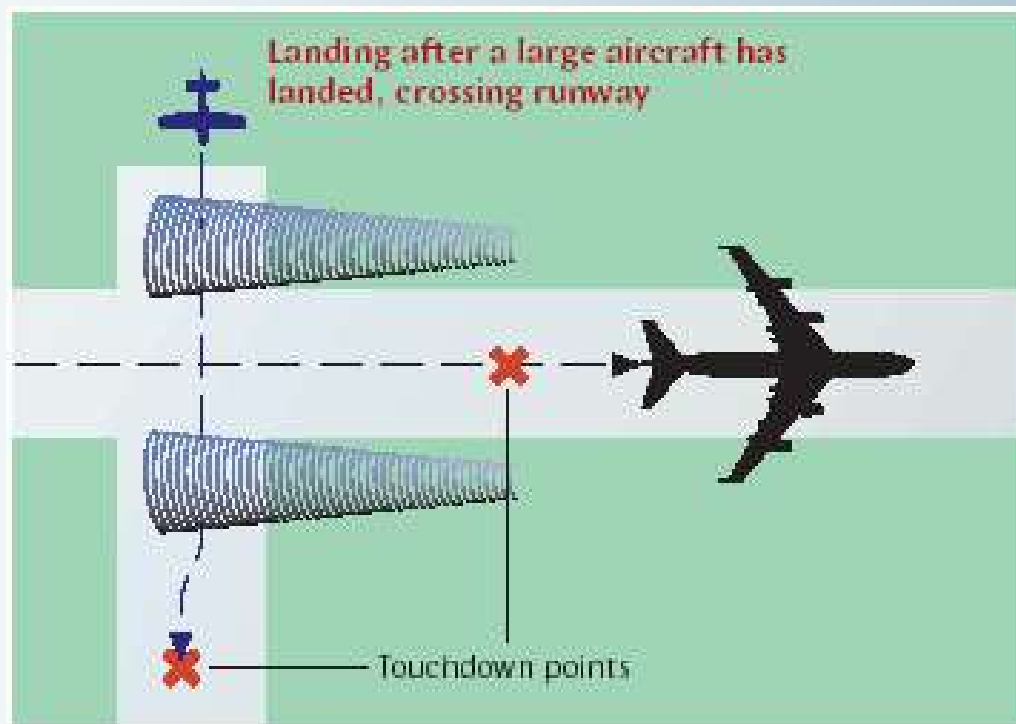
# Avoiding Wake Turbulence

For *landing* after a large aircraft has departed aim to touchdown *well before* its *point of rotation*.



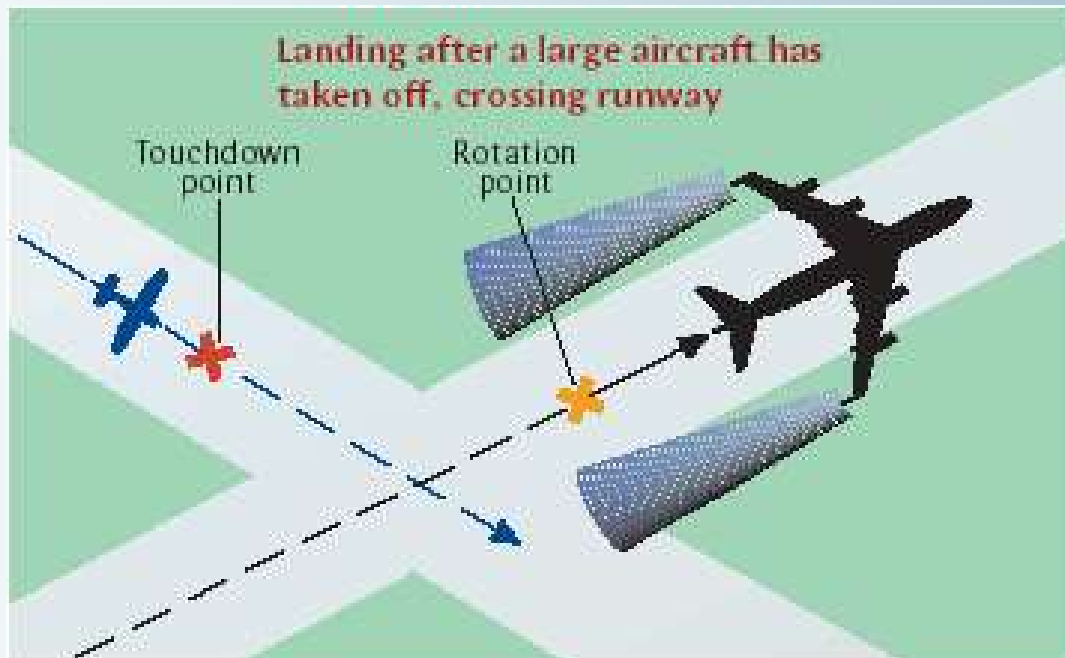
# Avoiding Wake Turbulence

When landing on a *crossing runway* plan to cross *above* the larger, landing aircraft's *flightpath* and *touchdown* well *beyond* the runway it has landed on (see below).



## Avoiding Wake Turbulence

When *landing* behind a *larger aircraft taking off* from a *crossing runway*, if the larger aircraft *rotates beyond* the *intersection*, *touch down before* the *intersection*. If *it rotates prior* to the intersection *discontinue* the approach unless the landing run can be completed before the intersection (see below).





## Avoiding Wake Turbulence

Wake Turbulence vortices sink at a rate of approx. 400-500fpm behind the flight path

At 900ft the vortices stabilise and once stabilised, they cover an area of sky equal to 2 wingspans horizontally by 1 wingspan vertically

Therefore, when *avoiding* wake turbulence *en-route* aim to stay at least 200' above and 1000' below the aircraft's flightpath.

In the event a *heavy aircraft* conducts a *baulked approach* it should be assumed the *entire length of the runway* could pose a *hazard* and the departure or approach delayed or discontinued respectively.

Vortices can persist for up to 3 minutes on the ground and up to 5 minutes at altitude

# Helicopter Wake Turbulence

Helicopters also produce **wake turbulence** (rotor downwash), the strength of which is usually far greater than a fixed-wing aircraft of similar weight. The **strongest** wake turbulence occurs when the helicopter is operating at **lower speeds**.

Rotor downwash can be **hazardous** up to a **radius** of  $\approx 3 \times \text{rotor diameter}$



Wake turbulence  
associated with a  
Sikorsky S-76