



The Mechanics of Turbulent CFD

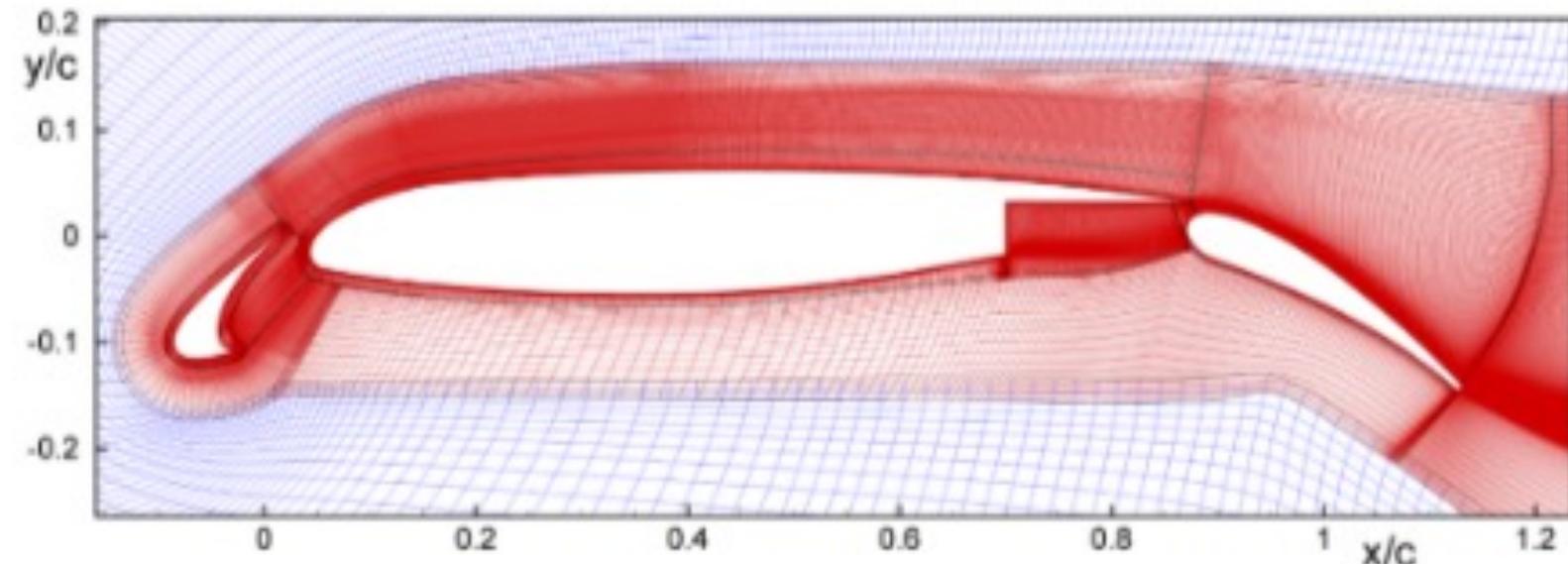
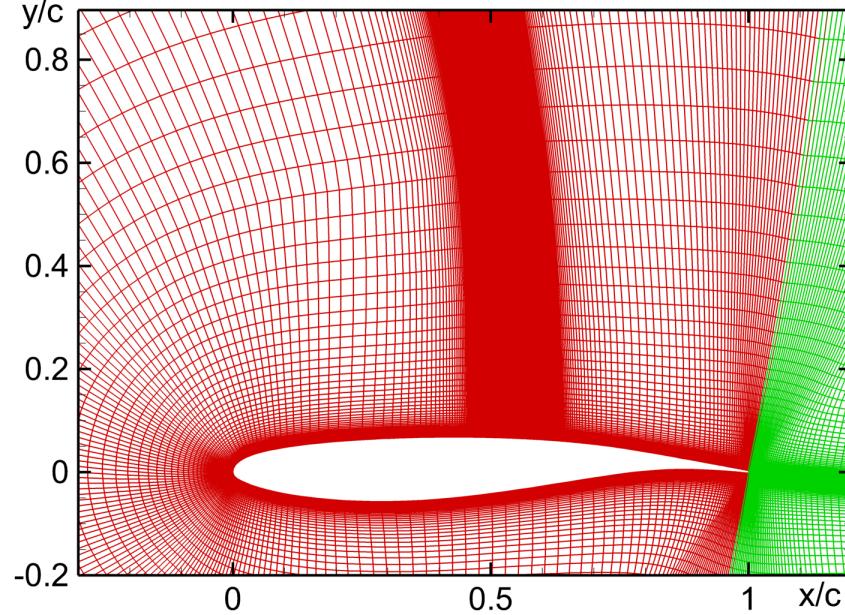
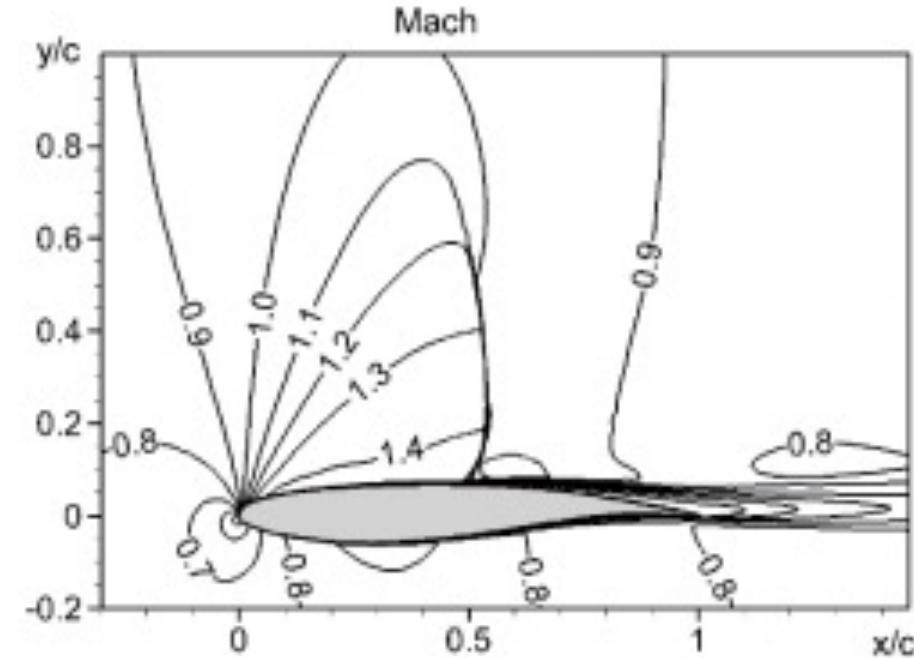
Philippe Spalart
Head of Flow Physics

Turbulence Videos

- 1: A Visual Introduction to Turbulence and its Prediction in CFD
- 2: The Basics of Turbulence Modeling
- 3: Steady Turbulence Modeling versus Turbulence-Resolving Simulations
- 4: The Mechanics of Turbulent CFD
 - Pre-processing
 - Generate grids
 - Obtain Solutions
 - Understand Solutions

- Transonic airfoil:
 - C grid
 - Refinement at shock, boundary layer, and wake
- Multi-element airfoil:
 - Overset grid blocks
 - Combination of C and H blocks
 - Refinement in recirculation regions, shear layers, and boundary layers

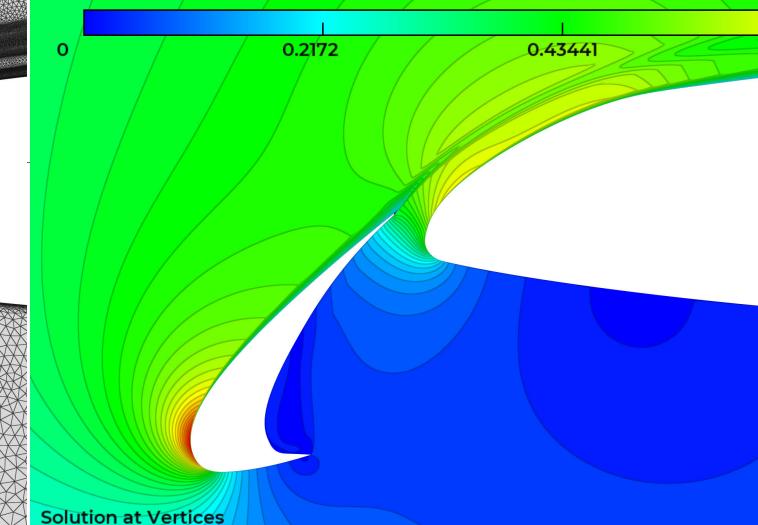
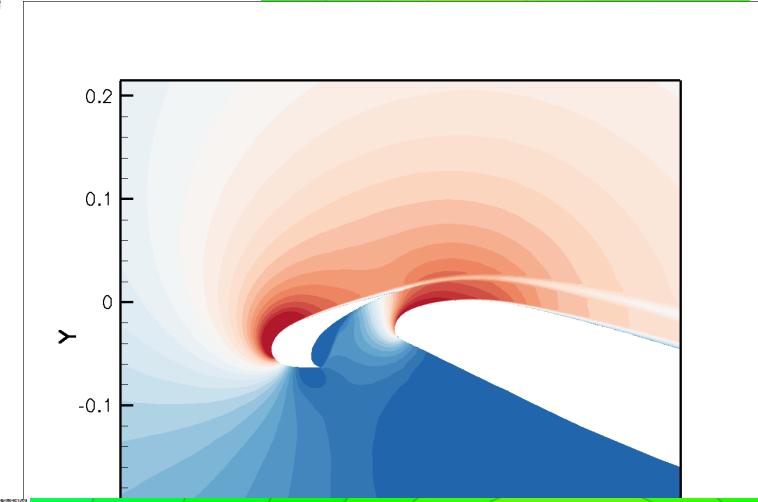
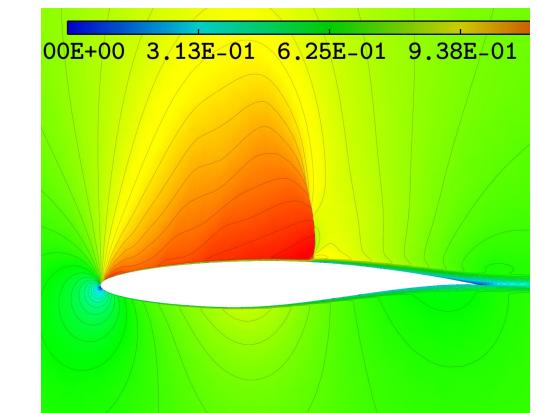
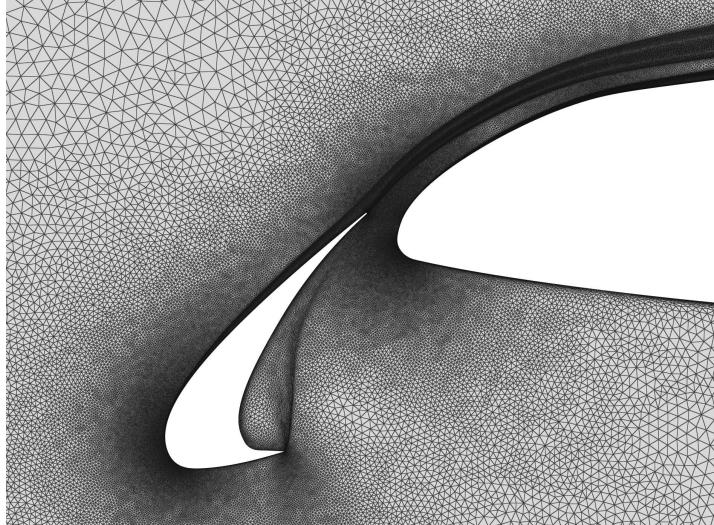
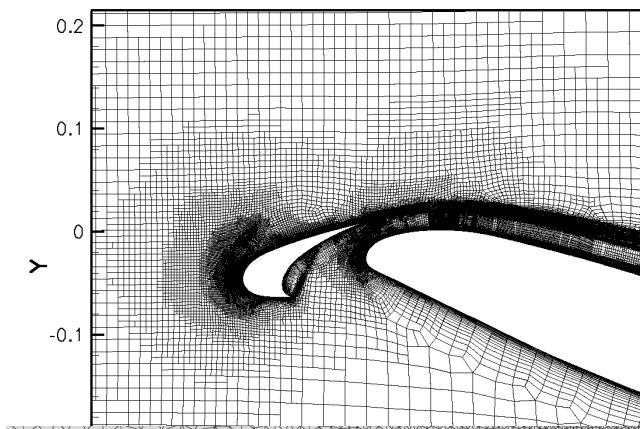
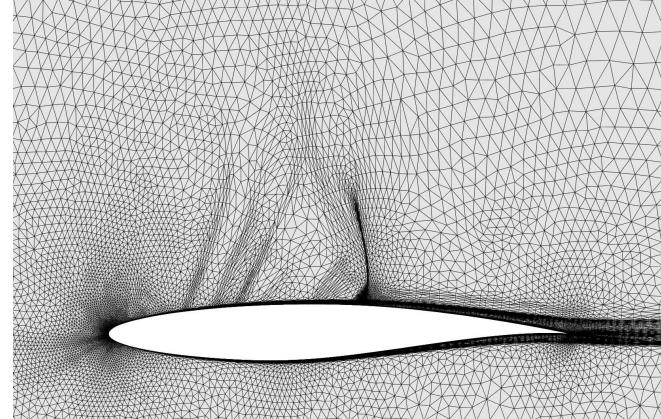
Manual Grids





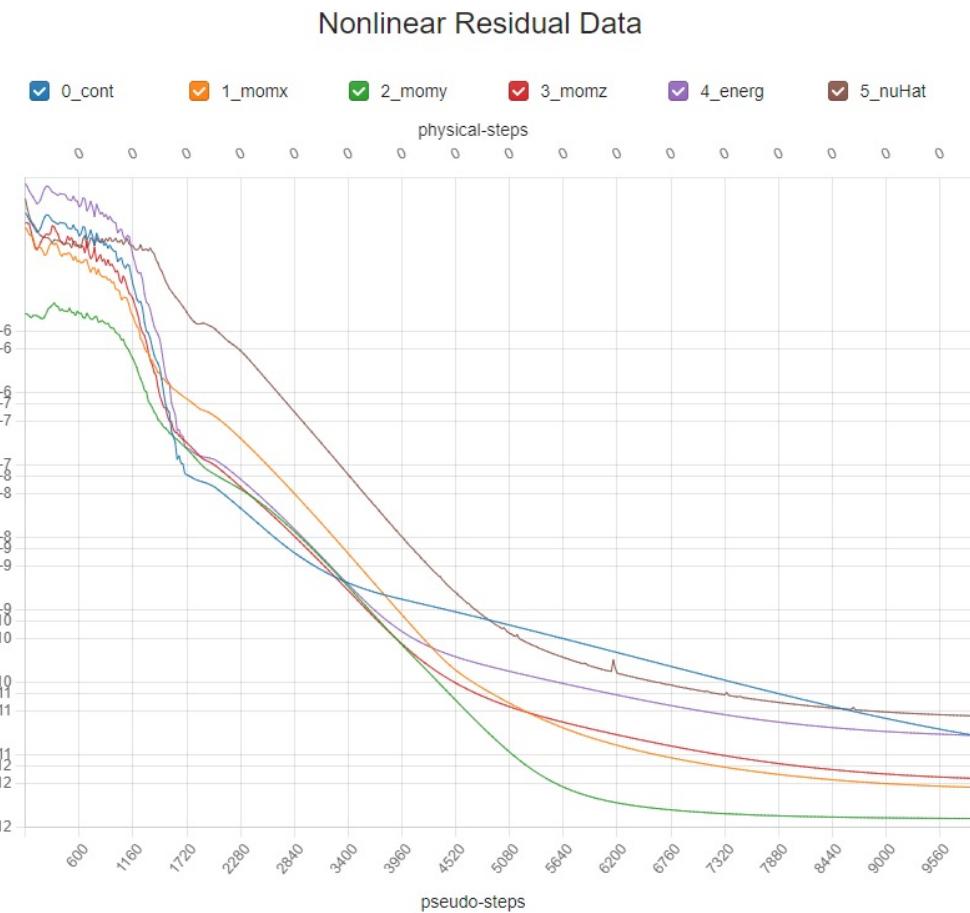
Adapted Grids

- Transonic airfoil:
 - Unstructured single grid
 - Anisotropic refinement at shock, Mach waves, and boundary layer
 - Substantial improvement in user load/expertise AND accuracy
 - Cost of creating a series of grids
 - As of 2023, limited to steady flows!
- Multi-element airfoil:
 - Refinement at various shear layers and boundary layers
 - Major improvement in user load/expertise AND accuracy



Grid Generation and Solution for T_U

- Obtain geometry file
 - This involves much checking and often “repair” (so-called “cleaning”)
- Generate grids
 - Often, define grid blocks, which might be moving
 - Unless adaptation is used, generate grid manually
 - This involves many rules related to turbulent boundary layers
 - Flow features such as shock waves and vortices
- Run solver
 - Decide between steady and unsteady RANS, DE, URANS
 - Impose correct flow conditions. Possibly use “corrector”
 - Carefully monitor convergence of residuals during simulation
 - If convergence is poor, DO NOT average the iterations. These are not valid flow fields
 - If possible, continue simulation as time-accurate, therefore URANS (and **then** average!)
- Explore solution
 - Compare results on different grids and with different turbulence models, if this is a new geometry or conditions
 - Visualize flow. Plot pressure, skin friction, and so on. Not just the forces and moments





Turbulence Treatments for Unsteady/Separated Flows

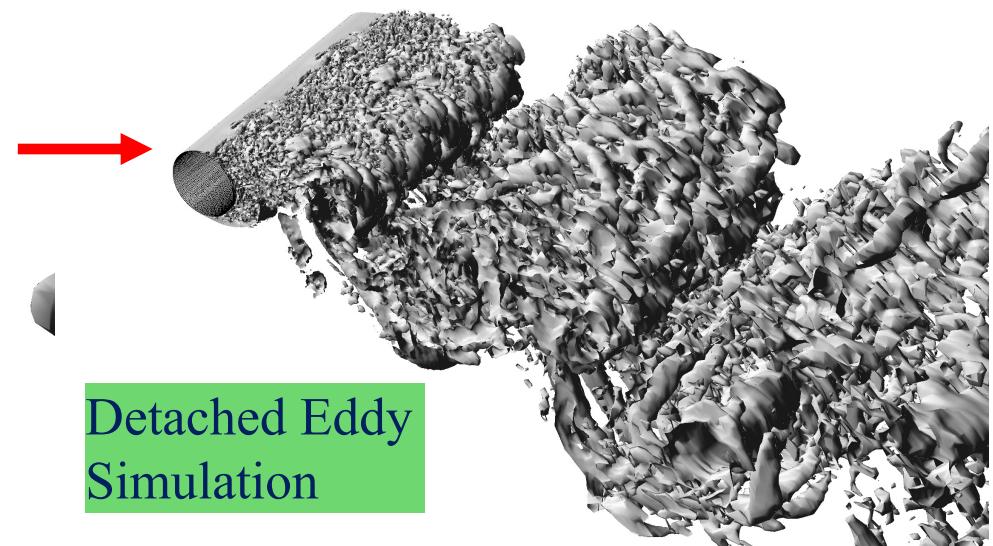
HTE - A SOLVER TECHNOLOGY COMPANY



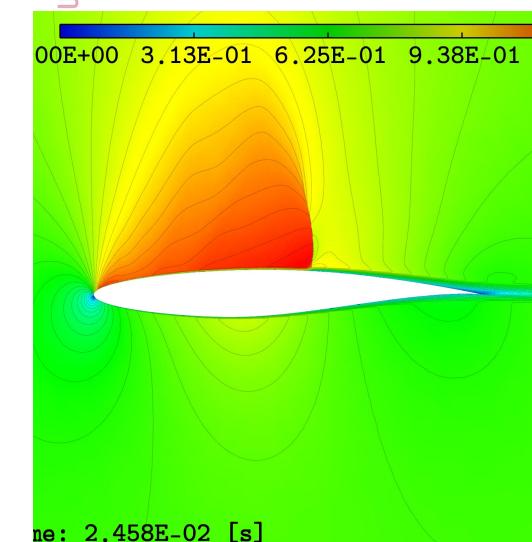
Steady RANS



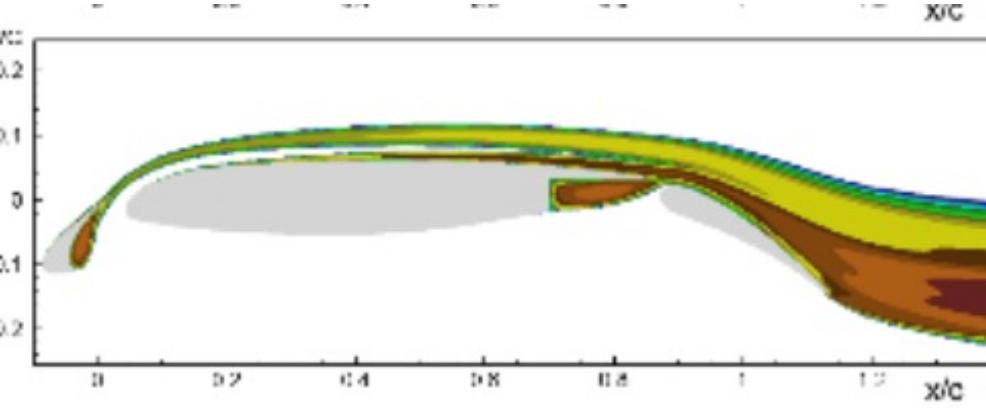
Unsteady RANS



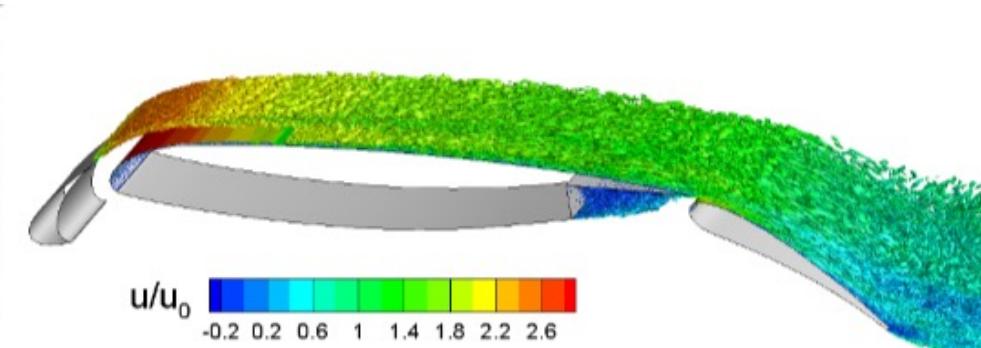
Detached Eddy Simulation



Steady RANS



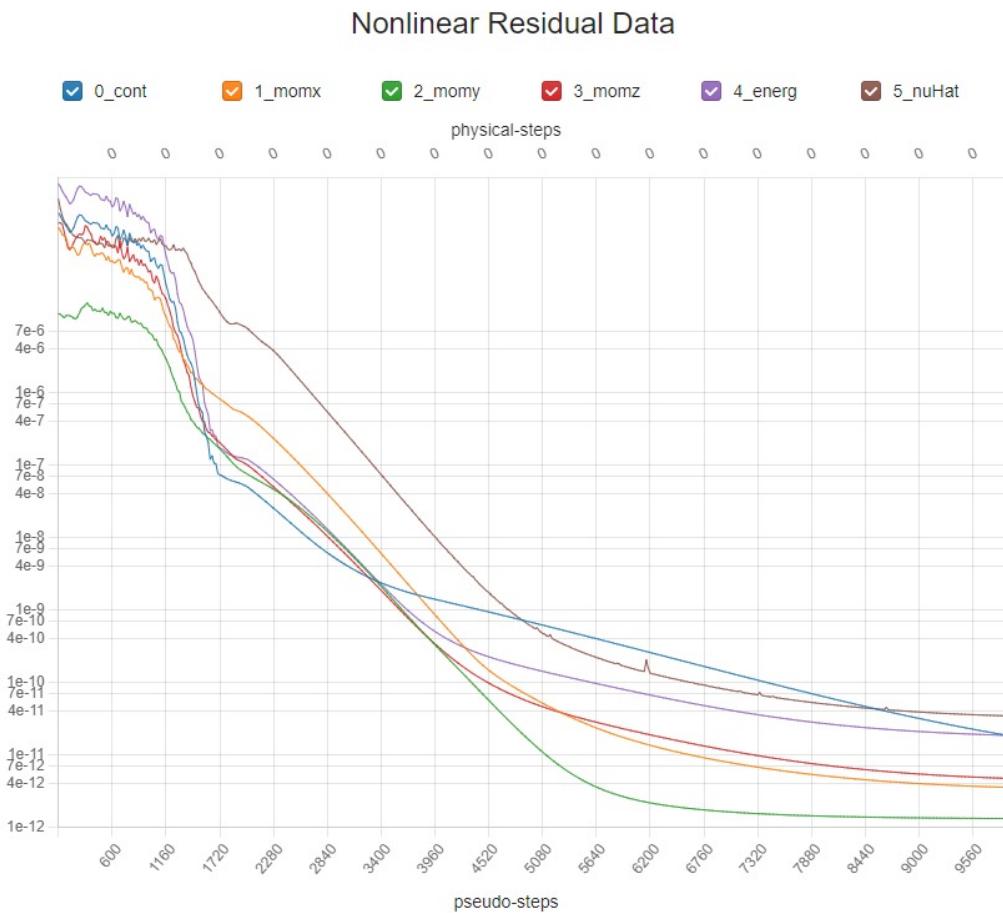
Strelets Team



Detached Eddy Simulation / MWLES

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Manual Grid Generation for Turbulent Flows, 2

- Distinguish inviscid regions, shock waves, free shear layers and vortices, and boundary layers
- Inviscid regions:
 - Grid cells are fairly isotropic except at shocks, and density loosely follows the distance from the walls
- Free turbulent layers:
 - The best grids are nearly aligned with the streamlines
 - We have guidelines for the transverse resolution:
 - How many points for each shear layer, how many points in a vortex core
 - These tend to ∞ at grid convergence
- Boundary layers:
 - Much more quantitative
 - 1) First grid spacing:
 - $\Delta y^+ \sim 2$ for SA model, ~ 0.5 for SST
 - This depends on estimating the friction velocity u_τ . Find the peak skin friction
 - $\Delta y/L$ strongly depends on the Reynolds number in order to keep Δy^+ correct
 - 2) Stretching ratio:
 - $r \equiv \Delta y_{j+1}/\Delta y_j$ sets the spacing in the bulk of the boundary layer
 - $r < \sim 1.2$, and $r \rightarrow 1$ for grid convergence
 - 3) This is sustained up to $y \geq \delta$
 - δ is far more difficult to estimate than u_τ !