

# AE625

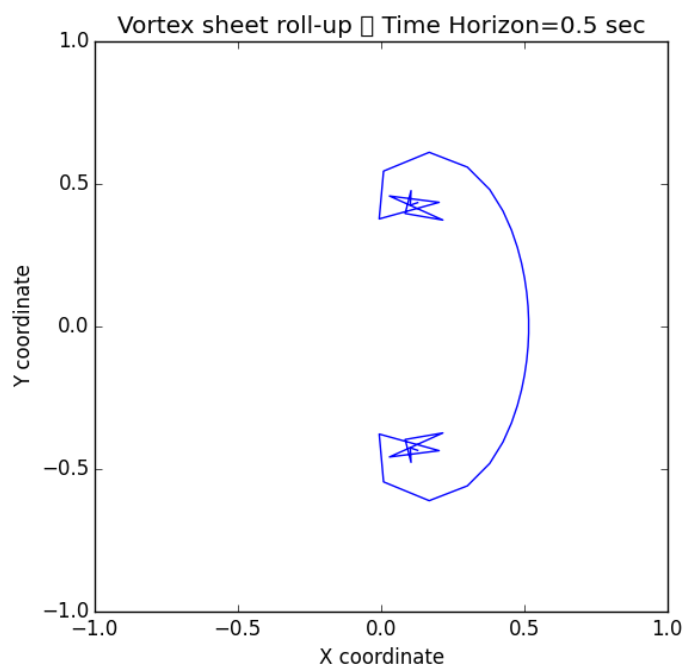
## Assignment - 2

by Naveen Himthani (120010001)

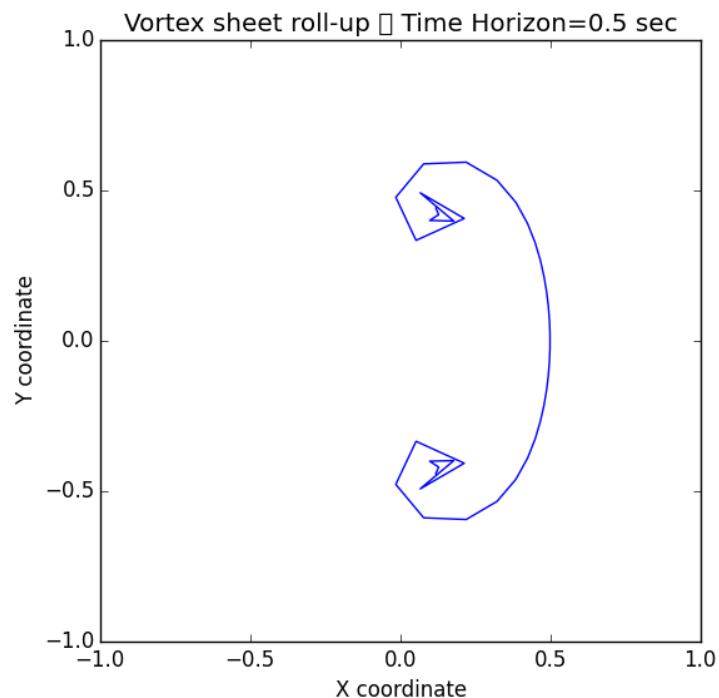
*Time step used = 0.001 seconds*

*Number of Vortex elements on the span wise axis : 40*

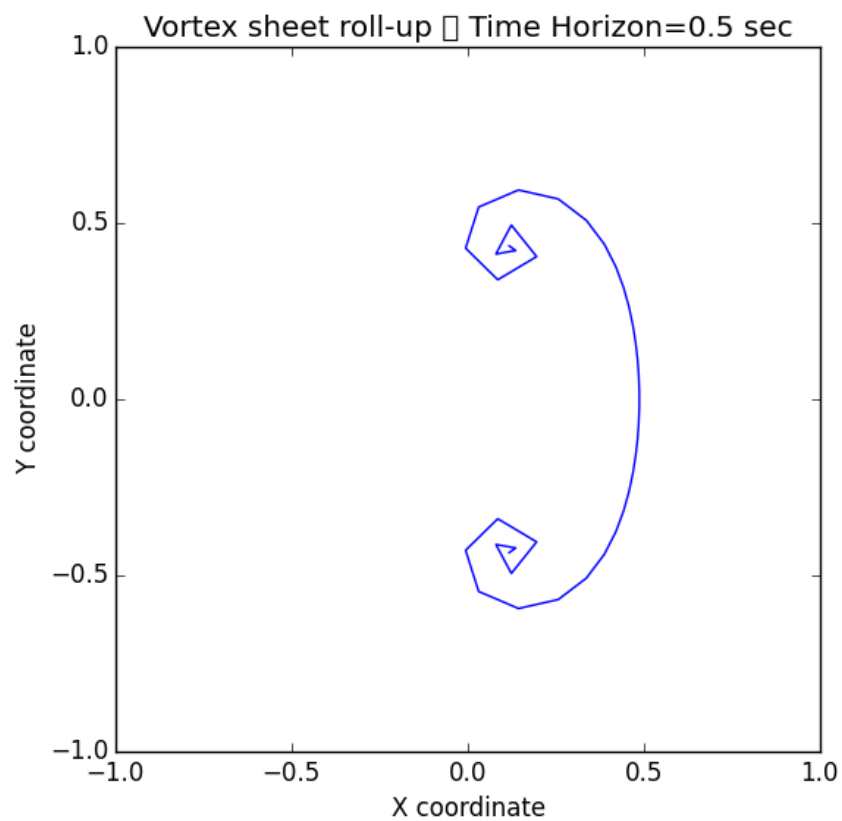
**Case 1a: Without any vortex blob, T = 0.5 sec**



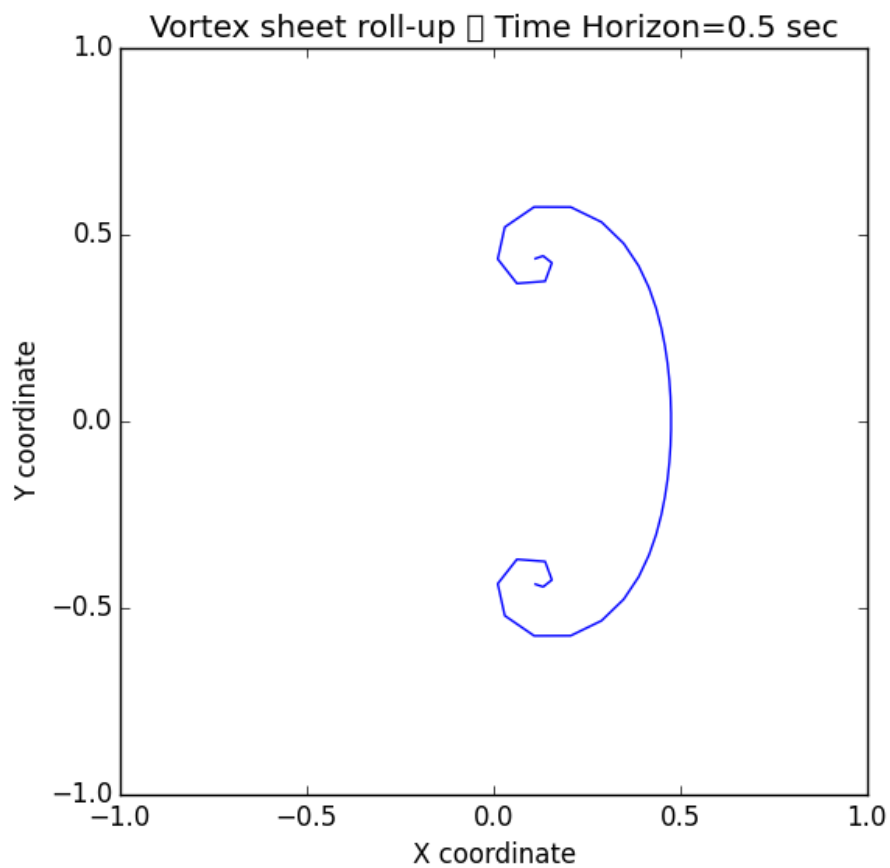
**Case 1b: With Krasney vortex blob (blob\_scaling= 2), T = 0.5 sec**



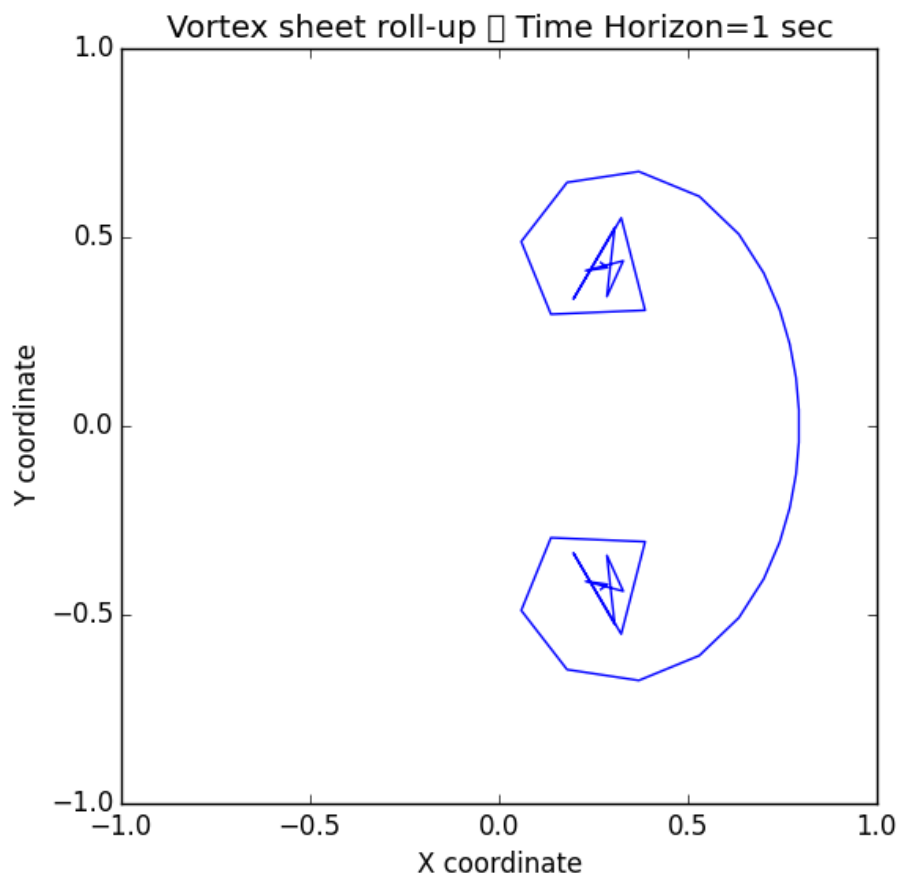
**Case 1b: With Krasney vortex blob (blob\_scaling= 3), T = 0.5 sec**



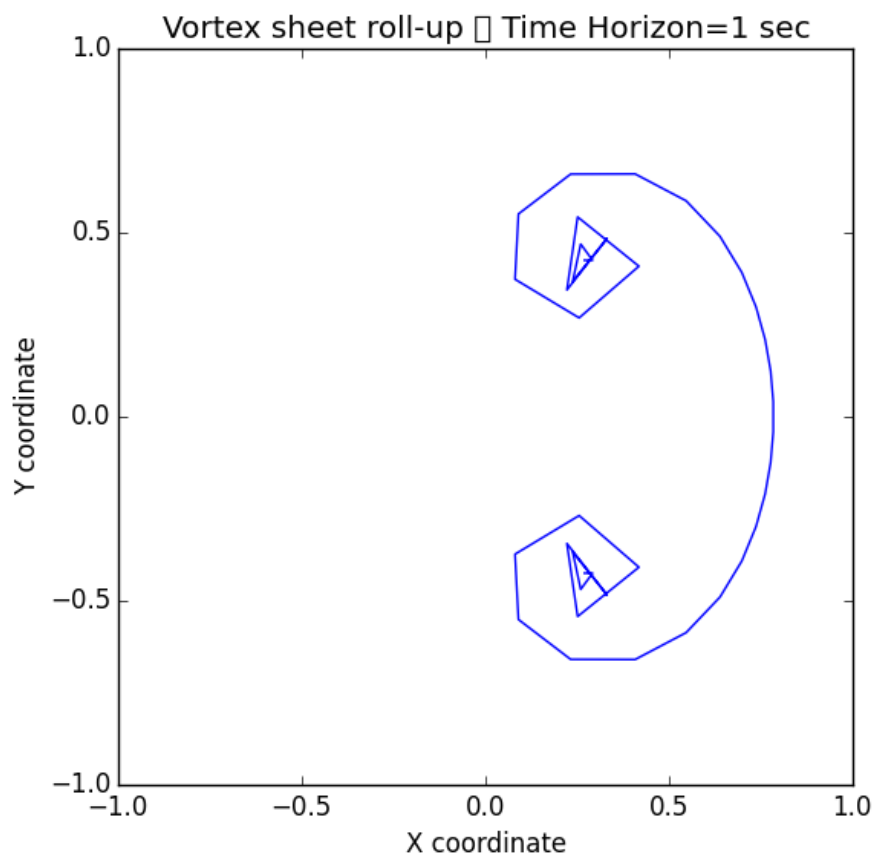
**Case 1b: With Krasney vortex blob (blob\_scaling= 4), T = 0.5 sec**



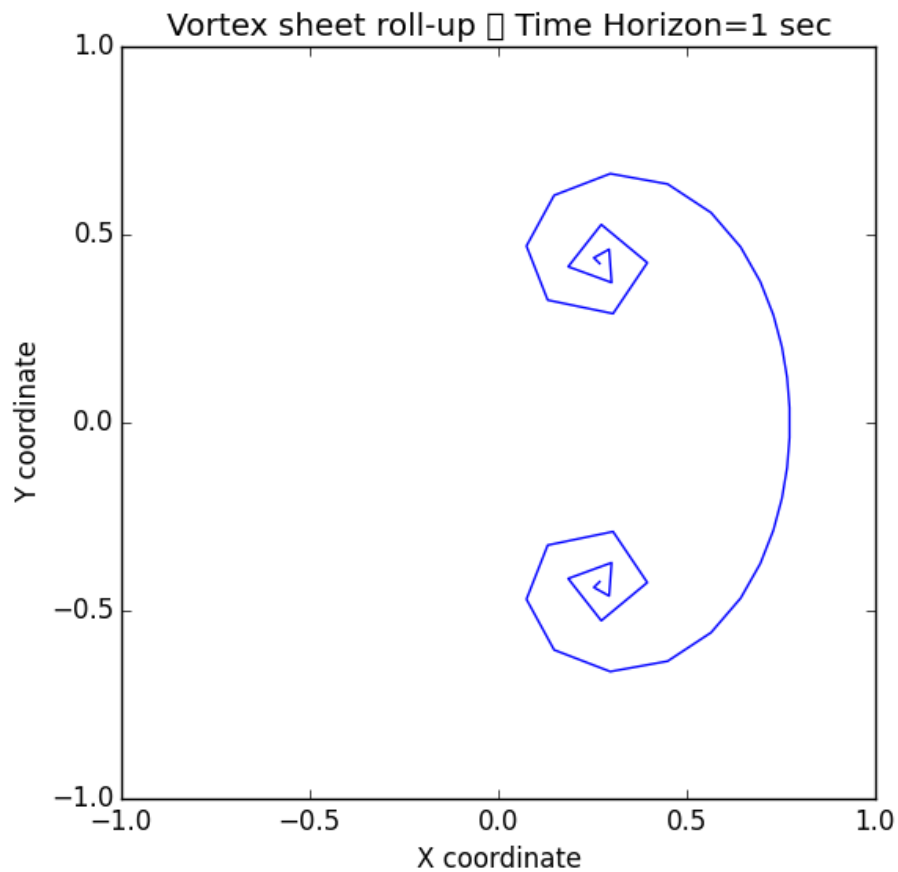
**Case 2a: With Krasney vortex blob (blob\_scaling= 2), T = 1 sec**



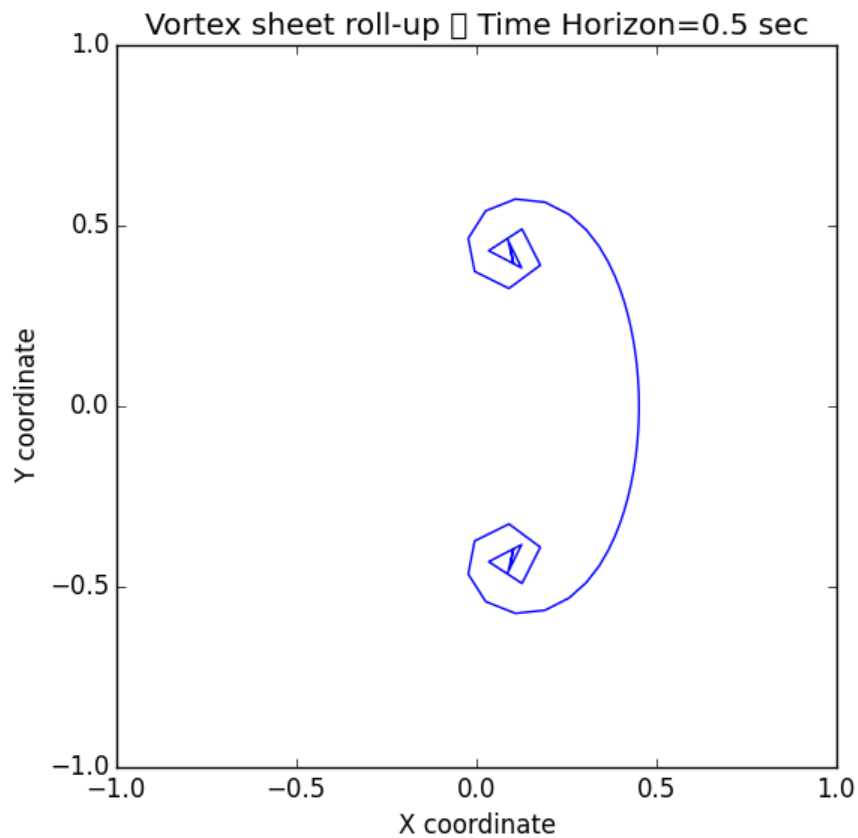
**Case 2b: With Krasney vortex blob (blob\_scaling= 3), T = 1 sec**



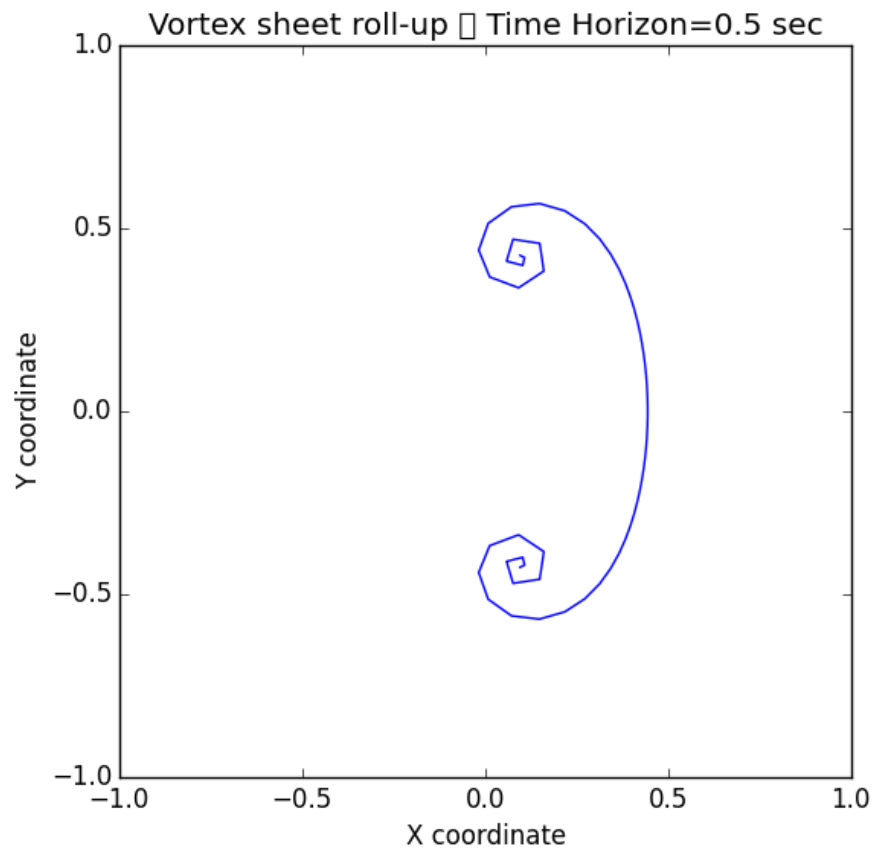
**Case 2c: With Krasney vortex blob (blob\_scaling= 4), T = 1 sec**



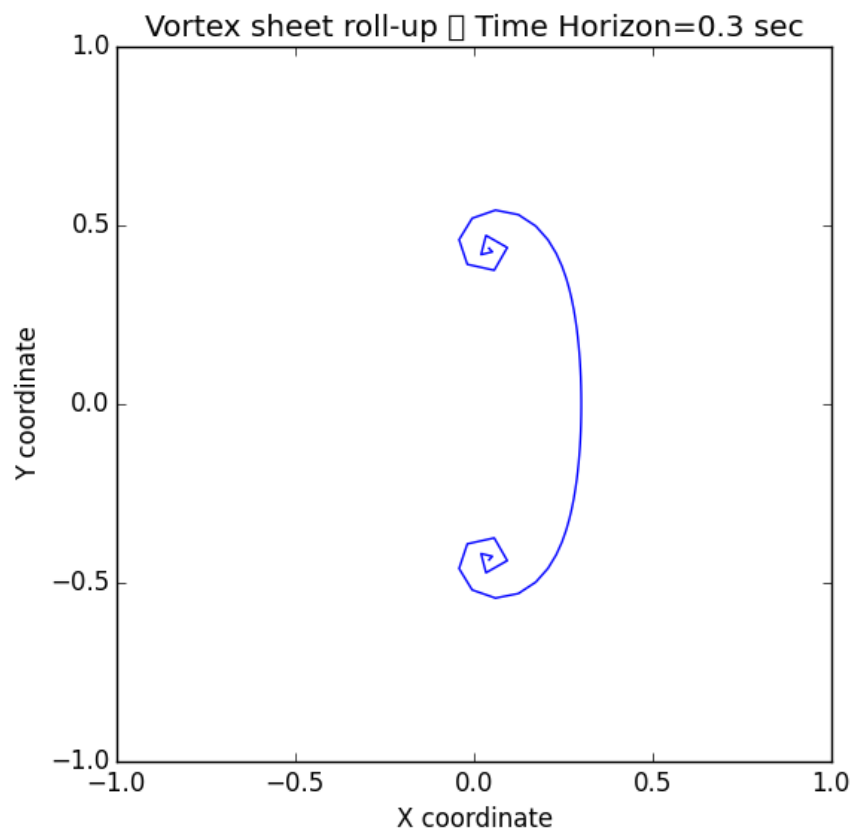
**Case 3a: With Krasney vortex blob (blob\_scaling= 4, V\_elements=60), T = 0.5s**



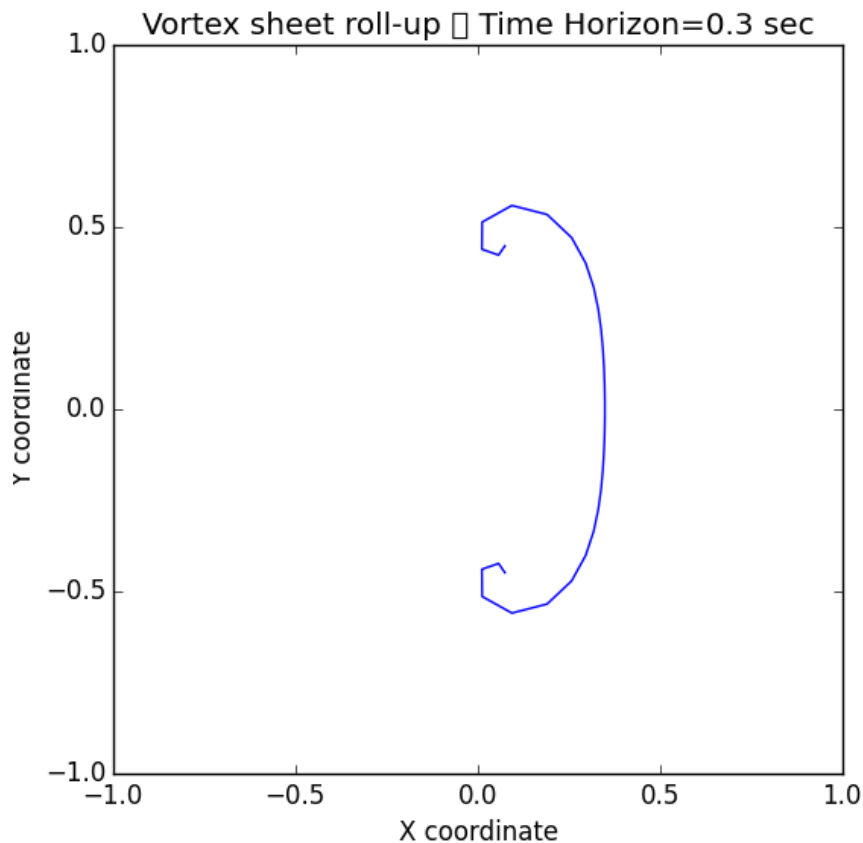
**Case 3b: With Krasney vortex blob (blob\_scaling= 3, V\_elements=60), T = 0.5s**



**Case 4a: With Krasney vortex blob (blob\_scaling= 3, V\_elements=60), T = 0.3s**



#### Case 4b: With Krasney vortex blob (blob\_scaling= 3, V\_elements=30), T = 0.3s



#### Conclusions:

- On increasing the blob scaling factor, the vortex sheet rolls up more slowly and in a given time the sheet does not intersect itself (after that time, it intersects itself, because the scaling factor is kept constant)
- On increasing the number of vortex elements, the sheet evolves faster in time
- Obviously, increasing the number of vortex elements and adaptively changing the blob scaling factor will be beneficial for the simulation
- The vortex sheet also moves to the right, because the vortex strength in the upper half is opposite in sign to the lower half and is symmetric.