# AFLR2 Analysis Interface Module (AIM)

Marshall Galbraith MIT ACDL

August 18, 2020

CONTENTS 1

## **Contents**

1	Introduction		1
	1.1	AFLR2 AIM Overview	1
2	AIM	Inputs	1
3	AIM	Shareable Data	2
4	AIM	Outputs	2
5	Mesh Sizing		2
	5.1	JSON String Dictionary	2
	5.2	Single Value String	3
Bi	blioai	raphy	4

## 1 Introduction

#### 1.1 AFLR2 AIM Overview

A module in the Computational Aircraft Prototype Syntheses (CAPS) has been developed to interact with the unstructured, surface grid generator AFLR2 [2] [1].

The AFLR2 AIM provides the CAPS users with the ability to generate "unstructured, 2D grids" using an "Advancing-Front/Local-Reconnection (AFLR) procedure." Both triangular and quadrilateral elements may be generated.

An outline of the AIM's inputs and outputs are provided in AIM Inputs and AIM Outputs, respectively. The complete AFLR documentation is available at the SimCenter.

The accepted and expected geometric representation and analysis intentions are detailed in geomRepIntentAFL←R2.

## 2 AIM Inputs

The following list outlines the AFLR2 meshing options along with their default value available through the AIM interface.

## • Proj Name = NULL

This corresponds to the output name of the mesh. If left NULL, the mesh is not written to a file.

## • Tess\_Params = [0.025, 0.001, 15.0]

Body tessellation parameters. Tess\_Params[0] and Tess\_Params[1] get scaled by the bounding box of the body. (From the EGADS manual) A set of 3 parameters that drive the EDGE discretization and the FACE triangulation. The first is the maximum length of an EDGE segment or triangle side (in physical space). A zero is flag that allows for any length. The second is a curvature-based value that looks locally at the deviation between the centroid of the discrete object and the underlying geometry. Any deviation larger than the input value will cause the tessellation to be enhanced in those regions. The third is the maximum interior dihedral angle (in degrees) between triangle facets (or Edge segment tangents for a WIREBODY tessellation), note that a zero ignores this phase.

# Mesh\_Quiet\_Flag = False

Complete suppression of mesh generator (not including errors)

2 CONTENTS

#### Mesh Format = "AFLR3"

Mesh output format. Available format names include: "AFLR3", "VTK", "TECPLOT", "STL" (quadrilaterals will be split into triangles), "FAST".

## Mesh\_ASCII\_Flag = True

Output mesh in ASCII format, otherwise write a binary file if applicable.

#### Mesh\_Gen\_Input\_String = NULL

Meshing program command line string (as if called in bash mode). Use this to specify more complicated options/use features of the mesher not currently exposed through other AIM input variables. Note that this is the exact string that will be provided to the volume mesher; no modifications will be made. If left NULL an input string will be created based on default values of the relevant AIM input variables.

#### Edge Point Min = NULL

Minimum number of points on an edge including end points to use when creating a surface mesh (min 2).

#### Edge Point Max = NULL

Maximum number of points on an edge including end points to use when creating a surface mesh (min 2).

## Mesh Sizing = NULL

See Mesh Sizing for additional details.

## 3 AIM Shareable Data

The AFLR2 AIM has the following shareable data types/values with its children AIMs if they are so inclined.

#### Surface Mesh

The returned surface mesh after AFLR2 execution is complete in meshStruct (see meshTypes.h) format.

#### Attribute Map

An index mapping between capsGroups found on the geometry in mapAttrToIndexStruct (see miscTypes.h) format.

## 4 AIM Outputs

The following list outlines the AFLR2 AIM outputs available through the AIM interface.

• Done = True if a surface mesh was created on all surfaces, False if not.

## 5 Mesh Sizing

NOTE: Available mesh sizing parameters differ between mesh generators.

Structure for the mesh sizing tuple = ("CAPS Group Name", "Value"). "CAPS Group Name" defines the capsGroup on which the sizing information should be applied. The "Value" can either be a JSON String dictionary (see Section JSON String Dictionary) or a single string keyword string (see Section Single Value String)

## 5.1 JSON String Dictionary

If "Value" is a JSON string dictionary (e.g. "Value" = {"edgeDistribution": "Even", "numEdgePoints": 100}) the following keywords ( = default values) may be used:

## edgeDistribution = "Even"

Edge Distribution types. Options: Even (even distribution), Tanh (hyperbolic tangent distribution).

## • numEdgePoints = 2

Number of points along an edge including end points. Must be at least 2.

## • initialNodeSpacing = [0.0, 0.0]

Initial (scaled) node spacing along an edge. [first node, last node] consistent with the orientation of the edge.

#### boundaryLayerSpacing = 0.0

Initial spacing for boundary layer mesh growth on an edge (2D meshing).

#### tessParams = (no default)

Face tessellation parameters, example [0.1, 0.01, 20.0]. (From the EGADS manual) A set of 3 parameters that drive the EDGE discretization and the FACE triangulation. The first is the maximum length of an ED← GE segment or triangle side (in physical space). A zero is flag that allows for any length. The second is a curvature-based value that looks locally at the deviation between the centroid of the discrete object and the underlying geometry. Any deviation larger than the input value will cause the tessellation to be enhanced in those regions. The third is the maximum interior dihedral angle (in degrees) between triangle facets (or Edge segment tangents for a WIREBODY tessellation), note that a zero ignores this phase.

## 5.2 Single Value String

If "Value" is a single string, the following options maybe used:

· (NONE Currently)

4 REFERENCES

# References

[1] David L Marcum. Unstructured grid generation using automatic point insertion and local reconnection. *The Handbook of Grid Generation*, pages 18–1, 1998. 1

[2] David L. Marcum and Nigel P. Weatherill. Unstructured grid generation using iterative point insertion and local reconnection. *AIAA Journal*, 33(9):1619–1625, Sep. 1995. 1