

Impact of the Propulsion Modeling Approach on High-Lift Force Prediction of Propeller-Blown Wings

Cécile Casses, and Christopher Courtin
Electra.aero

Mark Drela
MIT Dept. of Aeronautics and Astronautics

Thomas Fitzgibbon, and Runda Ji, and Maciej Skarysz, and Philippe Spalart, and Qiqi Wang
Flexcompute

2022 AIAA Aviation Forum, 27 June – 1 July

Copyright © by Electra.aero and Flexcompute
Published by the American Institute of Aeronautics and Astronautics, Inc., with permission.

Outline

1. Introduction
2. Isolated Propeller Results
3. Propulsion Models
4. 2D Model Problem + Full 3D
5. Conclusions

Introduction

Primary motivation for this work:

Enable SSTOL



Introduction

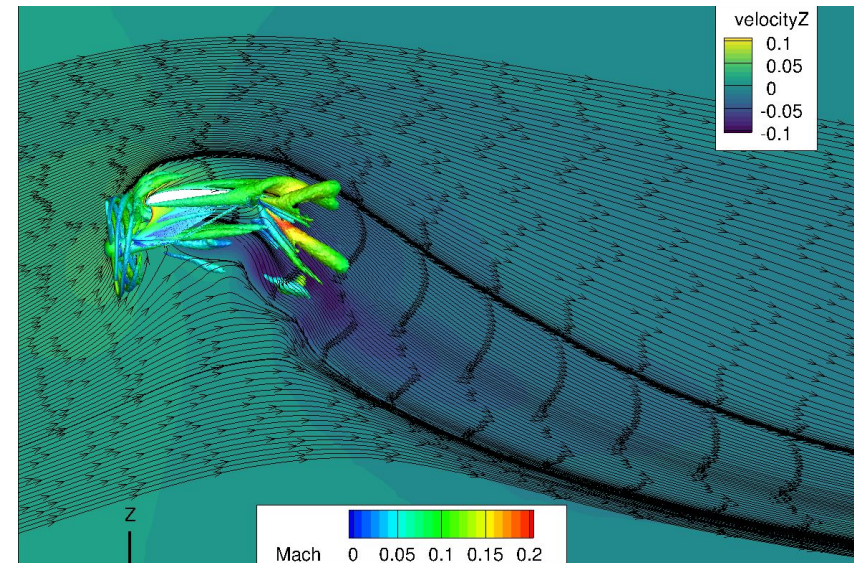
Primary motivation for this work:

Enable SSTOL

Achieved through **Blown-wing concept**

- Distributed electric propulsion
- High lift devices

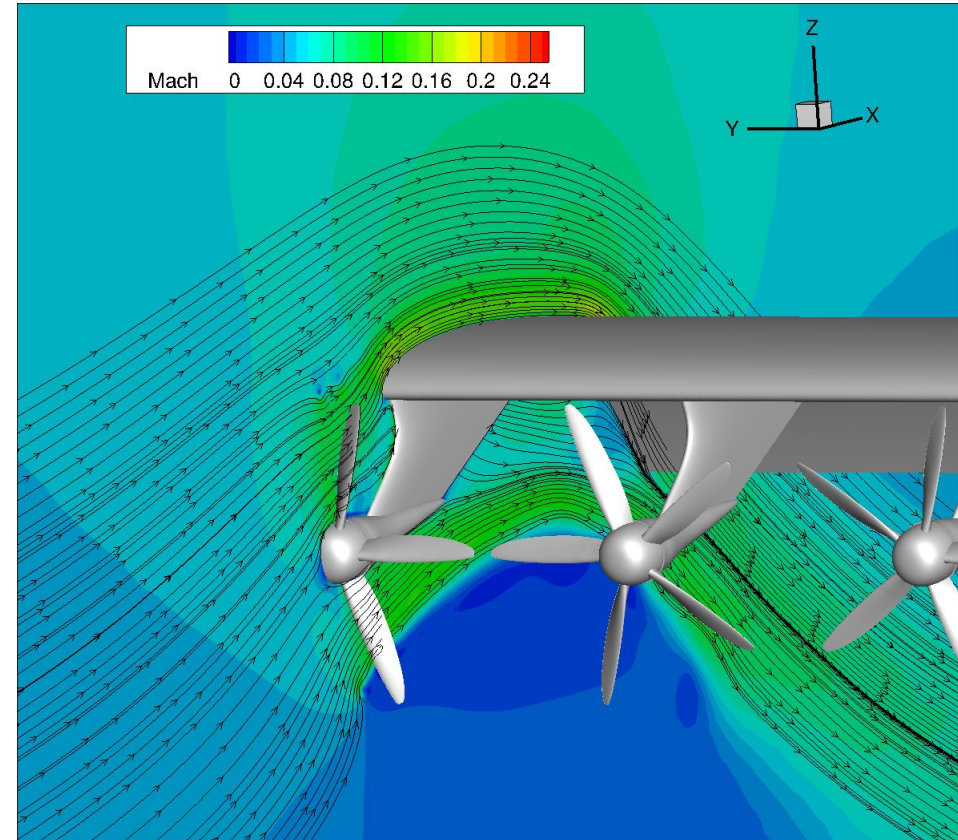
Increased wing lift!



Introduction

- Primary difficulty:

Many design considerations



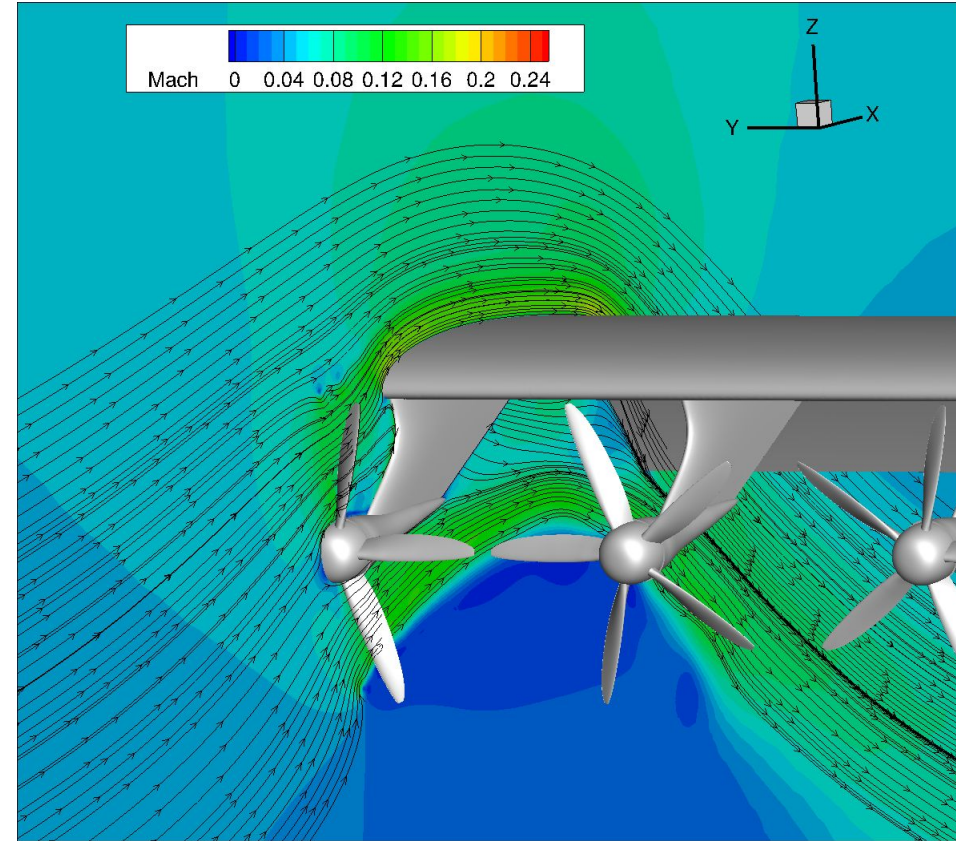
Introduction

- Primary difficulty:

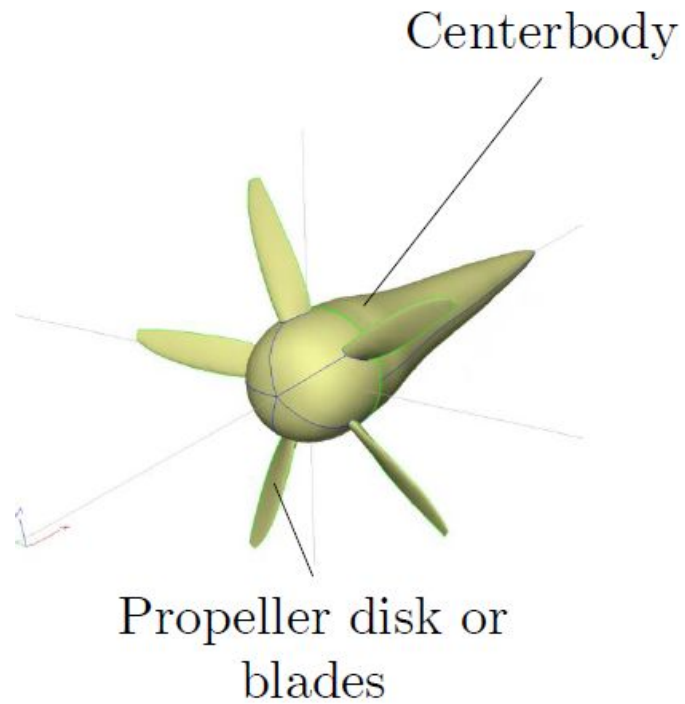
Many design considerations

- Objective of current work

Investigate approaches to reduce computational costs of fully-resolved 3D aircraft CFD simulations

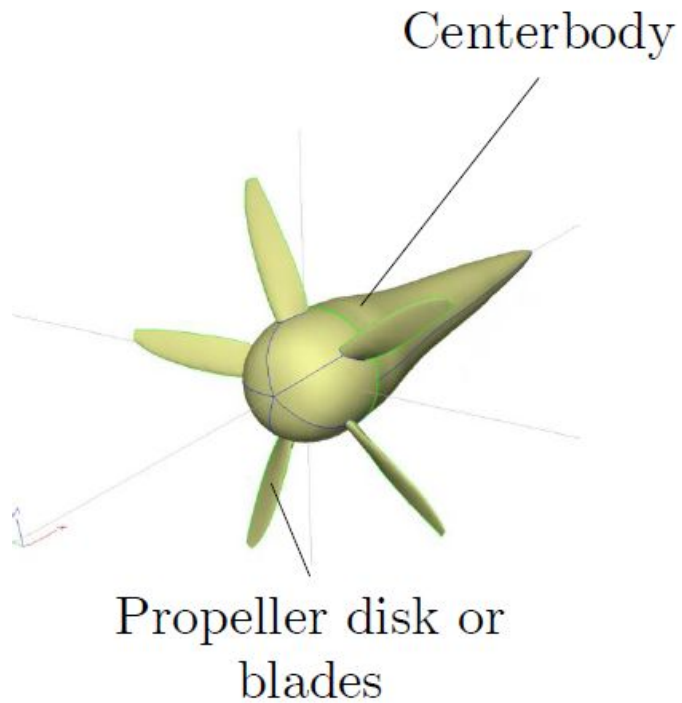


Isolated Propeller – Case Setup

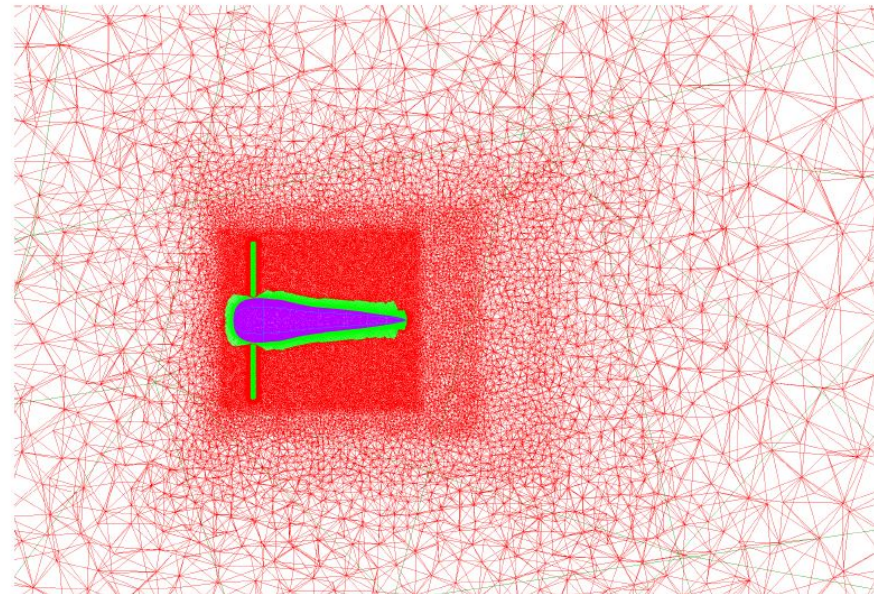


Aim: to assess different propulsion models for a simple configuration

Isolated Propeller – Case Setup

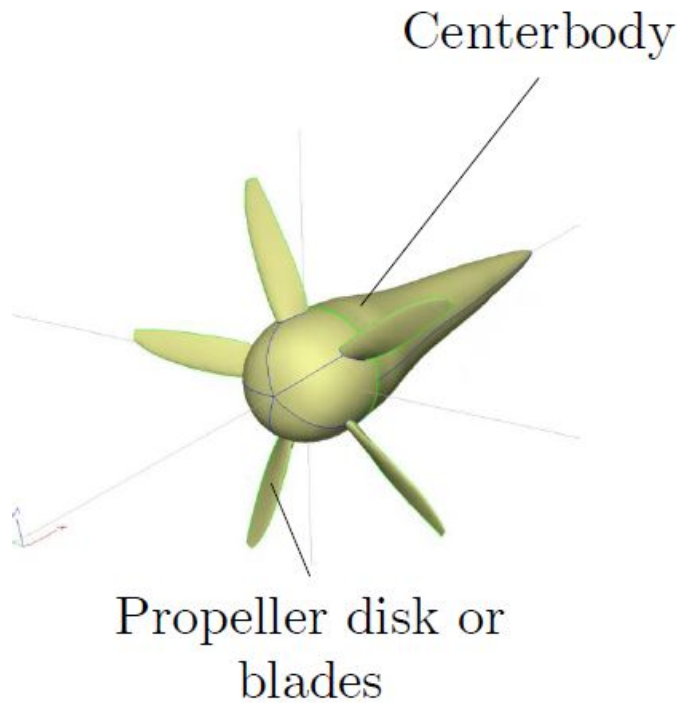


Aim: to assess different propulsion models for a simple configuration



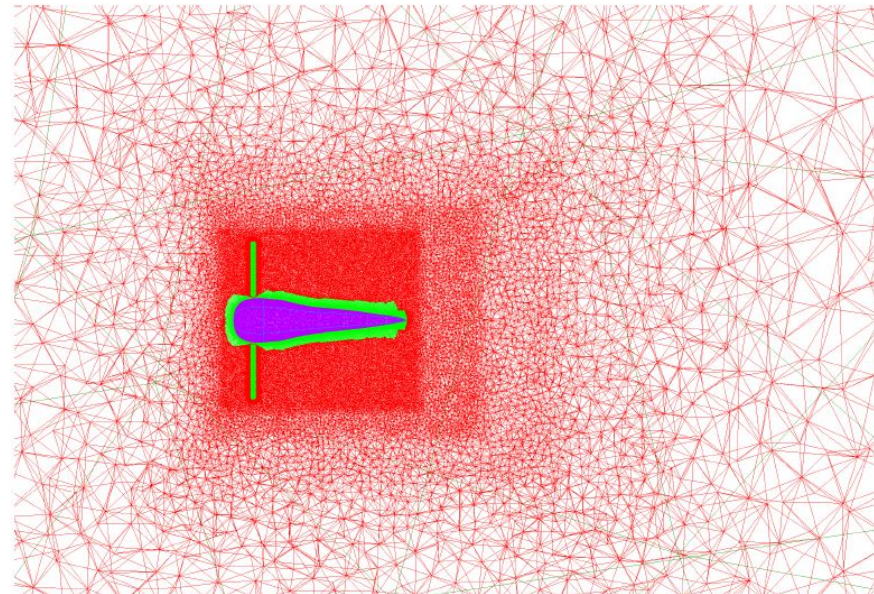
- Mesh refinement + disk thickness study shown in paper
- Final mesh 6.9M points with 13.5%R disk thickness for AD + BET
- 18M points for Unsteady

Isolated Propeller – Case Setup



- Mesh refinement + disk thickness study shown in paper
- Final mesh 6.9M points with 13.5%R disk thickness for AD + BET
- 18M points for Unsteady

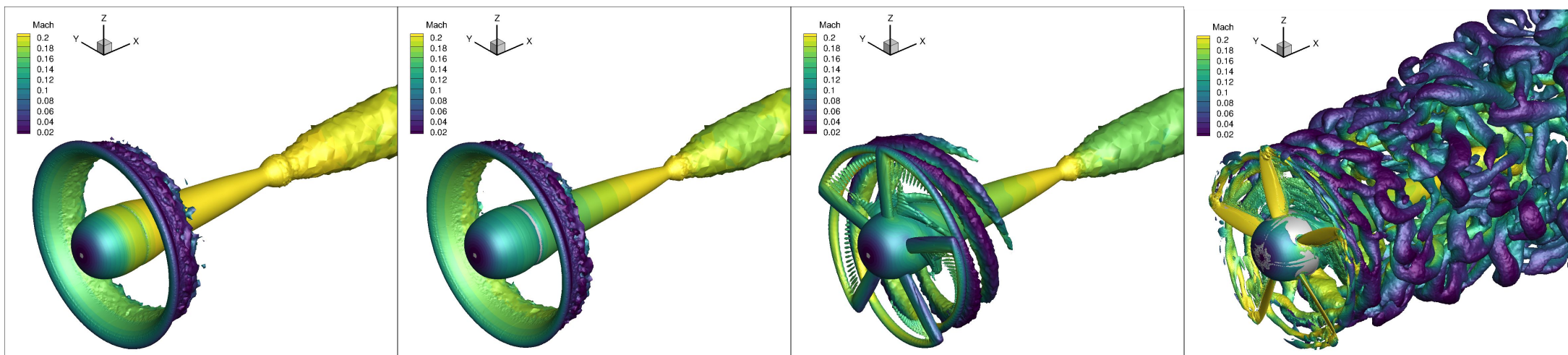
Aim: to assess different propulsion models for a simple configuration



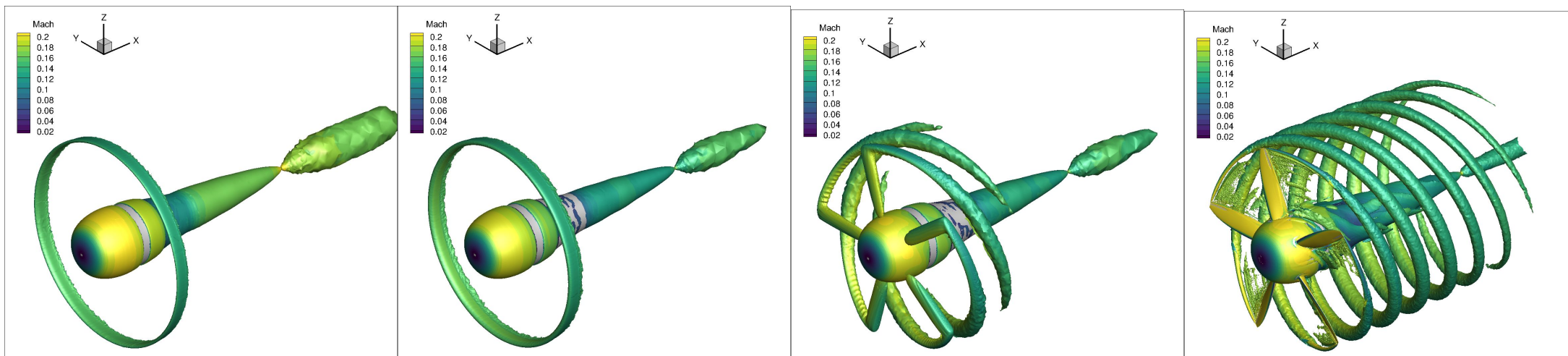
α (deg)	[0, 10]
RPM	4000
V_∞ (m/s)	[6.12, 9.53, 14.97, 20.08, 28.58, 47.64]
λ	[0.032, 0.050, 0.079, 0.105, 0.150, 0.184, 0.250]

Isolated Propeller – Propulsion Models

$V=9.5282$ m/s



$V=47.6412$ m/s



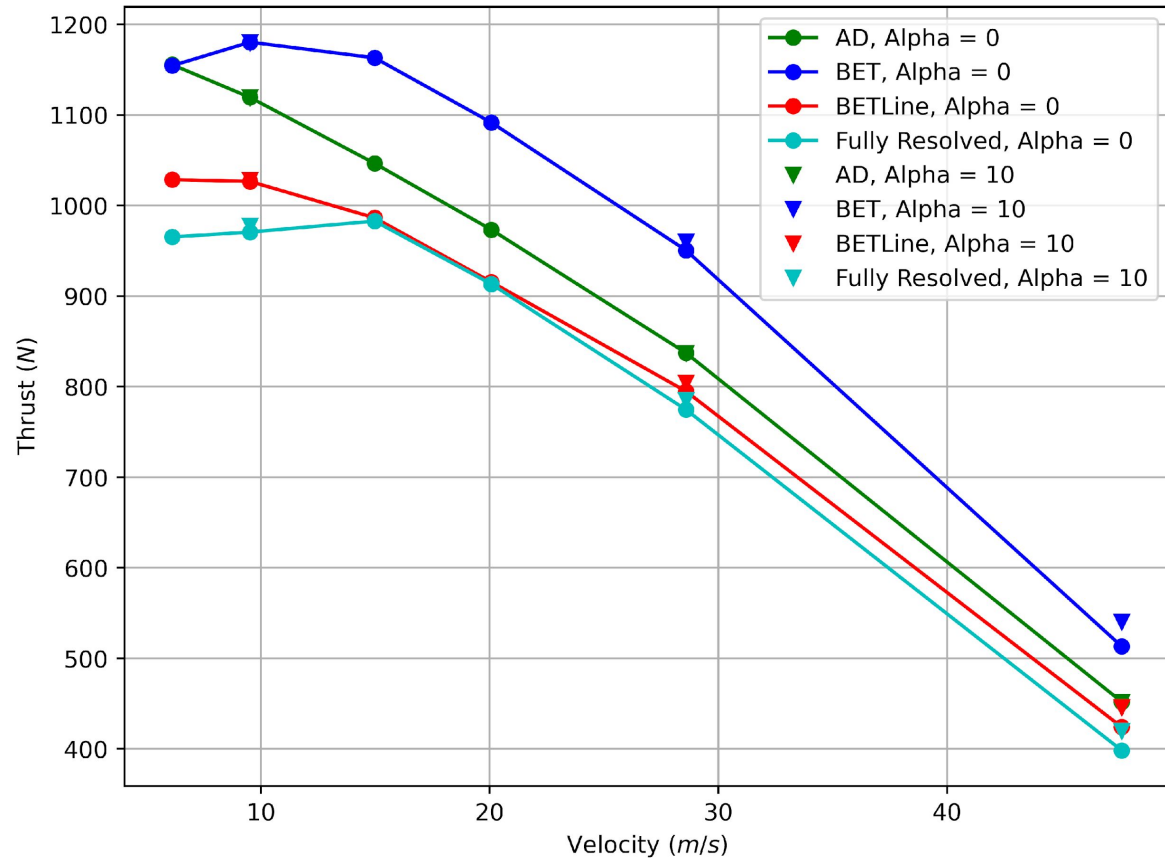
AD

BET Disk

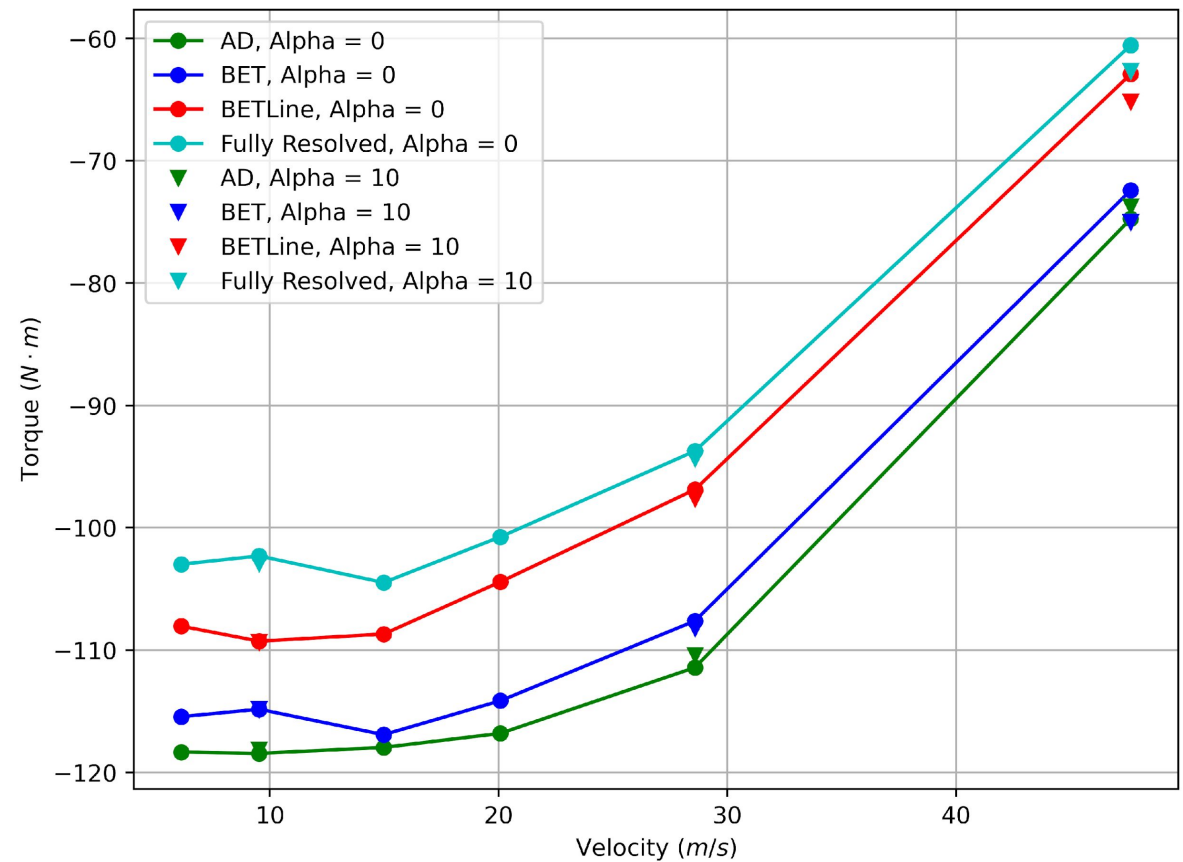
BET Line

Fully-Resolved

Isolated Propeller - Results



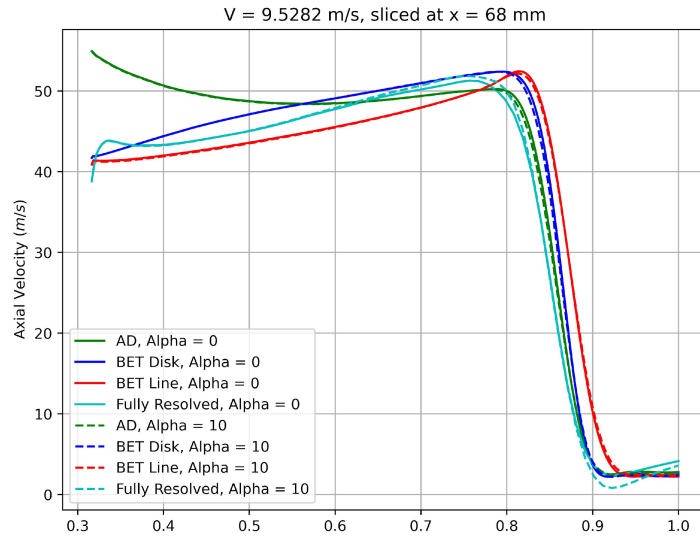
Thrust vs Velocity



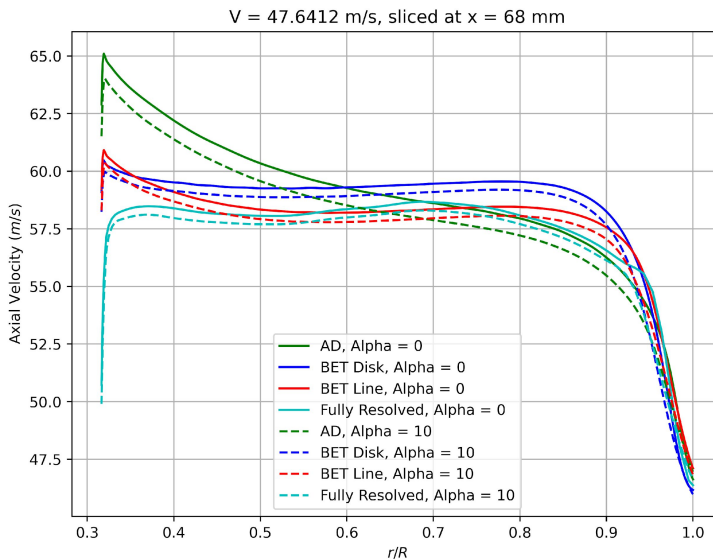
Torque vs Velocity

Isolated Propeller - Results

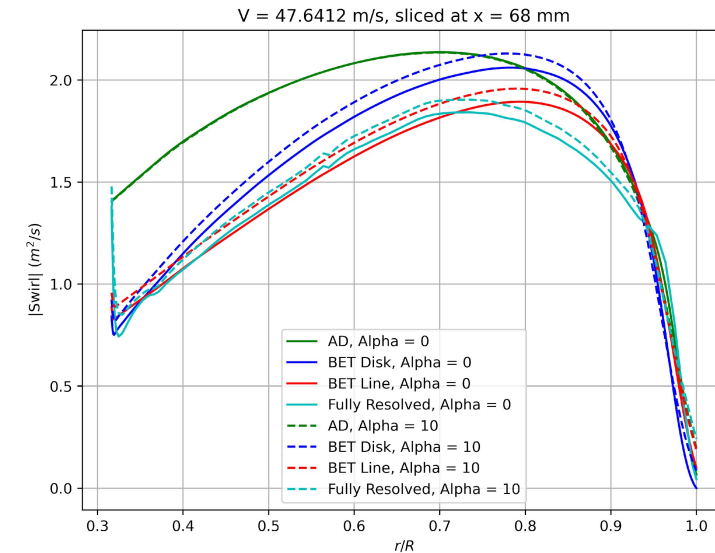
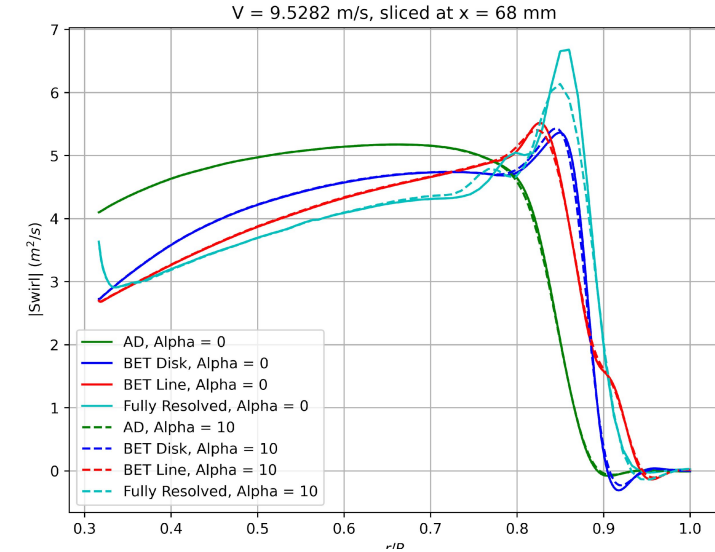
V=9.5282 m/s



V=47.6412 m/s



Axial Velocity



Swirl

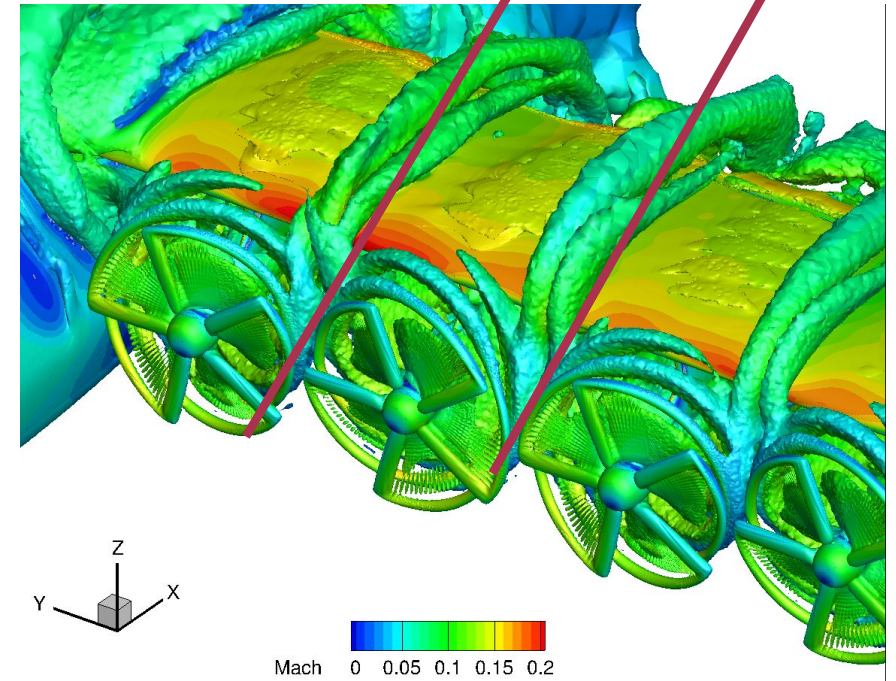
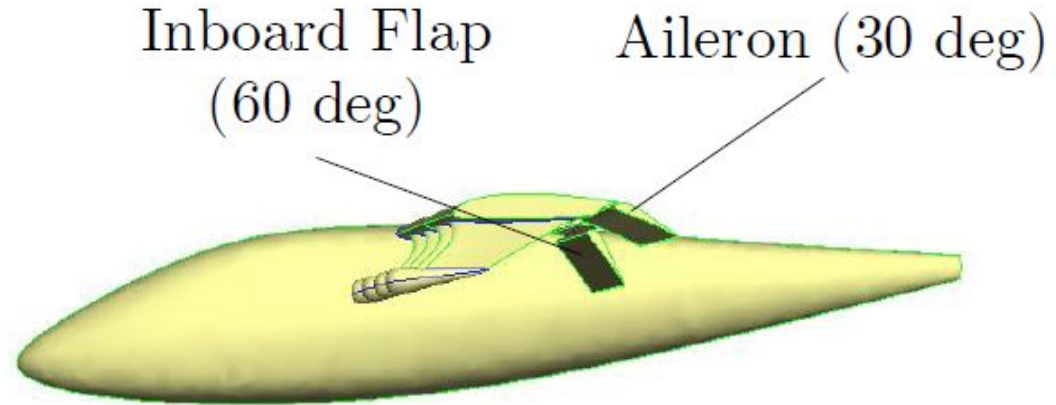
Propulsion Models

Actuator Disk	Blade-Element Disk	Blade-Element Line	Fully-Resolved
<ul style="list-style-type: none"> • Steady in time • No need to mesh the blades • Rotor forces largely defined by user • Cheap computationally 	<ul style="list-style-type: none"> • Steady in time • No need to mesh the blades • Rotor forces calculated from inputs and velocity field • Cheap computationally 	<ul style="list-style-type: none"> • Unsteady in time • No need to mesh the blades • Rotor forces calculated from inputs and velocity field • Moderate computational expense 	<ul style="list-style-type: none"> • Unsteady in time • Need to mesh the blades • Rotor forces calculated by solving the NS equations around the wall surfaces • High computational expense

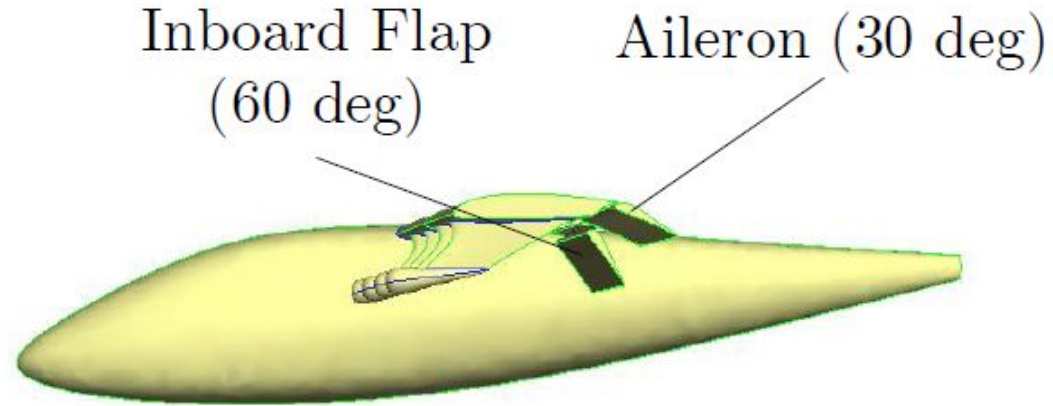
Blades modelled as a body force source term in the NS equations

Blades directly resolved

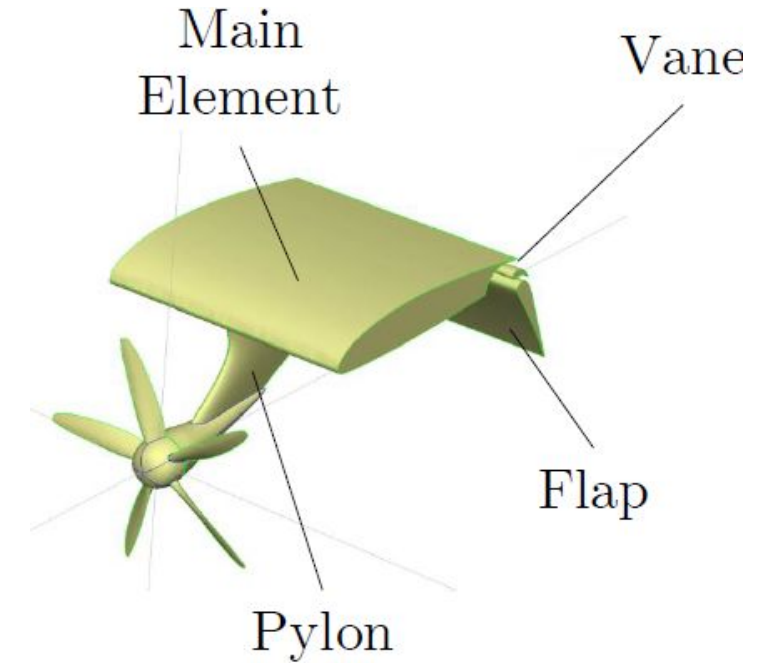
3D Geometry + 2D Model Problem – Case Setup



3D Geometry + 2D Model Problem – Case Setup

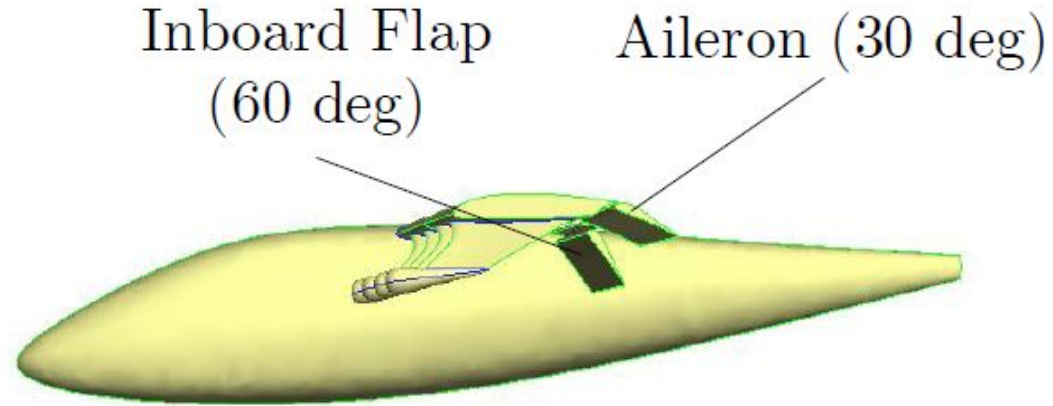


Mesh: 47.3M points

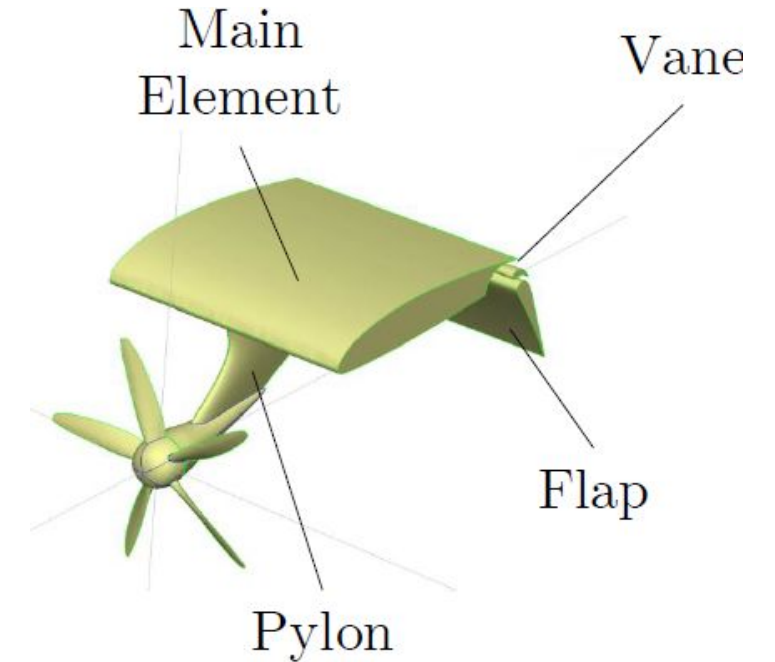


12.2M points (after mesh refinement study)

3D Geometry + 2D Model Problem – Case Setup



Mesh: 47.3M points

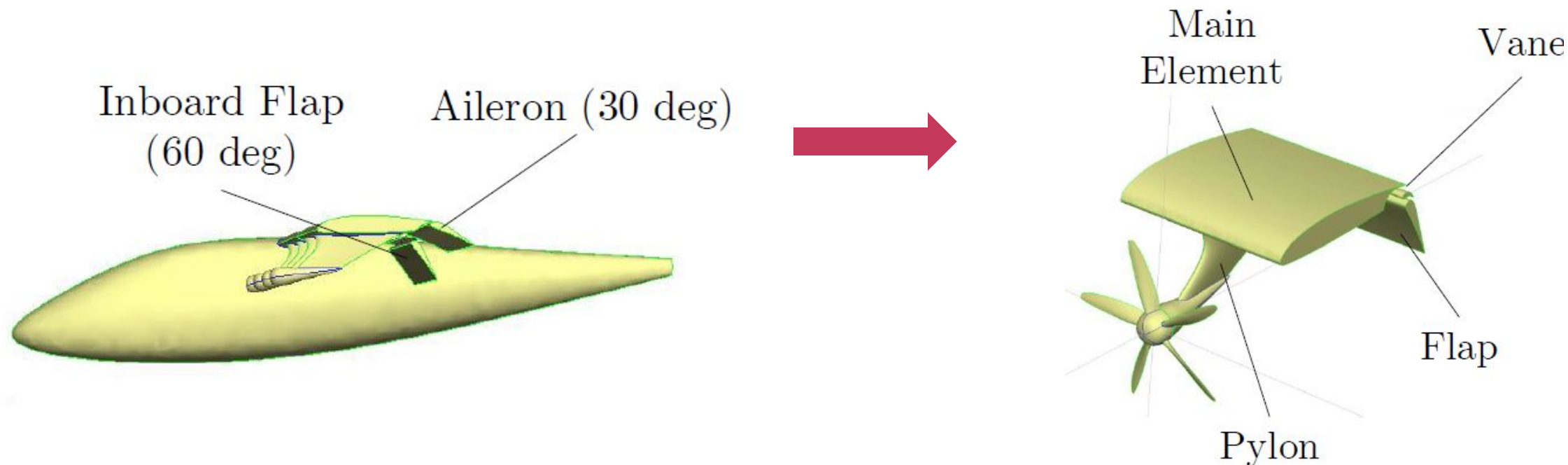


12.2M points (after mesh refinement study)

Aims:

- Establish the validity of the 2D model problem
- Assess different propulsion models for 2D model problem and 3D geometry

3D Geometry + 2D Model Problem – Case Setup



Mesh: 47.3M points

	AD, and, BET disk	BET line
α (deg)	[10, 15]	15
T_c	[2, 3]	2
V_∞ (m/s)	15.433	15.433

12.2M points (after mesh refinement study)

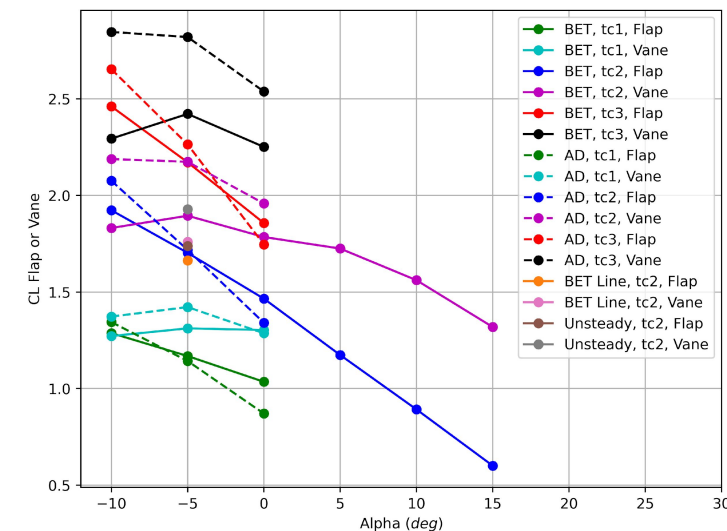
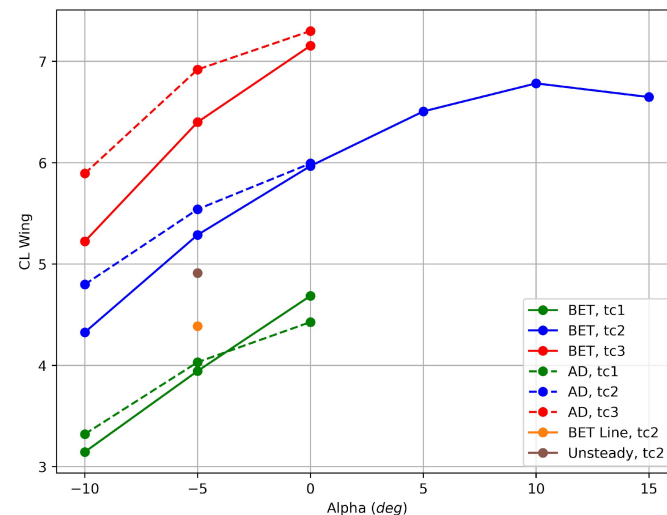
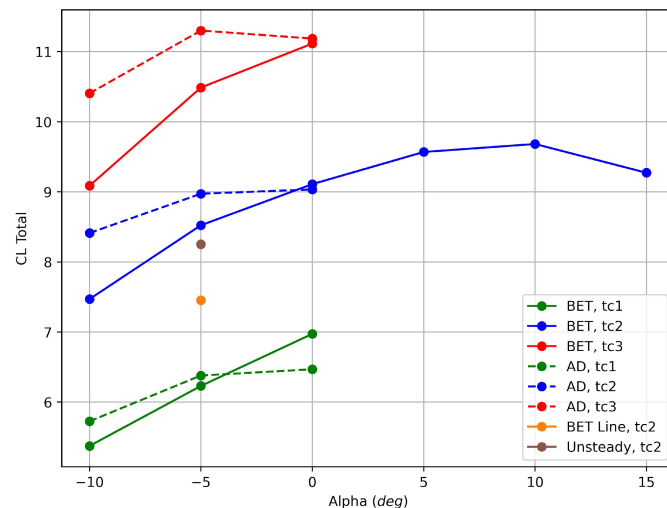
	BET disk	AD, BET disk, and BET line
α (deg)	[-10, -5, 0, 5, 10, 15]	[-10, -5, 0]
T_c	[2]	[1, 2, 3]
V_∞ (m/s)	15.433	15.433
λ	0.11	[0.149, 0.114, 0.096]

Based on results 3D geometry $\alpha=15^\circ$ corresponds to $\alpha= -5^\circ$ for 2D geometry

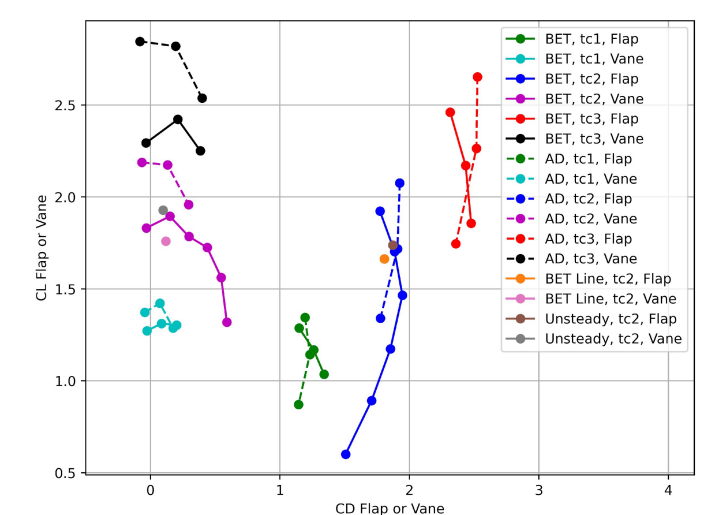
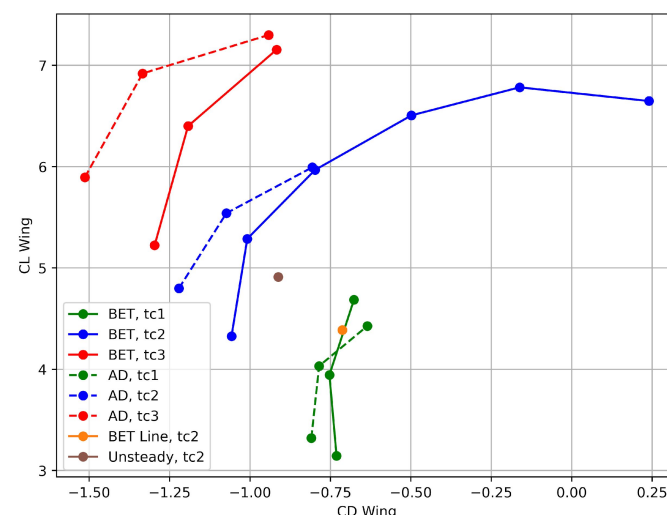
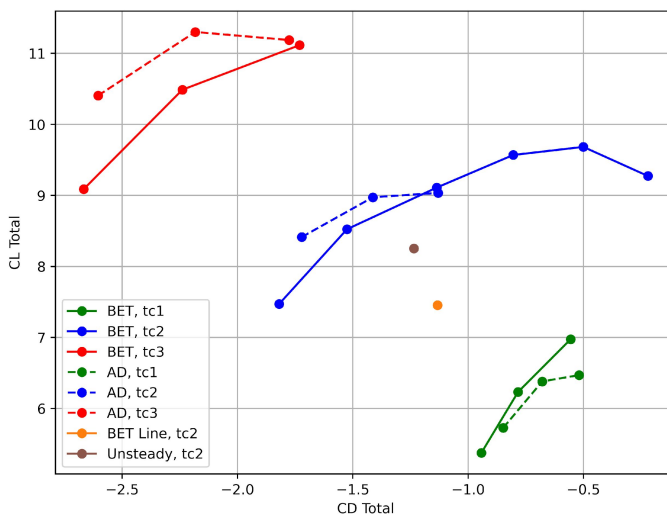
2D Model Problem Results

- Effect of test condition and propulsion model

CL vs Alpha

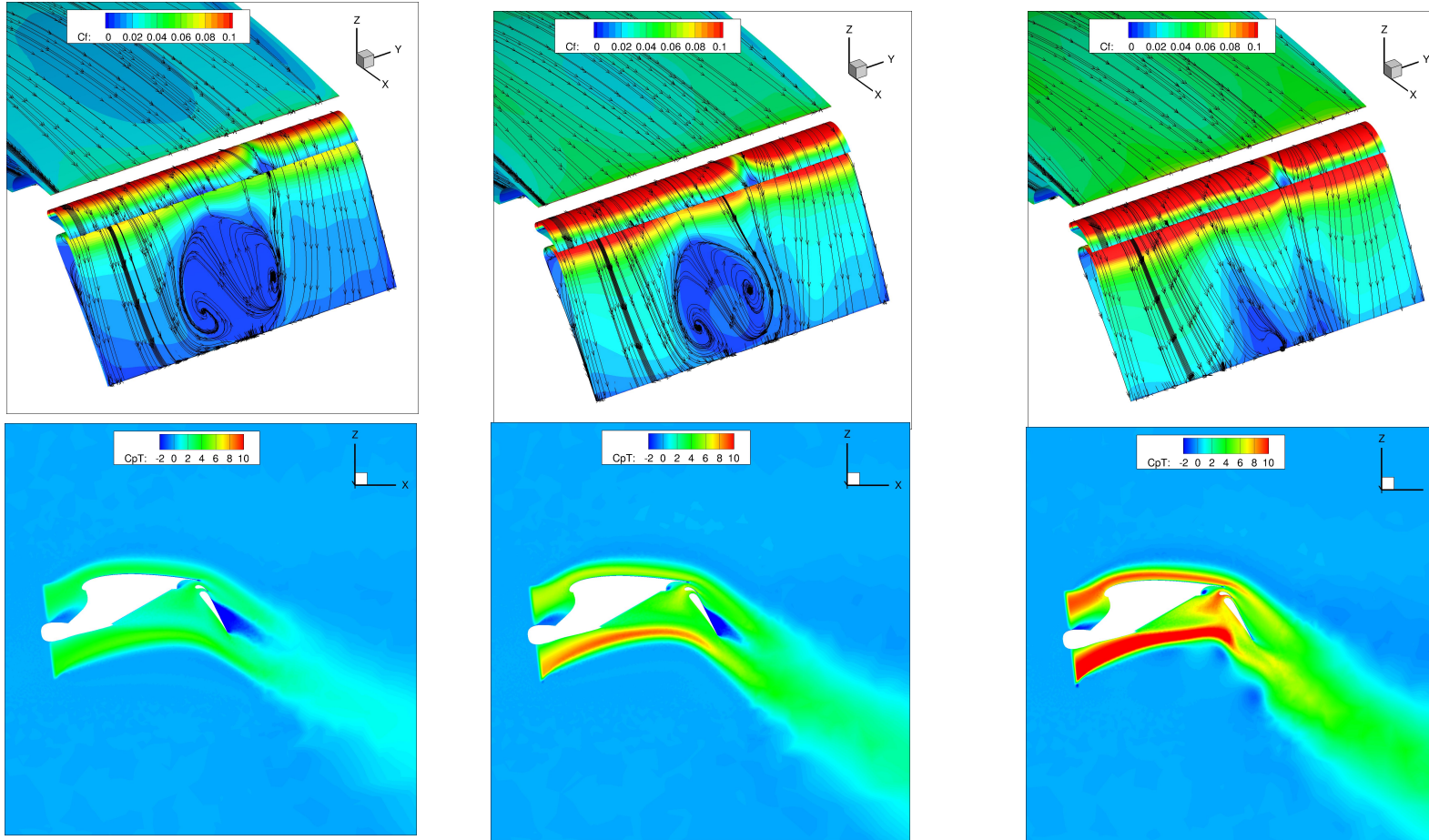


CL vs CD



2D Model Problem Results

- Effect of test condition (BET Disk) at $\alpha = -5$



Flap Skin Friction

**Contour of total
pressure along
centreline**

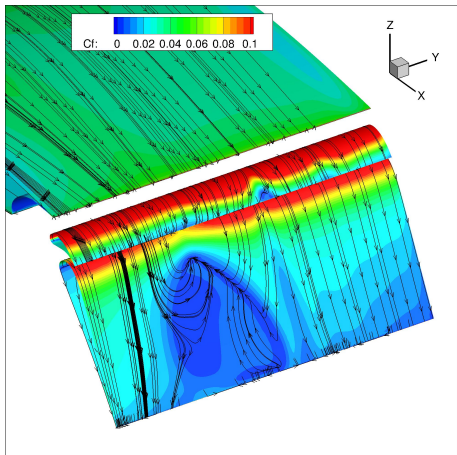
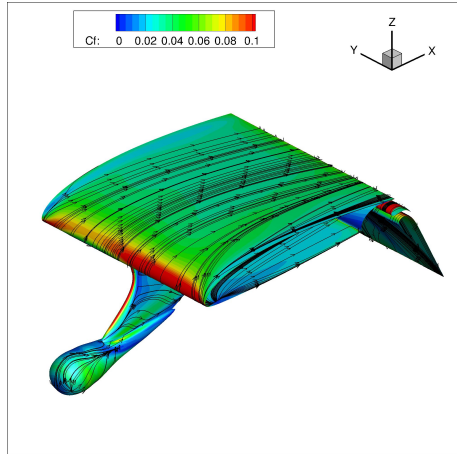
Tc1

Tc2

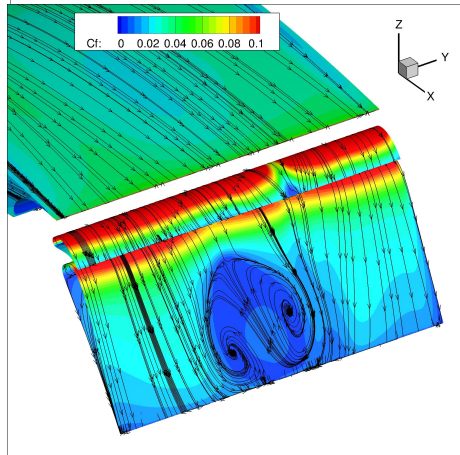
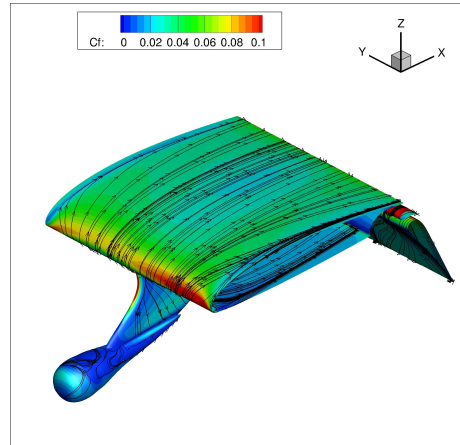
Tc3

2D Model Problem Results

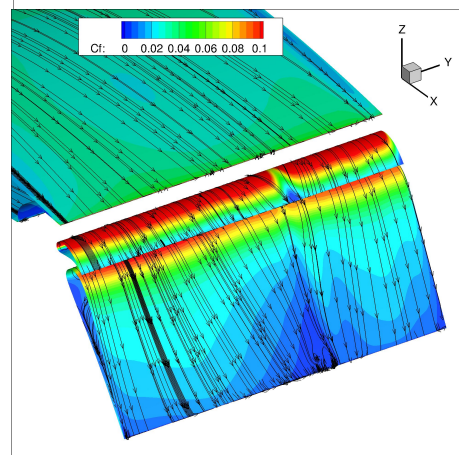
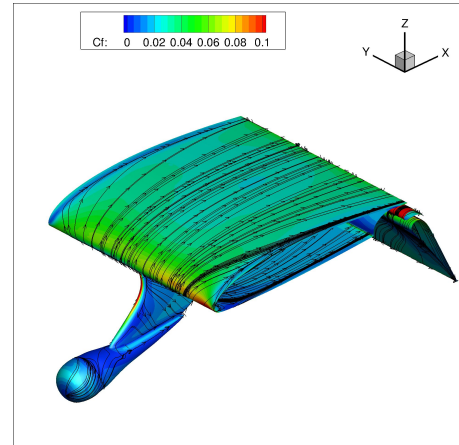
- Effect of propulsion model at $\alpha = -5$



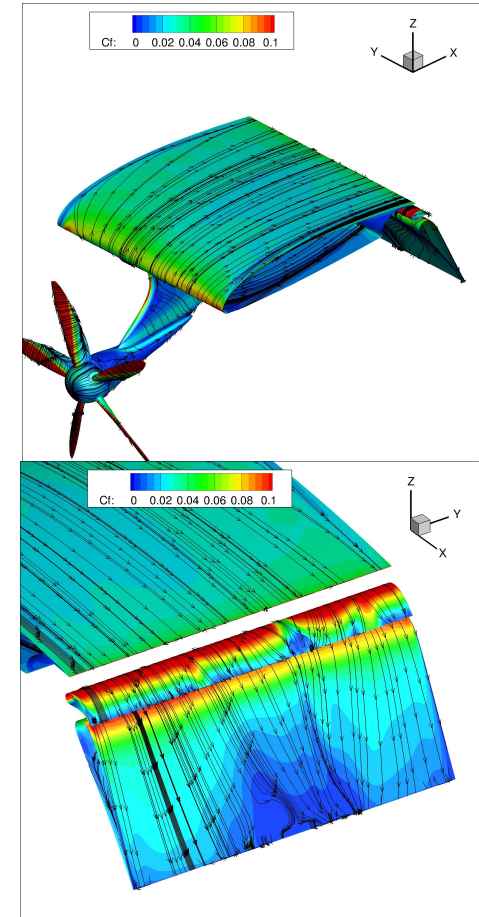
AD Disk



BET Disk



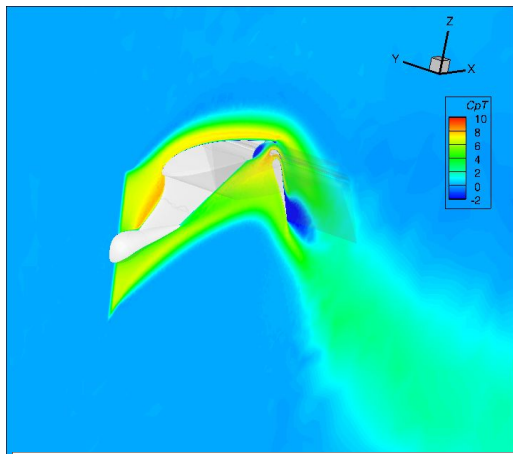
BET Line



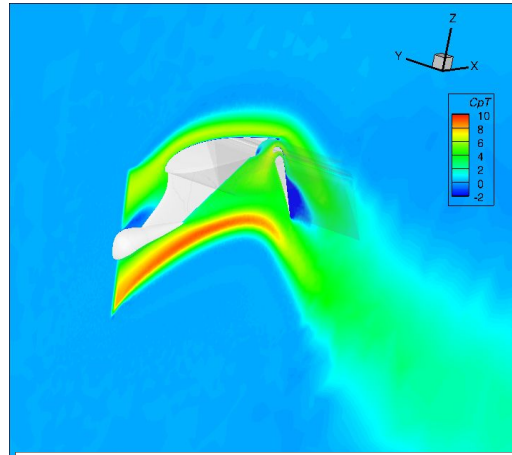
Fully-Resolved

2D Model Problem Results

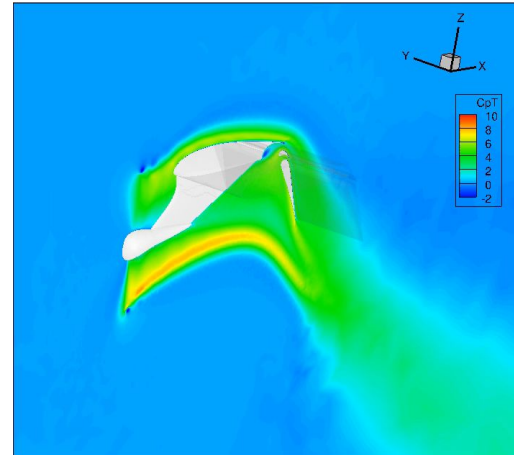
- Effect of propulsion model at $\alpha = -5$



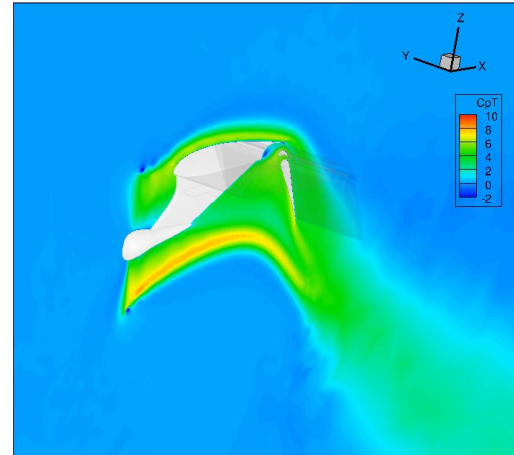
AD Disk



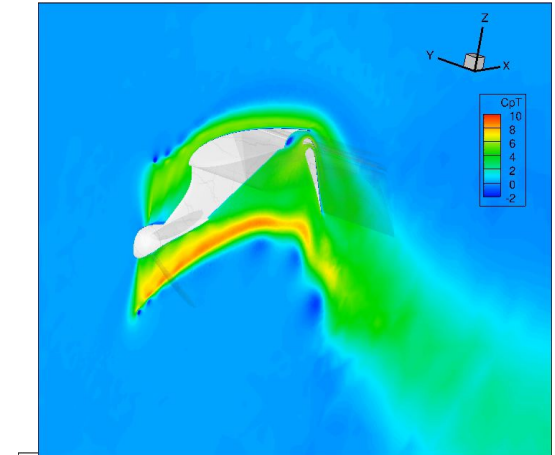
BET Disk



BET Line

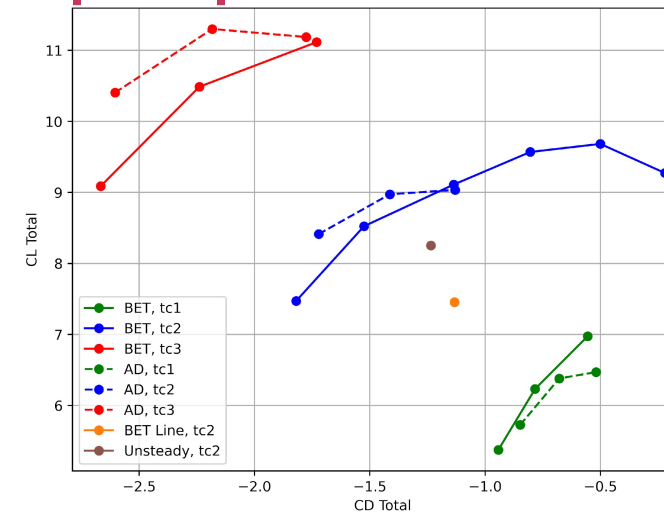
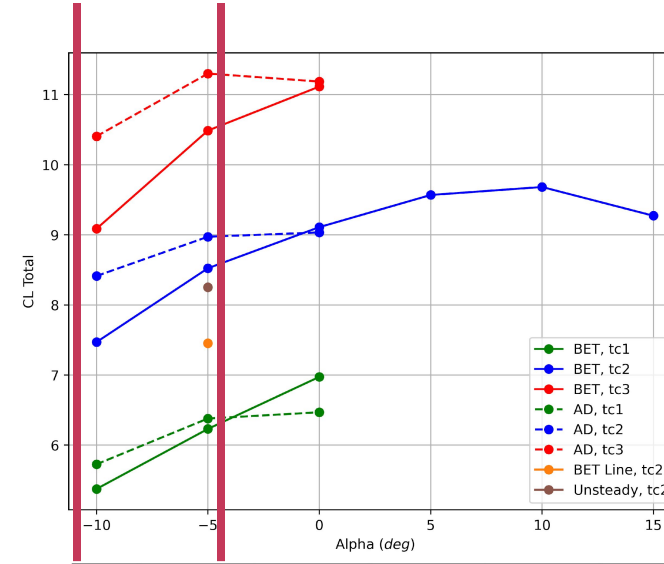
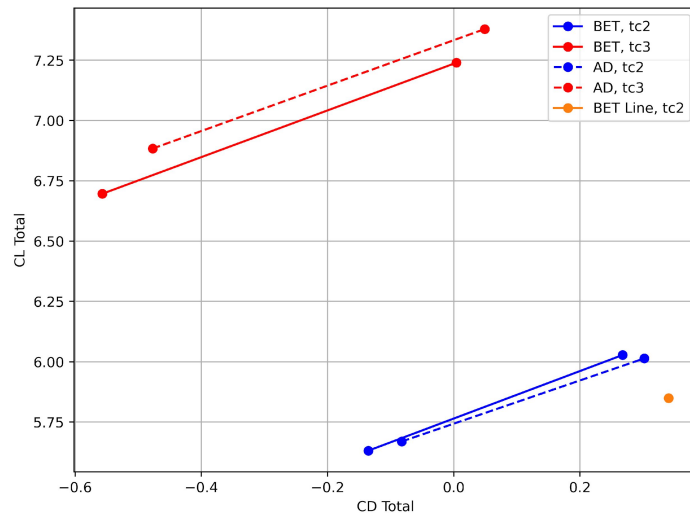
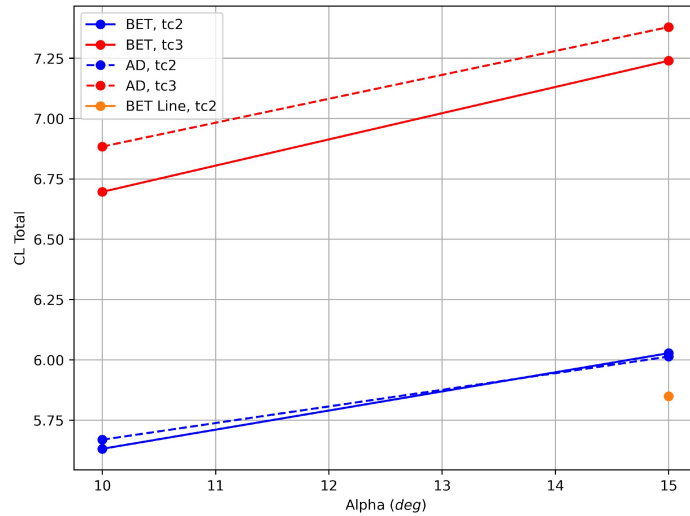


Fully-Resolved



3D geometry vs 2D model problem

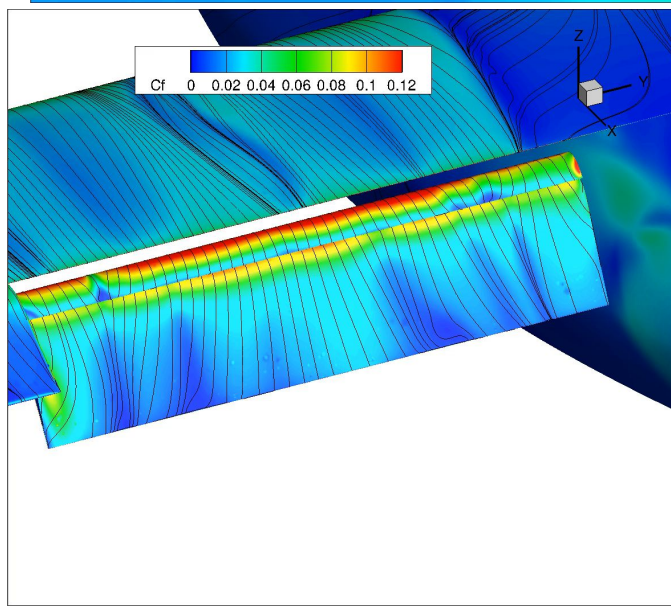
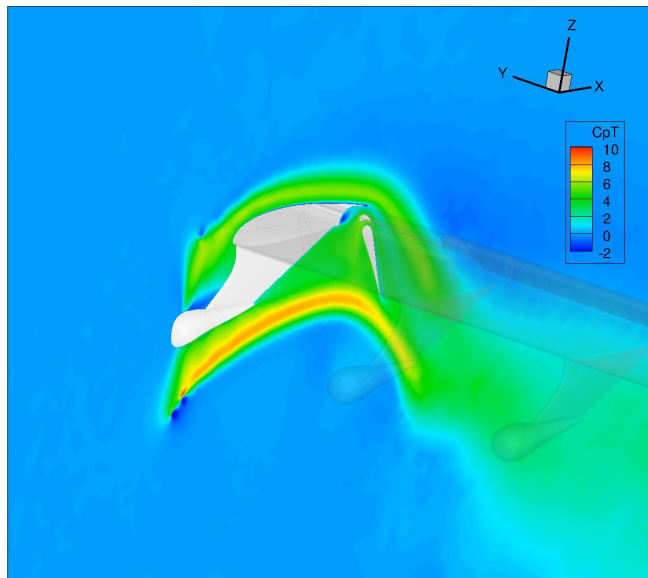
3D geometry



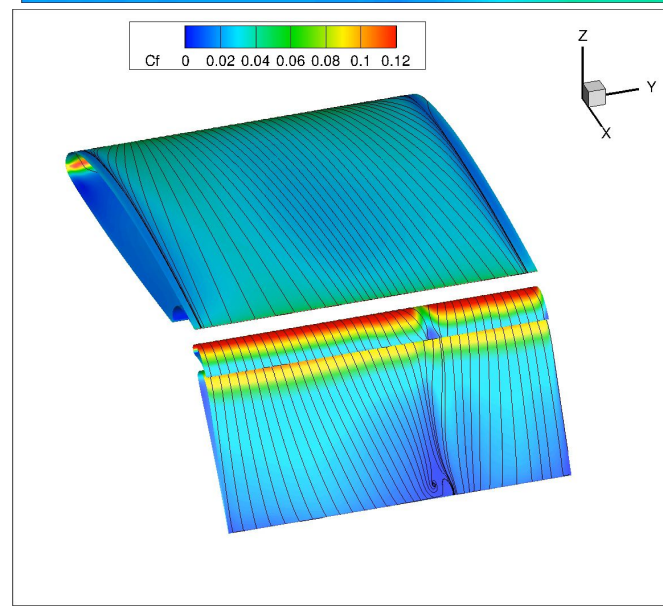
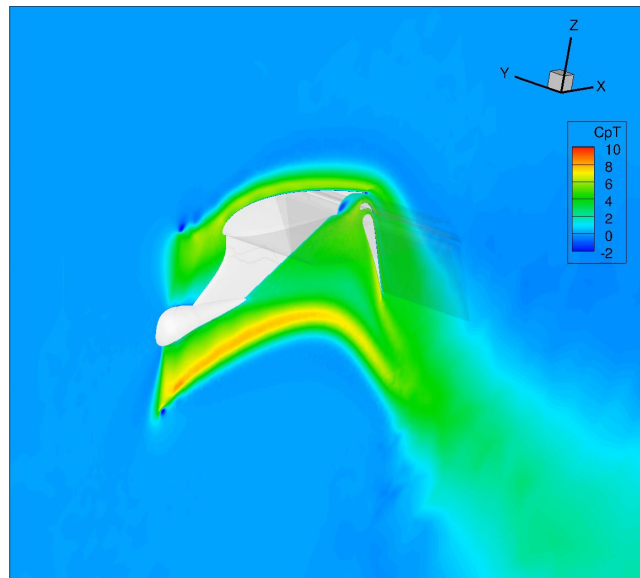
2D model problem

3D geometry vs 2D model problem

3D geometry



2D model problem



Computational Cost

	AD/BET Disk	BET Line	Blade-resolved
Isolated Propeller	1	6-12	40-60
2D model problem	3-4	80(*)	280
3D geometry	25	320(*)	-

80x speed up is achieved by combining 2D model problem + BET disk compared to a 3D blade-line simulation

Conclusions

- The isolated propeller simulations showed the BET Disk and BET Line models were able to capture the correct trends.
- The 2D model problem accurately captured the effects of the 3D geometry with similar trends of alpha and thrust conditions predicted by the BET disk model.
- The BET disk model showed good correlation with resolved-blade results at a fraction of the computational costs permitting design exploration studies.
- Further unsteady simulations could be performed to assess the accuracy of BET disk results across different alpha's and thrust conditions.

Questions?

