# Modeling icing using cartesian grids, penalization & level sets

#### Héloïse Beaugendre

IMB Institut de Mathématiques de Bordeaux - INRIA Sud-Ouest MC2 Heloise.Beaugendre@math.u-bordeaux1.fr

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with CARPEiNTER team and François Morency (ETS, Canada)

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Héloïse Beaugendre

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## Icing has several negative effects

#### Aircraft performance degradation

Incidents & Accidents: substantial reduction of engine performance and stability, reduction in maximum lift and stall angle, increase of drag, eventually mechanical damage caused by ice-shedding.

#### Wind turbine performance degradation

Diminution of the power output: increase of drag, complete loss of production, mechanical dammages: overloading, increased fatigue, damage or harm caused by uncontrolled shedding of large ice chunks.

We are interested in modeling ice accretion and especially we will focus on ice-shedding.

- · Rime ice:
  - Water freezes on impact
  - Ice shape remains reasonably aerodynamic
  - Surface is rough







- Has non-aerodynamic ice
- shapes (horn-like) - Substantial performance degradation



## Modeling ice accretion

► Three contributing factors:

the aerodynamic flow field, the water droplet trajectories, the thermodynamic ice accretion process

Previous validated approach:



### Helicopter blade



# Boeing inlet nacelle 737-300



# Drawbacks: remeshing might be required

ALE displacement of grids to account for ice accretion



#### Can not handle big displacements: remeshing is needed

# The proposed approach

- Cartesian grids
  - bypass the meshing issue in complex geometries
  - allows extensions to higher order accuracy in a natural and simple way
- Penalisation
  - an efficient alternative to explicitly impose boundary conditions
  - body fitted meshes can be avoided
  - making multi fluid/multi physics flows easy to set up and simulate
- Level sets
  - describe the geometry in a non-parametric way
  - geometrical and topological changes due to physics and in particular icing are straight forward to follow

#### Flow model

The fluid velociy is extended inside the solid body and we solve the unsteady incompressible N-S flow equations with a penalization term to enforce rigid motion inside the solid.

$$\frac{\partial u}{\partial t} + (u \cdot \nabla) u - \nu \nabla^2 u + \frac{1}{\rho} \nabla \rho = \lambda \chi_s(\bar{u} - u)$$
(1)

coupled with the incompressibility condition

$$\operatorname{div}(\mathbf{u}) = 0 \tag{2}$$

#### Flow model

Taking the vorticity formulation of (1) gives

$$\frac{\partial \omega}{\partial t} + (u \cdot \nabla) \,\omega = (\omega \cdot \nabla) \,u + \nu \nabla^2 \omega + \lambda \nabla \times [\chi_s(\bar{u} - u)] \qquad (3)$$

This system has to be complemented by the usual system giving the velocity in terms of the vorticity

$$\nabla \times \boldsymbol{u} = \boldsymbol{\omega} \tag{4}$$

### VIC scheme

The VIC is an example of hybrid vortex methods, see [1] & [2]:

- non linear advection is computed by tracking the trajectories of the Lagrangian particles through a set of ODEs,
- an Eulerian grid is adopted to solve efficiently the velocity field and diffusive term.

Further numerical simulations have been done using Federico Gallizio's code [2] modified to account for

- ice accretion first
- ice-shedding trajectories in a second time

 M. Coquerelle, G.-H. Cottet (2008): A vortex level set method for the two-way coupling of an incompressible 'uid with colliding rigid bodies. Journal of Computational Physics 227 pp. 9121-9137.
F. Gallizio (2009): Analytical and numerical vortex methods to model separated 'ows. Ph.D. thesis

### Ice accretion on cylinder

Ice is growing on a cylinder (Re= 550 not realistic).



Drag increase due to the ice shape.

## Moving Bodies with a fixed velocity

Axial turbine Re=10000.

#### Interaction of an incompressible fluid with a rigid body

Method : same as in ref [1]

The calculation of the rigid motion  $\bar{u}$  is obtained by averaging translation and angular velocities over the solid  $S_i$ 

$$\bar{u} = \frac{1}{|S_i|} \int_{\Omega} \chi_{s_i} u dx + \left( J^{-1} \int_{\Omega} \chi_{s_i} u \times (x - x_G) dx \right) \times (x - x_G)$$
(5)

Each body-fluid interface is captured by a level set function. These level set functions are advected by a rigid motion. Algorithm:

- 1. Solve (3) without penalization and compute  $\bar{u}$  using (5).
- 2. Solve (3) with penalization using  $\bar{u}$ .

[1] M. Coquerelle, G.-H. Cottet (2008) : A vortex level set method for the two-way coupling of an incompressible 'uid with colliding rigid bodies. *Journal of Computational Physics* 227 pp. 9121-9137.

## Ice-Shedding

#### Numerical simulation at Re=550

# Achieve realistic simulations

Aim: achieve realistic simulations with applications in aeronautics and wind turbine indusrty.

Possible only if the three contributing factors:

- the aerodynamic flow field (module 1),
- the water droplet trajectories (module 2),
- and the thermodynamic ice accretion process (module 3)

are as accurately modeled as possible.

# Aerodynamic flow field (module 1)

- Add turbulence models to achieve realistic simulations (Re numbers are around  $10^6$  for both application)
  - Turbulent simulations on cartesian grids for moving bodies?
  - grids size ?
  - Iaw of the wall?
  - algebraic turbulence models (Baldwin-Lomax, Cebeci-Smith) but what about  $U_e$  usually done with panel methods or Euler solutions?
  - no idea for vortex method?
- Increase precision with penalization method
  - need second order to predict friction on the wall and heat fluxes
  - need accurate Neumann boundary conditions.

Droplet trajectories (module 2) & thermodynamic process (module 3)

- Module 2 : looks like Euler equations with source termes 2 sets of equations : mass conservation and momentum conservation.
- Module 3 : Requires some care (Messinger formulation, shallow water equations form)

# Ice-shedding

- Try to propose a breaking law
- What about solving in the ice?