

# 정수 중 동적 자세 결정을 위한 알고리즘 개발

1.interDyMFoam

2.interDyMDAUFoam



# 목차

## 1. 연구 배경

## 2. interDyMFoam

2.1 interDyMFoam의 구조

2.2 격자 변환 코드 분석

2.3 interDyMFoam의 한계

## 3. interDyMDAUFoam

3.1 interDymDAUFoam의 구조

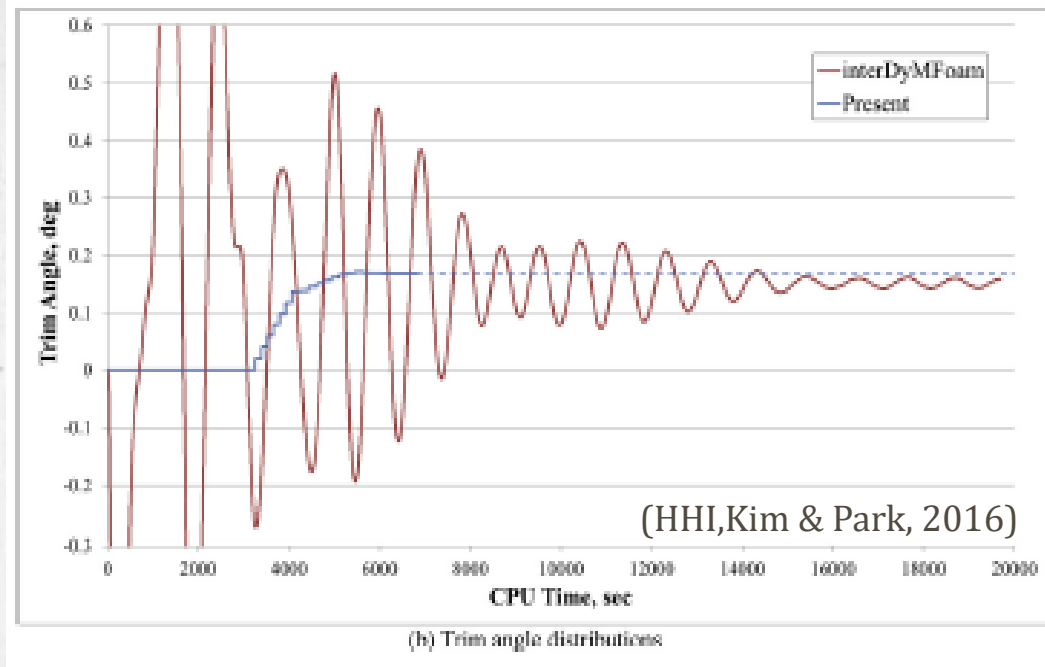
3.2 코드 구성 소개

3.3 KCS 해석 결과

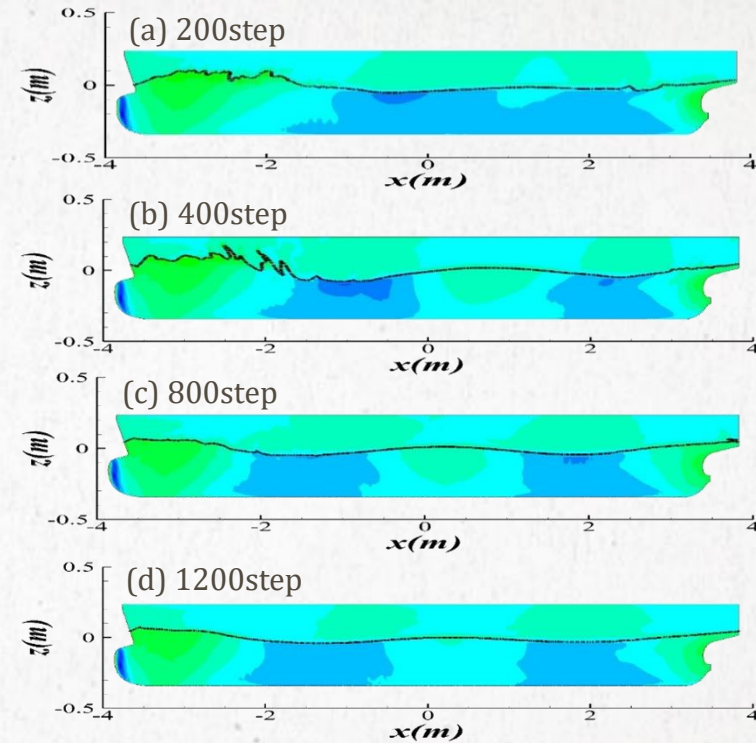
## 4. 결론

# 1. 연구 배경

정수 중 시간에 따른 선박의 자세 변화



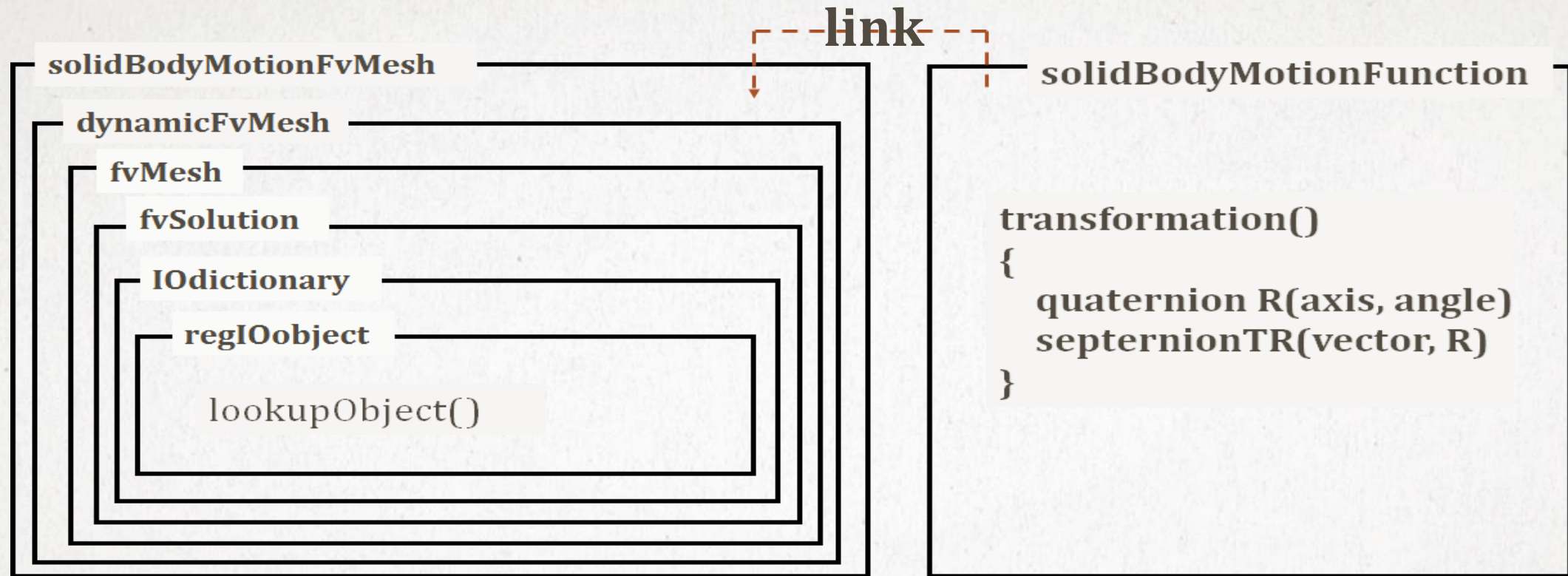
Time step별 선측 압력분포와 수면파



- interDyMFoam을 이용하여 선박의 평형상태까지 도달하는데 많은 시간 소요
- 선박의 동적 자세를 효율적으로 찾을 수 있는 interDyMDAUFoam 개발



## 2. interDyMFoam



- `solidBodyMotion`을 이용한 격자 변환은 angle, R이 주어진 상태에서만 가능
- `solidBodyMotionFunction`은 마찰력, 압력을 이용한 격자 변환 불가능

# 2. interDyMFoam

## solidBodyMotionFunction

### RotationMotion

quaternion R(w, v)

$$w = \cos(0.5 \times \text{angle})$$

$$v = \sin(0.5 \times \text{angle}) \div |\text{axis}| \times \text{axis}$$

septernion TR(t,r)

$$t = -v \cdot x_0 \times v + w \times (-w \times x_0 + v \times x_0) + (-w \times x_0 + v \times x_0) \times v + x_0$$

$$r = \text{quaternion}\left(\frac{w}{\sqrt{|w|^2+|v|^2}}, \frac{v}{\sqrt{|w|^2+|v|^2}}\right)$$

### axisRotationMotion

quaternion R(w, v)

$$w = \cos(0.5 \times |\text{omega}|)$$

$$v = \sin(0.5 \times |\text{omega}|) \div \frac{|\text{omega}|}{|\text{omega}|} \times \frac{\text{omega}}{|\text{omega}|}$$

septernion TR(t,r)

$$t = -v \cdot x_0 \times v + w \times (-w \times x_0 + v \times x_0) + (-w \times x_0 + v \times x_0) \times v + x_0$$

$$r = \text{quaternion}\left(\frac{w}{\sqrt{|w|^2+|v|^2}}, \frac{v}{\sqrt{|w|^2+|v|^2}}\right)$$

## translation & rotation

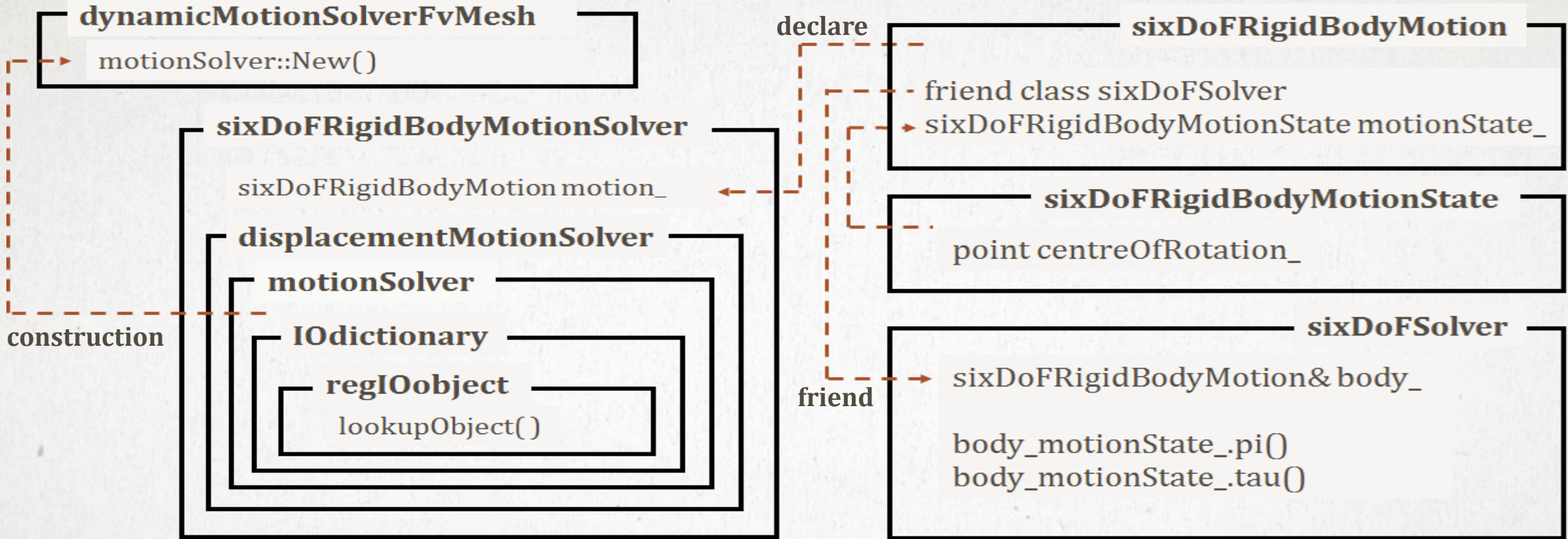
quaternion R

= quaternion(axis, angle)

septernion TR

= septernion(-CofR-sinkage)  $\times$  R  $\times$  septernion(CofR)

## 2. interDyMFoam



- sixDoFRigidBodyMotionSolver는 마찰력, 압력을 이용한 격자 변환 가능
- 선체 주변 격자 모양 변함



# 3. interDyMDAUFoam

dynamicFBIFvMesh

dynamicFvMesh

virtual update( )

fvMesh

fvSolution

IOdictionary

regIOobject

lookupObject( )

```
bool update( )  
{  
    if(ddtSchemeName == "localEuler")  
    {  
        if(method_ == "iterative")  
            else if(method_ == "nonIterative")  
        }  
    else  
        #include "realTime.H"  
}
```

- interDyMDAUFoam은 localEuler의 시간 차분법에 한해 코드 개발

### 3. interDyMDAUFoam

```
if(method_=="nonIterative")
{
  if(timeIndex == 1)
  {
    waveElevation.update( );
    sinkage, angle 결정
    moved = this->move(sinkage,angle,axis,CoB_);
  }
  else if(timeIndex == Trelease_)
  else if(timeIndex == Trelease_+1000)
  else if(timeIndex == Trelease_+2000)
  {
    waveElevation.update( );
     $T_r + a_1 S_k + b_1 F_z = c_1$ 
     $T_r + a_2 S_k + b_2 M_y = c_2$ 
    sinkage, angle 최종 결정
    moved = this->move(sinkage,angle,axis,CoB_);
  }
}
```

```
bool move(sinkage, angle, axis, CofR)
{
  quaternion R(axis, angle.y( ));
  septernion TR(septernion(-CofR-sinkage)*R*septernion(CofR));
  this->movePoints(transformPoints(TR,this->points()));
}
```

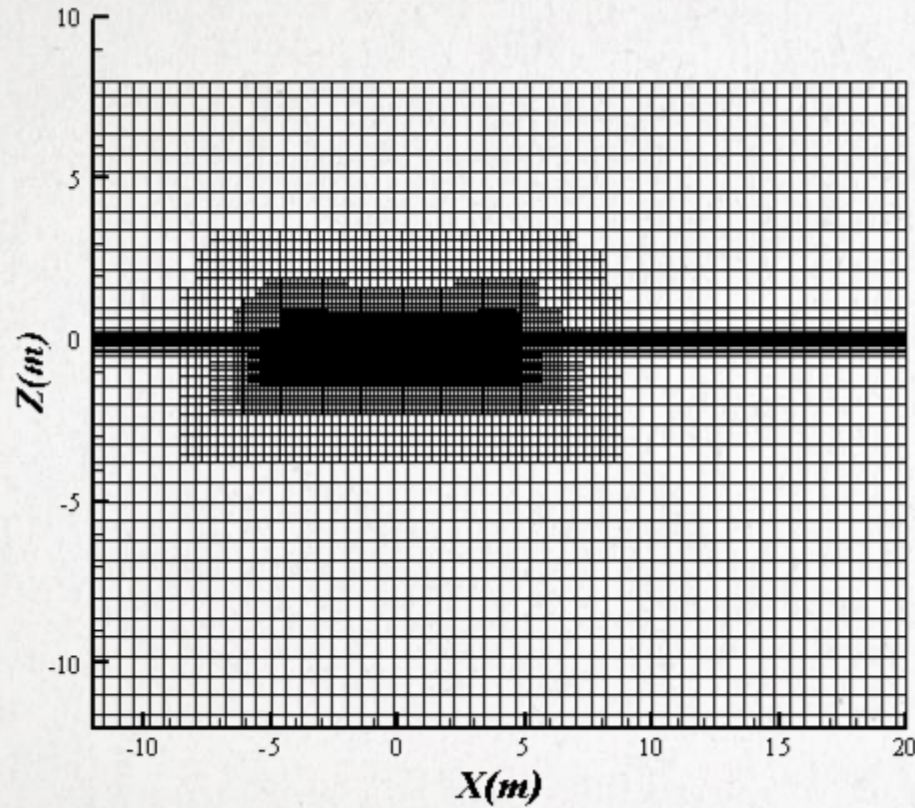
```
if(moved) VOFreset(waveElevation, 0)
```

```
bool VOFreset(sampledIsoSurface& waveElevation)
{
  if(keyword == "none")
  else if(keyword == "farField")
  else if(keyword == "previousWave")
  else if(keyword == "zeroLevel")
}
```





# 3. interDyMDAUFoam



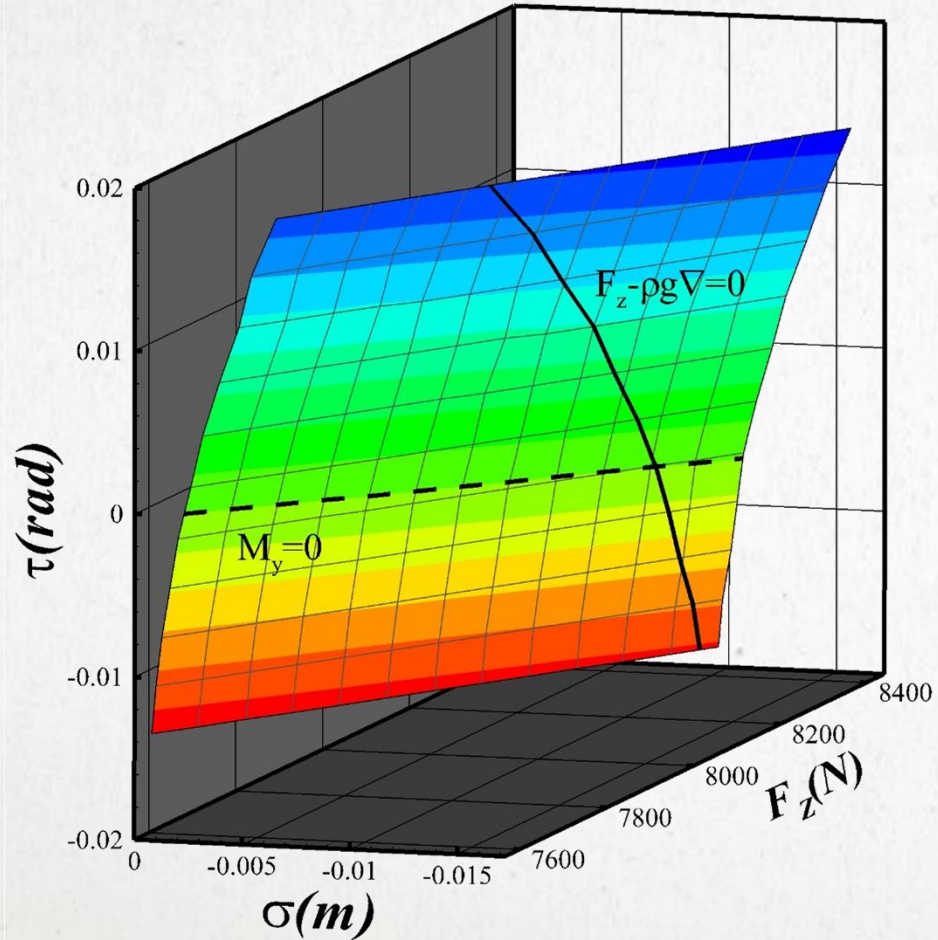
## Details of KCS

<b>Lpp</b>	<b>230m</b>
<b>Design draught</b>	<b>10.8m</b>
<b>Displacement</b>	<b>52030m<sup>3</sup></b>
<b>Fn</b>	<b>0.260</b>
<b>Scale ratio</b>	<b>31.6</b>
<b>격자 수</b>	<b>1.5 × 10<sup>6</sup></b>

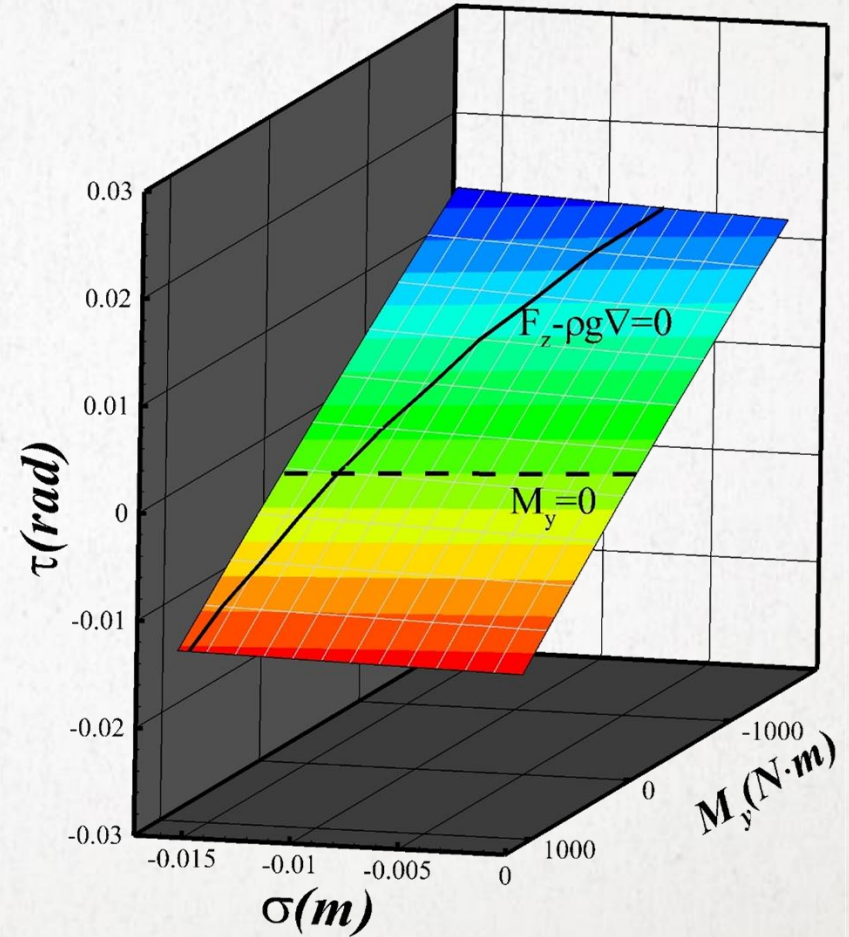


# 3. interDyMDAUFoam

$$T_r + a_1 S_k + b_1 F_z = c_1$$

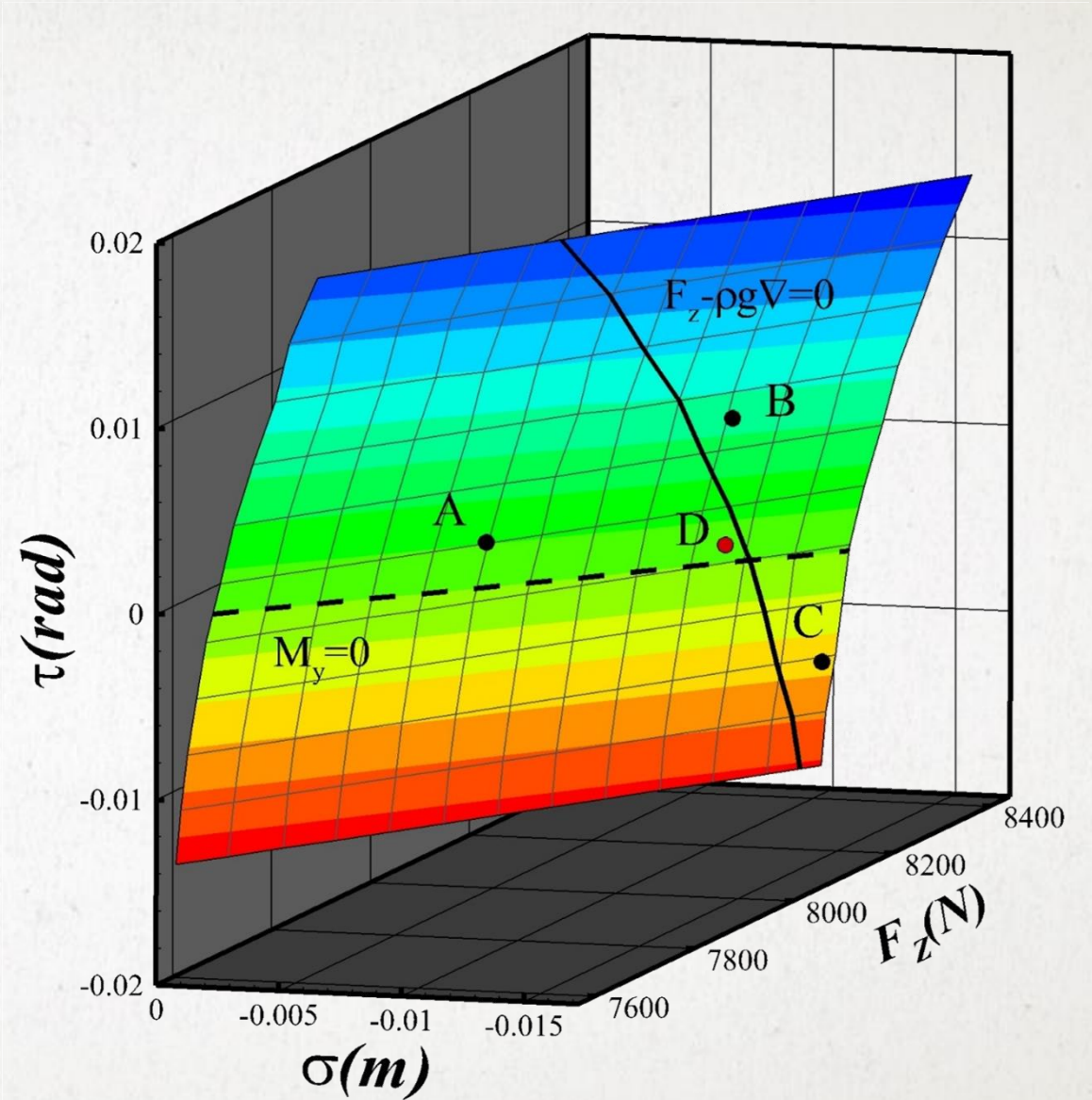
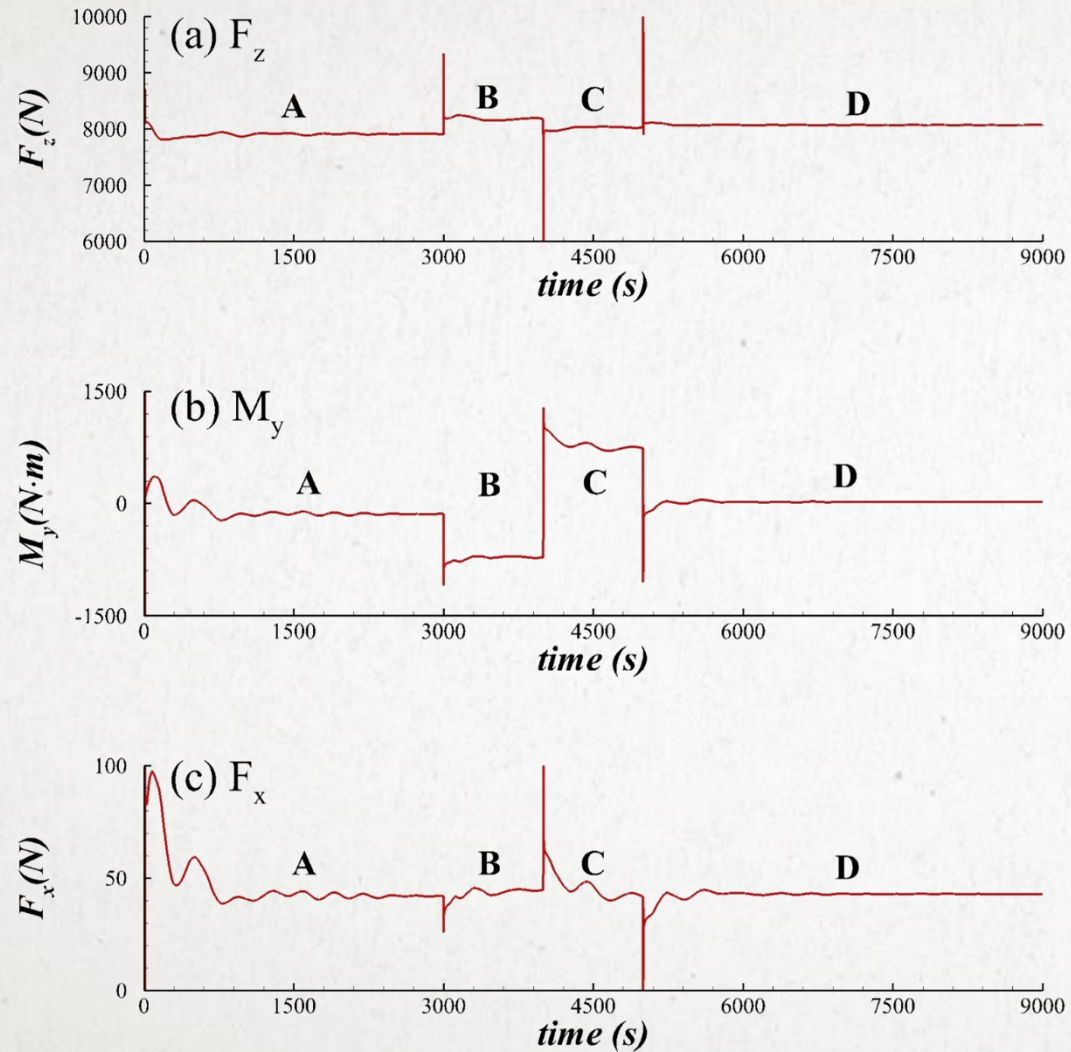


$$T_r + a_2 S_k + b_2 M_y = c_2$$





# 3. interDyMDAUFoam



## 4. 결론

전체 code구조 이해 어려움

기능 모듈 설계 어려움

class와 member function의 사용 이해 부족

**감사합니다.**