# NASA Computational Aeroelastic Analyses for the Ares Vehicles

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#### Rationale for Doing Computational Aeroelastic Analyses

- NASA Space Vehicle Design Criteria SP-8003, "Flutter, Buzz, and Divergence":
  - "Space vehicles shall be free of flutter... up to 1.32 times the maximum dynamic pressure expected to be encountered..."
  - "...tests should be made when ... flutter analyses are doubtful or indicate marginal stability..."
  - Standard industry practice is to use steady rigid empirical, CFD or experimental data to quantify aeroelastic effects.
  - The effect of unsteady aero especially in the transonic range are typically included via buffet forcing functions. Unsteady aeroelastic coupling (i.e. feed back) is empirically estimated at best.



### **Overview of Analyses**

- High fidelity computational aeroelastic Navier-Stokes analyses were performed to provide confidence that potential steady and unsteady aeroelastic vehicle issues were identified.
- Static and dynamic aeroelastic analyses were performed during 2007-2010 for the Ares I-X and Ares I vehicles.
- The unstructured Reynolds averaged Navier-Stokes code FUN3D was used.

# **FUN3D Core Capabilities**



#### Summary of Analyses

- Computational AeroElastic (CAE) analyses using the unstructured Navier-Stokes code FUN3D.
- Analyses performed for the following Ares vehicles:
  - Ares I-X
  - Ares I
- Nominal ascent trajectory data was used.
- Aeroelastic analyses were performed using structural mode shapes.







## **Analysis Methods**

- Several analysis formulations were used.
  - These represent the various fidelities used in launch vehicle analysis.
  - Also shown are the relative computational effort required (1 low, 4 high)

		Fidelity	Computing Required
Time marching FUN3D CAE solutions	Time accurate solutions	1	4
Reduced order model solutions using time marching FUN3D CAE System Identification (SysID)	Time accurate ROM solutions	2	3
Reduced order model solutions using a combination of both rigid steady state for higher modes with time marching FUN3D CAE SysID of first two modes	Enhanced quasi-steady time accurate ROM solutions.	3	2
Quasi-steady solutions using rigid steady state CFD line loads	Quasi-steady "dynamic" Solutions	4	<b>1</b> 6

## **Analysis Methods**

- Several analysis formulations were used.
  - These represent the various fidelities used in launch vehicle analysis.
  - Also shown are the relative computational effort required (1 low, 4 high)

We will focus on results of these three analysis methods

		Fidelity	Computing Required
Time marching FUN3D CAE solutions	Time accurate solutions	1	4
Reduced order model solutions using			
time marching FUN3D CAE System	Time accurate ROM	2	3
Identification (SysID)	solutions		
Reduced order model solutions using			
a combination of both rigid steady state	Enhanced quasi-steady	3	2
for higher modes with time marching	time accurate ROM		
FUN3D CAE SysID of first two modes	solutions.		
Quasi-steady solutions using	Quasi-steady "dynamic"		
rigid steady state CFD line loads	Solutions	4	1
			-

## Summary of Analyses

- Analyses performed:
  - Ares I-X Using the latest structural and trajectory models.
  - Ares I with 2 structural models:
    - Baseline structural model.
    - Thrust Oscillation Isolator Frequencies of mode 1 (longitudinal 1st bending) and mode 2 (lateral 1st bending) were approx.
      10 percent lower than for the baseline model.



#### Summary of Analyses





#### **Analysis Results**

- Ares I-X No appreciable static or dynamic aeroelastic issues were observed.
- Ares I with baseline structural model Somewhat lower aerodynamic damping observed than for the Ares I-X.
- Ares I with Thrust Oscillation Isolator Even lower aerodynamic damping, low enough that with the assumed structural damping total vehicle damping was marginally negative at Mach 1.



## Example 1 - Ares 1 Aerodynamic Damping TOI Structural Model



## Example 1 - Ares 1 Aerodynamic Damping TOI Structural Model



Quasi-steady simulation enhanced with unsteady aerodynamics of modes 1 and 2 gives a close match with FUN3D time marching results Example 2 - Uncertainty Due to Unsteady Fluid/Structure Interaction for the Ares I Vehicle Traversing the Transonic Regime



#### Example 2 - Uncertainty Due to Unsteady Fluid/Structure Interaction for the Ares I Vehicle Traversing the Transonic Regime





- Nearly 8000 solutions computed.
- A Reduced Order Model (ROM) with unsteady (enhanced) aerodynamics for modes 1 and 2 takes about the same simulation time as a guasi-steady simulation
- Simulations with unsteady aerodynamics of modes 1 and 2 result in larger excursions in bending moment than does a quasi-steady simulation.

Example 2 - Uncertainty Due to Unsteady Fluid/Structure Interaction for the Ares I Vehicle Traversing the Transonic Regime



## Lessons Learned

- Aeroelastic coupling of the unsteady aerodynamics and dynamics of modes 1 and 2 were observed for the Ares I vehicle.
- Using rigid model derived buffet forcing functions for the Ares I may or may not have captured the maximum bending moment.
- For the Ares I with TOI, an aeroelastic (e.g. partial mode) wind tunnel test was indicated.
- Increases in vehicle flexibility (e.g. reduced 1st bending frequency) can alter the aeroelastic vehicle damping. For the Ares I vehicle it reduced the aerodynamic damping margin.
- Unsteady aerodynamic and dynamic structure coupling cannot be ignored. Some sort of method (e.g. enhanced quasi-steady ROM) that includes unsteady aerodynamic effects should be used.
- Quasi-steady methods may be unconservative and need to be verified with either an unsteady method or wind tunnel test.