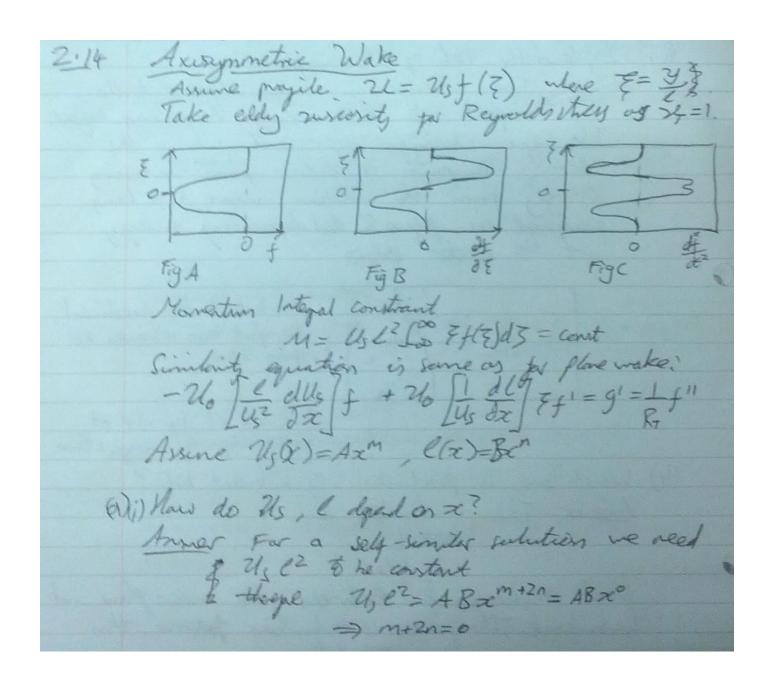
ES441 Advanced Fluid Dynamics Support 5 – Turbulence Similarity Solutions: Axisymmetric Wake & Flying Wing



Also reed I de to he constant ; so - de = Azm Bx"h = con ABnxo \Rightarrow -m+n-l=0 \Rightarrow h=m+1 then m+2m+2=0 => m=-3/3 Ug = Ax-23, EG)= Bx13 (ii) How does the Reynolds number charge downsteam? Regralds muber Re = Usl = AB x 13 (b) Evergy hudget for mean relocity bulances advertess and transport with dray (uv U) = -uv du dy (uv U) = -uv du dy (1) Sketch pupile of droy Anner Weuse eddy writing approximation uv = -v + dw so the dray is $-uv du = v + (du)^2$ Cast this his squaring the profile for ds (ii) Stetels projele for every transport due to Rayralds

Transport due & Reynalds stress is dy (uv U) = d (uv) 21 + d21 uv dy produt dy rule eddy wriamt: $uv = -v + dU , so \frac{d(uv) = -v + d^2U}{dy^2}$ 90-d (uv21)=+4 d24 21 2 + + 1/dy)2 2 + 2+ (df f + 1/df)2 o -d (uvu) Which way does the energy this point? The every flux -d (uvu) <0 within the wake and pointre ouride the wake. So thereport energy is transported and of the wake. 2.16 Flying Wing Consider the water of a self propelled plane projectile (in theying wing). Assure the projete is $U = U_S f(\overline{z})$, $\overline{z} = V_L$ Momentus integral is 22 f (3) dz = count (a)6) Determine how Us and & depend on a. Anner We armo Us=Axa, l=Bxb, From the similarity equation we have

I dl is sorstant therefore

Us Dx b=a ab-1 = const -> -a+b-1=0 Aboyran the manertun integral AB3 x a x3b = AB3 x b-1 x3b = const => b-1+3b= 0 => b= 14 .50 a= -3/4 Usby~ x 3/4 (b)~ x4

(i) Show that the Reynold number is Re x x 23. Anner Re = Us C = AB x-34x4 ~ x-1/2 (b) Everyy budget for the mean velocity is 0=-Uod(1/2 U2) + uvdu -d (uvl) (i) Reynalds stress is the transport of momentum, would it makes sense for the momentum flow to paint into the centre of the wake? Annat No, momentum mores away from the carte of the wake (ii) Why does Reynolds stress not julian eddy usearly pedite?

Annues Eddy wright would news

- TIV = 4+ dU but projle of the of the would sergest manature for painting into centre of wake going from justantide (c) Drag = - uv dy Et