

Design for the Ocean Environment

Some Major Considerations

- Hydrostatic pressure
- Heat dissipation in housings
- Waves
- Forces on bodies in steady flow

- *But don't forget:*
wind and rain, corrosion, biofouling, material fatigue, creep, chemical breakdown, human safety, regulations, etc.

	Young's Modulus, Pascals	Ultimate Strength, Pascals	Coefficient of thermal conductivity, W m / m ² °K	Density, kg/m ³
Steel	200e9	550e6	4400	8000
Aluminum	70e9	480e6	22000	2700
Titanium	100e9	1400e6	1500	4900
Glass	70e9	<35000e6 (compression!)	100	2600
ABS Plastic	1.3e9	34e6	LOW	~1100
Mineral oil		-	17	~900
Water	2.3e9	-	60	1000

Wave Fields

Definition:

SeaState	Height (ft)	Period (s)	Wind (knots)	
2	1	7	9	
3	3	8	14	<i>Wave height $H_{1/3}$</i>
4	6	9	19	<i>Significant wave:</i>
5	11	10	24	<i>Average of one-third</i>
6	16	12	37	<i>highest waves</i>
7	25	15	51	

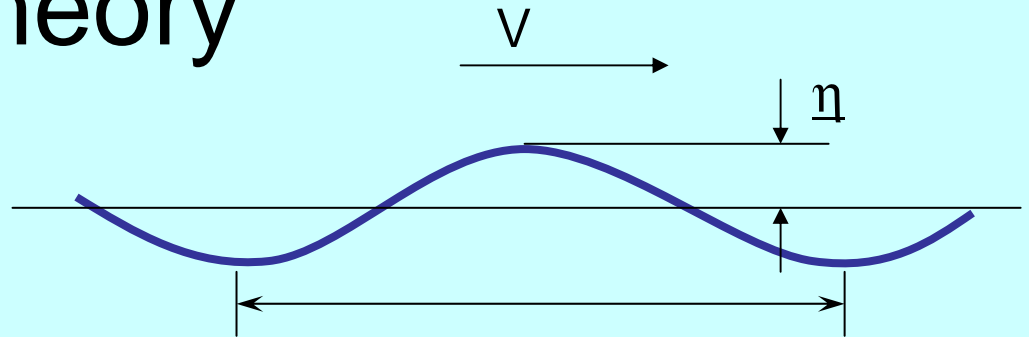
Distribution:

30%	0-1m height
41%	1-2m
17%	2-3m
6%	3-4m
2%	4-5m

Wave fields depend on storms, fetch, topography

Linear Wave Theory

(deepwater)



Wave elevation:

$$\eta = \underline{\eta} \cos(\omega t - k x) \text{ where}$$

$\underline{\eta}$ is amplitude

ω is frequency in rad/s : period $T = 2\pi/\omega$

k is wavenumber in rad/m : wavelength $\lambda = 2\pi/k$

Dispersion Relation: $\mathbf{k} = \omega^2 / \mathbf{g}$

Wave speed: $\mathbf{V} = \mathbf{g} / \omega$

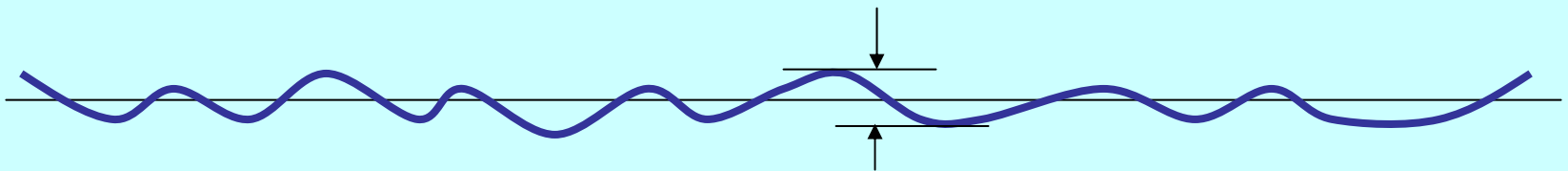
Particle velocities: $\mathbf{u} = k \underline{\eta} \mathbf{V} e^{-kz} \cos(\omega t - k x)$
 $\mathbf{w} = k \underline{\eta} \mathbf{V} e^{-kz} \sin(\omega t - k x)$ where z is depth

Fluctuating pressure: $\mathbf{p} = \rho \underline{\eta} \mathbf{g} e^{-kz} \cos(\omega t - k x)$

Statistics of Extreme Waves

- Average of one-third highest waves is significant wave height H_{sig} or $H_{1/3} = 2 \bar{\eta}_{1/3}$
- An observer will usually report $H_{1/3}$
- $H_{1/10} = 1.27 * H_{\text{sig}}$
- Expected maxima:

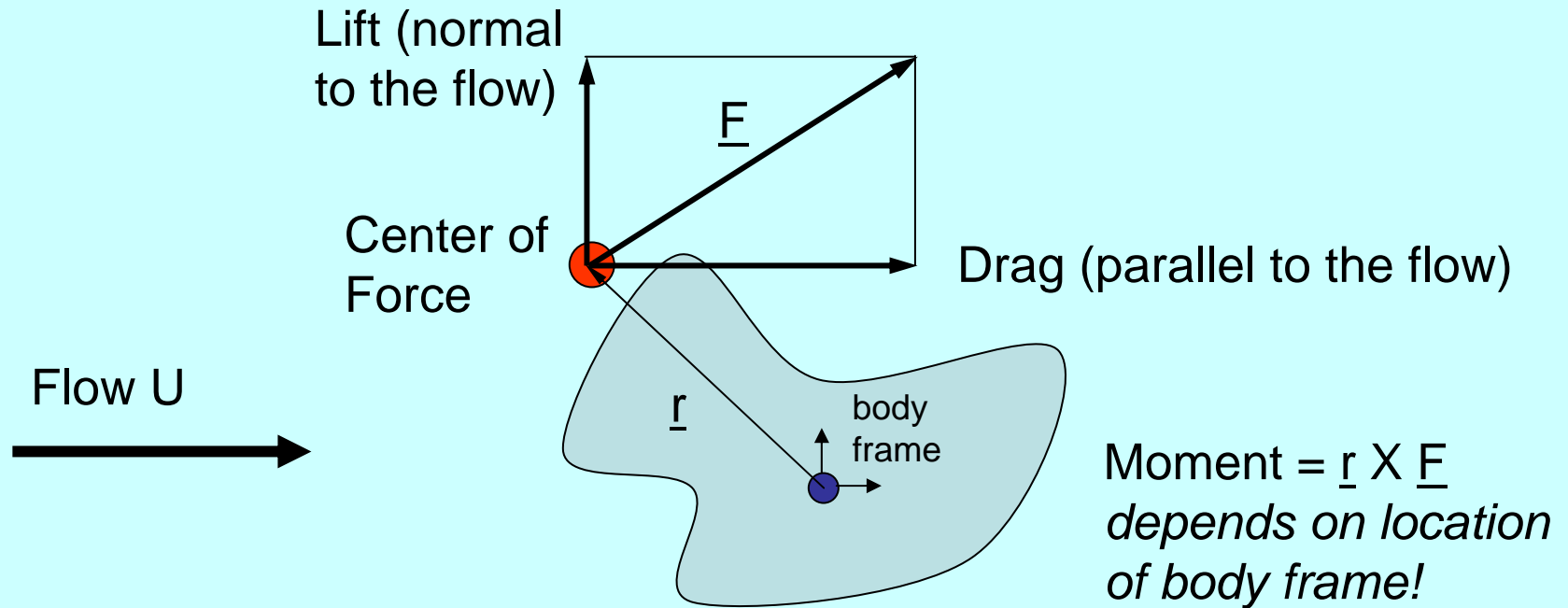
$N = 100;$	$1.62 * H_{1/3}$
$N = 1000 ;$	$1.92 * H_{1/3}$
$N = 10000 ;$	$2.22 * H_{1/3}$



Forces in steady flow

- Streamlined vs. Bluff Bodies
 - Bluff: Cylinders, blocks, higher drag, lower lift, large-scale separation and wake
 - Streamlined: airplanes and ship hulls, Lower drag but higher lift, avoids separation to minimize wake
 - Tradeoff in Directional Stability of the body:
 - A fully streamlined fuselage/fairing is unstable.
 - Drag aft adds stability, e.g., a bullet
 - Wings aft add stability, e.g., fins, stabilizers
 - Wings forward decrease stability, but improve maneuverability.
- Turbulent vs. Laminar flow
- High- vs. low-speed flow

Concept of Drag, Lift, Moment (2D)



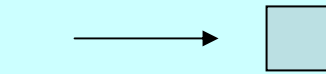
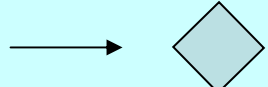
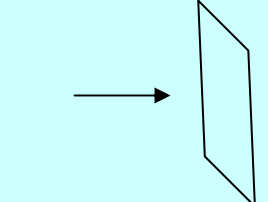
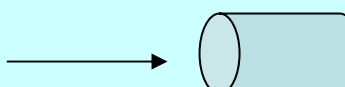
Typical nondimensionalization:

Drag = $\frac{1}{2} \rho U^2 A C_d$, where A is (typically) frontal area or wetted area

Lift = $\frac{1}{2} \rho U^2 A C_l$, where A is usually a planform area

Moment = $\frac{1}{2} \rho U^2 DL^2 C_m$, where L is characteristic body length, and D is characteristic width (or diameter)

Typical Drag Coefficients (frontal area)

• Square cylinder section		2.0
• Diamond cylinder section		1.6
• Thin rect. plate	AR=1	1.1
•	AR=20	1.5
•	AR>>1	2.0
• Circular cylinder section		1.1
• Circular cylinder end on		1.0
• 1920 Automobile		0.9
• Volkswagon Bus		0.42
• Modern Automobile		< 0.3
• MIT Solar Car?		

Recommended References

- Fluid-Dynamic Lift. S.F. Hoerner, 1975, Hoerner Fluid Dynamics, Bakersfield, CA.
- Principles of Naval Architecture, Volume III (Motions in Waves and Controllability), E.V. Lewis, ed., 1989, SNAME, Jersey City, NJ.
- Fluid Mechanics, M.C. Potter and J.F. Foss, 1982, Great Lakes Press, Okemo, MI.
- Theory of Flight, R. von Mises, 1945, Dover, New York.
- <http://naca.larc.nasa.gov/>: NACA reports on bodies and surfaces