



## Simulation of Ground Operations in Aircraft Design



**Martin Spieck**

DLR - German Aerospace Center  
Institute of Aeroelasticity



## Deep-Drawn Sigh of an Expert...

*“Landing gear is an invaluable aircraft system, albeit quite unpopular with most aircraft designers:*

*In extended position, it spoils the **aerodynamic shape** of the aircraft. Retracted, it uses internal space which “could much better have been devoted to fuel or other useful things”. Moreover, its dead weight impairs **flight performance**. Looking at landing gear from a structural point of view, it produces **large concentrated loads** and provides for a lot of difficulties by requiring voluminous landing gear bays and doors interrupting the smooth flow of **loads and stress**. There is also the possibility that the optimal position of the landing gear with regard to e.g. nosewheel liftoff differs from that required for a satisfactory **behaviour as a ground vehicle**, and both positions might be unfavourable with regard to **structural attachment**.”*

A. Krauss



## Motivation for Simulation of Aircraft Ground Dynamics



rigid body oscillations



structural strength



dynamic loads on LG



structural vibrations



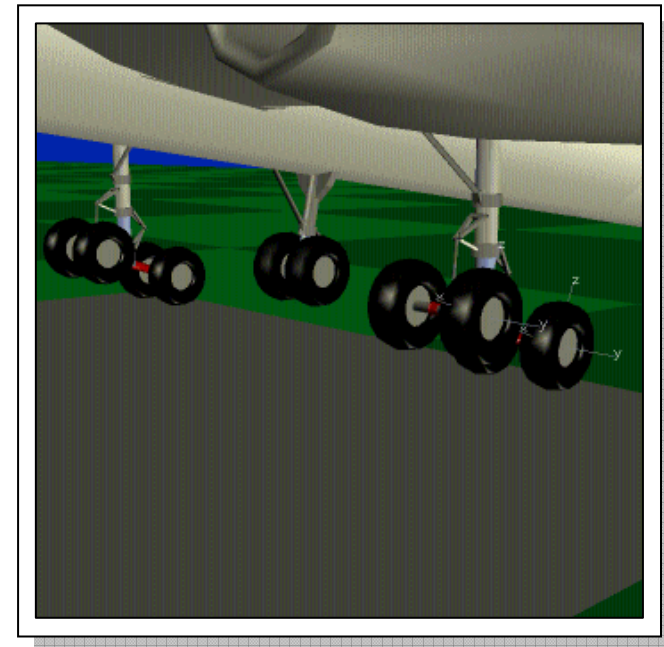
landing gear vibrations



# Applications of Multibody Simulation as a “Virtual Testbed”

## ► Applications in aircraft ground dynamics

- landing impact: dynamic ground loads
- landing impact: dynamic behaviour of overall system
- ground run: resonance effects, vibrations
- cornering: dynamic loads
- brake-gear interaction
- soft-soil operations
- landing gear positioning, kinematics
- evaluation of new concepts
- etc...

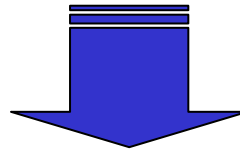




## Trends in Aircraft and Landing Gear Design

Enhancement of simulation capabilities, esp. in respect to:

- ▶ Aircraft tyre properties (high and low speed)
- ▶ Aerodynamic effects (steady and dynamic)



*“For aerodynamic aspects of takeoff and landing flight dynamics, current analysis capabilities are not sufficient to detect and avoid undesirable dynamic characteristics. [...]*

*It is important that sufficiently accurate techniques be applied to predict dynamic characteristics from the beginning of the design effort”*

Committee on Aeronautical Technologies of the Aeronautics and Space Engineering Board, in:  
Aeronautical Technologies for the Twenty-First Century



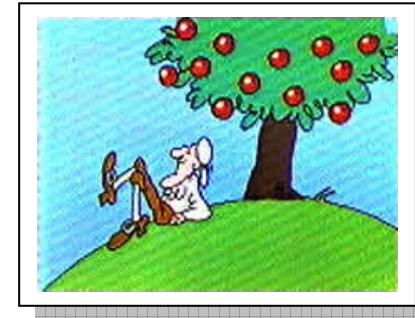
# Aerodynamics in Aircraft Ground Dynamics: Why...?

## Problems of the standard approach of modelling and simulation

Modelling derives from FAR 25 certification requirements:

„**lift = weight**“  $\Rightarrow$  NWW (Newton-was-wrong) approach

- ▶ Complex landing sequences are not realistically modelled.
- ▶ Airframe deformation at impact starts from the undeformed 0g-state, not from the pre-stressed +1g-state.
- ▶ Wing deformation (bending, torsion) causes aerodynamic effects which influence dynamic behavior and loads.
- ▶ Pilot / FCS inputs cannot be modeled.
- ▶ Ground effect is being neglected.

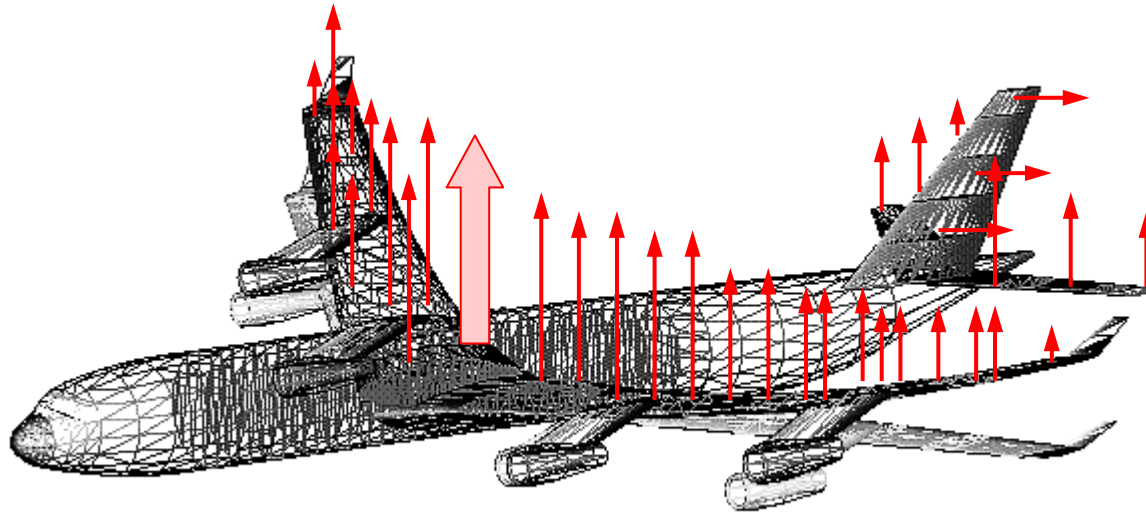




## Aerodynamics in Aircraft Ground Dynamics: How...?

### Standard approach of MBS

- ▶ Force elements and sensor at marker frames of the flexible MBS body



...but:

- ▶ CPU time „explodes“
- ▶ a lot of work to set up the model
- ▶ much more work to modify the model in trade-off studies or optimizations



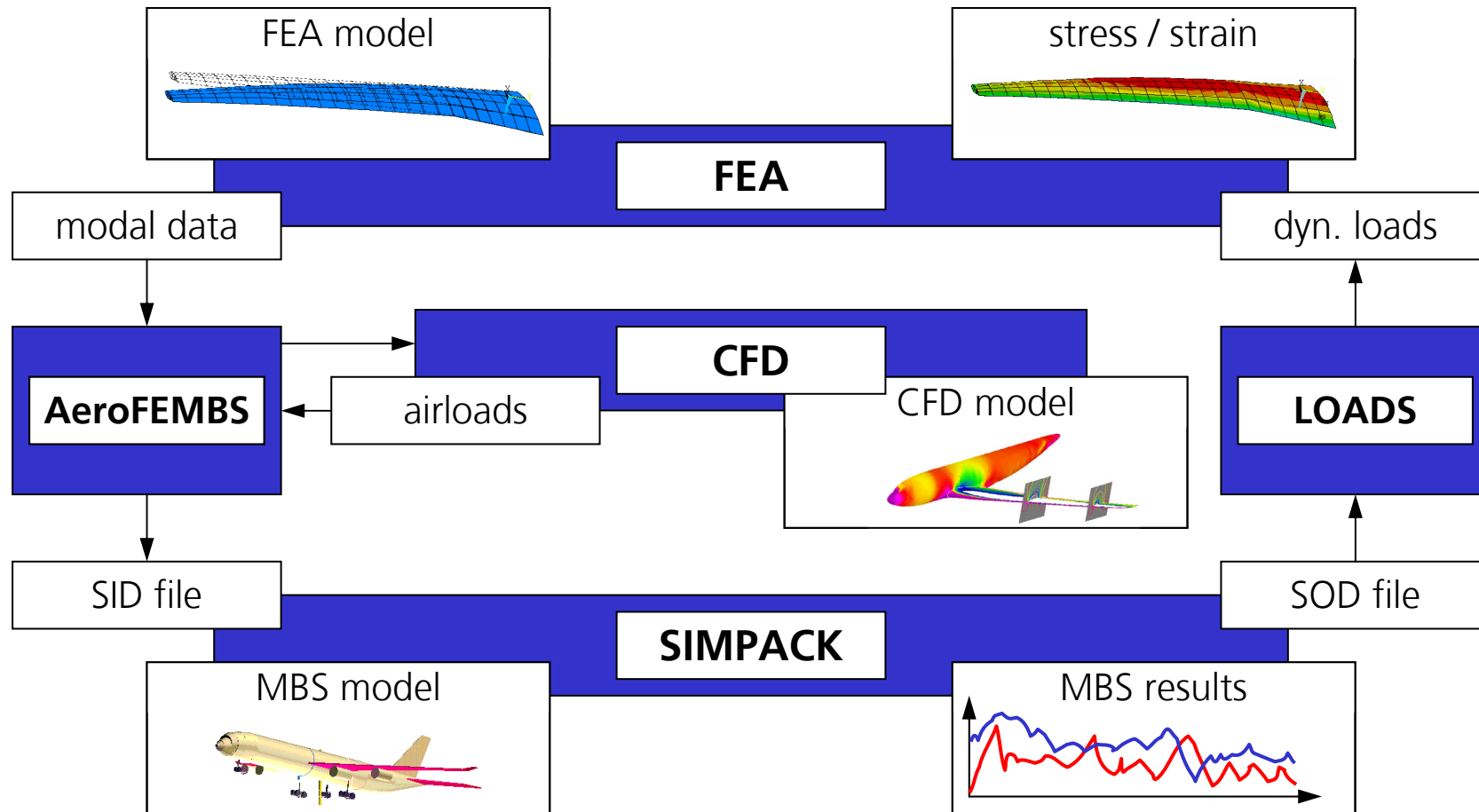
## Aerodynamics in Aircraft Ground Dynamics: What...?

### Requirements of „MBS Aerodynamics of the Flexible, Maneuvering A/C“

- ▶ Quick and simple modeling:
  - „computer-aided“ model set-up
  - use of existing disciplinary modeling
- ▶ Easy to modify if design changes
- ▶ Efficient computation of the job
- ▶ Adequate representation of high-lift aerodynamics
- ▶ Pilot controlled 3D-maneuvers
- ▶ Aerodynamic effects of structural deformation:
  - state-dependent
  - velocity-dependent

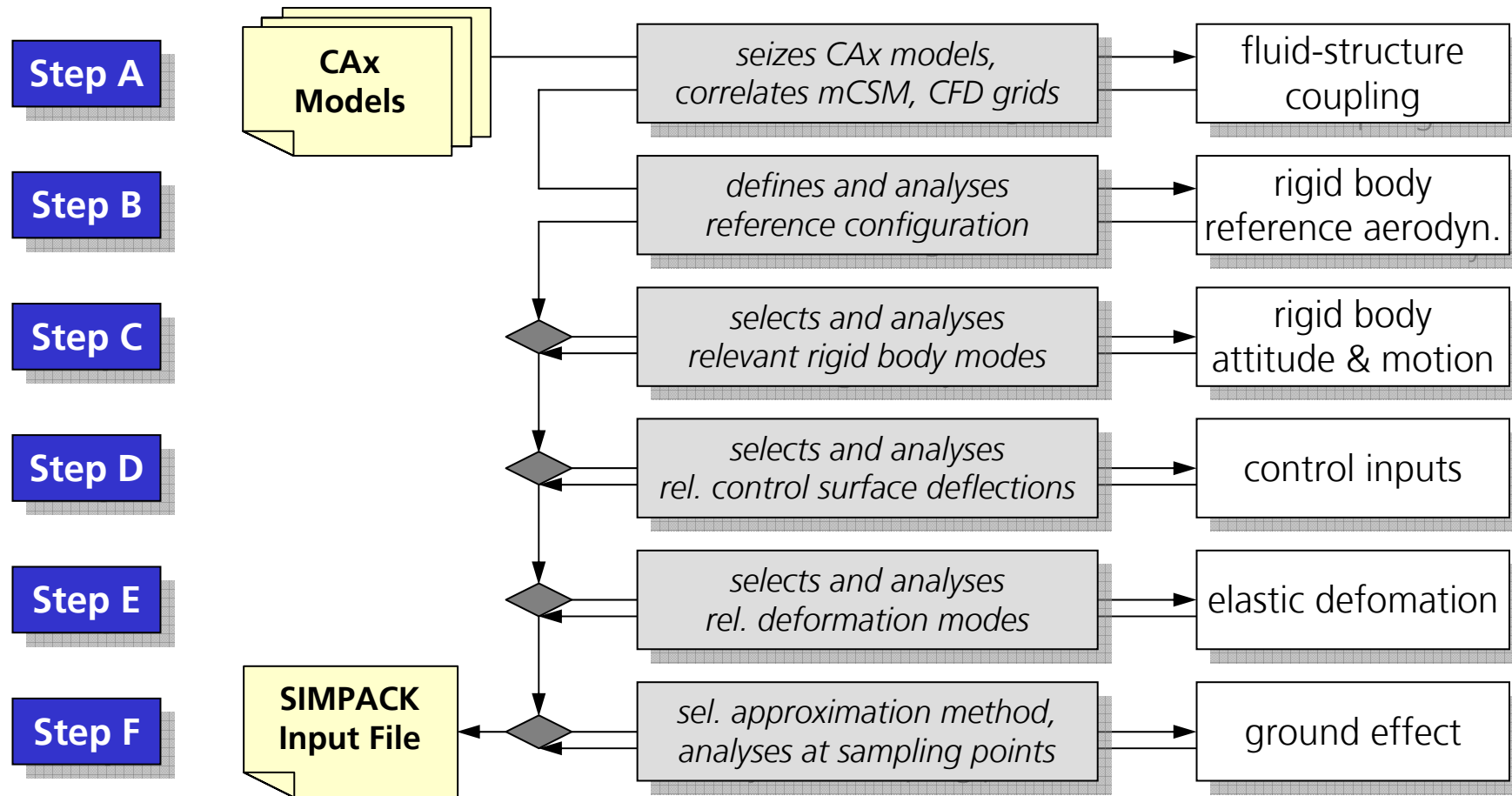


# Integrated Design Process of Aircraft Ground Dynamics





# Aeroelastic Preprocessing





## Example: Landing of a Large Transport Aircraft

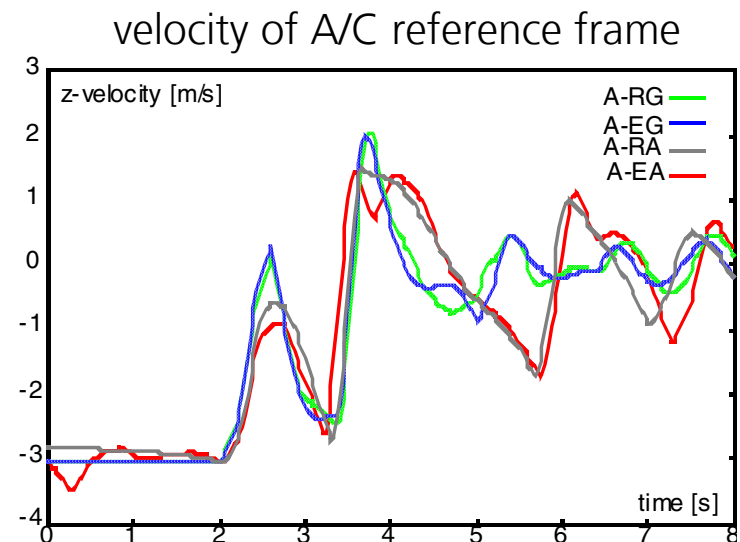
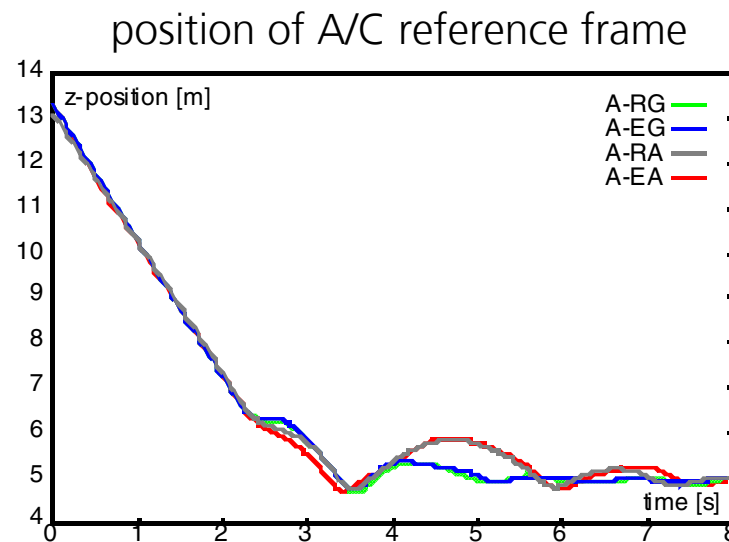
- ▶ **Model: large transport aircraft (basing on A340-300)**
- ▶ **Scenario: hard touch-down, low wing**





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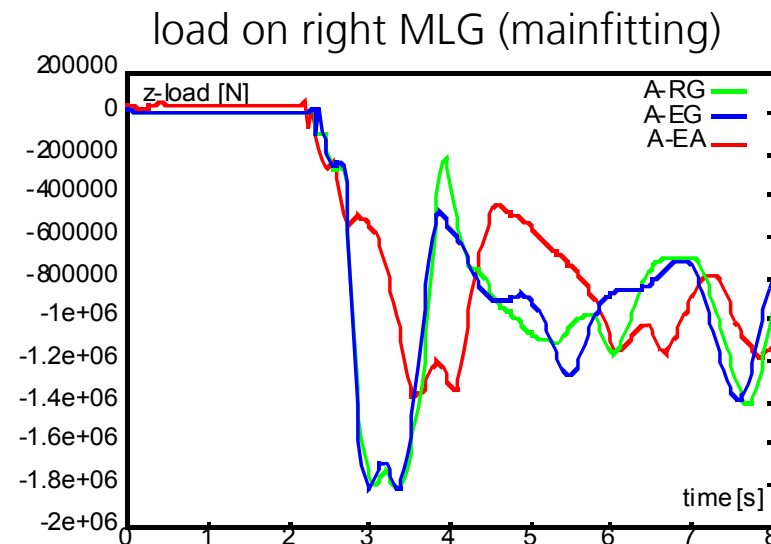
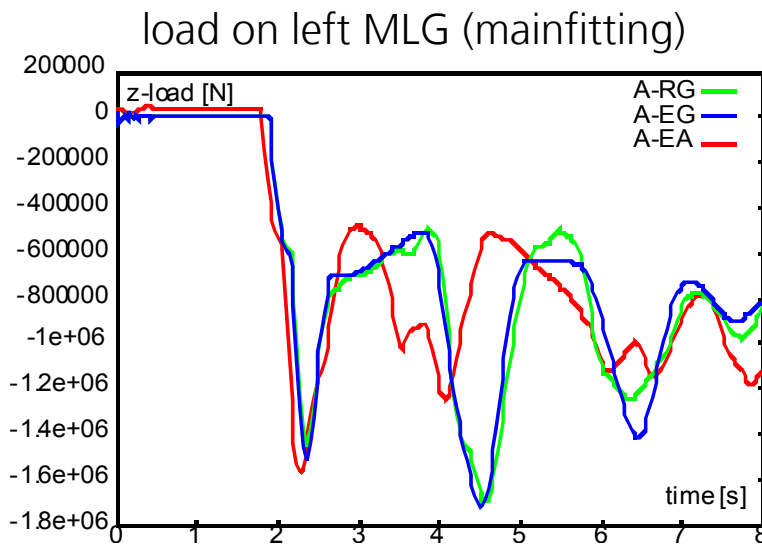
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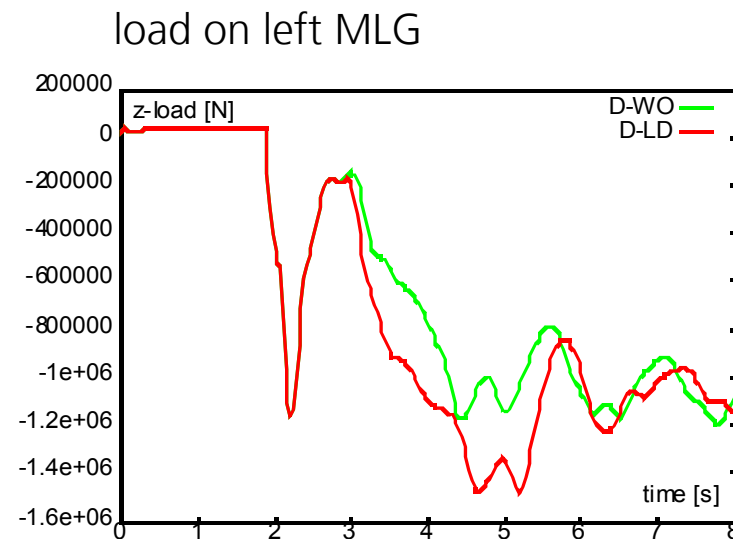
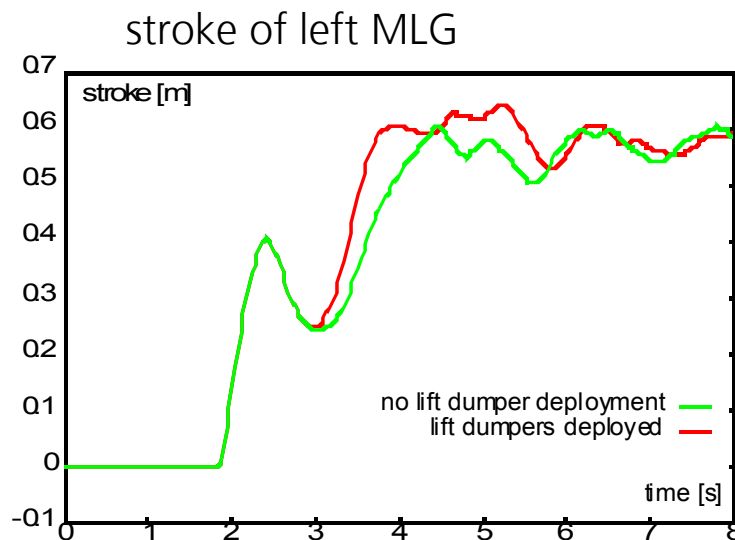
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## Example: Landing of a Large Transport Aircraft

- ▶ **Model:** large transport aircraft (basing on A340-300)
- ▶ **Scenario:** lift dumper deployment at rebound





# Computational Advantage of Aeroelastic Preprocessing

SIMPACK-Simulation of Aircraft Landing Sequence							
Scenario		CPU Time			CPU Time Penalty		
		NWW	FEL	APP	NWW	FEL	APP
<b>A</b>	FAR 25.481 (high AoA)	111.8 s	526.4 s	141.2 s	100%	369%	26%
<b>B</b>	FAR 25.479 (3-point)	81.8 s	447.0 s	116.0 s	100%	446%	42%
<b>C</b>	Left wing low (5.7°)	117.3 s	625.8 s	175.4 s	100%	434%	49%
<b>D</b>	Lift dumpers deployed	-	599.5 s	214.0 s	-	-	-



## Summary

- ✓ New approach for aerodynamic effects has been applied in SIMPACK.
  - ✓ Aerodynamic forces are causing appropriate structural deformation.
  - ✓ Aerodynamic effects of deforming airframe are accounted for.
  - ✓ Approach fits well into existing design process.
  - ✓ Setting-up of SIMPACK model is fast and simple.
  - ✓ CPU time of SIMPACK analysis is significantly reduced.
- and
- ✓ Aerodynamic effects have a big impact on dynamic behavior of the aircraft.