Flight Vehicle Terminology

1.0 Axes Systems

There are 3 axes systems which can be used in Aeronautics, Aerodynamics & Flight Mechanics:

- Ground Axes – $G(x_0, y_0, z_0)$
- Body Axes – $G(x, y, z)$
- Aerodynamic Axes – $G(x_a, y_a, z_a)$

1.1 Ground Axes

(x_0, y_0, z_0) are an orthogonal set of forces obeying the right hand rule.
z_0 is in the vertical plane of symmetry normal to the datum axis where positive is down.

1.2 Body Axes

(x, y, z) are an orthogonal set of forces obeying the right hand rule.

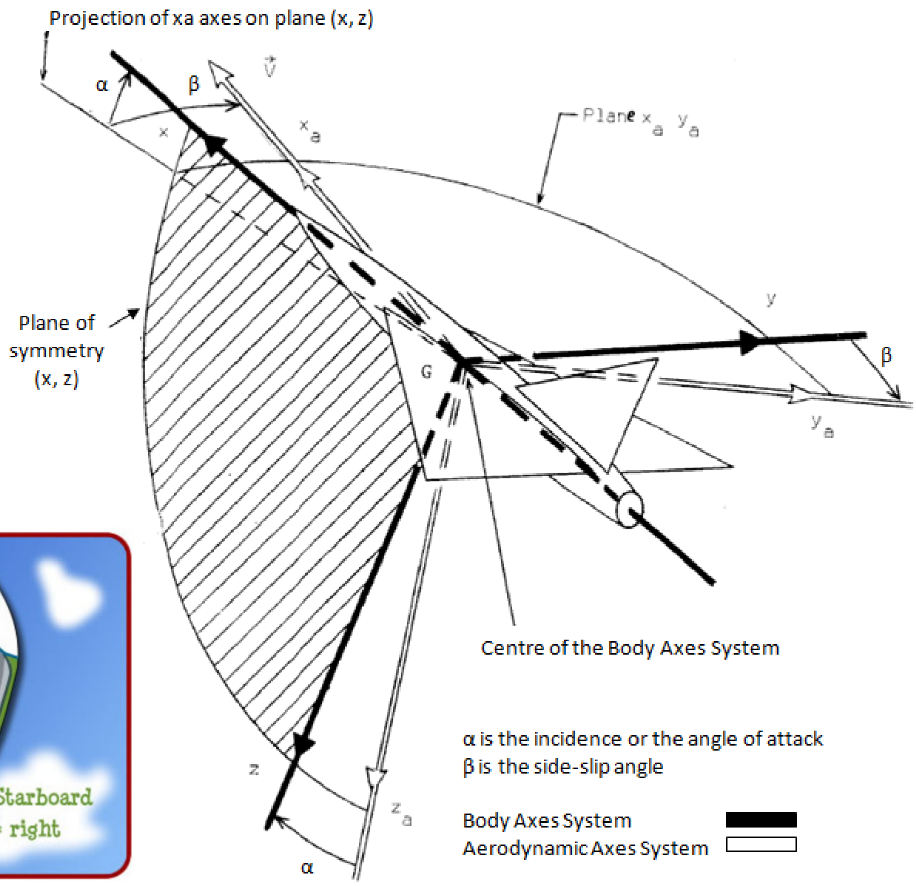
- **x** is along the model datum axis positive forward
- **y** side force is normal to the vertical plane of symmetry positive to starboard
- **z** is in the vertical plane of symmetry normal to the datum axis positive down

1.3 Aerodynamic Axes

- $\mathbf{x_a}$ is along the velocity vector **v** with the same direction
- $\mathbf{y_a}$ is the same as body axes
- $\mathbf{z_a}$ is in the vertical plane of symmetry normal to the aerodynamic axis positive down

2.0 Angles

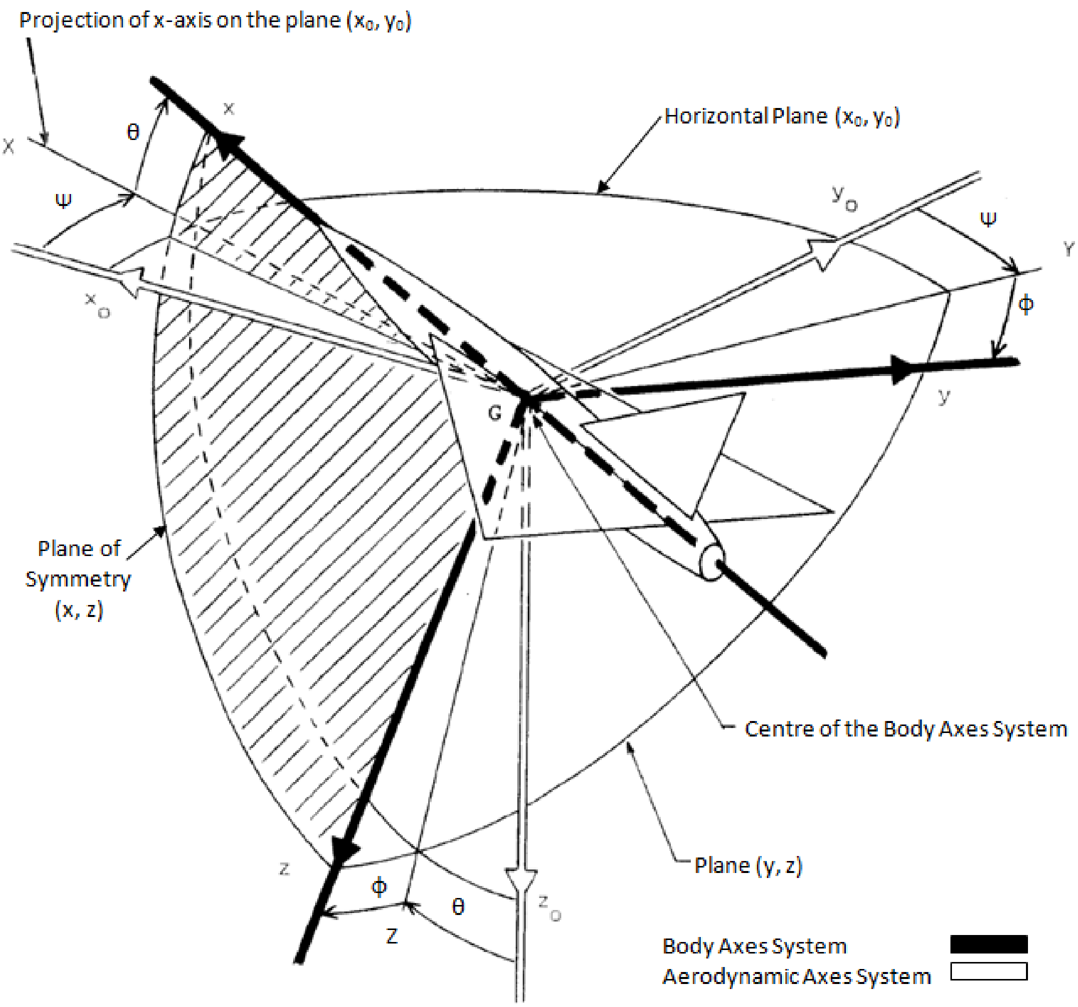
2.1 From Aerodynamics Axes to Body Axes Systems



2.2 From Ground Axes to Body Axes Systems

Three rotations are required in the following order:

- Ψ rotation around Gz_0 ; (Gx_0, Gy_0) => (GX, GY)
  Ψ is called the azimuth angle
- θ rotation around GY ; (Gz, Gz_0) => (Gx, Gz)
  θ is called the pitch angle
- ϕ rotation around Gx ; (GY, GZ) => (Gy, Gz)
  ϕ is called the roll angle



3.0 Forces & Moments

3.1 Body Axes

(X, Y, Z) are an orthogonal set of forces obeying the right hand rule.

- **X** is along the model datum axis positive forward
- **Y** side force is normal to the vertical plane of symmetry positive to starboard
- **Z** is in the vertical plane of symmetry normal to the datum axis positive down

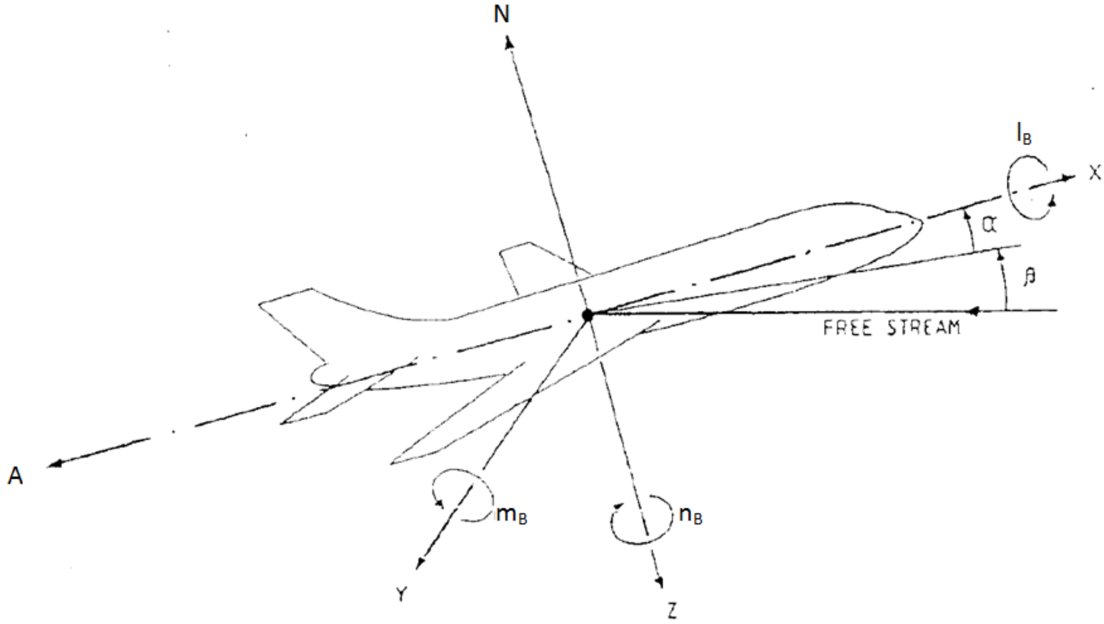
Q, m, n are the moments about each of these axes defined as positive clockwise looking along the positive direction of the force.

- $\mathbf{l_B}$ rolling moment, positive starboard (RH) side down.
- $\mathbf{m_B}$ pitching moment, positive nose up
- $\mathbf{n_B}$ yawing moment, positive nose to starboard

However, it is more convenient to use:

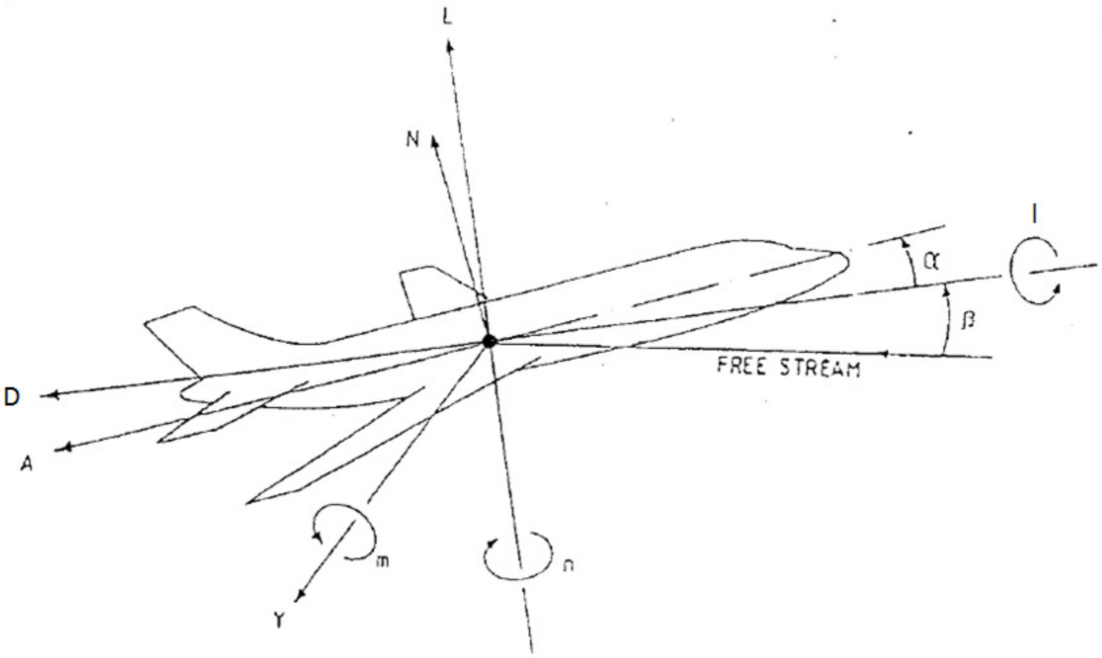
A (= -X), axial force positive rearwards

N (= -Z), normal force positive upwards



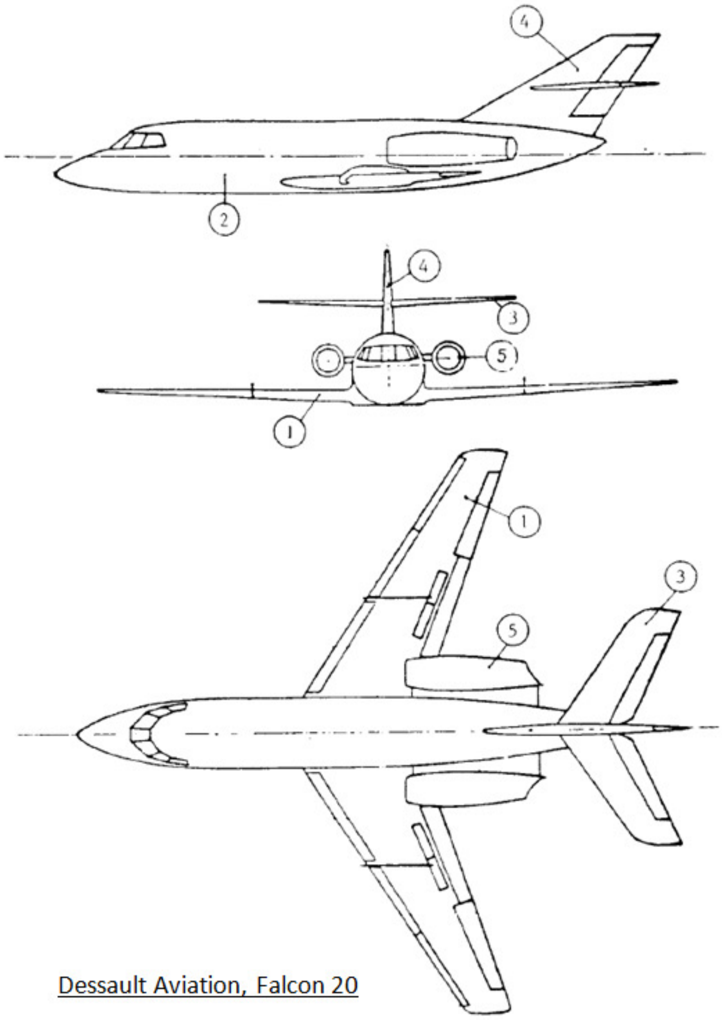
3.2 Aerodynamic Axes

- **Y** is the same as body axes
- **N** is resolved into **L** (lift)
- **A** is resolved into **D** (drag)
- **L** is in the vertical plane of symmetry normal to the free stream
- **D** is normal to the (L, Y) plane
- **l** is the moment about the D axis
- **m** is the same as body axes (pitching moment, positive nose up)
- **n** is the moment about the L axis



4.0 Aircraft

Main components of the aircraft:



(1) Wing

(2) Fuselage

(3) HTP
(Horizontal Tail Plan)

(4) VTP
(Vertical Tail Plan)

(5) Engine (Duct)

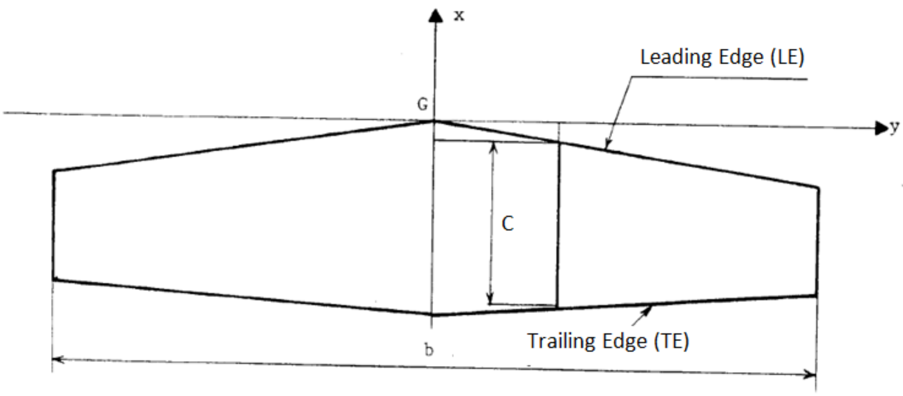
Dessault Aviation, Falcon 20

4.1 Wings

While the fuselage may be the part of the airplane of greatest concern to the passengers, the wing is certainly the most important to the aerodynamics of the airplane.
Aerodynamically, it is the heart of the airplane. Most of the aerodynamic behaviour of the aircraft will depend on how the designer configures the wing.

4.1.1 Geometrical Parameters

b = span
c = chord



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Wing Area, S

This is the gross projected area of the wing, including any fuselage area (in projected plan) cut off by the leading edge and the trailing edge, continued to the fuselage centreline.

Aspect Ratio, AR

$$AR = \frac{b^2}{S}$$

Mean Chord, $\bar{c}$

If the chord varies across the span, due to taper or curved leading & trailing edges, the mean chord is often used.

$$\bar{c} = \frac{S}{b}$$

$\bar{c}$ could also be calculated by the following formulas:

$$\bar{c} = \frac{1}{b}\int_{-b/2}^{b/2} c(y).dy \quad \text{OR} \quad \bar{c} = \frac{1}{S}\int_{-b/2}^{b/2} c^2(y).dy$$

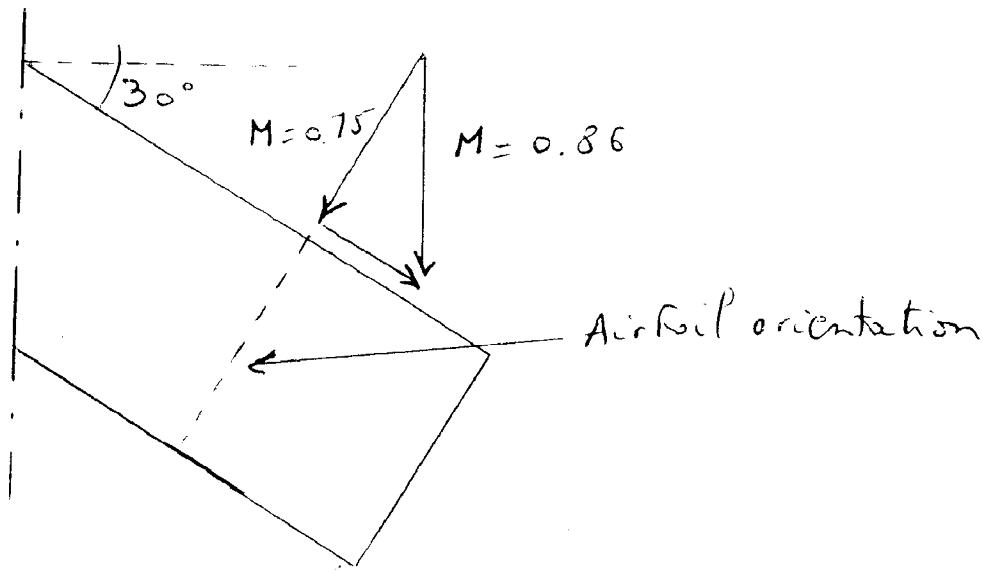
Taper Ratio, λ

This is the ratio between the tip chord of the wing and the chord at the root, taken on the fuselage centreline.

$$\lambda = \frac{c_{tip}}{c_{root}}$$

Sweep Angle, Λ or φ

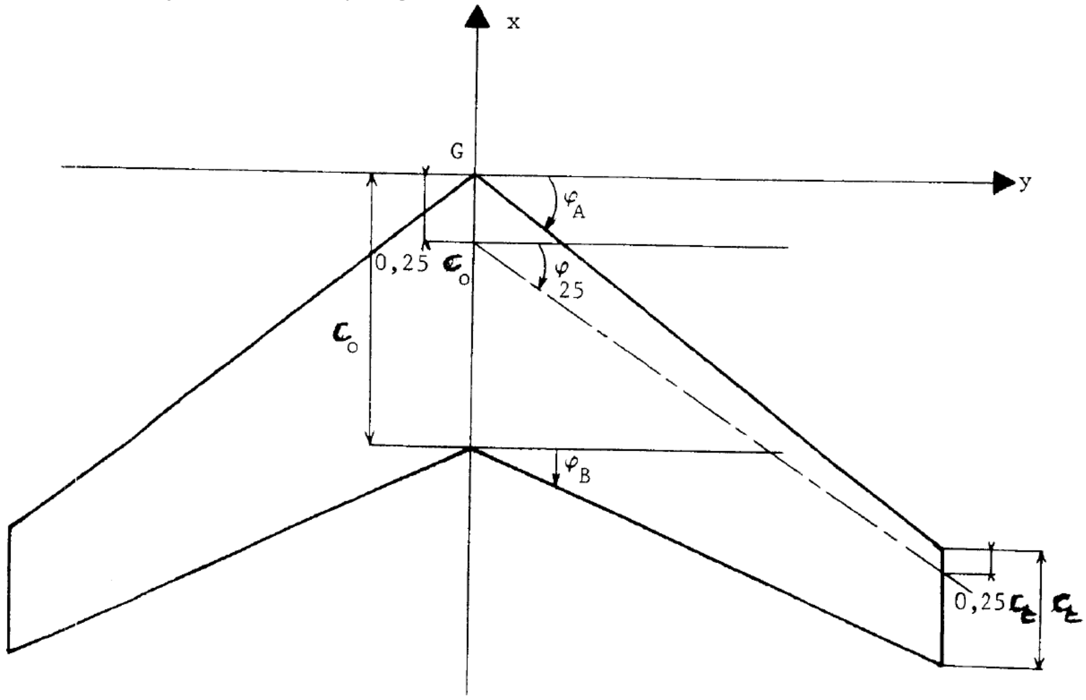
One of the first breakthrough's that allowed for high critical mach numbers was the idea of wing sweep. If a wing is swept aft (towards rear), only a component of the velocity of the air will flow over it chord wise. Another component will flow span wise along the wing. This allows the airplane to fly at a higher mach number, while the wing's airfoil only "sees" a portion of this speed.



Note: The wing's low-speed performance is degraded by sweep. Remember that a significant part of the air velocity is now flowing span wise and not contributing to lift. This will raise the stall speed and the resulting take-off and landing distance over an equivalent straight wing.

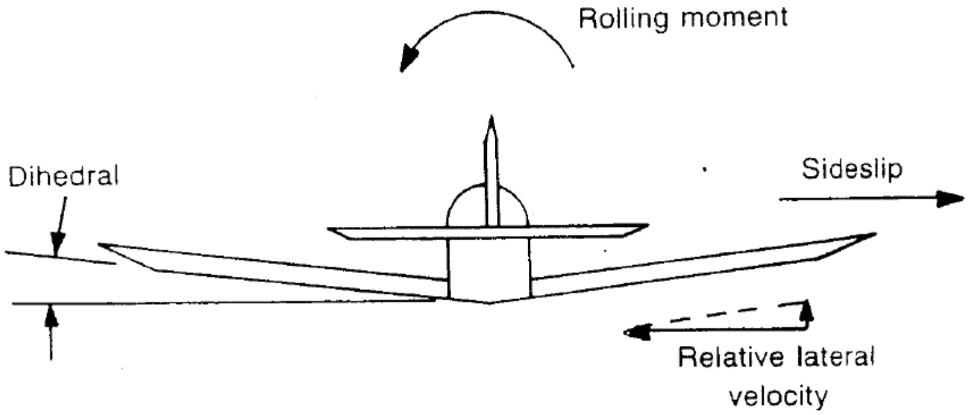
There are 3 different types of sweep angles:

- **φ_A** is φ at the Leading Edge (LE)
- **φ_B** is φ at the Trailing Edge (TE)
- **φ_{25}** is the sweep angle at 25% of the chord



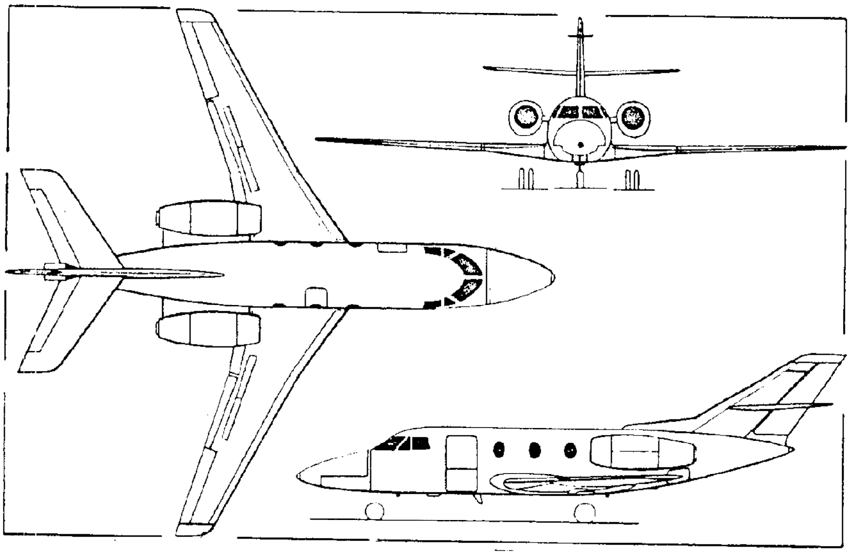
Dihedral Angle, δ

This is the angle at which each wing is set relative to the line at right angles to the fin, in the front view of the aircraft. For dihedral angle to be positive, the wing tip is higher than the wing root. If the tip is below the root, the wing is said to be 'Anhedral'



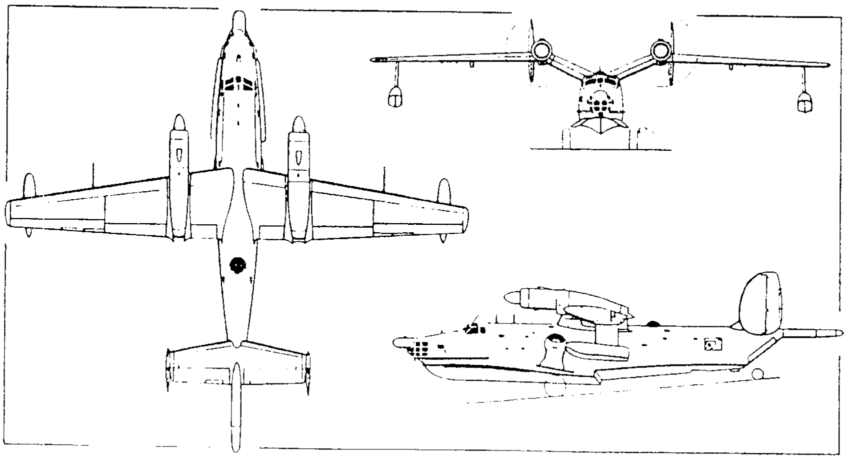
Dihedral wings provide lateral stability from the upward component of the relative lateral velocity resulting from the sideslip.

The figure above shows an airplane with dihedral wings. If it were side slipping to the right, as shown, a component of the relative wind would be acting inbound against the right wing. A component of this velocity would be acting against the bottom of the wing, tending to roll it to the left. Thus a roll to the right tends to slip the airplane to the right, but with dihedral, an opposite moment is created to level the wings and arrest the slip.



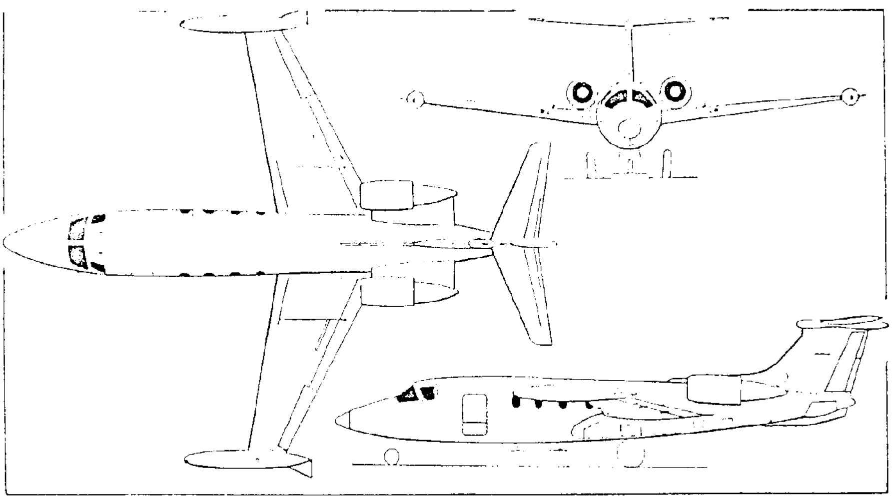
AMDBA FALCON 10 (France)

b = 13,08 m   S = 24,1   AR = 7,1
M = 0,84



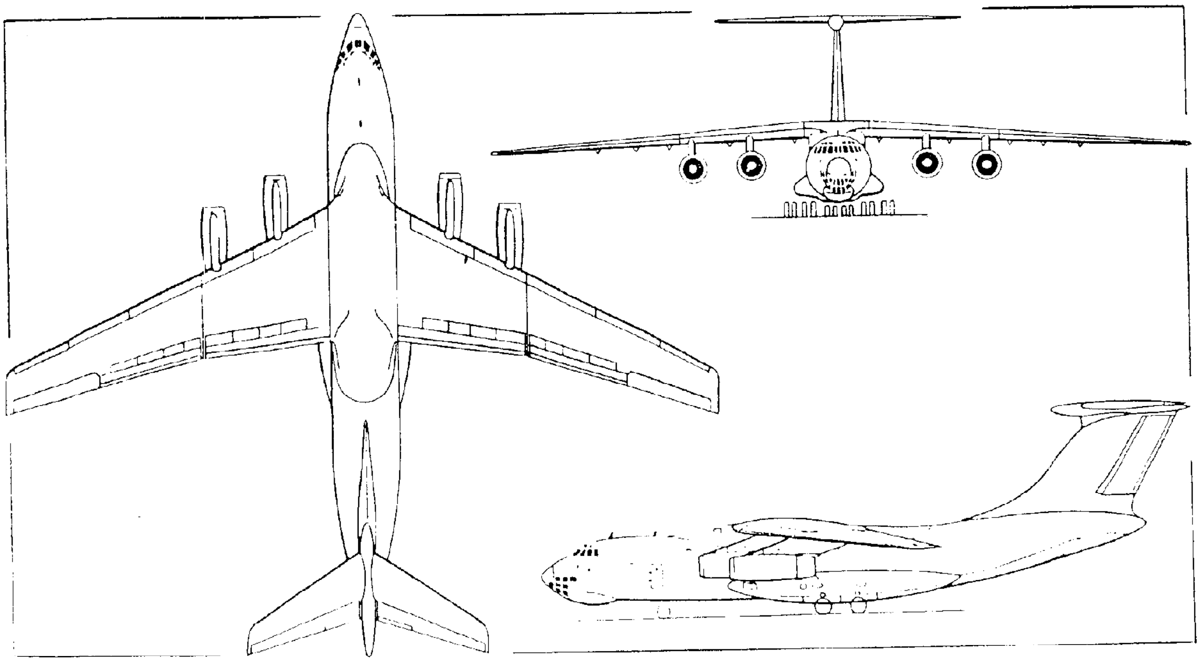
BERIEV M-12 TCHAIKA (URSS)

b = 29,70 m



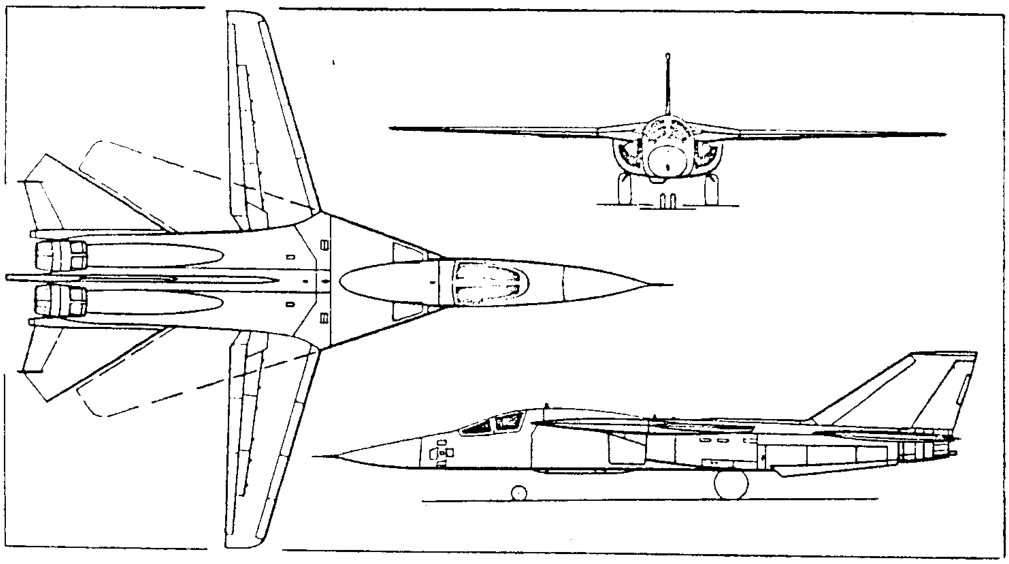
MBB HFB 330 HANSA (RFA)

b = 17,31 m $S = 30,14\ m^2$ AR = 9,94
$\varphi = -25°$ $\delta = 6°$ $M_{max} = 0,85$



ILYUSHIN II-76 (URSS)

b = 50,50 m φ_A = 28° V = 850 km/h



GENERAL DYNAMICS F-111 A (USA)

b = 19,20 m φ_A = 16°

b = 9,74 m φ_A = 72,5° M = 2,5

4.1.2 Wing Geometry

Wings can be classified into 3 categories according to the sweep angle and the aspect ratio (AR):

- **a** High to Medium AR with a low sweep angle
- **b** Medium AR with a medium sweep angle
- **c** Low AR with a High sweep angle

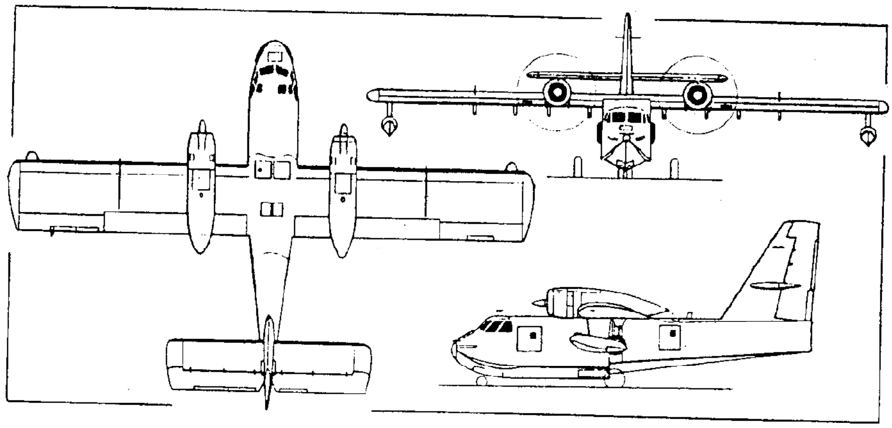
These 3 categories correspond to a Mach number (M) range for airplanes, i.e.

- Subsonic Airplanes $M < 0.6$
- Transonic Airplanes $0.7 < M < 0.9$
- Supersonic Airplanes $M > 1.2$

Consider the following examples for the 3 categories of wings:

a – High to Medium AR with low sweep angle

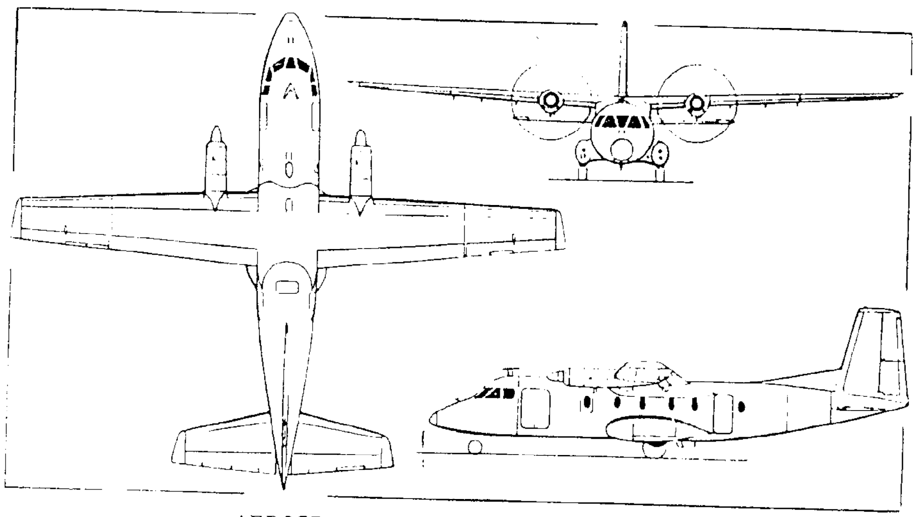
Rectangular Wing:



CANADAIR CL-215 (Canada)

$b = 28{,}60$ m $S = 100{,}33$ m^2 **AR** $= 8{,}15$
$V_{max} = 293$ km/h

Trapezoid Wing:



AEROSPATIALE FREGATE (France)

$b = 22{,}60$ m $S = 55{,}79$ m^2 **AR** $= 9{,}15$
$V_{max} = 408$ km/h

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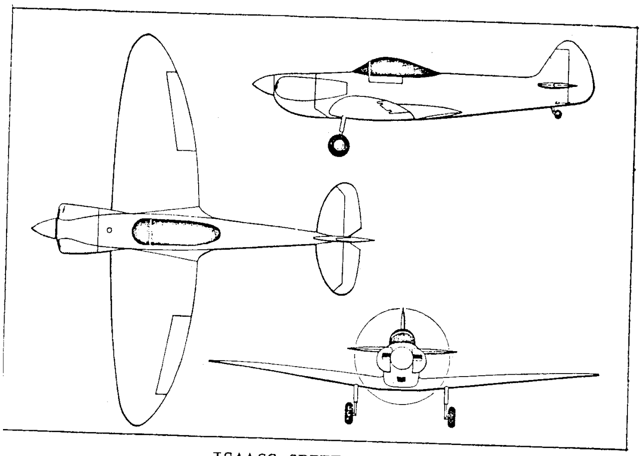
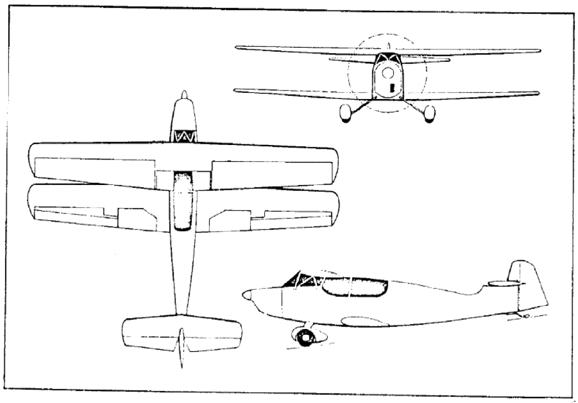
Elliptic Wing:



ISAACS SPITFIRE (RU)

$b = 6{,}75$ m $S = 8{,}08$ m^2 **AR** = 5,63
$V_{max} = 240$ km/h

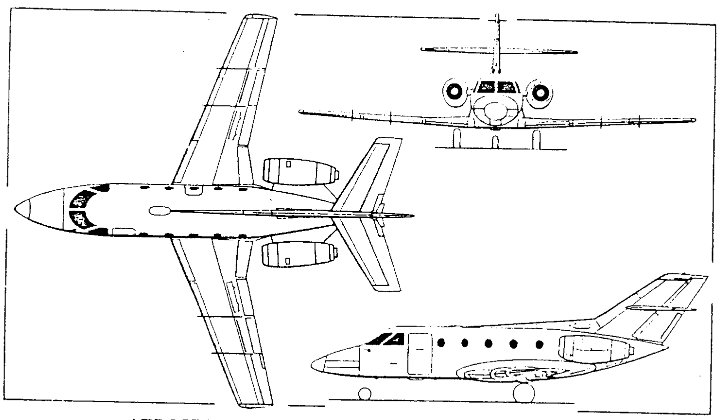
Biplane:



LEMBERGER LD 20 b (RFA)

chaque aile $b = 7{,}28$ m $S = 7{,}00$ m^2 **AR** = 7,57
$V_{max} = 178$ km/h

b – Medium AR with a medium sweep angle

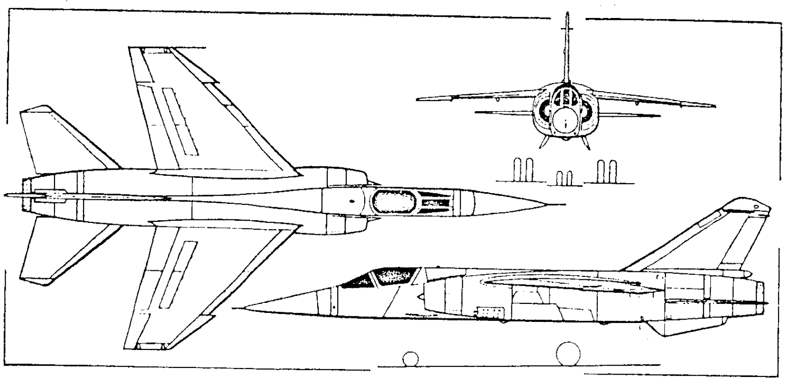


AEROSPATIALE SN 600 CORVETTE (France)

$b = 12{,}80$ m $S = 22{,}00$ m^2 **AR** = 7,45
$\varphi_A = 22°32'$ $\delta = 3°6'$
$M_{max} = 0{,}7$ 750 km/h

c – Low AR with a high sweep angle

High Sweep Angle:

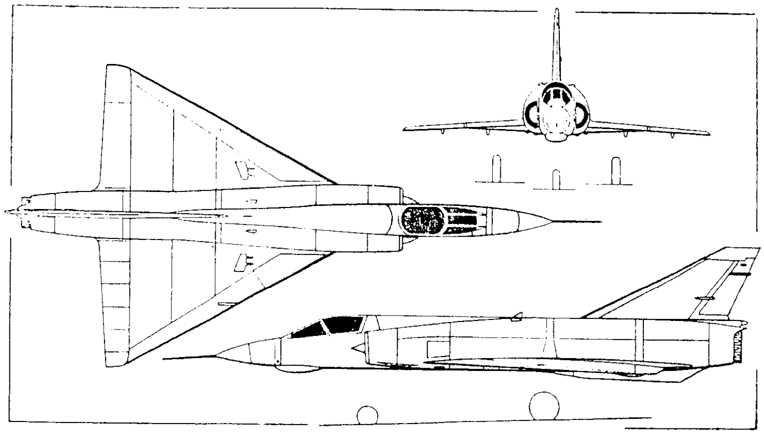


AMDBA MIRAGE F1 (France)

$b = 8{,}40$ m $S = 25{,}00$ m^2 **AR** = 2,82
$\varphi_A = 50°$
$M_{max} = 2{,}2$

Flight Vehicle Terminology

Δ (Delta) Wing:



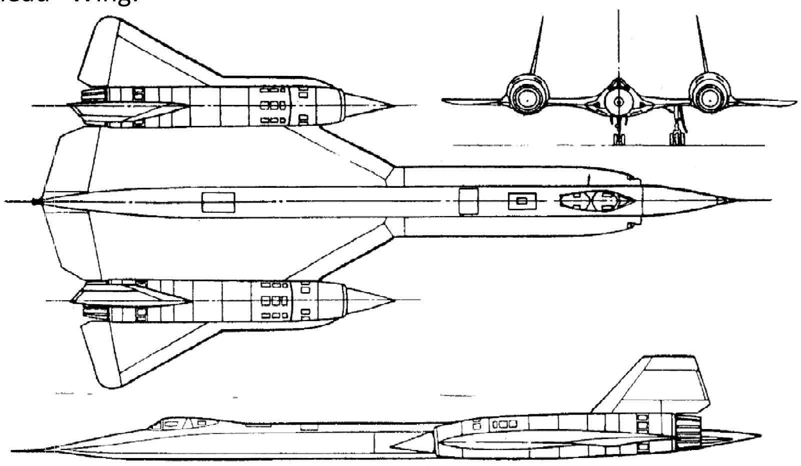
AMDBA MIRAGE III.E (France)

$b = 8{,}22$ m $S = 34{,}85$ m^2 $AR = 1{,}88$

$\varphi_A = 60°34'$

$M_{max} = 2{,}2$

"Spearhead" Wing:

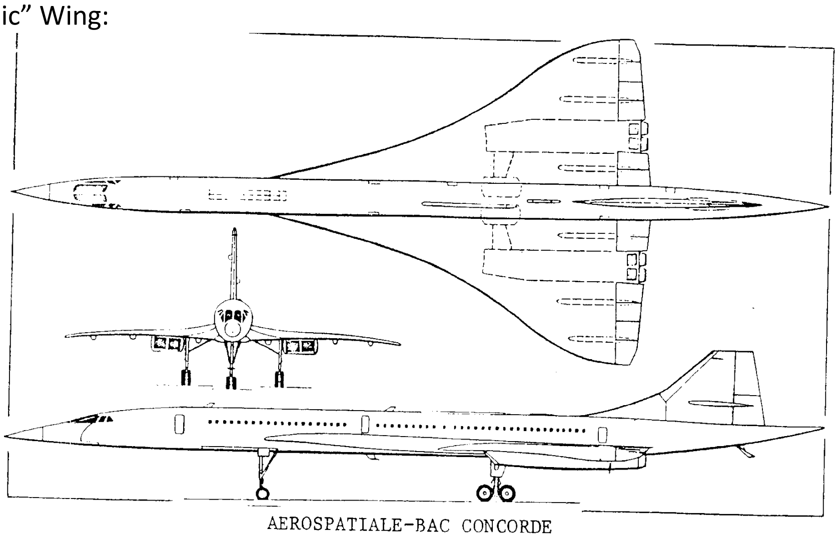


LOCKHEED SR-71 (USA)

$b = 16{,}95$ m

$\varphi = 60°$ $M = 3$ ($H = 30\ 000$ m)

"Gothic" Wing:



AEROSPATIALE-BAC CONCORDE

$b = 25{,}60$ m $S = 358{,}25$ m^2 $AR = 1{,}7$

$M = 2{,}2$

4.1.3 Devices On A Wing

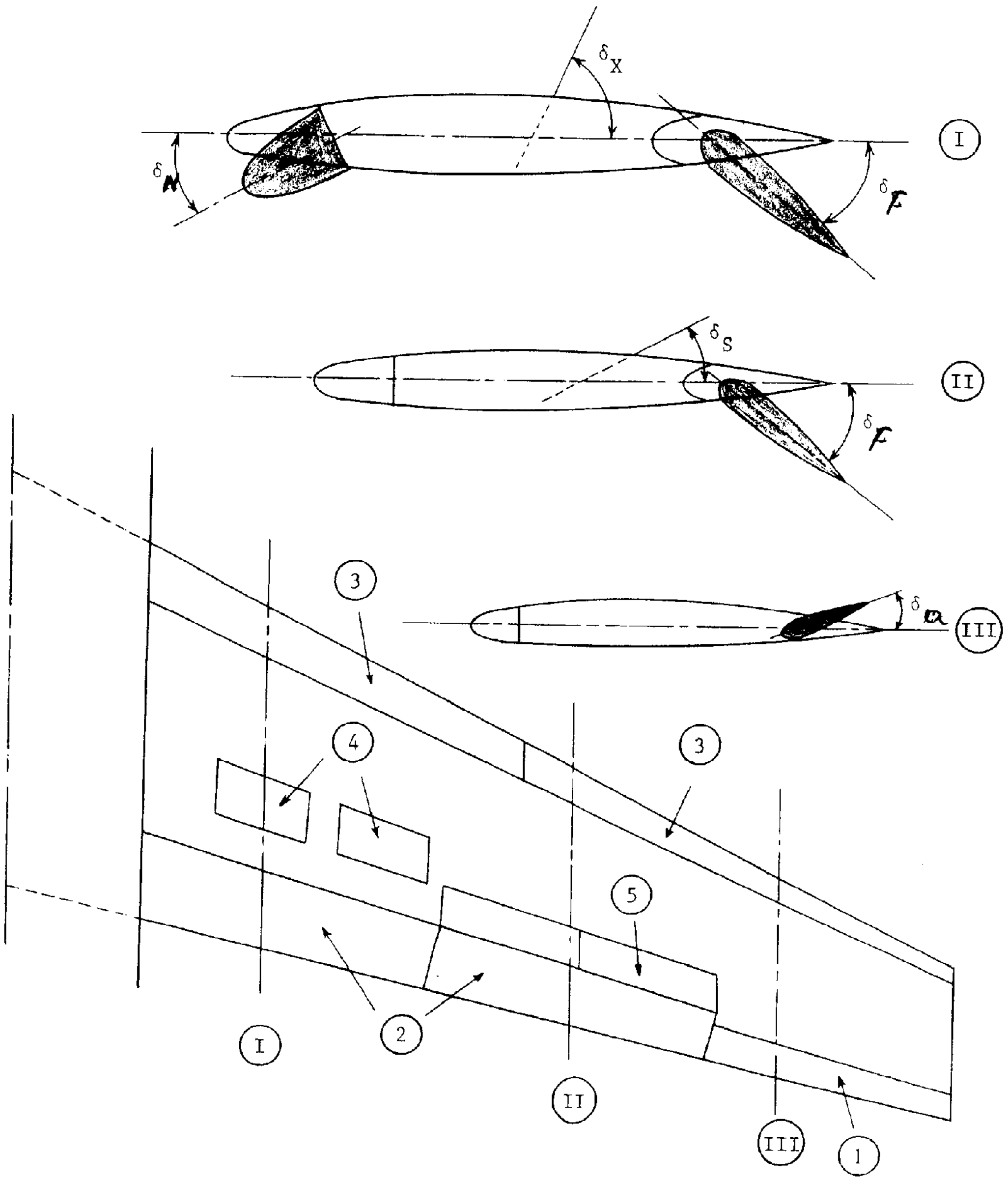
Slots & Slats

A more common device found in the leading edge is the slot. This device allows air to flow from the lower surface to the upper surface at high angles of attack. The higher pressure air from the lower surface has more energy, which will delay the separation of the airflow on the top surface and thus, the onset of stall. It is another way of achieving higher lift at low speed.

The disadvantage of the slot is that it creates excessive drag at lower angles of attack which are associated with normal cruise speeds. A way of avoiding this situation is to have a leading edge section that will open into a slot at low speed, but close at high speed. Such a device is called a slat.

Flaps

The flap is a high lift device. The flap is a movable portion of the airfoil which is deflected through some angle from the original chord position to yield a higher camber.



(1) Ailerons, deflection angle δ_a
- ⇨ Produces a rolling moment

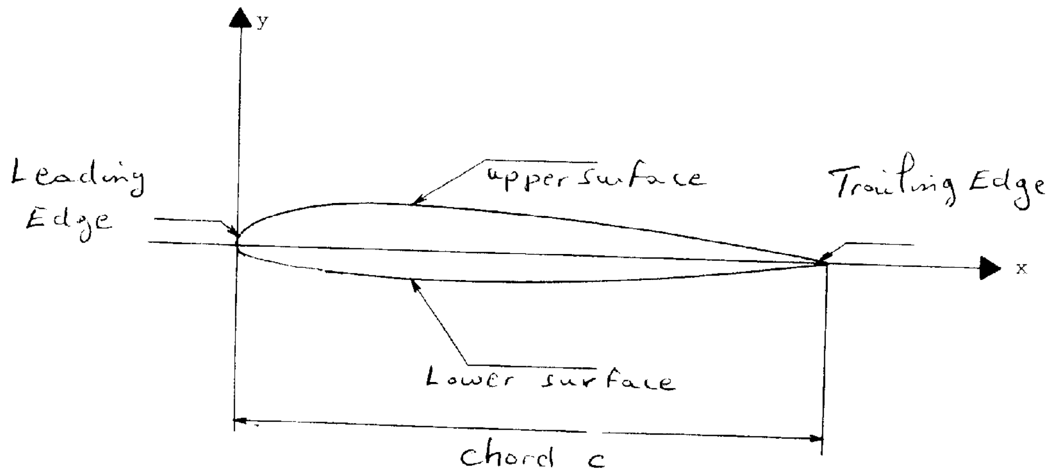
(2) Lifting Flaps, deflection angle δ_F
- ⇨ High lift device

(3) Nose Flaps, deflection angle δ_N
- ⇨ High lift device

(4) Airbrakes, deflection angle δ_x

(5) Spoilers, deflection angle δ_s
- ⇨ Control of the lift
- ⇨ Roll control

4.2 Airfoil or Wing Section



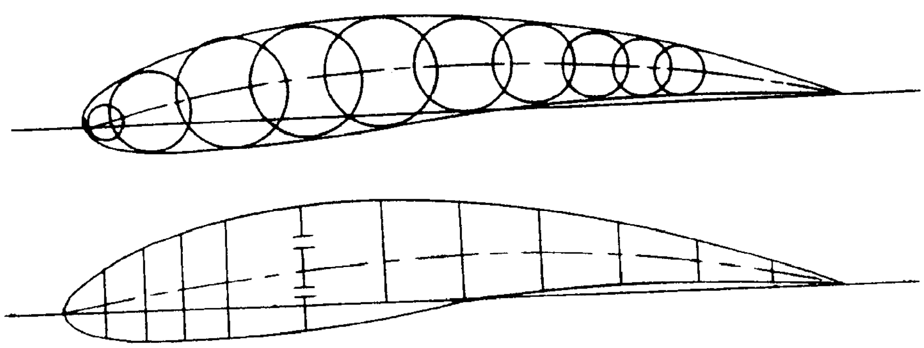
Chord, c

The chord is the length of the chord line cut off or enclosed by the section. It is obviously equal to the distance between the leading and trailing edges.

Camberline or Mean Line

This is the line, each point of which is an equal distance from the upper & lower surfaces

This can be shown in the following geometric definitions:

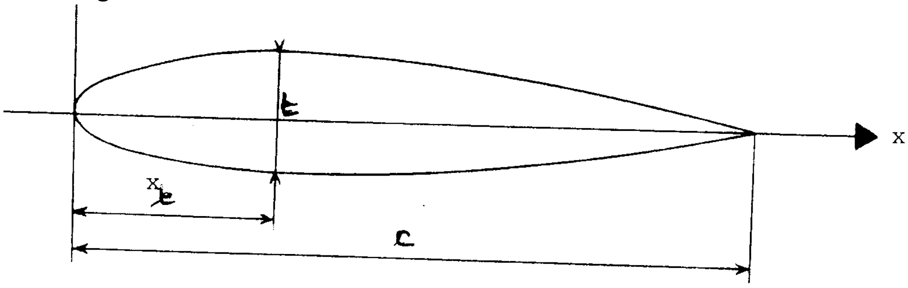


Thickness, t

This is the maximum length of a line measured perpendicularly (at a right angle) to the camberline. It is the maximum distance between the upper & lower surfaces.

Thickness/ Chord Ratio, t/c

This is an important parameter to describe the shape of the aerofoil. It is given as a percentage.



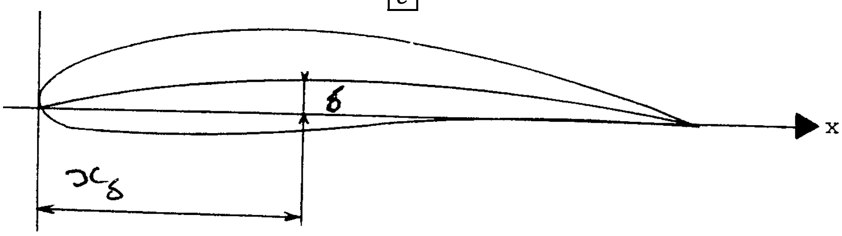
$t/c = 18\%$; $x_t/c = 30\%$

NACA 23018

Camber

This is the maximum distance of the camber line from the chord line. If the distance is δ then the camber is usually the ratio:

$$\boxed{\frac{\delta}{c}} \text{ as a percentage}$$



$\delta/c = 6\%$; $x_\delta/c = 40\%$

NACA 6415

5.0 Flow Types

5.1 Continuous Flow

In order to predict the flow regime which is a function of altitude & velocity, a similarity parameter called the Knudsen number (K_n) is often used. This governing parameter is the ratio of the average mean free path, λ, which can be defined as the average distance that a molecule travels between 2 successive collisions and a characteristic length, L, of the flow field. $\boxed{K_n = \frac{\lambda}{L}}$

When K_n is very small the fluid is assumed to be continuous, even though it consists of discrete molecules. It is in continuous flow.

$$\boxed{K_n \ll 1 \quad , \quad Z \leq 80Km}$$

5.2 Dependant Flows

Time Dependence

Steady Flows

A steady flow is one in which the conditions (velocity, pressure & cross-section) may differ from point to point but do not change with time.

Unsteady Flows

If at any point in the fluid, the conditions change with time, the flow is described as unsteady.
In practice there are always slight variations in the velocity & pressure, but if the average values are constant the flow is considered as steady.

Quasi-Steady Flows

In quasi-steady flows the time scale $t < \infty$ but the changes are so slow that any inertia effects maybe neglected.

Space Dependence

Uniform Flow

If the flow velocity is the same magnitude & direction at every point in the fluid it is said to be uniform.

Non-Uniform Flow

If at a given instant, the velocity is not the same at every point the flow is non-uniform.
In practice, by this definition, every fluid that flows near a solid boundary will be non-uniform as the fluid at the boundary must take the speed of the boundary (usually zero). However if the size & shape of the cross-section of the stream of fluid is constant the flow is considered uniform.

Combinations

Steady Uniform Flow

Conditions do not change with position in the stream or with time

Steady Non-Uniform Flow

Conditions change from point to point in the stream but do not change in time

Unsteady Uniform Flow

At a given instant in time, the conditions of every point are the same, but will change with time

Unsteady Non-Uniform Flow

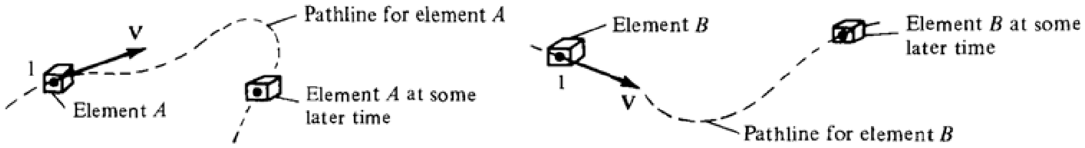
Every condition of the flow may change from point to point and with time at every point.

5.3 Axis Symmetric Flows

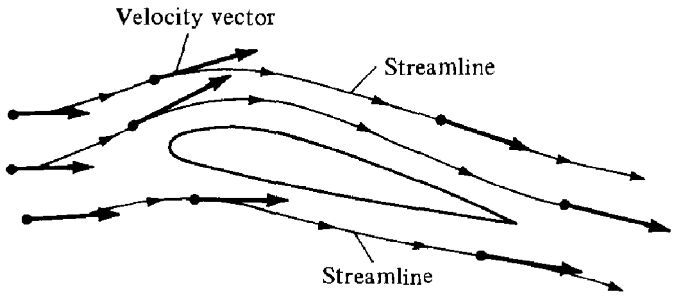
An axis symmetric flow has 2 independent variables.

Because of that, this flow is sometimes labelled as “2D” flow. However, it is actually quite different from 2D flow. In reality, axis symmetric flow is a degenerate 3D flow, and it is somewhat misleading to refer to it as 2D.

5.4 Pathlines, Streamlines & Streaklines Of A Flow



Pathlines for 2 different fluid elements passing through the same point in space: unsteady flow.



By definition, a streamline is a curve whose tangent at any point is in the direction of the velocity at that point

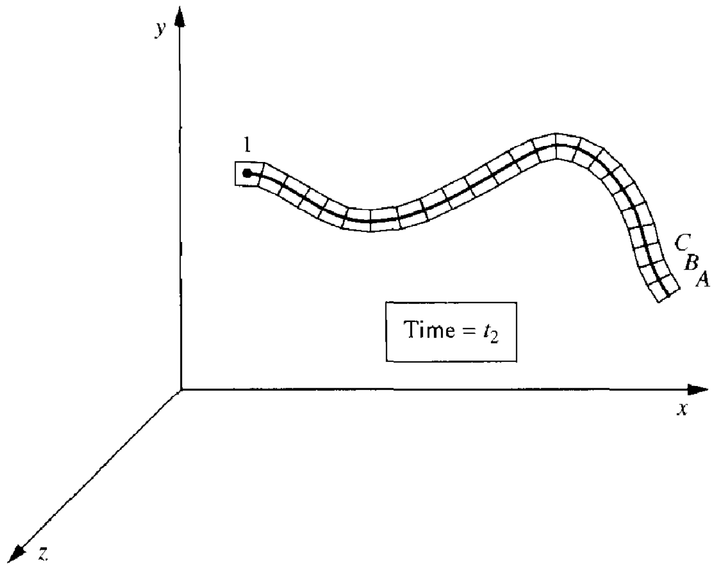


Figure 2.29 Illustration of a streakline through point 1.

Consider a fixed point in a flow field, such as point 1. Consider all the individual fluid elements that have passed through point 1 over a given time interval of $t_2 - t_1$. These fluid elements are connected with each other. Element A is the fluid element that passed through point 1 at t_1. Element B is the next element that passed through point 1 just behind element A. The figure above is an illustration made at time t_2, which shows all the fluid elements that have earlier passed through point 1 over the time interval ($t_2 – t_1$). The line that connects all these fluid elements is, by definition, a streakline.