

WEC-Sim Technical Training Course

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WEC-Sim Development Team





Advanced Features – Body-to-Body Interactions

PRESENTED BY

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WEC-Sim Theory

- Uses the radiation and diffraction method and calculates the hydrodynamic forces from frequency-domain Boundary Element Method (BEM)
- Dynamics simulated by solving time-domain equation of motion (Cummins, 1962)



WEC-Sim Theory

- For a two body system consisting of a buoy and spar/plate the forces on bodies are given by:
 - Buoy Forces

$$F_{e_1}(t) - F_{r_{11}}(t) - F_{r_{12}}(t) = K_{hs}x_1 + b_{v_1}\dot{x_1} + (m_1 + A_{11}(\infty))\dot{x_1}$$

Spar/Plate Forces

$$F_{e_2}(t) - F_{r_{22}}(t) - F_{r_{21}}(t) - F_m(x_2, \dot{x_2}) = b_{\nu_2} \dot{x_2} + (m_2 + A_{22}(\infty)) \dot{x_2}$$

• Radiation force created by each body's motion

$$F_{r_{11}} = \int_{-\infty}^{t} k_{r_{11}}(t-\tau) \dot{x_1}(\tau) d\tau$$





Plate Radiation IRF

• Coupled radiation forces:

$$F_{r_{12}} = \int_{-\infty}^{t} k_{r_{12}}(t-\tau) \dot{x_2}(\tau) d\tau + A_{12}(\infty) \ddot{x_2}$$
$$F_{r_{21}} = \int_{-\infty}^{t} k_{r_{21}}(t-\tau) \dot{x_1}(\tau) d\tau + A_{21}(\infty) \ddot{x_1}$$



Body-to-body (B2B) Interactions Examples

Body-to-Body_Interactions Application:

- <u>https://github.com/WEC-Sim/WEC-Sim_Applications/tree/master/Body-to-Body_Interactions</u>
- Models RM3 with B2B on/off
- Compares different B2B numerical implementations
 - Regular uses coupled radiation coefficients for each body based on incident wave period
 - RegularCIC uses Impulse Response Function (IRF) formulation of coupled radiation forces



Body-to-body (B2B) Interactions Examples

Body-to-Body_Interactions Application:

- <u>https://github.com/WEC-Sim/WEC-Sim_Applications/tree/master/Body-to-Body_Interactions</u>
- o Input File
 - Initialize simulation class as usual
 - Set simu.b2b = 1;

%% Simulation Data

```
simu = simulationClass();
simu.simMechanicsFile = 'RM3.slx';
simu.solver = 'ode4';
simu.explorer='off';
simu.startTime = 0;
simu.rampTime = 100;
simu.rampTime = 100;
simu.endTime=400;
simu.dt = 0.1;
simu.b2b = 1;
```

% Turn B2B interactions 'on'

Body-to-body (B2B) Interactions Examples

- Body-to-Body_Interactions Application:
 - <u>https://github.com/WEC-Sim/WEC-Sim_Applications/tree/master/Body-to-Body_Interactions</u>
 - o Simulink Model
 - simu.B2B = 1;
 - Turns on B2B variant subsystem
 - Merges each body's velocity and acceleration signals into one velocity and acceleration vector, e.g. for 2 bodies
 [6x1] → [12x1]



Thank you!

All previous webinar materials and recordings are available online:

http://wec-sim.github.io/WEC-Sim/webinars.html



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