

NUMERICAL SIMULATION OF SIDE SHIP LAUNCHING



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INTRODUCTION

- MOTIVATION
- **OBJECTIVE**
- RECENT RESEARCH

MOTIVATION



Predict launching phenomena

Less time consuming of calculation



Simple application to show motion behavior

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Minimize potential risks of capsizing or hitting seabed



01

02

03



To develop an automated numerical simulation of side launching

To predict the whole process of launching

Investigate the effect of different water level on side launching

TOOL:

A programming language and numerical computing developed by <u>MathWorks</u>



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RECENT RESEARCH



Author	Focus
Ye. Z. (1994)	Mathematical model of 2D box shape with 3 DOF motion,4 phases, and added mass
Jong P. D. (2004)	simplified numerical model of 2D & 3D numerical problems found causing of draught reducing during simulations.
Kraskowski M. (2007)	Simplified RANSE simulation of a side launching for small vessel compared with experiment result
Fitriadhy A. and Malek A. (2017)	CFD analysis of a ship's side launching with variation of slipway angle and slipway distance
Cardona J. S. (2017)	Controlled design of side launching system for tugboats, introducing simplified two-dimension simulation and new design of tipping table cradle



LAUNCHING CONFIGURATION

GEOMETRY MODEL

GEOMETRY CONFIGURATION





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COMPUTATION PROCEDURE

- COMPUTATION STRATEGY
- MATHEMATIC MODEL
- LAUNCHING PHASES
- LAUNCHING SCENARIO

COMPUTATION STRATEGY





MATHEMATIC MODEL



Force Components :

Gravity force (P), Friction force (F_s), Normal force/Reaction force (F_N), Drag force (F_D)



EQUATION OF MOTION

Sliding Equation of Motion Phases $m x'' = \sum P + Fs + Fn + Fd$

Free damped equation of motion $(m + ma) X(\omega)\omega^2 + B X(\omega)\omega + K_h X(\omega) = 0$

Frequency domain to Time domain $X(t) = X(\omega) e^{(-\zeta \omega t + \varphi)} \cos(\omega_d t + \varphi)$

Computation condition :

- Friction coefficient (μ) = 0.03
- Velocity at initial condition = 0 m/s
- Critical damping coefficient = 5 %
- Density of water = 1 ton/m³
- No environment condition

LAUNCHING PHASES



PHASE 1 the static of an inclined plane.



PHASE 2 The Static Of An **Inclined Plane + Drag Force on cradle**

IMMERSION the translation and rotation of motion + drag force and bouyancy



the static rotation motion with constant forces



PHASE 3 The static of an inclined plane + drag force on cradle & ship

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FREE DAMPED OSCILLATION

LAUNCHING SCENARIO



Case 1 (Optimistic condition) water level : +4.84 m above edge of slipway

Case 2 (Worst condition) water level : +2.6 m above edge of slipway



COMPUTATION RESULTS

- LAUNCHING PLOT
- COMPARISON RESULT
- SUMMARY RESULT
- LAUNCHING RESULT



LAUNCHING PLOT



PHASE 2

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LAUNCHING PLOT





TIPPING

LAUNCHING PLOT





IMMERSION



FREE DAMPED OSCILLATION

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COMPARISON RESULT



COMPARISON RESULTS BETW/EEN NUMERICAL AND COMPUTATIONAL FROM REFERENCE

	DURATION		SLIDING PAR		
	Simulation	Real Case	Simulation	Data	Error
PHASE 1	5.53 s	5.53 s	x = 14.22 m v = 5.15 m/s a = 0.932 m/s ²	x = [-] V = 5.3 m/s a = 0.93 m/s²	< 2.7%
PHASE 2	4.05 s	±4-5s	x = 42.44m v = 7.69 m/s a = 0.181 m/s²	x = 44.27 V = - m/s a = - m/s²	< 5%
PHASE 3	3.2 s	±3-4s	x = 63.79 m v = 5.18 m/s a = - 1.11 m/s ²	x = 63.657 m V = - m/s a = - m/s ²	< 1%
total	12.78 s	± 12 - 14 s			

SUMMARY RESULTS



Dhanna	Case 1	Case 2	Duration of	Duration of	
Pnases	(Optimistic Scenario)	(Worst scenario)	Case 1	Case 2	
	x = 14.22 m	x = 33.63 m	F F2 -	8.5 s	
Phase 1	v = 5.15m/s	v = 7.92 m/s	5.53 5		
	a = 0.932 m/s ²	a = 0.932 m/s ²			
	x = 28.22 m	x = 25.84 m			
Phase 2	v = 7.69 m/s	v = 9.38 m/s	4.05 s	2.9 s	
	$a = 0.181 \text{ m/s}^2$	$a = 0.112 \text{ m/s}^2$			
	x =21.35 m	x = 4.68 m			
Phase 3	v = 5.18 m/s	v = 9.21 m/s	3.2 s	0.5 s	
	a = - 1.11m/s ²	a = - 0.74 m/s ²			
		φ = 0.215 rad			
Tipping and		φ́ = 0.473 rad/s			
immersion		a = - 1.453 m/s ²		2.3 s	
		x = 10.38 m			
Eroo		ζ _{heave} = 1.229 m			
Free	$\zeta_{\text{heave}} = 0.23 \text{ m}$	$\varphi_{roll} = 0.21 rad$			
damped	x = 22.73 m	x = 38.8 m	10 s	18.8 s	
oscillation	a = -0.0063 m/s ²	a = -0.066 m/s ²			

LAUNCHING RESULTS



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Time (s)

Phases	Case 1	Case 1 (x10 ⁶ N)		(x10 ⁶ N)		
	Y	Z	Y	Z		
Phase 1	1.79	-0.217	1.79	-0.217		
Phase 2	0.54	-0.217	0.0054	-0.217		
Phase 3	-1.51	0	-2.29	-0.173		
Tipping and		0	-2 37	0		
immersion		U	-2.57	U		
Free damped	0.09	0	0.080	0		
oscillation	-0.09	U	-0.009	U		



Time (s)

Phases	Case 1	Case 2
Phase 1	0.932 m/s ²	0.932 m/s ²
Phase 2	0.181 m/s ²	0.112 m/s ²
Phase 3	- 1.11m/s ²	- 0.74 m/s ²
Tipping and		1 150 (
immersion		- 1.453 m/s ²
Free damped	0.0000 1-2	0.000 (2
oscillation	-0.0063 m/s ²	-0.066 m/s ²

LAUNCHING RESULTS





Phases	Case 1	Case 2
Phase 1	14.22 m	33.64 m
Phase 2	42.44 m	59.45 m
Phase 3	63.79 m	64.13 m
Tipping and immersion		87.33 m
Free damped oscillation	100.71 m	-0.066 m



Time (s)

Phases	Case 1 (x10 ⁶ N)		Case 2 (x10 ⁶ N)		
	Y	Z	Y	Z	
Phase 1	14.12 m	-1.71 m	33.39 m	-4.04 m	
Phase 2	41.80 m	-5.09 m	59.01 m	-7.28 m	
Phase 3	63.02 m	-7.73 m	63.64 m	-7.94 m	
Tipping and			96 79 m	0.72 m	
immersion			00.70 III	-9.75 111	
Free damped	100 7 m	7.05 m	120.27 m	0 01 m	2
oscillation	100.7 11	-7.95 11	129.27 11	-0.01 111	

LAUNCHING RESULTS









CONCLUSION AND FUTURE WORK

CONCLUSION





The results from phase 1 to 3 of scenario 1 present good agreement to computation from reference by the indication of less than 5% differences



Two scenarios of launching has been successfully automated into six phases by converting frequency domain into time domain



Overall comparison of two scenarios, launching in higher water level provide a safer condition with less oscillation motion

FUTURE WORK



- An upgrade of code is required to automate the program and create free surface effect
- Cradle as a part of launching components needs to be analyzed since it gives influence of ship motion
- Experimental analysis as a comparison to justify the result

A progress of work has been made using *FINE™/Marine*

Set up model :

- Initial mesh about 1.4 8 million cells.
- Use overset grid mesh and adaptive grid refinement
- Assumes reaction force as vertical load on Cog
- Impose sway velocity to slide down

Problem:

Difficulties to maintain continuity equation due to overset grid and adaptive grid refinement



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Thank You