

Noise sources from moving surfaces – Theroretical background –

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Overview

- Lighthills acoustic analogy with surface sources
 - Physical interpretation of source terms
- Integration in a moving reference frame
 - Ffowcs Williams and Hawkings equation
- Thickness noise
- Loading noise

Lighthills acoustic analogy with surface sources

Permeable surface:

$$\left(\frac{\partial^2}{\partial t^2} - c^2 \Delta \right) \{ \rho' H(f) \} = \frac{\partial^2}{\partial x_i \partial x_j} \{ T_{ij} H(f) \} + \frac{\partial}{\partial t} \left(\{ \rho(v_i - u_i) + \rho_0 u_i \} \frac{\partial f}{\partial x_i} \delta(f) \right) - \frac{\partial}{\partial x_i} \left(\{ \rho v_i(v_j - u_j) + P_{ij} \} \frac{\partial f}{\partial x_j} \delta(f) \right)$$

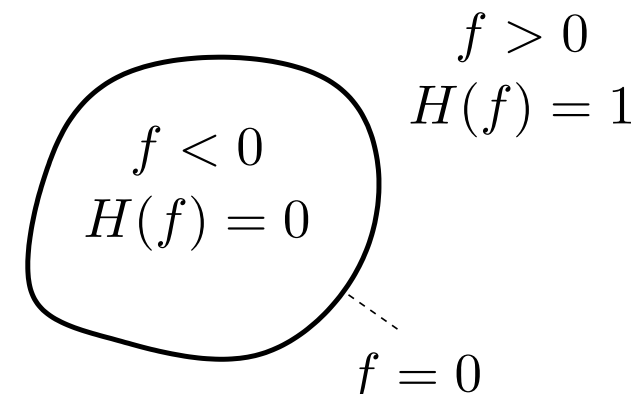
$f(\vec{x}, t)$: Auxiliary function, at the surface is $f = 0$

v_i : Velocity of the medium

u_i : Velocity of the surface $f = 0$

$P_{ij} = (p - p_0)\delta_{ij} - \tau_{ij}$

H : Heaviside function



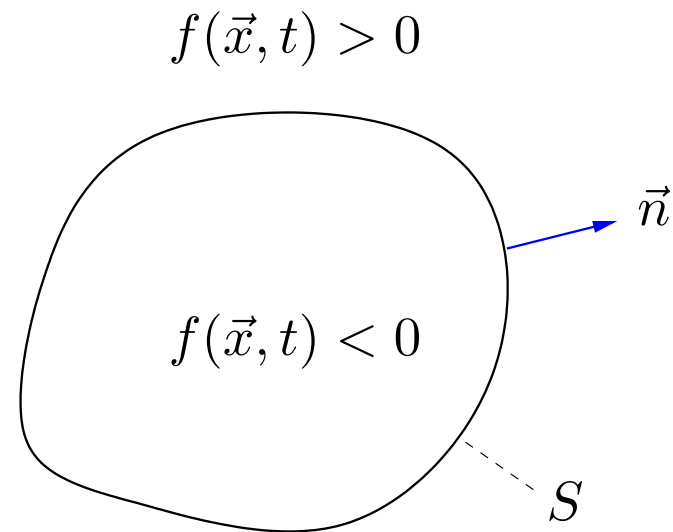
The auxiliary function $f(\vec{x}, t)$

S : Surface $f = 0$

Surface can move and deform

\vec{n} : Normal vector

$$\frac{\partial f}{\partial x_i} = n_i |\text{grad} f|$$



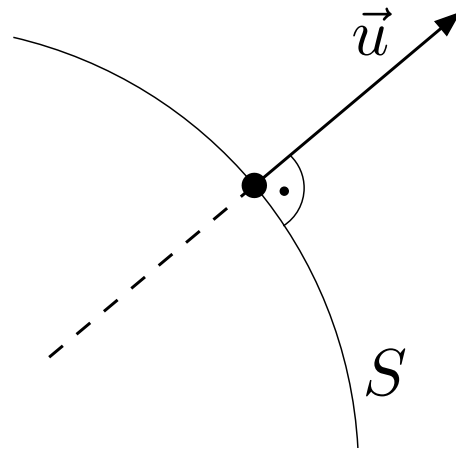
$f(\vec{x}, t)$ is not uniquely defined!

Surface distribution: $\frac{\partial f}{\partial x_i} \delta(f) = n_i |\text{grad} f| \delta(f)$

To let f vanish after integration, the factor $|\text{grad} f|$ is necessary.

Surface movement

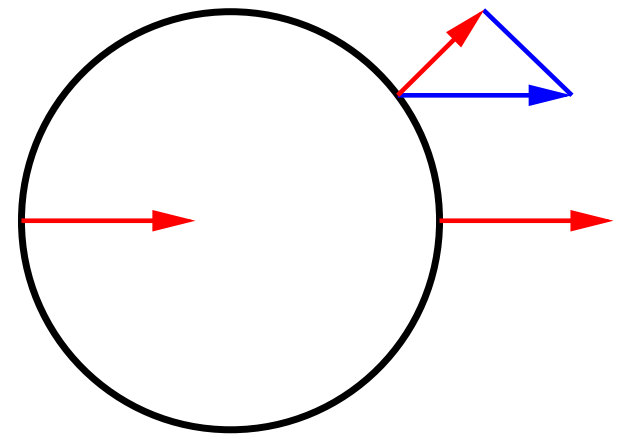
Normal velocity \vec{u}



$$\frac{\partial f}{\partial t} + u_i \frac{\partial f}{\partial x_i} = 0$$

No parametric description of the surface S !

Example: Sphere moving at constant speed



Impermeable surface

S : Surface of solid body \rightarrow no flow through S :

$$\begin{aligned} \left(\frac{\partial^2}{\partial t^2} - c^2 \Delta \right) \{ \rho' H(f) \} &= \frac{\partial^2}{\partial x_i \partial x_j} \{ T_{ij} H(f) \} \\ &+ \frac{\partial}{\partial t} \{ \rho_0 u_n |\text{grad } f| \delta(f) \} \\ &- \frac{\partial}{\partial x_i} \{ l_i |\text{grad } f| \delta(f) \} \end{aligned}$$

$$u_n = u_i n_i$$

$$l_i = P_{ij} n_j = (p - p_0) n_i - \tau_{ij} n_j$$

$\rho_0 u_n$: Rate at which mass is displaced by the body

$-l_i$: Force per area exerted from the medium on the body

Comparison with moving point sources

Mass source:

$$\left(\frac{1}{c^2} \frac{\partial^2}{\partial t^2} - \Delta \right) p' = \frac{\partial}{\partial t} \left\{ \rho_0 \dot{\beta}(t) \delta(\vec{x} - \vec{x}_s(t)) \right\}$$

\vec{x}_s : Position of the source

β : Volume displaced by the source

$\rho_0 \dot{\beta}$: Rate at which mass is displaced

Momentum source:

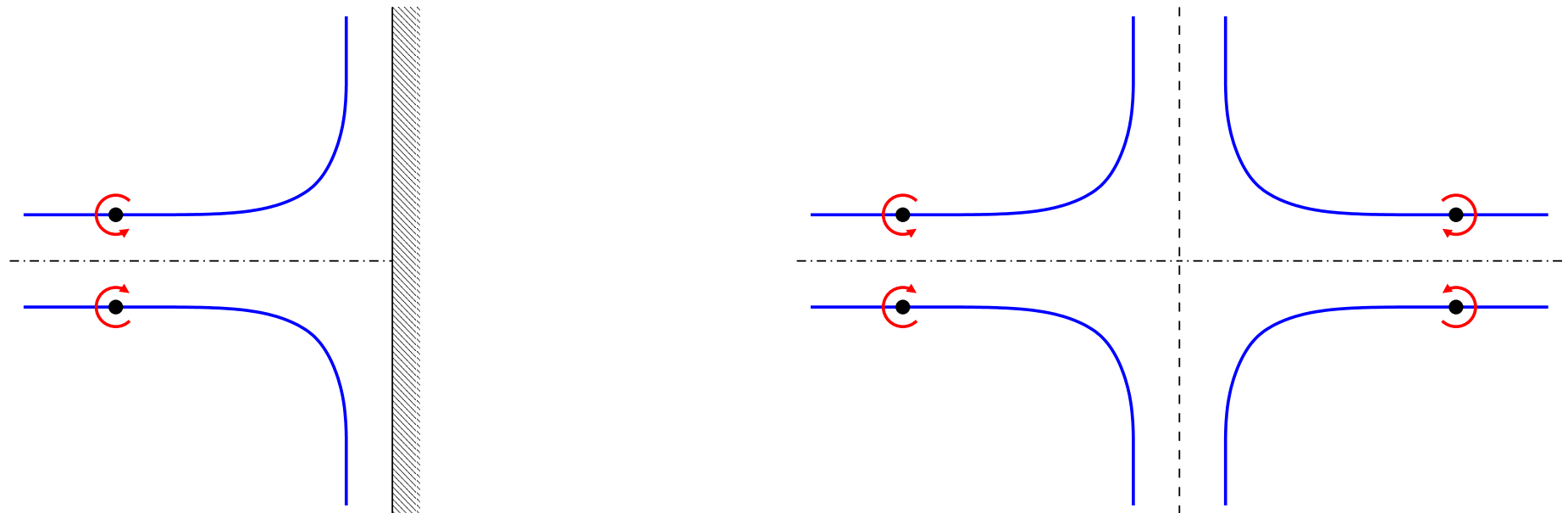
$$\left(\frac{1}{c^2} \frac{\partial^2}{\partial t^2} - \Delta \right) p' = - \frac{\partial}{\partial x_i} \left\{ f_i(t) \delta(\vec{x} - \vec{x}_s(t)) \right\}$$

f_i : Force acting on the medium

Virtual and real physical sources

- Real physical source: Energy is transferred from the flow into acoustic perturbations
- Source terms in acoustic analogy can be considered as virtual sources
- Surface sources replace boundary conditions

Example: Ring vortex impinging on a wall



Solution of acoustic analogy with surface sources

Ffowcs Williams and Hawkings, 1969

S coincides with the surface of a rigid and impermeable body

$$\begin{aligned} 4\pi c^2 \rho'(\vec{x}, t) = & \frac{\partial^2}{\partial x_i \partial x_j} \int_{\mathbb{R}^3} \left[\frac{T_{ij}}{r |1 - M_r|} \right]_{\tau=\tau^*} d^3 \vec{\eta} \\ & + \frac{\partial}{\partial t} \int_S \left[\frac{\rho_0 u_n}{r |1 - M_r|} \right]_{\tau=\tau^*} dS(\vec{\eta}) \\ & - \frac{\partial}{\partial x_i} \int_S \left[\frac{l_i}{r |1 - M_r|} \right]_{\tau=\tau^*} dS(\vec{\eta}) \end{aligned}$$

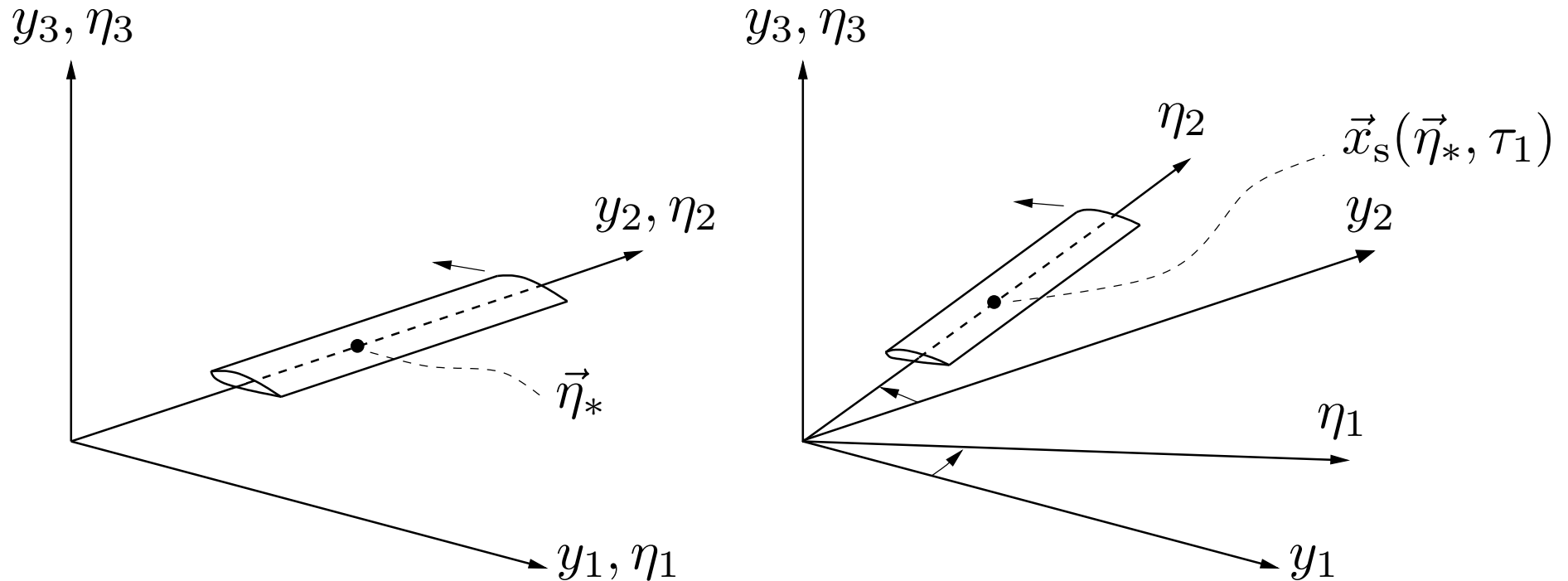
$\vec{\eta}$: Coordinate in moving reference frame

cM_r : Source velocity in the direction of the observer

τ^* : Retarded times

Body-fixed coordinate system

Example: Single rotor blade



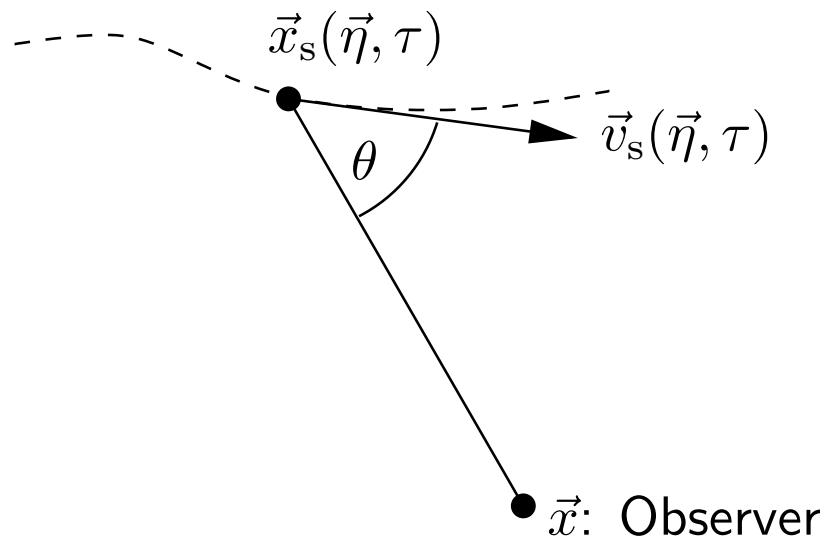
Surface S stationary in $\vec{\eta}$ -system: $f = f(\vec{\eta})$

$\vec{x}_s(\vec{\eta}_*, \tau_1)$: Position of point with coordinate $\vec{\eta}_*$ in \vec{y} -space at time τ_1

Approach does not work for flexible bodies!

Source velocity

For each coordinate in the $\vec{\eta}$ -system a position $\vec{x}_s(\vec{\eta}, \tau)$ and a velocity $\vec{v}_s = \frac{\partial \vec{x}_s}{\partial \tau}$ in the \vec{y} -space can be defined



$$M_r(\vec{x}, \vec{\eta}, \tau) = \frac{|\vec{v}_s|}{c} \cos \theta$$

Mach number of point with coordinate $\vec{\eta}$ in the direction of the observer

Square brackets

Summation:

$$\left[\frac{q}{r|1 - M_r|} \right]_{\tau=\tau^*} = \sum_{n=1}^N \frac{q(\vec{\eta}, \tau_n^*)}{r(\vec{x}, \vec{\eta}, \tau_n^*) |1 - M_r(\vec{x}, \vec{\eta}, \tau_n^*)|}$$

$\tau_n^* = \tau_n^*(\vec{x}, \vec{\eta}, t)$ solution of

$$c \cdot (t - \tau^*) = |\vec{x} - \vec{x}_s(\vec{\eta}, \tau^*)|$$

$N = N(\vec{x}, \vec{\eta}, t)$: Number of solutions τ_n^*

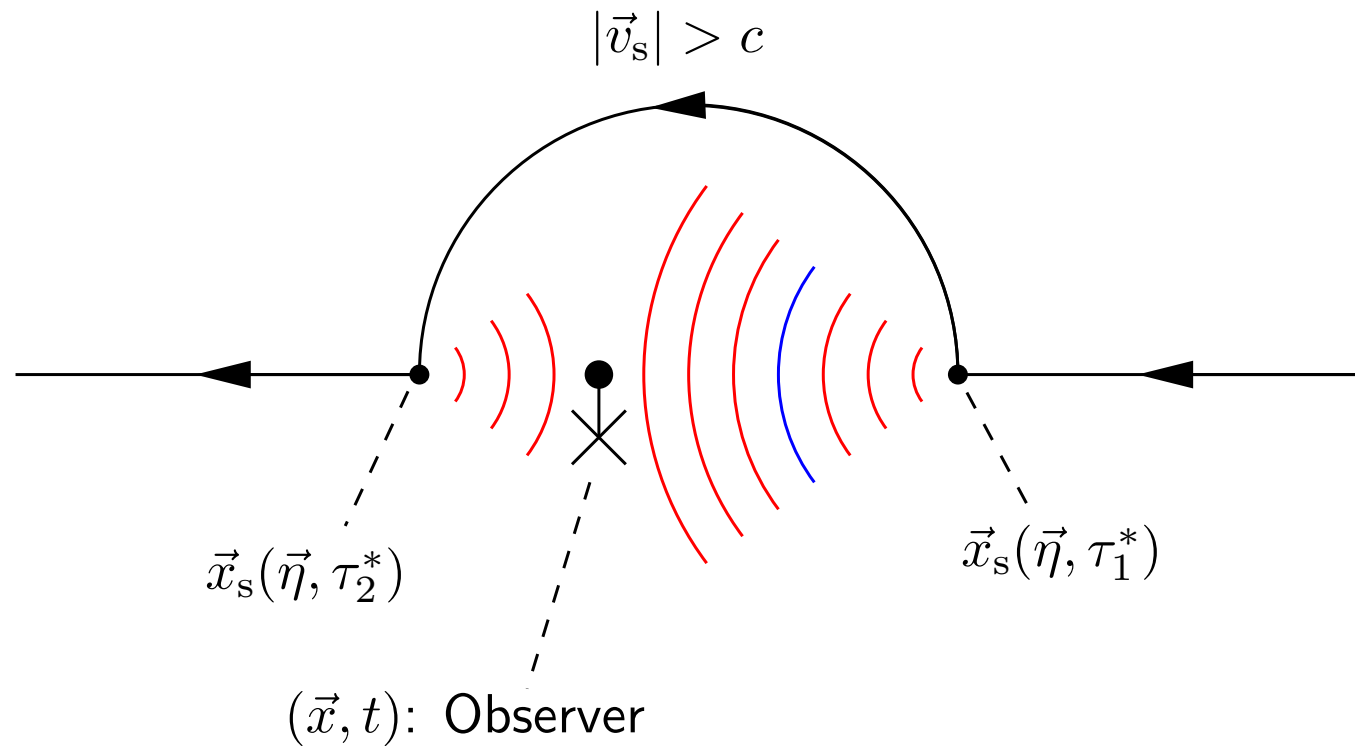
If $|\vec{v}_s(\vec{\eta}, \tau)| < c$ for all τ , then $N = 1$

$$r(\vec{x}, \vec{\eta}, \tau) = |\vec{x} - \vec{x}_s(\vec{\eta}, \tau)|$$

Super-sonic source motion

Example: Super-sonic source point

Consider fix $\vec{\eta}$:



$$N(\vec{x}, \vec{\eta}, t) = 2$$

Sonic boom

Example:

Unaccelerated movement of source point $\vec{x}_s(\vec{\eta}, \tau)$

$$|\vec{v}_s| > c$$

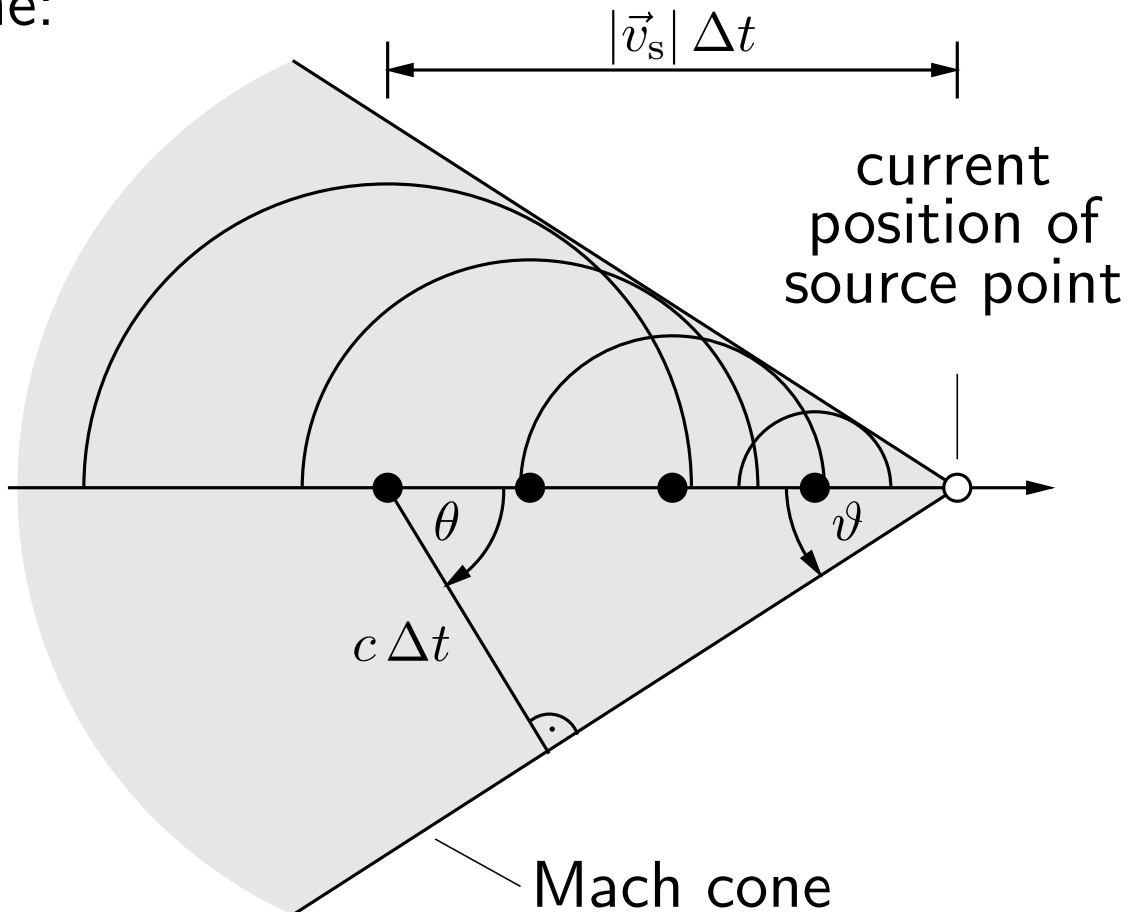
Observer on the Mach cone:

$$\cos \theta = \frac{c \Delta t}{|\vec{v}_s| \Delta t} = \frac{c}{|\vec{v}_s|}$$

$$M_r = \frac{|\vec{v}_s|}{c} \cos \theta$$

$$\rightarrow M_r = 1$$

$$\frac{1}{|1 - M_r|} \text{ is singular}$$



Observed source geometry

Consider all sources on the surface of a rigid body which are received simultaneously:

Observed geometry is a set of points in \vec{y} -space:

$$\Sigma(\vec{x}, t) = \{ \vec{y} \mid \vec{y} = \vec{x}_s(\vec{\eta}, \tau_n^*) \text{ for all } \vec{\eta} \in S \text{ and valid } \tau_n^* = \tau_n^*(\vec{x}, \vec{\eta}, t) \}$$

$\vec{\eta} \in S$ if and only if $f(\vec{\eta}) = 0$

Σ coincides with S only if the body is at rest

Σ may have a strange geometry!

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$\rho_0 u_n$: Rate at which mass is displaced by the body

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Comparison with moving point sources

Mass source:

$$\left(\frac{1}{c^2} \frac{\partial^2}{\partial t^2} - \Delta \right) p' = \frac{\partial}{\partial t} \left\{ \rho_0 \dot{\beta}(t) \delta(\vec{x} - \vec{x}_s(t)) \right\}$$

$$p'(\vec{x}, t) = \frac{\partial}{\partial t} \left[\frac{\rho_0 \dot{\beta}}{4\pi r |1 - M_r|} \right]_{\tau=\tau^*} = \frac{\partial}{\partial t} \left\{ \sum_{n=1}^N \frac{\rho_0 \dot{\beta}(\tau_n^*)}{4\pi r |1 - M_r|} \right\}$$

Momentum source:

$$\left(\frac{1}{c^2} \frac{\partial^2}{\partial t^2} - \Delta \right) p' = - \frac{\partial}{\partial x_i} \left\{ f_i(t) \delta(\vec{x} - \vec{x}_s(t)) \right\}$$

$$p'(\vec{x}, t) = - \frac{\partial}{\partial x_i} \left[\frac{f_i}{4\pi r |1 - M_r|} \right]_{\tau=\tau_*} = - \frac{\partial}{\partial x_i} \left\{ \sum_{n=1}^N \frac{f_i(\tau_n^*)}{4\pi r |1 - M_r|} \right\}$$

Thickness noise

Formulation of Farassat:

Only one part of the surface sources

$$\left(\frac{1}{c^2} \frac{\partial^2}{\partial t^2} - \Delta \right) p'_T = \frac{\partial}{\partial t} \{ \rho_0 u_n |\text{grad} f| \delta(f) \}$$

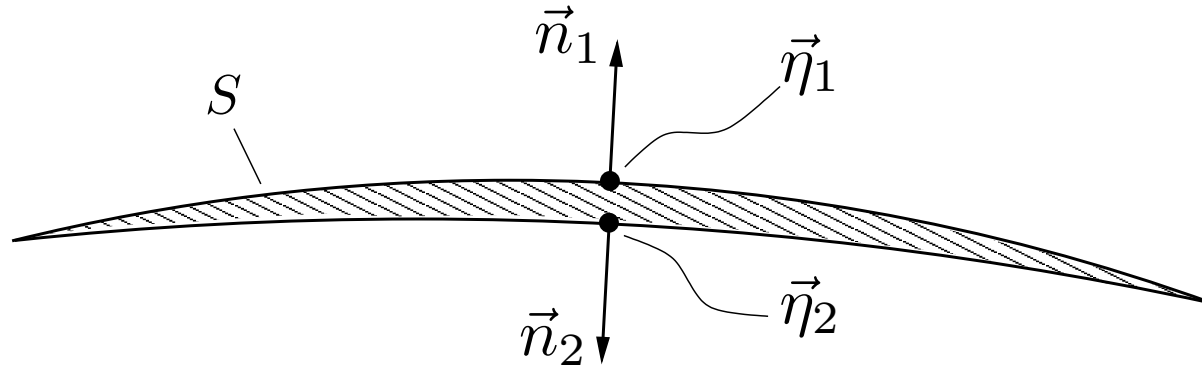
Solution:

$$4\pi p'_T(\vec{x}, t) = \frac{\partial}{\partial t} \int_S \left[\frac{\rho_0 u_n}{r|1 - M_r|} \right]_{\tau=\tau^*} dS(\vec{\eta})$$

Rigid body:

$$\int_S \rho_0 u_n dS(\vec{\eta}) = 0$$

Thin body



Opposite points: $\vec{\eta}_1$ and $\vec{\eta}_2$

If $\vec{\eta}_1$ and $\vec{\eta}_2$ are close to each other

$$\tau^*(\vec{x}, \vec{\eta}_1, t) \approx \tau^*(\vec{x}, \vec{\eta}_2, t)$$

$$u_n(\vec{\eta}_1, \tau^*(\vec{\eta}_1)) \approx -u_n(\vec{\eta}_2, \tau^*(\vec{\eta}_2))$$

$$M_r(\vec{\eta}_1, \tau^*(\vec{\eta}_1)) \approx M_r(\vec{\eta}_2, \tau^*(\vec{\eta}_2))$$

Infinite thin body

It the body becomes thinner:

$$|\vec{\eta}_1 - \vec{\eta}_2| \rightarrow 0$$

and

$$\left[\frac{\rho_0 u_n}{r|1 - M_r|} \right]_{\tau=\tau^*}(\vec{\eta}_1) + \left[\frac{\rho_0 u_n}{r|1 - M_r|} \right]_{\tau=\tau^*}(\vec{\eta}_2) \rightarrow 0$$

The integral vanishes for infinite thin bodies!

A body without volume generates no thickness noise: $p'_T = 0$

Loading noise

Again only one part of the surface sources:

$$\left(\frac{1}{c^2} \frac{\partial^2}{\partial t^2} - \Delta \right) p'_L = - \frac{\partial}{\partial x_i} \{ l_i |\text{grad} f| \delta(f) \}$$

Solution:

$$4\pi p'_L(\vec{x}, t) = - \frac{\partial}{\partial x_i} \int_S \left[\frac{l_i}{r|1 - M_r|} \right]_{\tau=\tau^*} dS(\vec{\eta})$$

Total force from the body acting on the medium:

$$F_i = \int_S l_i dS(\vec{\eta})$$

Force term with spatial derivative

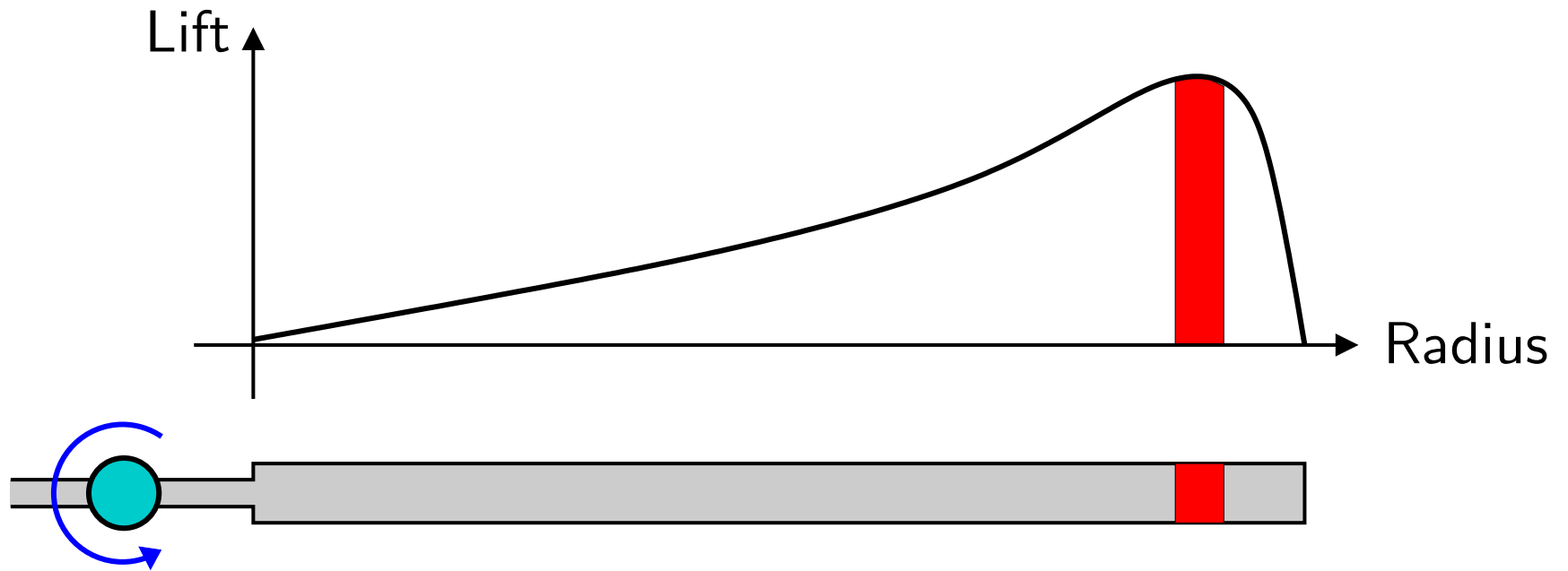
Reformulation:

$$\begin{aligned}
 & 4\pi p'_L(\vec{x}, t) \\
 &= -\frac{\partial}{\partial x_i} \int_S \left[\frac{l_i}{r|1 - M_r|} \right]_{\tau=\tau^*} d^3\vec{\eta} \\
 &= \frac{\partial}{\partial t} \int_S \left[\frac{l_r}{cr|1 - M_r|} \right]_{\tau=\tau^*} d^3\vec{\eta} + \int_S \left[\frac{l_r}{r^2|1 - M_r|} \right]_{\tau=\tau^*} d^3\vec{\eta} \\
 & \quad l_r = l_i \left(\frac{x_i - x_{s,i}(\vec{\eta}, \tau)}{r} \right) = \vec{l} \left(\frac{\vec{x} - \vec{x}_s(\vec{\eta}, \tau)}{r} \right)
 \end{aligned}$$

l_r : Component of the force l_i in the direction from the source position at $\vec{x}_s(\vec{\eta}, \tau)$ towards the observer at \vec{x}

Spanwise lift distribution

Rotor blade of helicopter:
Hover flight

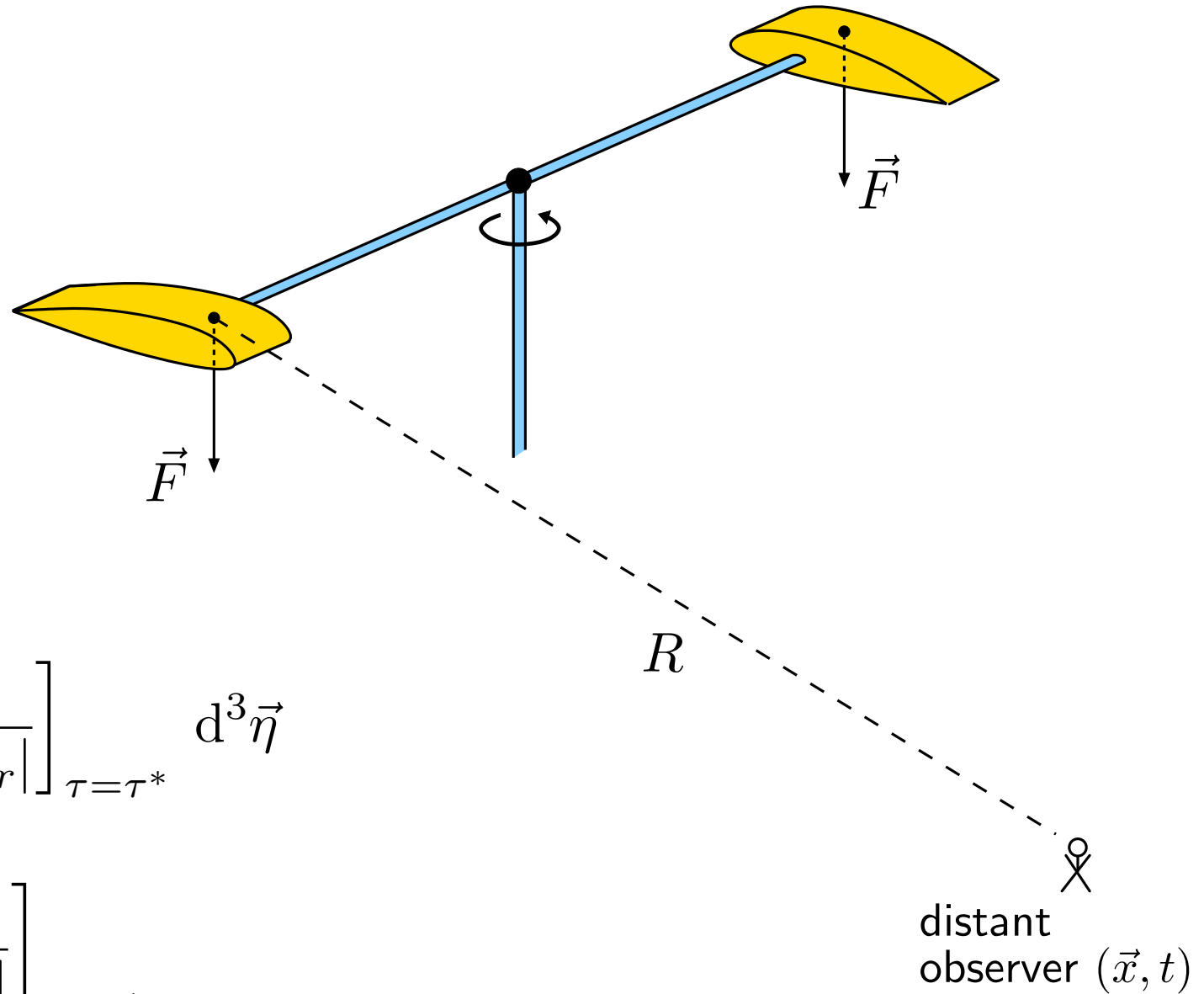


Simplified rotor

Hover flight

\vec{F} force on medium

\vec{F} steady



Loading noise:

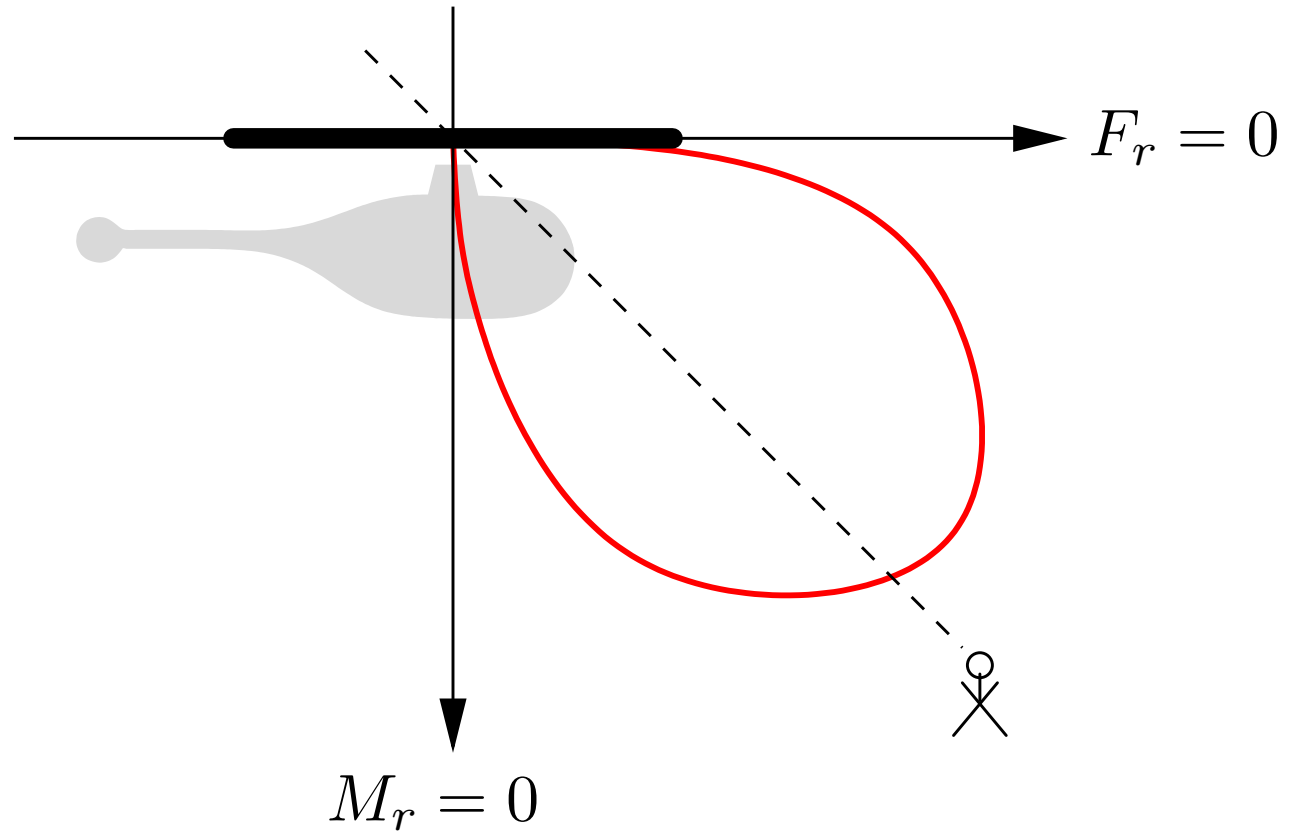
$$4\pi p'_L(\vec{x}, t)$$

$$\approx \frac{\partial}{\partial t} \int_S \left[\frac{l_r}{cr |1 - M_r|} \right]_{\tau=\tau^*} d^3\vec{\eta}$$

$$\approx \frac{1}{c} \frac{\partial}{\partial t} \left[\frac{F_r}{R |1 - M_r|} \right]_{\tau=\tau^*}$$

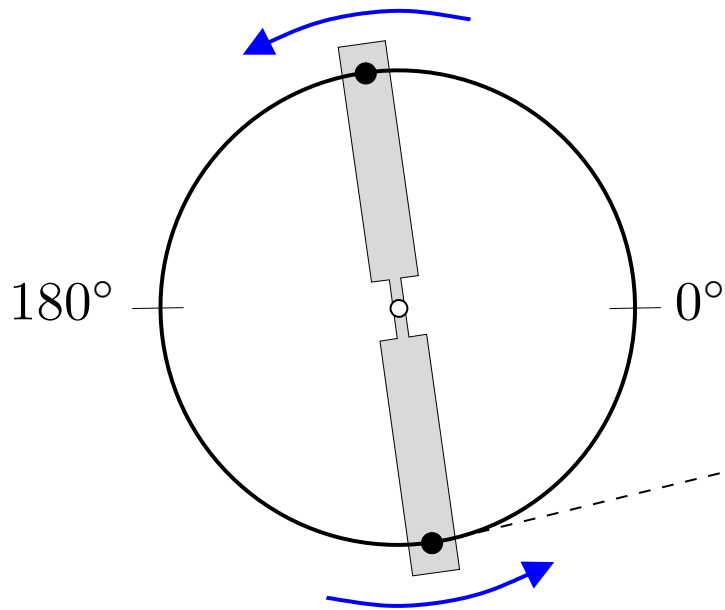
Directivity

Hover flight
Simplified rotor
Loading noise



$$4\pi p'_L(\vec{x}, t) \approx \frac{1}{c} \frac{\partial}{\partial t} \left[\frac{F_r}{R |1 - M_r|} \right]_{\tau = \tau^*}$$

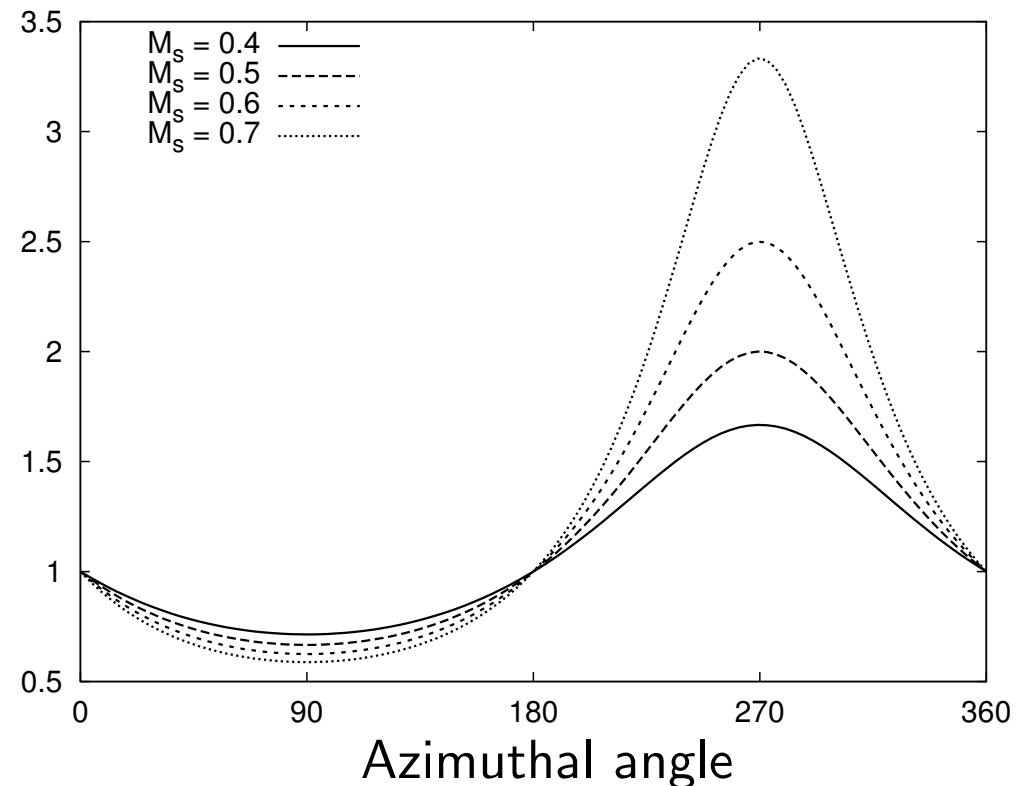
Azimuthal variation of source strength



Observer

Hover flight
Simplified rotor
Observer angle β
relative to rotor plane:
 $M_s = |\vec{v}_s|/c \cdot \cos \beta$

$$\frac{1}{|1 - M_r|}$$

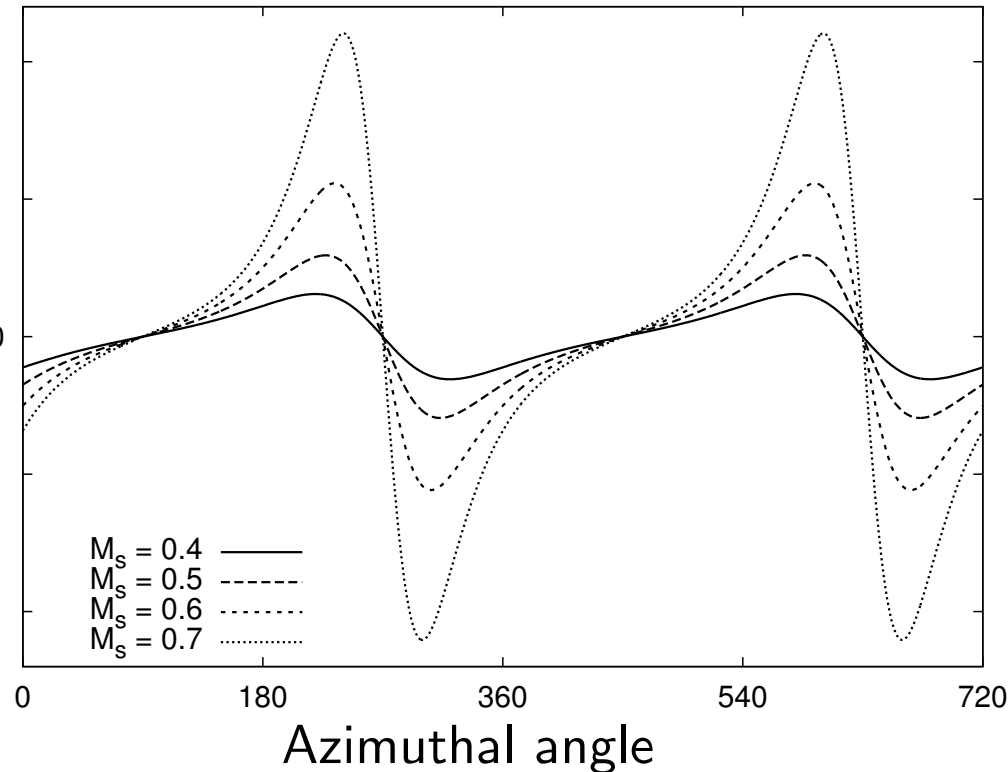


Loading-noise signal

Hover flight with simplified rotor

Point source in circular motion

$$p'_L \sim \frac{\partial}{\partial t} \left(\frac{1}{|1 - M_r|} \right)$$



→ same lift at less angular velocity reduces noise

→ higher harmonics in the signal

Concluding remarks

- A moving point source can be used as simple model for a rotor blade
- Propeller blade is analog to rotor blade
- A perfectly silent helicopter is theoretically not possible
- Lower rotor frequency \rightarrow less noise
- Real helicopter in forward flight is much more complicated