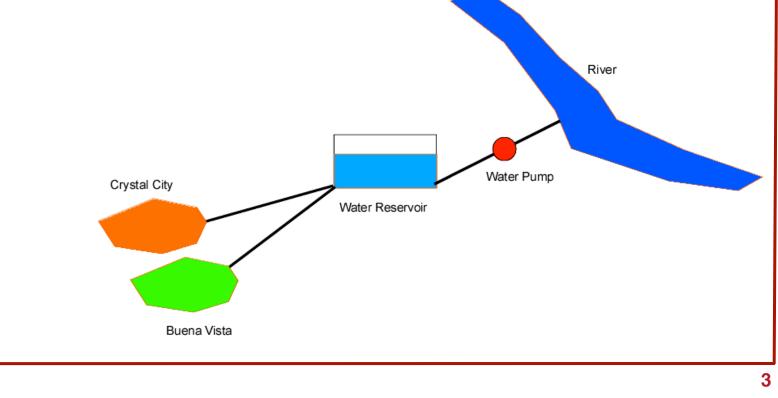




Modeling A Water Distribution System Using Simulink

Water Distribution System

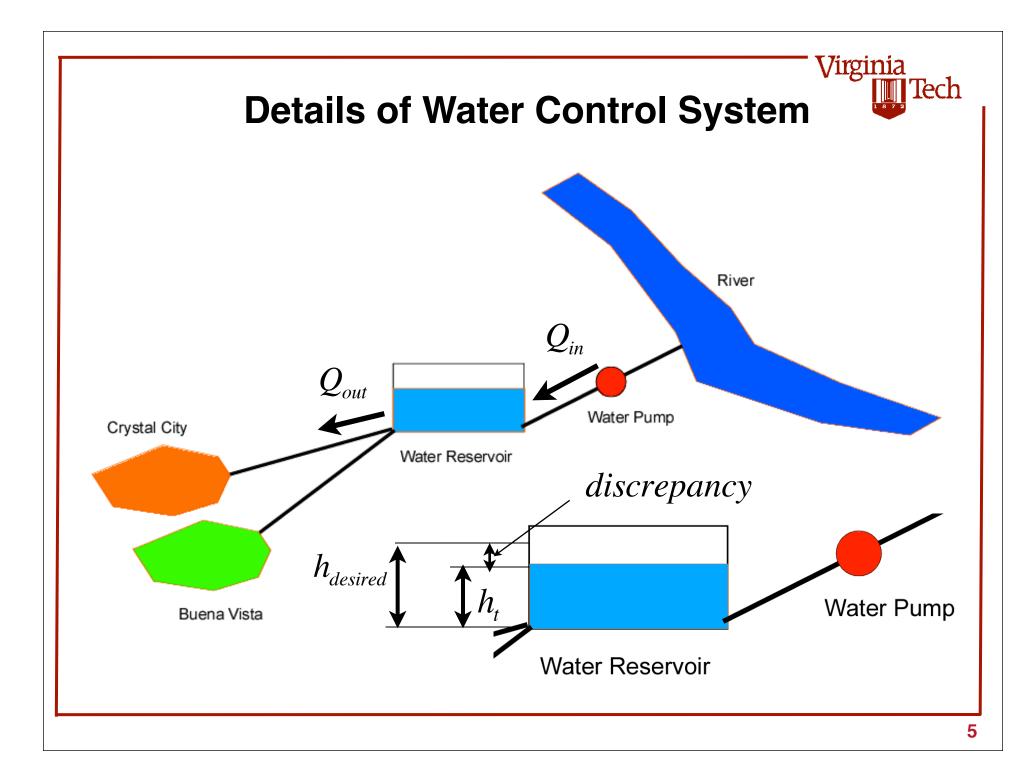
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- Water is stored in a tank with height h and area a
- The water for the tank is pumped (using mechanical means) to the tank
- Water is distributed to two cities from the tank as the demands of both cities change



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Water Control System

- The water height (called "head" in hydraulics) in the reservoir is controlled by pumping water form the river to the reservoir
- The idea is to maintain a desired head (height) in the reservoir providing enough water pressure for distribution to the cities (Buena Vista and Crystal City)
- A simple "algorithm" is to maintain a constant head in the reservoir to some desired height ($h_{desired}$)
- If the water level in the reservoir falls below the desired head, then water is pumped according to the difference between the actual height (*h*_t) and the desired height



Basic Equations

$$\frac{dVol_t}{dt} = Q_{in} - Q_{out}$$

 $Q_{out} = Q_{CrystalCity} + Q_{BuenaVista}$ $Q_{in} = disc * k_{pump}$ $disc = h_{desired} - h_t$ $h_t = Vol_t / area$

Rate of change of volume of reservoir
Demand volumes
Volume into reservoir
Discrepancy of head
Head of reservoir

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The values of area, desired head and demand volumes are known

Steady-State Analysis

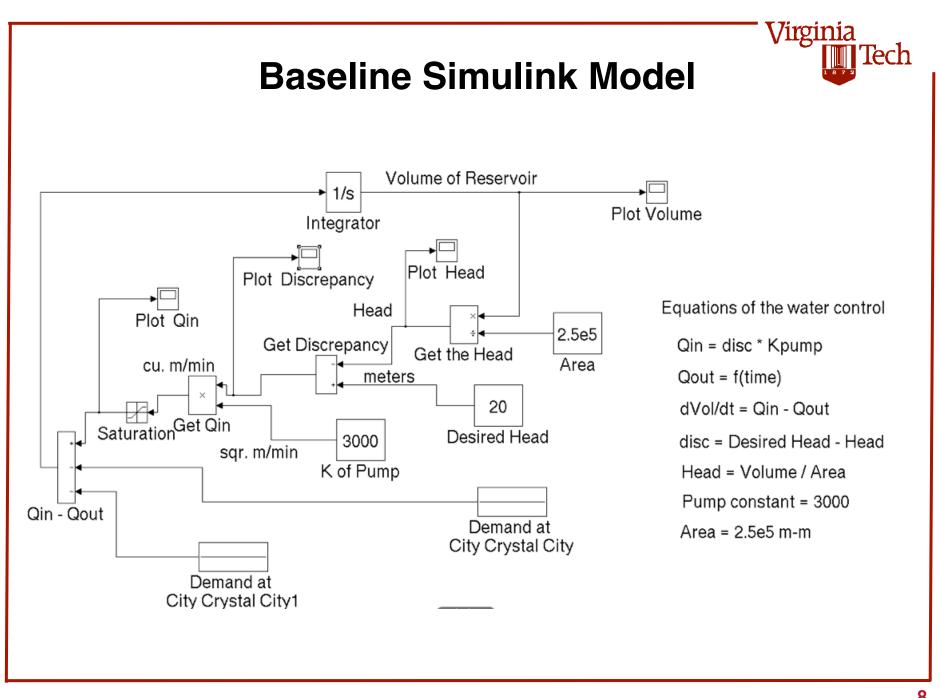
- · Look at the system as time goes to infinity
- Rates of change of the system are in equilibrium

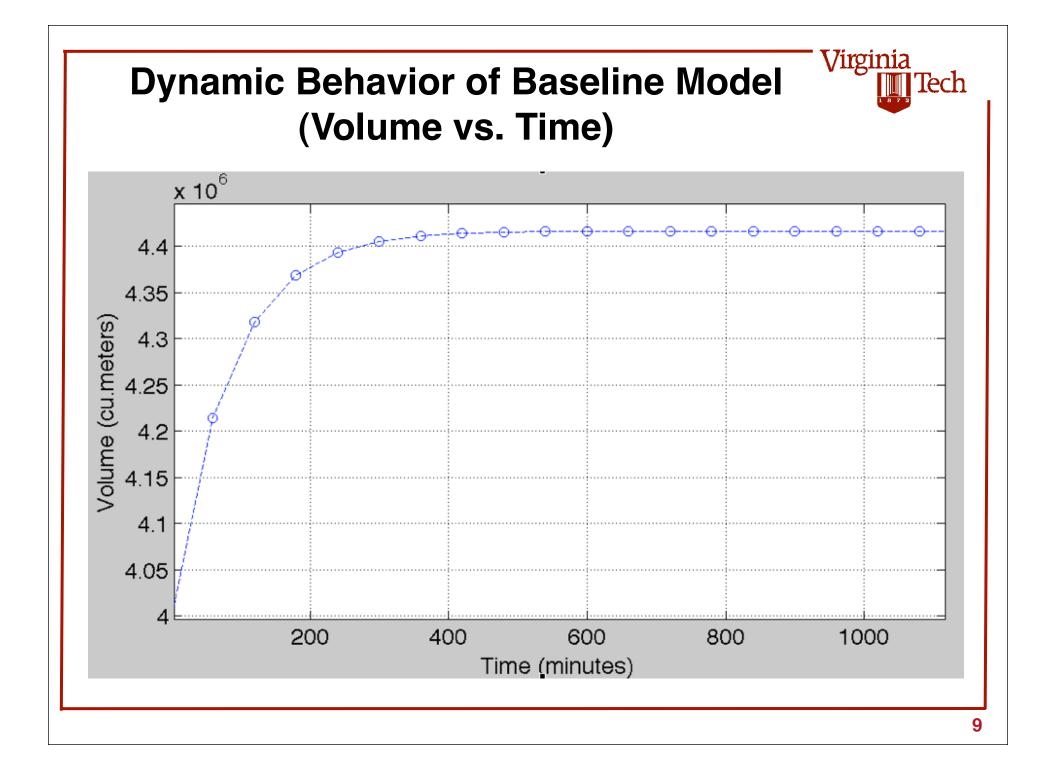
$$\begin{aligned} \frac{dVol_t}{dt} &= Q_{in} - Q_{out} = 0\\ Q_{out} &= Q_{CrystalCity} + Q_{BuenaVista} = disc * k_{pump}\\ Q_{CrystalCity} + Q_{BuenaVista} &= (h_{desired} - Vol_e / area) * k_{pump} \end{aligned}$$

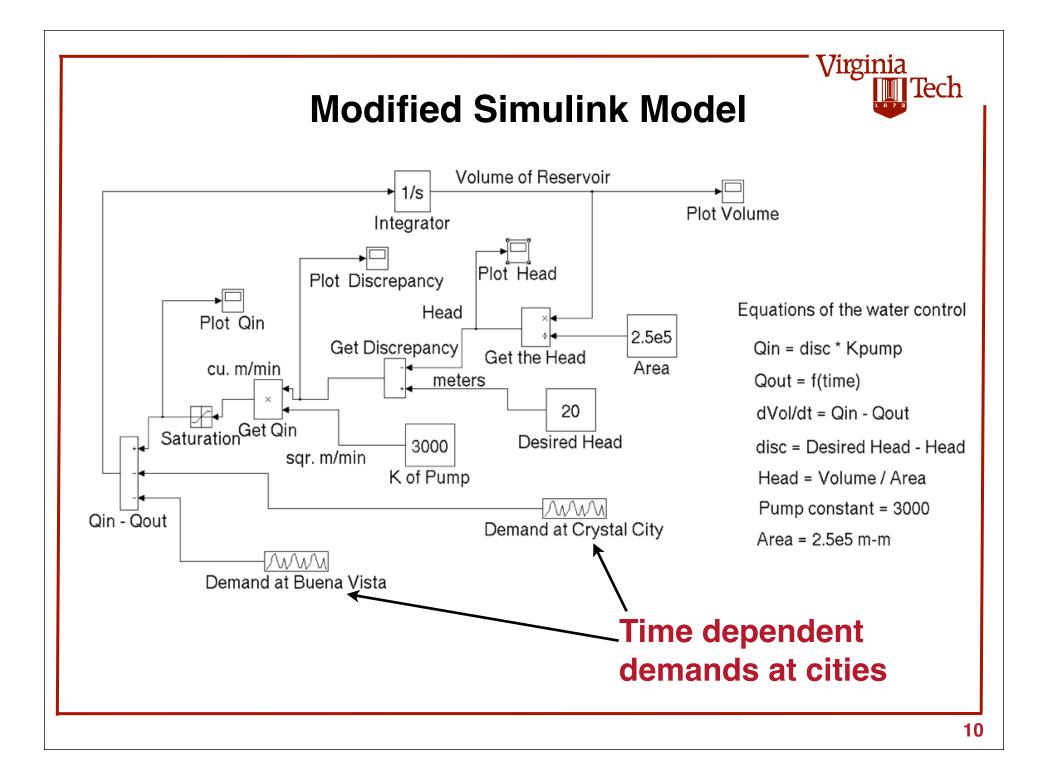
Solve for Volume at equilibrium or head to obtain desired steady-state conditions

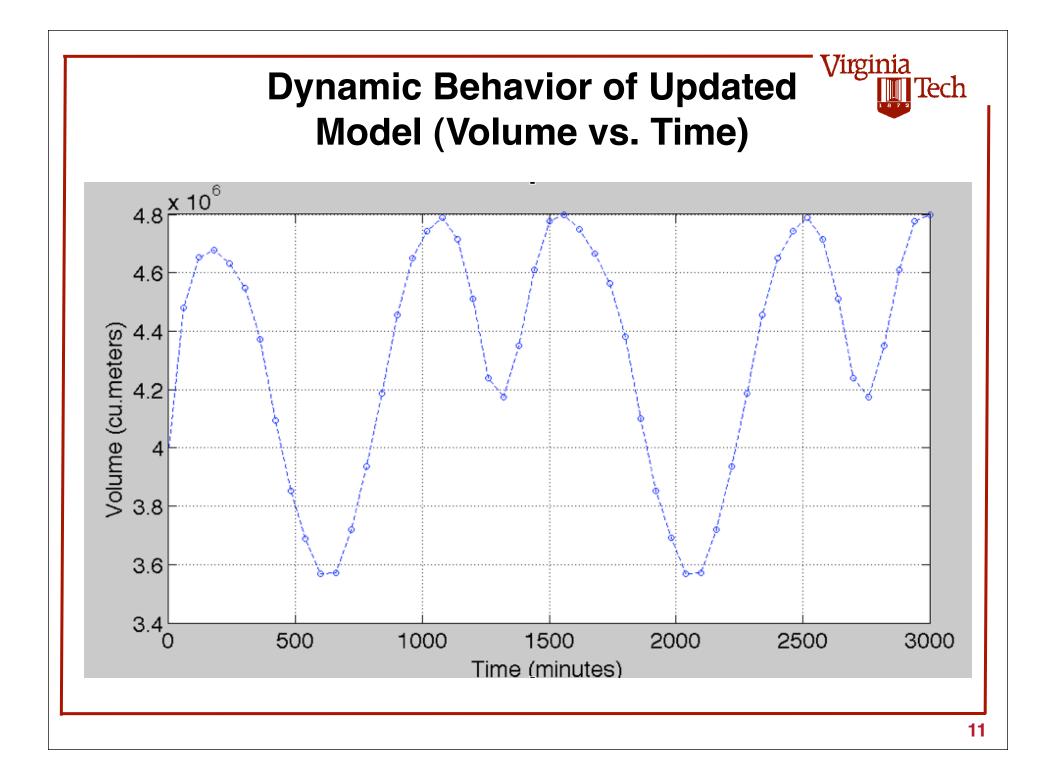
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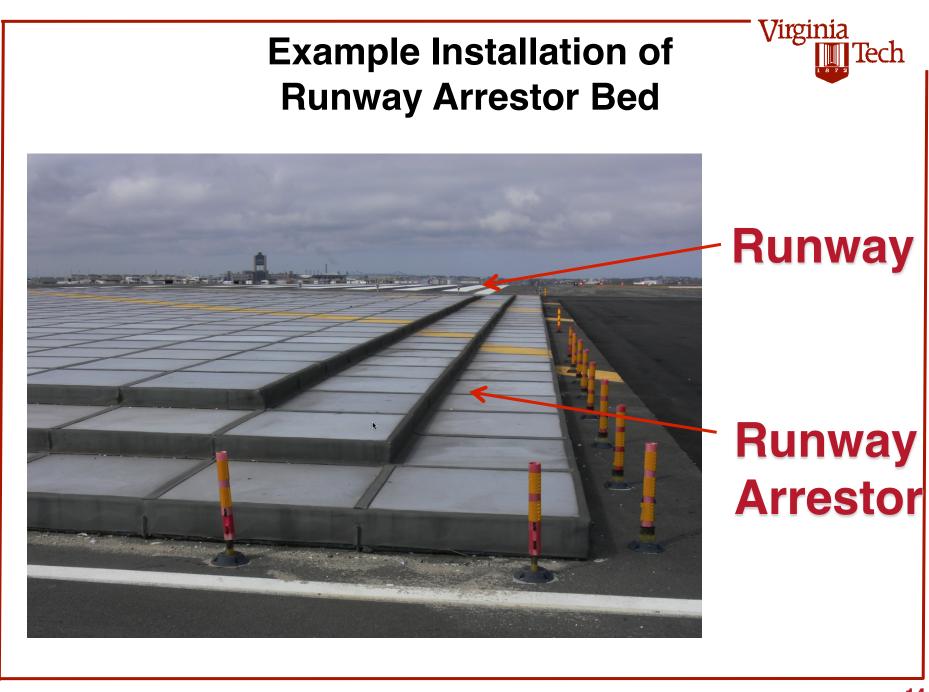


Modeling a Runway Arrestor System Using Simulink

Description



- A runway arrestor is a "soft concrete" (also called cellular concrete) bed installed at the end of runway to stop an aircraft involved in a runway overrun
- Overruns occur because in rare occasions aircraft
 abort the takeoff maneuver
- Overruns can also occur because aircraft land "long" on the runway and then do not have enough distance to stop before the end of the runway
- Check out an accident at Burbank, California

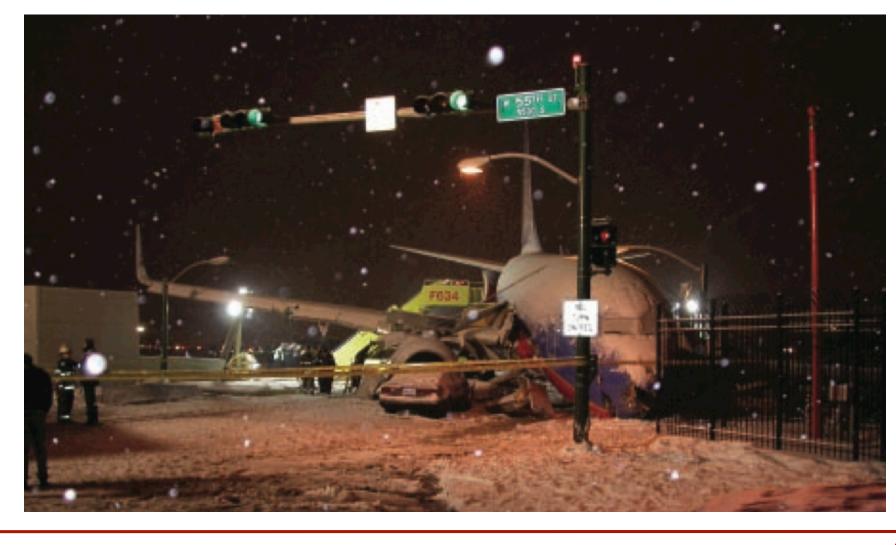


Sample Overruns in the U.S (check them out)

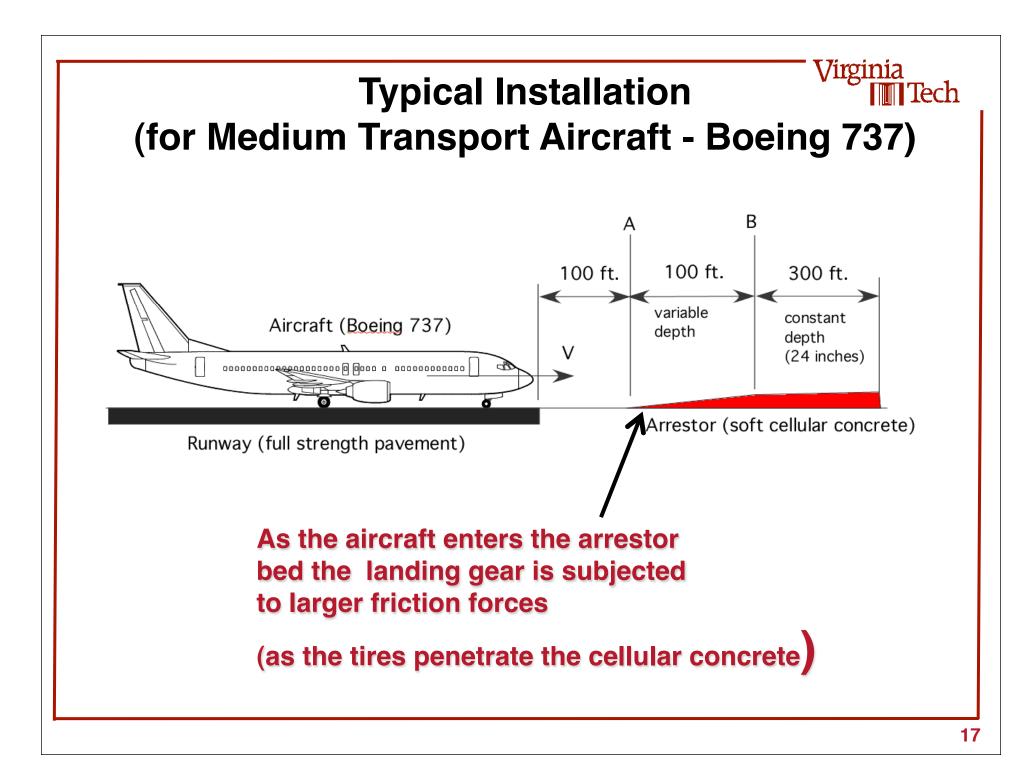


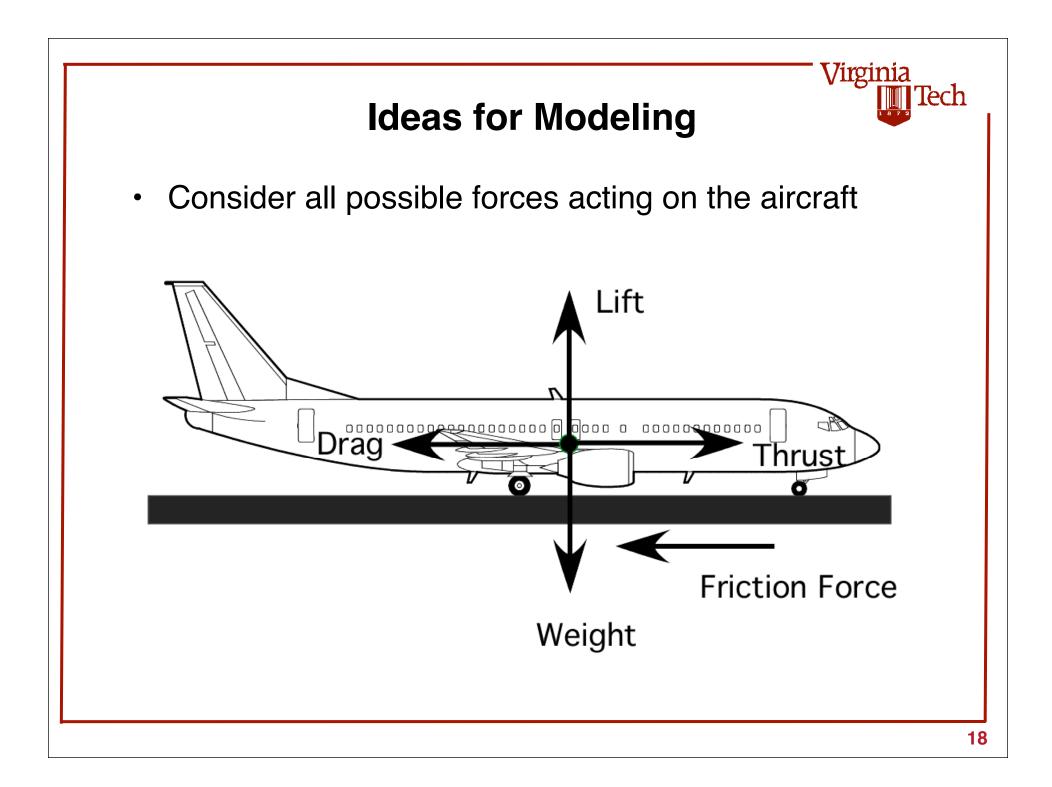
- May 1999: A Saab 340 commuter aircraft overran the runway at JFK
- May 2003: Gemini Cargo MD-11 overran the runway at JFK
- January 2005: A Boeing 747 overran the runway at JFK (<u>http://www.airliners.net/open.file?</u> <u>id=0764263&size=L&width=1024&height=774&sok=</u> <u>&photo_nr=</u>)
- December 2005: Boeing 737-700 Southwest Airlines at Midway airport
- July 2006: Falcon 900 airplane overran the runway at the Greenville Downtown Airport in South Carolina

Boeing 737 Runway Overrun (source: National Transportation Safety Board)



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Functional Form of Forces Acting on the Aircraft

The functional form of these forces has been known to be of the form,

 $L = \frac{1}{2} \rho V^2 SC_L \tag{EQ 1}$

$$D = \frac{1}{2} \rho V^2 S C_D \tag{EQ 2}$$

$$T = f(V, \rho)$$
(EQ 3)

$$F_f = (mg\cos\phi - L)\mu \tag{EQ 4}$$

V is the vehicle speed (m/s), ρ is the air density (kg/m³), S is the aircraft gross wing area, C_L is the lift coefficient (non dimensional), C_D is the drag coefficient (non dimensional), μ is the coefficient of friction (non dimensional), and ϕ is the angle formed between the rolling terrain ahead of the aircraft and the horizontal plane.

Using Newton's second law and summing forces in the horizontal direction of motion (x),

$$ma_{x} = T(V, \rho) - D - (mg\cos\phi - L)\mu - mg\sin\phi$$
(EQ 5)

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Lets Simplify the Problem

- Lift is very small at a typical runway exit speed (70 miles per hour)
- Drag is small as well
- Assume no thrust reverser is used (near zero thrust). This can be an important scenario because thrust reverses some times are inoperative
- Weight and friction forces are the only remaining forces in the problem
- Assume a flat runway for the first iteration of the model

First Computer Model

 Since the arrestor has variable geometry it is expected that it will induce a variable value of coefficient of friction (µ)

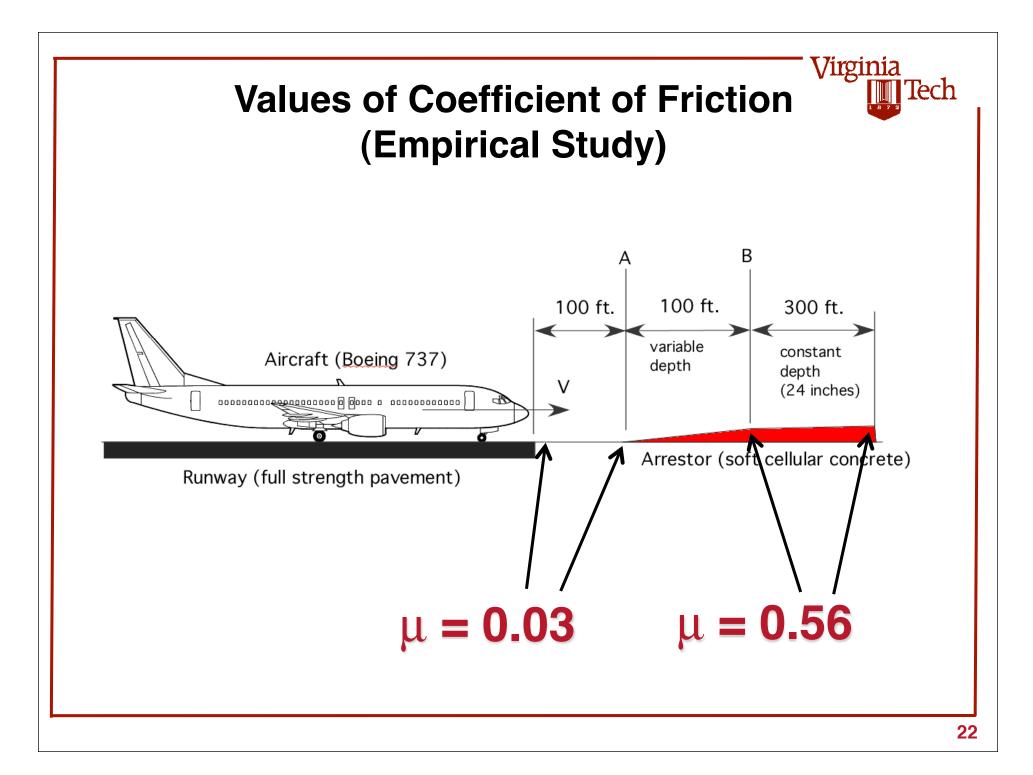
•
$$m * a_x = -m * g * \mu$$

•
$$a_x = -g * \mu$$

- Empirical studies provide some insight into the values of (μ)

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Parameters of the Model

- The Boeing 737-700 has a mass of 76,000 kg (167,000 lb)
- The acceleration of gravity is 9.81 m/s-s
- The arrestor bed (called an EMAS) induces a variable coefficient of friction (µ) as the aircraft travels over the arrestor bed
- Assume a linear variation in (µ) between the start of the arrestor ramp and the constant section (see the diagram in previous slide)
- Equation to be solved
- $a_x = dV/dt = -g * \mu(t)$
- where (μ) varies with position of the aircraft
- Create a Simulink model to plot the speed and distance profile of the aircraft

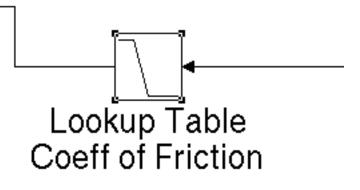
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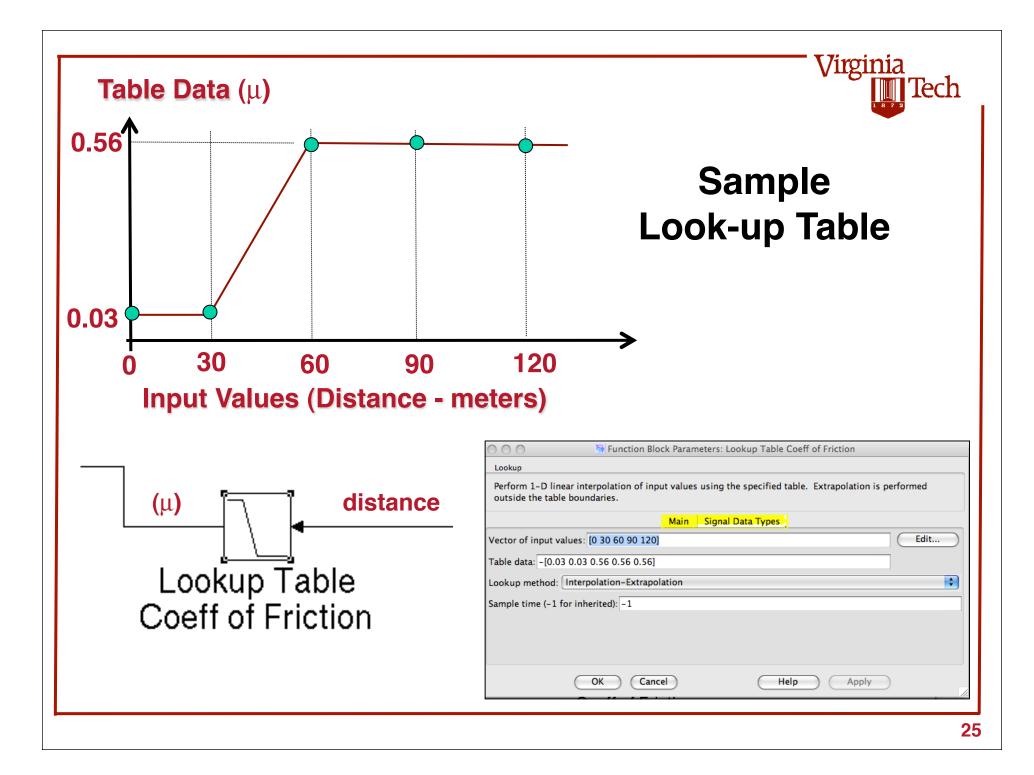
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Table Look-up Functions

- Provide a flexible mechanism to model a causal relationship between two or more variables
- For example: the coefficient of friction (µ) is a function of distance (since the arrestor bed increases in thickness)
- In Simulink Table look-up function blocks are located in the lookup table library



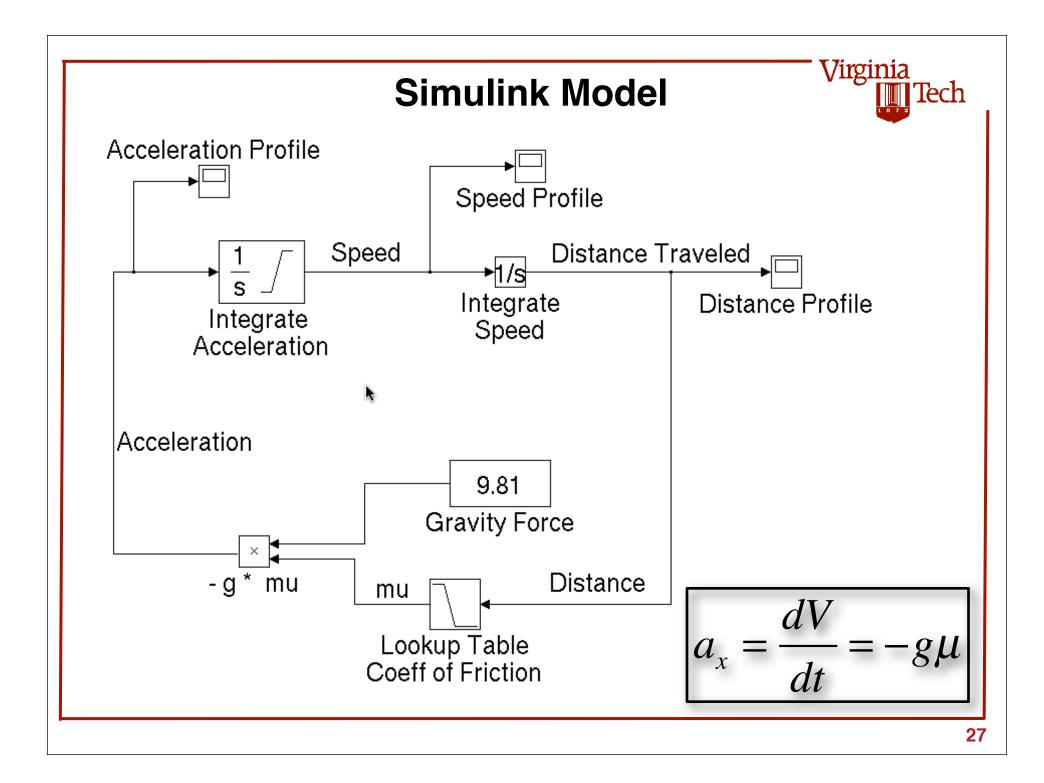


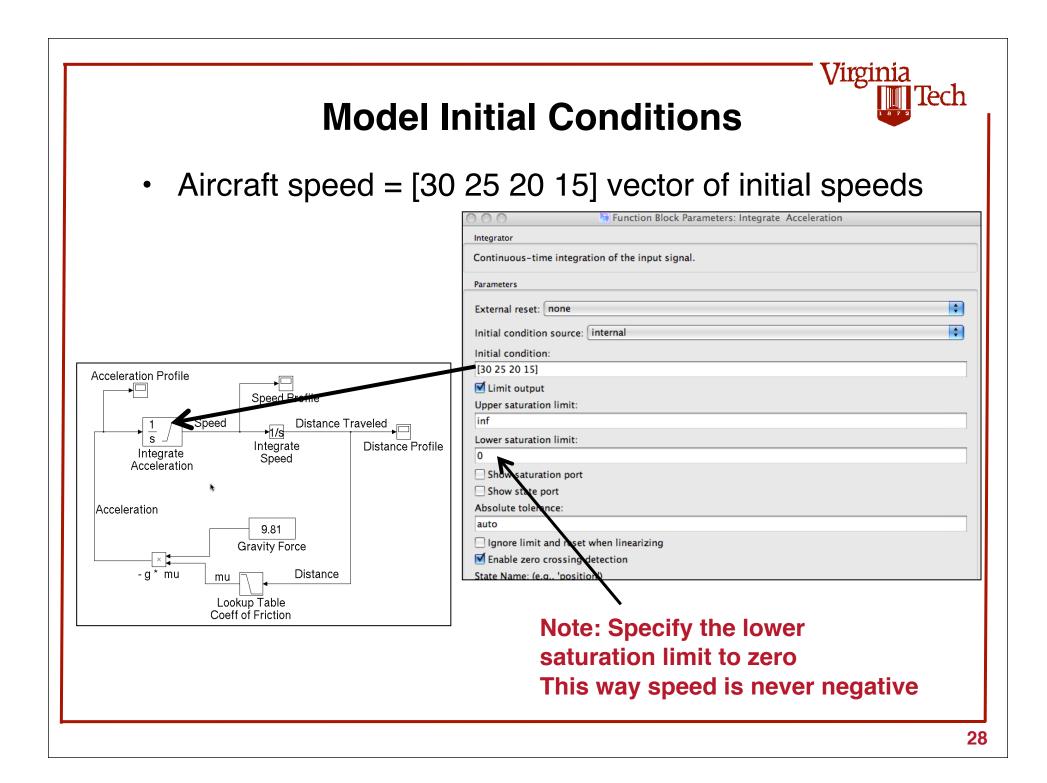
Lets Do It in Class

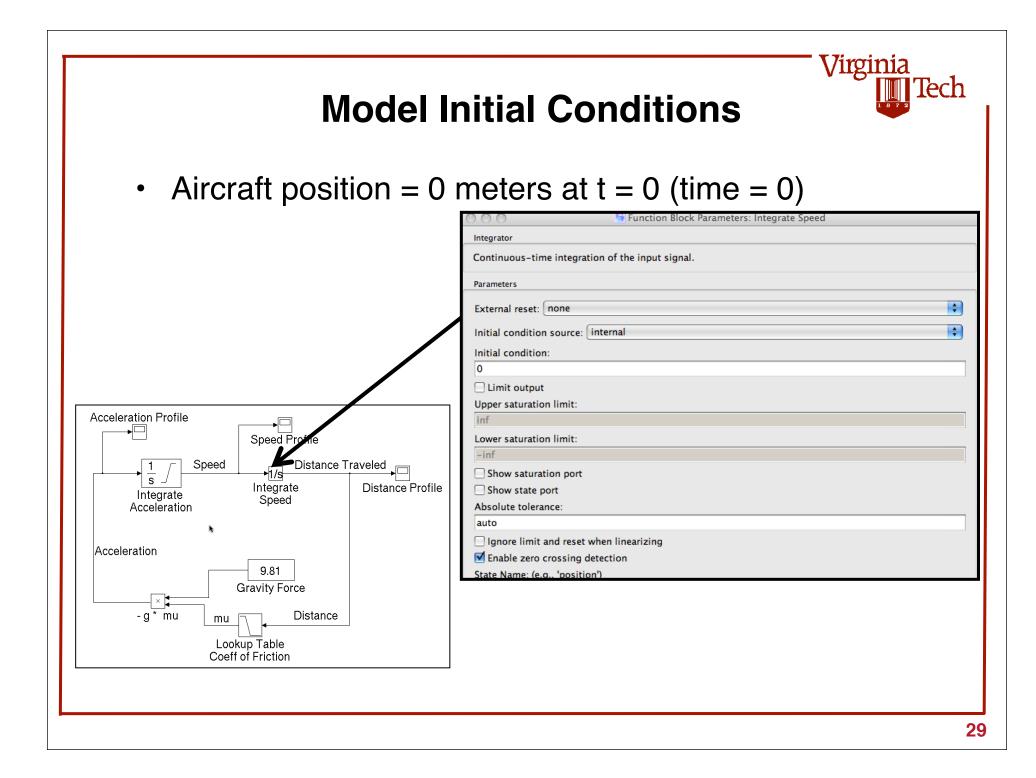
- Discuss possible approaches to model the variable coefficient of friction
- Improve the model to add thrust forces
- Find:
- The distance to stop an aircraft traveling at 30 m/s when it leaves the runway
- Repeat for 25, 20 and 15 m/s

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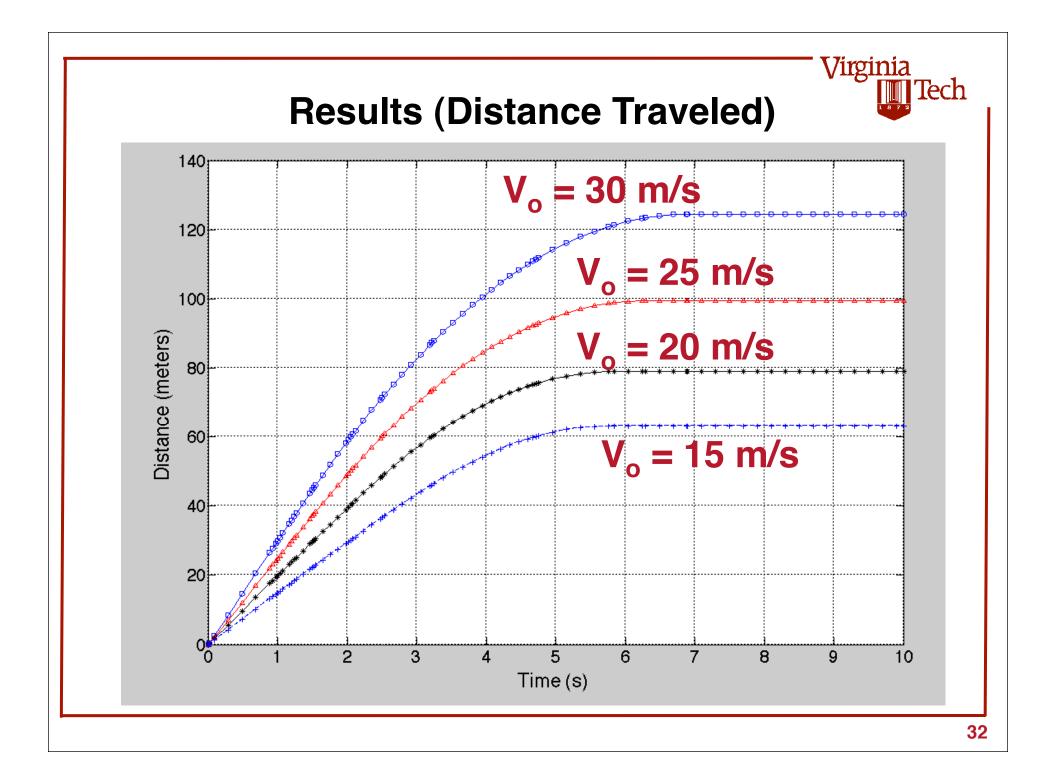


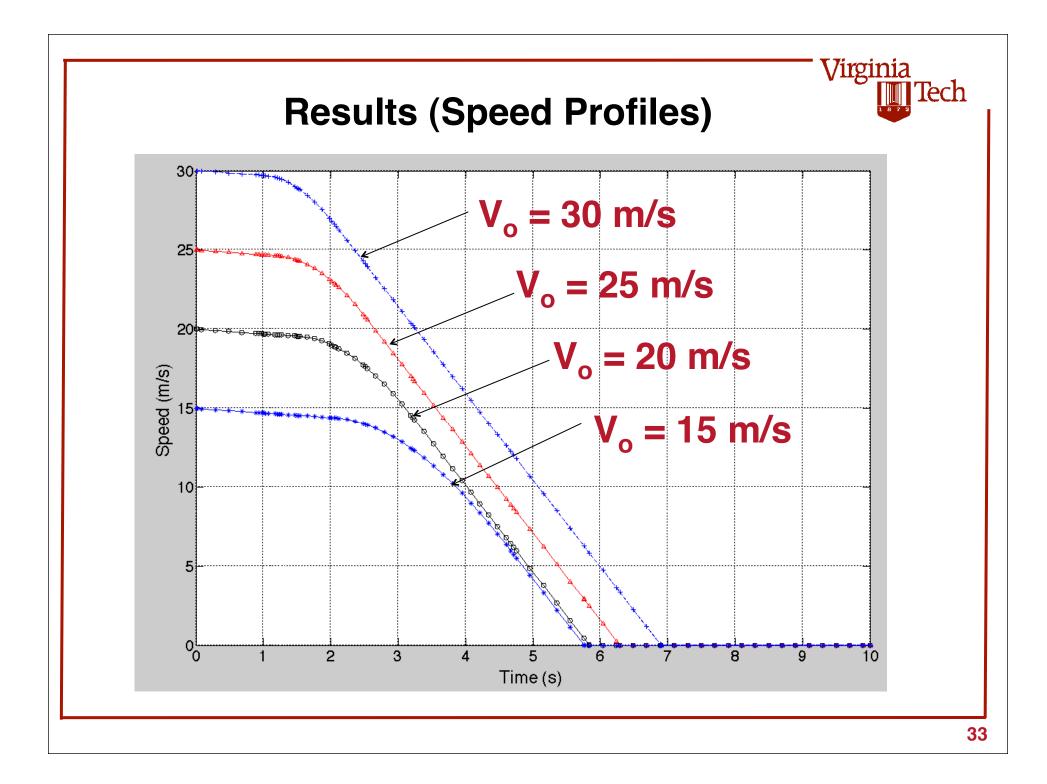
Та	ble Lookup Function
 Specifies the v the arrestor be 	values of (μ) vs distance to simulate ed
	Function Block Parameters: Lookup Table Coeff of Friction
	Lookup
	Perform 1-D linear interpolation of input values using the specified table. Extrapolation is performed outside the table boundaries.
	Main Signal Data Types
	Vector of input values: [0 30 60 90 120]
Acceleration Profile	Table data: -[0.03 0.03 0.56 0.56 0.56]
Speed Profile	Lookup method: Interpolation-Extrapolation
Distance Trav	Sample time (-1 for inherited): -1
Integrate Acceleration	
Acceleration 9.81	OK Cancel Help Apply
- g * mu mu Distance Lookup Table	
Lookup Table Coeff of Friction	
	30

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Setup the Configuration to Run

Select:	Simulation time				
Solver Data Import/Export	Start time: 0.0		Stop time: 10.0		
Optimization ▼Diagnostics	Solver options				
Sample Time Data Validity Type Conversi Connectivity Compatibility Model Referen Hardware Implem Model Referencing	Type: Max step size: Min step size: Initial step size: Zero crossing control:	Variable-step auto auto auto Use local settings le data transfers between	Solver: Relative tolerance: Absolute tolerance: n tasks		
	Solver diagnostic controls Number of consecutive min step size violations allowed: 1				
		sings relative tolerance:	10*128*e	05	
		e zero crossings allowed			
	ОК С	ancel	Help	Apply	





Summary of Results

- The arrestor bed needs to be 125 meters long to stop a medium size transport aircraft if the runway exit speed is set to 70 knots (36 m/s)
- The current FAA design for medium transports is about 400 feet (122 meters) for design exit speeds of 70 knots
- Simple engineering calculations and assumptions allow us to predict complex mechanical behaviors

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