13.42: Design Principles for Ocean Vehicles

Spring 2005: T/R 9:30-11:00 Prof. Alex Techet

Image of drilling platform removed for copyright reasons.

Design Principles for Ocean Vehicles

- "Vehicles" Surface ships, underwater vehicles, and offshore platforms
- "Design Principles" Tools for analyzing system dynamics









Basic "Recipe"

- Fundamental Math & Science
 - Newton's 2^{nd} Law, $\vec{F} = M\vec{a}$
 - Conservation of Angular Momentum
 - Basic Fluid Mechanics
- Idealized System Ship Heaving in waves → Mass Spring Dashpot system
- Mathematical Model

 $M\ddot{x}(t) + B\dot{x}(t) + Cx(t) = F(t)$

Behavior Prediction
 System analysis "tools"





Courtesy of JPL.





- Linear wave theory
- Strip theory Added mass!!!
- Wave forces on bodies
- Viscous forces on bodies:
 - Skin Friction Drag
 - Vortex shedding, Vortex induced vibrations
- Viscous damping



13.42 Organization Instructor: Professor Alexandra Techet 6 Grading 50% Exams 15% Homework 35% Labs (2) + Project Homeworks Due weekly on Thursdays