# THERMICA V4 Thermal Analysis software for Space Engineering

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All the space you need

## THERMICA V4

18<sup>th</sup> Annual Thermal and Fluids Analysis Workshop

#### Content

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  - Modeler
  - Trajectory
  - Kinematics
  - Processing

- The THERMICA Application
  - Nodal description
  - Radiation
  - Solar fluxes
  - Planet fluxes
  - Conduction

- SINDA/G Interface
- Post-processing
- What's coming next



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#### **SYSTEMA Environment**

Overview

- Description
  - SYSTEMA permits satellite system analyses with detailed applications intended for specialists (thermal, AOCS, power ...)
  - SYSTEMA embeds applications requiring: a 3D surface model of the spacecraft, the spacecraft mission, space environment models.
- History
  - System analysis software development with ESA and CNES for more than 15 years
  - Software distribution (THERMICA, DOSRAD ...) for more than 10 years
- THERMICA
  - First tool in Europe to propose Monte-Carlo ray tracing for REF, Sun and Planet fluxes (1988)
  - Became a complete thermal analysis software



#### SYSTEMA: an interdisciplinary tool suite

**Overview** 





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A New Environment for Space Applications

- Goals of the New Environment
  - Gathering a large set of applications
    - Common geometry description, compatibility between applications
    - Common definition of trajectory, pointing and kinematics
    - Common use of visualization and pre / post processing tools
    - Integration of the applications based on a functional description
- Main principles
  - PC / Unix native
    - compliant with the standard engineer tools
  - Fully interactive
    - ✓up to date framework capabilities
  - Based on standard formats for interface
    - ✓ Step, XML, HDF5
  - CAD & FEM interface
    - ✓ for efficient model generation
  - Open for evolutions

Applications are plug-in packages



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### **SYSTEMA Framework**

Main concepts

• The user interacts with a desktop where he can access to all the data (geometry, trajectory, kinematics, mission...) in parallel



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3D Modeler: Setting the Geometry

- Advanced Visualization Features
  - Easy 3D Manipulation
    - Standard mouse zoon, pan rotate actions
    - Fill 'all' or 'only selected'
    - Multi representations (wire frame, solid...)
    - Transparency & Lights orientation management
  - Multi-viewers and Models Management
    - Creation/Deletion, Resizing/Masking
    - Simultaneous point of view over a model
    - Several models can be opened
    - They can share viewports







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3D Modeler: Setting the Geometry (2)

- Multi way point construction
  - > 3D direct selection
  - > Manual edition
  - Virtual point using Helps items
    - ✓ Grids
    - Lines to create intersection points
       Curve centre with 3 points
       Middle of a segment





- Quick shape construction
  - Step-by-step interactive construction
    - ✓ by picking points
  - Smart construction points
    - height and width computed with projections if necessary



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#### **SYSTEMA V4** 3D Modeler: Setting the Geometry (3)

Import from CAD
 CAD Geometry is used as a layer





Model in

CATIA

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3D Modeler: Completing the Geometry

- Easy settings of the properties
  - > Inheritance management
  - > Material management
  - Definitions of "Activity" and "Side"
- Meshing & Numbering independent from the geometry
  - Meshing/Numbering provided by applications
  - Multi-meshing support for one model
  - Improved Numbering management



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Trajectory

 Customization of the trajectory Management of the Sun, Solar System planets and Moon ✓ Real ephemerids Creation of arcs ✓Keplerian ✓ Sun synchronous ✓Geo synchronous ✓Transfer orbits Import of any trajectory Using a simple file with definition of Time, Speed and Positions Advanced 3D visualizations ✓Zoom, rotate, pan ✓ Variable time scale

✓Play / Stop





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### **SYSTEMA Trajectory**

Interplanetary mission

- 3D visualization of the trajectory
   The user can play/stop the trajectory
   Variable time scale
  - Zoom / Pan / Rotate interactivity







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**Kinematics** 

Independent from the geometry
 Tree of rigid bodies linked by

 Pivot connection
 degree of freedom
 Ball pivot

 2 degrees of freedom

 Ball joint
 3 degrees of freedom

Definition of laws
 Pointing
 Sun, Planet, velocity, orbital momentum...
 Spin around axis
 ...
 Possibility of combining laws
 Fast-moving option available





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- Visualisation of the kinematics of bodies
- Animation for pointing validation



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Mission

- Build your Mission
  - Gather all data
    - ✓Geometry
    - ✓Trajectory
    - Kinematics
    - Link the model / kinematics
  - Set computation points
- Advanced 3D features
  - Planets and Sun <





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Mission

- 3D animation taking into account
  - Planet orbits
  - Spacecraft trajectory
  - Moving bodies



Possibility of exporting video
 Available in a near future



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Processing

- Interactive processing
  - > Sets the applications and their properties, their input/output files...
  - A processing schematics created
  - Any mission can be chosen
    - from this module
  - Results management

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> Planets Flux	es Computation	
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- Nodal method
  - Transformation of the geometrical problem into a network of nodes linked by radiation, conduction and with external conditions

$$\sum_{j} GL_{i,j} (T_{j} - T_{i}) + \sigma \sum_{j} GR_{i,j} (T_{j}^{4} - T_{i}^{4}) + P_{i} = MCp_{i} \frac{dT_{i}}{dt}$$

 Allows the use of a powerful temperature solver
 Additional modelling can be added to the network (non-geometrical nodes, heat controls, fluid loops...)







#### THERMICA V4 Radiation module

• Distribution of the Energy transmitted by a node





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# THERMICA V4

Radiation module (2)

- Monte-Carlo Ray Tracing
  - Accounts for the true geometrical shapes
  - > Manages specular and diffusive reflection, transmission and refraction
  - Manages multi-reflection into the model
  - Handle shading effects



### **THERMICA V4**

Solar fluxes computation

- A ray-tracing based computation
  - Search for highlight parts of the spacecraft
  - Takes into account planet penumbra effects
  - Propagate the sun incoming flux
    - Use the thermo-optical properties in the visible wavelength





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• Possibility of modelling a Sun at a finite distance





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#### **THERMICA V4**

Planet fluxes computation

- Based on the Radiation computation
  - > A virtual sphere located at infinity is meshed
  - Exchange factors are evaluated between each surface and each sphere element
  - > Radial projection of the sphere mesh to the planet
  - On-ground light ratio is computed for projected meshes





Conduction modelling

- Conduction problem
  - Usually requires a fine mesh for accuracy
    - ✓But we have to solve the temperature on one nodal network used for radiation, external fluxes and conduction
  - Need a temperature gradient
    - ✓ But radiative meshes are supposed to be isothermal
- Implemented method
  - Based on finite elements and Fourier's law integration
  - Manages all SYSTEMA shapes
  - Insure compatibility between radiation and conduction
    - ✓ Uses edge nodes to get temperature gradient



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• THERMICA outputs results in SINDA/G language

#### • A specific interface

- > Manages all the network files created
- > Automatically generates a Sinda/G input file
  - ✓ Customization of options, control parameters, solution routines



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#### THERMICA V4 Post-processing: Screenshots (1)



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#### THERMICA V4 Post-processing: Screenshots (2)





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#### THERMICA V4 Post-processing: Screenshots (3)





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### **THERMICA V4**

What's coming next

- New GUI Environment (QT)
  - Even more interactivity
  - > Advanced viewport management
  - Improved visualization post-processing features
- Boolean cuts
  - > Available in the model builder and for all application modules
    - Advanced radiation module
    - Completely new conduction module
- Conduction module
  - Powerful volume elements based module
    - ✓Even more accurate
    - ✓ Handle boolean shapes and non-conformance



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#### **THERMICA V4 is Now Available**

- For more information
  - <u>http://www.systema.astrium.eads.net</u>
  - <u>http://www.sinda.com</u>

THERMICA class

> On Tuesday morning and afternoon, room 113



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