

KULI User Meeting Steyr 1999

Use of KULI in the development of engine cooling systems

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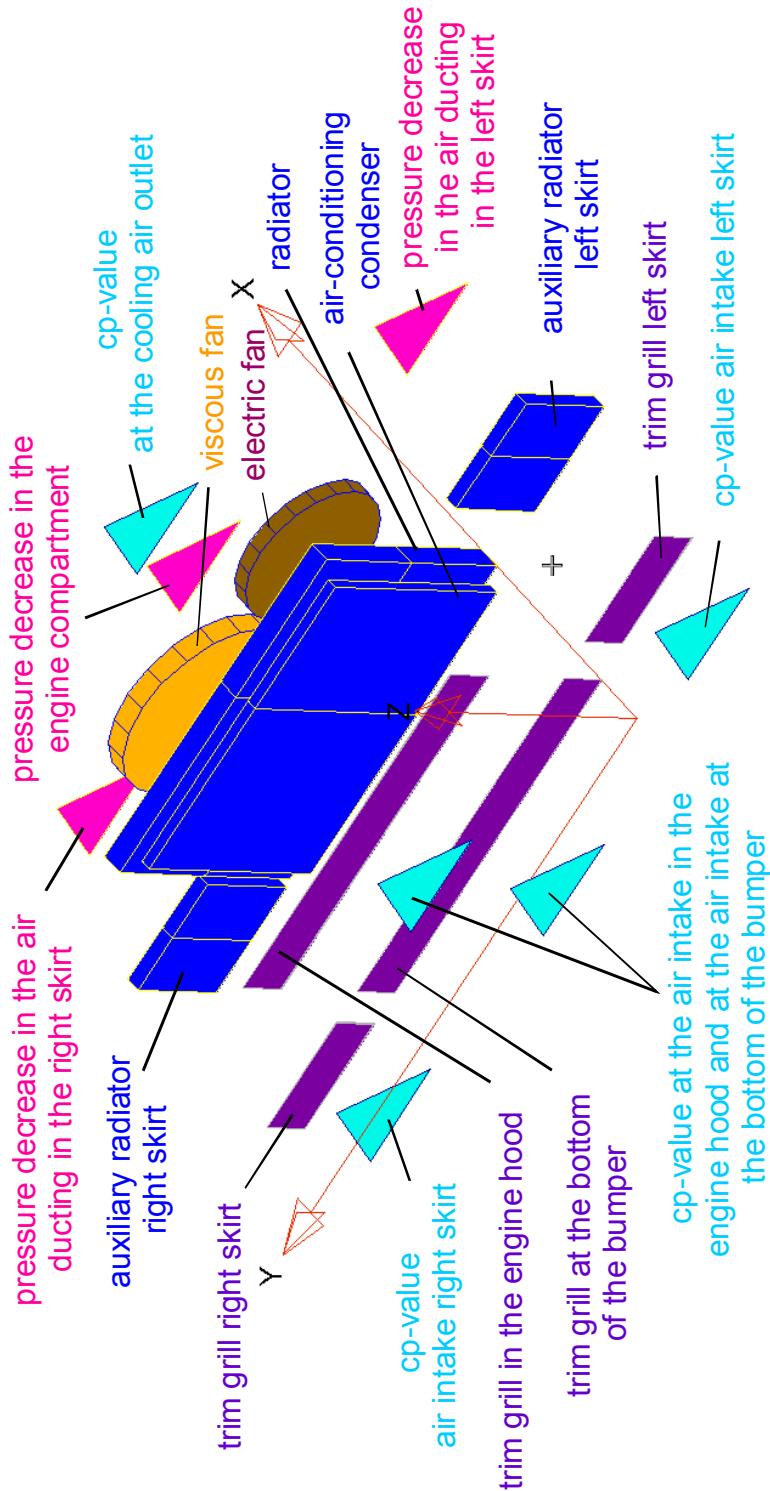
Tasks of concept development / simulation in the development of cooling systems

Fundamental objectives

- ◆ Design of the cooling system in a way, that the limiting temperatures of components in the engine and also the limiting temperatures of the cooling medium are maintained at all stationary extreme operating levels of the car
- ◆ Quantitative evaluation of variants in the very early stage of development referring to
 - ◆ Cooling efficiency
 - ◆ Occupied space
 - ◆ Costs
 - ◆ Saving of development costs and time and minimizing cost of building and testing prototypes
- ◆ Performing calculations parallel to tests in the later stages of development for optimizing components and controlling testing



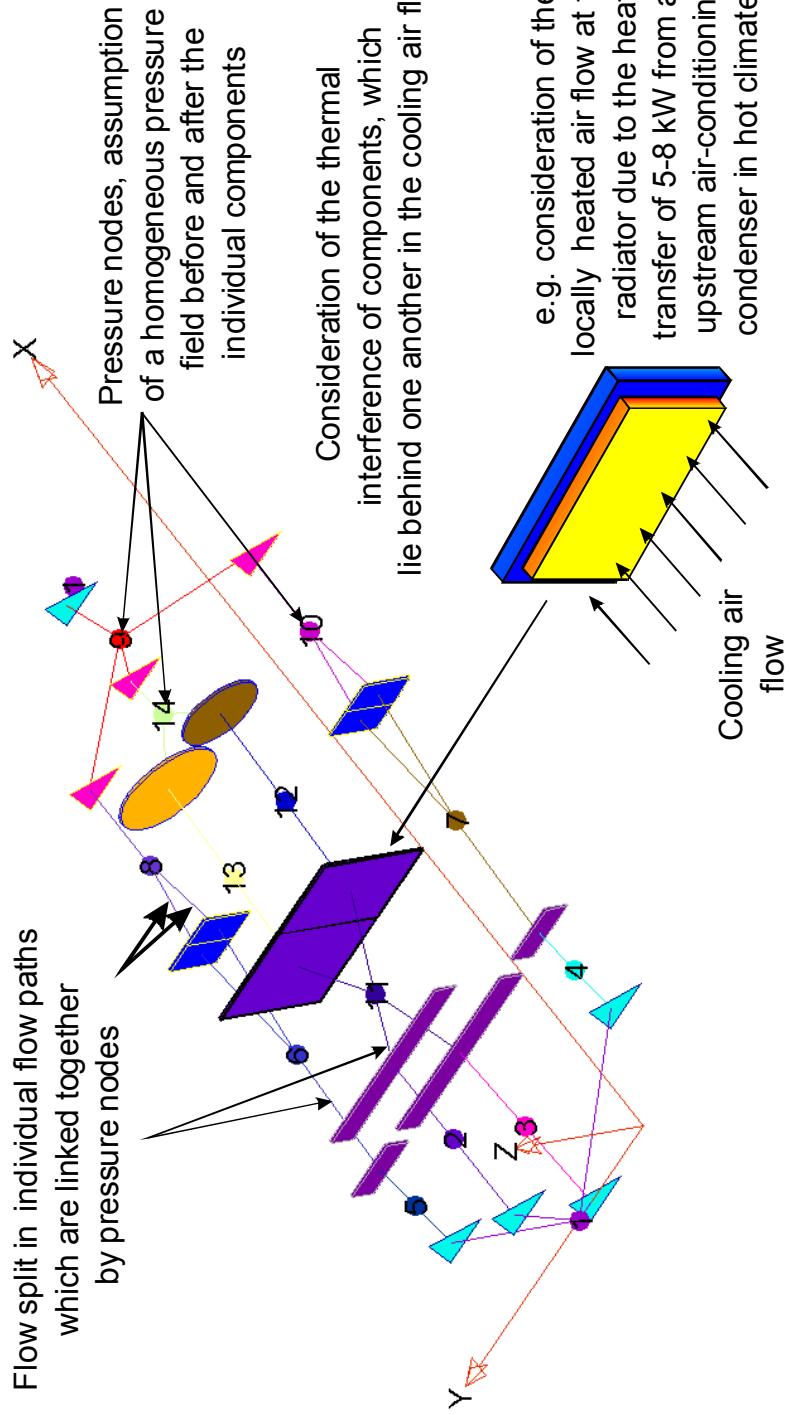
1-dimensional model of a cooling system





Description of the cooling air flow with a 1-dimensional model

Flow split in individual flow paths which are linked together by pressure nodes

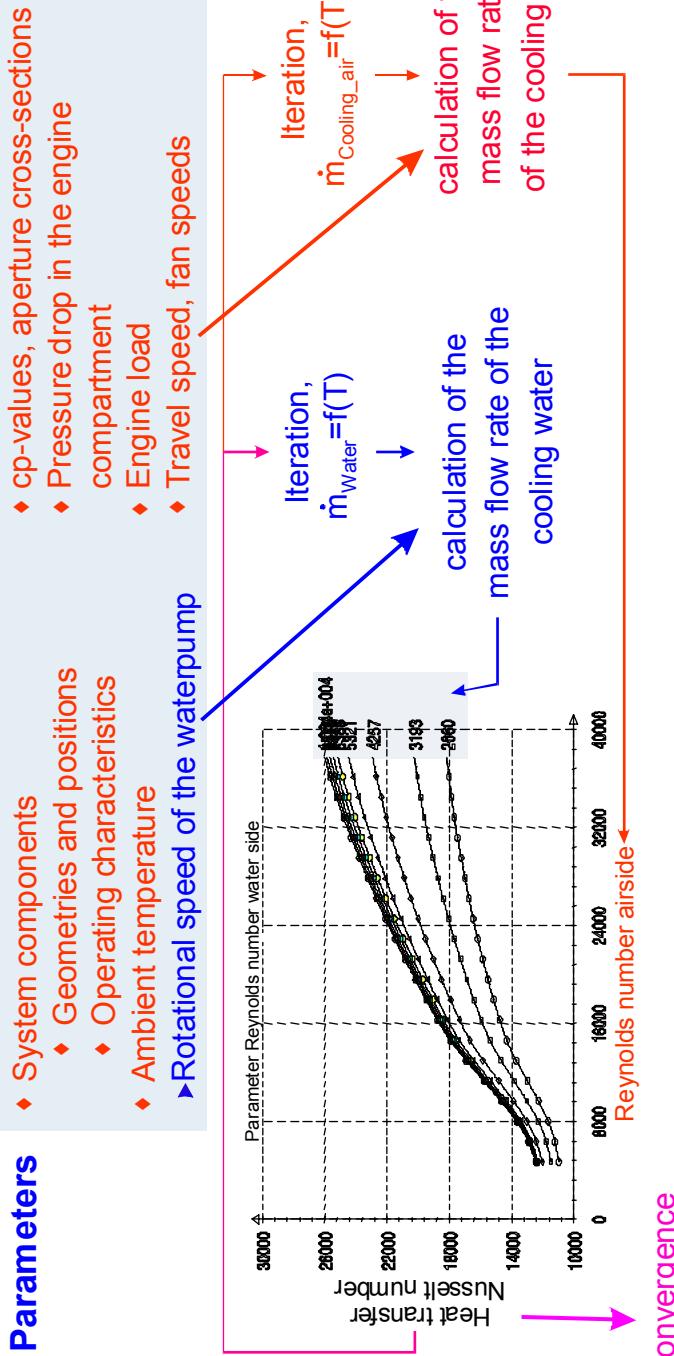




Integrated simulation, the Corba interface between KULL and FLOWMASTER

Parameters

- ◆ System components
 - ◆ Geometries and positions
 - ◆ Operating characteristics
 - ◆ Ambient temperature
 - ▶ Rotational speed of the waterpump





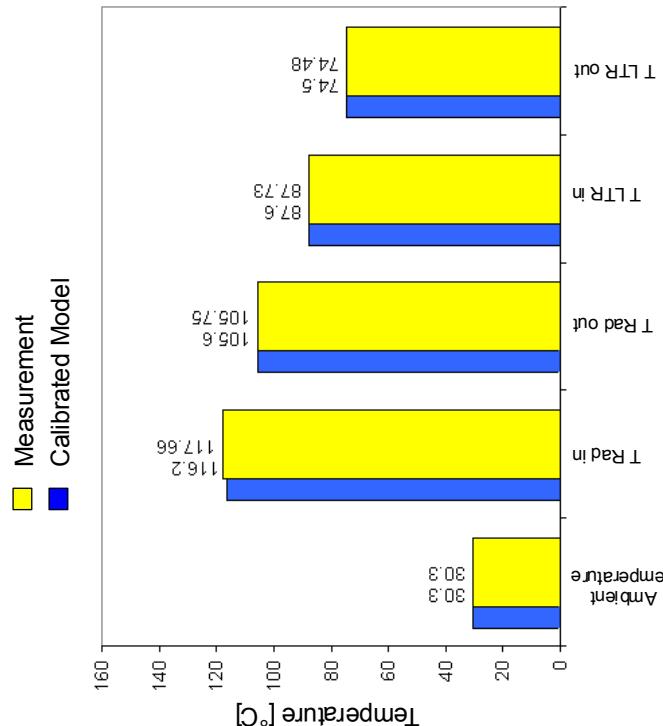
Verification of the simulation model, calibration by the use of a heat balance measurement

Difficulty

- ◆ Direct measurements of the pressure decrease in the engine compartment are impossible as well as in the case of a existing prototype

Remedy

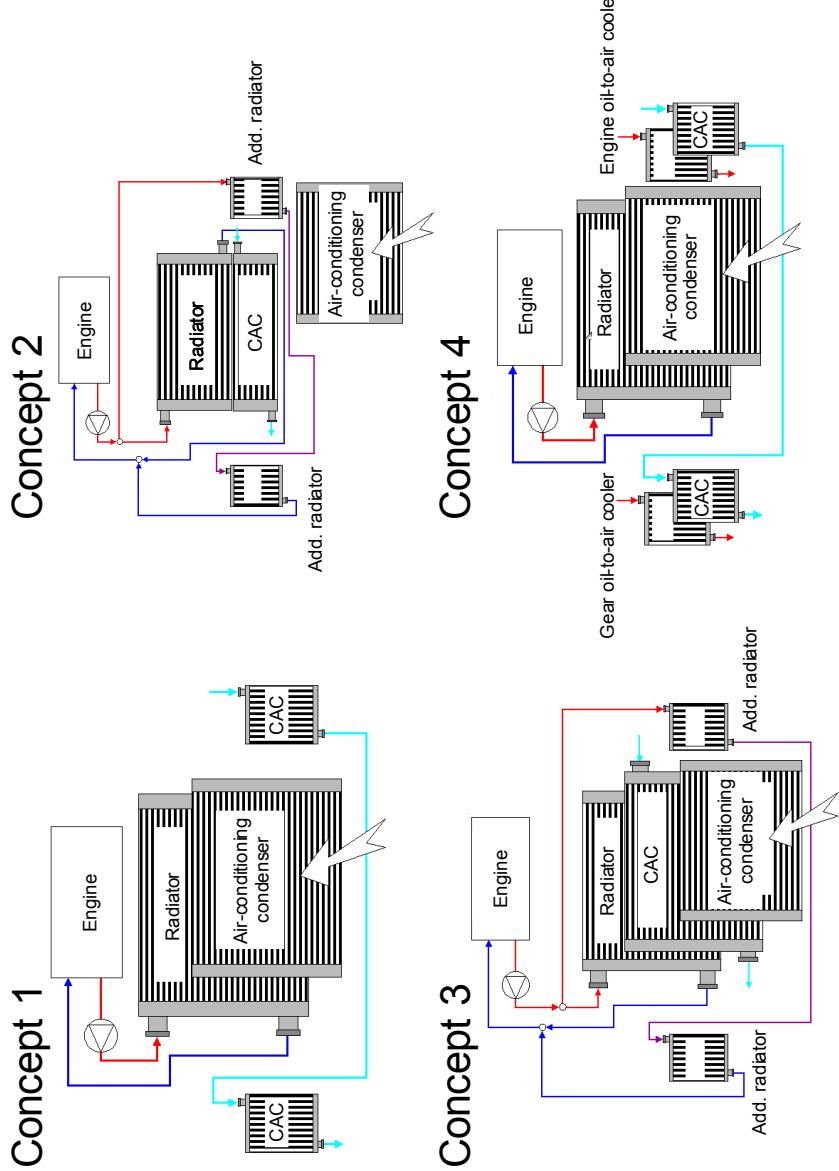
- ◆ Measurement of the heat balance at the radiator at several operating points at a series of existing cars in the climatic wind tunnel
- ◆ Ambient temperature
- ◆ Temperature of the cooling water
- ◆ Radiator heat flux to the coolant air
- ◆ Modeling of the cooling system and calibrating the heat balance giving the relationship between coolant temperatures, external temperatures, and escaping heat
- ◆ Storage of this expert data of the pressure drop in the engine compartment in a database - usage in the very early stages of development



Example of the calibration
of a model



Sketch of different cooling concepts for cooling water, engine oil, gearbox oil and charge air



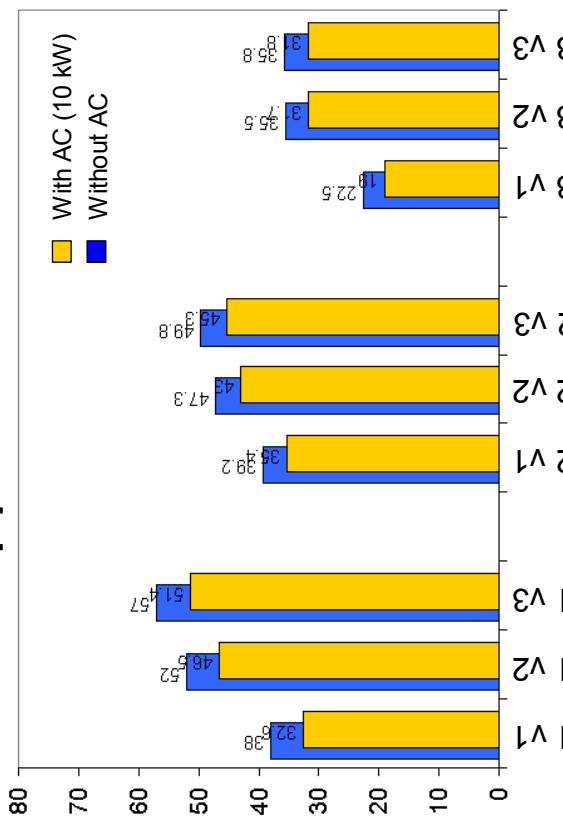


Quantitative comparison of different water cooling systems

Limiting ambient temperature (LAT):

- The ambient air temperature at which the water inlet temperature in the radiator attains the upper limit

Limiting ambient temperature (LAT) for $v_{max} = 257 \text{ km/h}$



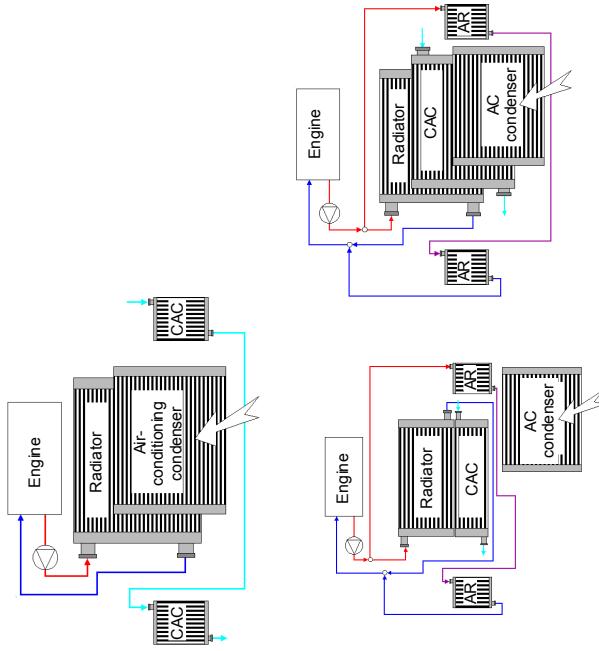
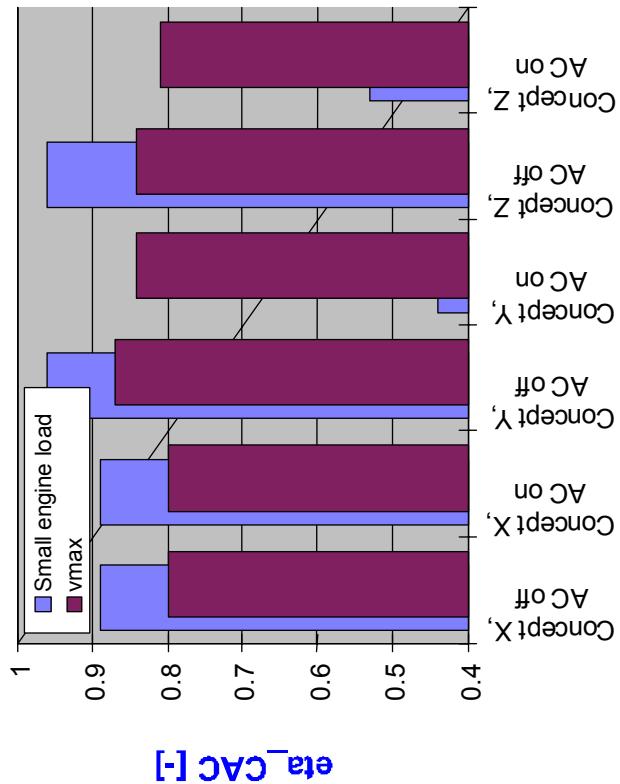
- Elimination of options with low efficiency**
- Reduction of construction costs of prototypes as well as testing time**

Efficiency of charge air cooling:

$$\eta_{CAC} = \frac{T_{CA,in} - T_{CA,out}}{T_{CA,in} - T_{Amb}}$$



Comparison of different concepts concerning the efficiency of charge air cooling



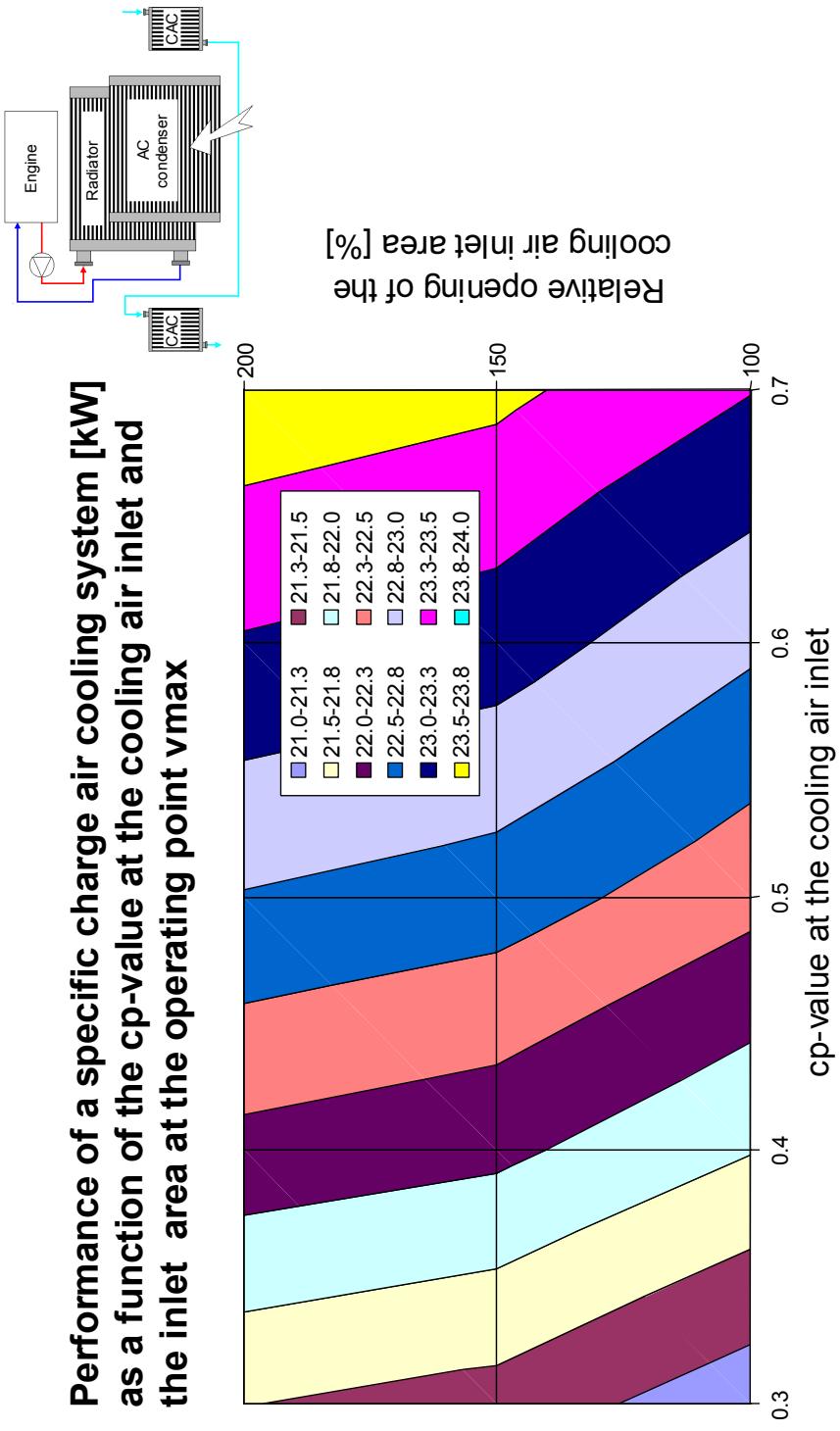
Additional Results:

- Outlet temperature of the charge air
 - Charge air cooling performance
 - Pressure drop in the intercoolers
- $$\eta_{CAC} = \frac{T_{CA,in} - T_{CA,out}}{T_{CA,in} - T_{Amb}}$$



Example: Sensitivity study of the charge air cooling performance in the skirts

Performance of a specific charge air cooling system [kW] as a function of the cp-value at the cooling air inlet and the inlet area at the operating point v_{max}



Further development of the simulation tools



Methodic objectives

- ◆ Extended interface to 3D-CFD
- ◆ Simulation of unsteady processes
 - ◆ transient heat up and cool down, e.g.
 - ◆ Stop and go
 - ◆ Periodic acceleration and deceleration of the car
 - ◆ Construction of an interface for the description of the unsteady thermal heat balance of the engine

Technical objectives

- ◆ Direct calculation of the pressure drop in the individual cooling air branches on the basis of CAD data without recourse to experimental results (virtual product)
- ◆ Demand-oriented and strategic control of the heat fluxes by a systematic regulation of the transport medium cooling water