

COMPUTATIONAL SHIP HYDRODYNAMICS

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ABSTRACT

Simulation of surface and underwater vehicle flows is a challenging area involving high Reynolds numbers, free surface and a variety of spatial and temporal scales. This mini symposium is devoted to numerical techniques and applications related to the main areas of naval architecture, including the following topics:

- Resistance
- Propulsion
- Seakeeping
- Maneuvering
- Control surfaces
- Moving-body techniques
- Multi-body interaction (vehicle launch and recovery, towing)
- Related modeling and numerical techniques