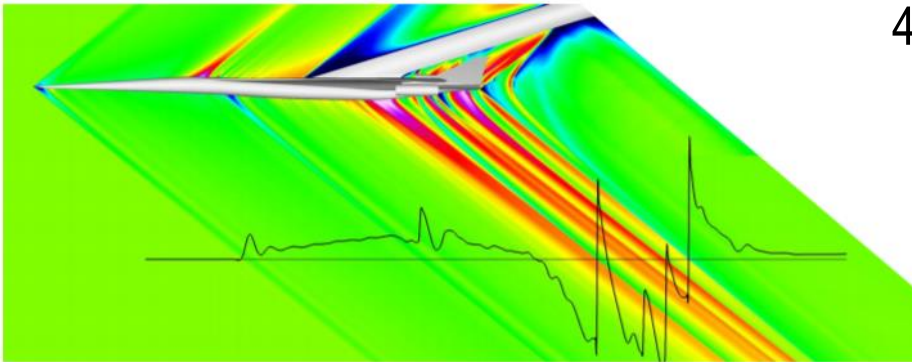




3rd AIAA Sonic Boom Prediction Workshop

Sponsored by the Applied Aerodynamics Technical Committee

The World's Forum for Aerospace Leadership



4th & 5th January 2020
Weekend Preceding
AIAA SciTech 2020
Orlando, Florida

Third Sonic Boom Prediction Workshop:

The two-part workshop will cover the state-of-the-art for predicting near-field sonic boom signatures with CFD as well as for propagation of the near-field pressures to the ground. Participants are encouraged to apply their best practices for computing solutions for the provided cases. There is particular interest in exploring refinement techniques including grid adaptation and alignment with flow characteristics.

- CFD and propagation test cases will include signatures quieter than those from the 2nd workshop in order to better challenge the predictive methods for relevant low-boom designs.
- Comparisons to experimental data.
- An open unbiased forum intended to discuss results and promote cross-pollination of best practices.
- Open to participants worldwide.
- Near-field test cases based on:
 - NASA Low Boom Flight Demonstrator (required)
 - NASA shock plume interaction wind tunnel test (required)
- Propagation test cases include:
 - Standard and non-standard atmospheres (required)
 - Full primary carpet (required)
 - Optional focus case

See website for Notice of Intent submission details

Important Dates:

May 31, 2019: Notice of Intent Due from Participants

June 13, 2019: Acceptance Notification from Committee

Sept. 30, 2019: Participant Data Submittal Deadline

January 5-6, 2020: 3rd Sonic Boom Prediction Workshop

Sonic Boom Prediction Workshop Organizing Committee:

Mike Park, Melissa Carter, Alexandra Loubeau, Sriram Rallabhandi, James Jensen & Lori Ozoroski	NASA
Juliet Page	Volpe, US DOT
Tom Wayman	Gulfstream Aerospace
Todd Magee	Boeing
John Morgenstern	Lockheed Martin
Yoshi Makino	JAXA
Jochen Kirz	DLR
Gerald Carrier	ONERA

For more information:

<https://lbpw.larc.nasa.gov/>

Aiaa-boompw-committee@lists.nasa.gov

