



A hydrodynamic toy model for fish locomotion

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► To cite this version:

Bruno Ventéjou, Thibaut Métivet, Aurélie Dupont, Christian Graff, Philippe Peyla. A hydrodynamic toy model for fish locomotion. 2023 - Bio-inspired aerial and aquatic locomotion, Sep 2023, Les Houches, France. hal-04252308

HAL Id: hal-04252308

<https://hal.science/hal-04252308v1>

Submitted on 20 Oct 2023

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0. State of the art

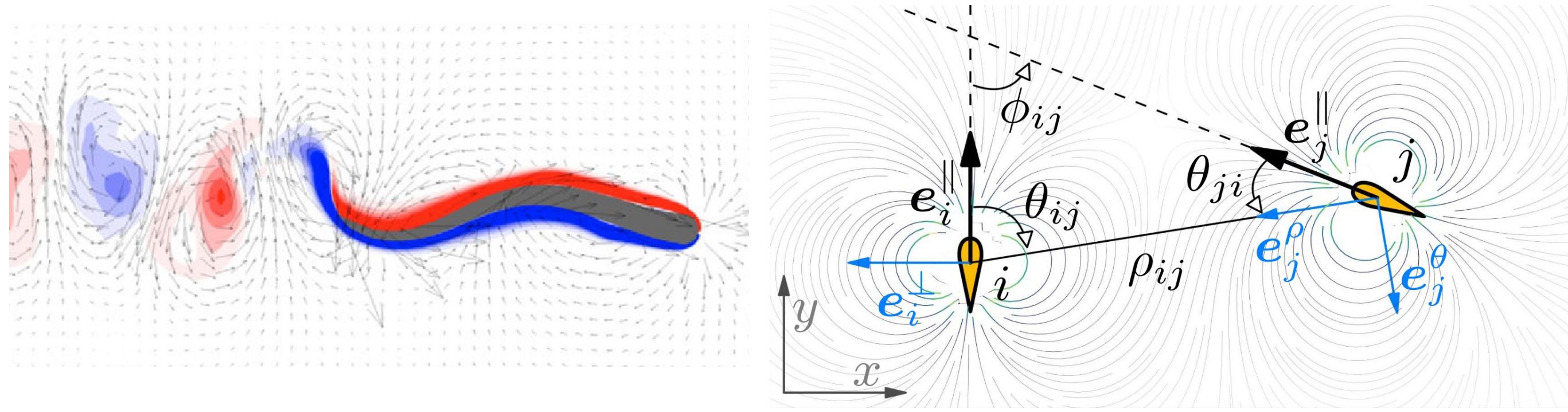
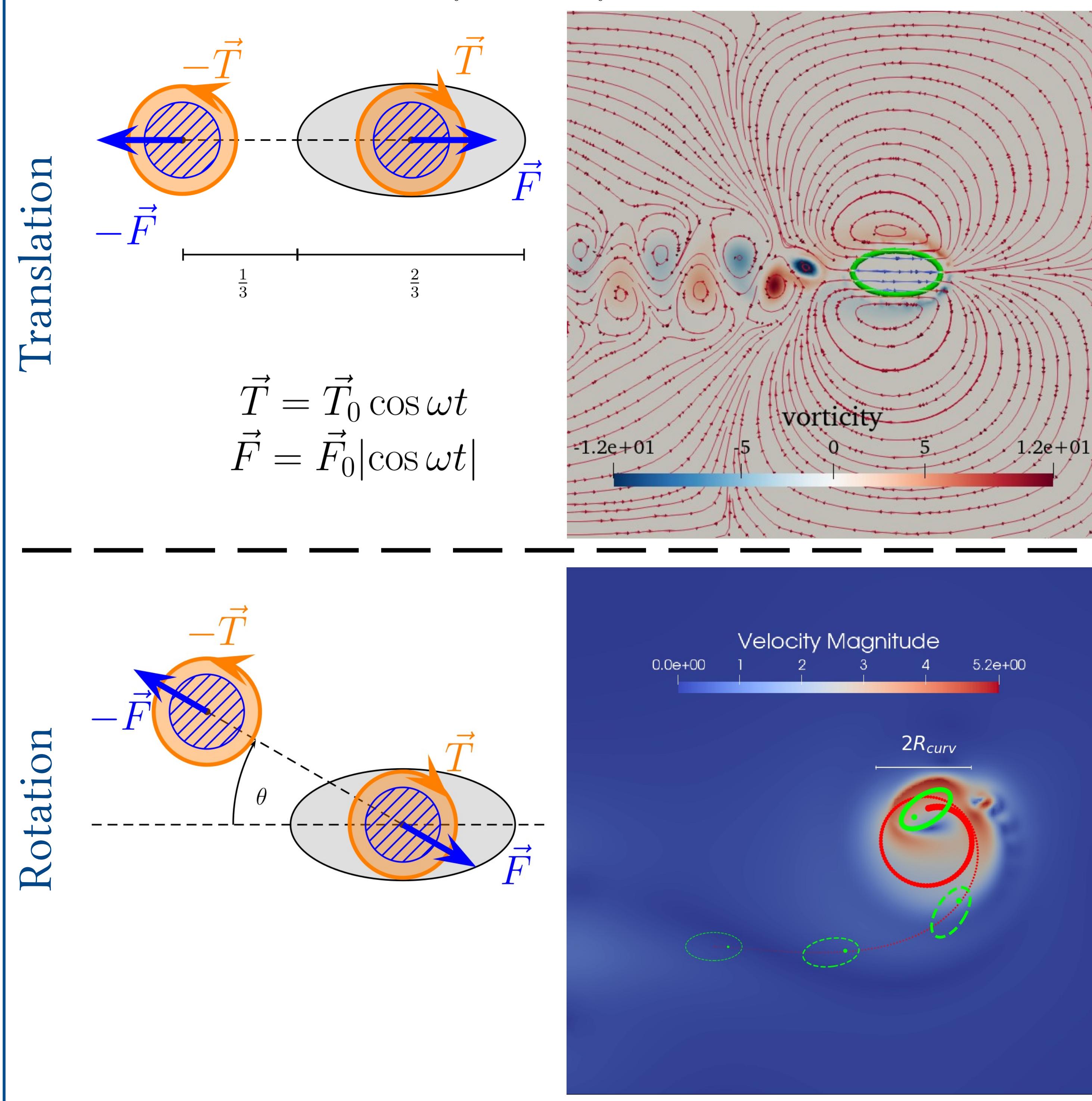


Figure: Left. Numerical velocity field of a swimming fish taken from [Kern06]. Colors correspond to the vorticity field. Right. Illustration of the dipole field and the interaction used in [Fillela18] to study the hydrodynamic interaction in collective fish behavior .

I. The toy model definition

- The fish is defined a rigid body with a ellipsoidal shape
 - The rigid body is defined by a penalization in viscosity: $\frac{\mu_{\text{Rigid Body}}}{\mu_{\text{Fluide}}} = 10^6$
 - The tail flapping is described by local forces directly applied in the Navier-Stokes Eq.
- $$\rho \left(\frac{\partial \vec{v}}{\partial t} + (\vec{v} \cdot \nabla) \vec{v} \right) = -\nabla p + \nabla \left(\mu \frac{\nabla \vec{v} + \nabla \vec{v}^T}{2} \right) + \sum_i \vec{F}_{\text{Torque}}^i + \sum_i \vec{F}_{\text{Dipole}}^i$$
- Solved using FEL++ [1], a finite element C++ library.
• Control parameters are: the torque T_0 , the force F_0 and the pulsation ω .



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2023/09/11

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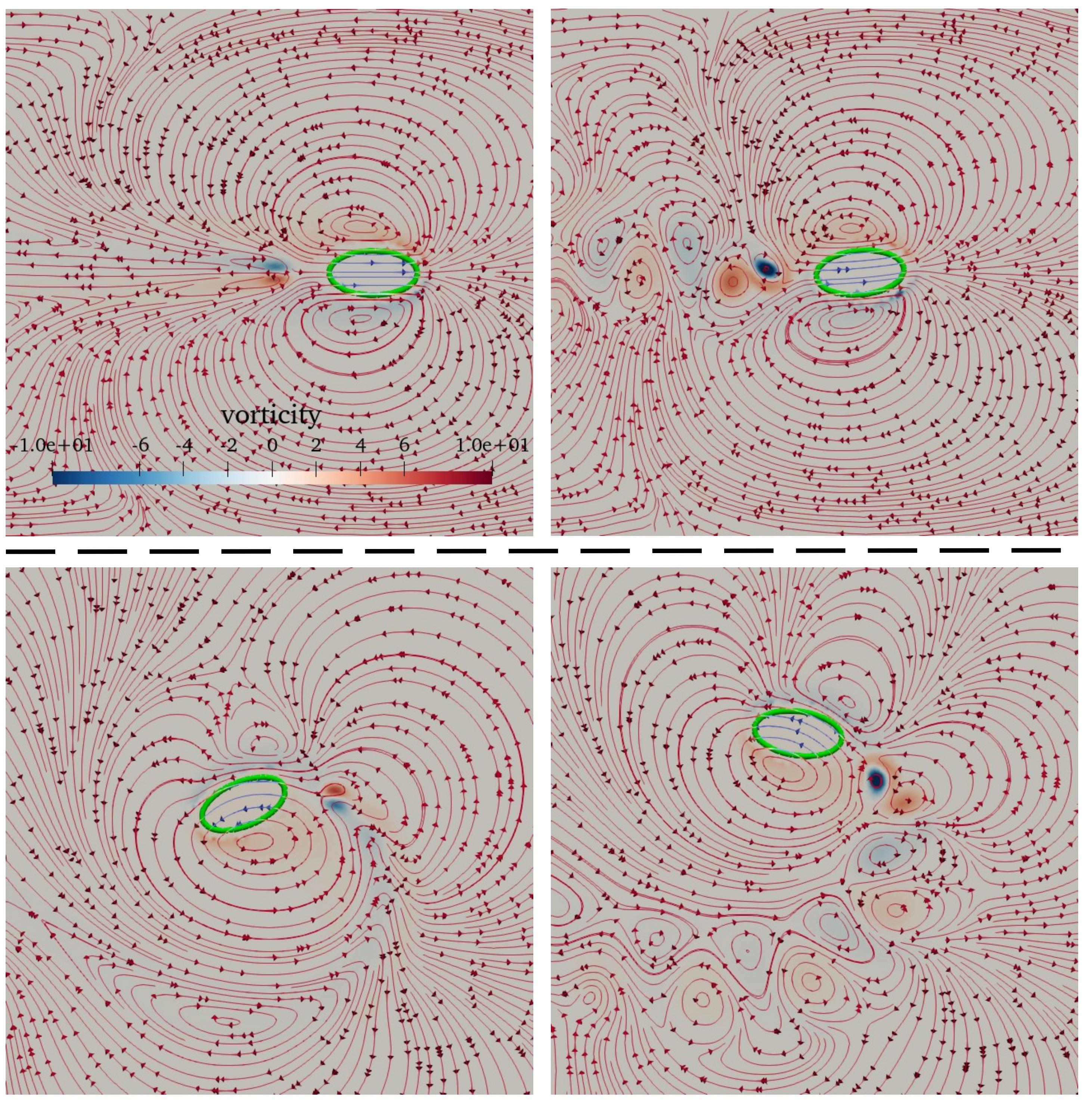
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II. Velocity field

Re=60, $F_0=150$

No Torque $T_0=0$

With Torque $T_0=450$



III. Tuning the behavior

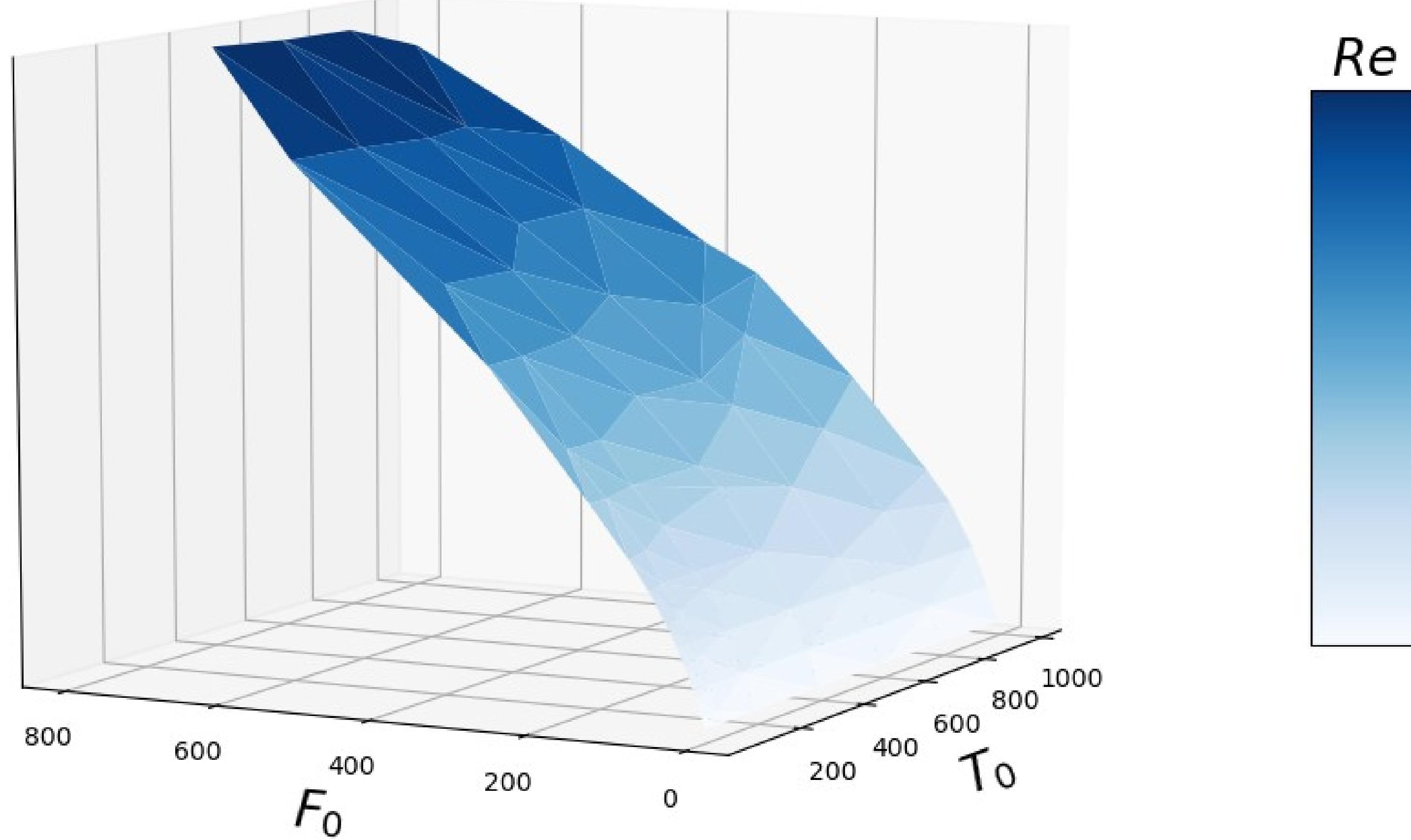


Figure: Re number as a function of the dipole amplitude and the torque amplitude.
The virtual tail is in the neutral position ($\theta=0$)

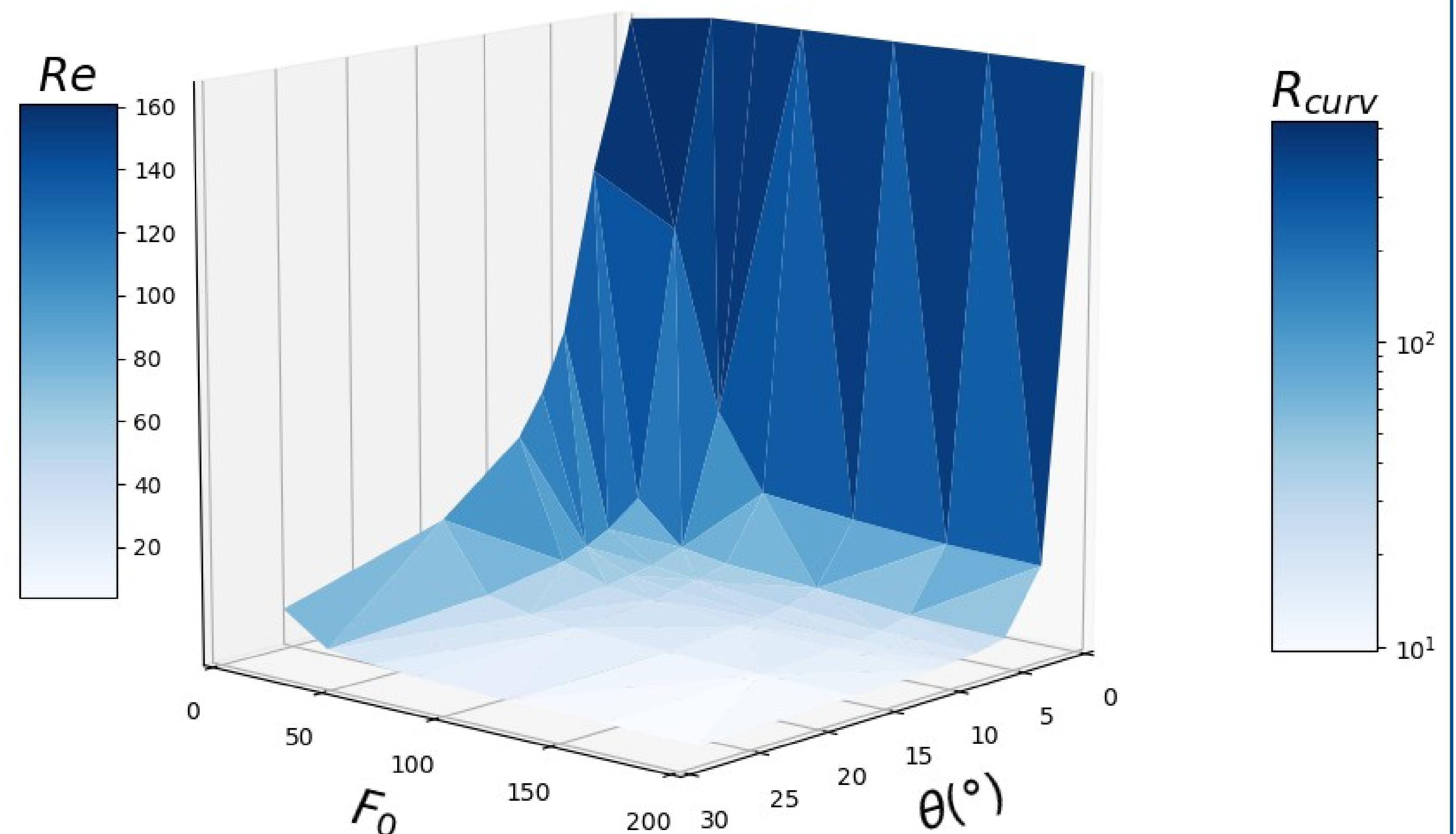


Figure: Radius of curvature as a function of the dipole amplitude and the shift of the virtual tail position. The torque amplitude is fixed $T_0=450$.

Conclusions

- We manage to reproduce and control the amplitude of the vortex wake behind a fish with a minimal model
Next steps are:
- Do the link between ω and T_0, F_0 to convert social parameters into force parameters
- Check the scaling of the Re as a function of ω