應用移動式計算區域消除計算邊界反射波之研究

A cubic spline method is applied to resolved the wave reflection problems while two dimensional and three dimensional fully nonlinear time domain numerical models are used to simulate the motions of arbitrary floating bodies, and the interactions between fluid and bodies. As computational domains for all the numerical models are finite, radiation waves will eventually reach the boundaries of computational domain. Reflection waves is then aroused. By eliminating reflection waves, the results of simulations can be correct and useful.