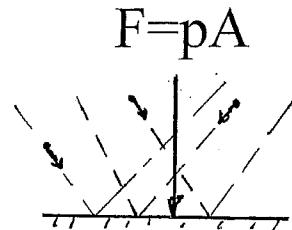


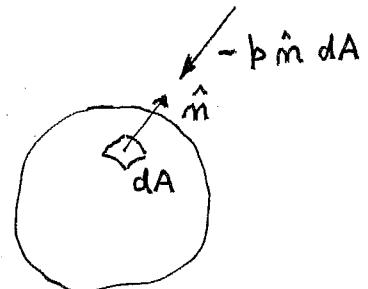
Pressure

Pressure: Force per unit area (N/m^2)
acting on a surface.
Caused by molecules
striking the surface.

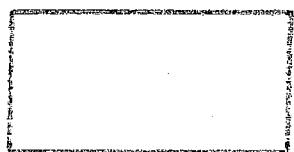


Pressure force

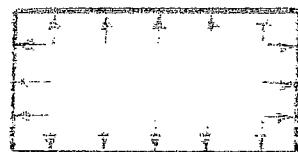
- perpendicular to surface
 - acts on the surface
- $$d\vec{F} = (-\hat{n})pdA \quad \hat{n} = \text{unit normal}$$
- $$\vec{F} = - \int_A p \hat{n} dA$$



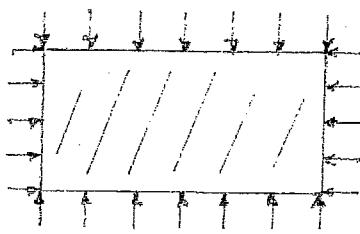
Pressure acts in the fluid:



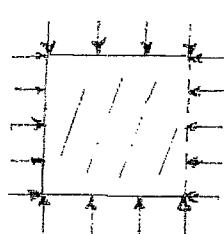
Fluid and Container



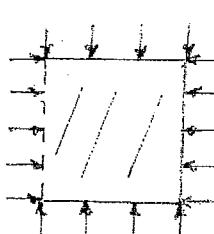
Container



Fluid



Fluid in Two Parts



Pressure in Moving Fluid:

Static Pressure = Pressure relative to moving fluid.

Equation of State

From thermodynamics

$$\rho = f(p, T)$$

$$d\rho = \frac{\partial \rho}{\partial p} \bigg)_T + \frac{\partial \rho}{\partial T} \bigg)_p$$

$$\frac{1}{\rho} \frac{\partial \rho}{\partial p} \bigg)_T = \frac{1}{(m/\nabla)} \frac{\partial(m/\nabla)}{\partial p} \bigg)_T = -\frac{1}{\nabla} \frac{\partial \nabla}{\partial p} \bigg)_T = \kappa = \text{Compressibility}$$

$$-\frac{1}{\rho} \frac{\partial \rho}{\partial T} \bigg)_p = -\frac{1}{(m/\nabla)} \frac{\partial(m/\nabla)}{\partial T} \bigg)_p = \frac{1}{\nabla} \frac{\partial \nabla}{\partial T} \bigg)_p = \beta = \text{Thermal Expansion}$$

$$\frac{d\rho}{\rho} = \kappa dp - \beta dT \quad \frac{d\nabla}{\nabla} = -\kappa dp + \beta dT$$

$$\text{Water: } \kappa = 5.8 \times 10^{-10} / (N/m^2)$$

$$\beta = 1.48 \times 10^{-4}/K$$

$$\Delta p = 190 \text{ atm}, \quad \frac{d\rho}{\rho} = \kappa dp = 5.8 \times 10^{-10} (190) (101000) = 0.01$$

$$\Delta T = 100^0 K, \quad \frac{d\rho}{\rho} = -\beta dT = -1.48 \times 10^{-4} (100) = -0.015$$

Liquid Water is Incompressible for most applications.

Gases

Perfect Gas: $p = \rho RT$ where R = specific gas constant

Air: $R = 287 \text{ N} \cdot \text{m/kg}^{\circ}\text{K}$

Standard sea level conditions:

$$p = 101,000 \text{ N/m}^2 \quad T = 15^{\circ}\text{C}$$

$$\rho = \frac{p}{RT} = \frac{101000}{287(15+273)} = 1.22 \text{ kg/m}^3$$

$$\kappa = \frac{1}{\rho} \frac{\partial \rho}{\partial p} \Big|_T = \frac{RT}{p} \frac{\partial(p/RT)}{\partial p} \Big|_T = \frac{1}{p}$$

$$\beta = -\frac{1}{\rho} \frac{\partial \rho}{\partial T} \Big|_p = -\frac{RT}{p} \frac{\partial(p/RT)}{\partial T} \Big|_p = \frac{1}{T}$$

$$\frac{d\rho}{\rho} = \kappa dp - \beta dT = \frac{dp}{p} - \frac{dT}{T}$$

At standard sea level conditions

$$\kappa = 1/101000 = 9.9 \times 10^{-6} / (\text{N/m}^2), \quad \beta = 1/288 = 3.47 \times 10^{-3} / ^{\circ}\text{K}$$

For an isotropic process, $p \propto \rho^\gamma$ or $\frac{dp}{p} = \gamma \frac{d\rho}{\rho}$

With the momentum equation $dp = -\rho V dV$

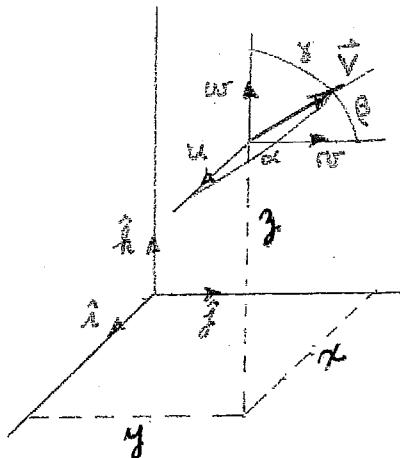
$$\frac{d\rho}{\rho} = -\frac{1}{\gamma p} \rho V dV = -\frac{\rho}{2\gamma p} dV^2$$

For a 2% change in density, we get $V = 68.6 \text{ m/s}$.

Air is essentially incompressible for $V < 70 \text{ m/s}$.

Flow Field Characteristics

Velocity Vector: $\vec{V} = u\hat{i} + v\hat{j} + w\hat{k}$



$$V = \sqrt{u^2 + v^2 + w^2}$$

$$u = V \cos \alpha$$

$$v = V \cos \beta$$

$$w = V \cos \gamma$$

Steady flow: Velocity at each point in space is constant

$$\vec{V} = \vec{V}(x, y, z)$$

Unsteady flow: $\vec{V} = \vec{V}(x, y, z, t)$

Examples: Oscillating flows

Start up process

Moving vehicle/fixed observer

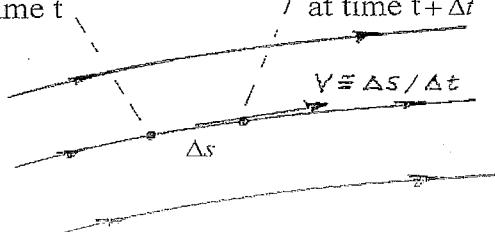
Observer moving with a vehicle

at constant velocity = steady

Velocity measurement from displacement of small particles

Particle position
at time t

Particle position
at time $t + \Delta t$



Particle trajectories: $\frac{dx}{dt} = u$, $\frac{dy}{dt} = v$, $\frac{dz}{dt} = w$

Flow Visualization:

Particles on a liquid surface

Dye streams in liquids

Smoke streams in gases

One and Two dimensional flows

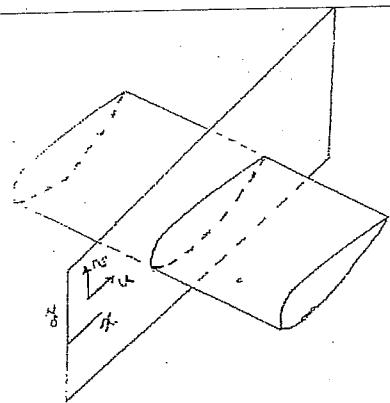


Figure 1.7 Two Dimensional Flow

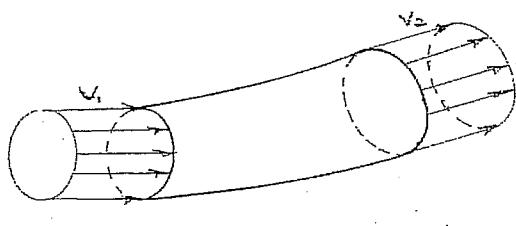


Figure 1.8 One Dimensional Flow

Shear stress and friction

$$\tau = \lim_{\Delta A \rightarrow 0} \frac{\Delta F_t}{\Delta A}$$

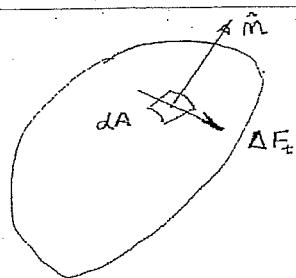


Figure 1.13 Shear force

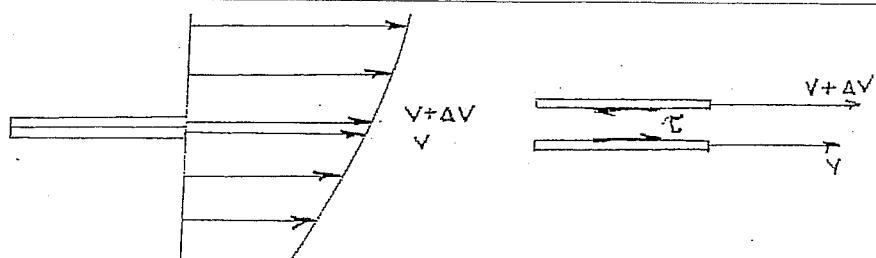
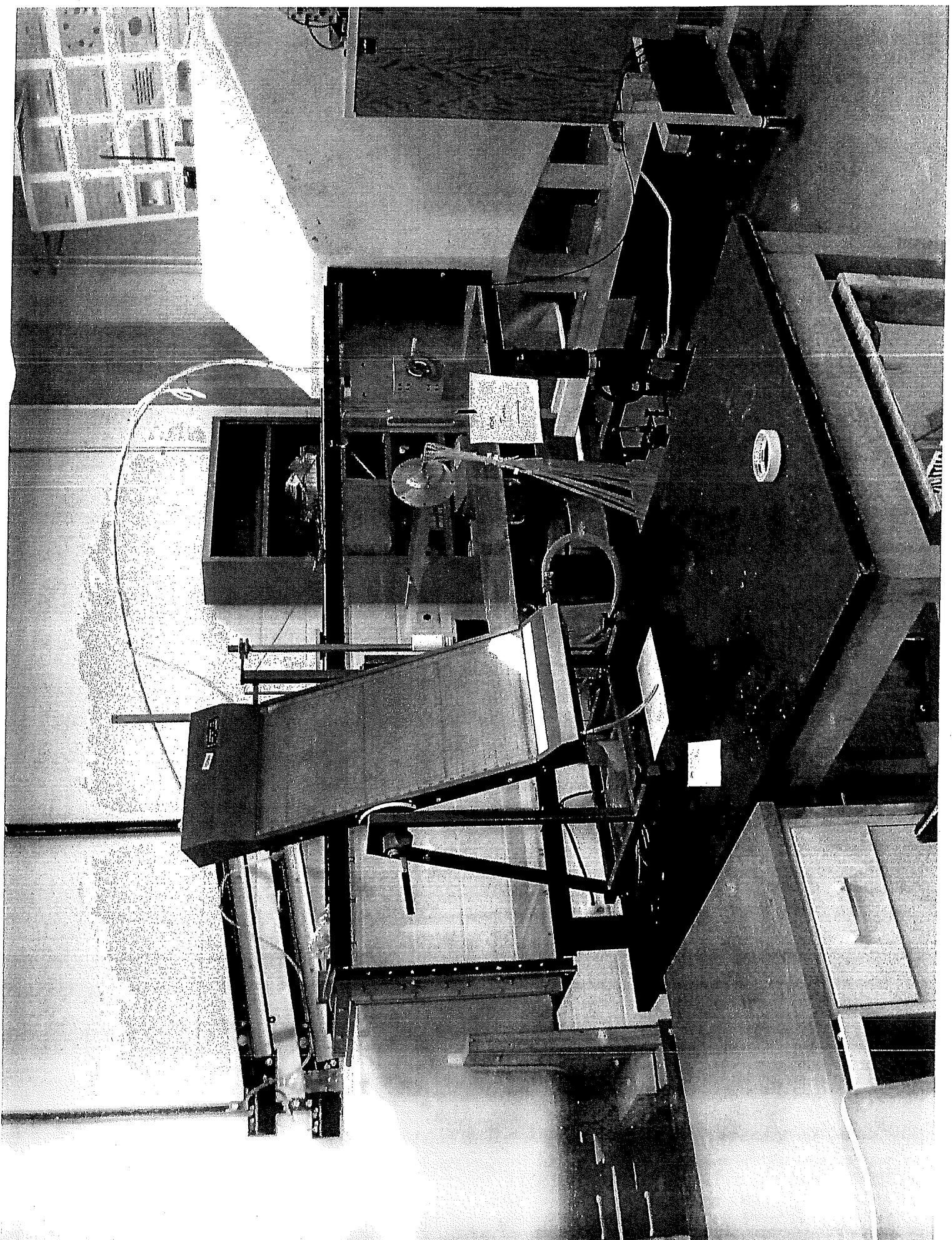
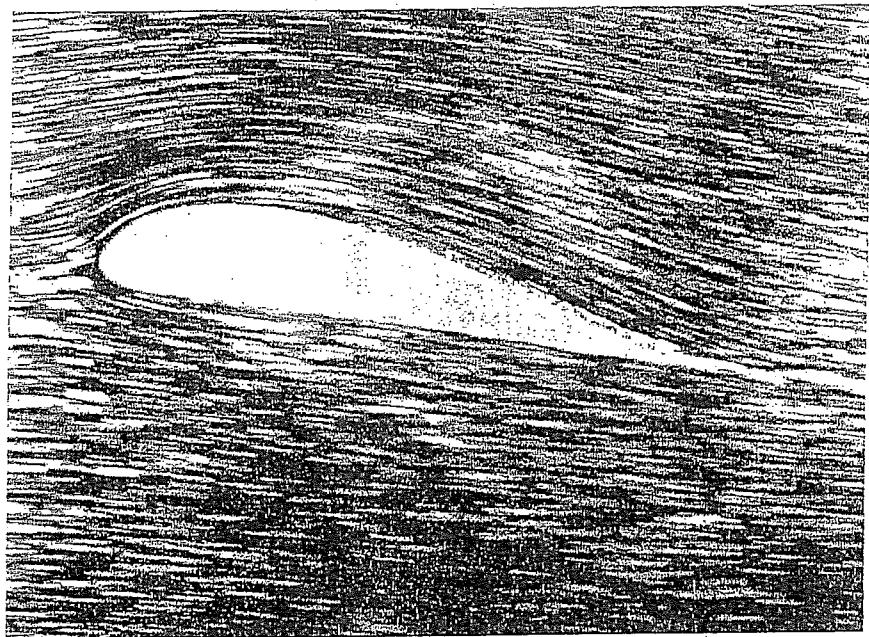
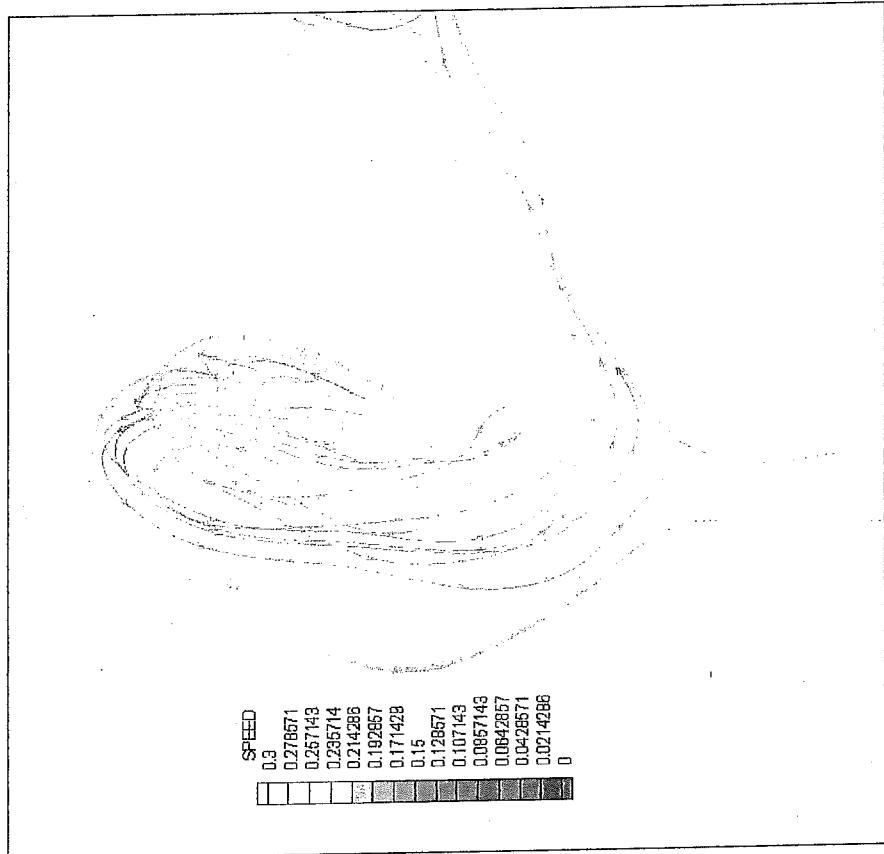


Figure 1.14 Relative motion and shear stress

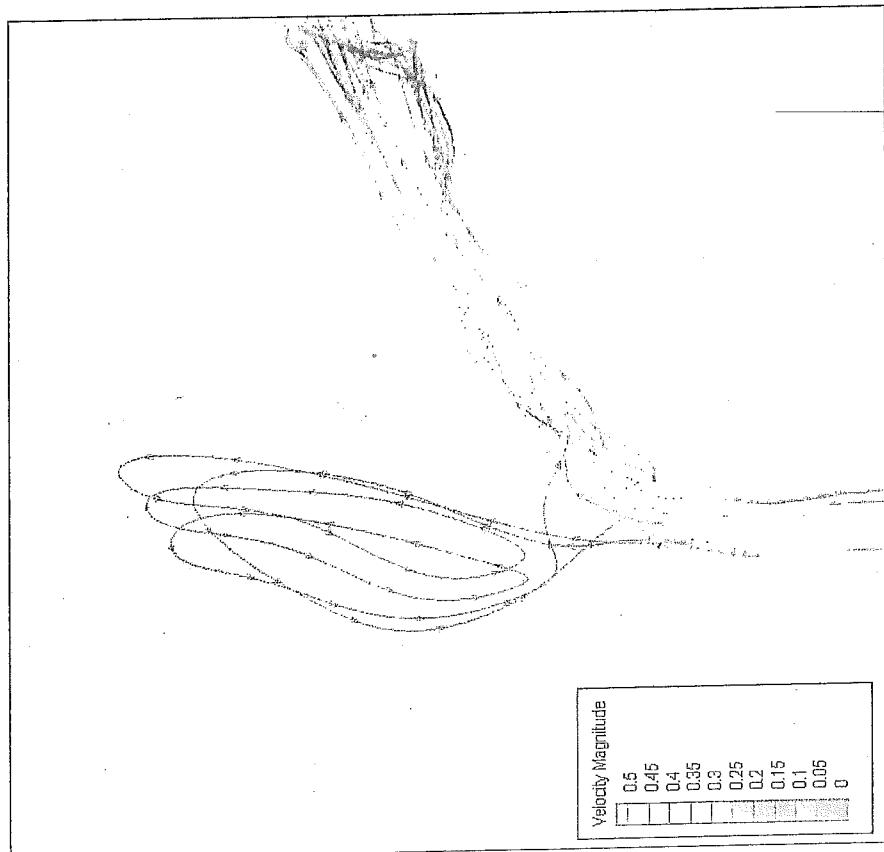




Particle Path



No patch



Patch

FUNDAMENTAL LAWS

FOR A SYSTEM

SYSTEM: A defined quantity of matter

Conservation of Matter:

$$D/Dt \text{ (mass)} = 0$$

Newton's Second Law:

$$D/Dt \text{ (momentum)} = \text{Sum of Forces}$$

= Pressure +
Gravity +
Friction

First Law of Thermodynamics:

$$D/Dt \text{ (energy)} = \text{Heat Transfer} + \\ \text{Work Done}$$

$$\text{Energy} = \text{Internal} + \text{Kinetic}$$

APPROACHES

Analytical: Fundamental Understanding

Preliminary Design

Experimental: Fundamental Understanding

Proof of Concept

Model Testing

Prototype Testing

Computational: Fundamental Understanding

Design and Testing