

# Classes 19: Fluid Mechanics

## AP Physics

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# Files for You to Download

Download from the school website:

1. 19-fluidMechanics.pdf—This presentation. If you want to print the slides on paper, I recommend printing 4 slides per page.
2. 20-Homework.pdf—Homework assignment for Classes 19 and 20, which cover Fluid Mechanics and Thermodynamics

Please download/print the PDF file before each class. When you are taking notes, pay particular attention to things I say that aren't necessarily on the slides.

# Disclaimer

## Use of Calculus

Fluid mechanics is part of the AP Physics 2 Exam, which does not require calculus. However, in the interest in completeness, *some* calculus will still be used when deriving equations.

# What is a Fluid

- **The simplistic explanation:** anything that flows
- **The scientific explanation:** Any substances that deform *continuously* under oblique stress

# Properties of Fluids

## Density

# Continuity

A fluid is considered to be continuous in space.

# Properties of Fluids

## Viscosity

# Hydrostatics



# Buoyancy

## Everything Floats a Little

When an object is submerged inside a fluid (e.g. water, air, etc), the fluid exerts a pressure at the surface of the object. We can integrate the pressure over the entire surface area and find the total force the fluid exerts on the object.

## Derivation of Buoyance Force

We can integrate the pressure over the entire surface to find the total force, or take some knowledge of vector calculus (divergence theorem):

$$\mathbf{B} = - \oint_S p \mathbf{n} dS = - \iiint \nabla p dV$$

Since pressure is given by  $p = \rho g z$ —a function in  $z$  only—the gradient easy to compute:  $\nabla p = \rho g \hat{\mathbf{k}}$ , giving us

$$\mathbf{B} = \rho_{\text{fluid}} g \hat{\mathbf{k}} \iiint dV = \rho_{\text{fluid}} g V \hat{\mathbf{k}}$$

# Derivation of Buoyance Force

Although the derivation required a lot of calculus, the expression of buoyance force is *very* straightforward:

$$\mathbf{B} = \rho_{\text{fluid}} g V \hat{\mathbf{k}} = m_{\text{fluid}} g \hat{\mathbf{k}}$$

where  $\rho_{\text{fluid}}$  is the density of the displaced fluid, and  $V$  is the volume displaced. This equation is known as **Archimedes' principle**.

**Buoyance force has a magnitude that equals to the weight of the fluid displaced by the submerged object, pointing upward.**

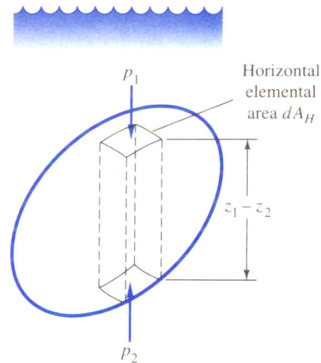
# An Easier Explanation of Buoyancy

## Not Much Calculus

There is a simpler way to find the buoyance force, by taking an infinitesimal “tube” of the object, and finding the pressure difference between the top and bottom of the tube:

$$\begin{aligned}\mathbf{B} &= \int (p_2 - p_1) dA \\ &= \rho g \int (z_2 - z_1) dA \\ &= \rho g V\end{aligned}$$

which is the same expression that we got with calculus.



# Buoyancy

Note that buoyancy does not depend on:

- the mass of the immersed object, or
- the density of the immersed object

Objects immersed in a fluid have an “apparent weight” that is reduced by the buoyance force:

$$\mathbf{W} = \mathbf{W} - \mathbf{B}$$

$$\mathbf{W} = (\rho_{\text{obj}} - \rho_{\text{fluid}})\mathbf{g}V$$

$\mathbf{W}'$  is proportional to the relative density ( $\rho' = \rho_{\text{obj}} - \rho_{\text{fluid}}$ )

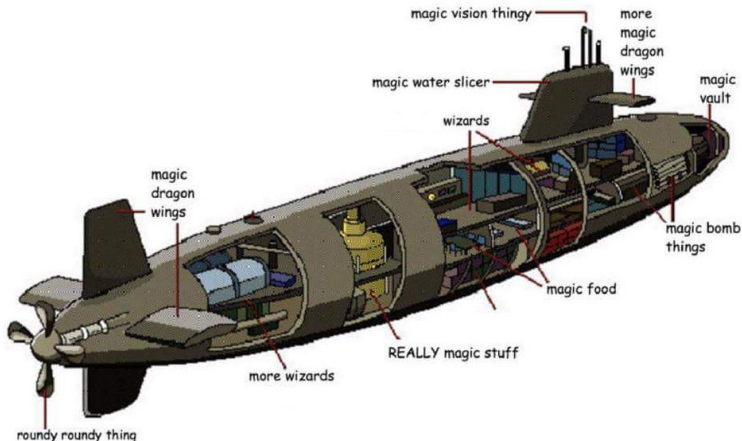
# Buoyancy

For a submerged object:

Densities	$B > W_{\text{obj}}$	$B = W_{\text{obj}}$	$B < W_{\text{obj}}$
$\rho_{\text{obj}} < \rho_{\text{fluid}}$	object rises	float on surface	object sinks
$\rho_{\text{obj}} = \rho_{\text{fluid}}$		neutral buoyancy	
$\rho_{\text{obj}} > \rho_{\text{fluid}}$			

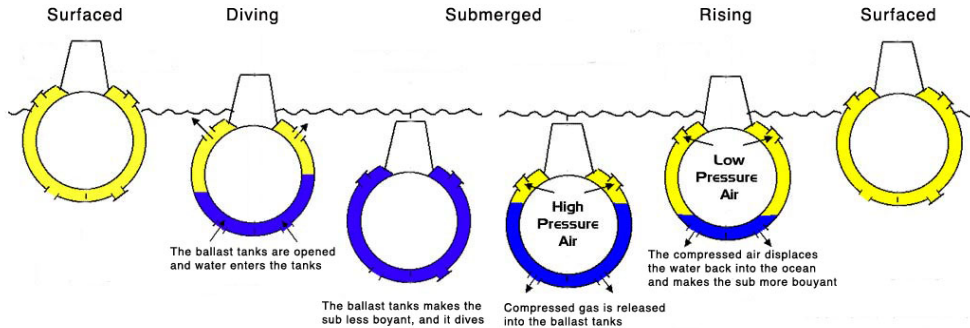
# How Submarines Work

Like this?



# How Submarines Work

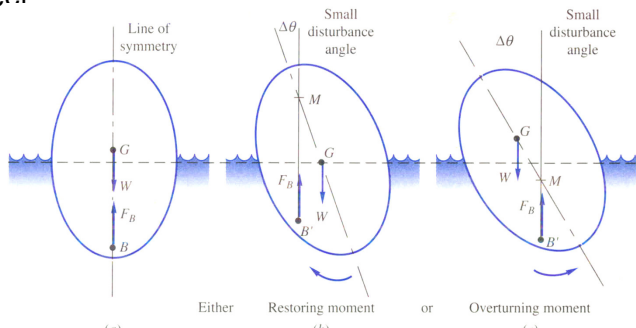
Like most ships, a submarine does not naturally sink because of the buoyance force. When a submarine submerges, water needed to be pumped inside “ballast tanks” to make the ship heavier.





# Stable? Or unstable?

- Buoyance force  $\mathbf{B}$  acts at the *center of buoyancy* (CB) of the submerged object
  - The CB is the CG *if the object has constant density*
  - The actual CG of the object may be at a different position
  - Sometimes the object is not fully submerged
- Therefore  $\mathbf{F}_g$  and  $\mathbf{B}$  may act at different points, creating a torque/moment on the object



# Fluid Flow

Flow of fluid out of a surface requires us to look at the flux function again:  
Volume flux is defined as:

$$\Phi_V = \int \mathbf{V} \cdot d\mathbf{A}$$

where  $\mathbf{V}$  is the velocity (vector field) at the surface, and  $d\mathbf{A}$  is the infinitesimal area pointing **outwards**. We can also express volume flux using the outward normal unit vector  $\hat{\mathbf{n}}$ :

$$\Phi_V = \int \mathbf{V} \cdot \hat{\mathbf{n}} dA$$

# Bernoulli Equation

$$p_1 + \frac{1}{2}\rho v_1^2 + \rho g z_1 = p_2 + \frac{1}{2}\rho v_2^2 + \rho g z_2$$

The term  $\frac{1}{2}\rho v^2$  is called “dynamic pressure”

# Bernoulli Equation

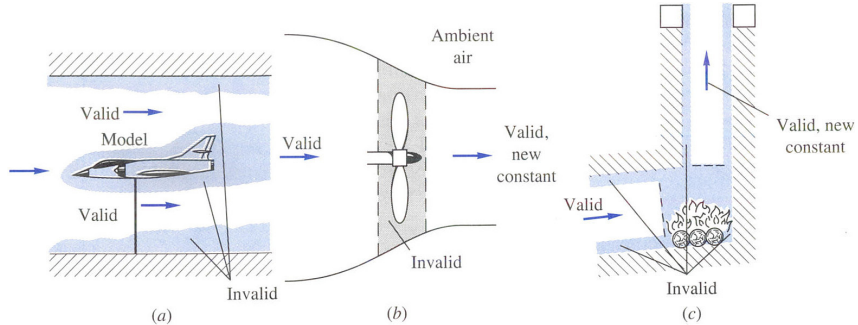
$$p_1 + \frac{1}{2}\rho v_1^2 + \rho g z_1 = p_2 + \frac{1}{2}\rho v_2^2 + \rho g z_2$$

Bernoulli's equation is valid when

- the flow is **steady** (independent of time)
- the flow is **incompressible**—compressibility (i.e. changes in density of the fluid) effects are negligible for Mach number  $M < 0.30$
- the flow **along a single streamline**
- there is **no shaft work** done along the streamline between 1 and 2
- there is **no heat transfer** along the streamline between 1 and 2

# Bernoulli Equation

Regions where Bernoulli equation is valid:



# How Does A Wing Work?

When air flows past a wing, a force is generated