

PASSIVE SCALAR

Diffusion Equation ($\vec{q} = -D\nabla C$)

(derive!)
Mass continuity: $\frac{\partial C}{\partial t} = -\nabla \cdot \vec{q}$
(derive!)
Fick's law: $\vec{q} = -D\nabla C$ (mass flux by diffusion)

$$\frac{\partial C}{\partial t} = D\nabla^2 C : \frac{\partial C}{\partial t} = D \left(\frac{\partial^2 C}{\partial x^2} + \frac{\partial^2 C}{\partial y^2} + \frac{\partial^2 C}{\partial z^2} \right)$$

Solution (1D, 2D, 3D)

1D: $C(x,t) = \frac{M}{\sqrt{2\pi}\sigma} e^{-\frac{x^2}{2\sigma^2}}$ where $\sigma = \sqrt{2Dt}$ (spread width) $\frac{d\sigma}{dt} = \frac{D}{\sigma}$ (rate of spread)

2D: $C(x,y,t) = \frac{M}{2\pi\sigma^2} e^{-\frac{x^2+y^2}{2\sigma^2}}$ \downarrow C decays faster as no. of dimension increases:

3D: $C(x,y,z,t) = \frac{M}{(2\pi)^{3/2}\sigma^3} e^{-\frac{x^2+y^2+z^2}{2\sigma^2}}$
1D: $C \sim \sigma^{-1} \sim t^{-1/2}$
2D: $C \sim \sigma^{-2} \sim t^{-1}$
3D: $C \sim \sigma^{-3} \sim t^{-3/2}$

Boundary Condition.

Reflector at ($x=h$): $q_x(x=h) = -D \frac{\partial C}{\partial x} \Big|_{x=h} = 0$

$$C(x,t) = \frac{M}{\sqrt{2\pi}\sigma} e^{-\frac{(x-0)^2}{2\sigma^2}} + \frac{M}{\sqrt{2\pi}\sigma} e^{-\frac{(x-2h)^2}{2\sigma^2}}$$

Absorber at ($x=h$): $C(x=h) = 0$

$$C(x,t) = \frac{M}{\sqrt{2\pi}\sigma} e^{-\frac{(x-0)^2}{2\sigma^2}} - \frac{M}{\sqrt{2\pi}\sigma} e^{-\frac{(x-2h)^2}{2\sigma^2}}$$

Initial Condition: $C(t=0)$

1. $C(t=0) = M\delta(x)$ — dirac's delta function
unit: $1/x$
eq. $[\delta(x,y,z)] = m^{-3}$

2. or if arbitrary:
 $C(t=0) = C_0(x) \rightarrow M(x') = C_0(x')\delta x'$
sol. becomes:
 $C(x,t) = \int_{-\infty}^{\infty} \frac{C_0(x',t=0)}{\sqrt{2\pi}\sigma} e^{-\frac{(x-x')^2}{2\sigma^2}} dx'$

3. or if initially gaussian:
 $C(t=0) = C_0(x) = \frac{M}{\sqrt{2\pi}\sigma_0} e^{-\frac{x^2}{2\sigma_0^2}}$
sol. becomes:
 $C(x,t) = \frac{M}{\sqrt{2\pi}\sigma} e^{-\frac{x^2}{2\sigma^2}}$, but $\sigma^2 = \sigma_0^2 + 2Dt$

Advection + Diffusion ($\vec{q} = \vec{u}C$)

Advection mass flux
 $\vec{q} = \vec{u}C - D\nabla C$ (sub into $\frac{\partial C}{\partial t} = -\nabla \cdot \vec{q}$)
advection diffusion

$$\frac{\partial C}{\partial t} + \vec{u} \cdot \nabla C = D\nabla^2 C : \frac{\partial C}{\partial t} + u \frac{\partial C}{\partial x} + v \frac{\partial C}{\partial y} + w \frac{\partial C}{\partial z} = D \left(\frac{\partial^2 C}{\partial x^2} + \frac{\partial^2 C}{\partial y^2} + \frac{\partial^2 C}{\partial z^2} \right)$$

Solution: $X = x - ut, Y = y - vt, Z = z - wt$

eg. $\frac{\partial C}{\partial t} + u \frac{\partial C}{\partial x} + v \frac{\partial C}{\partial y} = 0, C_0(x,y) = \frac{M}{2\pi\sigma_0^2} e^{-\frac{x^2+y^2}{2\sigma_0^2}}$ (60 constant)
sol. $C(x,y,t) = C_0(X,Y,t)$
 $= \frac{M}{2\pi\sigma_0^2} e^{-\frac{(x-ut)^2 + (y-vt)^2}{2\sigma_0^2}}$
 $= \frac{M}{2\pi\sigma_0^2} e^{-\frac{[(x-ut)^2 + (y-vt)^2]}{2\sigma_0^2}}$
this example is pure advection!
if advection-diffusion:
- solve diffusion first
- then replace $X = x - ut, Y = y - vt, Z = z - wt$

Péclet Number.

$Pe = \frac{\text{advection}}{\text{diffusion}} = \frac{u_0 L_0}{D}$, if Pe is big: advection dominate (can ignore diffusion)
if Pe is small: diffusion dominate (can ignore advection)

Continuous Release.

$$\frac{\partial C}{\partial t} + \vec{u} \cdot \nabla C = D\nabla^2 C + M\delta(x,y,z)$$

\downarrow solution $m(t') = M\delta t', \sigma = \sqrt{2D(t-t')}$
Diffusion only:
3D: $C(x,y,z,t) = \int_0^t \frac{M}{(2\pi)^{3/2}\sigma^3} e^{-\frac{r^2}{2\sigma^2}} dt' = \frac{M}{4\pi D r} \text{erfc}\left(\frac{r}{\sqrt{4Dt}}\right)$

3D steady: $C(x,y,z) = \frac{M}{4\pi D r}$ (steady: not time dependent)

Diffusion-advection:
3D steady: $C(x,y,z) = \frac{M}{4\pi D r} e^{-\frac{u}{2D}(r-x)}$ $\left\{ \begin{array}{l} \text{solved from full eqn:} \\ \frac{\partial C}{\partial t} + u \frac{\partial C}{\partial x} + v \frac{\partial C}{\partial y} + w \frac{\partial C}{\partial z} = D \left(\frac{\partial^2 C}{\partial x^2} + \frac{\partial^2 C}{\partial y^2} + \frac{\partial^2 C}{\partial z^2} \right) + M\delta(x,y,z) \end{array} \right.$

3D steady + far field: $C(x,y,z) = \frac{M}{2\pi\sigma_0^2} e^{-\frac{y^2+z^2}{2\sigma_0^2}}$, $\sigma^2 = \frac{2Dx}{u}$ $\left\{ \begin{array}{l} \text{solved from simplified eqn:} \\ \frac{\partial C}{\partial t} + u \frac{\partial C}{\partial x} = D \left(\frac{\partial^2 C}{\partial y^2} + \frac{\partial^2 C}{\partial z^2} \right) + M\delta(x,y,z) \end{array} \right.$
(derived from 2D instantaneous release. sub $x = ut$)
- advection only in x
- diffusion only in y, z

2D steady + far field: $C(x,y) = \frac{M}{\sqrt{2\pi} u \sigma} e^{-\frac{y^2}{2\sigma^2}}$, $\sigma^2 = \frac{2Dx}{u}$
($t \rightarrow \infty, x \rightarrow \infty$)
(far field means only advection in x , no diffusion)

Turbulence Dispersion ($\vec{q} = \overline{u'C'}$)

from advection + diffusion:

$$\vec{q} = \vec{u}C - D\nabla C$$

Reynold's averaging the \vec{u} and C (from advection)

$$u(t) = \bar{u} + u'(t); C(t) = \bar{C} + C'(t)$$

$$\overline{uC} = \overline{(\bar{u} + u')(\bar{C} + C')} = \bar{u}\bar{C} + \overline{u'C'} + \overline{u'\bar{C}} + \overline{\bar{u}C'}$$

$$\vec{q} = \bar{u}\bar{C} + \overline{u'C'} - D\nabla \bar{C}$$
 (sub \vec{q} into $\frac{\partial \bar{C}}{\partial t} = -\nabla \cdot \vec{q}$)

$$\frac{\partial \bar{C}}{\partial t} + \bar{u} \cdot \nabla \bar{C} = D_T \nabla^2 \bar{C}$$

$$\vec{u} = \begin{pmatrix} \bar{u} \\ \bar{v} \\ \bar{w} \end{pmatrix}$$

0 as $D_T \gg D$

\downarrow solution: replace D with D_T

$$\bar{C}(x,y,z,t) = \frac{M}{(2\pi)^{3/2}\sigma^3} e^{-\frac{x^2+y^2+z^2}{2\sigma^2}}, \sigma = \sqrt{2D_T t}$$

if turbulence anisotropic:

$$D_T = [D_{Tx}, D_{Ty}, D_{Tz}]$$

$$\frac{\partial \bar{C}}{\partial t} + \vec{u} \cdot \nabla \bar{C} = D_{Tx} \frac{\partial^2 \bar{C}}{\partial x^2} + D_{Ty} \frac{\partial^2 \bar{C}}{\partial y^2} + D_{Tz} \frac{\partial^2 \bar{C}}{\partial z^2}$$

$$\bar{C}(x,y,z,t) = \frac{M}{(2\pi)^{3/2}\sigma_x\sigma_y\sigma_z} e^{-\left(\frac{x^2}{2\sigma_x^2} + \frac{y^2}{2\sigma_y^2} + \frac{z^2}{2\sigma_z^2}\right)}$$

Shear Dispersion ($\vec{q} = \langle \vec{u}\tilde{C} \rangle$)

from advection + diffusion:

$$\vec{q} = \vec{u}C - D\nabla C$$

Reynold's and Depth averaging the u and C :

$$u = U + \tilde{u} + u'$$

$$C = \langle \bar{C} \rangle + \tilde{C} + C'$$

$$\vec{q} = U\langle \bar{C} \rangle + \langle \tilde{u}\tilde{C} \rangle + \langle \tilde{u}C' \rangle - D \frac{\partial \langle \bar{C} \rangle}{\partial x}$$
 (sub \vec{q} into $\frac{\partial \langle \bar{C} \rangle}{\partial t} = -\nabla \cdot \vec{q}$)

$$\frac{\partial \langle \bar{C} \rangle}{\partial t} + U \frac{\partial \langle \bar{C} \rangle}{\partial x} = D_T \frac{\partial^2 \langle \bar{C} \rangle}{\partial x^2} + D_T \frac{\partial^2 \langle \bar{C} \rangle}{\partial y^2} + D_T \frac{\partial^2 \langle \bar{C} \rangle}{\partial z^2}$$

$$\vec{q}_{\text{shear}} = \langle \tilde{u}\tilde{C} \rangle = -D_s \frac{\partial \langle \bar{C} \rangle}{\partial x}$$

0 as $D_s \gg D_T \gg D$

\downarrow solution: replace D with D_s

$$\langle \bar{C} \rangle(x,y,z,t) = \frac{M}{(2\pi)^{3/2}\sigma^3} e^{-\frac{x^2+y^2+z^2}{2\sigma^2}}, \sigma = \sqrt{2D_s t}$$

The Boussineq Approximation

Definition of buoyancy: Buoyancy is the reduced gravity acceleration acting on a fluid parcel.

b = (rho_h - rho) / rho_o * g approx (T - T_o) / T_o * g (note that T_o must be expressed in Kelvin!)

rho(x) is density of the parcel of fluid at location x; rho_h(x) is the density of surrounding at height x; rho_o is a suitable reference density (eg. rho_o = rho_h(z=0) is often used)

ACTIVE SCALAR

Table with 3 columns: Source condition, Continuous (in time), Discontinuous (in time). Rows include Momentum flux, Buoyancy flux, and Momentum flux and buoyancy flux.

Introduction to Dimensional Analysis. using thermal as example (cause it is simple) Every phenomenon has a driver and obey conservation laws. For thermal, the driver is the discontinuous source of buoyancy flux, F_o And total buoyancy, B = bV is conserved. (even though b(t) and V(t) changes with time) Question: How R(t), b(t), and z(t) changes with time? [R] = L, [b] = LT^-2, [B] = L^4 T^-2, [t] = T -> R(t) ~ B^1/4 t^1/2, b(t) ~ B^1/4 t^-3/2, z ~ B^1/4 t^1/2 (and if wind blow horizontally: x ~ vt, z ~ sqrt(z))

Emptying Boxes (Simple case)

replenish source modelled as F (if there's any), no stratification

Part 1: What Drives a flow?

1. Temperature Difference creates Density Differences (Boussineq)

According to the eqn of state (or known as The Boussineq Approx.), fluid density depends on temperature:

b = (rho_o - rho) / rho_o * g approx (T - T_o) / T_o * g (taking reference p and T as equal to surrounding) rho = rho_o - rho_o * (T - T_o) / T_o -> rho = rho_o (1 - beta(T - T_o)) -> lighter fluid (T > T_o) is lighter (rho < rho_o)

2. Density Differences create Hydrostatic Pressure Differences (Hydrostatic)

When the fluid is at rest (but not necessary in equilibrium), pressure is determined by the height of fluid column above it.

dp/dz = -rho g { high density: pressure decreases rapidly with height low density: pressure decreases slowly with height. (if question starts by asking how temp. dif. drives flow?) dp/dz = -rho_o g + (rho_o / T_o) (T - T_o) g -> pressure changes is proportional to T - T_o

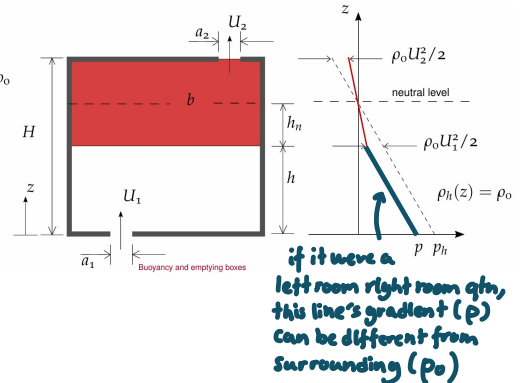
Because pressure drops at different rates outside and inside (or left and right), a pressure difference (delta p) develops between it at any given height (except at neutral level)

3. Pressure differences drives flow. (Bernoulli)

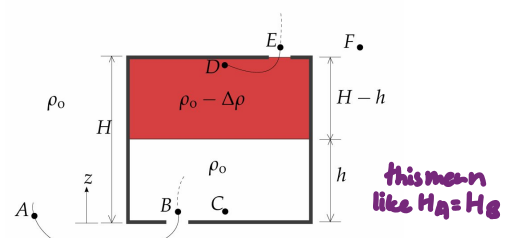
Fluids move from areas of high pressure to area of low pressure. The magnitude of this pressure difference determines the velocity of the air through the opening.

delta p = 1/2 rho v^2 -> potential energy (pressure) converts into kinetic energy (velocity)

Part 2: Sketch the Pressure Distribution.



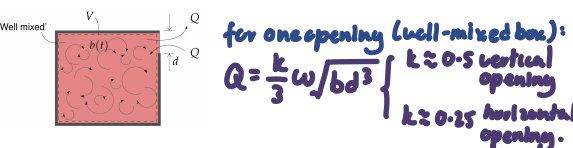
Part 3: Calculate Flow Rate (Q)



Bernoulli's: rho_o * v^2 / 2 + p + integral from 0 to z of rho(x) g dz = constant kinetic pressure potential

- 1. A-B, D-E: rho_o * v^2 / 2 + p = constant (p g z constant -> same height)
- 2. C-D: p + integral from 0 to z of rho(x) g dz = constant (1/2 rho_o v^2 constant -> v=0 is the box)
- 3. B-C doesn't follow Bernoulli's as there is energy lost (due to vena contraction). Hence: B-C: p = constant (pressure balance assumption)

By solving all these equations, we get the formula: Q = A* sqrt(2b(H-h)), A* = sqrt(a1^2 a_o^2 / (a1^2 + a_o^2)) F (buoyancy flux) = Qb



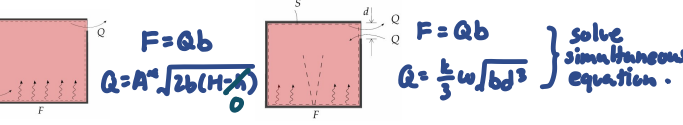
Part 4: Transient vs Steady State.

no sources replenishing the 'heated' layer there's replenishing source of buoyancy. Replenish = F_out = Qb

1. Transient: How long to empty the box?

dh/dt = Q(t) / S, Q = A* sqrt(2b(H-h)) solution: h/H = 1 - (1 - t/t_e)^2, t_e = (2S/A*) * (H/2b)^1/2 db/dt = -b(t) * Q(t) / V, Q = k/3 * omega / sqrt(b d^3) solution: b/b_o = (1 + t/t_e)^-2, t_e = 6V / (k omega (b_o d)^1/2)

2. Steady: Freplenish = F_out = Qb (F, Q, b given, find the other 2)



eg. if given F, solve for Q and b: (treat F as a constant) Q = (2A*^2 F H)^1/3 b = (F^2 / (2A*^2 H))^1/3 b = (3F / (k omega d^3/2))^2/3 Q = k/3 * omega / sqrt(b d^3)

Part 1: Turbulent Jets vs. Turbulent Plumes.

* Characteristic quantity: w_m = M/Q, r_m = Q/sqrt(2M), b_m = F/Q (plumes only)

Turbulent Jets

- 1. Driver A continuous source of momentum (M_o) with zero buoyancy (b=0)
- 2. Physics Driven by inertia (initial kick) Scale with Momentum flux (M)
- 3. Conservation Laws Volume flux INCREASED (dQ/dz > 0) due to entrainment. Momentum flux CONSERVED (dM/dz = 0). No external forces acting on it. Buoyancy Flux (F) is zero. No buoyancy (b=0)

Turbulent Plumes

- 1. Driver A continuous source of Buoyancy flux (F_o) (eg. heat source, fire, fresh water salt water)
- 2. Physics Driven by gravity acting on density differences (b = (rho_h - rho) / rho_o) Fluid accelerates as it rises.
- 3. Conservation Laws Volume flux INCREASED (dQ/dz > 0) due to entrainment. Momentum flux INCREASED (dM/dz > 0). The buoyancy force creates acceleration, constantly adding momentum to the flow. Buoyancy flux CONSERVED (dF/dz = 0). Heat is neither created nor destroyed, just spread out.

(everything that is not conserved can be find as a function of time by using dimensional analysis)

Part 2: Dimensional Analysis

Turbulent Jets

The only quantity that are known: [M] = L^4 T^-2, [z] = L We can hence solve for: 1. Volume flux, Q: [Q] = [M]^1/2 [z]^-1 -> Q proportional to M_o^1/2 z^-1 2. Velocity, w_m: [w] = [M]^1/4 [z]^-1 -> w_m proportional to M_o^1/4 z^-1 3. Radius, r_m: [r] = [Q][M]^-1/2 -> r_m proportional to z

Turbulent Plumes

The only quantity that are known: [F] = L^4 T^-3, [z] = L We can hence solve for: 1. Volume flux: [Q] = [F]^1/3 [z]^5/3 -> Q proportional to F_o^1/3 z^5/3 2. Momentum flux: [M] = [F]^2/3 [z]^4/3 -> M proportional to F_o^2/3 z^4/3 3. Velocity, w_m: [w] = [F]^1/3 [z]^-1/3 -> w_m proportional to F_o^1/3 z^-1/3 4. Buoyancy, b_m: [b] = [F]^1/3 [z]^-5/3 -> b_m proportional to F_o^1/3 z^-5/3

(although w_m, r_m, b_m can be found using dimensional analysis, in exam it is more practical to calculate Q (and M for plume) and then use characteristic eqn.) (Note that if it is planar jets / plume: Q, M, F are all per unit length, eg. [Q] = L^2 T^-1)

Part 3: Emptying Filling Box (turbulent plume sources)

1. One isolated point source of buoyancy (Turbulent Plume)

Steady state: dV/dt = C F^1/2 h^5/3 - A* sqrt(2b(H-h)) = 0 d(bV)/dt = F - b A* sqrt(2b(H-h)) = 0

Trying to solve for: What h gives steady-state? unknown: F, b, A*, h, H (A* and H are constants) -> 3 unknowns, 2 eqn... -> remember characteristic eqn: b = F / (C F^1/2 h^5/3) = F^1/2 / (C h^5/3) solution: sqrt(2) A* = (z^5 / (1 - z))^(1/2) (use numerical method) (A*^2, z^5)

2. Multiple equal isolated point source

Single turbulent plume: Q proportional to F^1/3 n small turbulent plume: Q proportional to n (F/n)^1/3 (total buoyancy flux still equal to F) Q proportional to n^2/3 F^1/3 solution: sqrt(2) A* = (z^5 / (1 - z))^(1/2) it's weird that there is just n without any power that's because Q proportional to n (A*)^2/3 -> n^2/3 proportional to (A*)^2/3

3. Multiple unequal isolated point source

Q = A* sqrt(2b_1(h_1 - h_1) + 2b_2(H - h_1)) F_1 = Q_1(h_1) * b_1 F_2 = Q_2(h_1) * b_2 - Q_1(h_1) * b_1 can be used even if no turbulent plume point source eg. transient state emptying box replace Q in dh/dt = Q/S if it is multiple layer. * if stratified instead of layers: Q = A* (integral from 0 to H of b(z) dz)^1/2