

Blocked Area Calculation Report (Step-wise)

File: 0.6b 1hz 30um.csv

Pressure: 0.6 bar

Device: 30um

Date: 2026-01-02 16:50:13

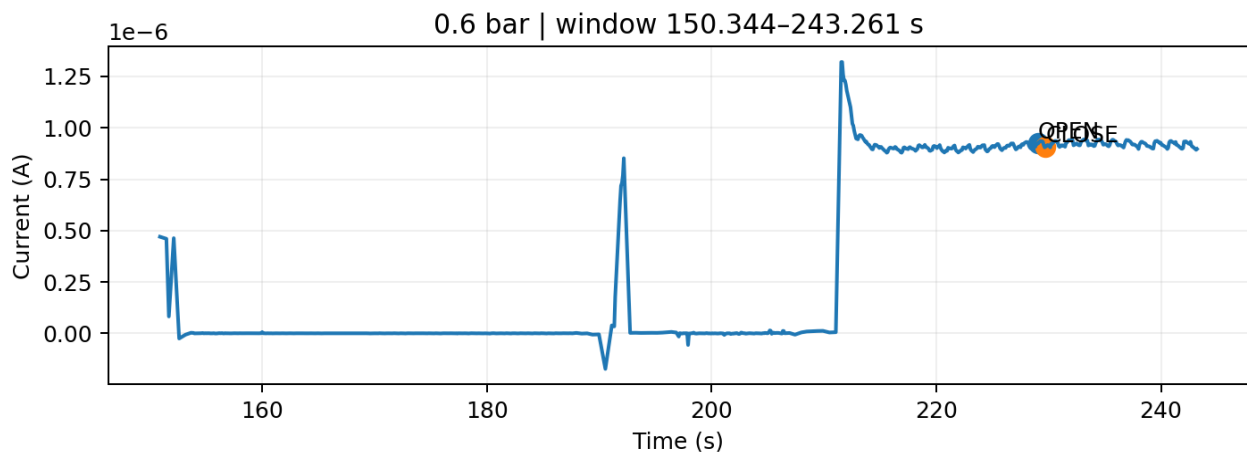
1) Selected window

Window start = 150.343533 s, Window end = 243.261355 s

2) Picked points (NO averaging; single raw datapoint)

Point	Snapped time (s)	Snapped current (A)
OPEN	229.067363	9.240000000000e-07
CLOSE	229.729041	9.080000000000e-07

3) Window plot with selected points



4) Experimental blocked area (exact order)

```
V = 1.0 V
ρ = 0.0896 Ω·m, l = 0.000145 m, w = 0.0001 m, d = 3e-05 m
A = wxd = 3e-09 m², ρl = ρxl = 1.2992e-05 Ω·m²
G_open = |I_open/V| = |9.240000000000e-07/1.0| = 9.240000000000e-07 S
G_closed = |I_close/V| = |9.080000000000e-07/1.0| = 9.080000000000e-07 S
R_open = 1/G_open = 1.08225e+06 Ω
R_closed = 1/G_closed = 1.10132e+06 Ω
ΔR = R_closed - R_open = 19070.5 Ω
k = (A×ΔR)/(ρl) = 4.4036
A'/A = 1/(1+k) = 0.185062
Blocked% = 100×(1 - A'/A) = 81.4938 %
```

5) Theoretical blocked area (PDF-style: sector – triangle)

[1] Input Parameters

```
Pressure (P) = 0.6 bar = 60000 Pa
Membrane radius (a) = 50.00 μm = 0.00500 cm
Membrane thickness (t) = 1.50 μm = 0.00015 cm
Young's modulus (E) = 7.00e+06 Pa
Poisson's ratio (ν) = 0.3
Constant (C_f) = 2.67
Effective modulus (E') = E/(1-ν) = 1.00e+07 Pa
Channel cross-section A = 3.00000e-05 cm²
```

[2] Intermediate Calculations

```
Factor = (a × P × C_f) / (E' × t)
        = (0.00500 × 60000 × 2.67) / (1.00e+07 × 0.00015)
        = 0.53400
w = a × factor^(1/3)
  = 0.00500 × (0.53400)^(1/3)
  = 0.00406 cm = 40.56 μm
r = (a² + w²) / (2w)
  = (5.00000e-03 + 1.64551e-05) / (2 × 0.00406)
  = 0.00511 cm
θ = 2 × arcsin(a / r)
  = 2 × arcsin(0.00500 / 0.00511)
  = 2.72637 rad
Triangle Area = a × (r - w)
               = 0.00500 × (0.00511 - 0.00406)
               = 5.26618e-06 cm²
Sector Area = 0.5 × r² × θ
             = 0.5 × 0.00511² × 2.72637
             = 3.55918e-05 cm²
Arc (Blocked) Area = Sector - Triangle
                   = 3.55918e-05 - 5.26618e-06
                   = 3.03256e-05 cm²
```

[3] Final Result

```
Blocked Area (%) = (Arc Area / Channel Area) × 100
                  = (3.03256e-05 / 3.00000e-05) × 100
                  = 101.09 %
```