

Blocked Area Calculation Report (Step-wise)

File: 2.4b 0.5hz 55um.csv

Pressure: 2.4 bar

Device: 55um

Date: 2026-01-02 16:47:47

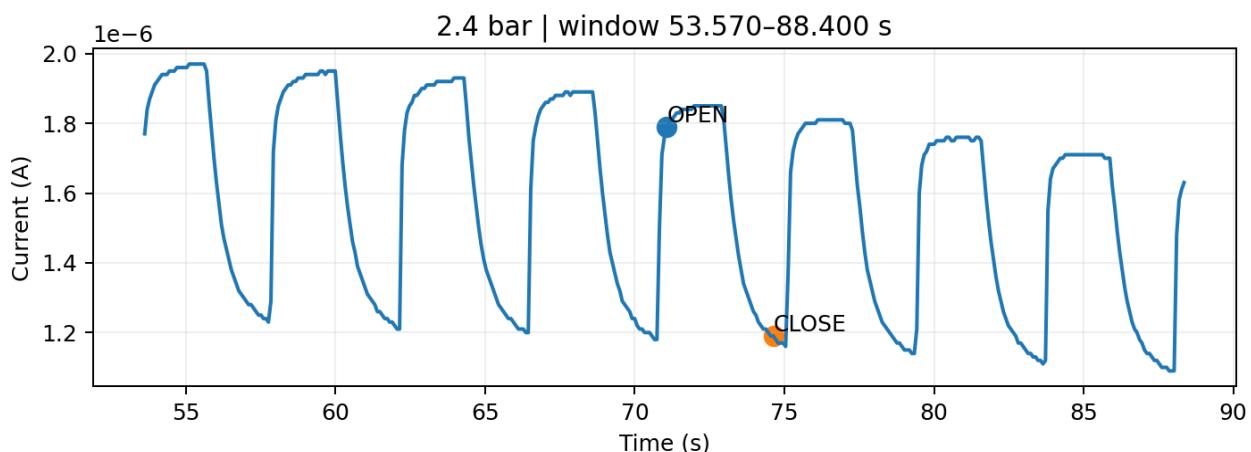
1) Selected window

Window start = 53.569998 s, Window end = 88.399836 s

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

Point	Snapped time (s)	Snapped current (A)
OPEN	71.072210	1.790000000000e-06
CLOSE	74.628167	1.190000000000e-06

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 = 5.5e-05 m
A = wxd = 5.5e-09 m², p1 = ρxl = 1.2992e-05 Ω·m²
G_open = |I_open/V| = |1.790000000000e-06/1.0| = 1.790000000000e-06 S
G_closed = |I_close/V| = |1.190000000000e-06/1.0| = 1.190000000000e-06 S
R_open = 1/G_open = 558659 Ω
R_closed = 1/G_closed = 840336 Ω
ΔR = R_closed - R_open = 281677 Ω
k = (AxΔR)/(p1) = 119.244
A'/A = 1/(1+k) = 0.0083164
Blocked% = 100x(1 - A'/A) = 99.1684 %
```

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

[1] Input Parameters

Pressure (P) = 2.4 bar = 240000 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 = 5.50000e-05 cm²

[2] Intermediate Calculations

```
Factor = (a × P × C_f) / (E' × t)
       = (0.00500 × 240000 × 2.67) / (1.00e+07 × 0.00015)
       = 2.13600

w = a × factor^(1/3)
   = 0.00500 × (2.13600)^(1/3)
   = 0.00644 cm = 64.39 μm

r = (a² + w²) / (2w)
   = (5.00000e-03 + 4.14643e-05) / (2 × 0.00644)
   = 0.00516 cm

θ = 2 × arcsin(a / r)
   = 2 × arcsin(0.00500 / 0.00516)
   = 2.64095 rad

Triangle Area = a × (r - w)
                = 0.00500 × (0.00516 - 0.00644)
                = -6.39213e-06 cm²

Sector Area = 0.5 × r² × θ
                = 0.5 × 0.00516² × 2.64095
                = 3.51700e-05 cm²

Arc (Blocked) Area = Sector - Triangle
                     = 3.51700e-05 - -6.39213e-06
                     = 4.15621e-05 cm²
```

[3] Final Result

```
Blocked Area (%) = (Arc Area / Channel Area) × 100
                  = (4.15621e-05 / 5.50000e-05) × 100
                  = 75.57 %
```