

## Solid and Fluid Mechanics

Solids, Liquids, Gases  
 Fluids

stress  $\rightarrow$  Force per unit area



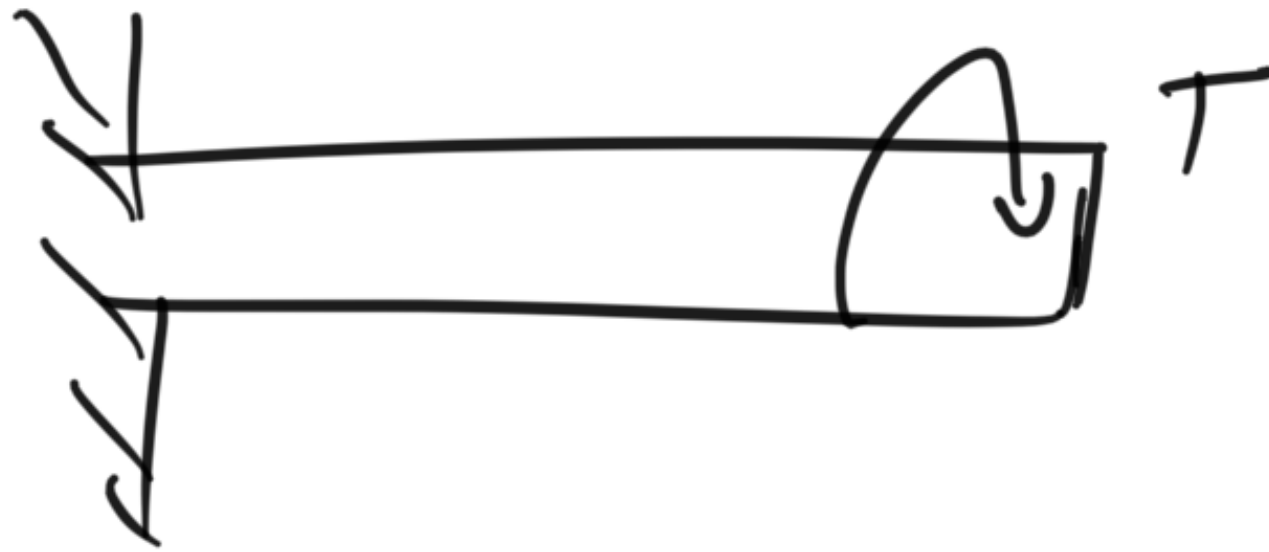
$$\vec{F} = F_n \hat{e}_n + F_{t1} \hat{e}_{t1} + F_{t2} \hat{e}_{t2}$$

$F_n$  (component along  $\hat{n}$ )

normal force (or Axial force)

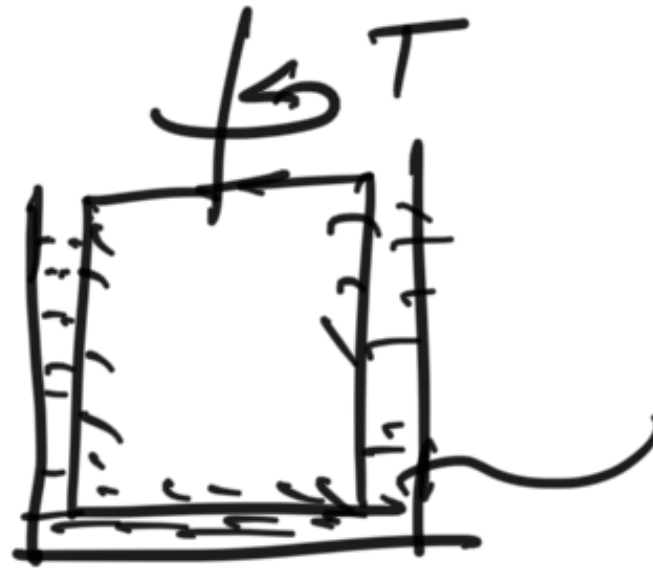
$\tau_{t1}, \tau_{t2} \rightarrow$  shear force components

response to applied shear force distinguishes solid and fluid.



Solid  
Deformation comes to an equilibrium deformation

Fluids



fluid between 2 containers.

rotate the inner container by applying a Torque  $T$ .

Fluid  $\rightarrow$  fluid continues to rotate as long as  $T$  is applied.

Fluid is substance which continuously deforms

Fluid  $\rightarrow$  substance which deforms continuously under the action of a shear force (however small it may be)

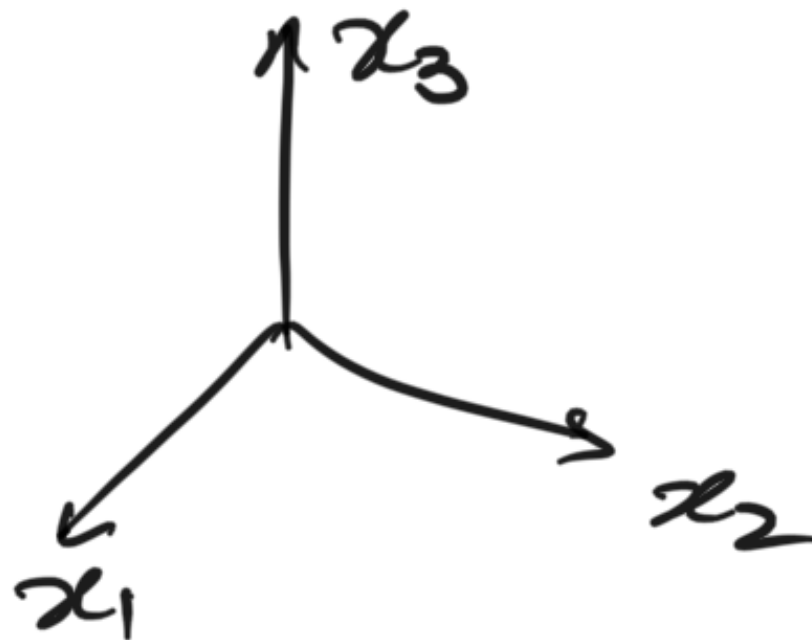
However, fluid offers resistance to the applied shear force and there is an equilibrium velocity which is attained. (Resistance offered by fluid is due to property called viscosity).

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## Introduction to tensor notation

Cartesian tensors

axes:

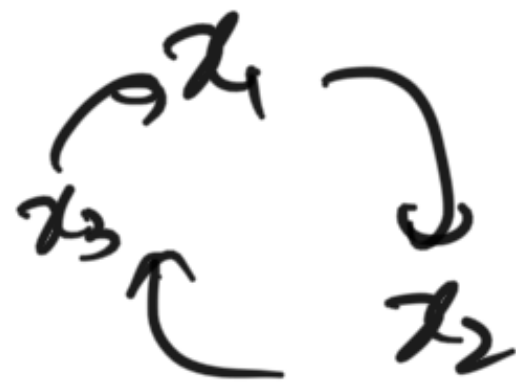


3 mutually  
 $\perp$  directions  
 $x_1, x_2, x_3$   
(fixed in reference  
frame)

$$x_1 \perp x_2 \perp x_3.$$

Right handed sense:

right hand, rotate fingers from  $x_1$  to  $x_2 \rightarrow$  thumb points in  $x_3$ .

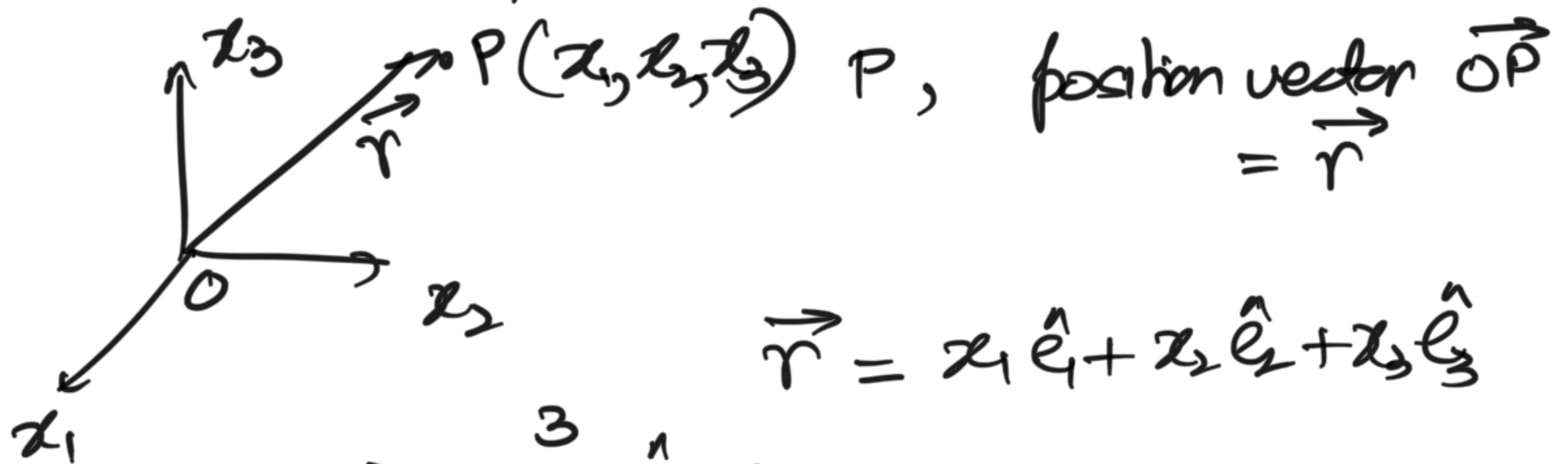


$\hat{e}_1, \hat{e}_2, \hat{e}_3 \rightarrow$  unit vectors along  $x_1, x_2, x_3$  (respectively)

$$\left. \begin{aligned} \hat{e}_1 \cdot \hat{e}_2 &= 0 \\ \hat{e}_1 \cdot \hat{e}_3 &= 0 \\ \hat{e}_2 \cdot \hat{e}_3 &= 0 \\ \hat{e}_i \cdot \hat{e}_i &= 1 \end{aligned} \right\} \quad \hat{e}_i \cdot \hat{e}_j = \delta_{ij}$$

↓  
Kronecker delta

$$\delta_{ij} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$



$$\vec{r} = x_1 \hat{e}_1 + x_2 \hat{e}_2 + x_3 \hat{e}_3$$

$$\vec{r} = \sum_{i=1}^3 \hat{e}_i \cdot x_i$$

$$\vec{r} = \sum_{i=1}^3 \hat{e}_i x_i$$

Introduce summation convention, where if an index is repeated, then  $\sum$  term is not written, it is implied.

$$\vec{r} = \hat{e}_i x_i$$

$j^{\text{th}}$  component of vector  $\vec{r} = x_j$

$$x_j = \hat{e}_j \cdot \vec{r} = \hat{e}_j \cdot \hat{e}_i x_i = \delta_{ji} x_i$$

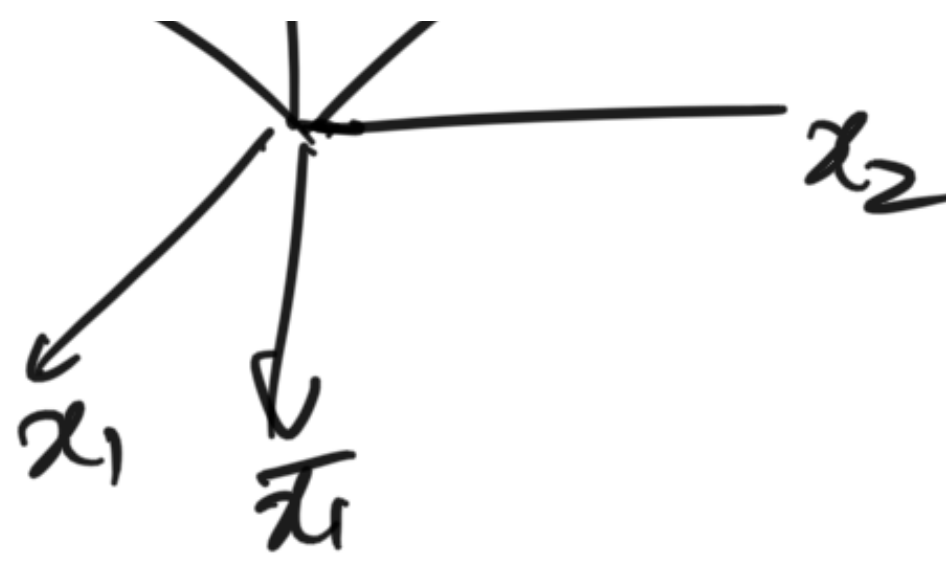
$$x_j = \delta_{ji} x_i$$

$$\delta_{lm} a_l = a_m$$

$$\delta_{ii} = \delta_{11} + \delta_{22} + \delta_{33} = 3 \quad (\text{not } 1)$$



~~for~~



$\underline{E} \rightarrow x_1, x_2, x_3$   
 rotate/reflect <sup>axes</sup> keeping  
 origin same

new system  $\underline{\bar{E}}$  axes  $(\bar{x}_1, \bar{x}_2, \bar{x}_3)$   
 $\bar{e}_1, \bar{e}_2, \bar{e}_3$  (unit <sup>new</sup> vectors)

$$\bar{e}_i \cdot \bar{e}_j = \delta_{ij}$$

$$\vec{r} = \bar{e}_j \bar{x}_j$$

$\vec{r}$  stays same (components change)

$E_i$  (old axes)

$\bar{E}_j$  (new axes)

related by direction cosines

$$a_{ij} = \underline{e}_i \cdot \bar{\underline{e}}_j \quad / \quad \text{cosine of angle between}$$

i axis and j axis)

$$\vec{r} = x_i \hat{e}_i = \bar{x}_j \hat{e}_j$$

$$\hat{e}_k \cdot \vec{r} = x_k = \underbrace{\hat{e}_k \cdot \bar{x}_j \hat{e}_j}_{a_{kj}} = a_{kj} \bar{x}_j$$

$$\boxed{x_k = a_{kj} \bar{x}_j}$$

$$\vec{r} = x_i \hat{e}_i$$

dot product with  $\hat{e}_k$

$$\hat{e}_k \cdot \vec{r} = \bar{x}_k = \underbrace{\hat{e}_k \cdot \hat{e}_i}_{a_{ik}} x_i$$

$$\boxed{\bar{x}_k = a_{ik} x_i}$$

$$x_j = a_{jk} \bar{x}_k = a_{jk} a_{ik} x_i$$

$$\delta_{ij} x_i = a_{jk} a_{ik} x_i$$

$$\Rightarrow \boxed{a_{jk} a_{ik} = \delta_{ij}}$$

$$\frac{\partial \bar{x}_k}{\partial x_j} = \frac{\partial}{\partial x_j} (x_i a_{ik}) = a_{ik} \frac{\partial x_i}{\partial x_j} = a_{ik} \delta_{ij} = a_{jk}$$

$a_{jk}$   
 $\underbrace{\quad}_{\text{new axes}}$

$j \rightarrow$  old axes  
 $k \rightarrow$  new axes

scalar function  $\phi \rightarrow \frac{\partial \phi}{\partial x_i} = g_i$

gradient of scalar  $\phi$