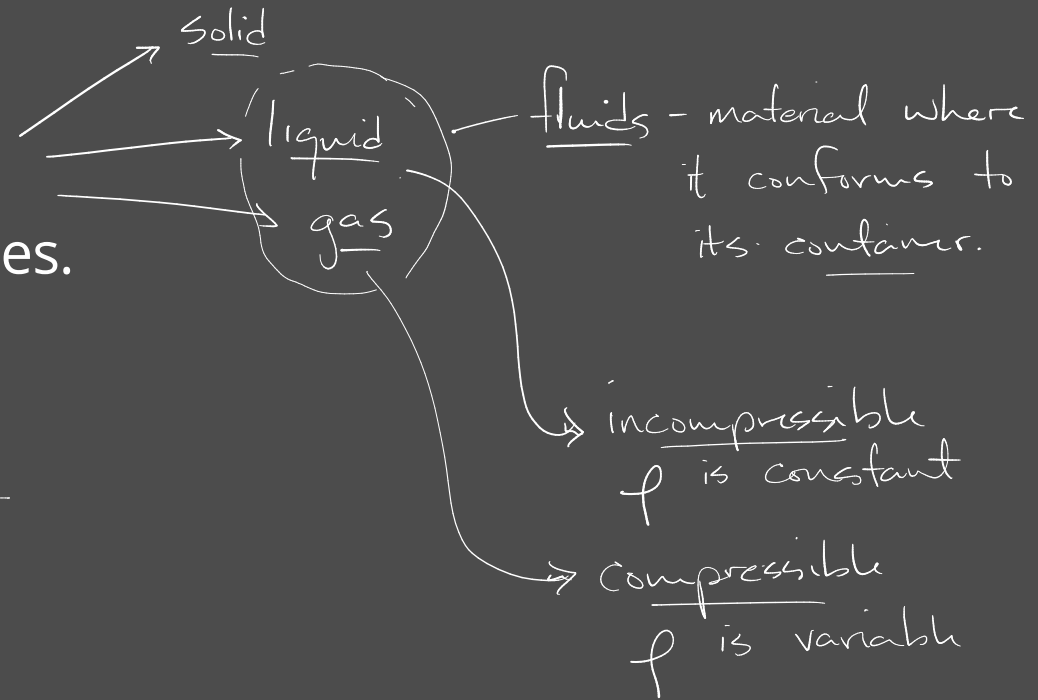


Chapter 9 - Fluids

After this you can

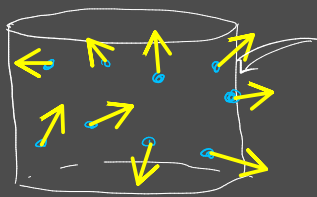
- discuss the states of matter.
- define a fluid and give examples.
- calculate density.
- define and calculate pressure.



$$\text{volumetric mass } \underline{\text{density}} = \frac{\text{mass}}{\text{volume}}$$

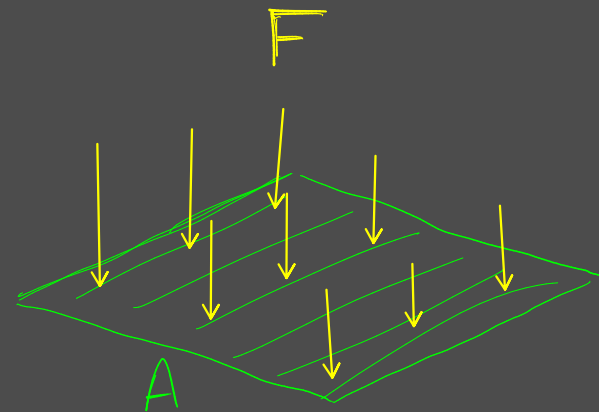
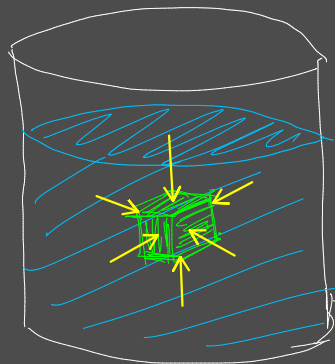
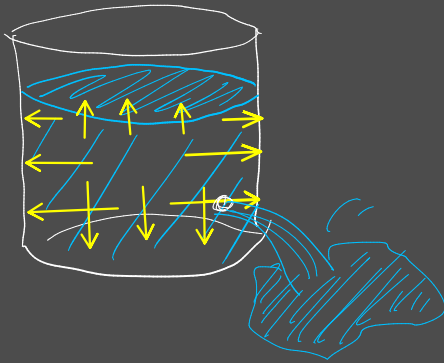
$$\text{"rho"} \rightarrow \rho = \frac{m}{V} \rightarrow \rho \rightarrow \underline{\text{intrinsic material property}}$$

Hydrostatics - no flow of fluid
- atoms are still in motion
no average motion



when this molecule collides
 $\Delta \vec{p} = F_{\text{wall}} \Delta t$

$$F_{\text{wall} \rightarrow \text{gas}} = -F_{\text{gas} \rightarrow \text{wall}}$$



$$\text{Pressure} = \frac{\text{Force}}{\text{Area}}$$

$$\left[\frac{\text{N}}{\text{m}^2} \right] = [\text{Pascal}]$$

$$101.3 \text{ kPa} = 1 \text{ atmosphere}$$

Kilo Pascal

SI

• pascal

• atm

• psi

• mm Hg

• torr

• bar

common

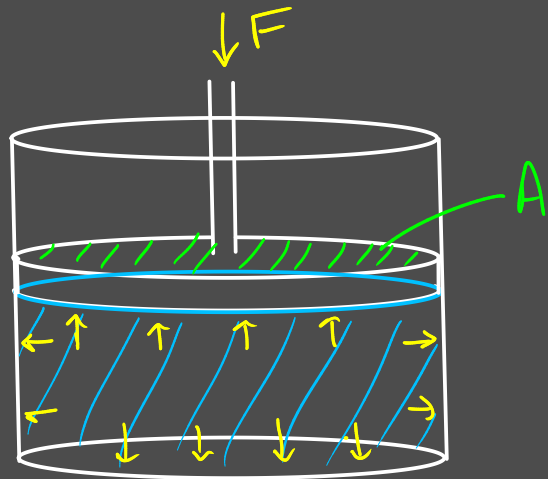
US customary

weather
- health

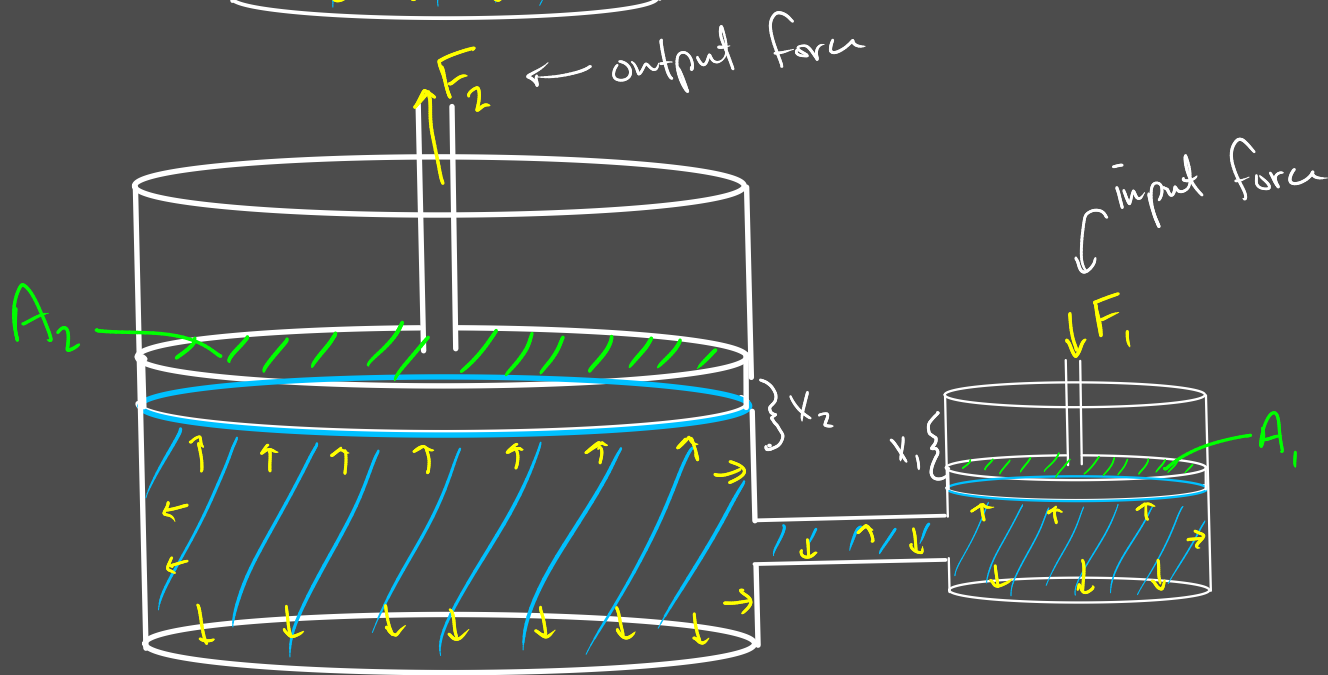
After this you can

- use Pascal's principle to increase an applied force.

↳ a change in pressure is transmitted throughout the fluid } • confined fluid
• ignore weight of fluid



$$P = \frac{F}{A}$$



$$\frac{F_1}{A_1} = P = \frac{F_2}{A_2}$$

$$\frac{F_1}{A_1} = \frac{F_2}{A_2}$$

could be very large ratio

$$F_2 = \frac{A_2}{A_1} \cdot F_1$$

But remember the Conservation of Energy

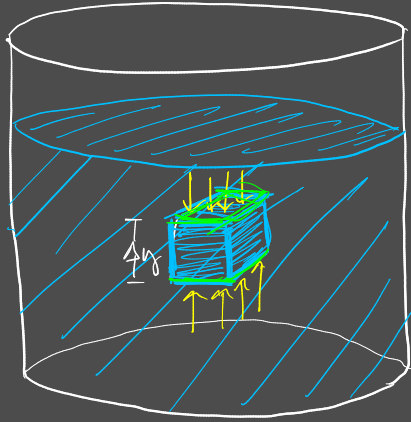
$$W_{in} = W_{out}$$

$$F_1 \cdot x_1 = F_2 \cdot x_2$$

large force $\rightarrow \frac{F_2}{F_1} = \frac{x_1}{x_2} \leftarrow$ small displacement

After this you can

- discuss how pressure changes with under the force of gravity.
- discuss how heavy things float.



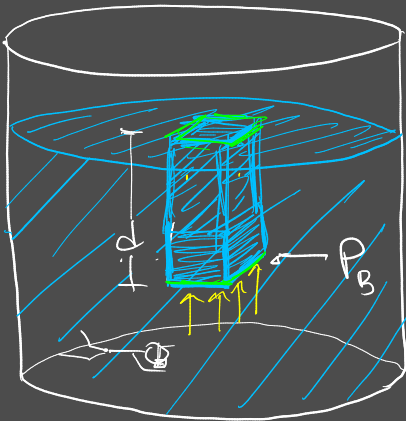
$$-F_{\text{Above}} + F_{\text{Below}} - mg = 0$$

$$-P_A \cdot A + P_B \cdot A - mg = 0$$

$$\rightarrow \rho = \frac{m}{V} \Rightarrow m = \rho V$$

$$-P_A A + P_B A - \rho V \cdot g = 0$$

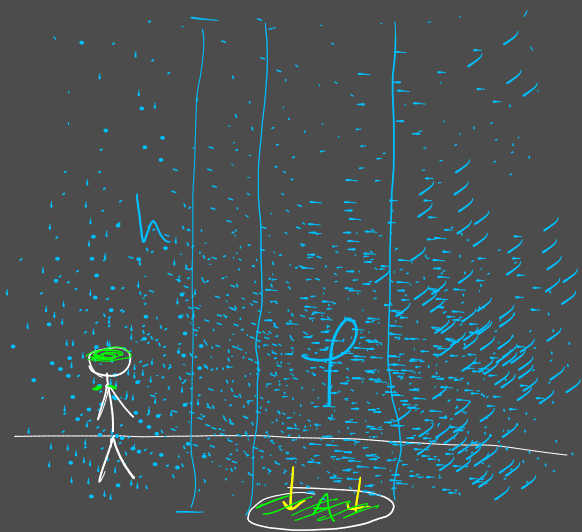
$$\rightarrow V = A \cdot \Delta h$$



$$\frac{-P_A \cancel{A} + P_B \cancel{A} - \rho \cancel{A} \cdot \Delta h \cdot g}{\cancel{A}} = 0$$

$$-P_A + P_B - \rho \Delta h \cdot g = 0$$

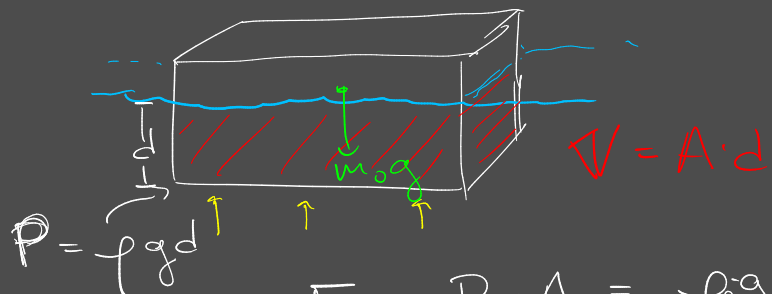
$$P_B = P_A + \rho g \Delta h \leftarrow$$



for an open container
 $P_B = P_{Atm} + \rho g d$

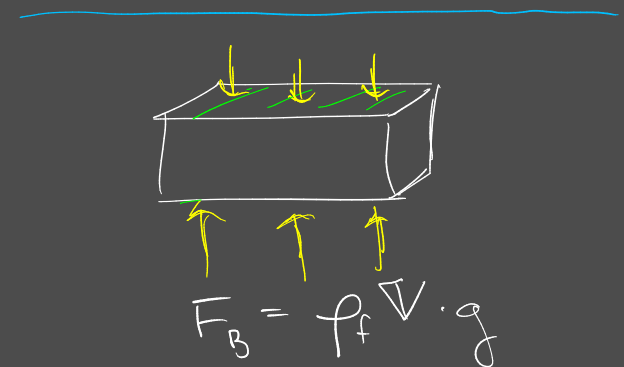
$$\frac{\text{Weight of air above}}{\text{Area}} = \underline{\underline{1 \text{ atm}}} = 101.3 \text{ kPa} = \underbrace{1.013 \cdot 10^5 \text{ Pa}}_{\approx 10^5 \text{ Pa}}$$

$$\approx 15 \frac{\text{lb}}{\text{sq}_f}$$



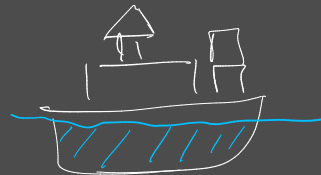
$$F_B = P_B \cdot A = \rho_f g d \cdot A$$

$$F_B = \rho_f g V = g m_f$$



floating object

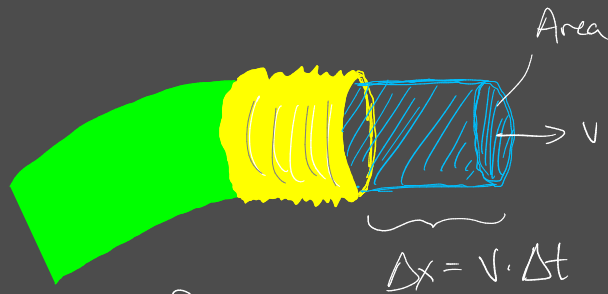
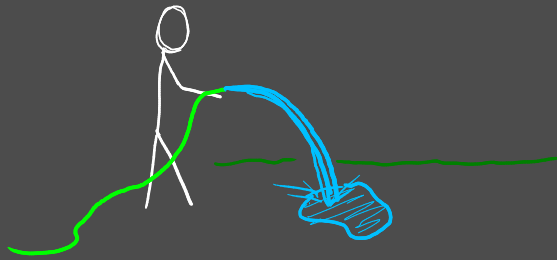
$$\hookrightarrow -m_o g + \rho_f g \cdot A \cdot d = 0$$



After this you can

- discuss flow rate in terms of volume and mass transfer
- discuss Bernoulli's principle using the conservation of energy

hydrodynamics - moving fluids; flow



volumetric flow

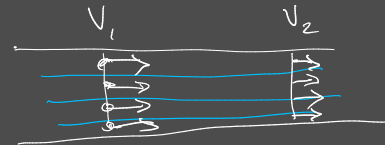
$$\nabla = A \cdot \Delta x$$

$$\nabla = A \cdot v \cdot \Delta t$$

$$\boxed{\frac{\nabla}{\Delta t} = A \cdot v} \quad \text{rate of volume flow}$$

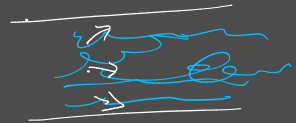
ideal flow
(steady flow)

laminar



nonideal
(unsteady)

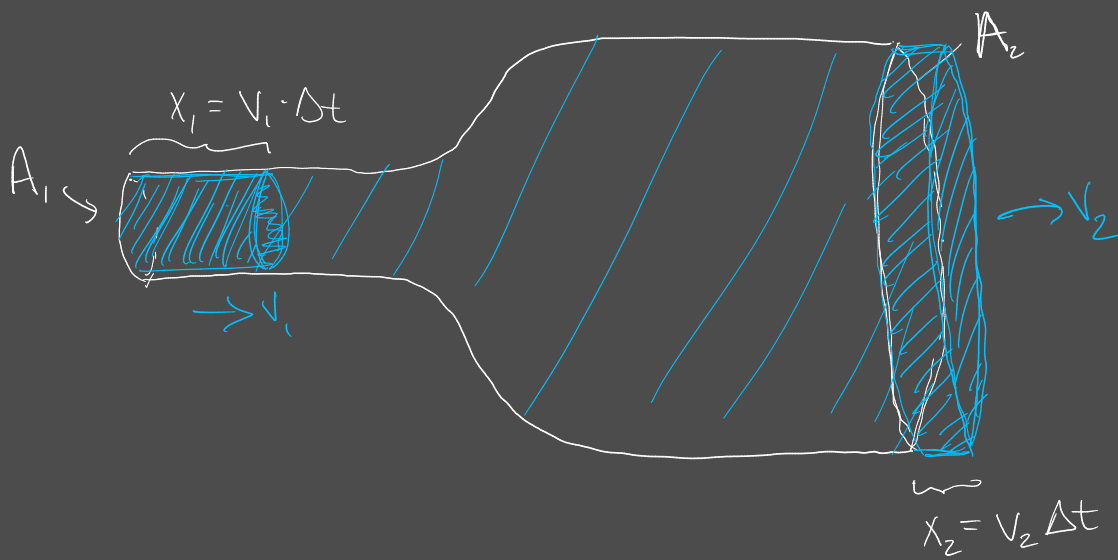
extreme
turbulence



mass flow rate

$$\rho = \frac{m}{\nabla} \Rightarrow \nabla = \frac{m}{\rho}$$

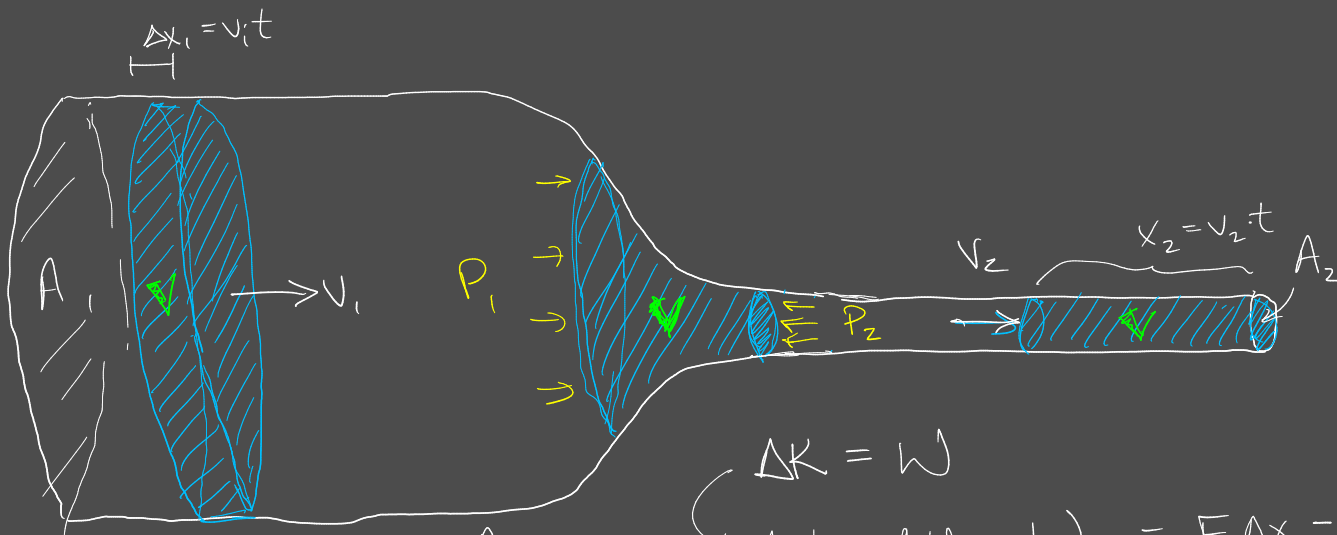
$$\frac{m}{\rho \Delta t} \Rightarrow A \cdot v \Rightarrow \boxed{\frac{m}{\Delta t} = \rho \cdot A \cdot v} \quad \text{mass flow rate}$$



$$A_1 v_1 = A_2 v_2 \leftarrow \text{continuity equation}$$

$\underbrace{A_1 v_1}_{\text{what comes in}} = \underbrace{A_2 v_2}_{\text{what goes out}}$

constriction $\rightarrow \frac{A_1}{A_2} = \frac{v_2}{v_1} \leftarrow \text{slow velocity}$
 widening $\rightarrow \frac{A_2}{A_1} = \frac{v_1}{v_2} \leftarrow \text{faster}$
 $\underbrace{}_{<1} \quad \underbrace{}_{<1}$



$$\Delta K = W$$

$$\Rightarrow \Delta K + \Delta U = W_{nc} = F_1 \Delta x_1 - F_2 \Delta x_2$$

$$K_2 - K_1 + U_2 - U_1 = \underbrace{P_1 A_1 \Delta x_1}_{\nabla} - \underbrace{P_2 A_2 \Delta x_2}_{\nabla}$$

$$= P_1 \nabla - P_2 \nabla = (P_1 - P_2) \nabla = W$$

$\uparrow \text{higher} \quad \downarrow \text{lower}$

