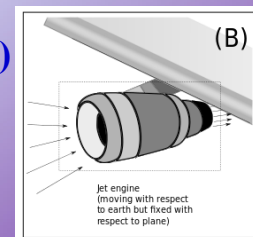
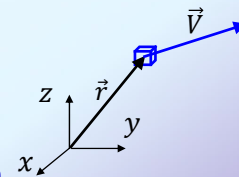




Velocity field

- **Velocity Field $\vec{V}(x, y, z, t)$**
 - **The velocity of a differential control volume of fluid at position (x, y, z) and time t**
- $$\vec{V}(\underbrace{x, y, z}_{\vec{r}}, t) = u(x, y, z, t)\hat{i} + v(x, y, z, t)\hat{j} + w(x, y, z, t)\hat{k} \quad (1.4)$$
- **Mathematics: Functions of 4 independent variables x, y, z, t**
 - **Steady vs. unsteady (or transient) flow: dependence upon t**
 - Depends on the **frame** of reference

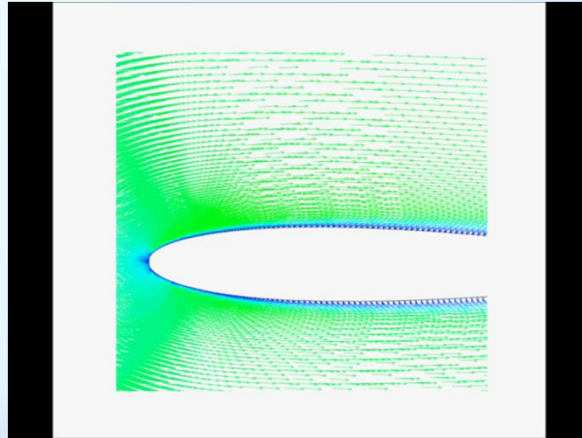


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Eulerian view point

- **Velocity Field**



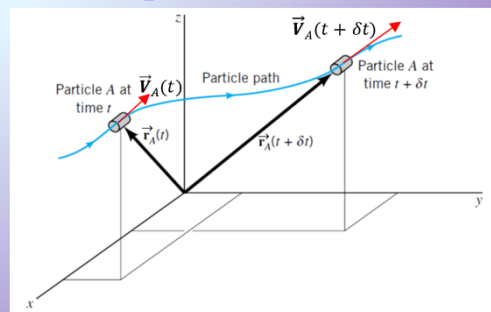
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Lagrangian view point

- **Fluid particle: A differential control mass of fluid**
- **Lagrangian particles A, B, ..., instead of a single field**
- **Particle position $\vec{r}_A(t)$ is a dependent variable**
- **Particle velocity**

$$\vec{V}_A(t) = \frac{d\vec{r}_A(t)}{dt}$$

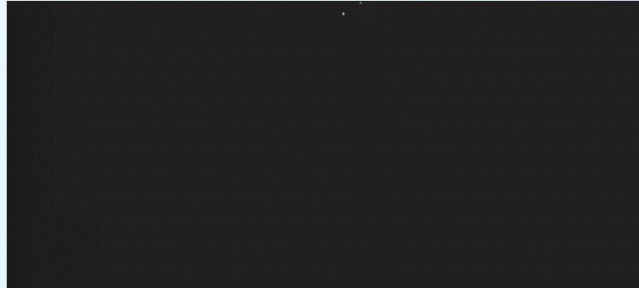


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Lagrangian view point

- Particle velocity



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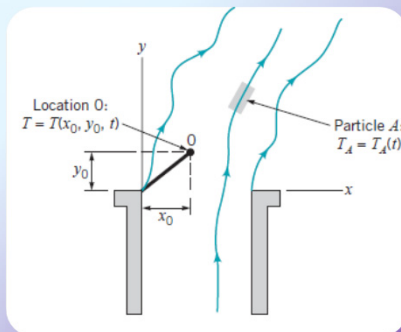
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Eulerian vs. Lagrangian view points

- Fluid mechanics I and II: Usually Eulerian
- Connection between Eulerian and Lagrangian points of view

$$\vec{V}_A(t) = \vec{V}(\vec{r} = \vec{r}_A(t), t) = \vec{V}(x = x_A, y = y_A, z = z_A, t) \quad (2.4)$$

$$Q_A(t) = Q(\vec{r} = \vec{r}_A(t), t)$$

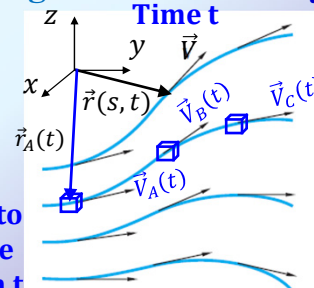


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Streamlines

- A streamline is everywhere **tangent to the velocity field**
- **Eulerian view point**
- **Remember: Parametric representation of a curve**



$$\vec{r}_s = \vec{r}_s(s, t) \xrightarrow[\text{steady}]{\partial/\partial s} \vec{r}_s = \vec{r}_s(s) \quad \text{Tangent to the curve at a given } t$$

$$\vec{r}_s(s, t) = x_s(s, t)\hat{i} + y_s(s, t)\hat{j} + z_s(s, t)\hat{k} \rightarrow \frac{\partial \vec{r}_s}{\partial s} = \frac{\partial x_s}{\partial s}\hat{i} + \frac{\partial y_s}{\partial s}\hat{j} + \frac{\partial z_s}{\partial s}\hat{k}$$

At a given t : $\frac{\partial \vec{r}_s}{\partial s} \parallel \vec{V}(\vec{r} = \vec{r}_s, t) \rightarrow \frac{\partial x_s / \partial s}{u(\vec{r}_s, t)} = \frac{\partial y_s / \partial s}{v(\vec{r}_s, t)} = \frac{\partial z_s / \partial s}{w(\vec{r}_s, t)} \quad (4.4)$

- **2D steady flow**

$$\frac{s = x_s}{\text{Chapter 4}} \frac{1}{u} = \frac{\partial y_s / \partial x_s}{v} \rightarrow \frac{dy}{dx} = \frac{v(x, y(x))}{u(x, y(x))}, y(x = x_0) = y_0 \quad (5.4)$$

Two coupled PDEs

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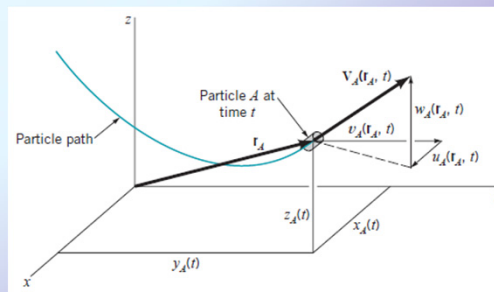
Pathlines

- A line traced out by a given particle
- **Lagrangian view point**
- **How to calculate from Eulerian information**

$$\vec{V}(\vec{r} = \vec{r}_A, t) \quad \frac{d\vec{r}_A(t)}{dt} = \vec{V}_A(t) = \vec{V}(\vec{r} = \vec{r}_A(t), t) \rightarrow \frac{d\vec{r}_A(t)}{dt} = \vec{V}(\vec{r}_A(t), t) \quad (6.4)$$

$$, \vec{r}_A(t = t_0) = \vec{r}_{A0}$$

Three coupled ODEs

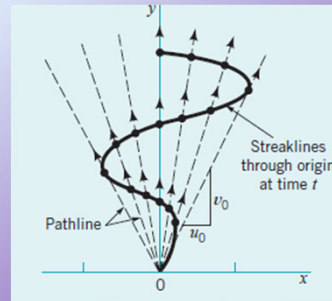
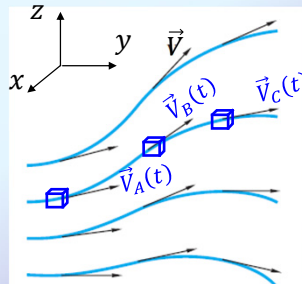


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Streaklines

- Consists of all particles in a flow that have previously passed through a **common point**
- **Exercise:** What are the differential equations to calculate streaklines?
- **Steady flow:** streamlines, pathlines, and streaklines are the same



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Stream, path, and streak lines

- Streamlines =? Streaklines, pathlines



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Acceleration field

- **Eulerian: At each (\vec{r}, t) gives the acceleration of the particle passing the given location at the given time**

$$\vec{a}(\vec{r} = \vec{r}_A(t), t) = \vec{a}_A(t)$$

- **How to calculate from Eulerian information**

$$\vec{a}_A(t) = \frac{d\vec{V}_A(t)}{dt}$$

$$\vec{V}_A(t) = \vec{V}(x_A(t), y_A(t), z_A(t), t) = \vec{V}(x = x_A(t), y = y_A(t), z = z_A(t), t) \rightarrow$$

$$\frac{d\vec{V}_A(t)}{dt} = \left[\frac{\partial \vec{V}}{\partial t} + \underbrace{\frac{\partial \vec{V}}{\partial x_A} \frac{dx_A}{dt}}_{\frac{\partial \vec{V}}{\partial x} u_A = u(\vec{r}_A, t)} + \frac{\partial \vec{V}}{\partial y_A} \frac{dy_A}{dt} + \frac{\partial \vec{V}}{\partial z_A} \frac{dz_A}{dt} \right]_{\vec{r}=\vec{r}_A} = \left[\frac{\partial \vec{V}}{\partial t} + u \frac{\partial \vec{V}}{\partial x} + v \frac{\partial \vec{V}}{\partial y} + w \frac{\partial \vec{V}}{\partial z} \right]_{\vec{r}=\vec{r}_A} \equiv a(\vec{r}, t)$$

$$\vec{a}_A(t) = a(\vec{r} = \vec{r}_A, t) \rightarrow a(\vec{r}, t) = \underbrace{\frac{\partial \vec{V}}{\partial t}}_{\text{local derivative}} + \underbrace{u \frac{\partial \vec{V}}{\partial x} + v \frac{\partial \vec{V}}{\partial y} + w \frac{\partial \vec{V}}{\partial z}}_{\text{convective derivative}} \equiv \frac{D\vec{V}}{Dt} \quad (7.4)$$

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local derivative convective derivative By E. Amani

Material derivative

- **Time derivative in a reference frame moving with fluid**

$$\frac{DQ}{Dt} \equiv \frac{\partial Q}{\partial t} + (\vec{V} \cdot \vec{\nabla})Q \quad (8.4)$$

- **Using Cartesian coordinates:**

$$\vec{V} = u\hat{i} + v\hat{j} + w\hat{k} \quad \rightarrow \quad \frac{D\vec{V}}{Dt} = \frac{\partial \vec{V}}{\partial t} + u \frac{\partial \vec{V}}{\partial x} + v \frac{\partial \vec{V}}{\partial y} + w \frac{\partial \vec{V}}{\partial z}$$

$$\vec{V} = \hat{i} \frac{\partial}{\partial x} + \hat{j} \frac{\partial}{\partial y} + \hat{k} \frac{\partial}{\partial z}$$

- **See “chap4-cylindrical.pdf” and “chap4-spherical.pdf” for the other coordinate systems.**

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Sample problems

The velocity field for a free-vortex is given in the cylindrical coordinates by $v_r = \frac{A}{r}$, $v_\theta = \frac{B}{r}$, and $v_z = 0$.

- Determine the pathline of a particle with the initial location of (r_0, θ_0, z_0) .
- Calculate the acceleration field using both Eulerian and Lagrangian view points.

➡ **Lecture Notes**

$$\vec{V} = \dot{r} \hat{e}_r + r\dot{\theta} \hat{e}_\theta + \dot{z} \hat{e}_z$$

The **acceleration** is

$$\vec{a} = a_r \hat{e}_r + a_\theta \hat{e}_\theta + a_z \hat{e}_z$$

$$a_r = \ddot{r} - r\dot{\theta}^2, \quad a_\theta = r\ddot{\theta} + 2\dot{r}\dot{\theta}, \quad a_z = \ddot{z}$$

From "chap4-culindrical.pdf"

$$a_r = V_r \frac{\partial V_r}{\partial r} + \frac{V_\theta}{r} \frac{\partial V_r}{\partial \theta} + V_z \frac{\partial V_r}{\partial z} - \frac{V_\theta^2}{r} + \frac{\partial V_r}{\partial t}$$

$$a_\theta = V_r \frac{\partial V_\theta}{\partial r} + \frac{V_\theta}{r} \frac{\partial V_\theta}{\partial \theta} + V_z \frac{\partial V_\theta}{\partial z} + \frac{V_\theta V_r}{r} + \frac{\partial V_\theta}{\partial t}$$

$$a_z = V_r \frac{\partial V_z}{\partial r} + \frac{V_\theta}{r} \frac{\partial V_z}{\partial \theta} + V_z \frac{\partial V_z}{\partial z} + \frac{\partial V_z}{\partial t}$$

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Streamline coordinate system

- **Proof: "chap4-AppendixA.pdf"**

$$\vec{V} = V\hat{s} \quad (12.4)$$

$$\vec{a} = \frac{\partial \vec{V}}{\partial t} + V \frac{\partial \vec{V}}{\partial s} \quad (13.4)$$

$$\frac{\partial \vec{V}}{\partial t} = \frac{\partial}{\partial t}(V\hat{s}) = \frac{\partial V}{\partial t}\hat{s} + V(\hat{\omega}' \times \hat{s}) \quad (15.4) \quad V \frac{\partial \vec{V}}{\partial s} = V \frac{\partial V}{\partial s}\hat{s} + \frac{V^2}{R}\hat{n} \quad (14.4)$$

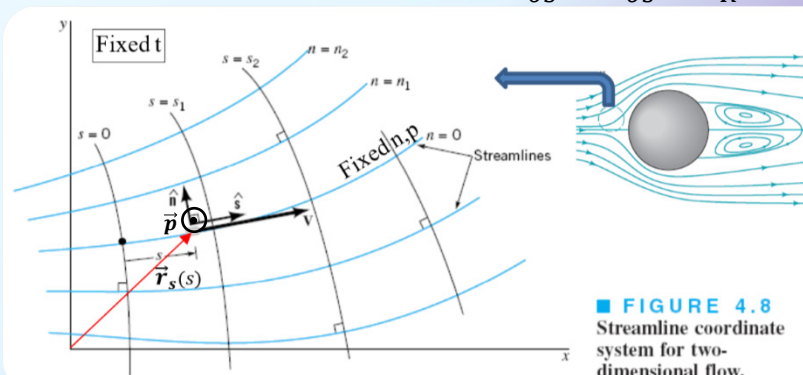


FIGURE 4.8
Streamline coordinate system for two-dimensional flow.

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The end of chapter 4

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