

## VG100: INTRODUCTION TO ENGINEERING

### Conduction Fan Aerodynamics

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## Preview

- Introduction to Conduction
- Basic Principles in Fluid Mechanics
- Flow around an airfoil
- Fan aerodynamics
- Our core project



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## Introduction to Heat Transfer



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## Introduction to Conduction



Direct transfer of energy via

- (i) lattice **vibrations**
- (ii) electron movement
- (iii) molecular collision

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## Thermal Conductivity

### Fourier's law

- An observation for many materials.

$$q = -k (T_2 - T_1) / L$$

$\frac{W}{m^2}$

k: thermal conductivity, a physical property of the material.

**What is the unit of k?**

W/(m·K)

The diagram shows a cross-section of a 'Conducting solid' of thickness  $L$  between two environments at temperatures  $T_1$  (Cold environment) and  $T_2$  (Hot environment). Heat flow  $q$  is indicated by an arrow pointing from  $T_2$  to  $T_1$ . The solid is bounded by  $x=0$  and  $x=L$  along the  $x$ -axis.

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## Fourier's law

$$q'' = -k \frac{\partial T}{\partial s}$$

$$\mathbf{q}'' = -k \nabla T$$

- proportional to the local gradient of temperature
- a vectorial quantity, which points in the direction opposite the temperature gradient, i.e. heat goes from hot to cold.
- heat flux lines are perpendicular to *isotherms*.

The diagram illustrates the vector nature of heat flux  $\mathbf{q}''$ . It shows heat flux lines passing through a block, perpendicular to isotherms (curves of constant temperature  $T_1$  and  $T_2$ ). The equations for Fourier's law in scalar and vector form are provided.

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## Thermal Conductivity

The bar chart shows thermal conductivity in  $W/(m \cdot K)$  on a logarithmic scale from 0.01 to 1000. The materials are categorized as follows:

Material Category	Approximate Thermal Conductivity Range ( $W/(m \cdot K)$ )
gases	0.01 - 0.02
liquids	0.1 - 0.2
insulation systems	0.02 - 0.1
non-metallic solids	0.1 - 10
metal alloys	10 - 100
pure metals	100 - 400

- Pure substances (gold, synthetic diamond carbon) have the highest conductivities, highly desirable for heat sink applications in computing. High conductivities are associated with regular lattices with little structural defects.
- Insulating materials are typically amorphous, such as glasses and ceramics.
- The thermal conductivity of solids and liquids can either increase or decrease with temperature.

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## Thermal Diffusivity

$$\alpha = \frac{k}{\rho c}$$

- K thermal conductivity ( $W/(m \cdot K)$ )
- C specific heat ( $J/(kg \cdot K)$ )
- $\rho$  density ( $kg/m^3$ )

- Thermal diffusivity is the measure of thermal inertia.
- What does high thermal diffusivity mean?  
Heat moves rapidly through it because the substance conducts heat quickly relative to its volumetric heat capacity or 'thermal bulk'.

○ Copper at 25 °C	$1.11 \times 10^{-4}$
○ Iron	$2.3 \times 10^{-5}$
○ Glass, window	$3.4 \times 10^{-7}$
○ Wood (Yellow Pine)	$8.2 \times 10^{-8}$

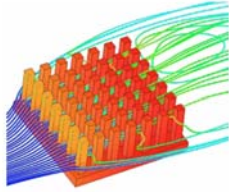
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## Extended Surfaces

- “Fins” create additional heat transfer area in a compact volume to enhance heat transfer.

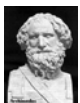
Fins are used in:

- computer heat sinks, engine radiators, home heaters, heat exchangers, etc.
- The price to be paid?



## Fan aerodynamics

## History



Archimedes  
(c. 287-212 BC)



Newton  
(1642-1727)



Leibniz  
(1646-1716)



Bernoulli  
(1667-1748)



Euler  
(1707-1783)



Navier  
(1785-1836)



Stokes  
(1819-1903)



Reynolds  
(1842-1912)

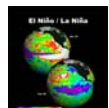


Prandtl  
(1875-1953)

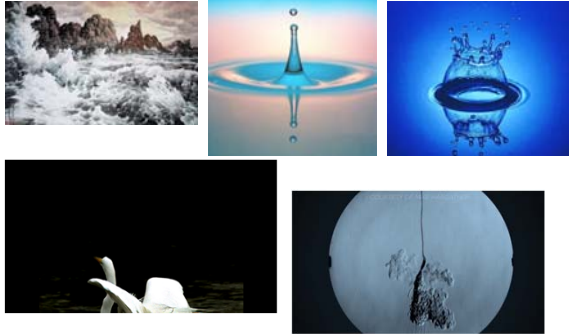


Taylor  
(1886-1975)

## Applications

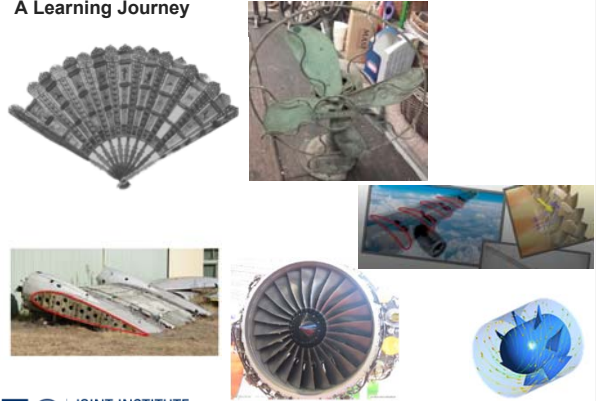


## Beautiful nature



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## A Learning Journey



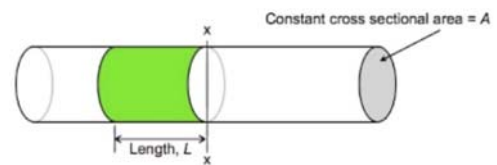
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## Basic Principles

- Continuity equation
- Energy in fluid and flow work
- Bernoulli's equation
- How information travels in fluids

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## Continuity equation



- Volumetric flow rate:  $\dot{V} = \frac{AL}{t} = uA$
- Mass flow rate:  $\dot{m} = \rho\dot{V} = \rho uA$

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## Continuity equation

$$\dot{m} = \rho_1 u_1 A_1 \quad \dot{m} = \rho_2 u_2 A_2$$

$$\rho_1 u_1 A_1 = \rho_2 u_2 A_2$$

- In low speed air flow or incompressible fluids, density change can be neglected.
- In high speed air flow, the story becomes different!

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## Energy in Fluid

- Kinetic energy:  $\frac{1}{2}mu^2$
- Potential energy:  $mgZ$
- Internal energy:  $U$
- Flow work :  $PV$

$$W_{\text{flow}} = FL = PAL = PV \quad (\text{kJ})$$

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## Energy in Fluid

- Kinetic energy:  $\frac{1}{2}mu^2$
- Potential energy:  $mgZ$
- Internal energy:  $U$
- Flow work :  $PV$

$\text{Energy}_{\text{in}} = \text{Energy}_{\text{out}}$

$\frac{1}{2}mu^2$	$\frac{1}{2}mu^2$
$mgZ$	$mgZ$
$PV$	$PV$
$U$	$U$

➤ Assume no other energy going to the CV

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## Bernoulli's Equation

Assume no other energy going to the CV

$$P_1 V_1 + \frac{1}{2}mu_1^2 + mgZ_1 = P_2 V_2 + \frac{1}{2}mu_2^2 + mgZ_2$$

$$P_1 + \frac{1}{2}\rho u_1^2 + \rho gZ_1 = P_2 + \frac{1}{2}\rho u_2^2 + \rho gZ_2 = \text{Constant}$$

$$P + \frac{1}{2}\rho u^2 + \rho gZ = \text{Total Pressure}$$

Static Pressure	Dynamic Pressure	Hydrostatic Pressure
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## Bernoulli's Equation

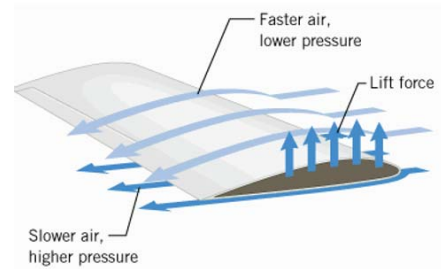


$$P_1 + \frac{1}{2}\rho u_1^2 + \rho g Z_1 = P_2 + \frac{1}{2}\rho u_2^2 + \rho g Z_2 = \text{Constant}$$

Conditions:

- Assume no heat transfer (adiabatic)
- No other work done to the CV
- Frictionless
- Incompressible (density is constant)
- Can be derived from momentum equation

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## The Speed of Sound



- Sound waves in air are **travelling fluctuations** in pressure.
  - the pressure changes are of the order of only 1 Pa.
- They convey energy from one point in the medium to another.
  - The process be regarded as **isentropic (0 entropy)**
  - This is how information travels in a flow field:
    - information is passed on by molecular contact – pressure waves

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## The Speed of Sound and Mach Number

- About **three quarters of the average molecular velocity**.
- Speed of sound in a perfect gas depends only on temperature of gas.

$$a^2 = \frac{dp}{d\rho}$$

$$a = \sqrt{\gamma \frac{p}{\rho}} = \sqrt{\gamma RT}$$

$$M \equiv \frac{V}{a}$$

Weak pressure wave

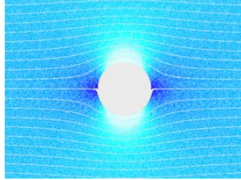
control volume

• If  $M < 0.3$  flow may be considered incompressible

Is the speed of sound faster in water or air?

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## The Speed of Sound



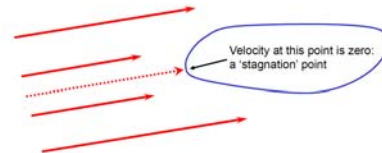
- The concept of streamtubes being 'aware' of neighbouring flow



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## The generation of Lift force

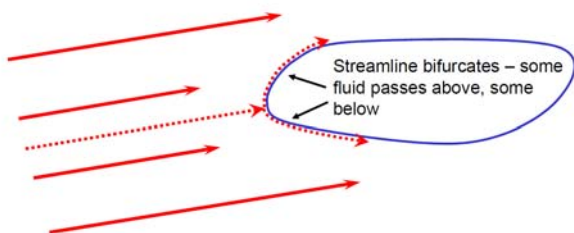
What happens when a **frictionless fluid** stream meets a stationary body?



- The flow comes to a stop at one point on the windward side of the body
  - The stagnation point
- What is the static pressure  $p$  at the stagnation point?

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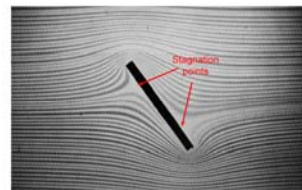
What happens when a **frictionless fluid** stream meets a stationary body?



$$p + \frac{1}{2} \rho (u^2 + v^2) = p_0 = \text{constant}$$

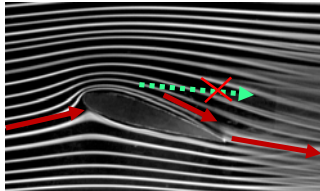
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What happens when a **frictionless fluid** stream meets a stationary body?



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What happens when a **real fluid** stream meets an airfoil?

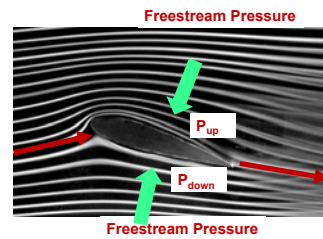


- Fluids over the top surface tends to get attached to a convex surface ("Coanda effect")
- In nature, the fluid over the top and bottom will meet up at the trailing edge ("Kutta Condition")



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What happens when a **real fluid** stream meets an airfoil?



- Fluids over the top surface tends to get attached to a convex surface ("Coanda effect")
- In nature, the fluid over the top and bottom will meet up at the trailing edge ("Kutta Condition")

**Why?**

Which side has a higher pressure?  
What is the Newton's 3<sup>rd</sup> law of motion?

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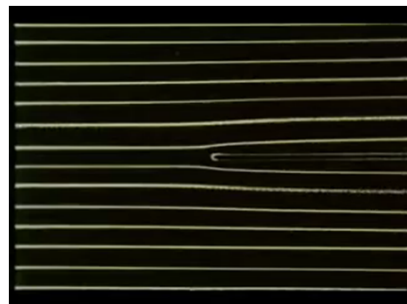


Which end has the higher velocity? Top vs bottom

**Viscosity of Fluids**

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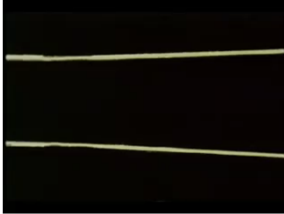
**"Boundary layer"**



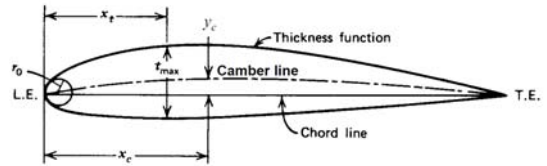
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### A behavior of “Boundary layer”



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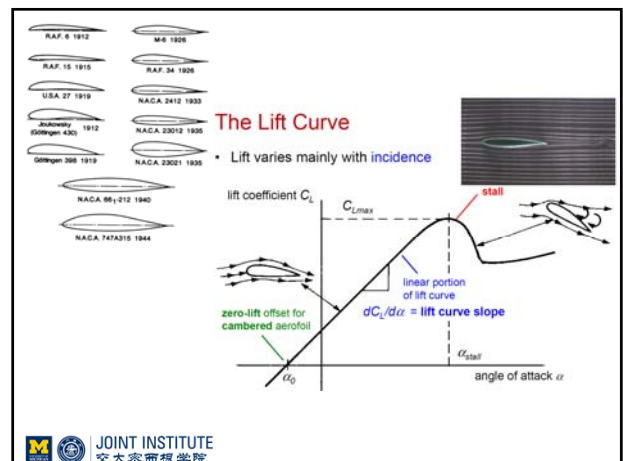


- Note the **rounded leading edge** and **sharp trailing edge**
- Chord line: straight line joining leading and trailing edges
- Camber line: average of upper and lower surface
  - For a symmetrical section, the camber line = the chord line
- Angle of incidence (also called angle of attack)
  - Angle between chord line and direction of travel

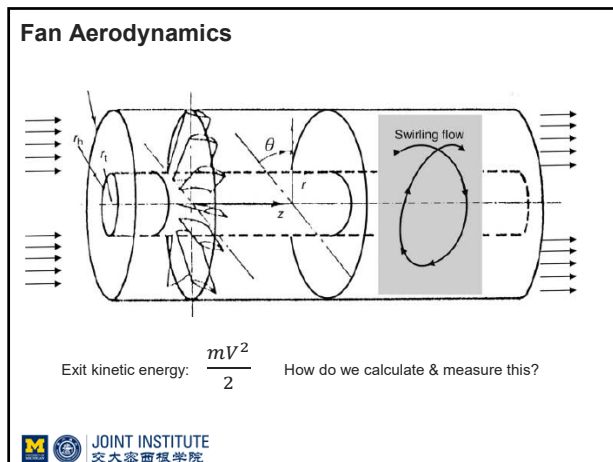
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Increasing angle of attack

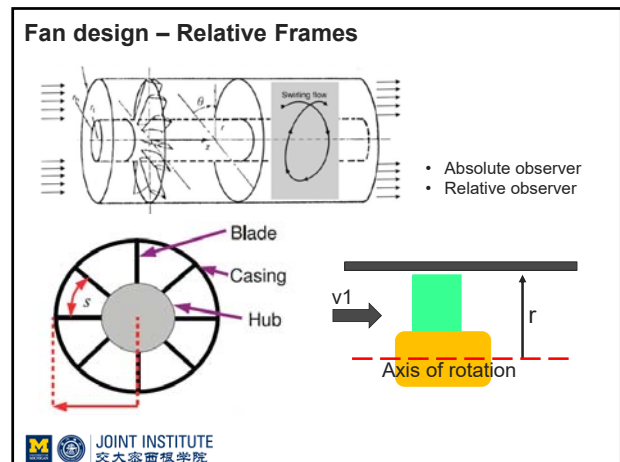
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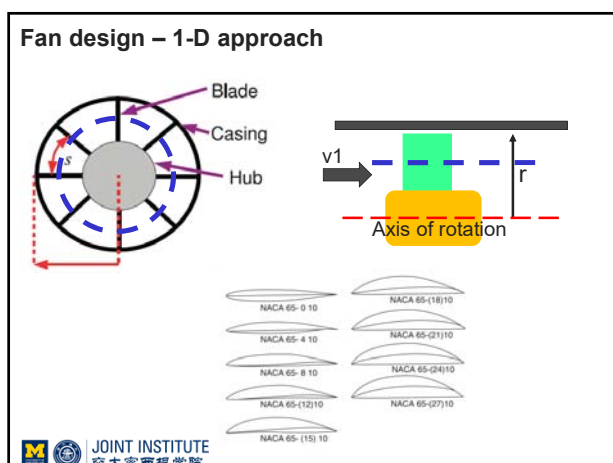
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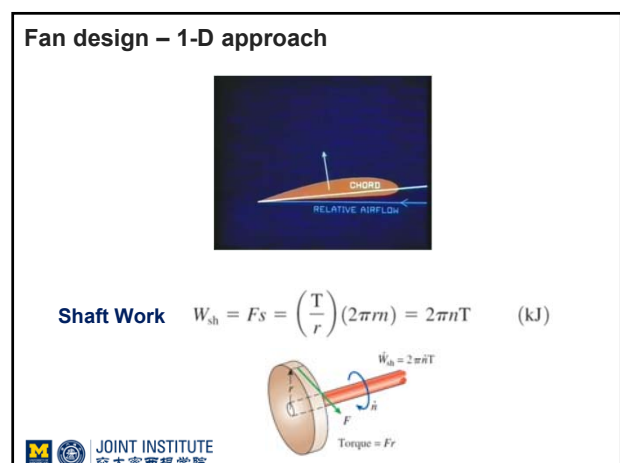
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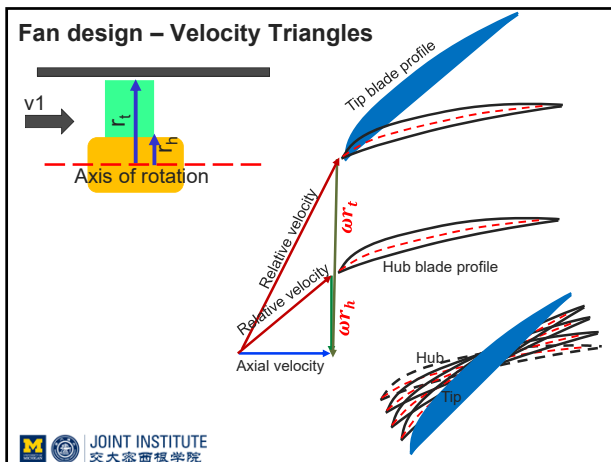
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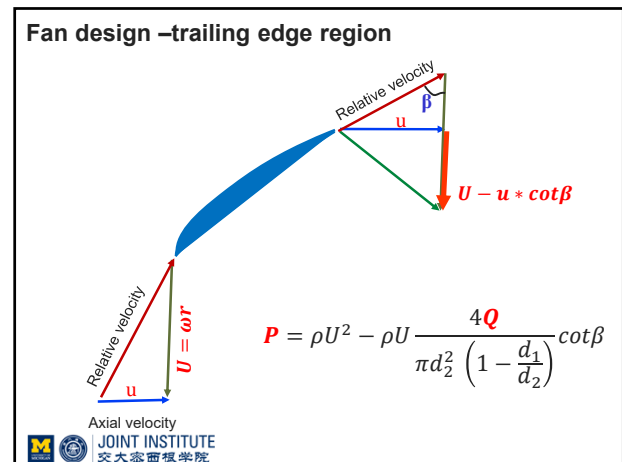
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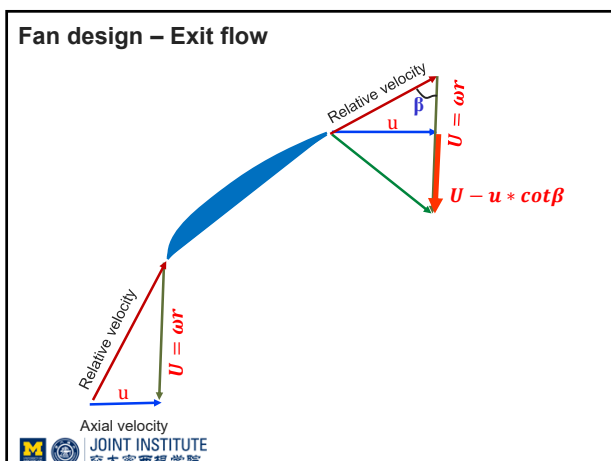


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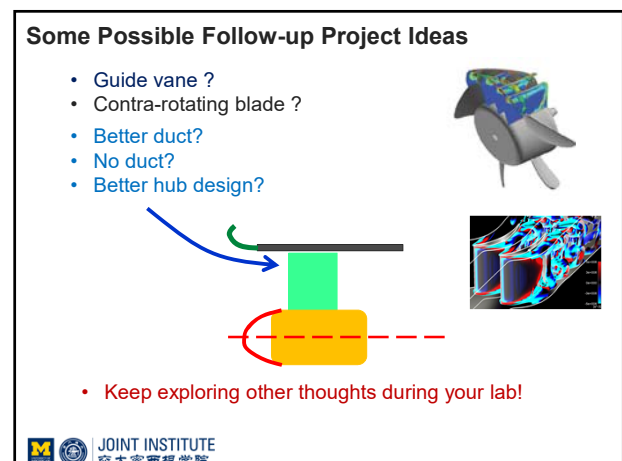


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$$P = \rho U^2 - \rho U \frac{4Q}{\pi d_2^2 \left(1 - \frac{d_1}{d_2}\right)} \cot \beta$$



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• Keep exploring other thoughts during your lab!

- Ducted propeller?
- Wind turbine?



Hiller VZ-1 Pawnee  
1955



Hovercraft



The Altaeros BAT

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## Our core project

- Get it going and improve ver 2.0
- Plan a "spare tire plan"
- Plan your follow-up project idea
- Teamwork !
- Understanding !
- A "team log book"



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## Some Safety Rules (Again!)

- **Absolutely NO out-of-lab testing** (playing with alcohol burner lamp outside of the lab is forbidden and will lead to failure of this course)
- The lab supervisor/manager, technicians, and teaching assistants will ensure that you know of specific hazards and use personal protection equipment (PPE).
- Read and obey all operational signs and warnings.
- Power must be switched off whenever an experiment or project is being assembled or disassembled.
- Make measurements in live circuits with well-insulated probes and one hand behind your back. Do not allow any part of your body to contact any part of the circuit or equipment connected to the circuit.
- Never handle wet, damp or ungrounded electrical equipment.
- Avoid contact with the hot components.
- Never short-circuit a power source.
- When using a voltmeter or ammeter, begin with the highest range and work your way down to a suitable range.

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## Review

- Introduction to Conduction
- Basic Principles in Fluid Mechanics
- Flow around an airfoil
- Fan aerodynamics
- Our core project

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