

$$\sum_{i=1}^3 u_{ii} \equiv u_{ii}, \quad (1.32)$$

$$\sum_{j=1}^3 c_j (a_j + b_j) \equiv c_j (a_j + b_j), \quad (1.33)$$

and a counter example is

$$\sum_{j=1}^3 (a_j + b_j) \neq a_j + b_j. \quad (1.34)$$

Finally the reader is referred to the second and third columns of Table (1.1).

## 1.6 Exercises

**Problem 1.1.** Consider the velocity field  $\mathbf{u}(\mathbf{x}) = \begin{pmatrix} x \\ -y \end{pmatrix}$

- (a) Draw the curves  $xy = \pm 1$  in all four quadrants of the  $x - y$  plane.
- (b) Draw the velocity vector at several points on the curves.
- (c) Compute  $\frac{\partial u}{\partial x}$ ,  $\frac{\partial u}{\partial y}$ ,  $\frac{\partial v}{\partial x}$ , and  $\frac{\partial v}{\partial y}$ .

**Problem 1.2.** Consider the velocity field  $\mathbf{u}(\mathbf{x}) = \begin{pmatrix} -y \\ x \end{pmatrix}$

- (a) Draw the velocity vector at several points on two circles with radius 1 and 2.
- (b) Compute  $\frac{\partial u}{\partial x}$ ,  $\frac{\partial u}{\partial y}$ ,  $\frac{\partial v}{\partial x}$ , and  $\frac{\partial v}{\partial y}$ .

**Problem 1.3.** Consider the velocity field  $\mathbf{u}(\mathbf{x}) = \begin{pmatrix} \frac{x}{x^2+y^2} \\ \frac{y}{x^2+y^2} \end{pmatrix}$

- (a) Draw the velocity vector at several points on two circles with radius 1 and 2.
- (b) Compute  $\frac{\partial u}{\partial x}$ ,  $\frac{\partial u}{\partial y}$ ,  $\frac{\partial v}{\partial x}$ , and  $\frac{\partial v}{\partial y}$ .

**Problem 1.4.** Consider the velocity field  $\mathbf{u}(\mathbf{x}) = \begin{pmatrix} \frac{-y}{x^2+y^2} \\ \frac{x}{x^2+y^2} \end{pmatrix}$

- (a) Draw the velocity vector at several points on two circles with radius 1 and 2.
- (b) Compute  $\frac{\partial u}{\partial x}$ ,  $\frac{\partial u}{\partial y}$ ,  $\frac{\partial v}{\partial x}$ , and  $\frac{\partial v}{\partial y}$ .

**Problem 1.5.** Consider a little smoke particle traveling along with a velocity field, and let its trajectory be given as  $\mathbf{x}(t) = \begin{pmatrix} e^t \\ e^{-t} \end{pmatrix}$

- (a) Draw the trajectory for  $-1 \leq t \leq 1$ .
- (b) Compute the velocity vector.

**Problem 1.10.** Given the Eulerian field

$$\mathbf{u}(x, y, z, t) = 3t\mathbf{e}_1 + xz\mathbf{e}_2 + ty^2\mathbf{e}_3,$$

where  $\mathbf{e}_1$ ,  $\mathbf{e}_2$  and  $\mathbf{e}_3$  are the unit vectors along the coordinate axis, determine the flow acceleration.

**Problem 1.11.** A two-dimensional velocity field is described by

$$u = \frac{x}{a + bt}, \quad v = \frac{y}{a + 2bt}.$$

Calculate the trajectories that pass by  $(x_o, y_o)$  at  $t = 0$ .

**Problem 1.12.** Using polar coordinates, the velocity field in a tornado can be approximated as

$$\mathbf{u} = -\frac{a}{r}\mathbf{e}_r + \frac{b}{r}\mathbf{e}_\theta,$$

where  $\mathbf{e}_r$  and  $\mathbf{e}_\theta$  are the unit vectors in the directions  $r$  and  $\theta$ . Show that the trajectories satisfy the so-called logarithmic spiral equation:

$$r(\theta) = C \exp\left(-\frac{a}{b}\theta\right).$$

**Problem 1.13.** A two-dimensional velocity field is given by

$$u = 5ax(t + t_o), \quad v = 5ay(t - t_o).$$

Find the trajectories that pass  $x_o, y_o$  at time  $t = 0$ .

**Problem 1.14.** The ideal flow around a corner placed at the origin is given by

$$u = ax, \quad v = -ay,$$

with  $a > 0$  a constant. Determine the trajectories and draw the trajectory that passes the point  $(x_o, y_o)$  at time  $t = 0$  and indicate the flow direction. Calculate the material derivative of the velocity vector.

**Problem 1.15.** The velocity field in a vortex like the one present in a cyclone, is given by:

$$u = -\frac{Ky}{x^2 + y^2}, \quad v = \frac{Kx}{x^2 + y^2},$$

with  $K > 0$ . Determine the trajectories and draw a few of them.

Alternatively suppose that we know that the flow is incompressible, in other words, the mass density is a known constant. In that case the volume integral in Eq.(2.29) is again zero since  $\frac{\partial \rho}{\partial t}$  is zero. The result is

$$\dot{m} = -\rho \int_{S_1(t)} u_j n_j dS. \quad (2.31)$$

## 2.7 Exercises

**Problem 2.1.** Compute the inner product  $\mathbf{a} \cdot \mathbf{b}$  if

- (a)  $\mathbf{a} = (1, 0, 0)^T, \mathbf{b} = (1, 0, 0)^T$ .
- (b)  $\mathbf{a} = (1, 0, 0)^T, \mathbf{b} = (0, 1, 0)^T$ .
- (c)  $\mathbf{a} = (a_1, a_2, a_3)^T, \mathbf{b} = (b_1, b_2, b_3)^T$ .
- (d)  $\mathbf{a} = (x, y^2, x)^T, \mathbf{b} = (y, y, z)^T$ .
- (e)  $\mathbf{a} = (u, v, w)^T, \mathbf{b} = (n_1, n_2, n_3)^T$ .

**Problem 2.2.** Compute the inner product  $\mathbf{u} \cdot \mathbf{n}$  if

- (a)  $\mathbf{u} = U\mathbf{n}, \mathbf{n} = (n_1, n_2, n_3)^T$ .
- (b)  $\mathbf{u} = -U\mathbf{n}, \mathbf{n} = (n_1, n_2, n_3)^T$ .

**Problem 2.3.** A tube has cross-sectional area  $A_a$  at the entrance and cross-sectional area  $A_b$  at the exit, and the fluid flowing through the tube is incompressible.

- (a) If the volume flow rate at the exit is  $Q$ , compute the average normal velocity at the exit.
- (b) If the volume flow rate at the exit is  $Q$ , compute the average normal velocity at the entrance.

**Problem 2.4.** A channel with rectangular cross section has sides  $b$  and  $h$  at the exit. The exit cross section is plane and perpendicular to the  $x$ -axis, and intersects the  $x$ -axis at  $x = L$ . Compute the average normal velocity at the exit for the following velocity vectors at the exit cross section:

- (a)  $(u, v, w)^T$ , with  $u = U(1 - z/h)$ ,  $v = \ln yz$ ,  $w = yz^2$ .
- (b)  $(u, v, w)^T$ , with  $u = U(1 - y/b)$ ,  $v = \sin z$ ,  $w = \cos y$ .
- (c)  $(u, v, w)^T$ , with  $u = U(1 - y/b)(1 - z/h)$ ,  $v = 0$ ,  $w = yz$ .

**Problem 2.5.** A tube with circular cross section has radius  $R$  at the exit. The exit cross section is plane and perpendicular to the  $x$ -axis, and intersects the  $x$ -axis at  $x = L$ . Compute the average normal velocity at the exit for the following velocity vectors at the exit cross section:

- (a)  $(u(r), 0, 0)^T$ , with  $u(r) = U(1 - r/R)$ , compute the average normal velocity.
- (b)  $(u(r), 0, 0)^T$ , with  $u(r) = U(1 - (r/R)^2)$ , compute the average normal velocity.

**Problem 2.6.** Show how Eq.(2.19) reduces in the following two cases:

