

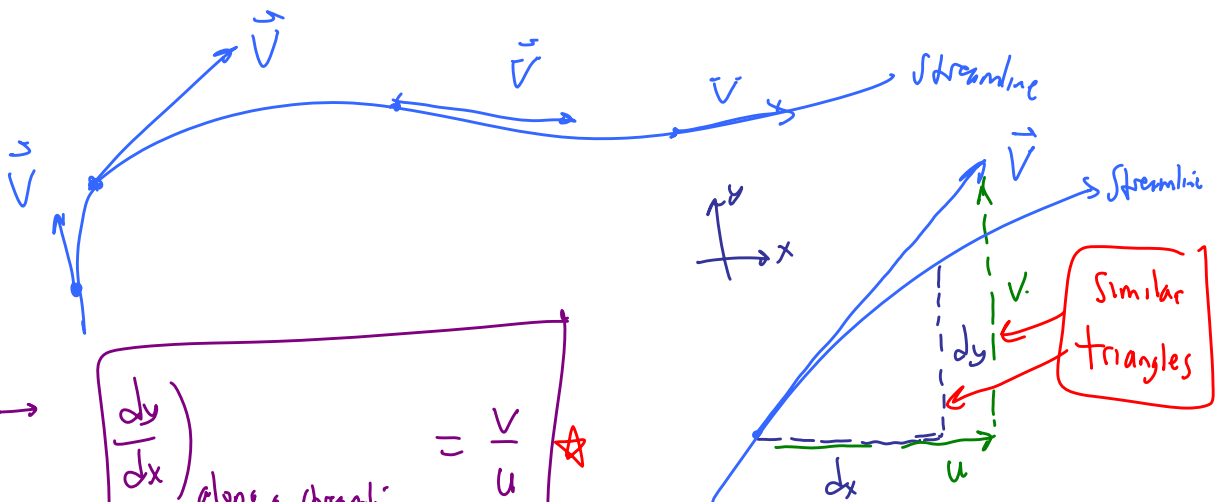
Today, we will:

- Discuss various kinds of flow patterns and flow visualization techniques
- Discuss the motion and deformation of fluid particles
- Discuss linear strain, shear strain, and the strain rate tensor

B. Flow Patterns and Flow Visualization (Section 4-2)**1. Streamlines, pathlines, streaklines, and timelines**

a. Streamline: A streamline is a curve everywhere parallel to the local velocity field. (tangent) ★

Instantaneous → at one instant in time



Eq. → for 2-D streamline

$$\left(\frac{dy}{dx} \right)_{\text{along a streamline}} = \frac{V}{u} \quad ★$$

Example: $\vec{V} = 3x \vec{i} - 3y \vec{j}$

Calc. eq. for the streamlines

$$\frac{dy}{dx} = \frac{v}{u} \quad \text{along a 2-D streamline}$$

$$\frac{dy}{dx} = \frac{-3y}{3x} = -\frac{y}{x}$$

Sep. variable $\frac{dy}{y} = -\frac{dx}{x}$

$$\int \frac{dy}{y} = -\int \frac{dx}{x}$$

$$\ln y = -\ln x + C_1$$

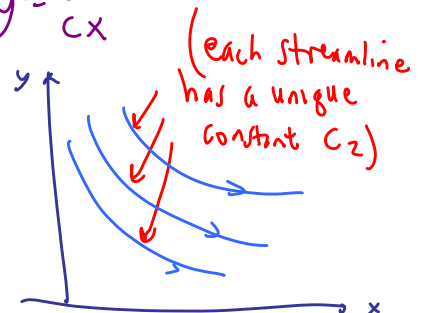
call $-\ln C$

$$\ln y = -\ln(cx) = \ln(cx)^{-1}$$

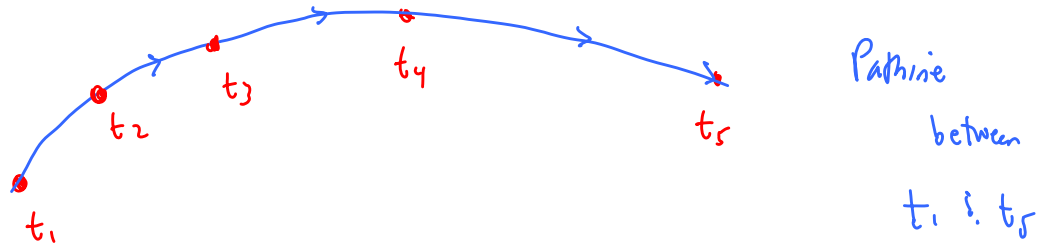
$$e^{(\cdot)} \rightarrow y = \frac{1}{cx}$$

or $y = \frac{C_2}{x}$ ★

[where $C_2 = \frac{1}{c}$]

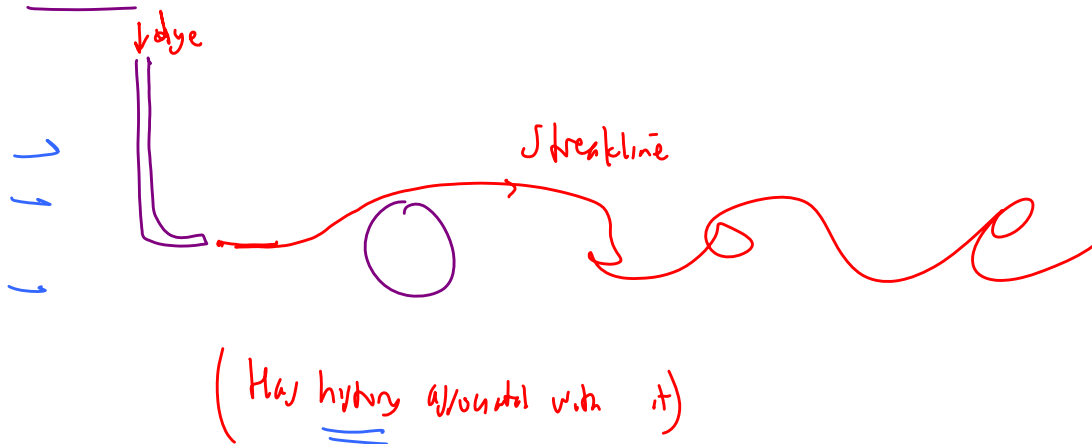


b. Pathline: A pathline is the path traveled by a marked fluid particle over some time period.

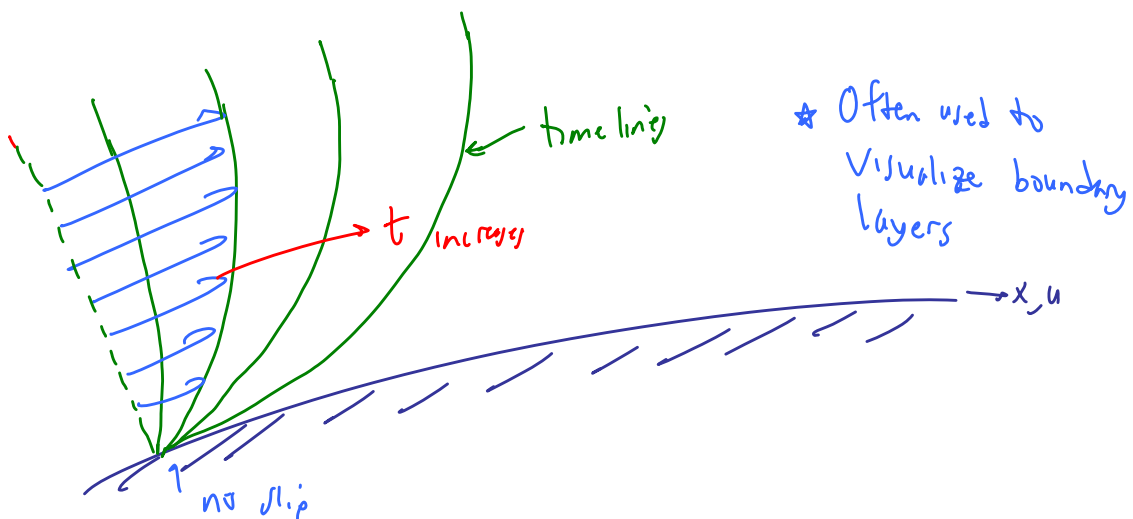


[Imagine \rightarrow a) a long time exposure photograph

c. Streakline: A streakline is the locus of fluid particles introduced at a point.



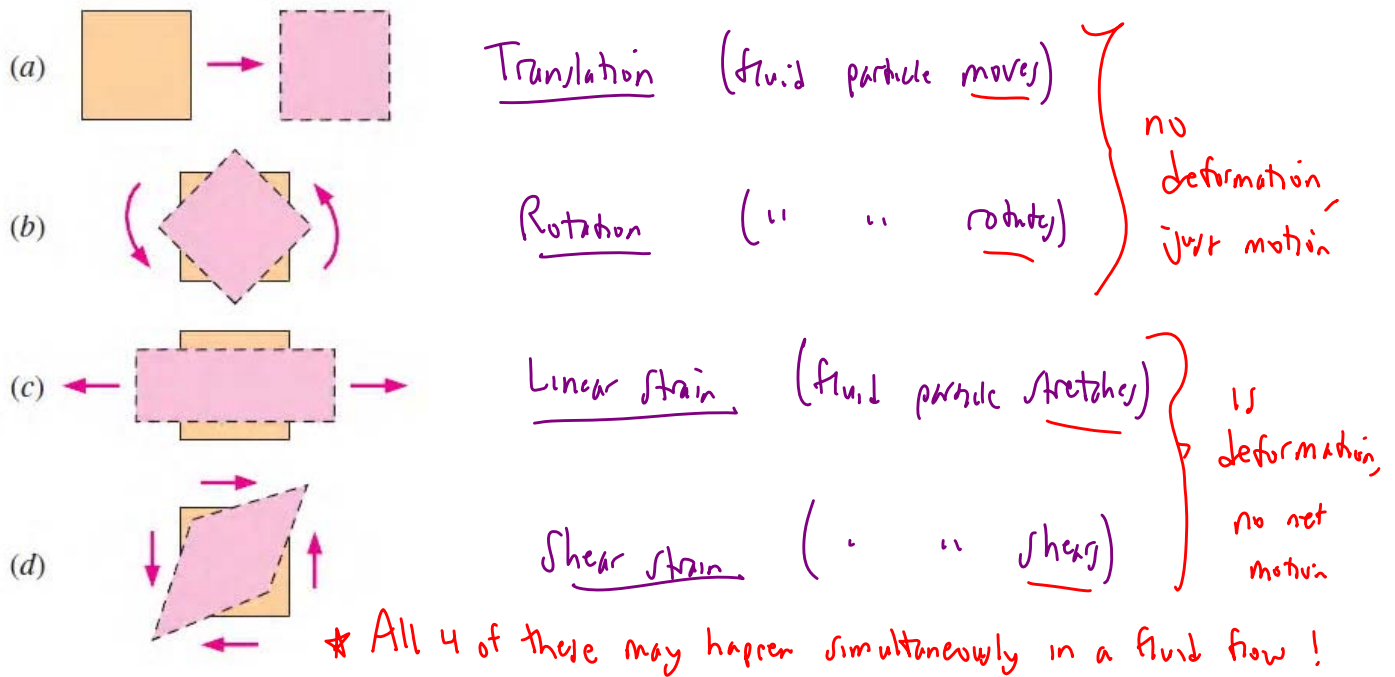
d. Timeline: A timeline is a set of adjacent fluid particles that were marked at the same time.



2. Other flow visualization techniques (Section 4.2) – read on your own.
3. Fluid flow plots (Sec. 4.3) – read on your own (self explanatory).
Examples: profile plots, vector plots, contour plots.

C. Other Kinematic Descriptions (Section 4-4)

1. Motion and deformation of fluid particles. There are four fundamental types of fluid element motion or deformation:



In fluid mechanics, we prefer to use rates of motion or deformation

(a) Rate of translation = velocity vector, $\vec{V} = \frac{dx_{particle}}{dt} \vec{i} + \frac{dy_{particle}}{dt} \vec{j} + \dots$

i.e., $\vec{V} = u \vec{i} + v \vec{j} + w \vec{k}$

(b) rate of rotation = angular velocity vector $\vec{\omega}$ (Greek omega)

(See text for derivation)

Rate of rotation: $\vec{\omega} = \frac{1}{2} \left(\frac{\partial w}{\partial y} - \frac{\partial v}{\partial z} \right) \vec{i} + \frac{1}{2} \left(\frac{\partial u}{\partial z} - \frac{\partial w}{\partial x} \right) \vec{j} + \frac{1}{2} \left(\frac{\partial v}{\partial x} - \frac{\partial u}{\partial y} \right) \vec{k}$ ★

Vorticity vector $\vec{\zeta}$ (Greek zeta) $\vec{\zeta} = 2 \vec{\omega}$ ★

Vorticity and Rotationality (Section 4-5)

The **vorticity vector** is defined as the **curl of the velocity vector**, using the **right-hand rule**.

Greek letter zeta

$$\vec{\zeta} = \vec{\nabla} \times \vec{V} \quad \star$$

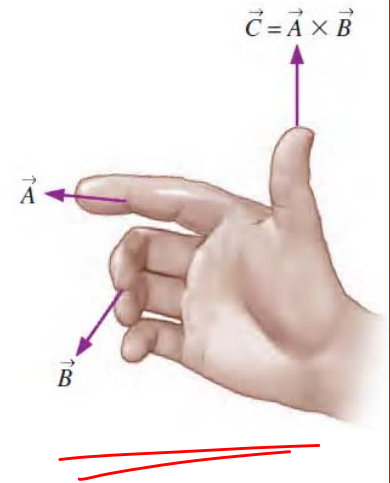
It turns out that **vorticity is equal to twice the angular velocity of a fluid particle**,

$$\vec{\zeta} = 2\vec{\omega}$$

Thus, **vorticity is a measure of rotation of a fluid particle**.

if $\vec{\zeta} = 0$, the flow is irrotational

if $\vec{\zeta} \neq 0$, the flow is rotational



Vorticity vector in Cartesian coordinates:

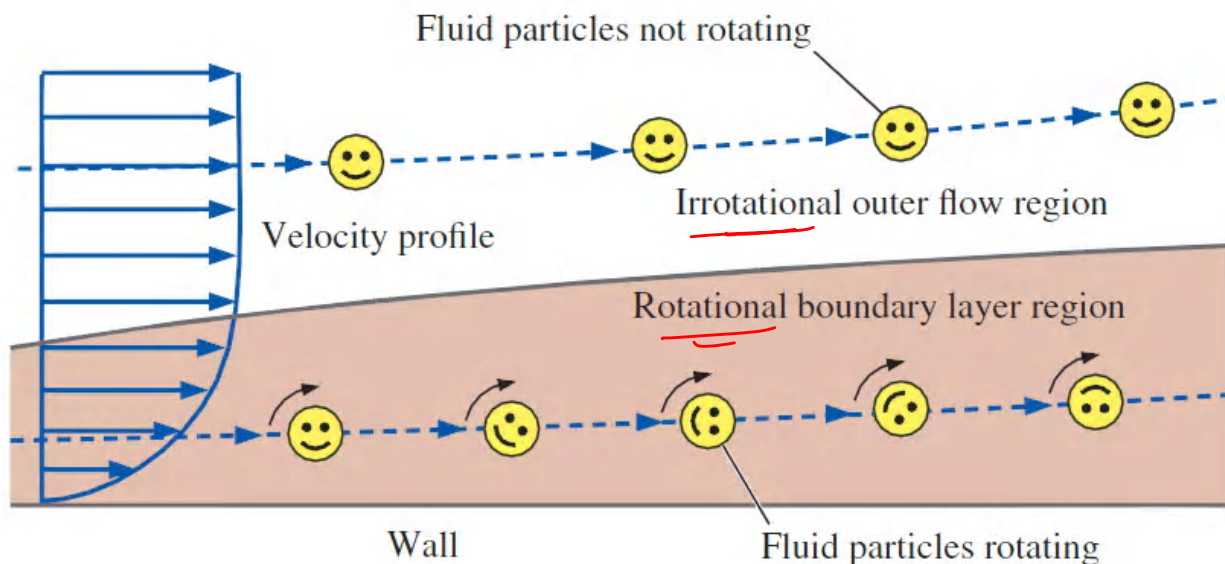
$$\vec{\zeta} = \left(\frac{\partial w}{\partial y} - \frac{\partial v}{\partial z} \right) \vec{i} + \left(\frac{\partial u}{\partial z} - \frac{\partial w}{\partial x} \right) \vec{j} + \left(\frac{\partial v}{\partial x} - \frac{\partial u}{\partial y} \right) \vec{k} \quad (4-30)$$

Vorticity vector in cylindrical coordinates:

$$\vec{\zeta} = \left(\frac{1}{r} \frac{\partial u_z}{\partial \theta} - \frac{\partial u_\theta}{\partial z} \right) \vec{e}_r + \left(\frac{\partial u_r}{\partial z} - \frac{\partial u_z}{\partial r} \right) \vec{e}_\theta + \frac{1}{r} \left(\frac{\partial(r u_\theta)}{\partial r} - \frac{\partial u_r}{\partial \theta} \right) \vec{e}_z \quad (4-32)$$

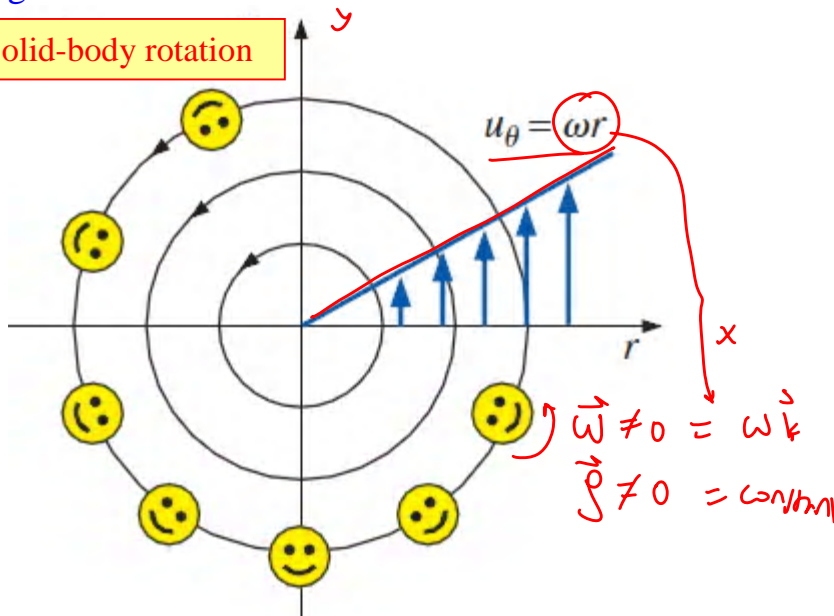
Examples:

1. Inside a **boundary layer**, where viscous forces are important, the flow in this region is *rotational* ($\vec{\zeta} \neq 0$). However, outside the boundary layer, where viscous forces are not important, the flow in this region is *irrotational* ($\vec{\zeta} = 0$).



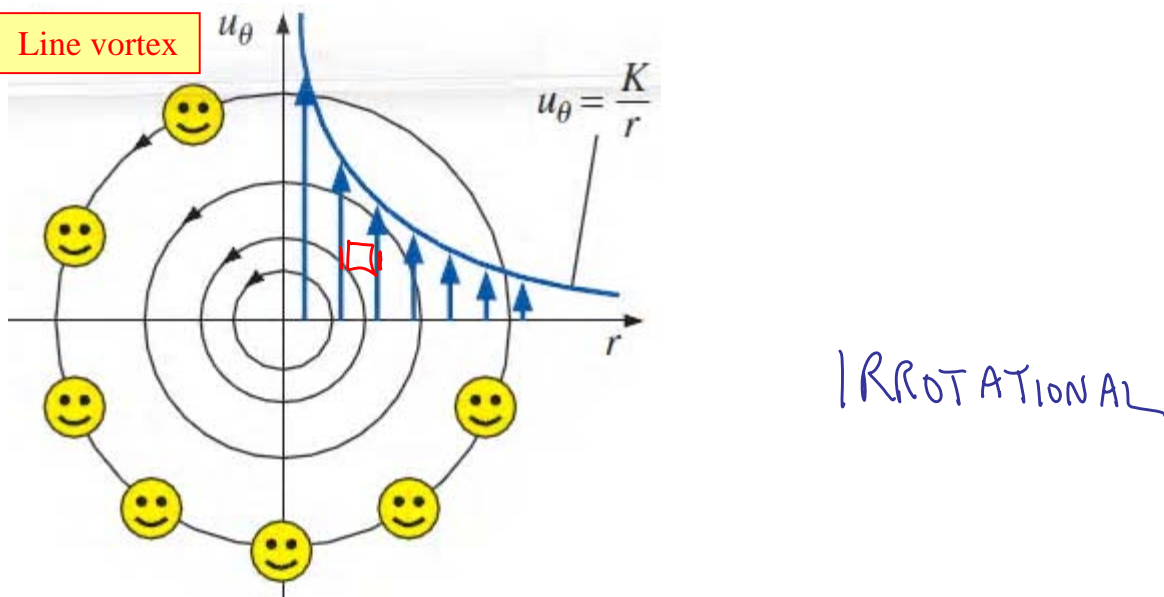
2. A **solid-body rotation** (rigid-body rotation) flow is *rotational* ($\vec{\zeta} \neq 0$). In fact, since vorticity is equal to twice the angular velocity, $\vec{\zeta} = 2\vec{\omega}$ *everywhere* in the flow field. Fluid particles rotate as they revolve around the center of the flow. This is analogous to a merry-go-round or a roundabout.

Solid-body rotation



3. A **line vortex** flow, however, is *irrotational* ($\vec{\zeta} = 0$), and fluid particles do not rotate, even though they revolve around the center of the flow. This is analogous to a Ferris wheel.

Line vortex



See text for details and calculations.

If $\vec{\zeta} = 0 \rightarrow$ flow is irrotational in that region

If $\vec{\zeta} \neq 0 \rightarrow$ " " rotational " "

Example: Vorticity and irrotationality

Given: A two-dimensional velocity field in the x - y plane: $\vec{V} = (u, v) = 2xy\vec{i} - y^2\vec{j}$. ($w = 0$)

To do: Is this flow rotational or irrotational?

Solution:

The rate of rotation is

$$\vec{\omega} = \frac{1}{2} \left(\frac{\partial w}{\partial y} - \frac{\partial v}{\partial z} \right) \vec{i} + \frac{1}{2} \left(\frac{\partial u}{\partial z} - \frac{\partial w}{\partial x} \right) \vec{j} + \frac{1}{2} \left(\frac{\partial v}{\partial x} - \frac{\partial u}{\partial y} \right) \vec{k} \text{ and vorticity} = \zeta = 2\vec{\omega}.$$

$\frac{\partial w}{\partial y} = 0$ $\frac{\partial v}{\partial z} = 0$ $\frac{\partial u}{\partial z} = 0$ $\frac{\partial w}{\partial x} = 0$

$$-\frac{2}{2y}(2xy) \rightarrow -2x$$

$$\vec{\omega} = -x\vec{k}$$

$$\vec{\zeta} = -2x\vec{k}$$

This flow is

rotational

Example: Vorticity and irrotationality

Given: A two-dimensional velocity field in the x - y plane: $\vec{V} = (u, v) = 3x\vec{i} - 3y\vec{j}$. ($w = 0$)

To do: Calculate (a) the rate of translation and (b) the rate of rotation.

Solution:

(a) The rate of translation is simply the velocity vector,

$$\vec{V} = u\vec{i} + v\vec{j} + w\vec{k}$$

$$\vec{V} = 3x\vec{i} - 3y\vec{j}$$

$$\begin{cases} u = 3x \\ v = -3y \\ w = 0 \end{cases} \rightarrow \begin{cases} \frac{\partial u}{\partial y} = 0 \\ \frac{\partial v}{\partial x} = 0 \end{cases}$$

(b) The rate of rotation is

$$\vec{\omega} = \frac{1}{2} \left(\frac{\partial w}{\partial y} - \frac{\partial v}{\partial z} \right) \vec{i} + \frac{1}{2} \left(\frac{\partial u}{\partial z} - \frac{\partial w}{\partial x} \right) \vec{j} + \frac{1}{2} \left(\frac{\partial v}{\partial x} - \frac{\partial u}{\partial y} \right) \vec{k} \text{ and vorticity} = \zeta = 2\vec{\omega}.$$

$\frac{\partial w}{\partial y} = 0$ $\frac{\partial v}{\partial z} = 0$ $\frac{\partial u}{\partial z} = 0$ $\frac{\partial w}{\partial x} = 0$

$$\vec{\omega} = 0$$

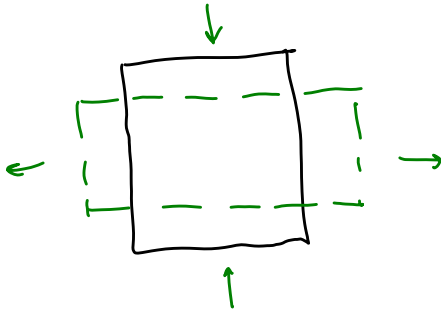
$$\vec{\zeta} = 0$$

This flow is irrotational



Fluid particles do not rotate as they move

c. Linear strain rate due to normal stresses



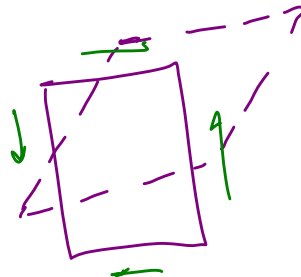
Linear Strain = increase in length per unit length

rate of linear strain = linear strain rate

see text

$$\epsilon_{xx} = \frac{\partial u}{\partial x} \quad \epsilon_{yy} = \frac{\partial v}{\partial y} \quad \epsilon_{zz} = \frac{\partial w}{\partial z}$$

d. Shear strain rate



Shear strain rate

$$\epsilon_{xy} = \frac{1}{2} \left(\frac{\partial u}{\partial y} + \frac{\partial v}{\partial x} \right), \quad \epsilon_{zx} = \frac{1}{2} \left(\frac{\partial w}{\partial x} + \frac{\partial u}{\partial z} \right)$$

$$\epsilon_{yz} = \frac{1}{2} \left(\frac{\partial v}{\partial z} + \frac{\partial w}{\partial y} \right)$$

2. Strain Rate Tensor

We can (conveniently) combine linear strain rates & shear strain rates into one

- 9-component
- 3×3
- tensor

$$\epsilon_{ij} = \begin{pmatrix} \epsilon_{xx} & \epsilon_{xy} & \epsilon_{xz} \\ \epsilon_{yx} & \epsilon_{yy} & \epsilon_{yz} \\ \epsilon_{zx} & \epsilon_{zy} & \epsilon_{zz} \end{pmatrix}$$

* strain rate tensor