

A. Introduction & Review

* Notation

1. Vectors e.g. Velocity

$$\vec{V} = (u, v, w) = (u_1, u_2, u_3)$$

$$\text{或 } (\underline{V}) = u_i, \quad i = 1, 2, 3$$

$$\vec{X} = (x_1, x_2, x_3) = (x, y, z) = x_i, \quad i = 1, 2, 3$$

2. Tensors 張量

 T_{ij} = shear stress tensor

$$\underline{\underline{T}} \text{ or } \underline{\underline{\tau}} \quad i = 1, 2, 3; \quad j = 1, 2, 3$$

3. Internal energy

 u or $\hat{u}$ for internal energy

$$e = \text{total energy} = \hat{u} + \frac{1}{2} \underline{\underline{V}}^2 + \rho \hat{z}$$

(or e_s)

* 總能量 = 單位質量內能 + 動能 + 位能

$$h = e + \frac{p}{\rho}$$

(enthalpy)

4. Dot & Cross Product

$$\text{Dot } \vec{A} \cdot \vec{B} \quad (\text{or } \underline{A} \cdot \underline{B})$$

$$\text{Cross } \vec{A} \times \vec{B} \quad (\underline{A} \times \underline{B})$$

$$\vec{A} \wedge \vec{B} \quad (\underline{A} \wedge \underline{B})$$

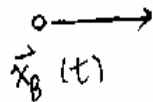
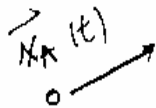
B. Review

1. Description of Fluid Flow

(a) Lagrangian Description 追踪 (可微粒子)

→ follow or track individual particles.

→ apply laws of motion directly to each particle.

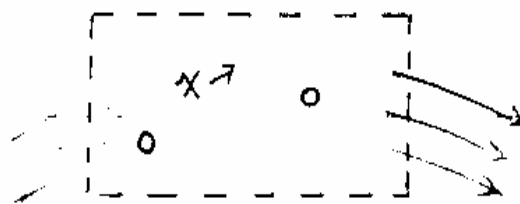


(b) Eulerian Description 固定点 (不可微粒子)

→ Look at a fixed field or control volume.

→ Watch the particles pass through this field.

$$\vec{V} = \vec{V}(x, y, z, t)$$



→ To go from laws in Lagrangian description to laws in Eulerian description.

use Substantial Derivative

total =

material =

particle =

Let Q = some quantity in Eulerian Description
 $Q = Q(x, y, z, t)$

Total derivative of Q

$$\rightarrow dQ = \frac{\partial Q}{\partial x} dx + \frac{\partial Q}{\partial y} dy + \frac{\partial Q}{\partial z} dz + \frac{\partial Q}{\partial t} dt$$

use $dx = u dt$, $dy = v dt$, $dz = w dt$
 $\div dt$

$$\frac{DQ}{Dt} = \frac{dQ}{dt} = \frac{u \frac{\partial Q}{\partial x} + v \frac{\partial Q}{\partial y} + w \frac{\partial Q}{\partial z} + \frac{\partial Q}{\partial t}}{dt}$$

實質改變量

convective

local

Substantial derivative

(or unsteady)

* Even for steady flow $\rightarrow \frac{\partial Q}{\partial t} = 0$

you still have $\frac{dQ}{dt} \neq 0$

because convective term $(u \frac{\partial Q}{\partial x} + v \frac{\partial Q}{\partial y} + w \frac{\partial Q}{\partial z})$

is not necessary zero.

C. In vector notation.

$\nabla \rightarrow$ gradient operator

$$= \left(\frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right)$$

So

$$\frac{dQ}{dt} = \frac{DQ}{Dt} = \frac{\partial Q}{\partial t} + (\vec{V} \cdot \nabla) Q$$

If $Q = \vec{V}$ itself

$$\frac{D\vec{V}}{Dt} = \frac{d\vec{V}}{dt} = \frac{\partial \vec{V}}{\partial t} + (\vec{V} \cdot \nabla) \vec{V}$$

$\vec{a}$ (加速度)

So Newton law

$$\frac{\vec{F}}{V} = \frac{m\vec{a}}{V} = \rho \vec{a}$$

$$\rho \left(\frac{\partial \vec{V}}{\partial t} + (\vec{V} \cdot \nabla) \vec{V} \right) = \text{force terms}$$

$$\hookrightarrow \vec{a} = \frac{\vec{F}}{\rho} \quad (\text{per unit volume})$$

Navier - Stokes eq.

* Types of fluid motion

4 Types.

(a) translation 

(b) rotation 

(c) dilatation  (stretching & shrinking) 拉伸 & 压缩

(d) shear strain 

In Fluid mech, we discuss rate of motion

In Solid mech, = motion

(a) rate of translation = $\frac{d\vec{x}}{dt} = \vec{V}$

(b) rate of rotation = $\frac{d\vec{\Omega}}{dt}$ (angular velocity)

$\Omega \rightarrow$ angle of rotation

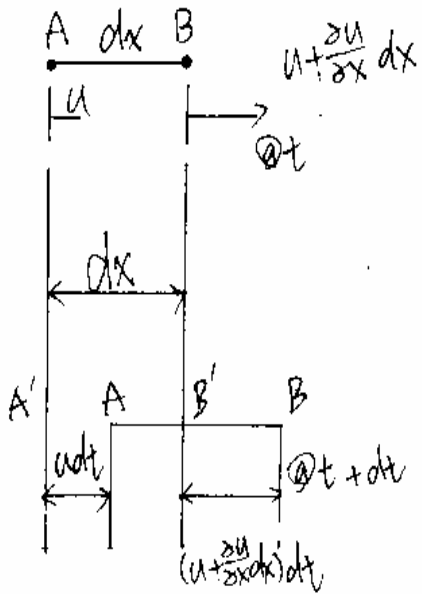
$\vec{\omega} =$ vorticity vector

$$\vec{\omega} = 2 \frac{d\vec{\Omega}}{dt}, \quad \vec{\omega} = \nabla \times \vec{V} = \text{curl}(\vec{V})$$

* rate of dilatation

dilation $\rightarrow$ fractional increase in length

eg. in x-direction



$$\% \text{ dilation} =$$

$$[(dx + \overline{BB'}) - \overline{AA'}] - dx$$

$$\frac{dx - u dt + (u + \frac{\partial u}{\partial x} dx) dt - dx}{dx} = \frac{\partial u}{\partial x} dt$$

rate of dilatation (in x-direction)

$$= \frac{\frac{\partial u}{\partial x} dt}{dt} = \frac{\partial u}{\partial x}$$

$$= \epsilon_{xx} \text{ strain rate}$$

Volume dilatation

$$= \frac{1}{V} \frac{dV}{dt}$$

$$= \frac{1}{dx dy dz} \left(\frac{\partial u}{\partial x} + \frac{\partial v}{\partial y} + \frac{\partial w}{\partial z} \right) dx dy dz \frac{dt}{dt}$$

$$= \left(\frac{\partial u}{\partial x} + \frac{\partial v}{\partial y} + \frac{\partial w}{\partial z} \right) = \nabla \cdot \vec{v}$$

$\nabla \cdot \vec{V} = 0$

Rate of dilatation in x -dir $= \epsilon_{xx} = \frac{\partial u}{\partial x}$

$$z = y^2 = \epsilon_{yy} = \frac{\partial v}{\partial y}$$

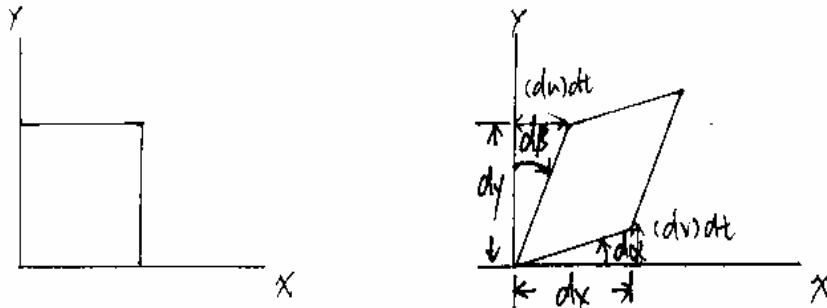
$$z = z = z = \frac{\partial W}{\partial z}$$

The total rate of dilation

$$\Rightarrow \epsilon_{xx} + \epsilon_{yy} + \epsilon_{zz} = \frac{1}{V} \frac{dV}{dt}$$

Rate of shear strain

shear strain = the average decrease in $\angle$ between two lines which initially $\perp$



$$\left(\begin{matrix} \text{shear strain} \\ \epsilon_{xy} \end{matrix} \right) = \frac{1}{2} (d\alpha + d\beta) \Rightarrow \frac{1}{2} \left(\frac{dv}{dx} dt + \frac{du}{dy} dt \right)$$

So Rate of shear strain = $\frac{d\epsilon_{xy}}{dt}$

$$= \frac{1}{2} \left(\frac{\partial v}{\partial x} + \frac{\partial u}{\partial y} \right), \quad \epsilon_{ij} = \frac{1}{2} \left(\frac{\partial u_i}{\partial x_j} + \frac{\partial u_j}{\partial x_i} \right)$$

↖ ↗
Strain rate tensor

Tensor Notation 張量符號

Definitions: (1) at free - index - any index that appear only once in an additive term.

Rules of Tensor Notation

Rule 1: The words "for $i = 1, 2, 3$ " are implied by free index

$$\epsilon_{ij} = \frac{1}{2} \left(\frac{\partial u_i}{\partial x_j} + \frac{\partial u_j}{\partial x_i} \right), \quad i, j = \text{free index}$$

Ref: index (2) at dummy index - any index that appear twice in the same additive term.

dummy index $\sum_{i=1}^3 u_i \frac{\partial u_i}{\partial x_i}$

Rule 2: Summation from $i = 1$ to 3 is implied by a dummy index...

Rule 3. free index must balance for each additive term in an eq.

$$\frac{du_i}{dt} = \frac{\partial u_i}{\partial t} + u_j \frac{\partial u_i}{\partial x_j} \quad \text{valid}$$

$$u_i \frac{\partial u_R}{\partial x_R} = \epsilon_{ij} A_i \quad \text{no valid}$$

$$u_i \frac{\partial u_k}{\partial x_k} = 0 \quad \text{valid}$$