

In this lesson, we will:

- Discuss various ways to classify fluid flows (laminar vs. turbulent, compressible vs. incompressible, steady vs. unsteady, etc.)
- Define the **no-slip condition**
- Define **Mach number**
- Do an example problem

CLASSIFICATION OF FLUID FLOWS

1. Viscous vs. inviscid regions of flow

friction between fluid particles

→ *misnomer*

Inviscid does not mean the fluid has no viscosity!

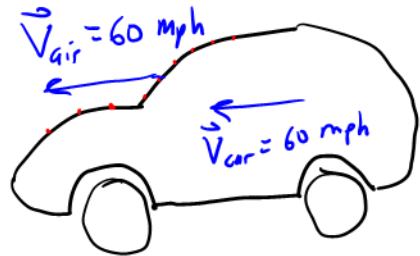
means that viscous effects are negligible compared to inertial or pressure effects

Viscous effects are always important near a wall

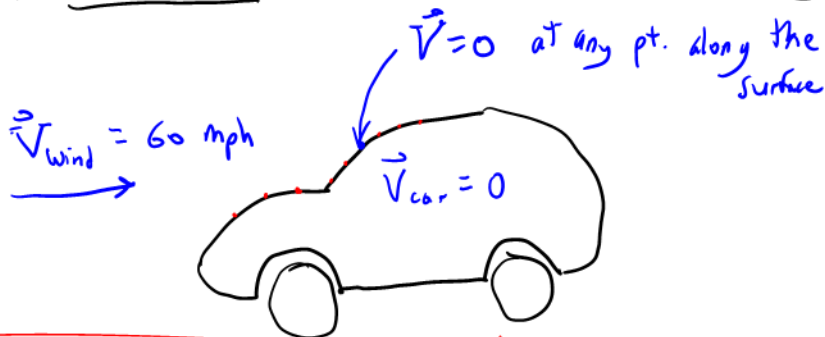
at a wall,

$$\vec{V}_{\text{fluid}} = \vec{V}_{\text{wall}}$$

(At any pt along the surface)



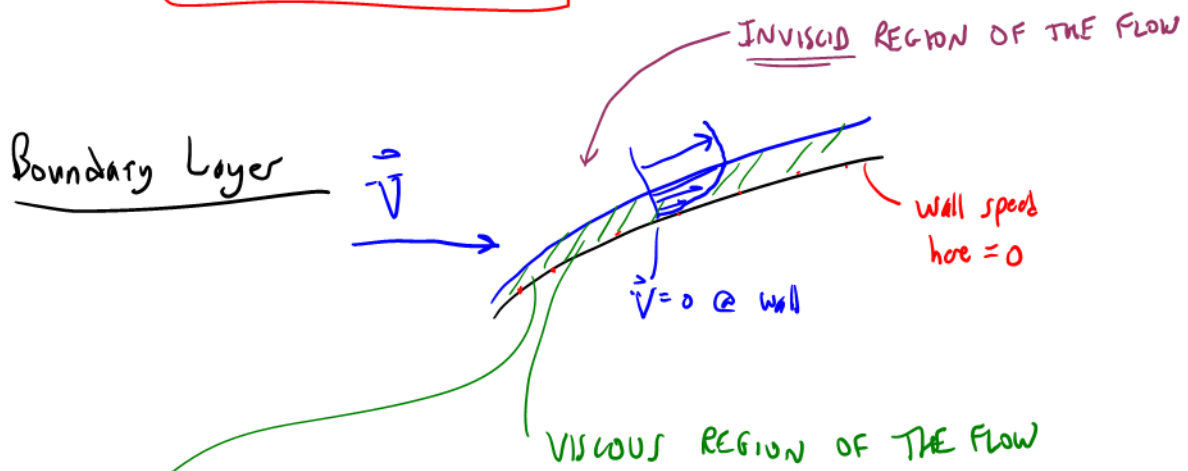
OR, in a wind tunnel



THE NO-SLIP CONDITION

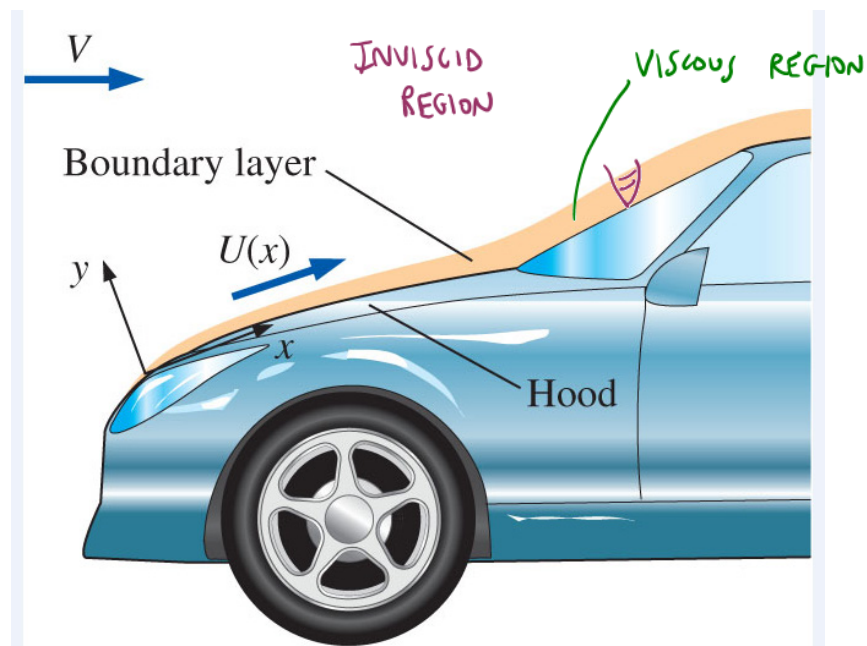
Fluid near a wall is influenced strongly by friction (viscous region)
Fluid away from a wall is not strongly influenced " (inviscid ")

Viscous effects are due to a fluid property called viscosity, μ *



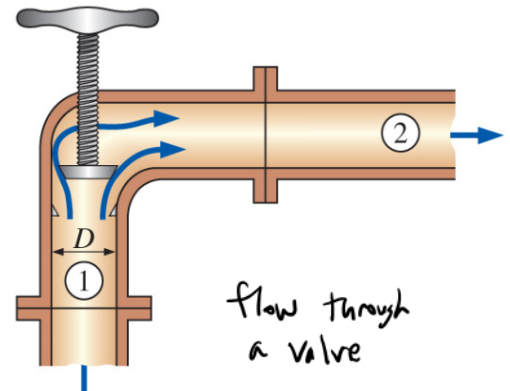
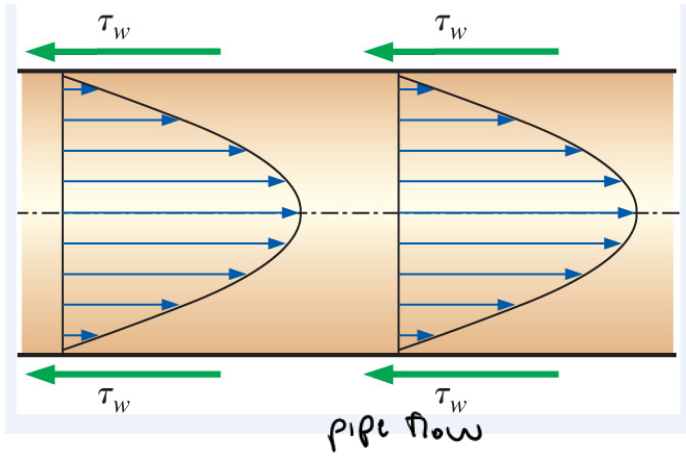
Define a BL \rightarrow

BL = a thin layer near a wall where viscous effects are significant *

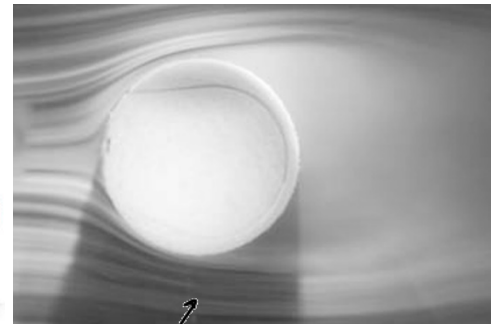
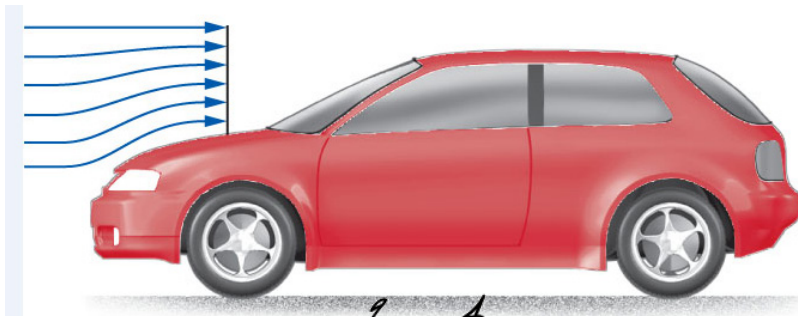


2. Internal vs. external flow

Internal — confined by walls or between walls



External — flow not confined by walls



can have some walls, but "far away"
or part of the flow field

3. Compressible vs. incompressible flow

Incompressible → if density = $\rho = \frac{m}{V} \approx \text{constant}$

Compressible → if changes in ρ are significant

V = speed
 \vec{V} = velocity
 V = volume

Define Mach number

$$Ma = \text{Mach \#} = \frac{V}{c}$$

Speed of the fluid
Speed of sound in the fluid

ρ changes by $\approx 5\%$ when $Ma \approx 0.3$

So, if $Ma \leq 0.3$, we approximate the flow as incompressible

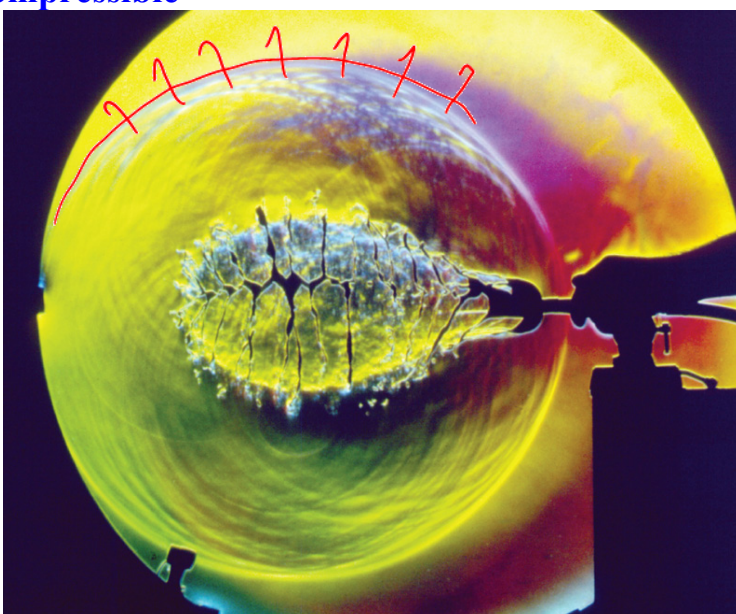
NOTE: AIR IS A COMPRESSIBLE FLUID - But we can approximate it as incompressible at low Ma .

Incompressible

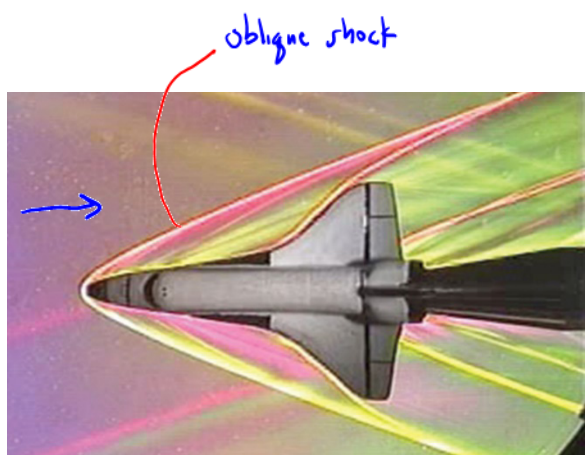


plane at low speed

Compressible



$$\text{if } V > c, Ma = \frac{V}{c} > 1 \text{ SUPERSONIC}$$



Speed of Sound in Air

Air is approximated as an ideal gas

c = speed of sound (some books use a)

$$c = \sqrt{k R T}$$

where $k = \frac{C_p}{C_v}$ = ratio of specific heats

R = specific gas constant

$$R = \frac{R_u}{M}$$

UNIVERSAL GAS CONST.
molecular weight

Example: @ $T = 20.0^\circ\text{C}$ (air), calc c

Soln:

$$c = \sqrt{k R T}$$

$$= \sqrt{k \frac{R_u}{M_{\text{air}}} T}$$

MUST BE ABSOLUTE T !!

$$= \sqrt{(1.40) \frac{8.314 \frac{\text{kJ}}{\text{kmol} \cdot \text{K}}}{28.97 \frac{\text{kg}}{\text{kmol}}} (20.0 + 273.15) \text{K} \left(\frac{\text{kJ} \cdot \text{m}}{\text{kg}} \right) \left(\frac{1000 \text{ kg} \cdot \text{m}}{\text{s}^2 \cdot \text{kJ}} \right)}$$

$$c = \underline{\underline{343.19 \text{ m/s}}}$$

$$c = 343 \frac{\text{m}}{\text{s}}$$

Unity conversion factors
(ratios)

Example: Compressible vs. Incompressible Flow

Given: A military jet flies at 464 miles per hour through a region of the atmosphere where the ~~speed of sound is 278 m/s~~. temperature is 20.0°C.

To do: Calculate the Mach number and determine whether this flow is subsonic or supersonic, compressible or nearly incompressible.

Solution:

$$V = 464 \frac{\text{mi}}{\text{h}}$$

$$c = 343.19 \frac{\text{m}}{\text{s}} \quad (\text{previous pg.})$$

$$Ma = \frac{V}{c} = \frac{464 \frac{\text{mi}}{\text{h}}}{343.19 \frac{\text{m}}{\text{s}}} \left(\frac{1 \text{ h}}{3600 \text{ s}} \right) \left(\frac{1609.3 \text{ m}}{\text{mi}} \right) = 0.60440 \quad \begin{array}{l} \text{no units} \\ \downarrow \\ [-] \end{array}$$

Unity conv. ratios

Ans. $Ma = 0.604$

Since $Ma < 1$, $\boxed{\text{subsonic}}$

Since $Ma \gtrsim 0.3$, this is $\boxed{\text{compressible}}$

IF run an experiment in water with a model you could have significant error

Incompressible

4. Laminar vs. turbulent flow

↓
Smooth & orderly, typically steady but can be unsteady

chaotic, unsteady, random eddies (vortices)



Laminar flow (Typ. low speed)



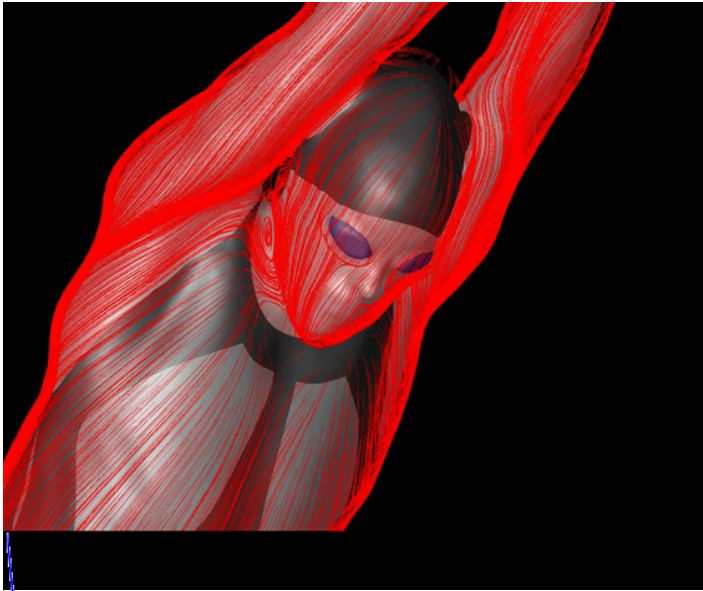
Turbulent flow (Typ at high speed)

Turbulent flow
can be steady in the mean

5. Natural vs. forced flow



Natural - No fan or anything forcing the flow



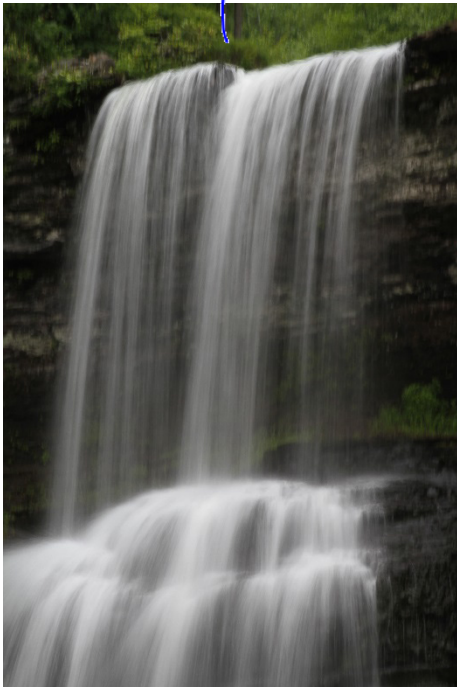
Forced - fan or muscles, etc. forcing the flow

6. Steady vs. unsteady

Long-time exposure

"Steady" in the mean

Unsteady (instantaneous snap shot)



Steady in the mean



Unsteady instantaneously



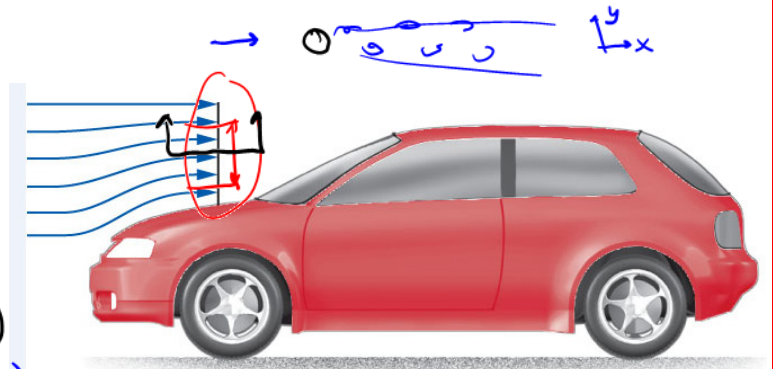
Steady in the mean

7. One-, two-, or three-dimensional

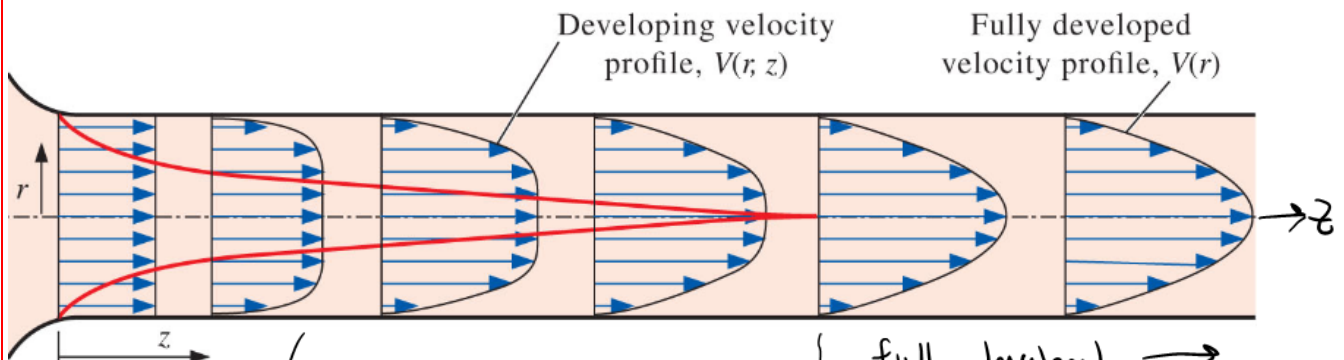
- Flow over a car is 3-D

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

- Flow over the antenna can be approximated as 2-D
 - $\vec{V} = \vec{V}(r, \theta)$
 - or $\vec{V} = \vec{V}(x, y)$



Eg. Pipe flow



$$\vec{V} = \vec{V}(r, z) \quad \text{2-D}$$

fully developed →

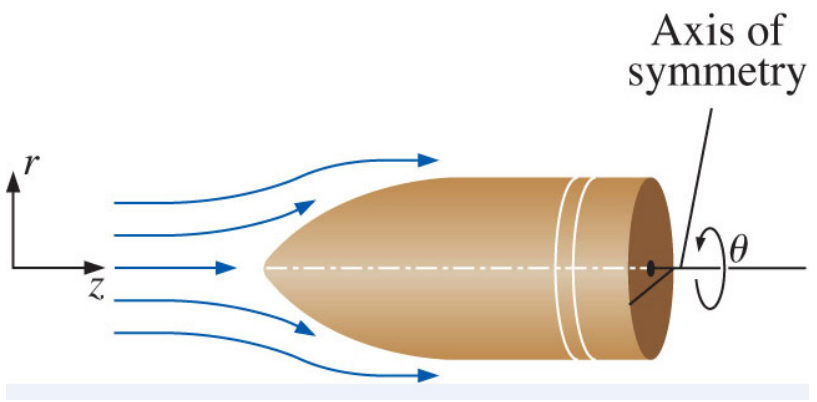
$\vec{V} = \vec{V}(r) \text{ only}$

1-D

$P = P(z) \text{ only}$

1-D

Axisymmetric



$$\vec{V} = \vec{V}(r, z) \quad \vec{V} \text{ not a func. of } \theta \quad \text{2-D}$$

3-D	$\vec{V} = \text{func of 3 variables}$
2-D	----- 2 -----
1-D	----- 1 -----