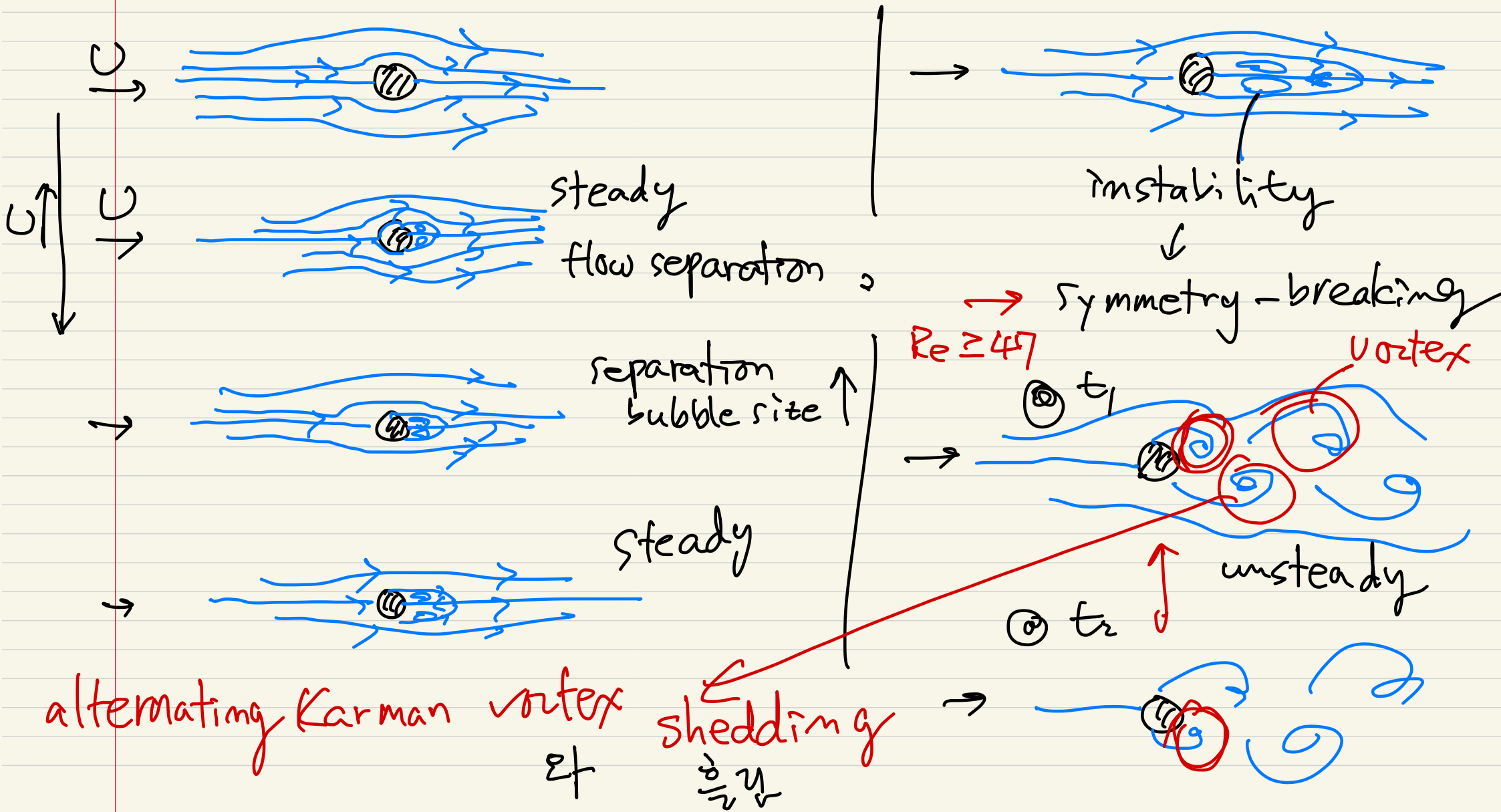
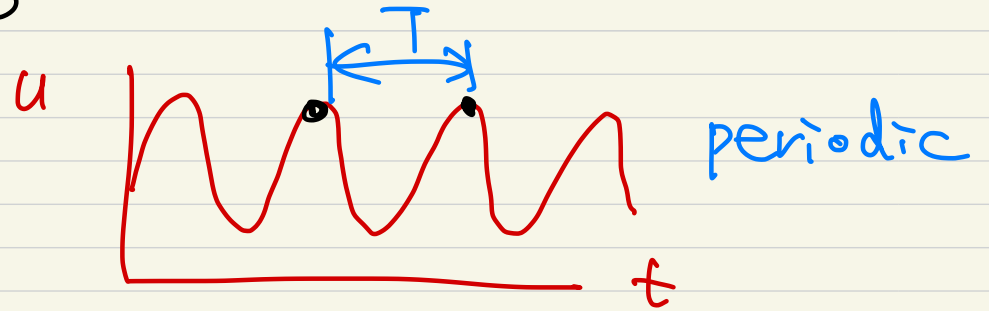
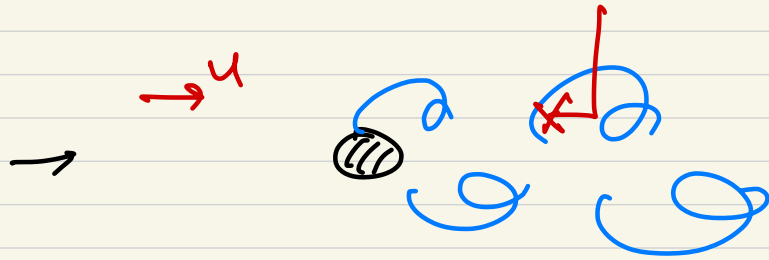


- Flow past a circular cylinder
 - ↳ a representative 2D bluff body.



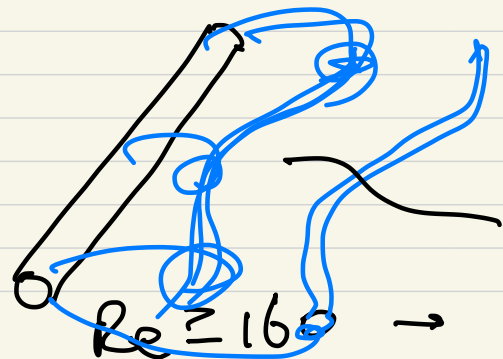
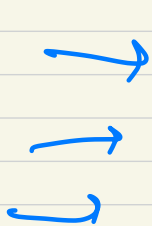
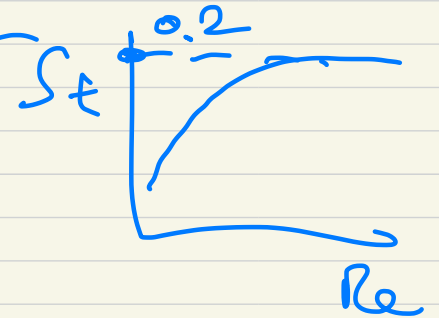
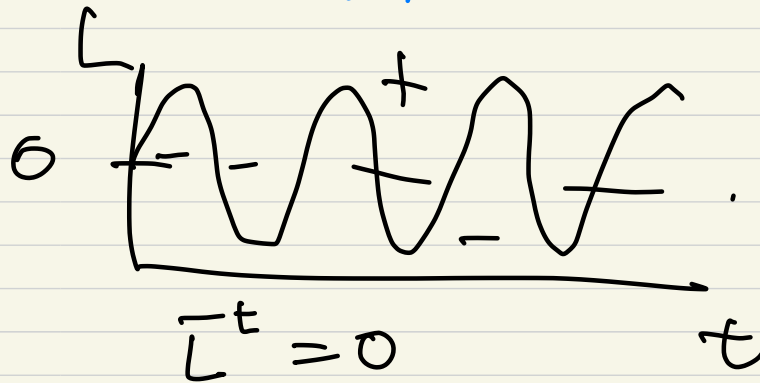
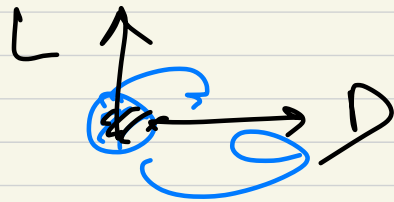
$$Re = 47 = \frac{Ud}{\nu} = \frac{U \times 1.5 \times 10^{-2}}{1.5 \times 10^{-5}} \rightarrow U = 47 \times 10^{-3} = 47 \text{ mm/s}$$



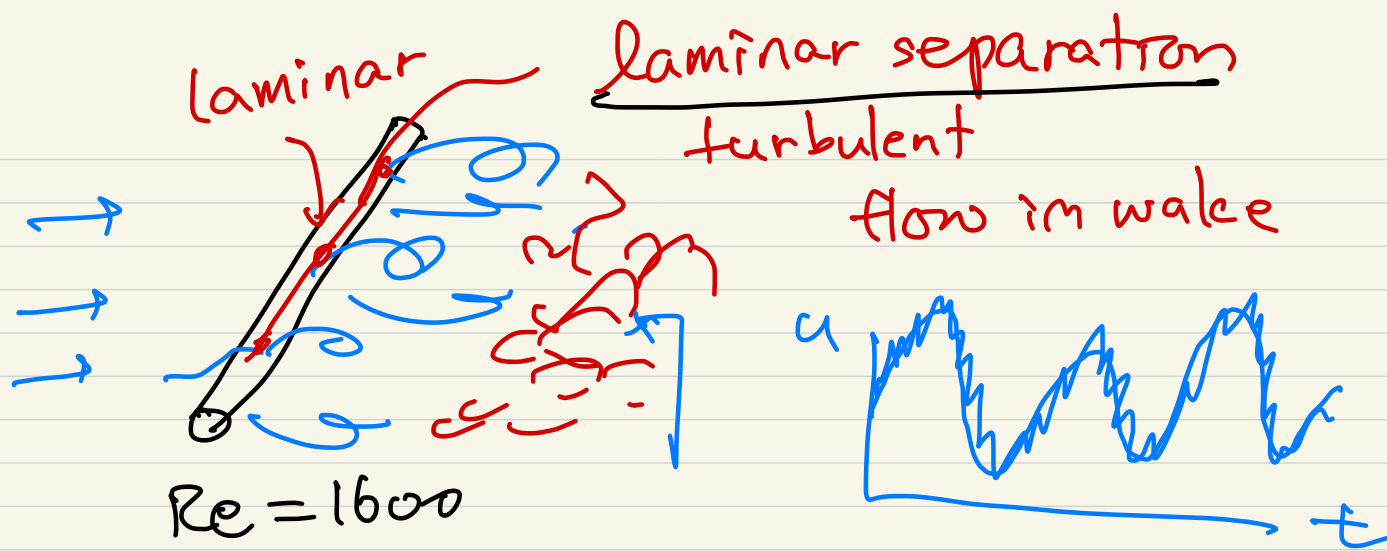
⊙ $Re = 100$

unsteady 2-D laminar flow $St \equiv \frac{fd}{L} = \frac{d}{UT} \quad (f = \frac{1}{T})$

Strouhal number



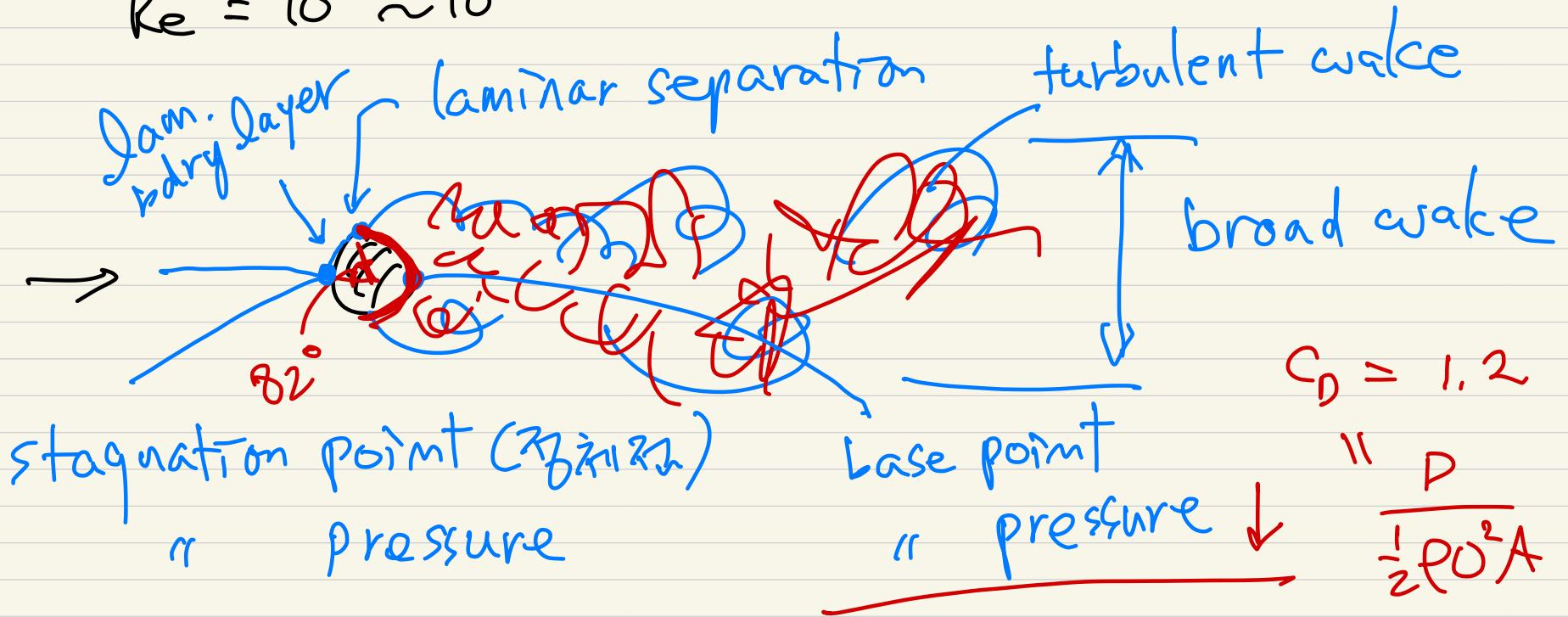
unsteady 3D
laminar flow
unsteady 3D vortex shedding
 $Re \approx 160 \rightarrow$ 3D flow



wake $\frac{b}{l} \frac{2}{1}$

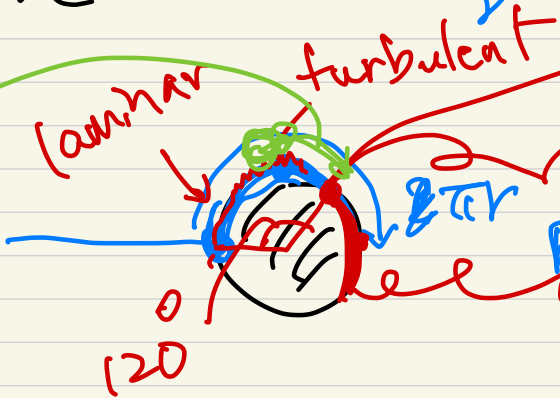
downstream $\frac{\partial}{\partial t} \frac{2}{r_1}$

$Re = 10^4 \sim 10^5$



$$Re = 10^6 = \frac{Ud}{\nu}$$

separation delay



turbulent separation
narrow wake

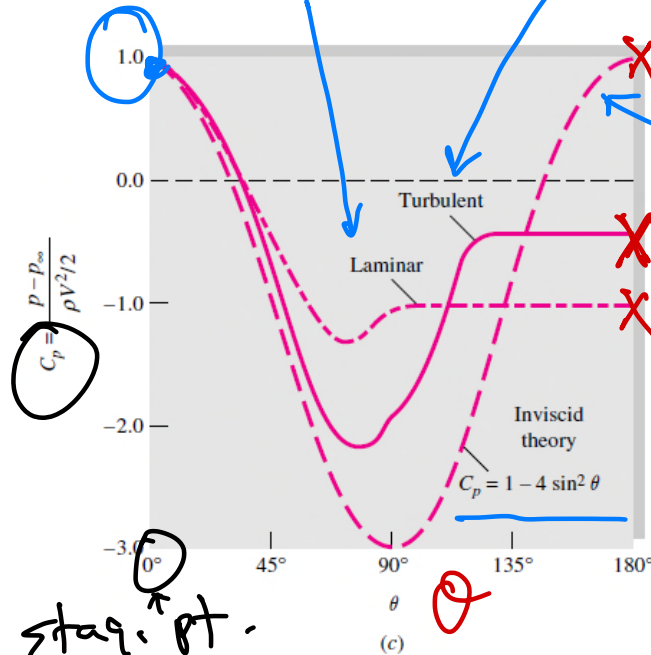
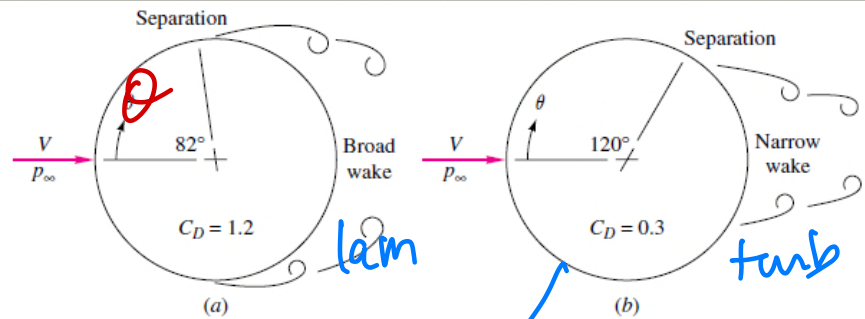
$$Re_x = \frac{U \cdot \pi d}{\nu} = \frac{1}{2} \times 10^6 = 5 \times 10^5$$

$$C_D = 0.3 \sim 0.5$$

U, P_∞
→

$$C_p = \frac{P - P_\infty}{\frac{1}{2} \rho U^2}$$

pressure coeff.
 $\frac{P - P_\infty}{\frac{1}{2} \rho U^2}$



stag. pt.

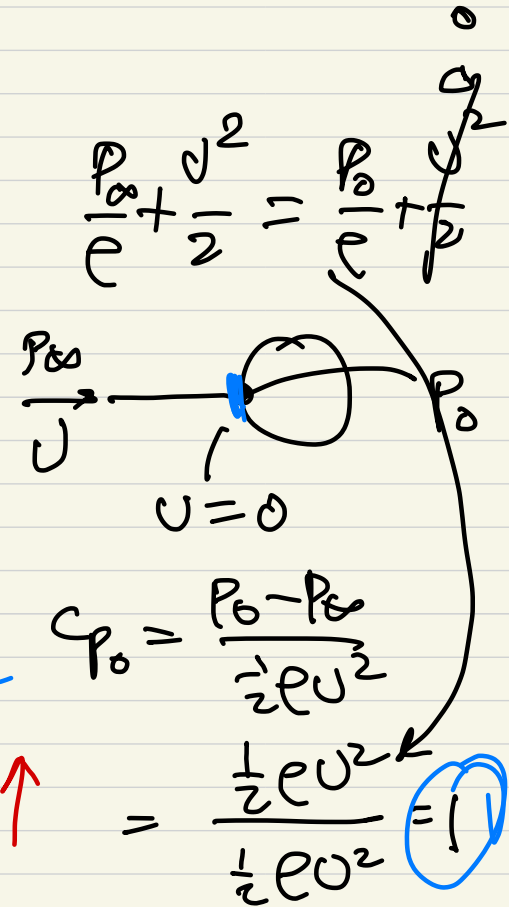
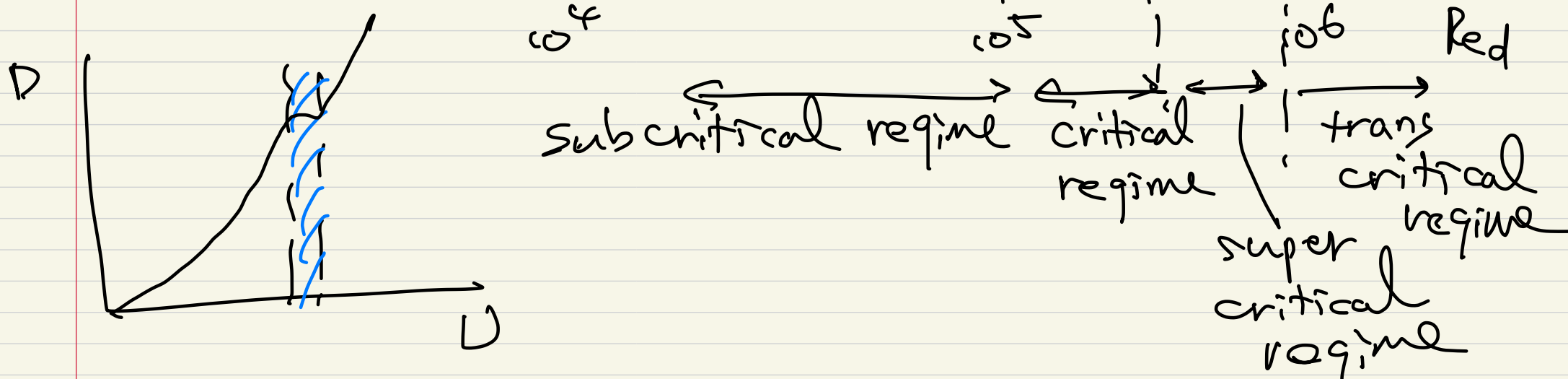
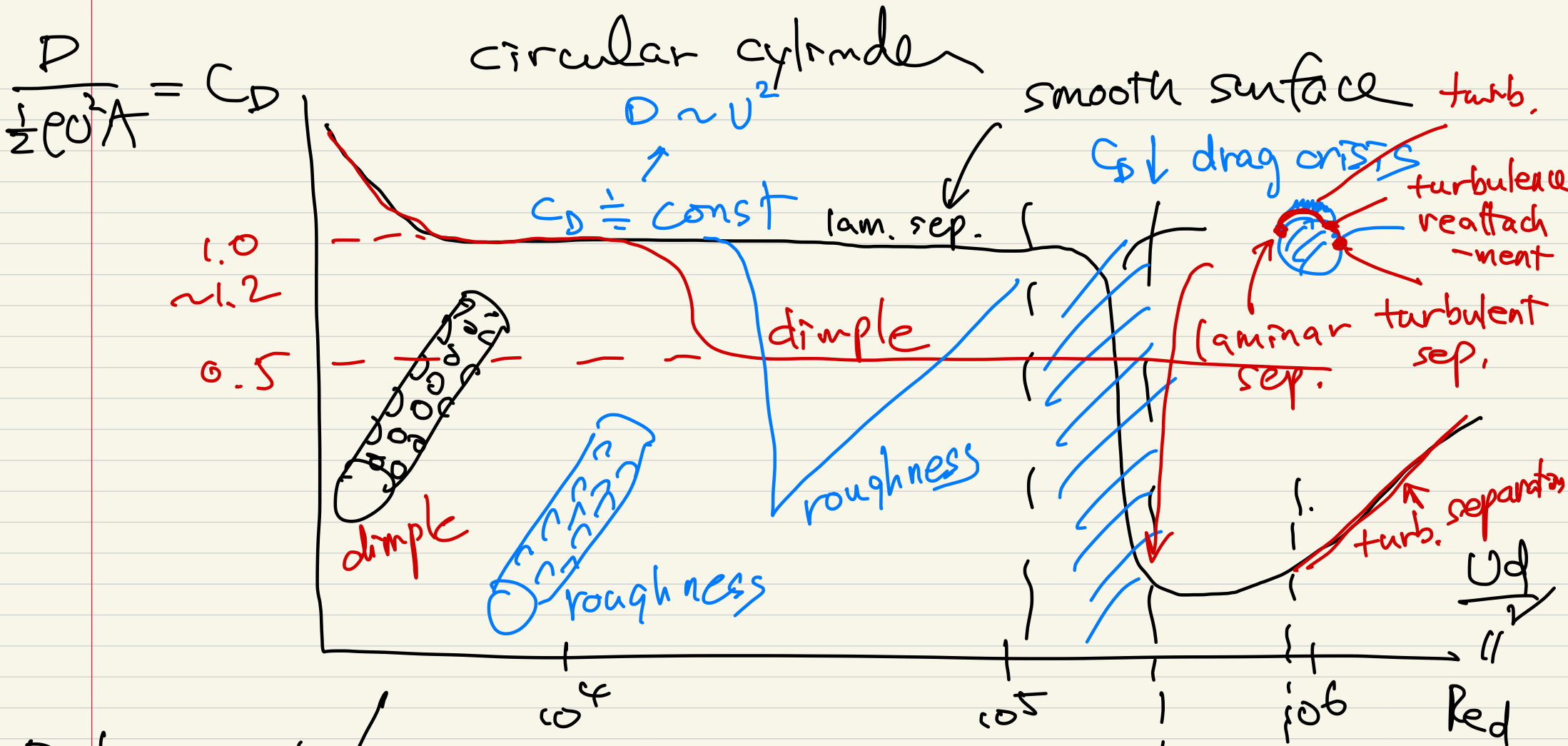
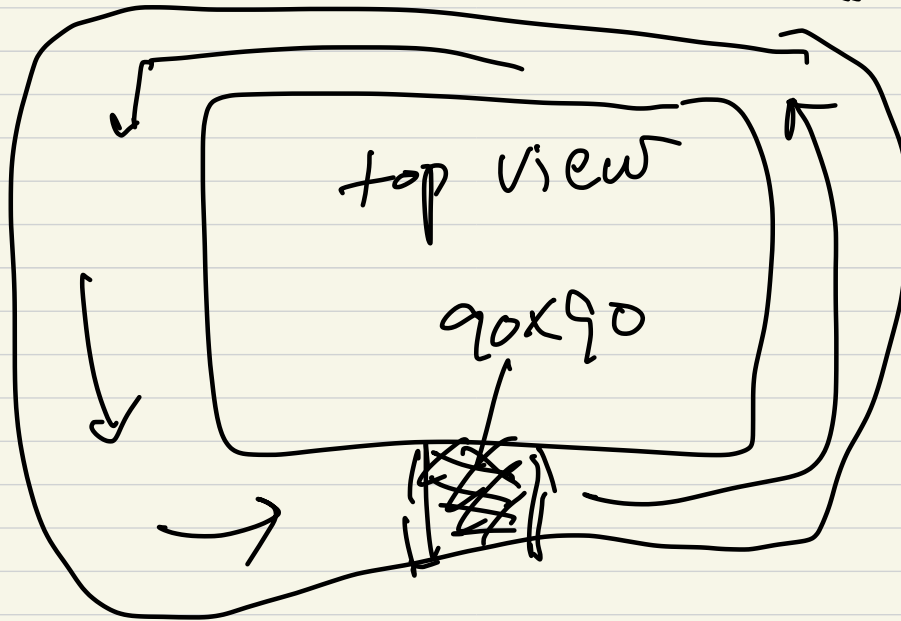
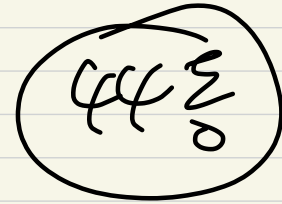
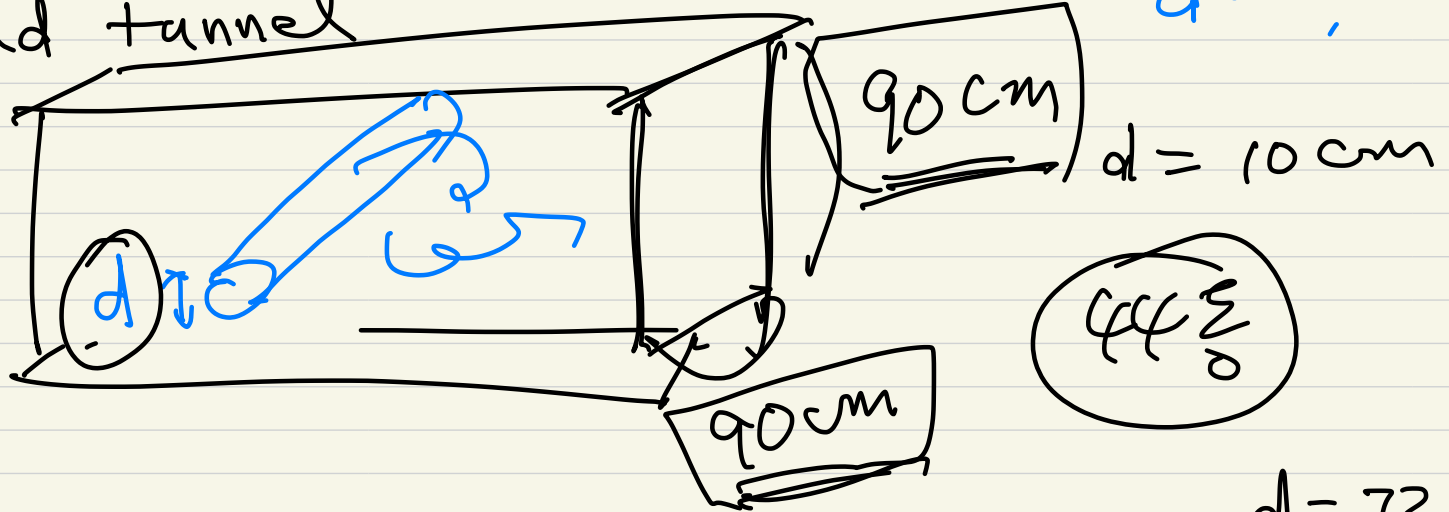
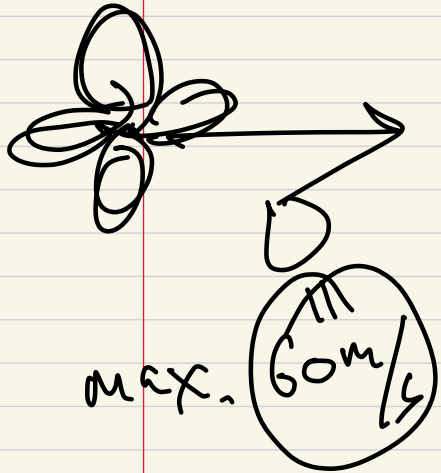


Fig. 7.13 Flow past a circular cylinder: (a) laminar separation; (b) turbulent separation; (c) theoretical and actual surface pressure distributions.



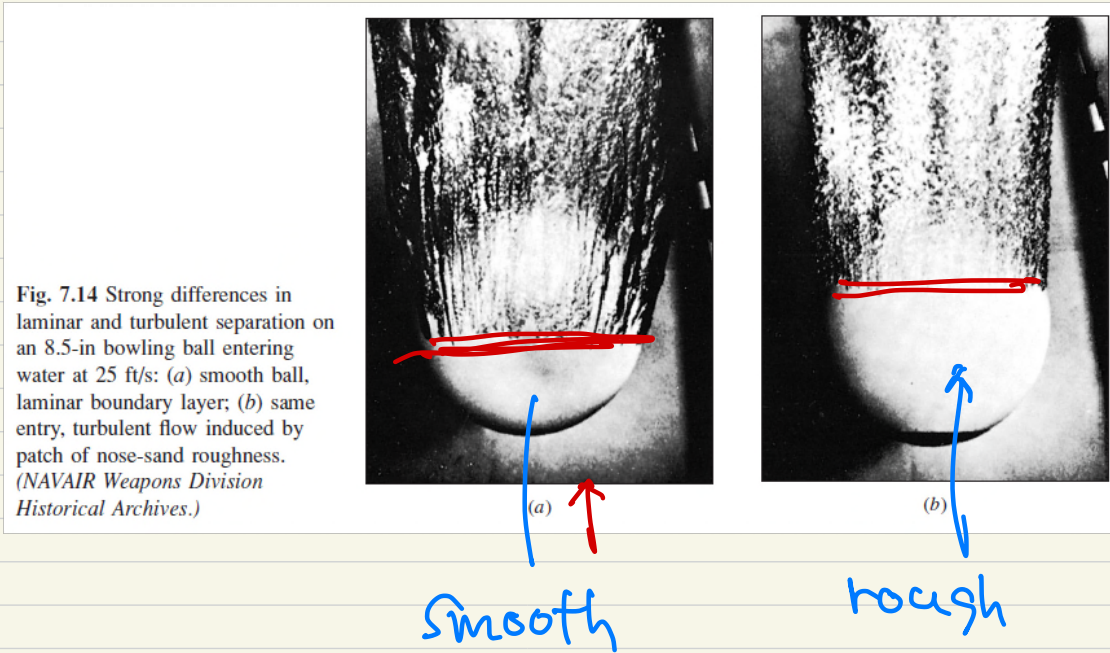
$$Re = 10^6 = \frac{Ud}{\nu} = \frac{U \times 0.1}{1.5 \times 10^{-5}} = U \times 10^4 \rightarrow U = 100 \text{ m/s}$$

wind tunnel

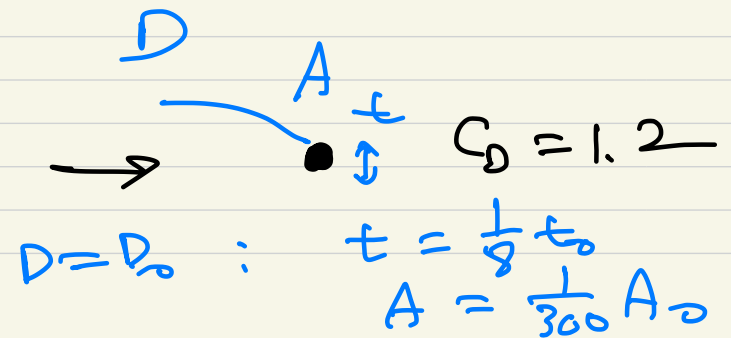
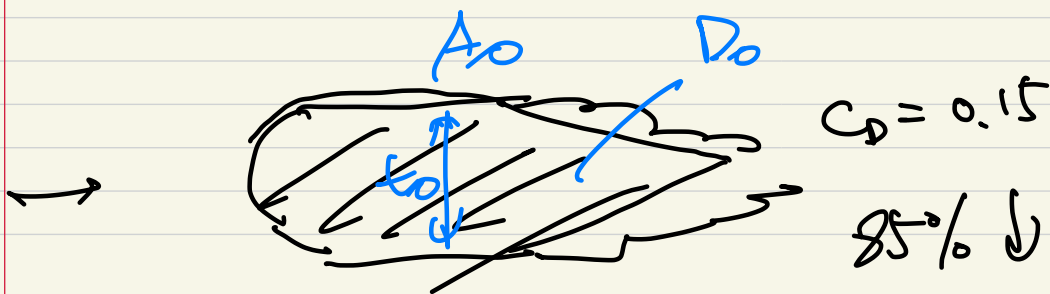
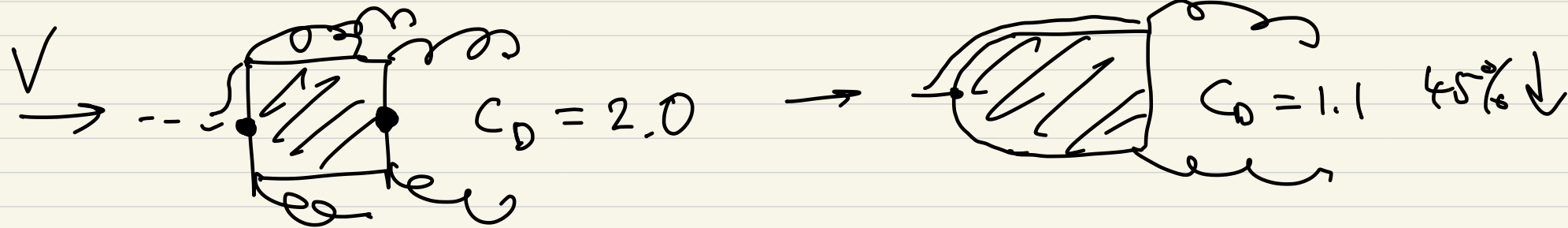


$d = 72 \text{ mm}$
 $\sigma = 2\% \quad v = 140 \text{ km/h}$
 $Re = \frac{vd}{\nu} = 1.87 \times 10^5$

flow visualization



• Importance of streamlining

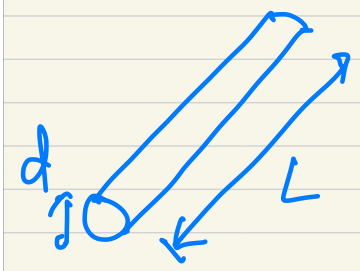
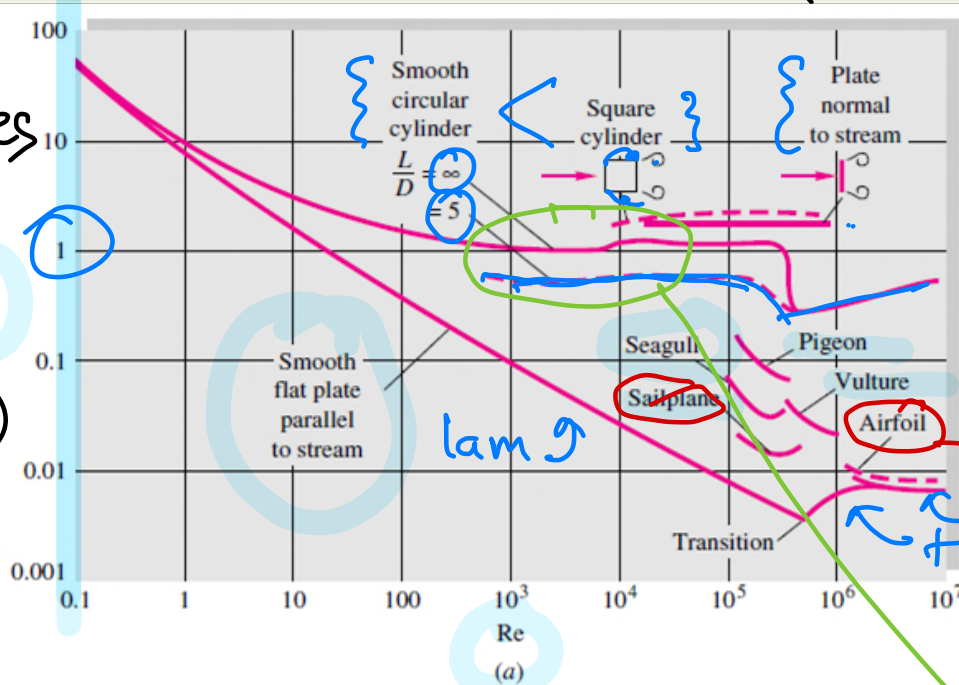


For high-performance vehicles and other moving vehicles, the name of game is drag reduction.

$$C_D = \frac{D}{\frac{1}{2} \rho v^2 A}$$

planform area
(except normal plate)

2-D
bodies



3-D
bodies

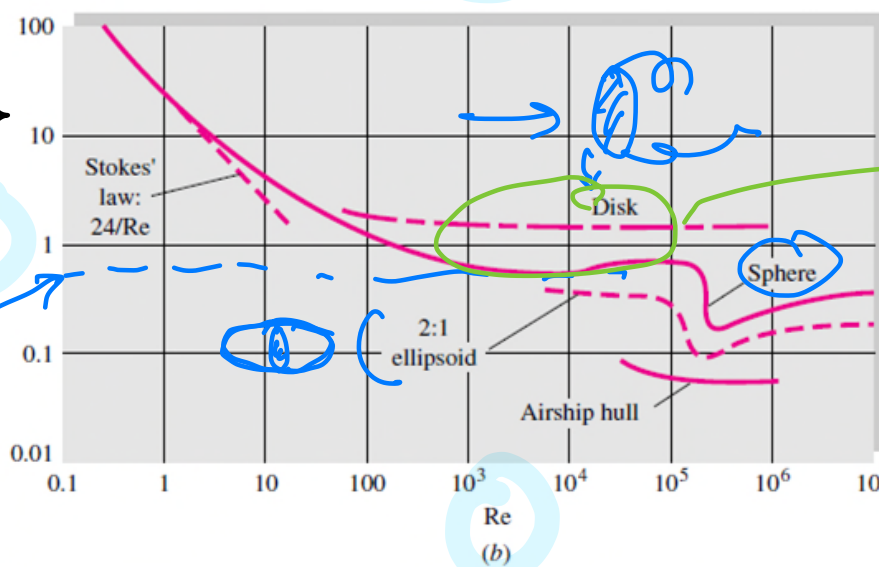


Fig. 7.16 Drag coefficients of smooth bodies at low Mach numbers: (a) two-dimensional bodies; (b) three-dimensional bodies. Note the Reynolds number independence of blunt bodies at high Re.

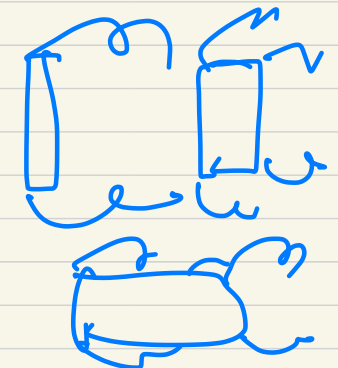
Table 7.2 Drag of Two-Dimensional Bodies at $Re \geq 10^4$

2-D bodies
 $(Re \geq 10^4)$
 $C_D \approx \text{const}$

$$C_D = \frac{D}{\frac{1}{2} \rho U^2 A}$$

↑
frontal area

| Shape | C_D based on frontal area | Shape | C_D based on frontal area | Shape | C_D based on frontal area | | | | | | | | | | | | | | | | | | |
|-----------------------|--|-----------------------|-----------------------------|------------------------------|-----------------------------|------|-----|-----|-----|-----|-----|---------|------|------|---------|------|------|-----|-----|-----|-----|-----|-----|
| Square cylinder: | 2.1 | Half cylinder: | 1.2 | Plate: | 2.0 | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | Thin plate normal to a wall: | 1.4 | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | |
| Half tube: | 1.2 | Equilateral triangle: | 1.6 | Hexagon: | 1.0 | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | 0.7 | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | |
| Shape | C_D based on frontal area | | | | | | | | | | | | | | | | | | | | | | |
| Rounded nose section: | <table border="1"> <thead> <tr> <th>L/H:</th> <th>0.5</th> <th>1.0</th> <th>2.0</th> <th>4.0</th> <th>6.0</th> </tr> </thead> <tbody> <tr> <td>C_D:</td> <td>1.16</td> <td>0.90</td> <td>0.70</td> <td>0.68</td> <td>0.64</td> </tr> </tbody> </table> | | | | | L/H: | 0.5 | 1.0 | 2.0 | 4.0 | 6.0 | C_D : | 1.16 | 0.90 | 0.70 | 0.68 | 0.64 | | | | | | |
| L/H: | 0.5 | 1.0 | 2.0 | 4.0 | 6.0 | | | | | | | | | | | | | | | | | | |
| C_D : | 1.16 | 0.90 | 0.70 | 0.68 | 0.64 | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | |
| Flat nose section: | <table border="1"> <thead> <tr> <th>L/H:</th> <th>0.1</th> <th>0.4</th> <th>0.7</th> <th>1.2</th> <th>2.0</th> <th>2.5</th> <th>3.0</th> <th>6.0</th> </tr> </thead> <tbody> <tr> <td>C_D:</td> <td>1.9</td> <td>2.3</td> <td>2.7</td> <td>2.1</td> <td>1.8</td> <td>1.4</td> <td>1.3</td> <td>0.9</td> </tr> </tbody> </table> | | | | | L/H: | 0.1 | 0.4 | 0.7 | 1.2 | 2.0 | 2.5 | 3.0 | 6.0 | C_D : | 1.9 | 2.3 | 2.7 | 2.1 | 1.8 | 1.4 | 1.3 | 0.9 |
| L/H: | 0.1 | 0.4 | 0.7 | 1.2 | 2.0 | 2.5 | 3.0 | 6.0 | | | | | | | | | | | | | | | |
| C_D : | 1.9 | 2.3 | 2.7 | 2.1 | 1.8 | 1.4 | 1.3 | 0.9 | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | |
| Elliptical cylinder: | <table border="1"> <thead> <tr> <th></th> <th>Laminar</th> <th>Turbulent</th> </tr> </thead> <tbody> <tr> <td>1:1</td> <td>1.2</td> <td>0.3</td> </tr> <tr> <td>2:1</td> <td>0.6</td> <td>0.2</td> </tr> <tr> <td>4:1</td> <td>0.35</td> <td>0.15</td> </tr> <tr> <td>8:1</td> <td>0.25</td> <td>0.1</td> </tr> </tbody> </table> | | | Laminar | Turbulent | 1:1 | 1.2 | 0.3 | 2:1 | 0.6 | 0.2 | 4:1 | 0.35 | 0.15 | 8:1 | 0.25 | 0.1 | | | | | | |
| | Laminar | Turbulent | | | | | | | | | | | | | | | | | | | | | |
| 1:1 | 1.2 | 0.3 | | | | | | | | | | | | | | | | | | | | | |
| 2:1 | 0.6 | 0.2 | | | | | | | | | | | | | | | | | | | | | |
| 4:1 | 0.35 | 0.15 | | | | | | | | | | | | | | | | | | | | | |
| 8:1 | 0.25 | 0.1 | | | | | | | | | | | | | | | | | | | | | |



↓

C_D ↓