

# **Kinematics**







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#### Contents



#### Objectives

- Define methods of flow description
- Classify fluid motions
- Study kinematics of fluid

$$\sum \vec{F} = m\vec{a}$$





#### 2.3.1 Flow lines

- 3 flow lines: streamline, path line, streak line
- (1) streamline
  - = <u>imaginary line</u> connecting a series of points in space at a given instant in such a manner that all particles falling on the line at that instant have velocities whose vectors are <u>tangent to the line</u>
  - = instantaneous curves which are everywhere tangent to the velocity vector
  - = a line that is (at a given instant) tangent to the velocity at every point on it
  - \* stream tube = small imaginary tube bounded by streamlines
  - \* stream filament = if cross section of stream tube is infinitesimally small





























#### (2) path line

- = trajectory of <u>a particle of fixed identity</u> as time passes
- (3) streak line
  - = a line connecting <u>all the particles</u> that have passed successfully through <u>a particular given point</u> (injection point)
  - = current location of all particles which have passed through a fixed point in space
  - [Ex] dye stream in water, smoke filament in air
- \* For steady flow, streamline = path line = streak line









#### Streak line by LIF

Path line by PIV





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### PDM-2D Results: Nakdong River



### PDM-2D Results: Han River





#### No Tide









How can we photo 3 lines?

(1) streamline: spread <u>bunch of reflectors</u> on the flow field, then take a instant shot

(2) path line: put only <u>one particle</u> on the flow field, then take long-time exposure

(3) streak line: take a instant shot of dye injecting from <u>one slot</u> of the dye tanks





#### 2.3.2 Differential equations for flow lines

#### (1) Streamline

By virtue of definition of a streamline (velocity vector  $\vec{q}$  is tangent to the streamline), it's slope in the *xy* - plane,  $\frac{dy}{dx}$ , must be equal to that of the velocity,  $\frac{v}{u}$ .

$$\frac{dy}{dx} = \frac{v}{u}$$











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By similarly treating the projections on the xz plane and on the yz plane

$$\frac{dz}{dx} = \frac{w}{u}; \quad \frac{dz}{dy} = \frac{w}{v}$$
$$\rightarrow \frac{dx}{u} = \frac{dy}{v} = \frac{dz}{w}$$

→ Integration of the differential equation for streamline yields equation of streamline. For 2-D Cartesian coordinates

$$\frac{dx}{u} = \frac{dy}{v} \to \frac{dy}{dx} = \frac{v}{u} \to v \, dx - u \, dy = 0$$





Vector form of equation of streamline

$$\vec{q} \times d\vec{r} = 0$$
  

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

$$d\vec{r} = \vec{i} \, dx + \vec{j} \, dy + \vec{k} \, dz$$
  

$$= \vec{n} \, ds = \text{element of length along streamline}$$
  

$$\vec{q} \times d\vec{r} = \vec{i}vdz + \vec{j}wdx + \vec{k}udy - \vec{i}wdy - \vec{j}udz - \vec{k}vdx$$

$$= \vec{i} (vdz - wdy) + \vec{j} (wdx - udz) + \vec{k} (udy - vdx) = 0$$





#### (2) Path line

Since the particle is moving with the fluid at its local velocity

$$\frac{dx}{dt} = u; \quad \frac{dy}{dt} = v; \quad \frac{dz}{dt} = w$$

[App] Vector Products

(1) dot product  $\rightarrow$  scalar

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$$





(2) cross product  $\rightarrow$  vector

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = (a_2b_3 - a_3b_2)\vec{i} + (a_3b_1 - a_1b_3)\vec{j} + (a_1b_2 - a_2b_1)\vec{k}$$

$$Sarrus' rule$$

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$$\begin{bmatrix} \vec{i} & \vec{j} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ u & v & w \end{vmatrix}$$

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





[Ex] Vorticity: 
$$\xi = \frac{\partial v}{\partial x} - \frac{\partial u}{\partial y}$$
 3–D flow,  $\xi = \nabla \times \vec{V}$ 

For irrotational flow,  $\xi = 0$  ;  $\nabla \times \vec{V} = 0$ 

• 
$$curl(u\vec{v}) = \nabla \times (u\vec{v}) = \nabla u \times \vec{v} + u \nabla \times \vec{v}$$

•  $curl grad u = \nabla \times \nabla u = 0$ 

• divcurl 
$$\vec{u} = \nabla \cdot (\nabla \times \vec{u}) = 0$$





Homework Assignment No. 2

Due: 1 week from today

1. The velocity of an inviscid, incompressible fluid as it steadily approaches the <u>stagnation point</u> at the leading edge of a sphere of radius *R* is

$$\vec{q} = u\vec{i} = u_s \left(1 + \frac{R^3}{x^3}\right)\vec{i}$$

What is the fluid acceleration at (a) x = -3R, (b) x = -2R, and (c) x = -R?

(d) When and  $u_s = 2 m/s$  and R = 3 cm, what is the magnitude of the acceleration at x = -2R?





2. The velocity field in a flow system is given by  $\vec{q} = 5\vec{i} + (x + y^2)\vec{j} + 3xy\vec{k}$ 

What is the fluid acceleration (a) at (1, 2, 3) and (b) at (-1, -2, -3)?

3. A nozzle is shaped such that the axial-flow velocity increases linearly from 2 to 18 m/s in a distance of 1.20 m. What is the convective acceleration (a) at the inlet and (b) at the exit of the nozzle?

4. Determine the streamline for the <u>two-dimensional steady flow given by</u>  $\vec{q} = \frac{V_0}{l}(-x\vec{i} + y\vec{j})$ 

where  $V_0$  and / are constants. Plot it.





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