

$$A \Delta P = \Delta F_{\text{top to bottom}}$$

Fluids I

Monday, March 22, 2010
10:03 AM

Fluids are defined as liquids or gases, their effects are based around simple properties such as density and speed of motion.

incompressible

compressible

Density of a fluid is simply its mass per unit of volume or:

$$\rho = \frac{m \leftarrow \text{kg}}{V_{\text{vol}} \leftarrow \text{m}^3}$$

Fluids Notes:

Density:

The distribution of mass in a volume of any particular substance

Density = mass/volume or

$$\rho = m/V$$

Units

- (best choice, works with all formulae)
- , all equivalent, most commonly used

$$1 \text{ m}^3 = 10^6 \text{ cm}^3$$

$$1 \text{ m}^3 = 10^3 \text{ l}$$

Pressure:

$$P_1 = P_2$$

$$D - FN / A = 10^3 \text{ cm}^3$$

Pressure:

$$\frac{F_1}{A_1} = \frac{F_2}{A_2}$$

$$P = \frac{FN}{A} = 10^3 \text{ cm}^3$$

$$= 2.5 \text{ A m}^2 = \text{Pa}$$

The force exerted over a surface area

Pressure = Force / area or

$$P = F/A$$

Units

N/m^2 or (Pascals) [units are equivalent]

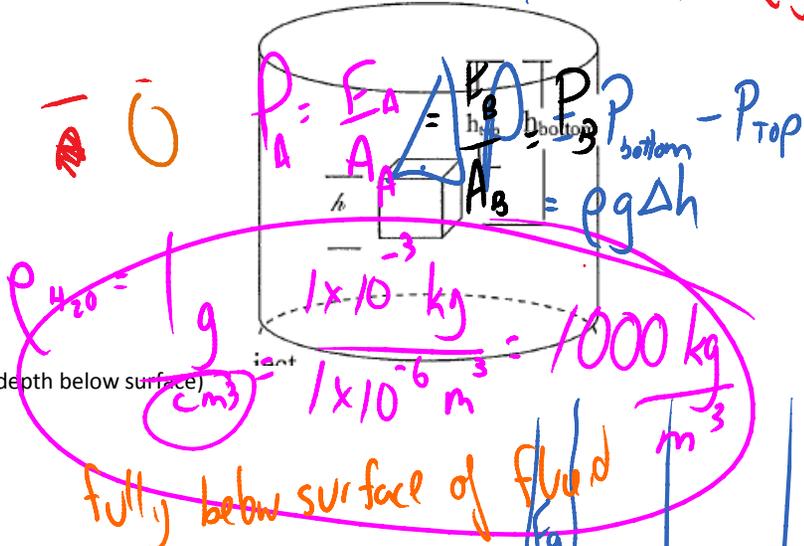
Pressure in fluids is ~~the~~ weight (Fg) of a column of the fluid above an area

Pressure in fluid is perpendicular to surface fluid contacts



$$P_{\text{top}} = \rho g h_{\text{top}}$$

$$P_{\text{bottom}} = \rho g h_{\text{bottom}}$$



Pressure in fluid is equal at same levels (depth below surface)

For the pressure on the cube of length

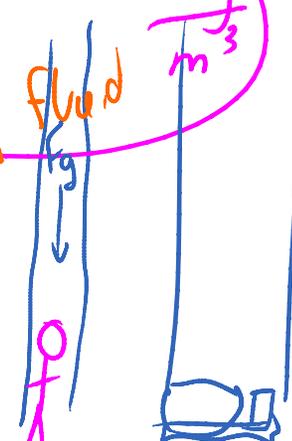
l at the right:

$$P_{\text{on top}} = F_{\text{fluid}} / A$$

$$P = mg / l^2$$

$$P = (\rho V_{\text{of fluid above cube}}) g / l^2$$

$$P = \rho (l^2 h) g / l^2$$



1 atm = 0 gauge

1 atm = 101.3 kPa

15 psi

pound square inches

psi



Object A exerts F on B, B exerts $-F$ on A

*

$$\frac{10N}{\pi \left(\frac{F}{2}\right)^2} = \frac{F_2}{\pi \left(\frac{F}{2}\right)^2}$$

$$\frac{10}{\frac{F}{4}} = \frac{F}{\frac{F}{4}}$$

egh

(note l^2)

factors leaving:

$$P = \rho gh$$

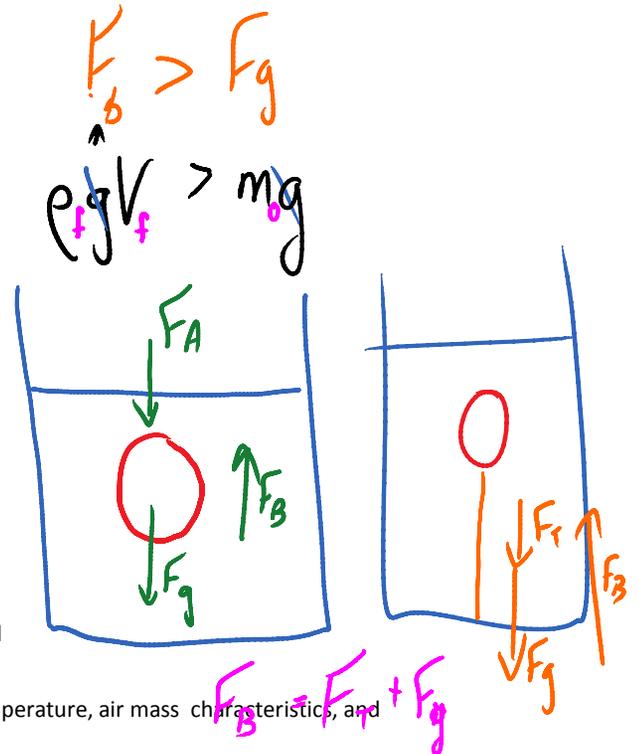
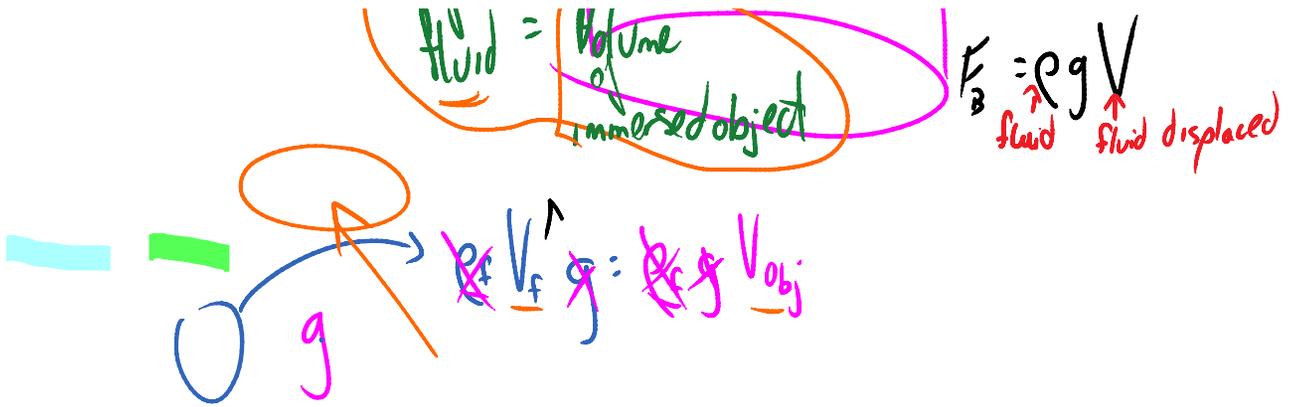
In the same diagram there is a pressure difference between top and bottom of the cube (ΔP)

$$\Delta P = P_{top} - P_{bottom}$$

$$\Delta P = \rho g p - \rho g(h + l)$$

$$\Delta P = \rho g \Delta h$$





Floating objects
are positively buoyant

Compressibility: able to compress \Leftarrow gases may be compressed
Incompressibility: not compressible \Leftarrow liquids are not compressible

Atmospheric Pressure:
This is the weight of a column of air above you at approximately sea level

One atmosphere has approximately constant pressure (it varies with temperature, air mass characteristics, and elevation)
1 atm = 1.013×10^5 Pa
or 101.3 kPa (kilopascals)

$F_{net} = 0 = F_A + F_g - F_B$

$F_B = F_A + F_g$

Gauge Pressure: Many meters for pressure measurement (gauges) are set to zero at 1 atm. This means when the gauge is reading a pressure it is really less than the absolute pressure by 1 atm or

$P_{absolute} = P_{gauge} + P_{atm}$

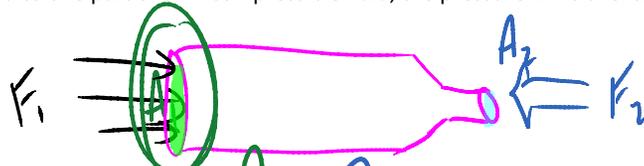
negatively buoyant

objects that neither sink nor float
neutrally buoyant

Pascal's Principle:

A special application of Newton's 3rd Law applied to pressure
States that when a pressure is applied to one part of an incompressible fluid, the pressure will travel through the fluid so that at the same level

$P_{in} = P_{out}$
This gives an advantage as
 $\frac{F_{in}}{A_{in}} = \frac{F_{out}}{A_{out}}$
or

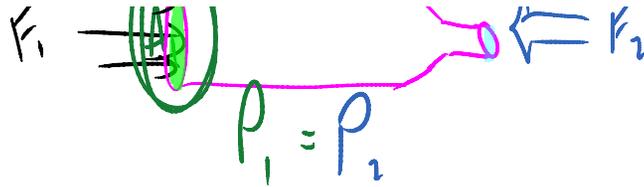


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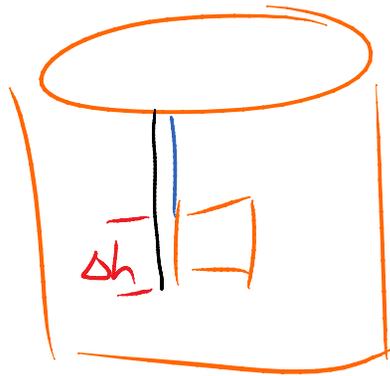
This shows that if the output area is greater than the input then the input force will be much less than the output force. This gives rise to a mechanical advantage in hydraulic systems.

A cylinder of diameter 1/2 inch carries water and tapers down to 1/4 inch, if the force on the 1/2 inch side is 10 N what force is present on the 1/4 inch side (assume pipe is level)

$$\frac{10N}{\pi(2)^2} = \frac{F_2}{\pi(1)^2}$$

$$\frac{10}{2^2} = \frac{F_2}{1^2} \quad F_2 = 2.5N$$

$$E = hf$$



Buoyant Force

F_b

Any object immersed in a fluid will experience a buoyant force, this is caused by pressure differences between the top and bottom of the object in the fluid.

The net upward force

$F_b =$

the force on the bottom - the force on the top area

$$F_b = F_{bottom} - F_{top}$$

$$F_b = P_{bottom}A_{bottom} - P_{top}A_{top}$$

$$F_b = \rho g A(h_{bottom} - h_{top})$$

$$F_b = \rho g A h_{object}$$

$$F_b = \rho g V$$

(where volume is Ah)

$$P_B A_B - P_T A_T$$

$$P(l \times w) - P_T(l \times w)$$

$$\rho g h_B(l \times w) - \rho g h_T(l \times w)$$

$$\rho g A(h)$$

$$F_b = \rho_{fluid} g V$$

Archimedes' Principle:

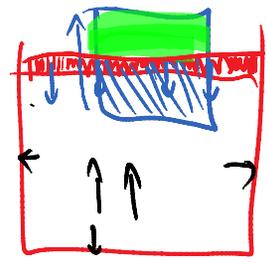
The buoyant force on any object immersed in a fluid is equal to the weight of the fluid displaced by that object.

$$F_{B \text{ object}} = F_{g \text{ fluid}} \leftarrow \text{displaced}$$

$$\rho_{\text{fluid}} g V_{\text{obj}} = m_{\text{fluid}} g$$

in the fluid

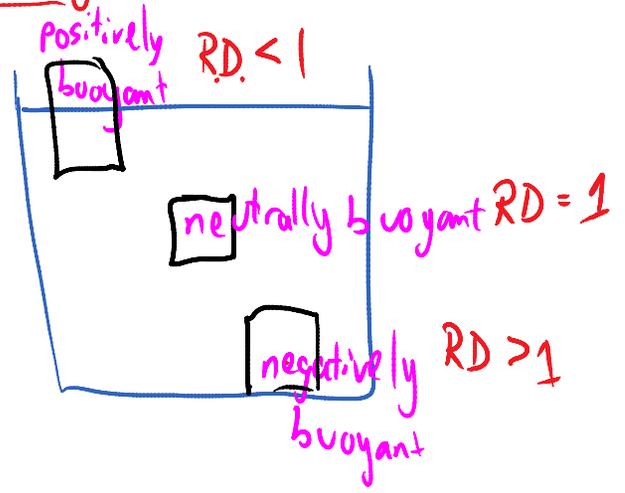
For any object which floats, $F_b > F_g$ but the volume of fluid displaced will be less than the object's volume



$$F_{g \text{ fluid}} = F_{b \text{ obj}}$$

$F_b < F_g$ sinking

Relative Density



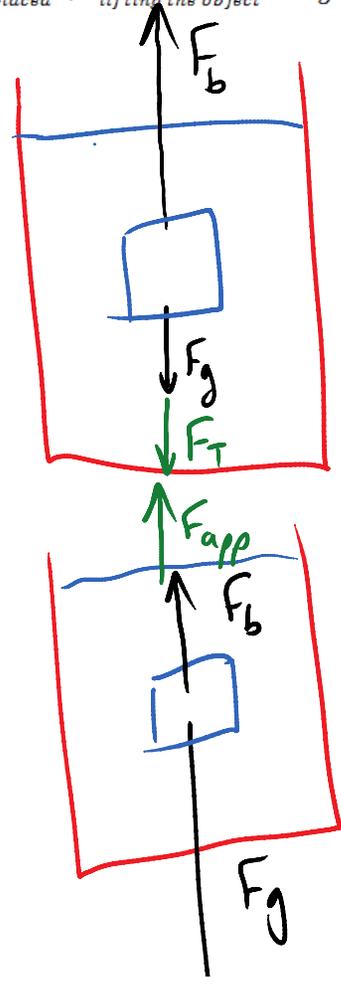
$$\frac{\rho_{\text{obj}}}{\rho_{\text{fluid}}}$$

$$\rho g V_{\text{displaced}} = mg$$

For any object which sinks, $F_b < F_g$

$$\rho g V_{\text{object}} < mg$$

$$\rho g V_{\text{displaced}} + F_{\text{lifting the object}} = mg$$



$$F_T + F_g = F_b \quad \text{if } F_b > F_g$$

The object is held in equilibrium

$$F_b + F_T = F_g$$

$$m_r g + F_T = m_o g$$

F_g on displaced fluid

$$\rho_r V_r = m_r$$

$$\rho_f V_f = m_f$$

fluid

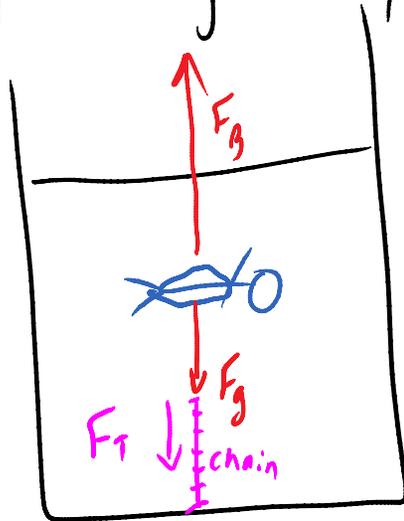
$$m_f g + F_T = m_o g$$

$$\rho_f V_f g + F_T = \rho_o V_o g$$

$$F_T = \rho_o V_o g - \rho_f V_f g$$

$$F_T = (\rho_o - \rho_f)(V_o g)$$

Hiding the Body Principle



$$F_B = F_g + F_T$$

A bloated body has density $850 \frac{\text{kg}}{\text{m}^3}$ and Volume $2.10 \times 10^{-4} \text{ m}^3$ calculate m.n. the force of tension required to keep the body chained to the bottom of a lake.

$$\rho_f V_{\text{displaced}} g = M_{\text{obj}} g + F_T$$

$$\rho_f V_{\text{obj}} g - \rho_{\text{obj}} V_{\text{obj}} g = F_T$$

$$(\rho_f - \rho_{\text{obj}}) V g = F_T$$

$$(1000 - 850)(2.1 \times 10^{-4}) 9.8 = F_T = .315 \text{ N}$$

F:1
p1
p2
dent in p3