

Fluids and Elasticity

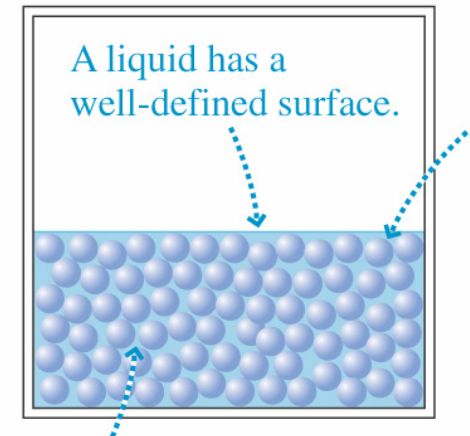
Readings: Chapter 15

Solid, Liquid, Gas

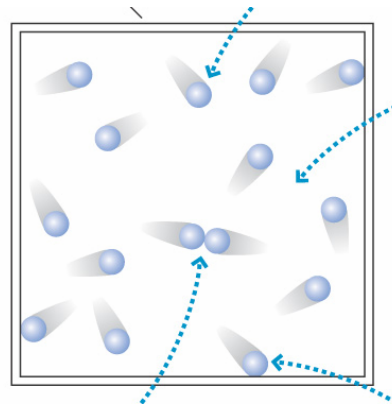
-Solid has well-defined shape and well-defined surface. Solid is (nearly) incompressible. Specific positions of the molecules



-Liquid has well-defined surface (nor shape), It is (nearly) incompressible.



- Gases are compressible. They occupy all the volume.



Liquid, Gas: Density

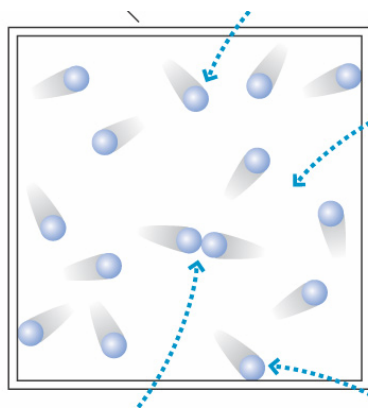
-Density is defined as a ratio of the mass of the object and occupied volume



$$\rho = \frac{m}{V}$$

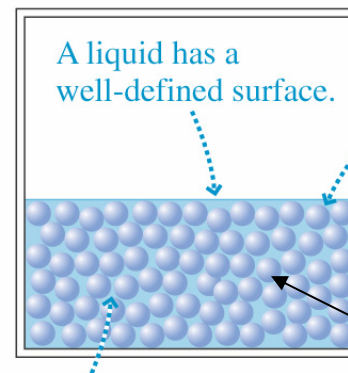
The mass of unit volume (1m x 1m x 1m)

Units: kg / m^3



$$\rho_{air} = \frac{m}{V}$$

$$\rho_{air} \sim 1 \frac{kg}{m^3}$$



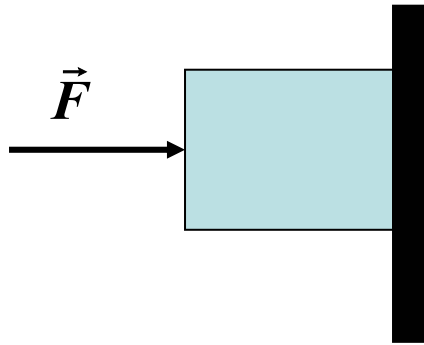
$$\rho_{liquid} = \frac{m}{V}$$

$$\rho_{liquid} \sim 1000 \frac{kg}{m^3}$$

V

$$\rho_{air} \ll \rho_{liquid}$$

Liquid, Gas: Pressure

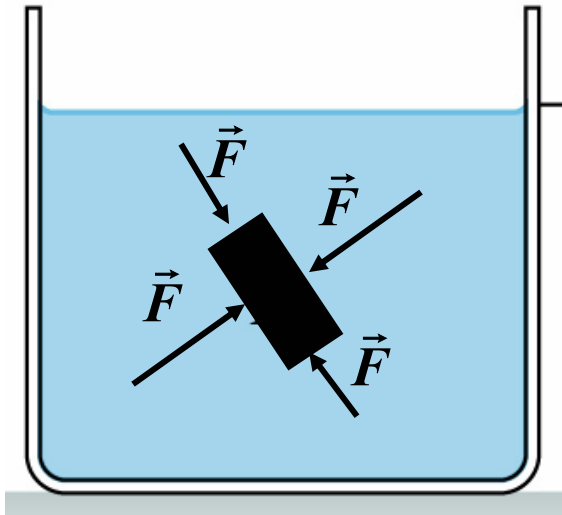


The force will be distributed over the area A ,

We can define the force per unit area -
pressure

$$p = \frac{F}{A}$$

If we place some object inside liquid (gas) then there will be normal force acting on the object

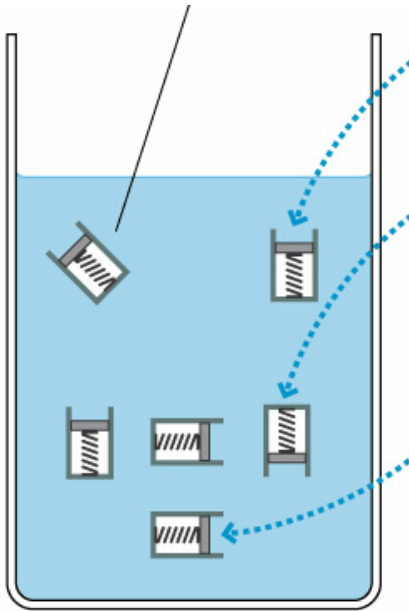


The force will depend on the area. We can define pressure. The pressure will be the same for all orientation of the object.

$$p = \frac{F}{A}$$

Liquid, Gas: Pressure

$$p = \frac{F}{A}$$



Pressure is a SCALAR. The force due to pressure will be perpendicular to the surface.

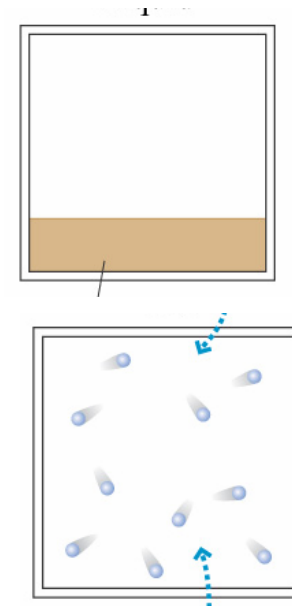
Units: Pascal (Pa)

$$Pa = \frac{N}{m^2}$$

Origin of pressure:

- 1. Gravitational – in liquid - as gravity pull down the liquid exerts a force on the bottom and sides.**
- 2. Thermal motion – in gasses – motion of atoms (molecules) results in collision with the walls.**

Atmospheric pressure – 1atm = 101300 Pa



Liquid: Pressure

$$F_{net} = 0$$

$$p_0 A + w = pA$$

$$w = mg = \rho A d g$$

Then

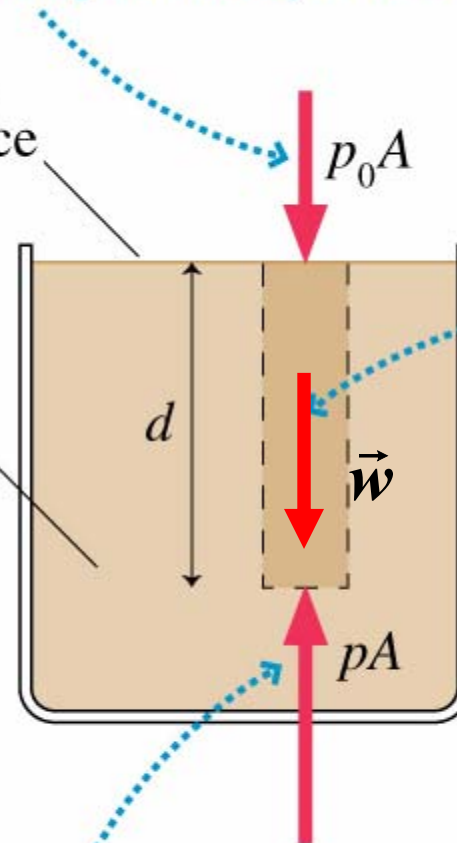
$$p_0 A + \rho A d g = pA$$

$$\boxed{p = p_0 + \rho d g}$$

Whatever is above the liquid pushes down on the top of the cylinder.

Pressure p_0
at the surface

Liquid of
density ρ



This cylinder of liquid (depth d , cross-section area A) is in static equilibrium.

The liquid beneath the cylinder pushes up on the cylinder. The pressure at depth d is p .

Hydrostatic pressure at depth d

Liquid: Pressure

Example: What is the hydrostatic pressure of water at depth 10 m, 100 m, 1000 m

$$\boxed{p = p_0 + \rho dg}$$

$$\rho = 1000 \text{ kg} / \text{m}^3$$

$$p_0 = p_{atm} = 10^5 \text{ Pa}$$

$$p_{10} = p_0 + \rho dg = 10^5 + 1000 \cdot 10 \cdot 10 = 2 \cdot 10^5 = 2 p_{atm}$$

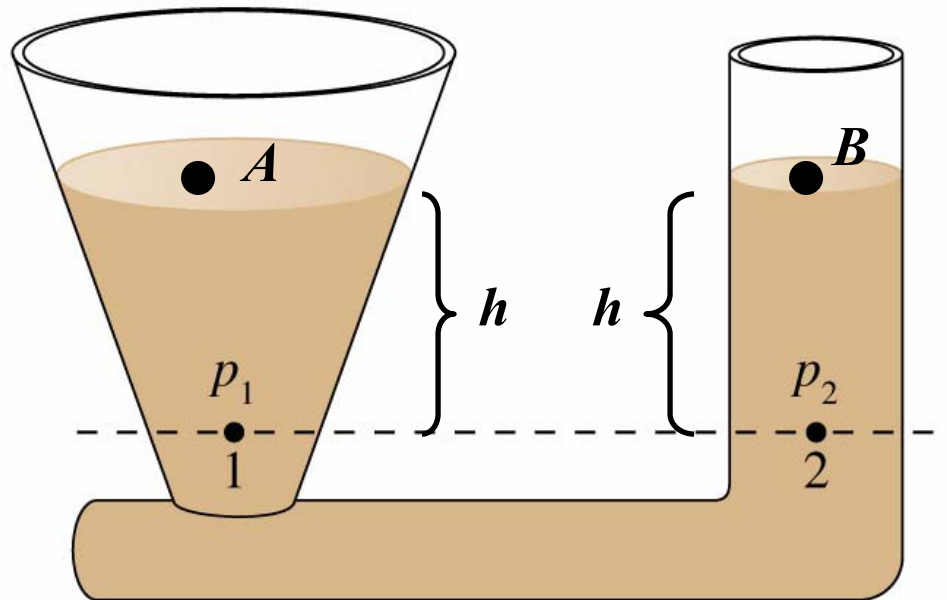
$$p_{100} = p_0 + \rho dg = 10^5 + 1000 \cdot 100 \cdot 10 = 11 \cdot 10^5 = 11 p_{atm}$$

$$p_{1000} = p_0 + \rho dg = 10^5 + 1000 \cdot 1000 \cdot 10 = 101 \cdot 10^5 = 101 p_{atm}$$

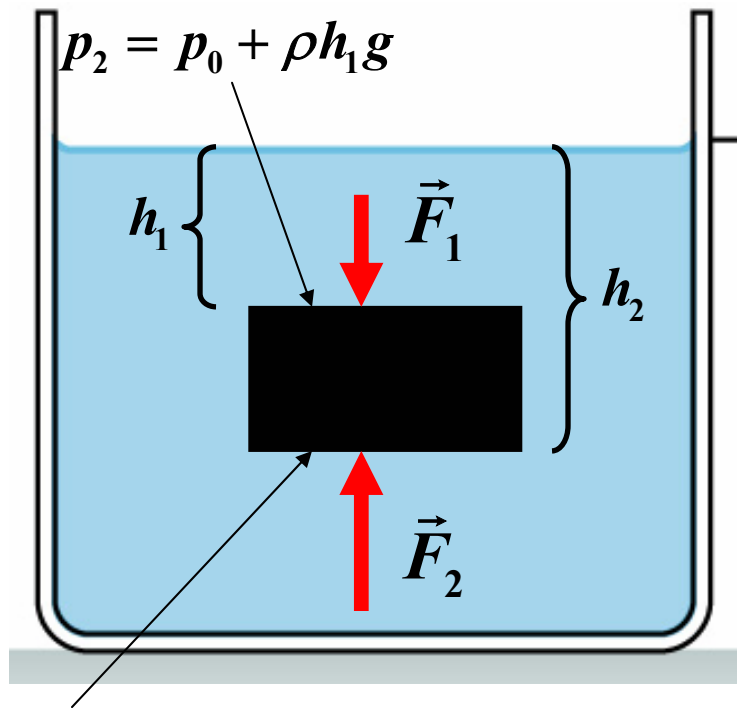
Pressure at point A is the same as the pressure at point B – atmospheric pressure, p_0

Pressure at point 1 is $p_1 = p_0 + \rho hg$

Pressure at point 2 is $p_2 = p_0 + \rho hg$



Liquid: Buoyancy force: Archimede's principle



$$\vec{F}_{net} = \vec{F}_1 + \vec{F}_2$$

$$F_{net,y} = F_2 - F_1$$

$$F_1 = p_1 A = (p_0 + \rho_{liquid} g h_1) A$$

$$F_2 = p_2 A = (p_0 + \rho_{liquid} g h_2) A$$

$$p_2 = p_0 + \rho h_2 g$$

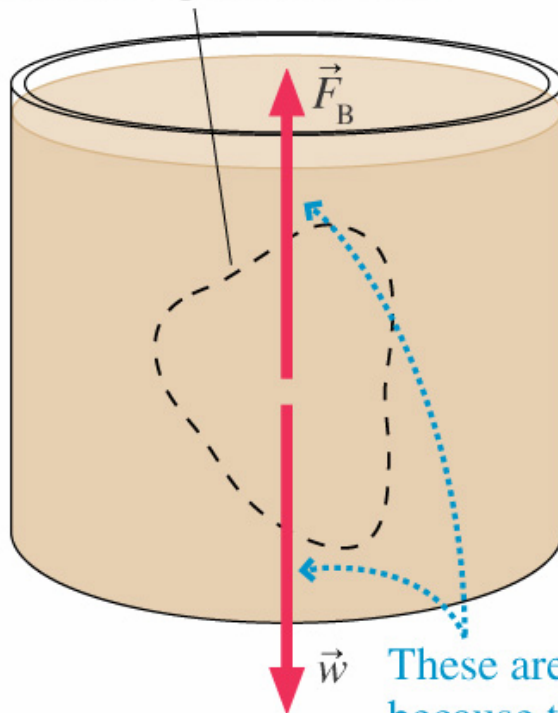
$$\begin{aligned} F_{net,y} &= (p_0 + \rho_{liquid} g h_2) A - (p_0 + \rho_{liquid} g h_1) A = \\ &= \rho_{liquid} g (h_2 - h_1) A = \rho_{liquid} V g \end{aligned}$$

$$\boxed{F_B = \rho_{liquid} V g}$$

Archimede's principle

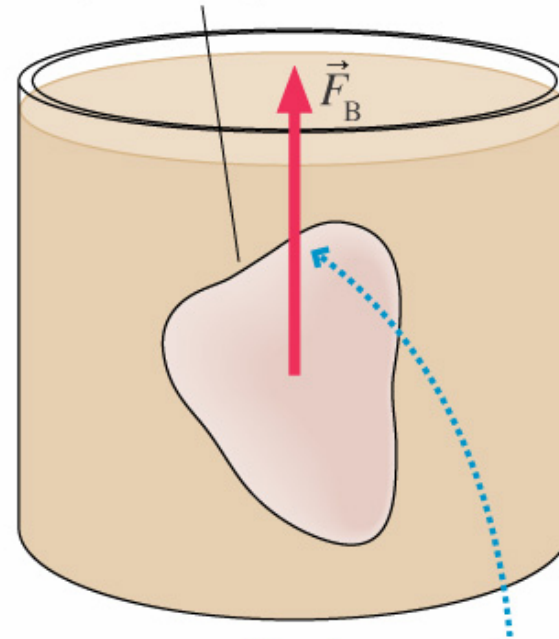
Liquid: Buoyancy force: Archimede's principle

Imaginary boundary
around a parcel of fluid



These are equal
because the parcel is
in static equilibrium.

Real object with same size and
shape as the parcel of fluid



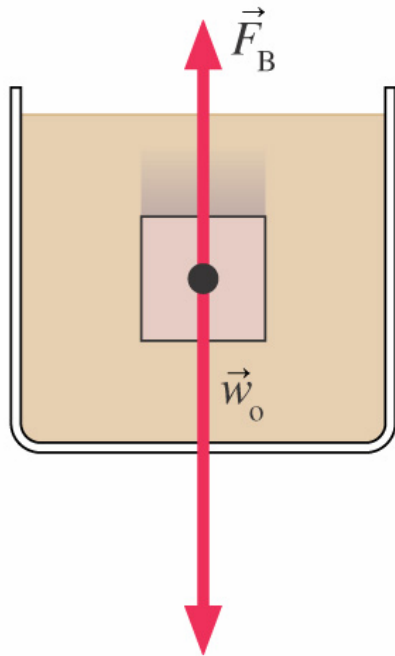
The buoyant force on the object
is the same as on the parcel of
fluid because the *surrounding*
fluid has not changed.

$$F_B = \rho_{\text{liquid}} V g$$

Liquid: Buoyancy force: Archimede's principle

$$F_B = \rho_{\text{liquid}} V g$$

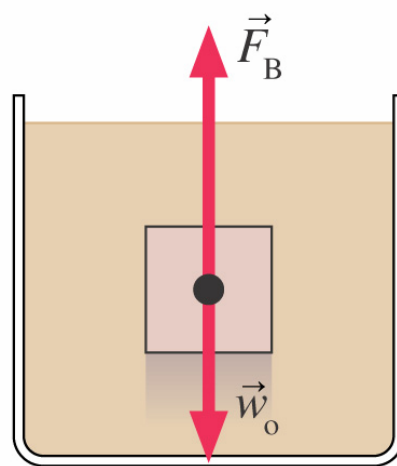
$$w = m_{\text{object}} g = \rho_{\text{object}} V g$$



$$w > F_B$$

$$\rho_{\text{object}} > \rho_{\text{liquid}}$$

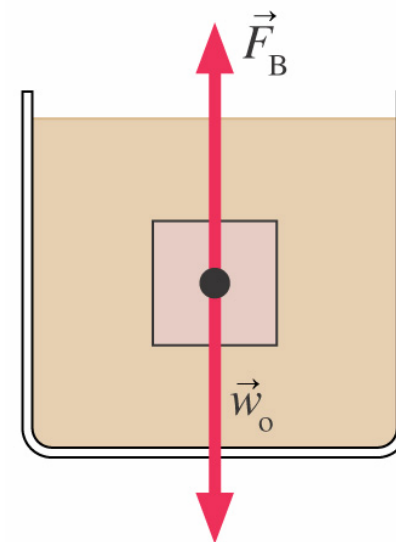
Object sinks



$$w < F_B$$

$$\rho_{\text{object}} < \rho_{\text{liquid}}$$

Object floats



$$w = F_B$$

$$\rho_{\text{object}} = \rho_{\text{liquid}}$$

Equilibrium

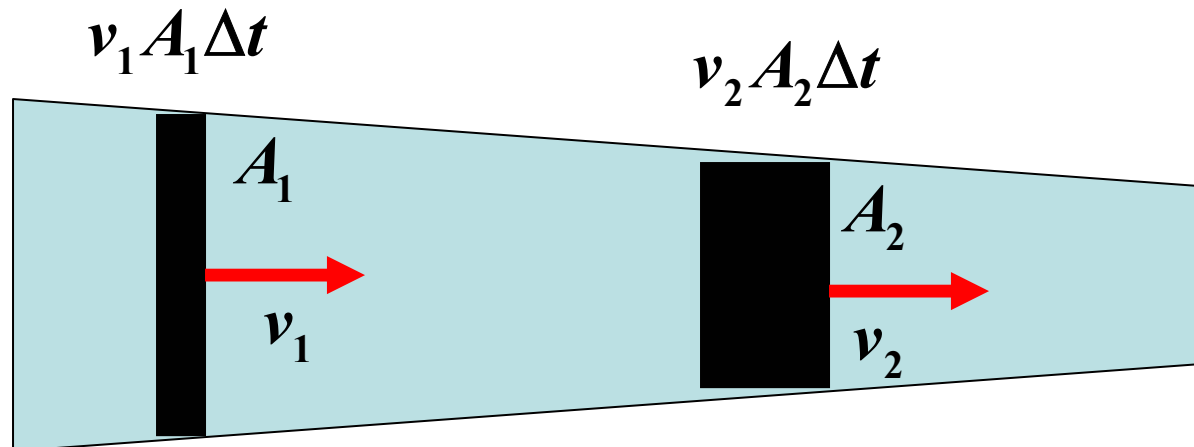
Liquid: Fluid Dynamics: Equation of Continuity

Ideal-fluid model:

1. Liquid is incompressible
2. Liquid is nonviscous (no friction)
3. Flow is steady

Liquid is incompressible: Equation of Continuity

$$v_1 A_1 = v_2 A_2$$

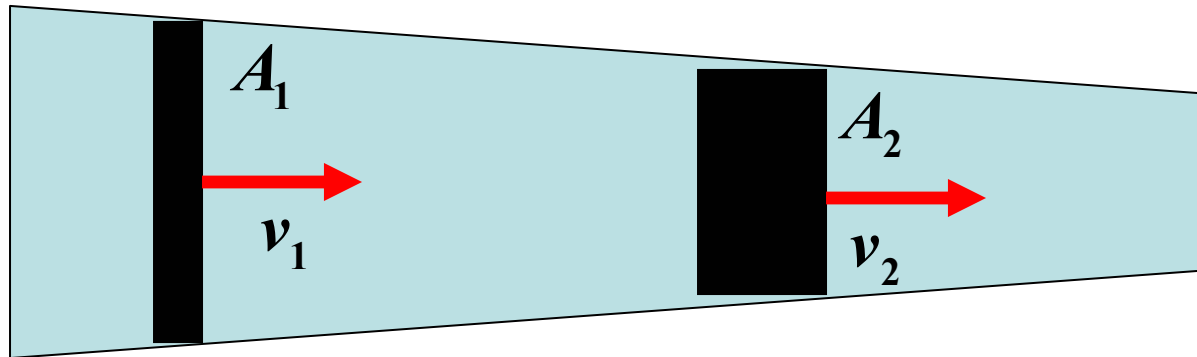


The same volume of fluid crosses both planes

Liquid: Fluid Dynamics: Bernoulli's Equation

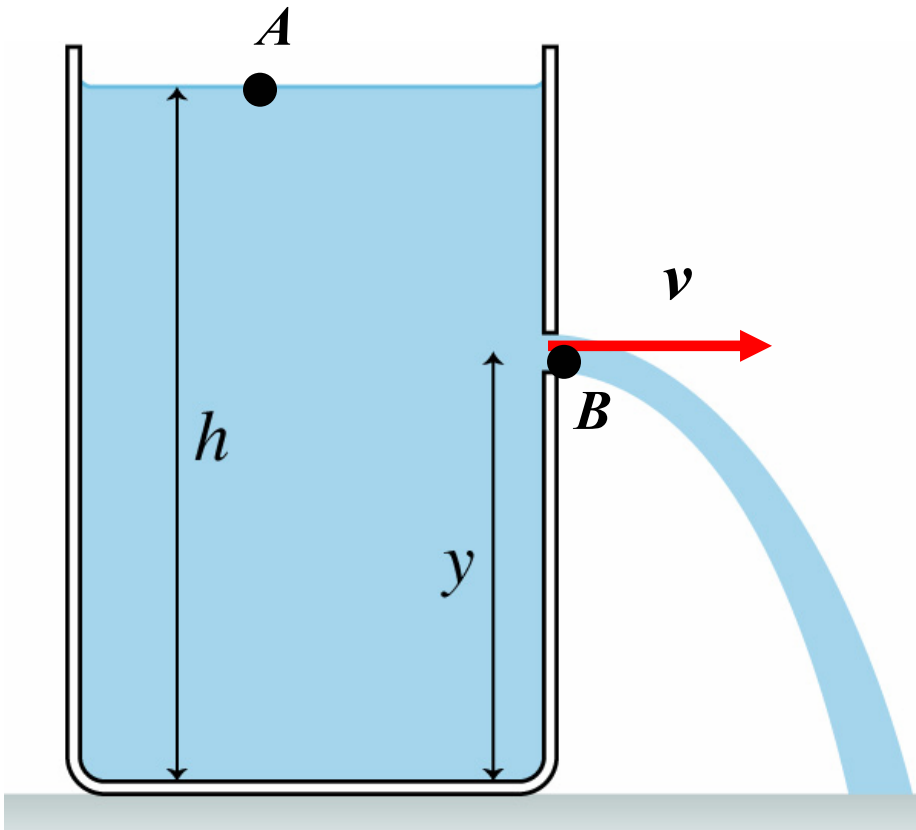
No friction: conservation of energy

$$p_1 + \frac{1}{2}\rho v_1^2 + \rho gh_1 = p_2 + \frac{1}{2}\rho v_2^2 + \rho gh_2$$



$$v_1 A_1 = v_2 A_2$$

Example: find v -?



At point A: $p_A = p_0$

$v_A = 0$

$h_A = h$

At point B: $p_B = p_0$

$v_B = v$

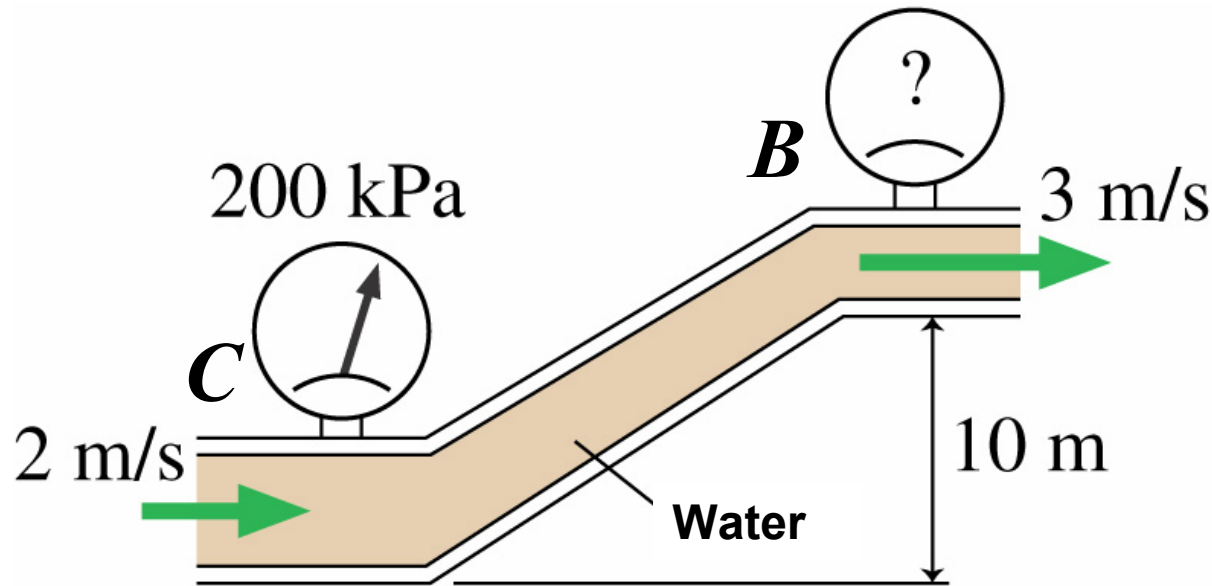
$h_B = y$

$$p_A + \frac{1}{2} \rho v_A^2 + \rho g h_A = p_B + \frac{1}{2} \rho v_B^2 + \rho g h_B$$

$$\rho g h = \frac{1}{2} \rho v^2 + \rho g y$$

$$v = \sqrt{2g(h - y)}$$

Example: find p at point B



$$v_1 A_1 = v_2 A_2$$

$$p_1 + \frac{1}{2} \rho v_1^2 + \rho g h_1 =$$
$$= p_2 + \frac{1}{2} \rho v_2^2 + \rho g h_2$$

Continuity equation: $v_C A_C = v_B A_B$

Bernoulli's equation: $p_C + \frac{1}{2} \rho v_C^2 + \rho g h_C = p_B + \frac{1}{2} \rho v_B^2 + \rho g h_B$

$$h_B = 10m$$

$$h_C = 0$$

$$\rho = 1000 \text{ kg} / \text{m}^3$$

$$p_B = p_C + \frac{1}{2} \rho (v_C^2 - v_B^2) - \rho g h_B = 102500 \text{ Pa}$$