


LAST TIME: Path -
Streak -
Stream - } lines for FLOW VISUALIZATION 

Stream function: $\psi(x,y) = C$, $u = \frac{\partial \psi}{\partial y}$, $v = -\frac{\partial \psi}{\partial x}$ (incomp.)

TODAY: (1) flow rotation tools - Vorticity ζ & Circulation Γ

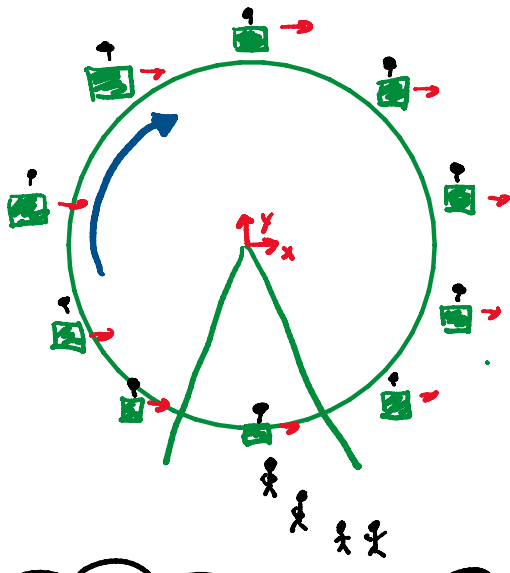
(2) irrotational flow tools - Velocity potential ϕ

(6) ROTATION & IRRIGATION (?)

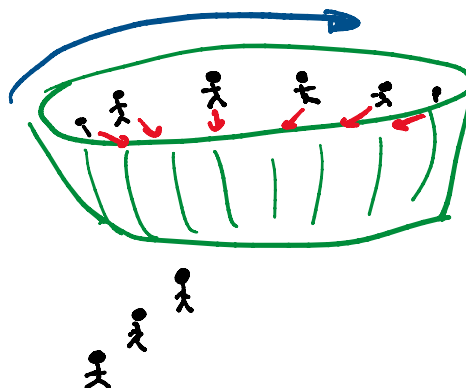
A major aspect of a flow is whether it can be considered: Rotational

Non-fluids Example: The Fair! \rightarrow 2 rides:



"Ferris Wheel"





"Gravitron"





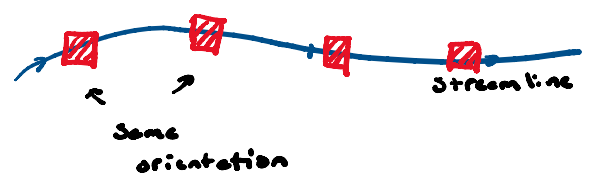
You're going in a circle 
but always facing the same way 
Irrotational



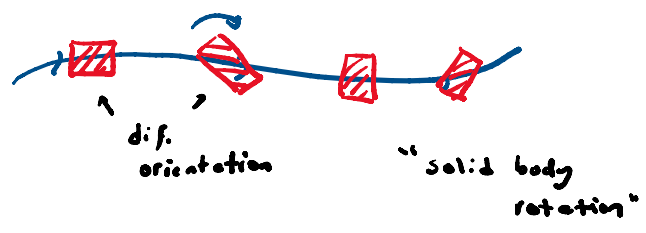
You're going in a circle 
and changing the way you face 
Rotational

For a **FLUID**, it's similar...

IRROTATIONAL

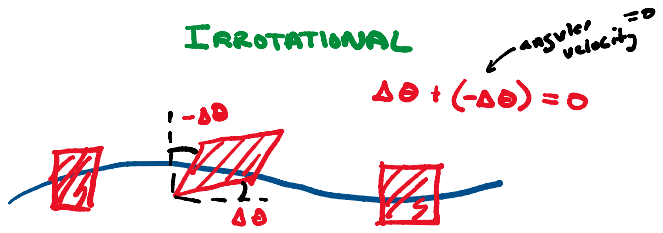


ROTATIONAL

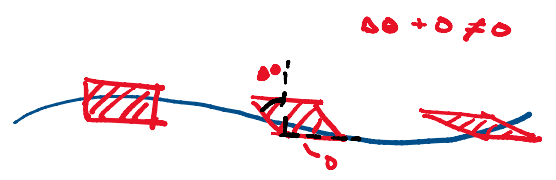


However, fluid elements can deform ...

IRROTATIONAL



ROTATIONAL



So **FLUIDS** undergo rotation in **TRADITIONAL** ways and **NONTRADITIONAL** ways

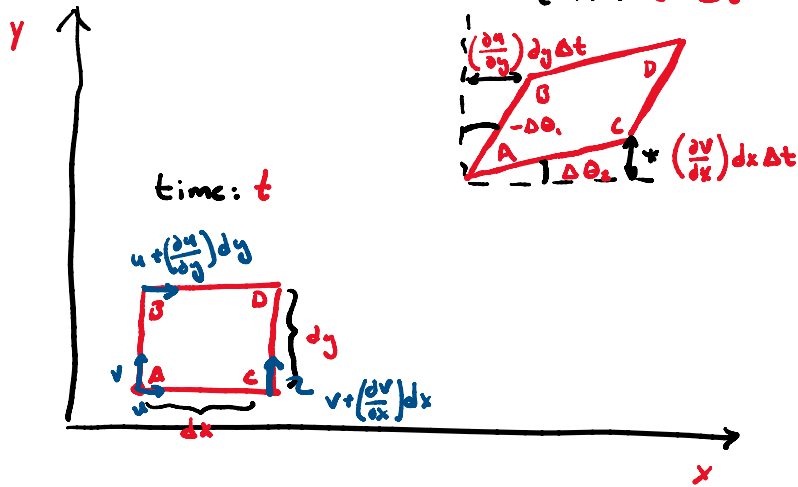


The official measure of flow rotation is

(1) **VORTICITY** 

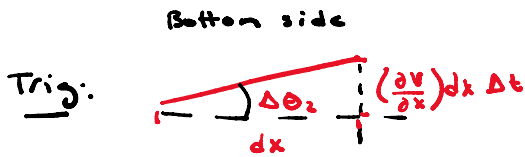
↳ rotational measure of FLUID FLOW

Let's define it more rigorously...

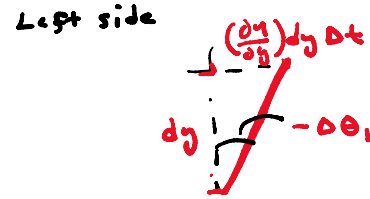


Note:

- y-distance A moves in Δt
 $= v \Delta t$
- y-distance C moves in Δt
 $= (v + \frac{\partial v}{\partial x} dx) \Delta t$
- Change in y between A & C after Δt ...
 $= (v + \frac{\partial v}{\partial x} dx) \Delta t - v \Delta t$
 $= (\frac{\partial v}{\partial x} dx) \Delta t$



$$\tan(\Delta\theta_2) = \frac{(\frac{\partial v}{\partial x}) dx \Delta t}{dx} = \frac{\partial v}{\partial x} \Delta t$$



$$\tan(\Delta\theta_1) = \frac{(\frac{\partial u}{\partial y}) dy \Delta t}{dy} = \frac{\partial u}{\partial y} \Delta t$$

if the angle is small: $\tan(\Delta\theta_2) \approx \Delta\theta_2$

$$\Delta\theta_2 = \frac{\partial v}{\partial x} \Delta t$$

$$\Delta\theta_1 = -\frac{\partial u}{\partial y} \Delta t$$

Assume small changes $\Delta \rightarrow d$

$$\frac{d\theta_2}{dt} = \frac{\partial v}{\partial x}$$

$$\frac{d\theta_1}{dt} = -\frac{\partial u}{\partial y}$$

By definition, the **ANGULAR VELOCITY** is the average of these two

So...

$$\omega_z = \frac{1}{2} \left(\frac{d\theta_1}{dt} + \frac{d\theta_2}{dt} \right) = \frac{1}{2} \left(\frac{\partial v}{\partial x} - \frac{\partial u}{\partial y} \right)$$

angular velocity means in the x-y plane

In 3-dimensions (x,y,z) we get 3 components of **ANGULAR VELOCITY**
 $\omega_x, \omega_y, \omega_z$

$$\vec{\omega} = \frac{1}{2} \left[\left(\frac{\partial w}{\partial y} - \frac{\partial v}{\partial z} \right) i + \left(\frac{\partial u}{\partial z} - \frac{\partial w}{\partial x} \right) j + \left(\frac{\partial v}{\partial x} - \frac{\partial u}{\partial y} \right) k \right]$$

angular velocity vector

and the **VORTICITY** is double $\vec{\omega}$

$$\vec{\zeta} = 2 \vec{\omega}$$

(... a.k.a. $\vec{\zeta} = \nabla \times \vec{v}$)

$$\zeta_x = \frac{\partial w}{\partial y} - \frac{\partial v}{\partial z}$$

$$\zeta_y = \frac{\partial u}{\partial z} - \frac{\partial w}{\partial x}$$

$$\zeta_z = \frac{\partial v}{\partial x} - \frac{\partial u}{\partial y}$$

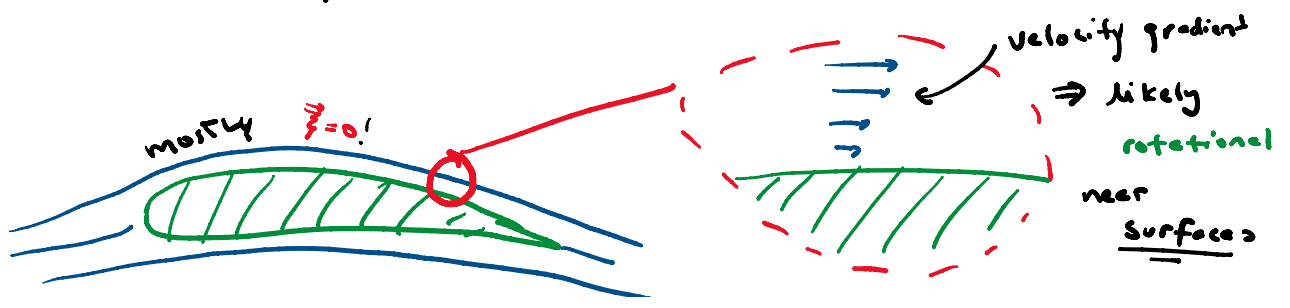
this is 2D

IF $\vec{\zeta} \neq 0$, FLOW is **ROTATIONAL**
 IF $\vec{\zeta} = 0$, FLOW is **IRROTATIONAL**

when are my flows irrotational?



A lot of **AERO** analysis can use **IRROTATIONAL**

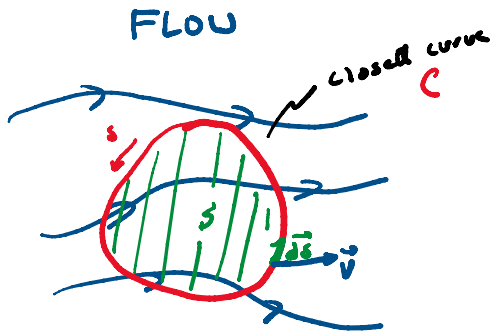




Sneak-peek: **CIRCULATION**

Γ

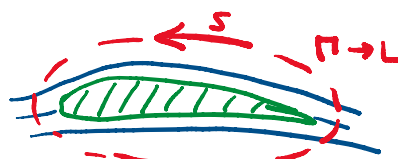
used a lot in **AERO** and is related to **vorticity**.



Γ represents the flow "around the loop"

$$\Gamma \equiv - \oint_C \vec{V} \cdot d\vec{s} = - \iint_S (\underbrace{\nabla \times \vec{V}}_{\text{vorticity}}) \cdot d\vec{S}$$

Circulation is related to things like **LIFT L**



Stoke's theorem:



$$\oint_C \vec{A} \cdot d\vec{s} = \iint_S (\nabla \times \vec{A}) \cdot d\vec{S}$$

(2) **VELOCITY POTENTIAL**

ϕ

If flow is **irrotational** $\xi = 0$ we can simplify our analysis greatly.

Note: much like the **STREAM FUNCTION, ψ**

we build ϕ

from above:

$$\xi = \nabla \times \vec{V} = 0 \rightarrow \text{condition for } \text{IRROTATIONAL FLOW}$$

we also know that:

$$\nabla \times (\nabla \phi) = 0 \rightarrow \text{this is a vector identity}$$

We also know that:

$$\nabla \times (\nabla \phi) = 0 \rightarrow \text{this is a vector identity}$$

↑
scalar



$$\vec{V} = \nabla \phi$$

CARTESIAN $\hat{i}, \hat{j}, \hat{k}$

$$\begin{aligned} (x) \quad u &= \frac{\partial \phi}{\partial x} \\ (y) \quad v &= \frac{\partial \phi}{\partial y} \\ (z) \quad w &= \frac{\partial \phi}{\partial z} \end{aligned}$$



CYLINDRICAL

$$\begin{aligned} u_r &= \frac{\partial \phi}{\partial r} \\ u_\theta &= \frac{1}{r} \frac{\partial \phi}{\partial \theta} \\ u_x &= \frac{\partial \phi}{\partial x} \end{aligned}$$

For $\vec{\zeta} = 0$ Flow, a scalar function ϕ exists where velocity is the gradient of it.

$$\vec{V} = \nabla \phi$$

You may notice similarities between

VELOCITY POTENTIAL

$$u = \frac{\partial \phi}{\partial x}, \quad v = \frac{\partial \phi}{\partial y}, \quad w = \frac{\partial \phi}{\partial z}$$

- 3D
- $\vec{\zeta} = 0$
- gradients same direction

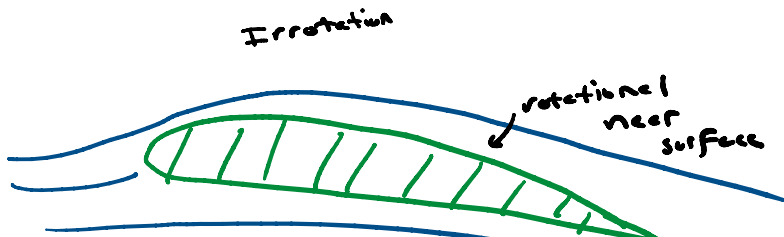
vs.

STREAM FUNCTION

$$u = \frac{\partial \psi}{\partial y}, \quad v = \frac{\partial \psi}{\partial x}$$

- 2D
- $\vec{\zeta} \neq 0$
- gradients opposite dir.

In practice, many flows are mostly **IRROTATIONAL**

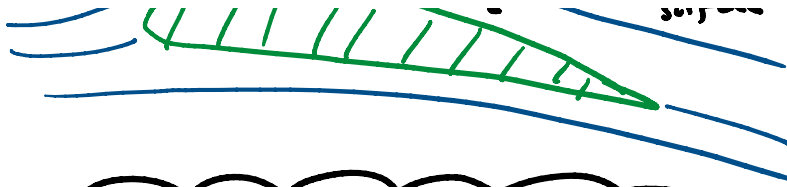


Step 1: Irrotational analysis

as first approximation

$$u = \frac{\partial \phi}{\partial x} \dots$$

Step 2: Rotational analysis



Step 2: Rotational analysis
added near boundary

$$\frac{Du}{Dt} = -\frac{\partial p}{\partial x} + \mu \left(\frac{\partial^2 u}{\partial x^2} \dots \right)$$

Note: IRROTATIONAL implies INVISCID
 $\zeta = 0$ $\mu = 0$

