

# MOLECULAR PHYSICS

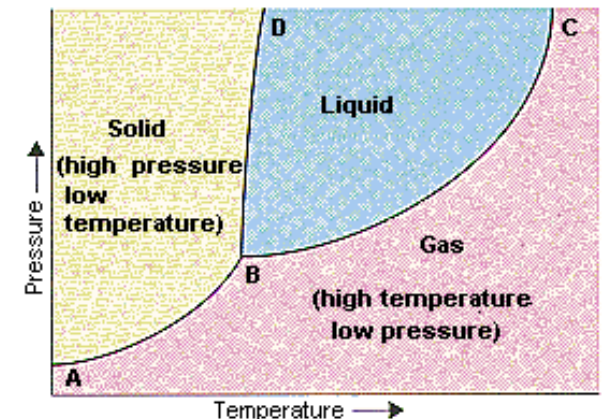
## MOLECULAR PHYSICS AND CLASSICAL MECHANICS

Analysis of kinematics and dynamics properties of:

- individual atoms (molecules) as material points → gases
- continuous set of atoms (molecules) → liquids
- continuously ordered set of atoms (molecules) → rigid bodies (solids)

on the base of kinematics and dynamics laws:

- motion equations,
- Newton's laws,
- conservation principles



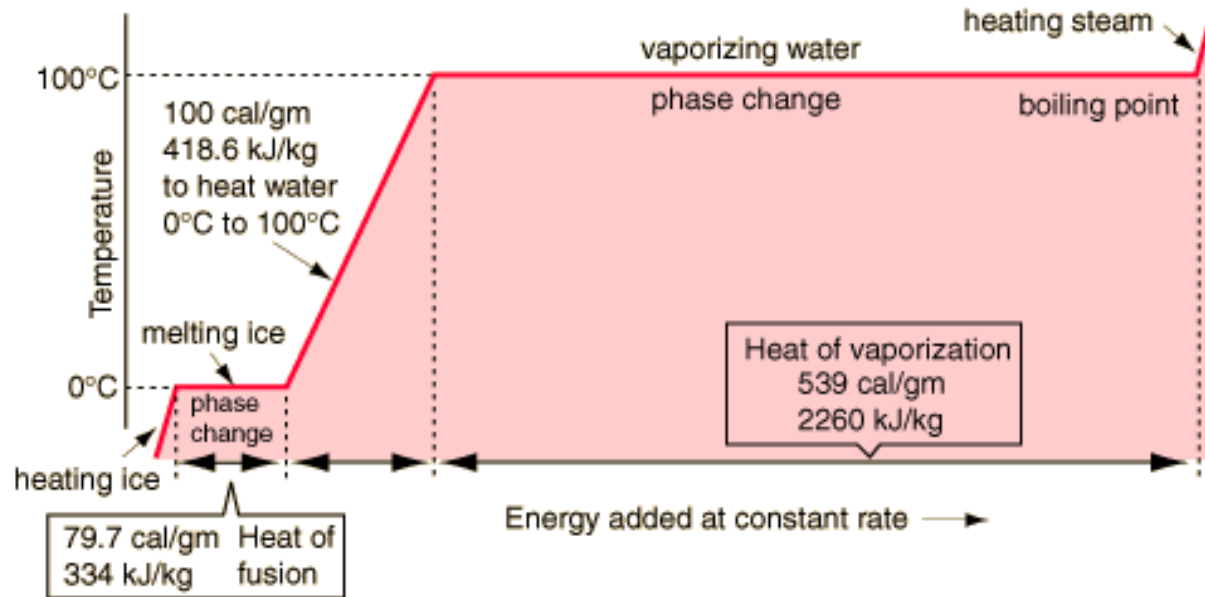
Specific continuous set of atoms (molecules) → fluids:  
gases, ionized gases (plasma) and liquids –

Description of properties: fluids mechanics (statics, dynamics)

# FORMS OF MATTER

## EXAMPLE:

variation of aggregation states → water phase transitions



→ 5 thermal processes at different latent heat of transitions:

- ice heating up to  $T=273\text{ K}$  →  $\Delta Q_{ih} = m \cdot c_i (273 - T)$
- ice melting at  $T=273\text{ K}$  →  $L_f = m \cdot l_f$
- water heating up to  $T=373\text{ K}$  →  $\Delta Q_{hw} = m \cdot c_w (T - 273)$
- water vaporisation at  $T=373\text{ K}$  →  $L_v = m \cdot l_v$
- steam heating at  $T>373\text{ K}$  →  $\Delta Q_{vh} = m \cdot c_v (T - 373)$

# FLUIDS MECHANICS

## FLUIDS

collection of molecules randomly arranged and held together by weak cohesive forces and by forces exerted by walls of vessel:

**liquids, gases, and ionized gas (plasma)**

- **Fluids statics: fluids at rest**
- **Fluids dynamics: fluids in motion**

## IMPORTANCE

- **Fluids essential to life**
  - Human body 65% of water
  - Earth's surface is 2/3 of water
- **Fluids omnipresent**
  - Weather and climate
  - Vehicles: automobiles, trains, ships, and planes, etc.
  - Environment
  - Physiology and medicine
  - Many other examples

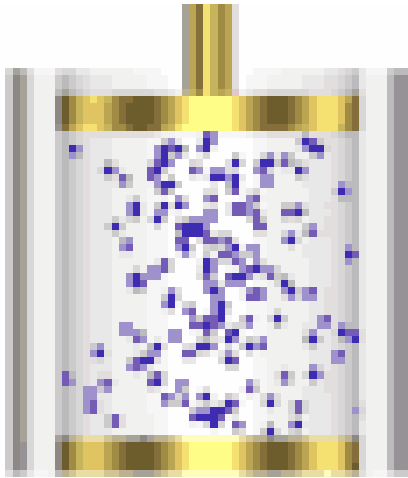


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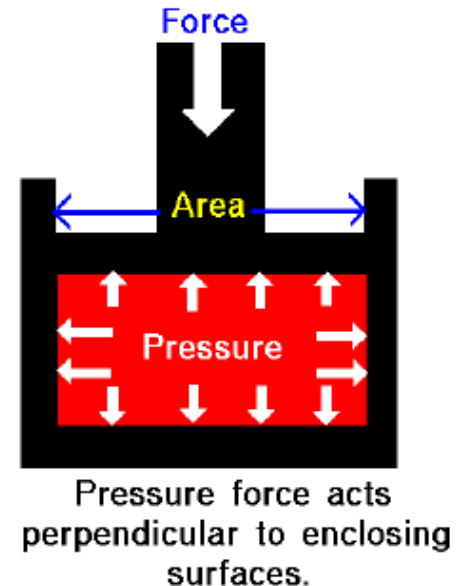
# FLUID STATICS

## PRESSURE IN GAS

Gas as system of great number of particles in vessel closed by movable piston of weight  $F$  and area  $A$  - model for any gas transitions.



$$p = \frac{F(\text{Force})}{A(\text{Area})}$$



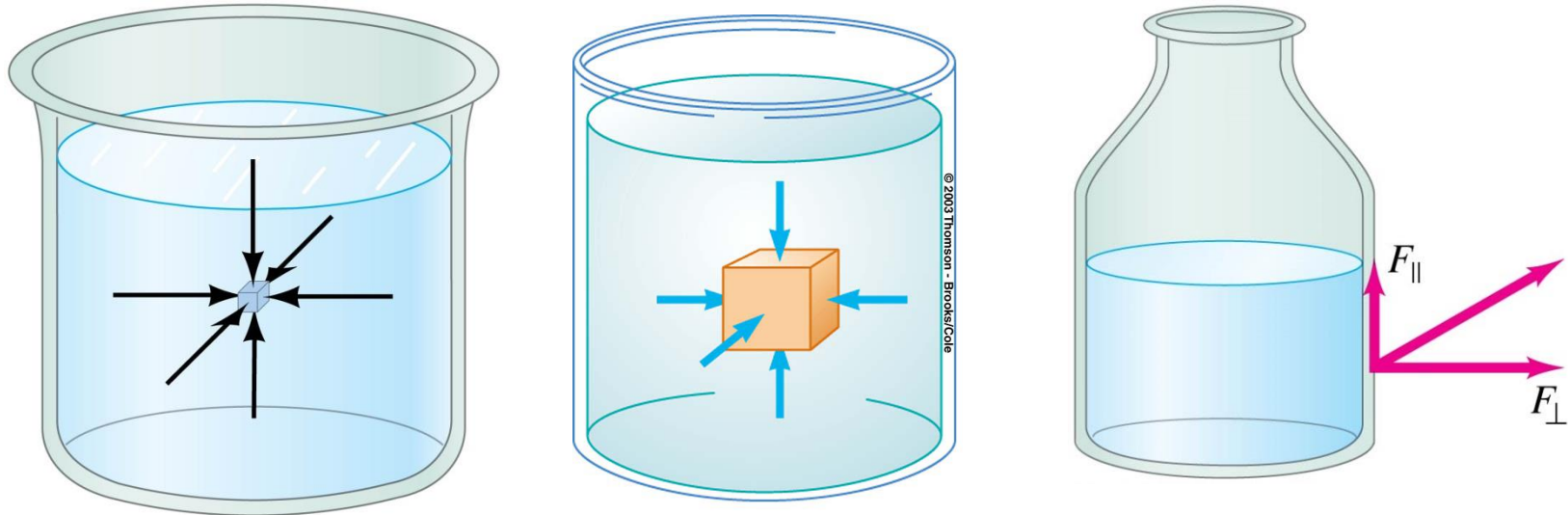
Empirical laws for gas transitions based on macroscopic parameters:

Quantitative description of macroscopic properties of system –  
empirical laws of the processes – linear dependences on parameters

# FLUIDS STATICS

## PRESSURE IN FLUID

Pressure is the same in every direction in a fluid at **given depth** - there is no component of force parallel to any solid surface; if not fluid would flow



**Each face feels same force**

Pressure applied to any part of enclosed fluid is transmitted (transferred) to every point of fluid and to the walls of container

Definition: force per unit area

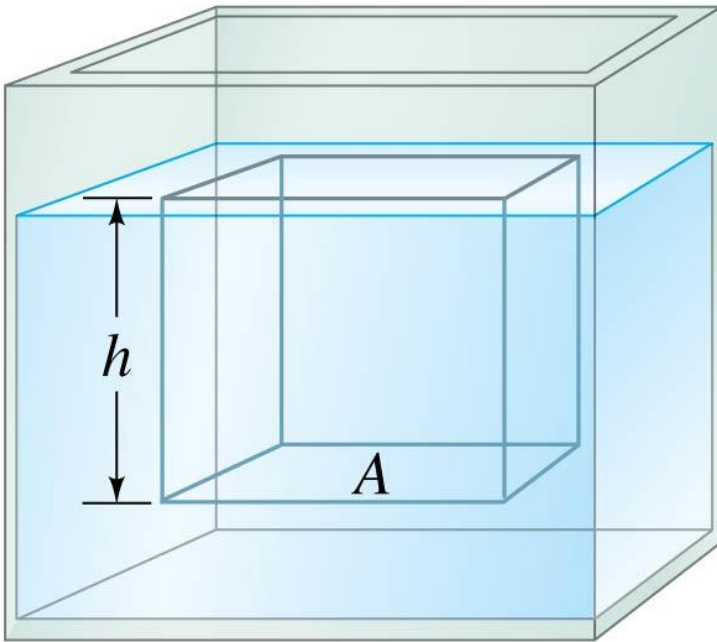
Unit: 1 Pa = 1 N/m<sup>2</sup>

$$p = \frac{F(\text{Force})}{A(\text{Area})}$$

# FLUIDS STATICS

## PRESSURE IN FLUID AT DEPTH – HYDROSTATIC PRESSURE

The pressure at depth  $h$  below the surface of liquid due to weight of liquid – hydrostatic pressure defined by gravity and density and height of fluid



$$p = \frac{F(\text{Force})}{A(\text{Area})} = \frac{A \cdot \rho \cdot g \cdot h}{A}$$

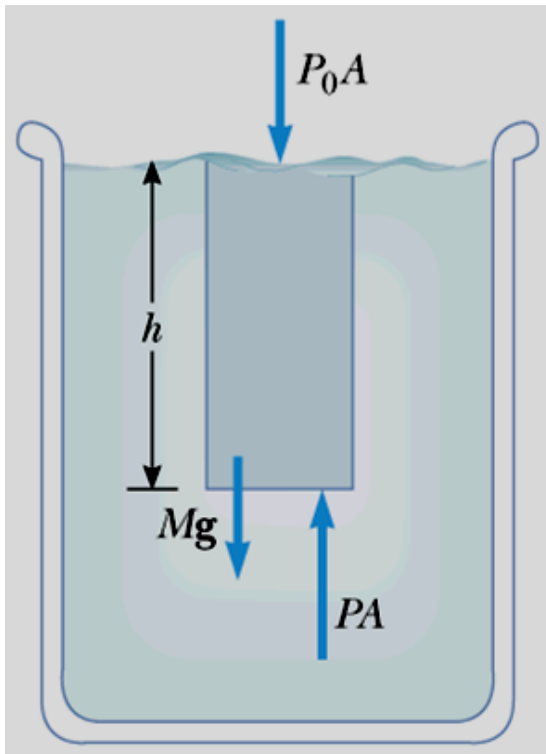
$$p = \rho \cdot g \cdot h$$

This relation is valid for any liquid whose density does not change with depth.

# FLUIDS STATICS

## PRESSURE IN FLUIDS AT DEPTH

The pressure  $P$  at a depth  $h$  below the surface of a liquid open to the atmosphere is *greater* than the atmospheric pressure - the added pressure corresponds to weight of fluid column of height  $h$ .



$$w = mg = \rho \cdot V \cdot g = \rho \cdot A \cdot h \cdot g$$

Sum of forces at equilibrium

$$P \cdot A - P_0 \cdot A - w = 0$$

Thus

$$P = P_0 - \rho \cdot g \cdot h$$

# FLUIDS STATICS

## PRESSURE IN FLUID – PASCAL'S LAW

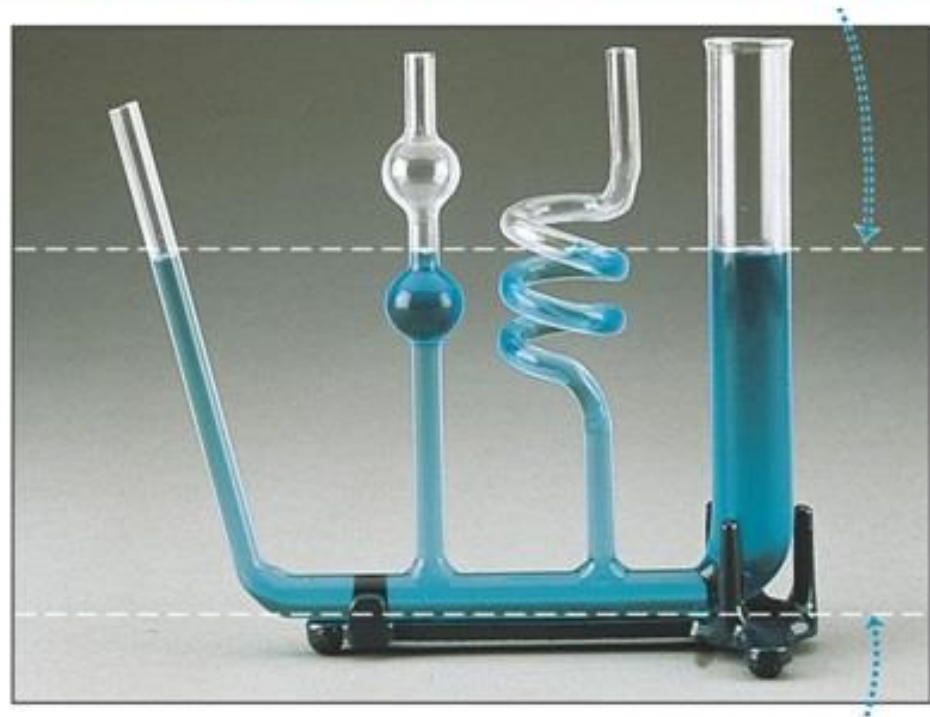
Pressure is everywhere (at all points) in a uniform fluid at the same depth is equal and independent on the shape of container

The pressure at the top of each liquid column is atmospheric pressure,  $p_0$ .

Because

$$P - P_0 = \rho \cdot g \cdot h$$

→ liquid columns  
have the same height



The pressure at the bottom of each liquid column has the same value  $p$ .

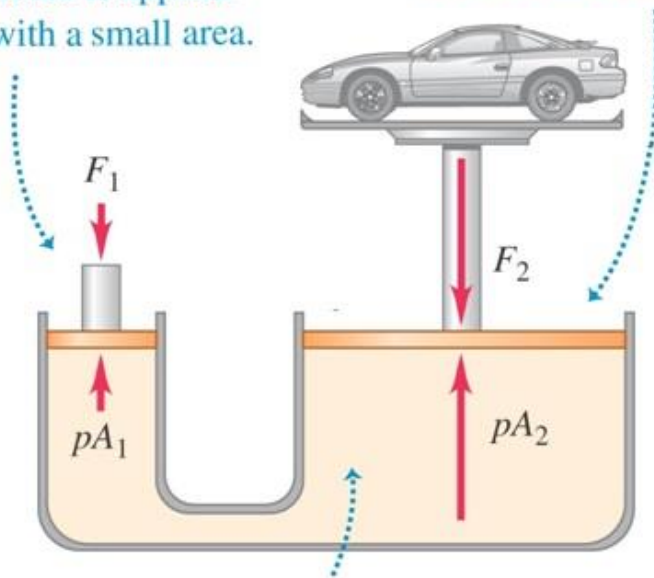


# FLUIDS STATICS

## PRESSURE IN FLUIDS – PASCAL'S LAW

Pressure is everywhere (at all points) in a uniform fluid is equal - any increase in pressure at surface is transmitted to every other point in fluid

- ① A small force is applied to a piston with a small area.
- ③ Acting on a piston with a large area, the pressure creates a force that can support a car.



- ② The pressure  $p$  has the same value at all points at the same height in the fluid (Pascal's law).

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

Force  $F_1$  applied to area  $A_1$  can be „amplified” to

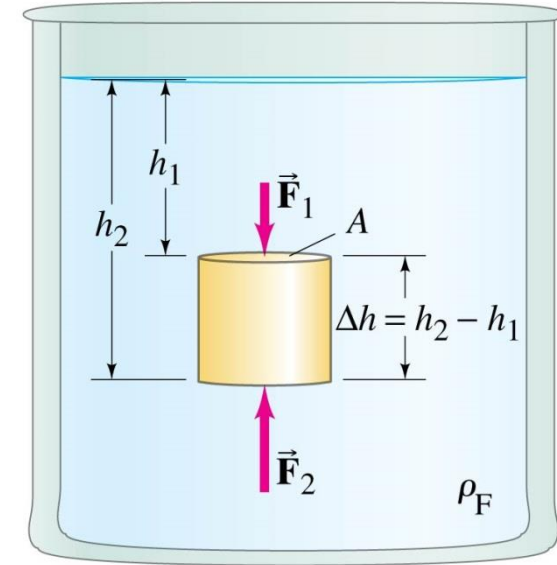
$$F_2 = F_1 \frac{A_2}{A_1}$$

# FLUIDS STATICS

## BUOYANCY AND ARCHIMEDES' PRINCIPLE

When object is submerged in a fluid a net force acting on object appears since the pressures at the top and bottom of it are different

$$F_2 - F_1 = \rho_f \cdot g \cdot A(h_2 - h_1) = \rho_f \cdot V \cdot g = m_f \cdot g$$



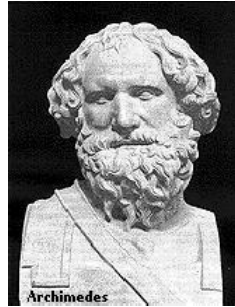
The upward buoyant force keeps things afloat is equal to the magnitude of weight of fluid displaced by the object - **Archimedes' law**

$$B = \rho_f \cdot V_{ob} \cdot g = m_f \cdot g$$

# FLUIDS STATICS

## BUOYANCY:

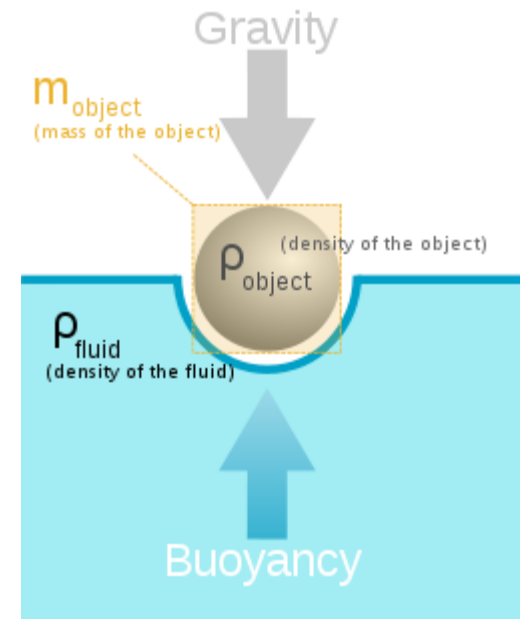
Upward force that keeps things afloat equal to the magnitude of weight of fluid is placed by the body



## ARCHIMEDES PRINCIPLE:

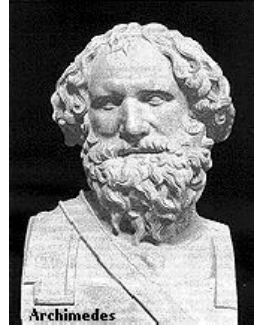
Magnitude of the buoyancy force always equal to the weight of fluid displaced by the object

The net force acting on object – difference between the buoyant force and the gravitational force.



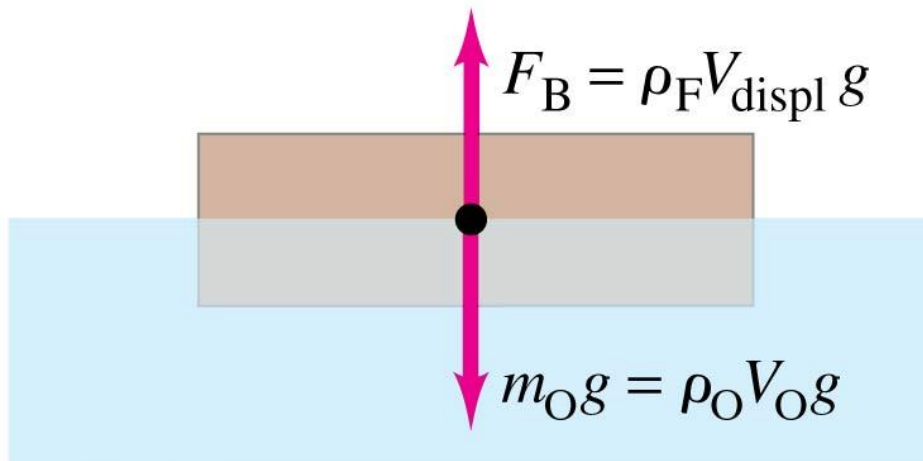
# FLUIDS STATICS

## BUOYANCY AND ARCHIMEDES' PRINCIPLE

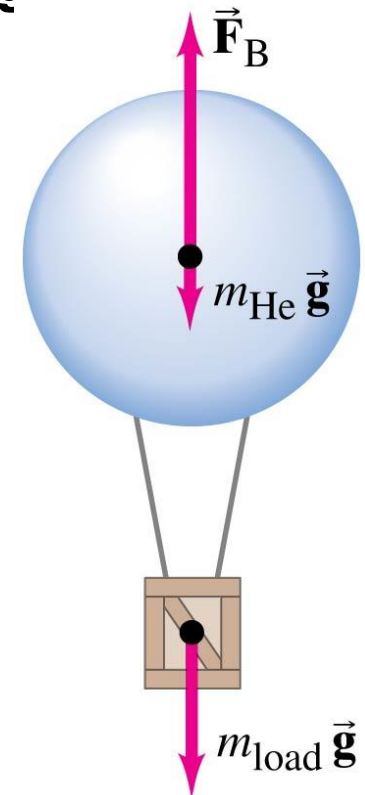


If the object's density  $<$  than that of water –  
an upward net force on it and it will rise  
until it is partially out of the water

For a floating object, the fraction that is submerged is given by the ratio  
of the density object's and the fluid.



This principle also works in the air;  
this is why hot-air and helium balloons rise.



# FLUIDS STATICS

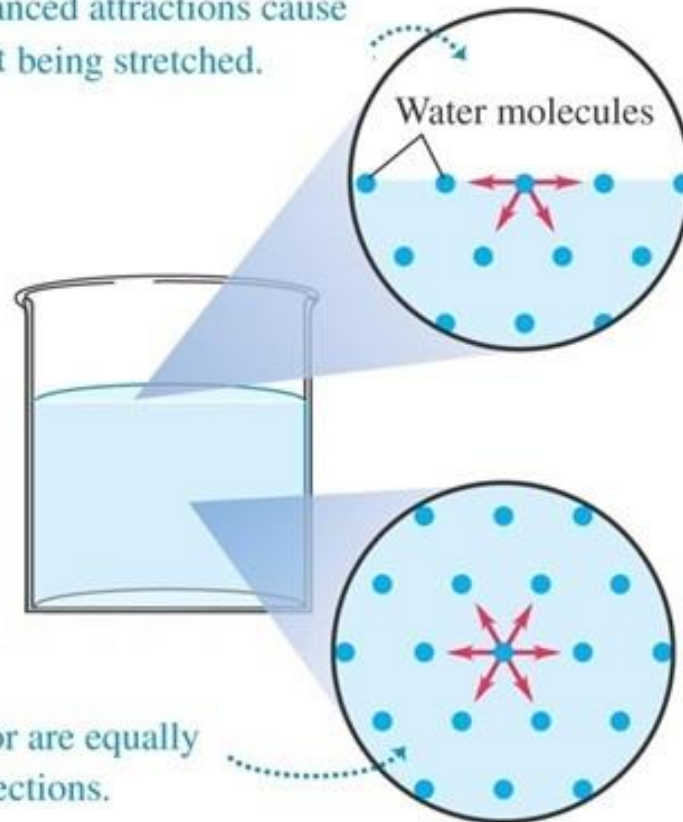
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## SURFACE TENSION

Molecules in a liquid are attracted by neighboring molecules –

## LIQUID IN THE VESSEL

At the surface, the unbalanced attractions cause the surface to resist being stretched.



Molecules in the interior are equally attracted in all directions.

# FLUIDS STATICS

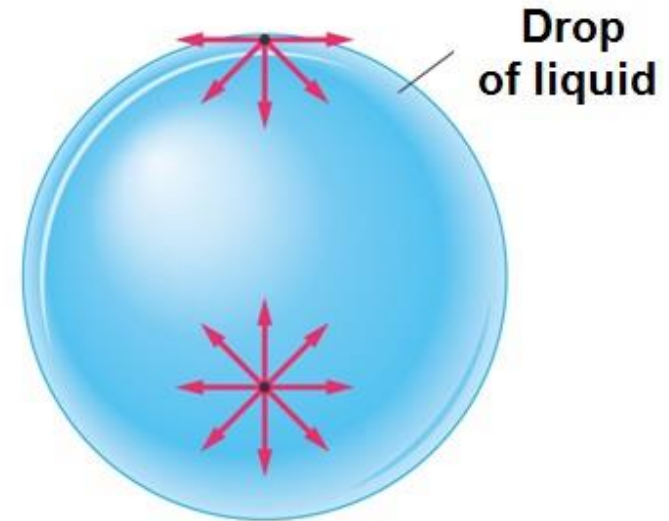
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## SURFACE TENSION

Molecules in a liquid are attracted by the neighboring molecules

### LIQUID DROP:

- molecule in the center experiences forces in all directions from other molecules.
- molecule on the surface experiences a net force toward the drop pulling the surface inward - free surface energy is minimal – surface area is minimum (spherical shape!)



Since forces keep the surface area at minimum, it tends to act somewhat like a spring – the surface acts as though it were elastic.

# FLUIDS DYNAMICS

## PARAMETRES OF FLUID FLOW

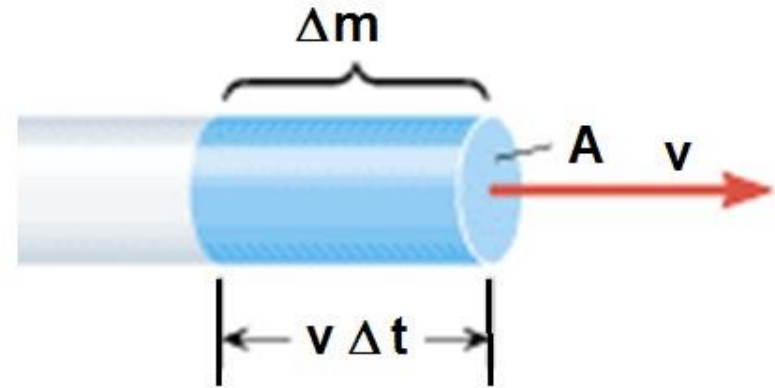
Volume flux related to flow speed (velocity):

$$\frac{\Delta V}{\Delta t} = A \cdot v$$

where:

$A$  - cross section area of pipe

$v$  - speed (velocity) of flow



Mass flux relate to “volume flux”

$$\frac{\Delta m}{\Delta t} = \rho \frac{\Delta V}{\Delta t} = \rho \cdot A \cdot v$$

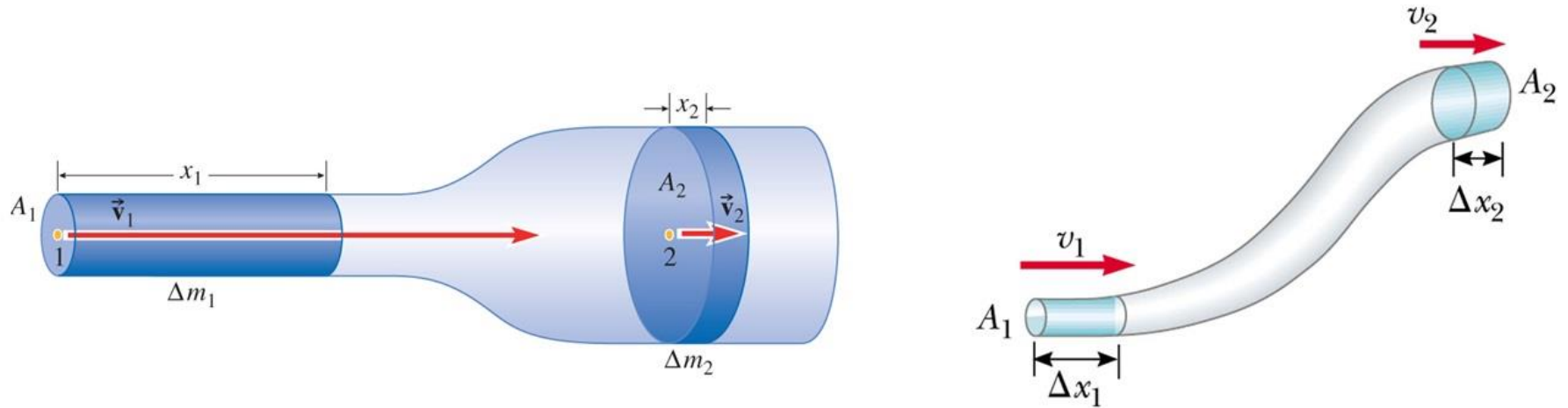
where:

$\rho$  - density of fluid

$A$  - cross section area of pipe

# FLUIDS DYNAMICS

## THE CONTINUITY EQUATION - CONSERVATION OF MASS



The amount of mass that flows through the cross-sectional area  $A_1$  is the same as the mass that flows through cross-sectional area  $A_2$

$$\rho_1 \cdot v_1 \cdot A_1 = \rho_2 \cdot v_2 \cdot A_2$$

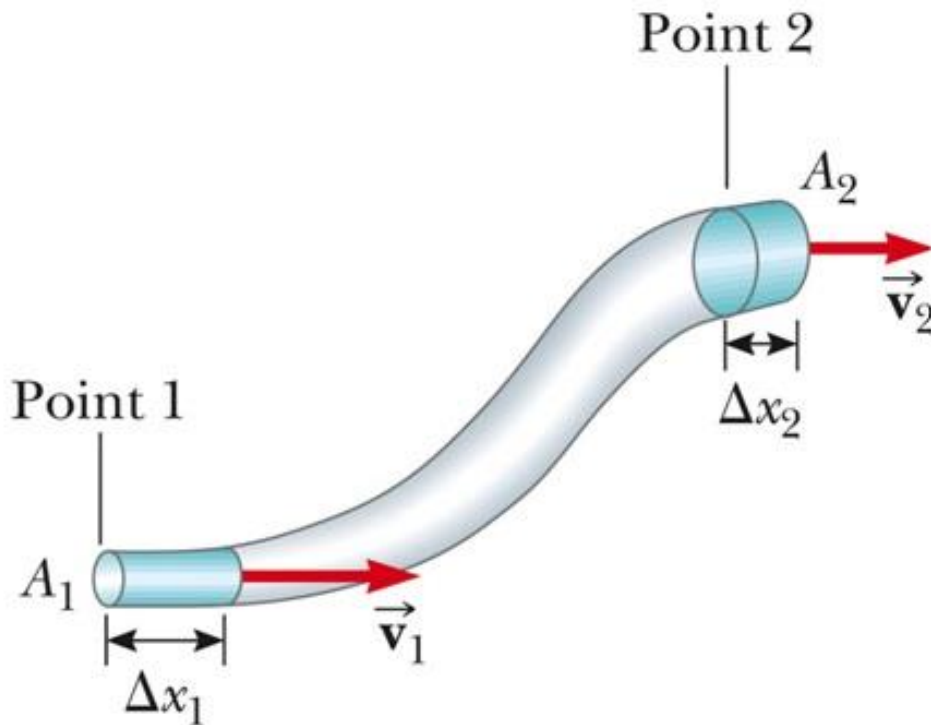


# FLUIDS DYNAMICS

## THE CONTINUITY EQUATION - CONSERVATION OF MASS

The amount of mass that flows through the cross-sectional area  $A_1$  is the same as the mass that flows through cross-sectional area  $A_2$

However, for the incompressible liquid, when  $\rho_1 = \rho_2$



$$v_1 \cdot A_1 = v_2 \cdot A_2$$

# FLUIDS DYNAMICS

## BERNOULLI EQUATION (1738)



When a fluid element  $dV$  moves between points 1 and 2 of different heights

Kinetic energy varies by

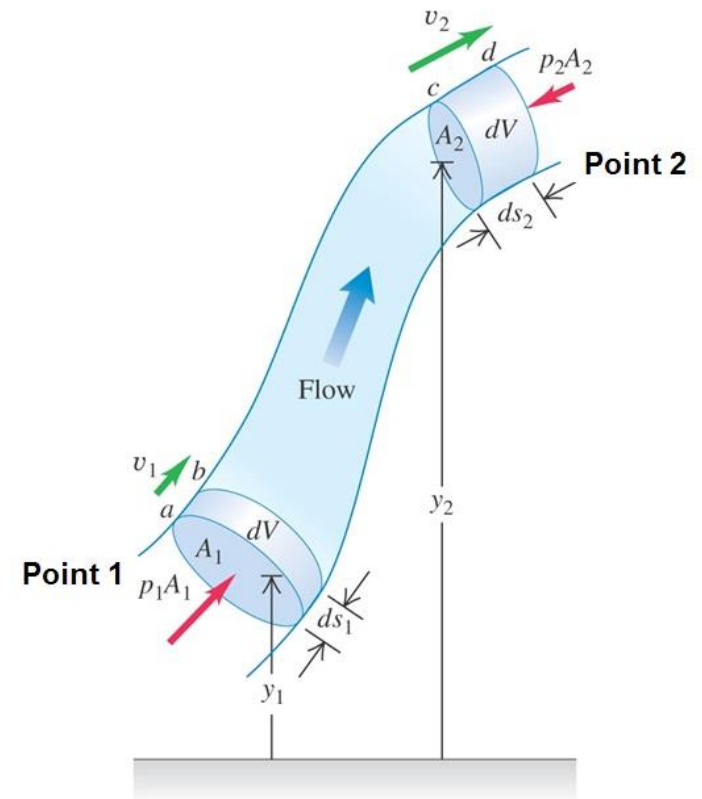
$$dE_k = \frac{1}{2} \rho \cdot dV \cdot (v_2^2 - v_1^2)$$

Potential energy varies by

$$dU = \rho \cdot g \cdot dV (y_2 - y_1)$$

To increase kinetic energy mechanical work

$$dW = p_1 \cdot A_1 \cdot ds_1 - p_2 \cdot A_2 \cdot ds_2 = (p_1 - p_2) \cdot dV$$



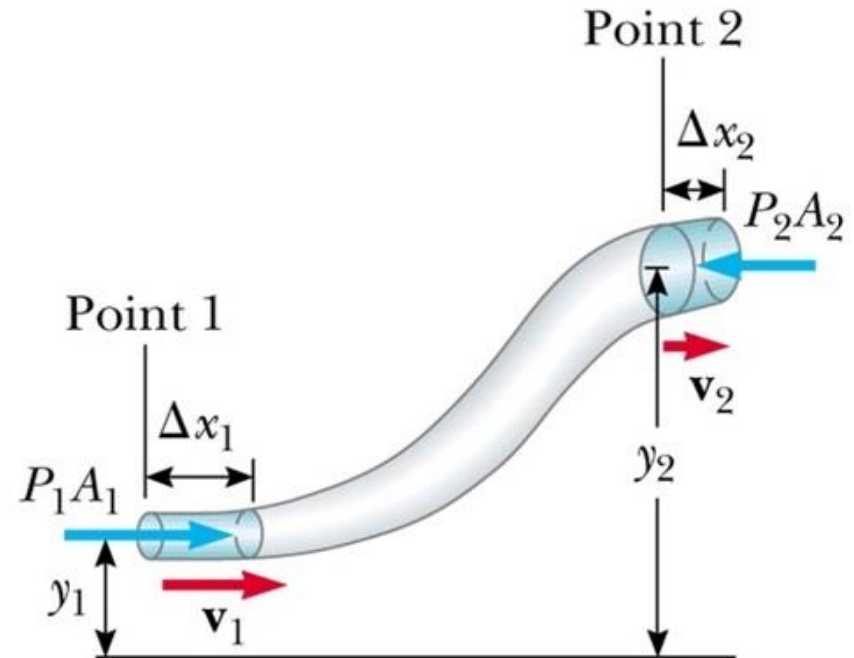
# FLUIDS DYNAMICS

## BERNOULLI EQUATION (1738)

According to conservation principle of energy at any point a sum of pressure, and density of kinetic and potential energy is constant

$$p + \rho \cdot g \cdot h + \frac{1}{2} \rho \cdot v = \text{const}$$

For two points of different height a sum of pressure and density of kinetic and potential energy is identical



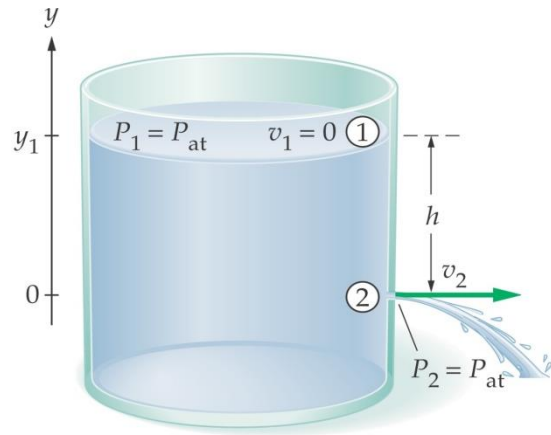
$$p_1 + \rho \cdot g \cdot h_1 + \frac{1}{2} \rho \cdot v_1^2 = p_2 + \rho \cdot g \cdot h_2 + \frac{1}{2} \rho \cdot v_2^2$$

# FLUIDS DYNAMICS

## APPLICATION OF BERNOULLI EQUATION

### OPEN CONTAINER HAVING A HOLE PUNCHED IN THE SIDE

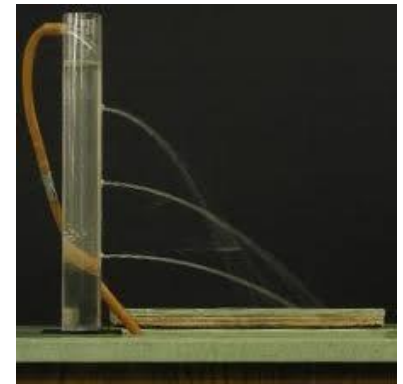
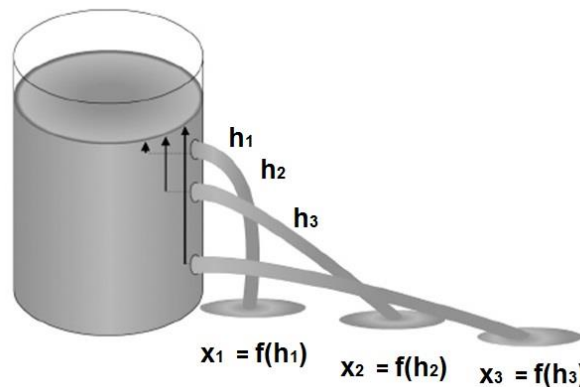
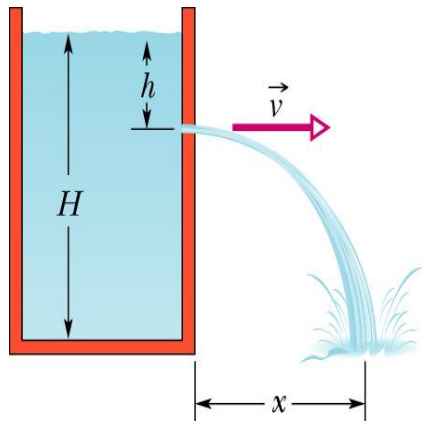
Outside of the hole and at the top of fluid - atmospheric pressure.



Since the fluid inside at the level of the hole is at higher pressure, a fluid has a horizontal velocity

$$v_2 = \sqrt{2g \cdot h}$$

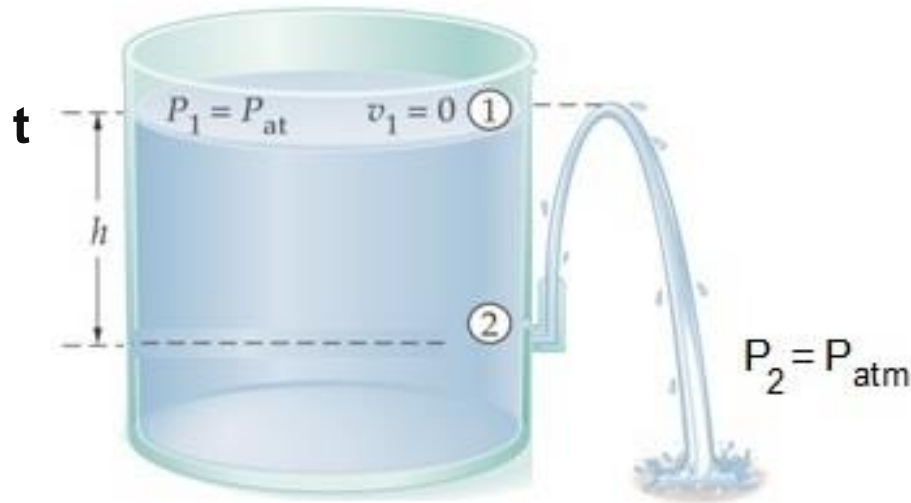
It corresponds to moving of flux in horizontal throw at distance  $x$ .  
depending on height with respect to free surface - Toricelli theorem (1643)



# FLUIDS DYNAMICS

## APPLICATION OF BERNOULLI EQUATION

### OPEN CONTAINER HAVING AN UPWARD TUBE PUNCHED IN THE SIDE



The fluid will reach height of surface level of fluid in container according to hydrostatic pressure and relation

$$\frac{1}{2} \rho \cdot v_2^2 = \rho \cdot g \cdot h$$

Speed of liquid coming out in such a case corresponds to that acquired by an object moving in free falling

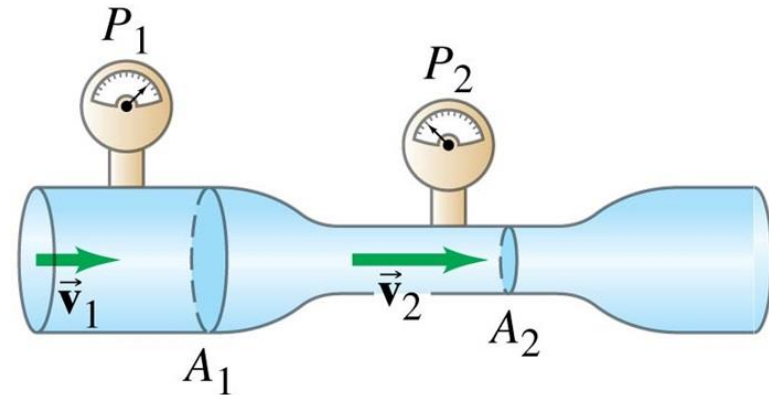
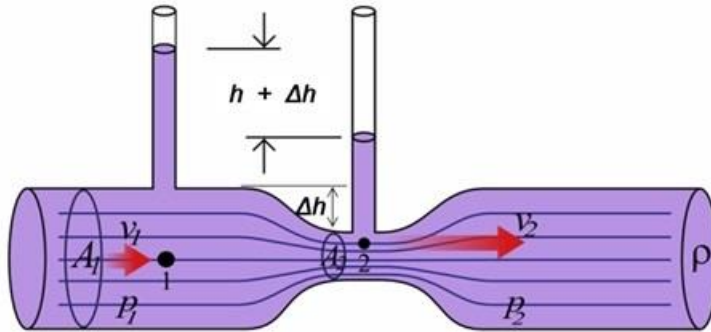
$$v_2 = \sqrt{2g \cdot h}$$

# FLUIDS DYNAMICS

## APPLICATION OF BERNOULLI EQUATION

### VENTURI TUBE

Using to measure flow rate (speed)  $v_1$  of a liquid (or gas) from observed pressure difference (inferred from “ $h$ ”) when cross section area is decreased



Because

$$p_1 - p_2 = \frac{1}{2} \rho (v_2^2 - v_1^2) = \rho \cdot g \cdot h$$

Relative flow rate

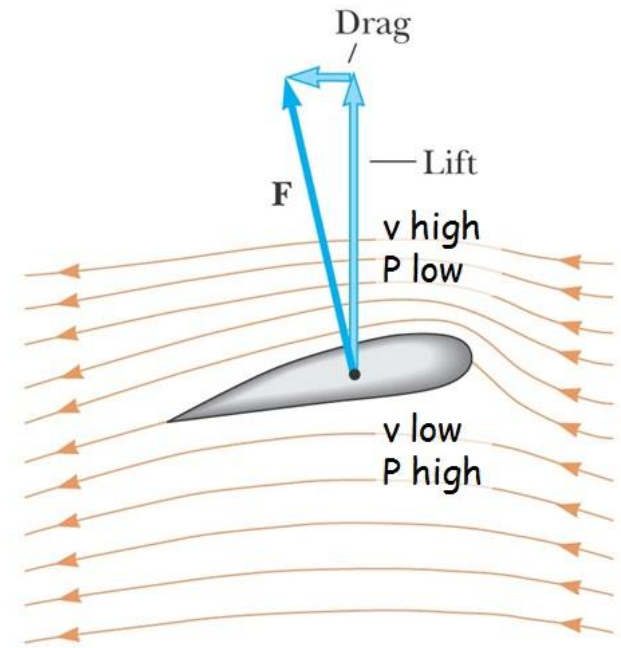
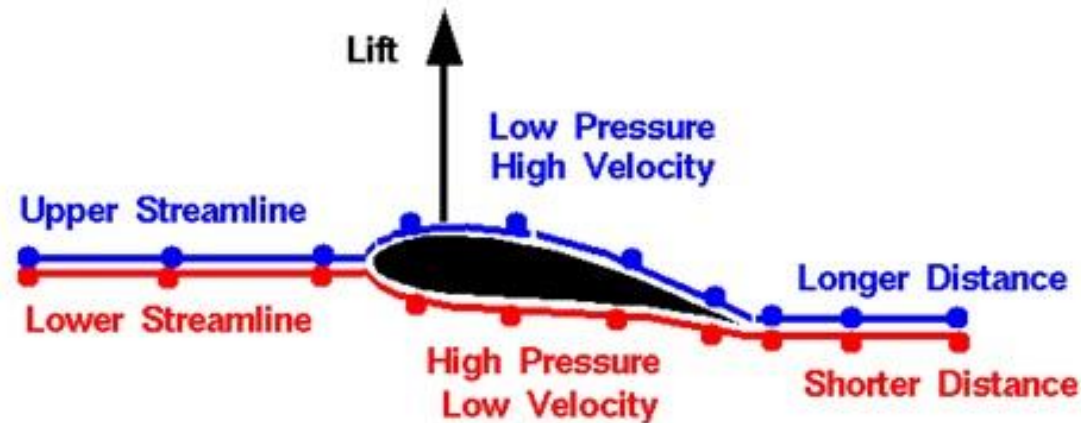
$$\frac{v_2}{v_1} = \frac{A_1}{A_2}$$

# FLUIDS DYNAMICS

## APPLICATION OF BERNOULLI EQUATION

### AIRPLANES

Lift on an airplane wing is due to different air speeds and pressures on two surfaces of wing



Streamline flow around a moving airplane wing  
two force components:

- LIFT** - upward force on the wing from the air depends on speed of airplane, area and curvature of wing, angle between wing and horizontal
- DRAG** - air resistance
- Net force (lift - drag) acting on airplane wing determines flying conditions

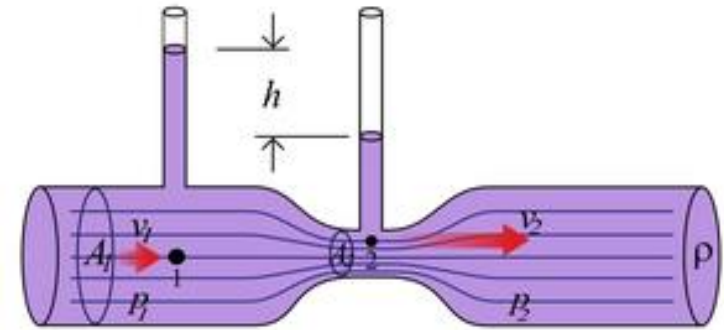
# FLUIDS DYNAMICS

## APPLICATION OF BERNOULLI EQUATION

### NOZZLE

Device designed to control the direction or characteristics of a fluid flow as it exists in (or enters) an enclosed chamber

Application: jet engine and rocket engines

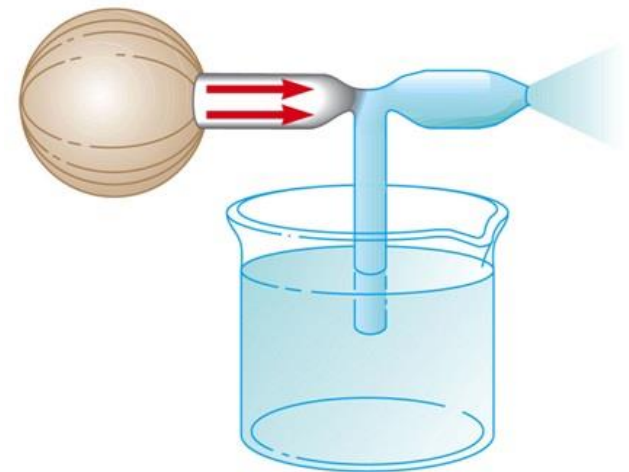


### ATOMIZER

Device designed for generation of spray

Idea:

- air stream passes over one end of open tube and other end is immersed in a liquid
- a moving air reduces the pressure above tube and fluid rises into air stream and the liquid is dispersed into a fine spray of droplets





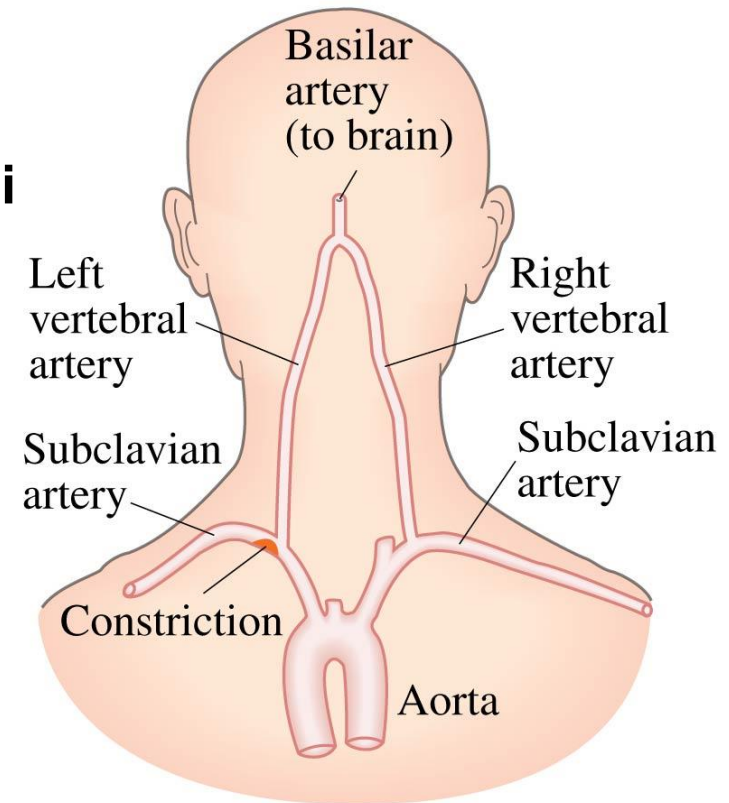
# FLUIDS DYNAMICS

## APPLICATION OF BERNOULLI EQUATION

### BLOOD FLOW

#### A PERSON WITH CONSTRICTED ARTERIES

Effect of a temporary lack of blood to the brain as blood speeds up to get past constriction, thereby reducing the pressure

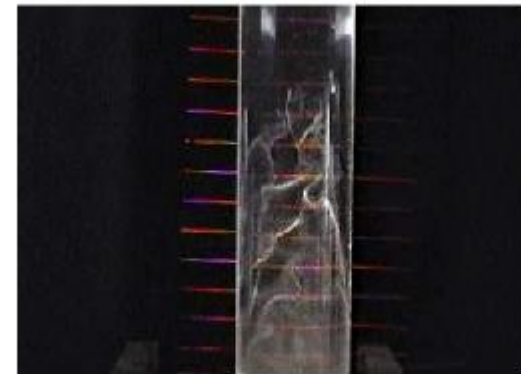
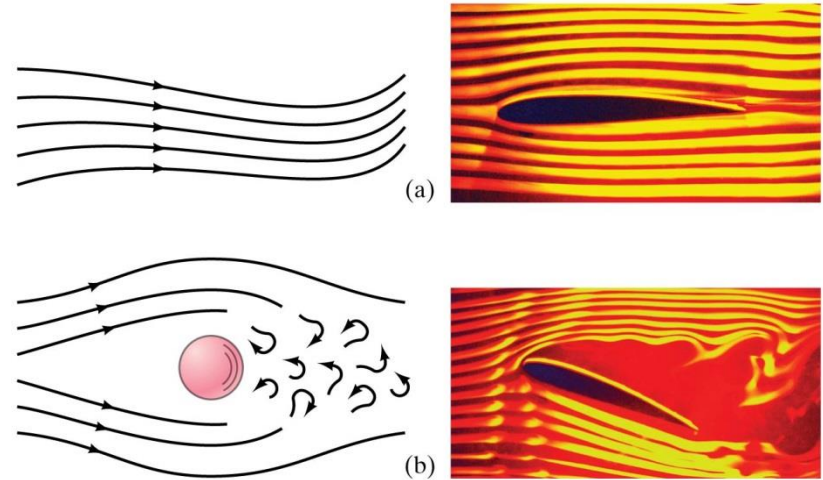


# FLUIDS DYNAMICS

## FORMS OF FLUID MOTION

**A smooth flow of fluid in motion can be:**

- **laminar (a)**  
each particle follows a smooth path  
velocity of fluid particles passing any point remains constant in time
- **turbulent (b)**  
irregular flow characterized by small whirlpool-like regions occurs above a certain speed  
usually turbulent flow has eddies what causes an increasing of the viscosity

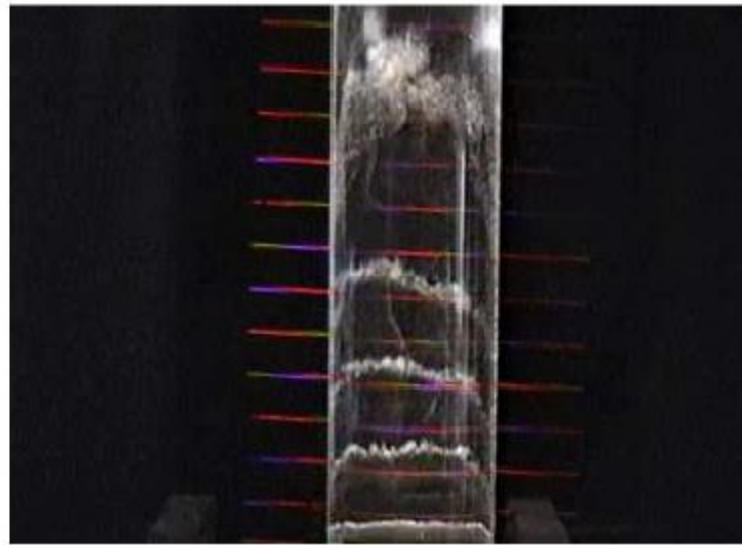


# FLUIDS DYNAMICS

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## TURBULENCE (animation1)

**Irregular flow characterized by small whirlpool-like regions occurs above a certain speed - usually turbulent flow has eddies what causes an increasing of viscosity**

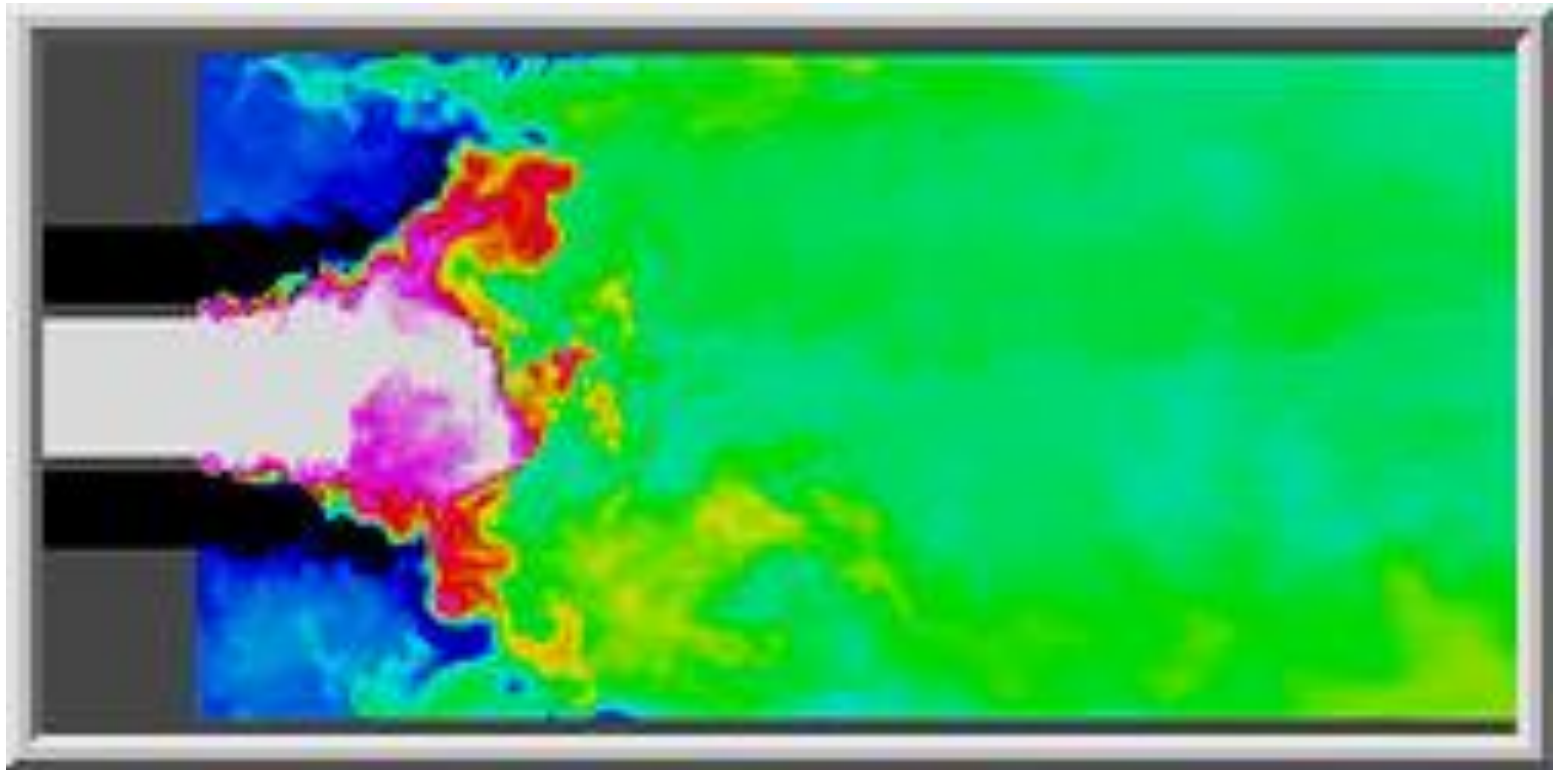


# FLUIDS DYNAMICS

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## TURBULENCE (animation2)

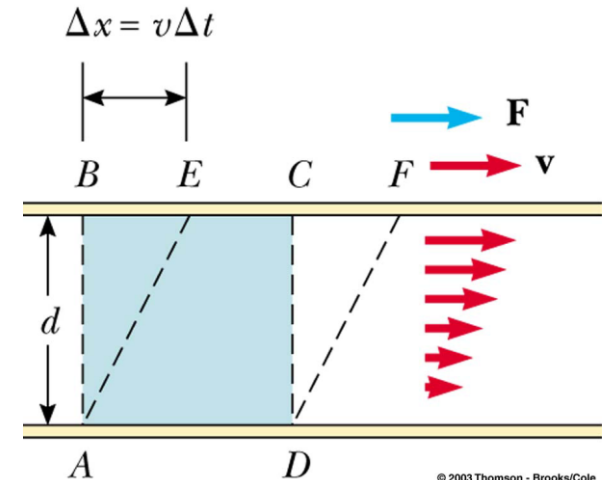
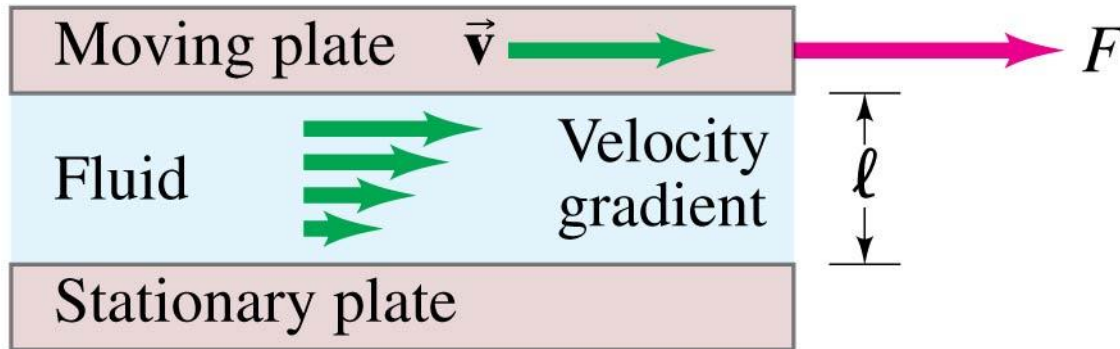
Fluid elements move along irregular paths  
Sets in for high velocity gradients (small pipes)



# FLUIDS DYNAMICS

## VISCOCITY

Real fluids have some internal friction between the layers - viscosity.



Definition: ratio of force per wall area to the velocity gradient

$$F = \eta \cdot A \cdot \frac{v}{d}$$

where:  $\eta$  is the coefficient of viscosity.

# FLUIDS DYNAMICS

## VISCOCITY

Real fluids have some internal friction between the layers - viscosity.

Pressure drop required to force water through pipes (Poisselle's Law)

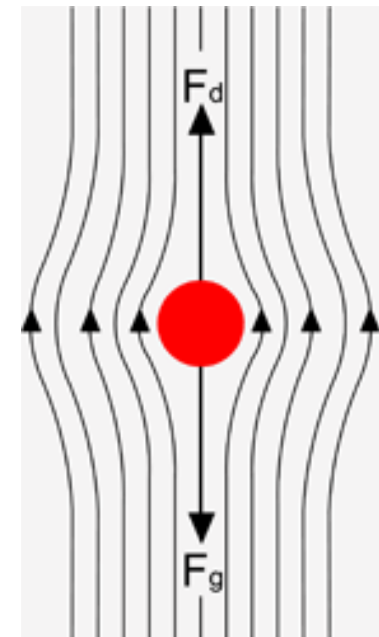
At high enough  $v/d$ , turbulence sets inside  $F = \eta \cdot A \cdot \frac{v}{d}$

## MEASUREMENT OF FLUID VISCOSITY

### IDEA:

when drag plus buoyant force is equal to gravity  
a terminal velocity ("settling velocity") of object

$$v = \frac{2}{9}(\rho - \rho_o) \frac{g \cdot r^2}{\eta}$$



# FLUIDS DYNAMICS

## DRAG FORCES IN FLUID

### STOKE'S DRAG FORCE (1851)

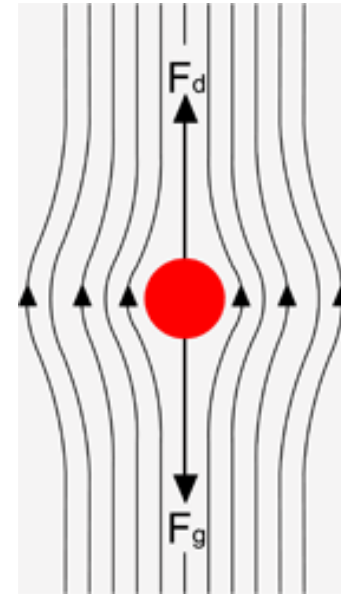
For spherical body of radius  $r$  moving at slow speed  $v$  in a fluid of viscosity  $\eta$  drag force

$$F_d = 6\pi \cdot r \cdot \eta \cdot v$$

During falling a terminal velocity reached

$$v = \frac{2\rho \cdot g \cdot r^2}{9\eta}$$

where:  $\rho$  - density of object



### RAYLEIGH'S DRAG FORCE

For high velocity drag force (on surface area  $A$ ) due to inelastic collisions of object with molecules of fluid density  $\rho$

$$F_d = -\frac{1}{2} C_d \cdot \rho \cdot A \cdot v^2$$

where:  $C_d$  - drag coefficient (0.09-1.15) strongly depends on geometry

# FLUIDS DYNAMICS

## PRESSURE FOR FLUID FLOW

### POISEUILLE'S LAW (1838)

Pressure required to make fluid flow of (average) velocity  $v$  in pipe of length  $L$  and radius  $r$

$$\Delta P = \frac{8L \cdot \eta \cdot v}{\pi \cdot r^2}$$

and in terms of volumetric flow

$$Q = \Delta P \frac{\pi \cdot r^4}{8L \cdot \eta}$$



### REYNOLD'S NUMBER (1883)

Dimensionless ratio of the kinetic effects to the frictional effects

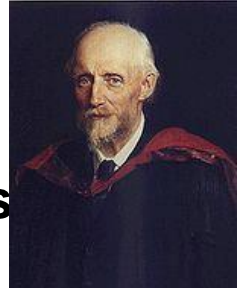
$$R = \frac{\rho \cdot v \cdot L}{\eta}$$

For:

$R < 1$  - viscosity dominates, Stoke's law valid

$R = 1000$  - Rayleigh's drag force dominates

$R > 2000$  - unstable;  $R > 3000$  – turbulence effect.

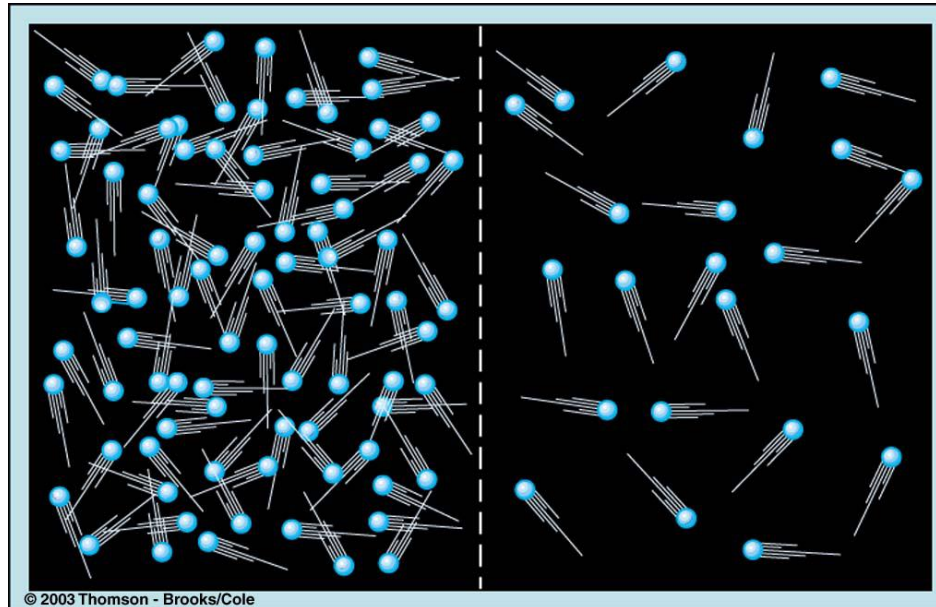




# FLUIDS DYNAMICS

## DIFFUSION IN FLUID

Inside the fluid molecules move from region of high concentration to region of low concentration



Diffusion rate – First Fick's law:

$$DR = \frac{M}{t} = D \cdot A \left( \frac{C_2 - C_1}{L} \right)$$

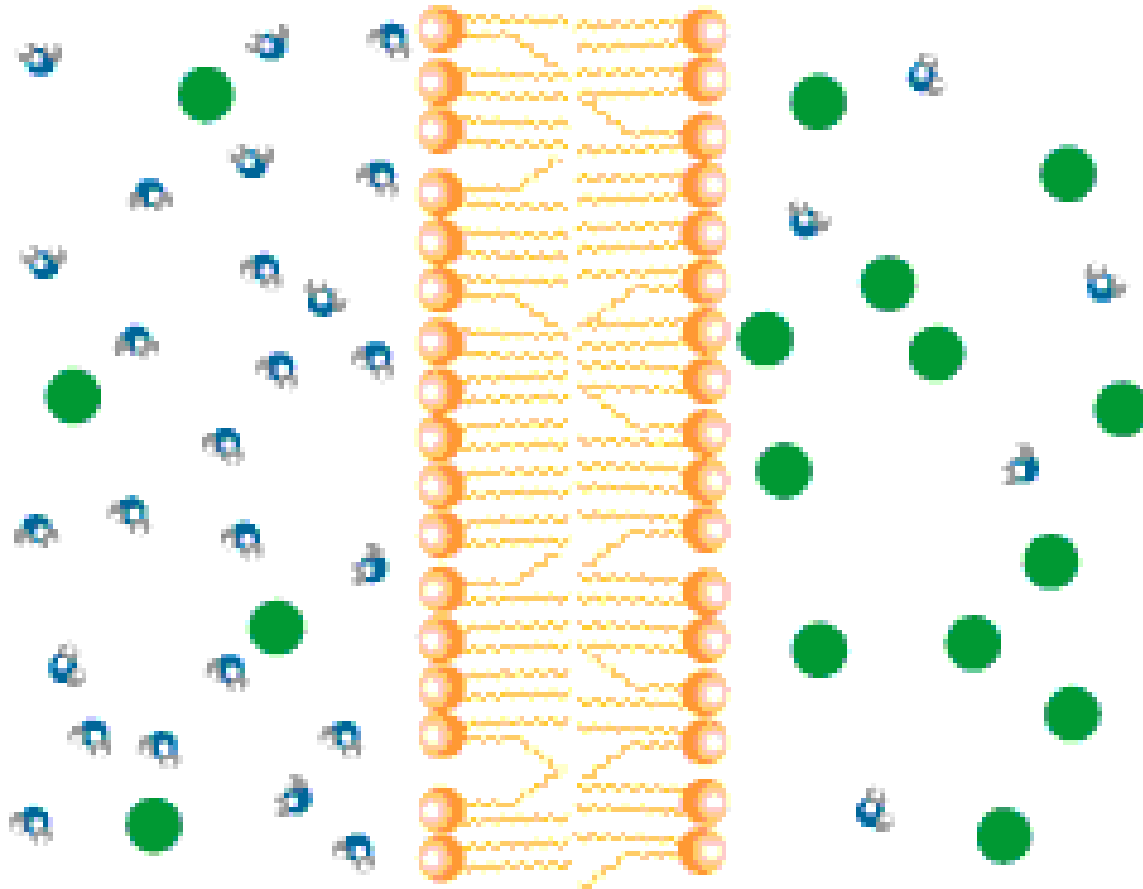
where:  $D$  = diffusion coefficient

# FLUIDS DYNAMICS

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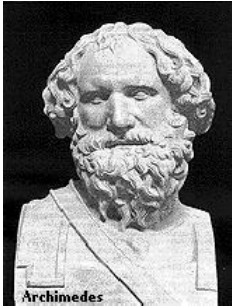
## OSMOSIS IN FLUID

**Movement of water through a boundary while denying passage to specific molecules, e.g. salts**



# FACES OF FLUID MECHANICS

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Archimedes  
(C. 287-212 BC)



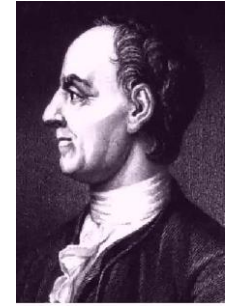
Newton  
(1642-1727)



Leibniz  
(1646-1716)



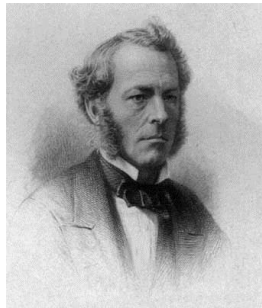
Bernoulli  
(1667-1748)



Euler  
(1707-1783)



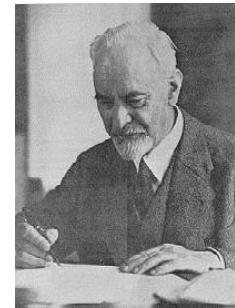
Navier  
(1785-1836)



Stokes  
(1819-1903)



Reynolds  
(1842-1912)



Prandtl  
(1875-1953)



Taylor  
(1886-1975)