

Part 5 — ENCH 630

Potential Flow and Bernoulli Equation

Start with the Navier-Stokes equation:

$$\rho \frac{D\vec{v}}{Dt} = -\vec{\nabla}P + \mu \nabla^2 \vec{v} + \rho \vec{g}$$

Note that

$$\rho \frac{D\vec{v}}{Dt} = \rho \frac{\partial \vec{v}}{\partial t} + \rho \vec{v} \cdot \vec{\nabla} \vec{v}$$

$$\vec{v} \cdot \vec{\nabla} \vec{v} = \vec{\nabla} \left(\frac{\vec{v} \cdot \vec{v}}{2} \right) - \vec{v} \times (\vec{\nabla} \times \vec{v})$$

$$\nabla^2 \vec{v} = \vec{\nabla} (\vec{\nabla} \cdot \vec{v}) - \underbrace{\vec{\nabla} \times (\vec{\nabla} \times \vec{v})}_{\vec{\omega}}$$

Assume $\rho = \text{constant}$, $\vec{\nabla} \cdot \vec{v} = 0$

and \vec{g} is in the negative z direction so $\vec{\nabla}(|\vec{g}|z) = -\vec{g}$

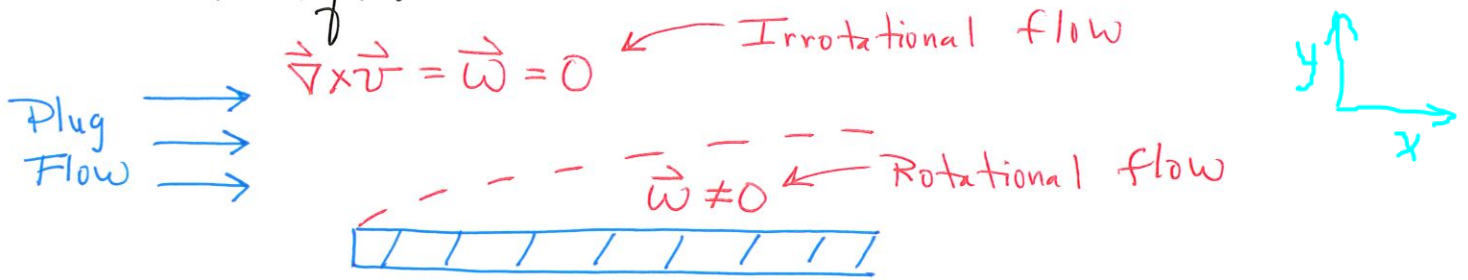
The following then results

$$\frac{\partial \vec{v}}{\partial t} + \vec{\nabla} \left(\frac{P}{\rho} + \frac{1}{2} |\vec{v}|^2 + |\vec{g}|z \right) =$$

$$\vec{v} \times \vec{\omega} - \mu/\rho (\vec{\nabla} \times \vec{\omega})$$

This is sometimes called Crocco's Theorem
(L. Crocco, Z. angew Math. Mech., 17, 1, 1937).

Consider the full solution to the Navier-Stokes equation close to a solid surface



For 2D flow in the x - y plane, $\vec{\omega}$ is given as

$$\vec{\omega} = \vec{\nabla} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ v_x & v_y & 0 \end{vmatrix} = \vec{k} \left(\frac{\partial v_y}{\partial x} - \frac{\partial v_x}{\partial y} \right)$$

Derivatives with respect to z are zero since no gradients in z direction

It can be shown that irrotation flow ($\vec{\nabla} \times \vec{v} = 0$) implies that a velocity potential ϕ exists so that $\vec{\nabla} \phi = \vec{v}$. The converse statement that potential flow implies irrotation flow is also true and is easier to prove:

Proof that $\vec{\nabla} \phi = \vec{v}$ implies $\vec{\nabla} \times \vec{v} = \vec{0}$ where ϕ is a scalar function:

$$\vec{\nabla} \times (\vec{\nabla} \phi) = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ \frac{\partial \phi}{\partial x} & \frac{\partial \phi}{\partial y} & \frac{\partial \phi}{\partial z} \end{vmatrix} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ \frac{\partial \phi}{\partial x} & \frac{\partial \phi}{\partial y} & \frac{\partial \phi}{\partial z} \end{vmatrix} = \vec{i} \left(\frac{\partial}{\partial z} \frac{\partial \phi}{\partial y} - \frac{\partial}{\partial y} \frac{\partial \phi}{\partial z} \right) - \vec{j} \left(\frac{\partial}{\partial x} \frac{\partial \phi}{\partial z} - \frac{\partial}{\partial z} \frac{\partial \phi}{\partial x} \right) + \vec{k} \left(\frac{\partial}{\partial x} \frac{\partial \phi}{\partial y} - \frac{\partial}{\partial y} \frac{\partial \phi}{\partial x} \right)$$

Also note that $\vec{\nabla} \cdot (\vec{\nabla} \phi) = \nabla^2 \phi = \vec{\nabla} \cdot \vec{v} = 0$

$$\text{And } \vec{v} = \vec{\nabla} \phi = \vec{i} \frac{\partial \phi}{\partial x} + \vec{j} \frac{\partial \phi}{\partial y}$$

$v_x \rightarrow$ $v_y \rightarrow$

Also, if $\vec{\omega} = 0$, we have from Page 1:

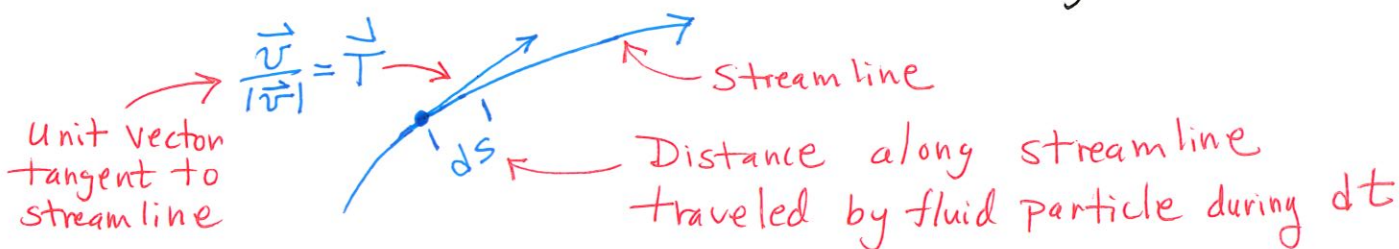
$$\vec{\nabla} \left(\frac{\partial \phi}{\partial t} + \frac{1}{2} |\vec{v}|^2 + P/\rho + |g|z \right) = 0$$

or

$$\frac{\partial \phi}{\partial t} + \frac{1}{2} |\vec{v}|^2 + P/\rho + |g|z = \text{constant}$$

Therefore, far from a solid surface and where no vorticity enters from the boundaries, it follows that $\vec{\omega} = 0$. This then means the flow field is independent of viscosity and the Bernoulli equation applies

Consider the case where $\vec{\omega} \neq 0$ but $\mu = 0$



From Page 1, at steady state:

$$\vec{\nabla} \left(P/\rho + \frac{1}{2} |\vec{v}|^2 + |g|z \right) = \vec{v} \times \vec{\omega}$$

Therefore: $\vec{T} \cdot \vec{\nabla} \left(P/\rho + \frac{1}{2} |\vec{v}|^2 + |g|z \right) = \vec{T} \cdot (\vec{v} \times \vec{\omega})$

$\vec{T} = \vec{v}/|\vec{v}|$ is always perpendicular to $\vec{v} \times \vec{\omega}$

$$\frac{d}{ds} \left(P/\rho + \frac{1}{2} |\vec{v}|^2 + |g|z \right) = 0$$

Conclusion: $P/\rho + \frac{1}{2} |\vec{v}|^2 + |g|z = \text{constant}$ along a streamline

Can also define a "stream function"

$$\frac{\partial \psi}{\partial y} = +v_x \quad ; \quad \frac{\partial \psi}{\partial x} = -v_y$$

BSL reverses the + and - signs

Stream function automatically satisfies continuity equation ($\vec{\nabla} \cdot \vec{v} = 0$)

Also
$$d\psi = \frac{\partial \psi}{\partial x} dx + \frac{\partial \psi}{\partial y} dy$$

Along a path of constant ψ , $d\psi = 0$, so

$$0 = \frac{\partial \psi}{\partial x} dx + \frac{\partial \psi}{\partial y} dy$$

$$0 = -v_y dx + v_x dy$$

$$\frac{dy}{dx} = \frac{v_y}{v_x} = \frac{dy_{\text{fluid particle}}/dt}{dx_{\text{fluid particle}}/dt} = \frac{dy_{\text{fluid particle}}}{dx_{\text{fluid particle}}}$$

Stream function is therefore aligned with velocity vector.

Similarly, for constant ϕ :

$$d\phi = 0 = \underbrace{\frac{\partial \phi}{\partial x}}_{v_x} dx + \underbrace{\frac{\partial \phi}{\partial y}}_{v_y} dy$$

$$\frac{dy}{dx} = -\frac{v_x}{v_y} \Rightarrow \text{Curves of constant } \phi \text{ and } \psi \text{ are at right angles.}$$

It also follows that

$$\frac{\partial \phi}{\partial x} = \frac{\partial \psi}{\partial y} ; \frac{\partial \phi}{\partial y} = -\frac{\partial \psi}{\partial x}$$

These are the "Cauchy-Riemann" equations which are satisfied by the real and imaginary parts of any function $w(z)$

$$w(z) = \phi(x, y) + i\psi(x, y)$$

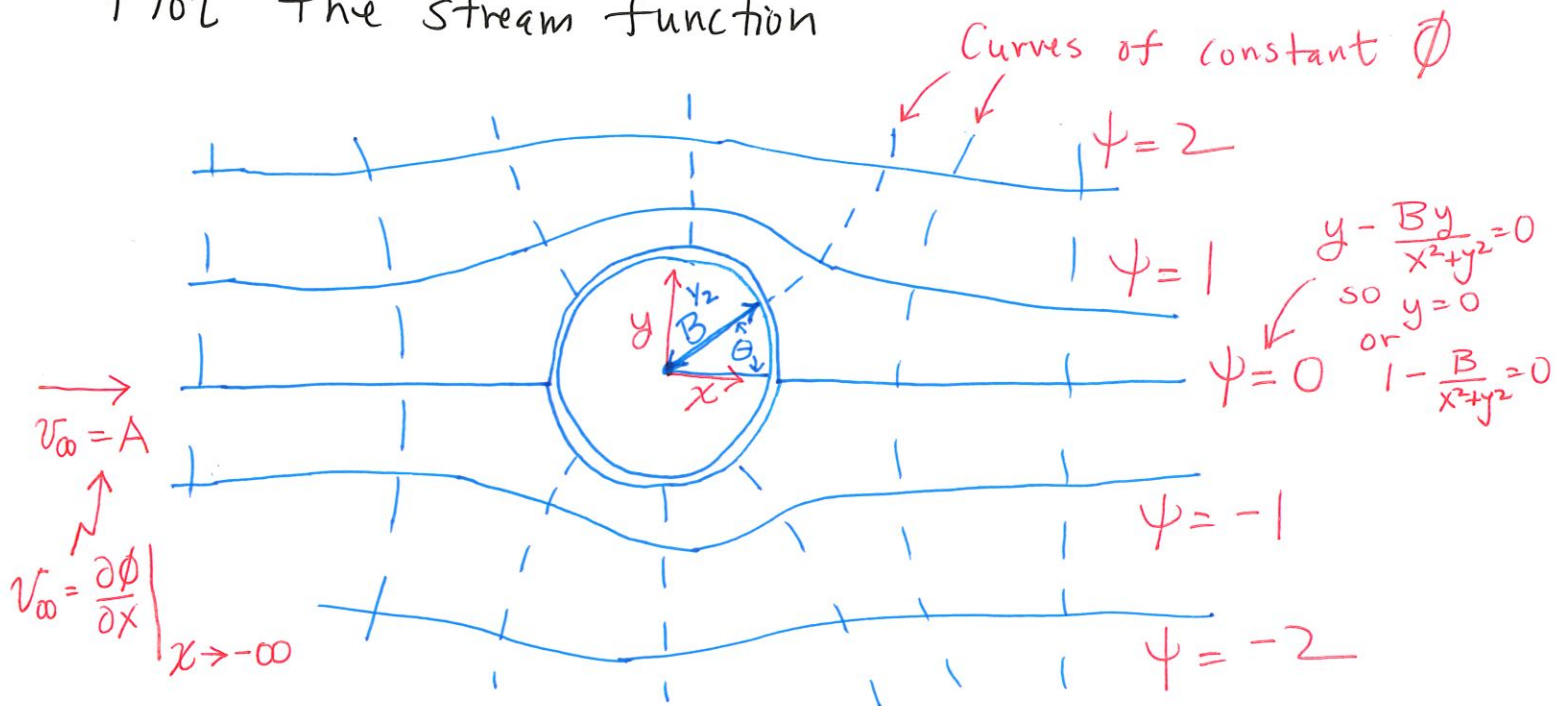
$z = x + iy$ $\sqrt{-1}$

Consider $w(z) = A(z + B/z)$

Substitute $z = x + iy$

$$\begin{aligned}
 w(z) &= A \left(x + iy + \frac{B}{x+iy} \cdot \frac{x-iy}{x-iy} \right) \\
 &= A \left(x + iy + \frac{B}{x^2+y^2} (x-iy) \right) \\
 &= A \left(\underbrace{x + \frac{Bx}{x^2+y^2}}_{\phi(x,y)} + i \underbrace{\left(y - \frac{By}{x^2+y^2} \right)}_{\psi(x,y)} \right)
 \end{aligned}$$

Plot the stream function



Can also be interpreted as flow around a cylinder:

