

# Hydrodynamics



Marmottant and Villermaux (2004)

Pr. François Gallaire

LFMI

MED2 2926

Tel: 3 3365

Email: [francois.gallaire@epfl.ch](mailto:francois.gallaire@epfl.ch)

# Chapter 1: Introduction

# Outline

1. Introduction
2. Fluid: Definition and models
3. Fluid Kinematics

# Introduction: Detachment on modern cars

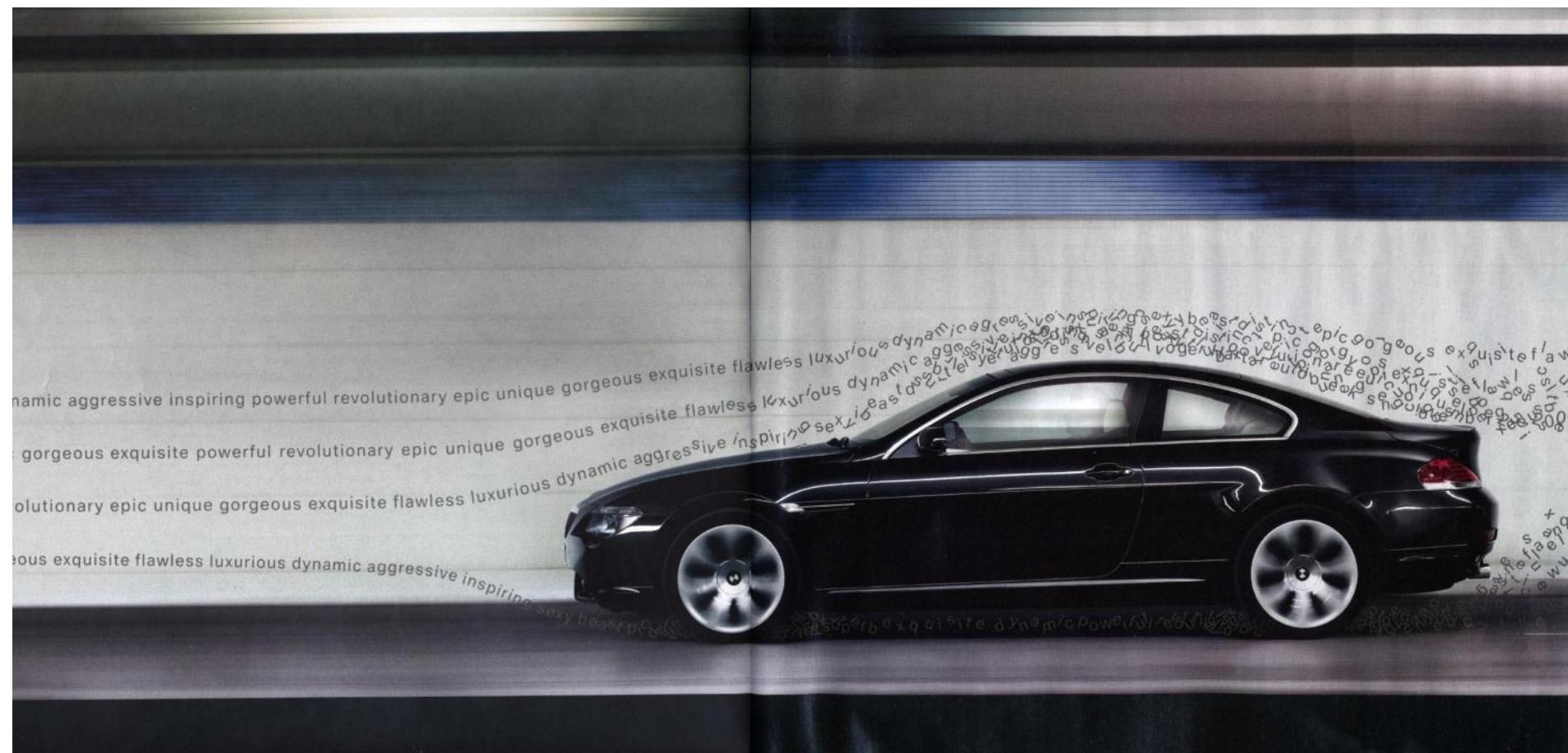


Figure 1:  
BMW advertising

# Detachment on... les modern cars

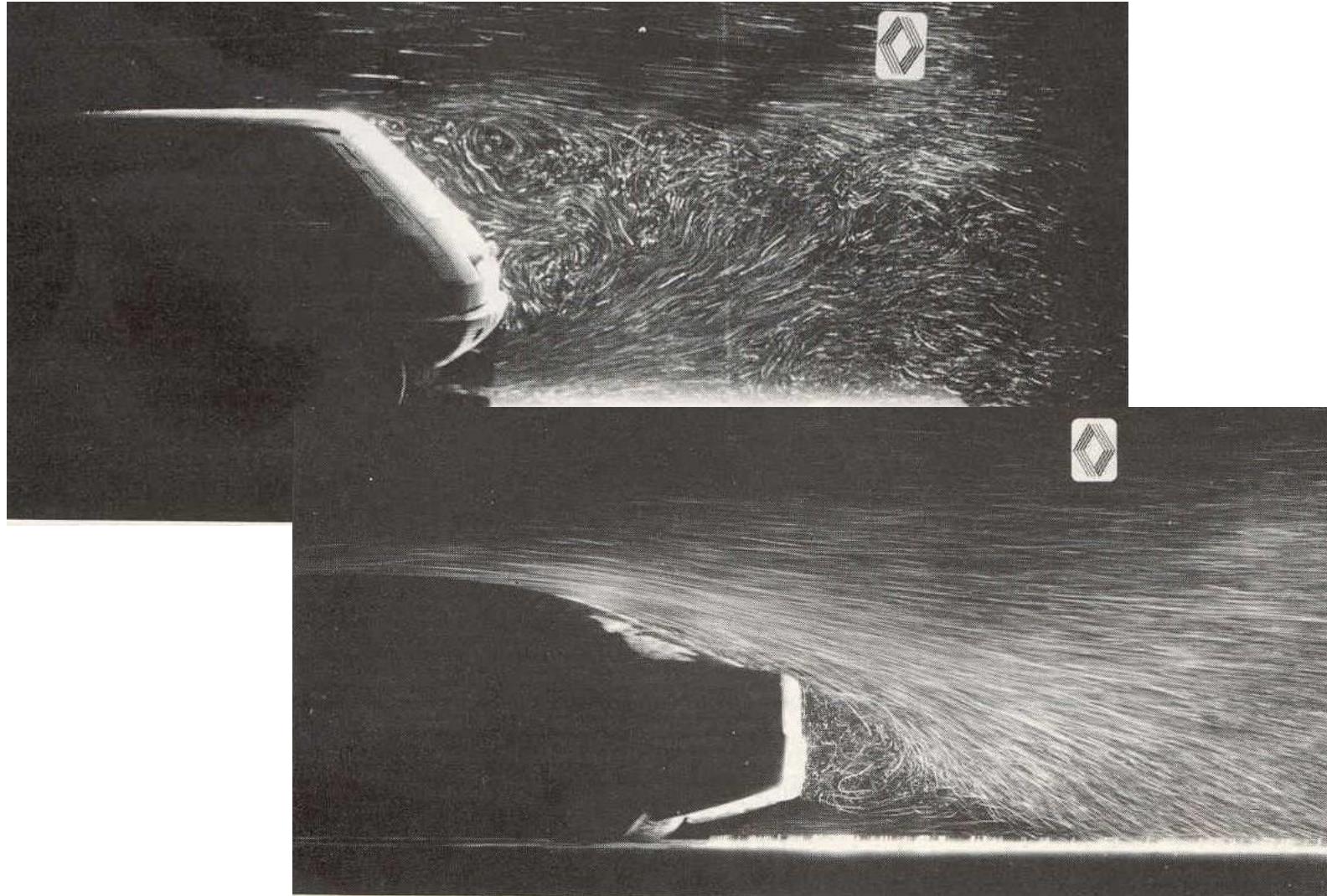


Figure 2: PIV experiment on Renault cars

# Introduction: Naval hydrodynamics



Figure 3:  
Boat under construction

# Introduction

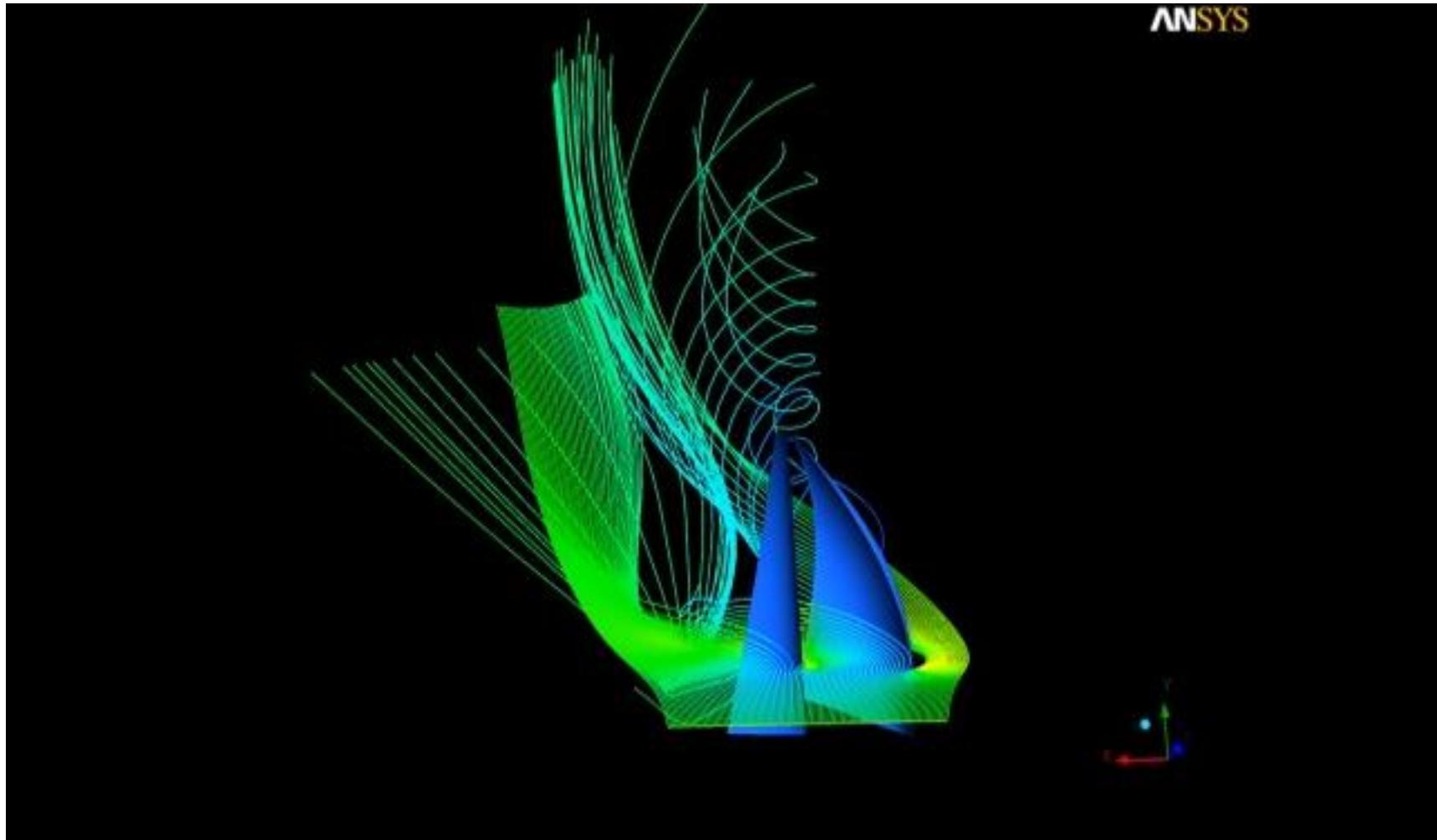


Figure 4:  
Alinghi CFD model, EPFL

# Introduction: Drag reduction



Figure 5:  
Rowing team

# Introduction: Turbines, cavitation



Figure 6:  
Cavitation erosion on turbine blades



Figure 7:  
Tip vortices and cavitation on turbine

# Introduction: Geophysics



Figure 8: Kelvin-Helmholtz instability over mountain



Figure 9:  
Rio Negro (slow and clean) meets amazon  
(quick and dirty)

# Introduction: Geophysics



Image satellite du cyclone Luis au dessus de la Guadeloupe (4/9/1995).  
© METEO FRANCE

Figure 10: Satellite image of Hurricane Luis above Guadeloupe (1995), Meteo France

# Introduction: Geophysics



Figure 11: Waterspout

# Introduction: Aeronautics/Aerospace



Figure 12: Military seaplane

# Introduction: Oil

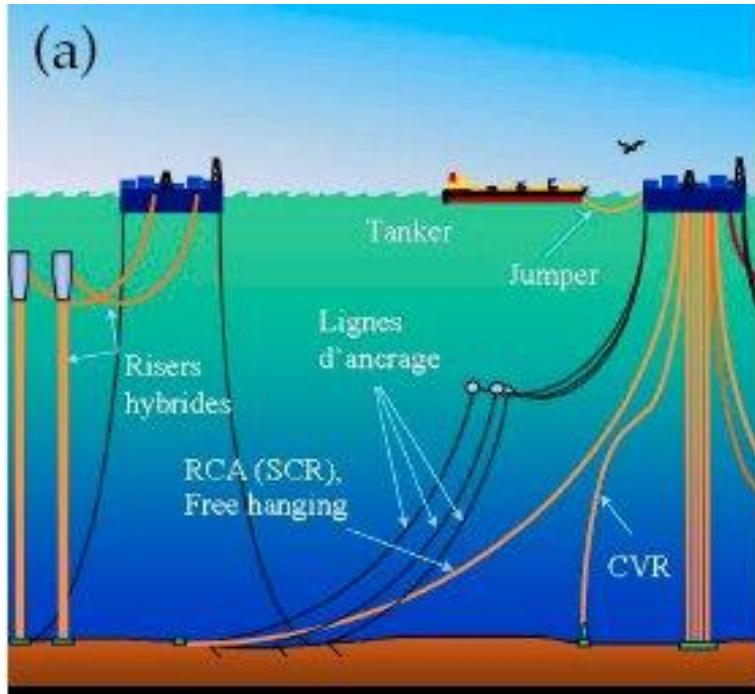


Figure 13: Offshore oil rig

# Introduction:

## Tidal and ocean waves energy harvesting



Figure 14: Pelamis snake

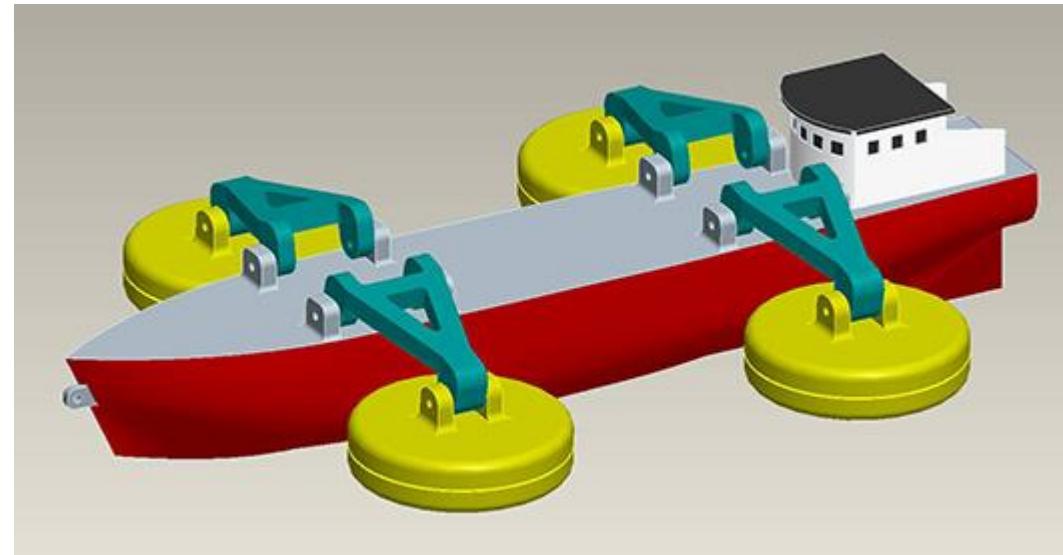


Figure 15: Wave energy harvesting boat concept

# Introduction: Construction



Figure 16:  
Glen Canyon Dam



Figure 17:  
Jiaozhou Bay bridge (26.4 miles)

# Introduction: Sports



# Introduction: Agriculture

Size of the droplets?



Figure 18:  
Irrigation sprinklers, Eggers and Villermaux (2008)

# Introduction

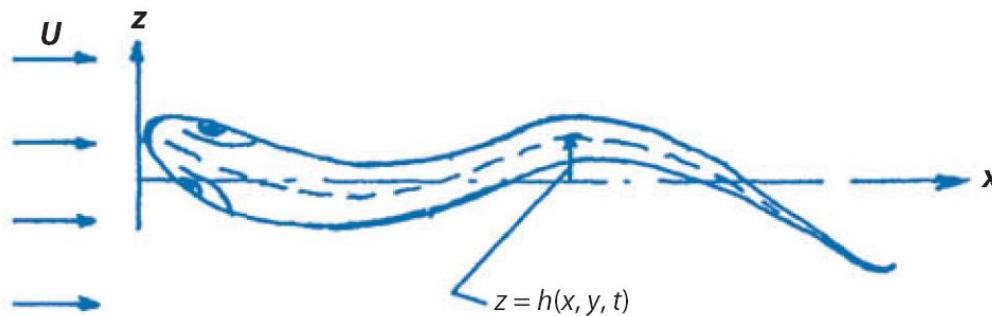
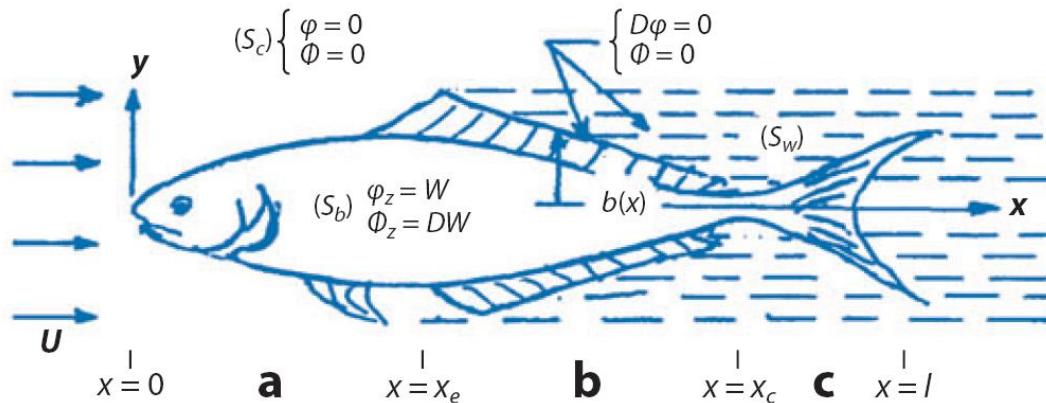


Figure 19:

Flow regions for analyzing fish propulsion: a) Anterior leading-edge section, b) Trailing side-edge section, c) Caudal-fin section

# Introduction

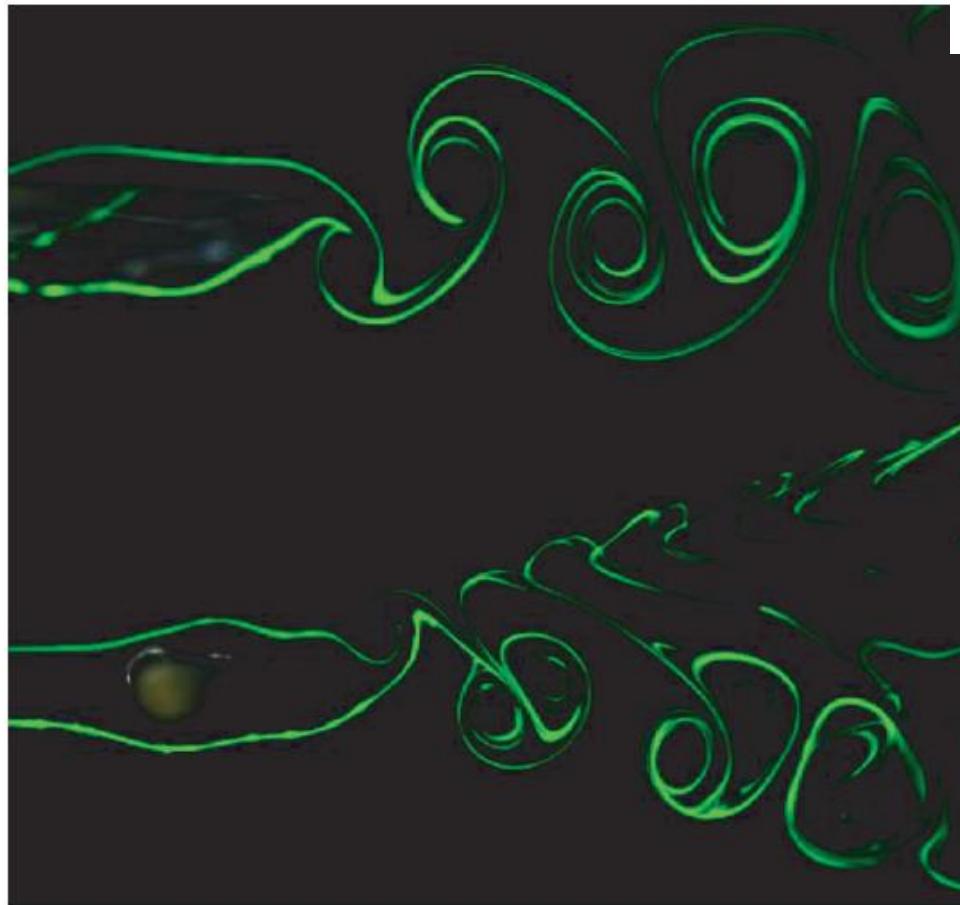
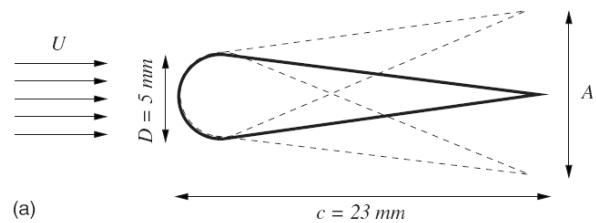
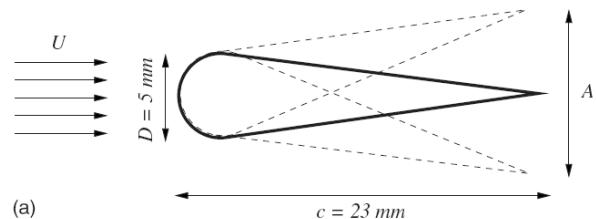


FIGURE 2. Fluorescein dye visualization of the typical reverse BvK vortex street that characterizes flapping-based propulsion (top), and an asymmetric wake (bottom) that is produced by some flapping configurations even when the flap motion is symmetric.

Figure 20: Symmetry breaking of the reverse Bénard-Von Karman vortex street (PMMH-EPSCI-Paris)

# Introduction: Rayleigh-Taylor instability



Figure 21: Rayleigh-Taylor instability in a glass

# Introduction: But also...



Figure 22: Pint of Guinness and beer head

# Flow models

- Continuous model
- Newtonian fluid
- Creeping flow
- Inviscid fluid
- Incompressible flow
- Potential flow
- Boundary layer
- Turbulent flow

# Flow models

- Integral relations of conservation laws
- Partial differential equations
- Unidirectional flows
- Harmonic fields
- Similarity analysis/ nondimensional numbers
- Boundary layers
- Matched Asymptotic expansions
- Self-similar solutions

# Beware!

All the flows tackled in this class, although quite far from hydrodynamic applications, will hopefully help you to develop the required intuition to avoid falling into the engineer's most frequent **pitfall**:

**Using CFD software without thinking and simplifying**

# Example

Are you really going to implement a 3D-fluid structure coupling CFD code before:



1. You determine the relevant nondimensional parameters?
2. You estimate the boundary layer thickness and evaluate the feasibility of a correct CFD computation?
3. You model the exact shape by a simplified one where literature might be abundant?

# Hydrodynamics

Course: Monday 14h15-16h

Exercises: Tuesday 8h15-10h

with Shaha Eghbali and Isha Shukla

Grade:

Homework (20%)

1. exercise
2. article study

Exam: Written

Books:

- Guyon Hulin & Petit, Physical hydrodynamics [Electronic version on NEBIS in french]
- Kundu
- Ryhming PPUR
- Multimedia Fluid Dynamics

# Outline

1. Introduction
2. Fluid: Definition and models
3. Fluid Kinematics

# What is a fluid? Some definitions

- Dictionary : not solid nor thick, flows easily. Takes the form of its container.
- Physicist : in a fluid, the spatial organization is not that of a solid (crystal) nor the free agitation of molecules of a low pressure gaz.
- Mechanists : a solid is weakly deformable. A fluid is very deformable. Fluids can take any form when they are subjected to forces, regardless of how strong these forces are. Deformation continues until the strain stop (no memory of the reference configuration).

Limits between solid/fluid rather fuzzy

# What is a fluid? Some definitions

« **FLUIDE**, *adj. pris subst. (Phys. & Hydrodyn.)* est un corps dont les parties cèdent à la moindre force, & en lui cédant sont aisément mûes entr'elles. Il faut donc pour constituer la fluidité, que les parties se séparent les unes des autres, & cèdent à une impression si petite, qu'elle soit insensible à nos sens ; c'est ce que font l'eau, l'huile, le vin, l'air, le mercure... »

Figure 23:  
Definition of a fluid from *l'Encyclopédie Diderot, d'Alembert*.

A Fluid is a body, the constituent parts of which break to the least force, and by breaking are easily moved by one another. In order to constitute fluidity, the parts thus need to separate and break at such a negligible effort that it is unperceivable to our senses; which is what water, oil, air or mercury do...

# What is a fluid? Some definitions

- A fluid is a continuum medium that cannot be maintained at rest when stressed.
- In general, this definition is sufficient.
- There exist materials which behave closer to a solid or a fluid, depending on the applied forces, as the so called visco-elastic materials for instance.

# Fluid or solid?



Figure 24: Aletsch Glacier

# Fluid or not fluid?



Figure 25: Granular avalanche

# Fluid or not fluid?

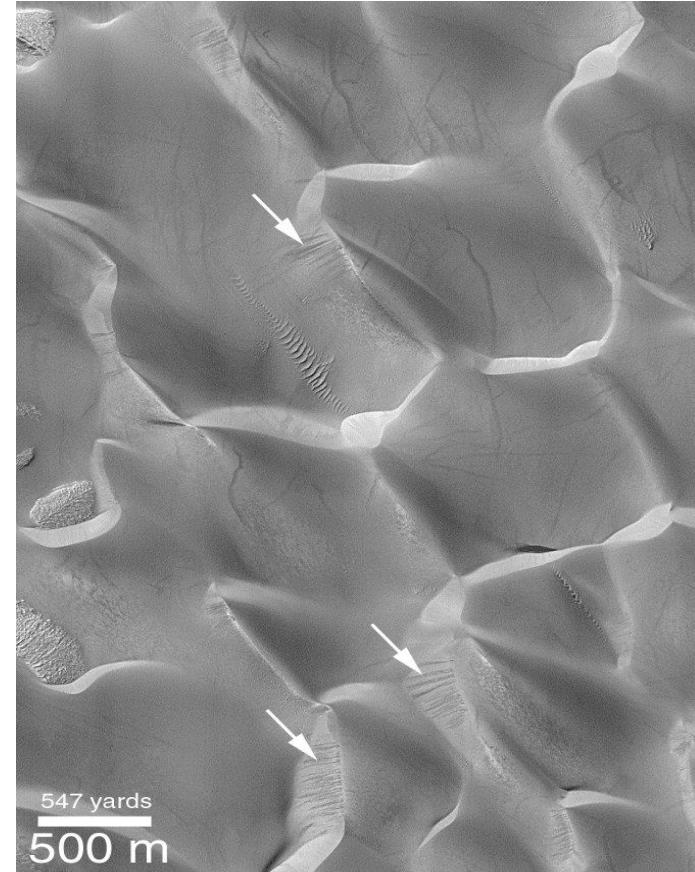
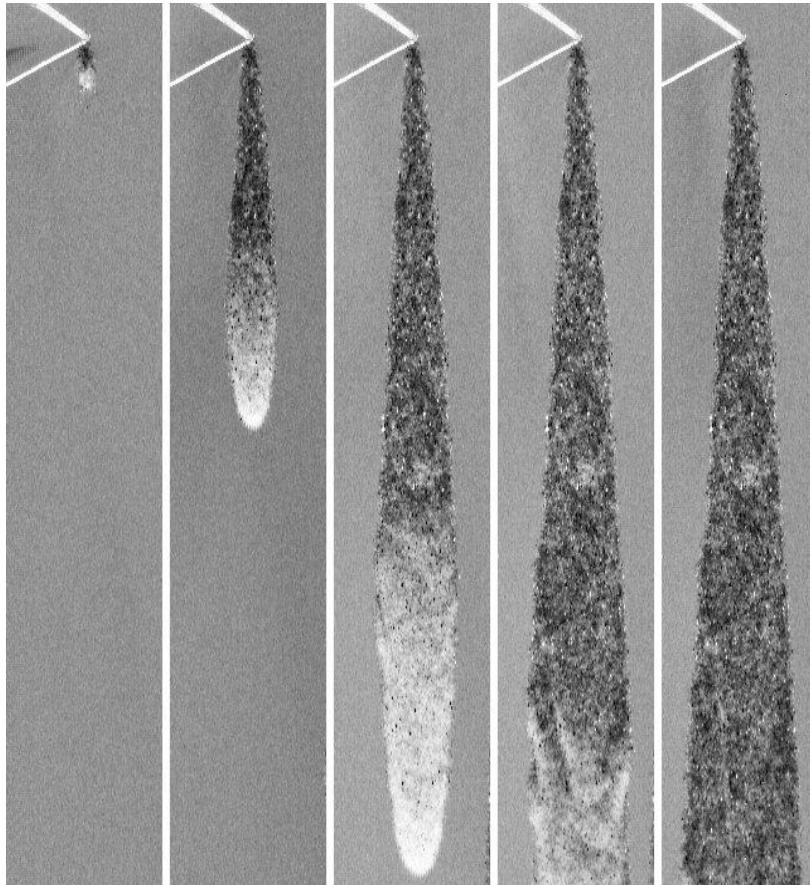


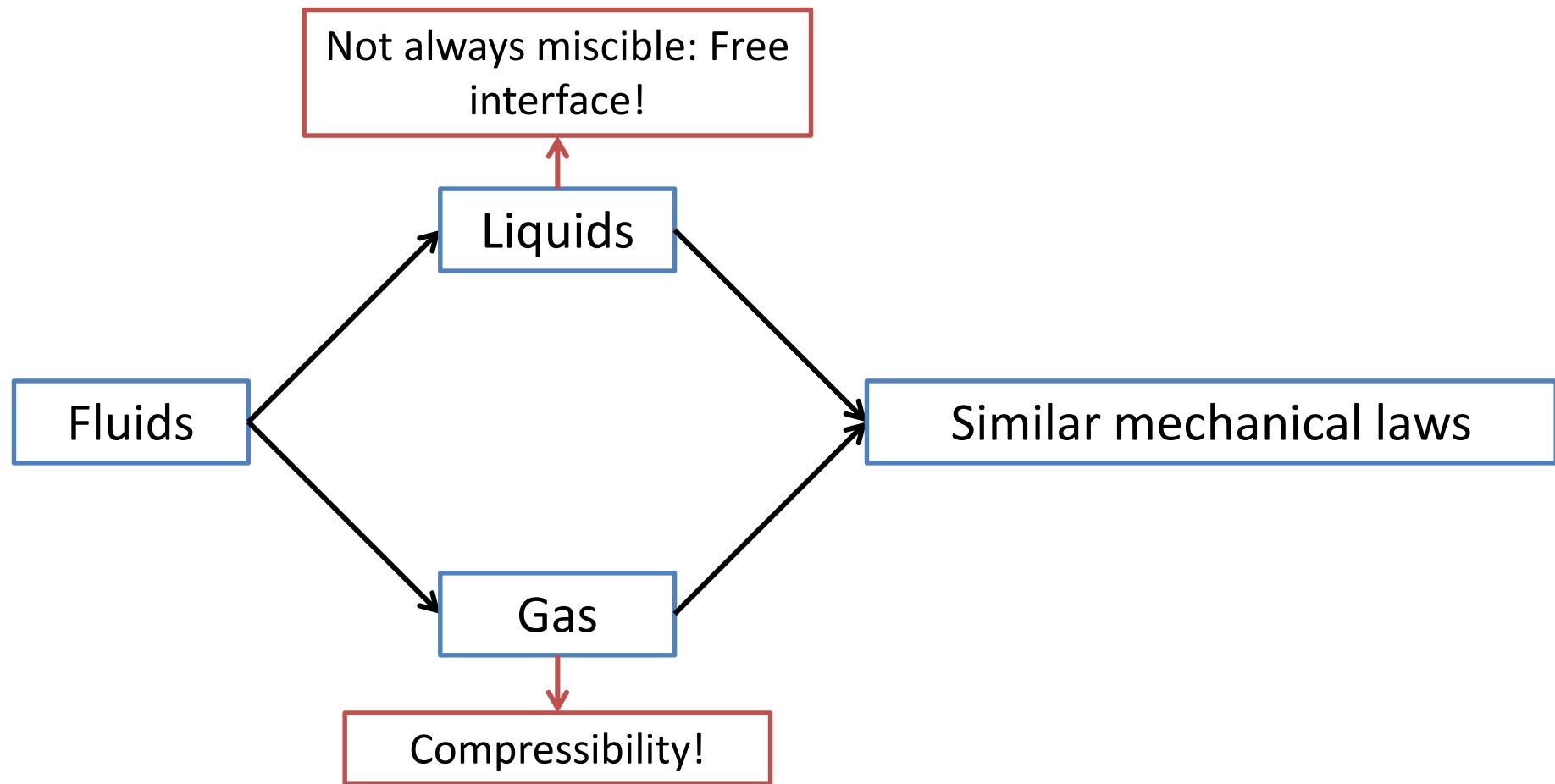
Figure 26: Granular avalanche (PMMH/ESPCI)

# Fluid properties

- 3 scalar quantities :  $p$ ,  $\rho$ ,  $T$
- 1 vector quantity :  $u$
- All these quantities depend on position and time  
 $\rightarrow p(x,y,z,t)...$

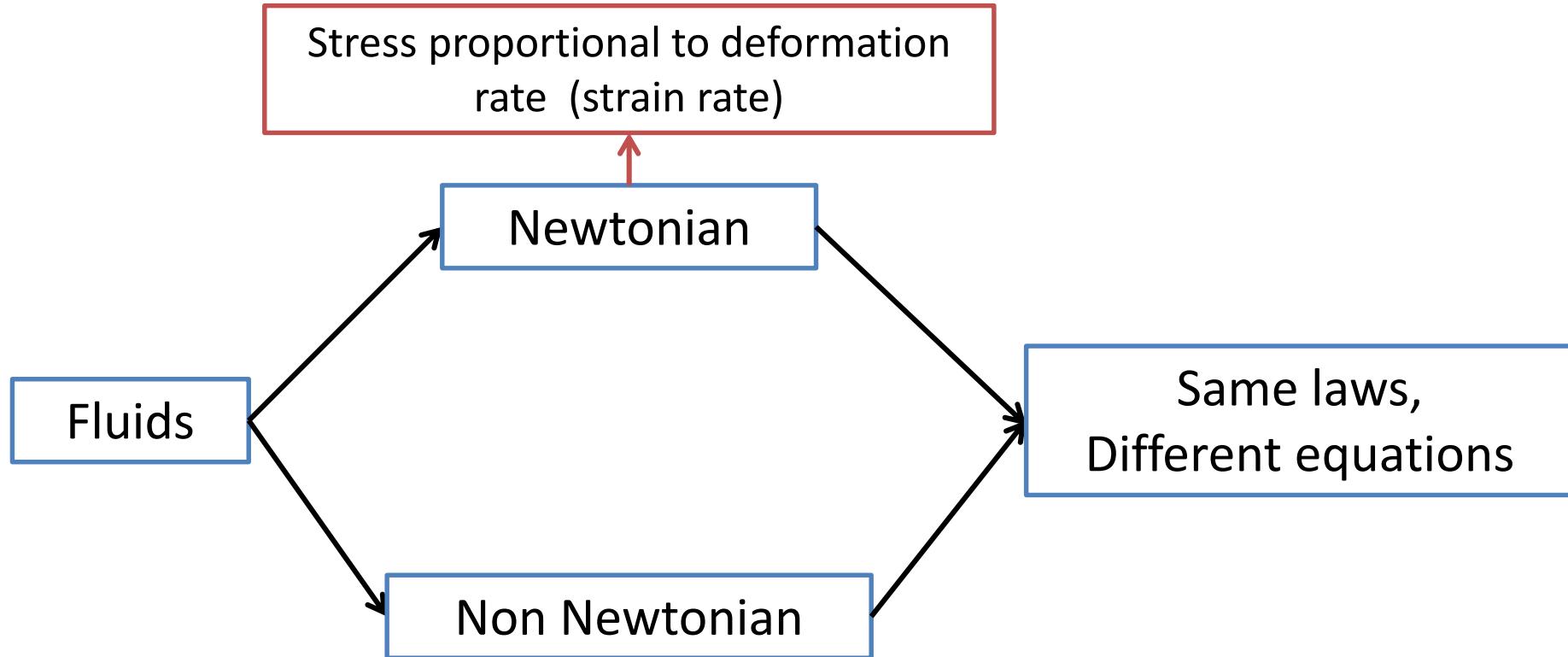
Homogeneous flow : these quantities are independent of the location  
 $p(t)...$

# Fluid properties



Is there a situation where water is seen to be compressible?

# Fluid models: How to relate the deformation of a fluid to the applied stress?



# Classification: Several types of flows

- Compressible/incompressible



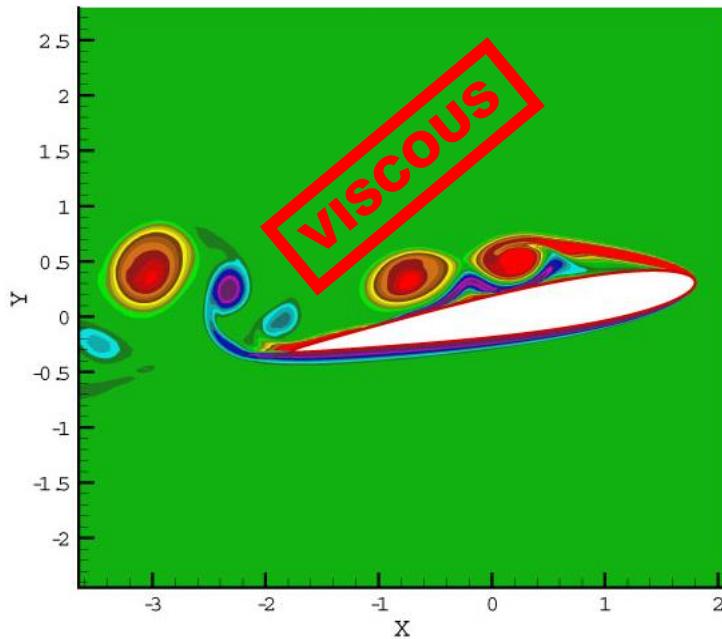
Mach  $> 0.3$   
« high velocity »  
(discontinuities, choc waves...)



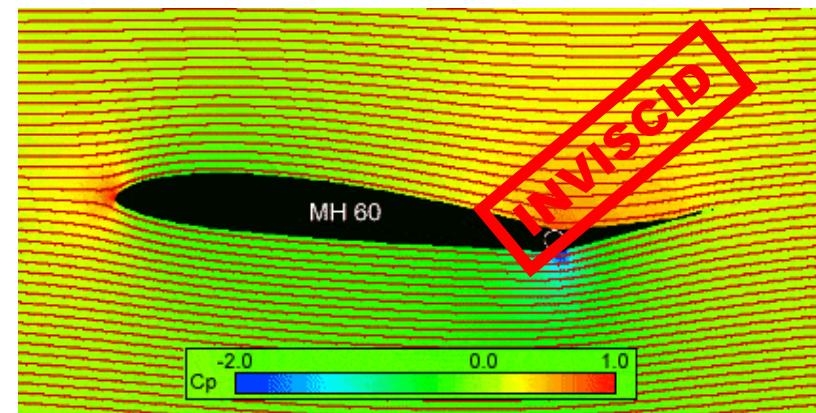
Mach  $< 0.3$   
« low velocity »

# Classification: Several types of flows

- Viscous/Inviscid



The fluid sticks to the wall, which originates in a boundary layer



The fluid slips at the wall

# Instabilities and turbulences

Laminar  $\Rightarrow$  Instability  $\Rightarrow$  Disorder/Pattern/Chaos  $\Rightarrow$  Turbulence

Transition



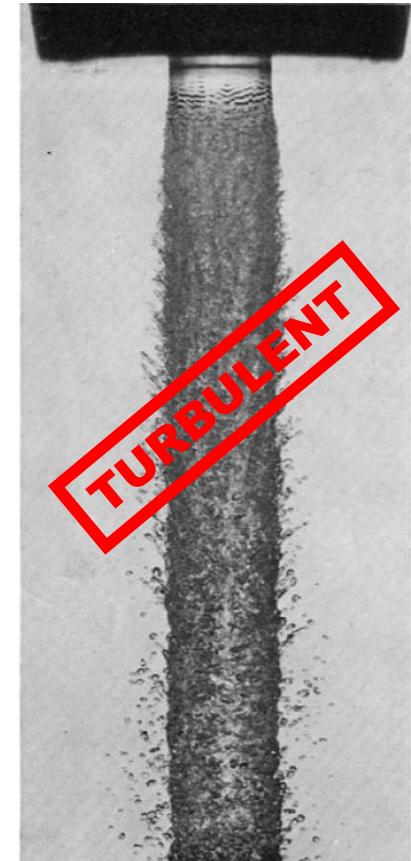
Marmottant and  
Villermaux (2004)



Rayleigh (1891)

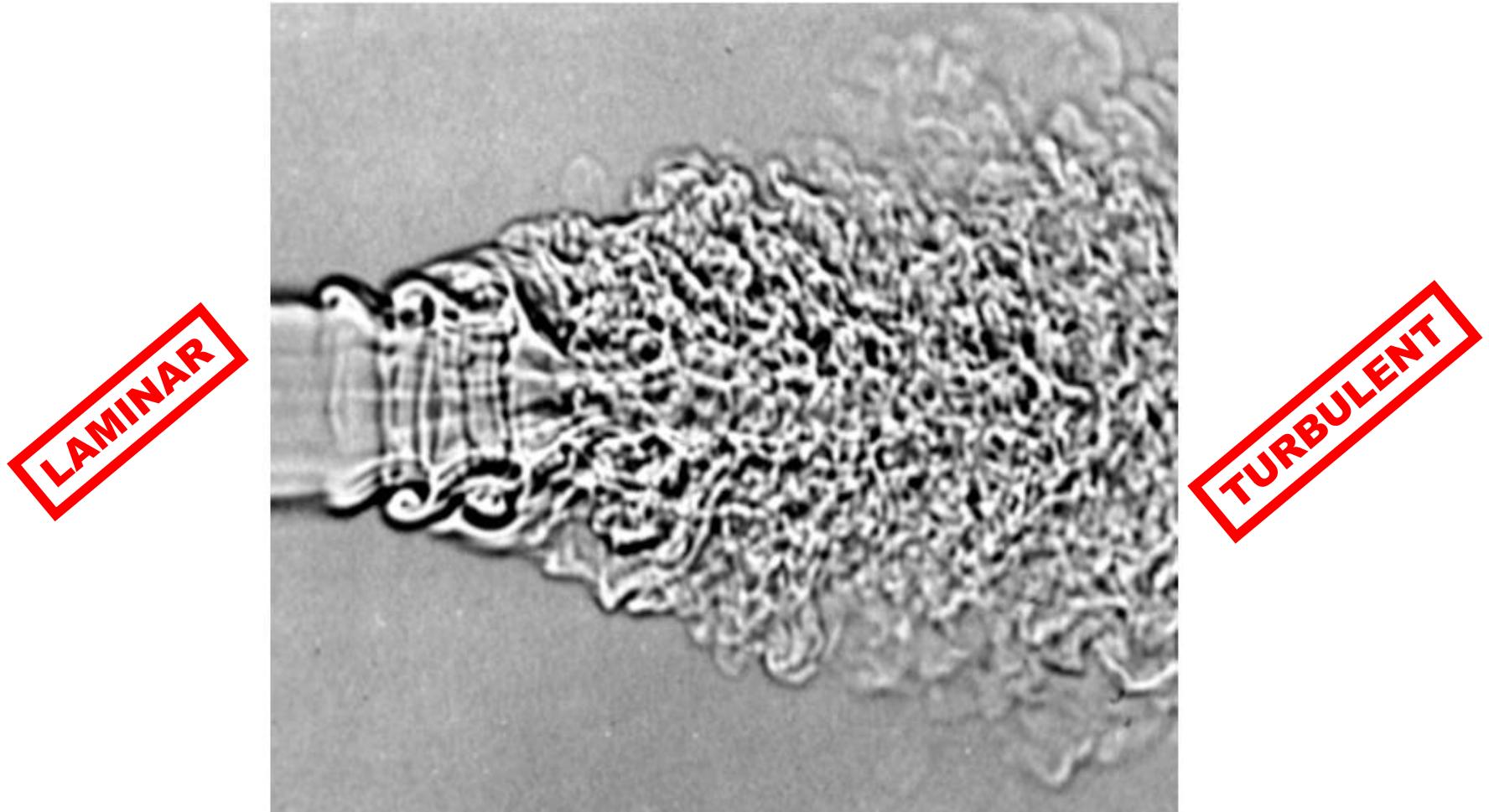


Marmottant and  
Villermaux (2004)



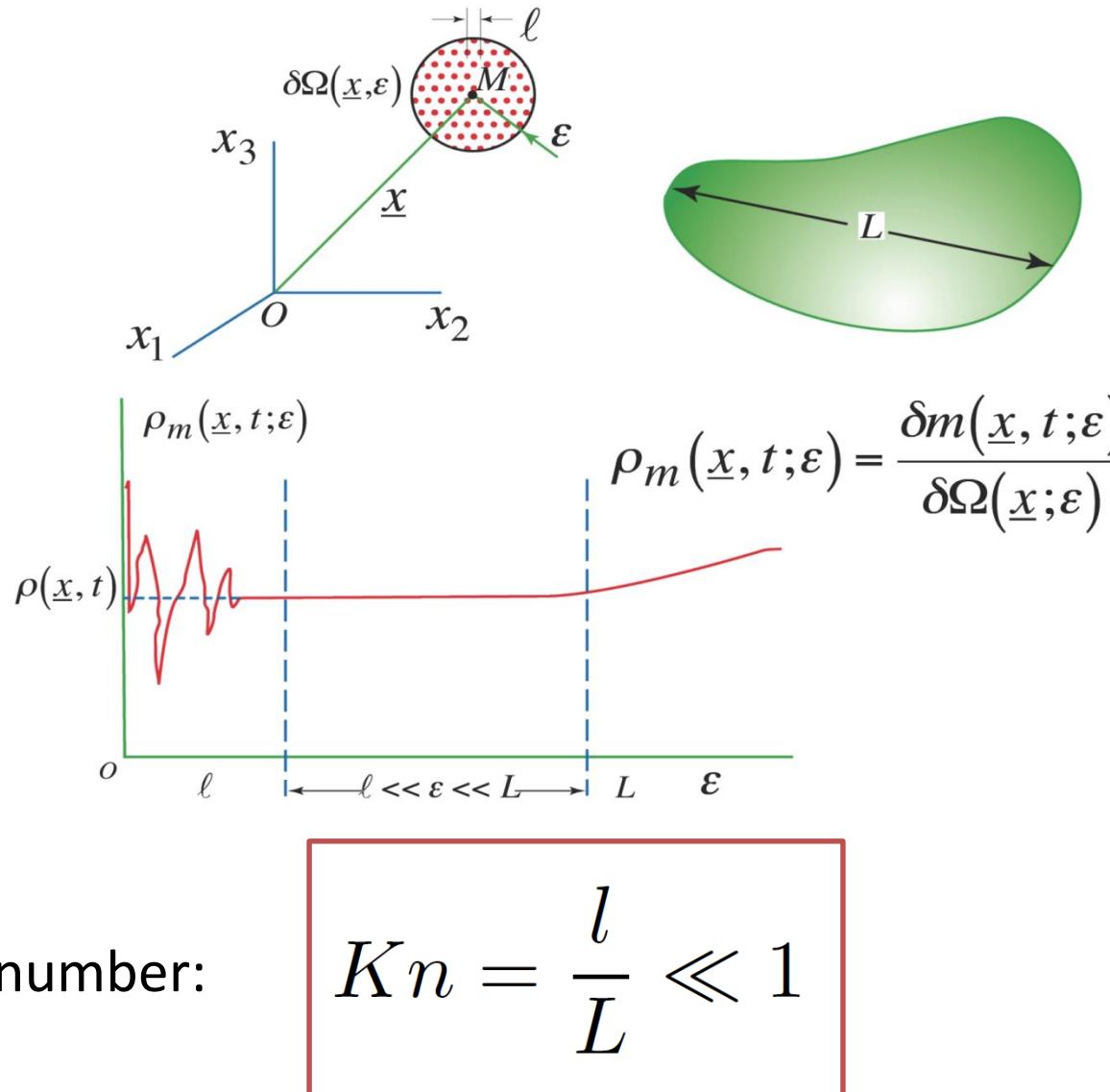
Hoyt and Taylor (1977)

# Transition to turbulence



Unsteady, intermittent, no predictability, random

# Continuum hypothesis



Knudsen number:

# Continuum hypothesis: Micro-Electro-Mechanical systems

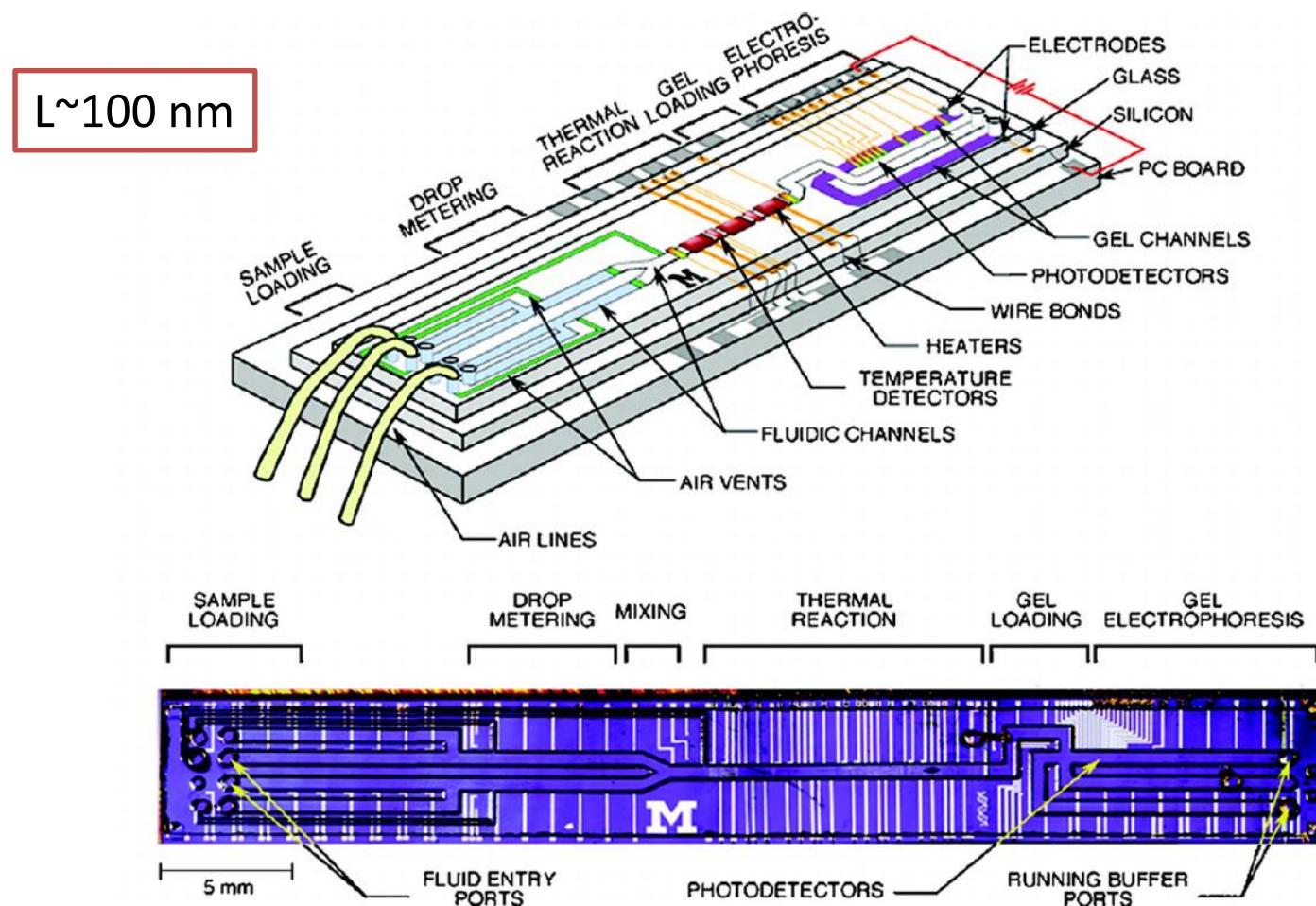


Figure 27: “Lab on a chip” Burns & al (1998)

# Outline

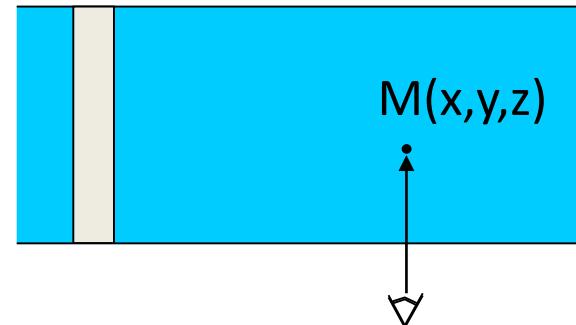
1. Introduction
2. Fluid: Definition, models and classifications
3. Fluid Kinematics

# Fluid kinematics: Two approaches

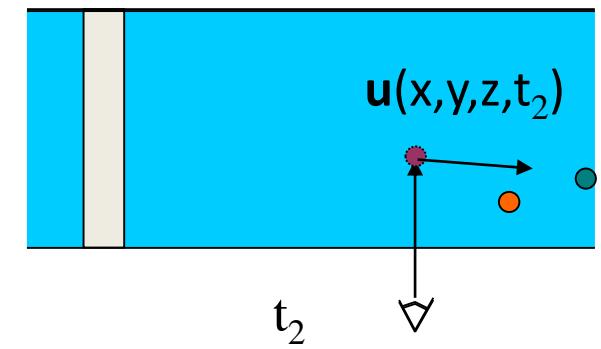
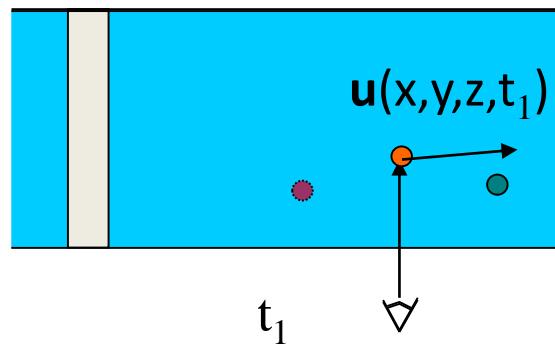
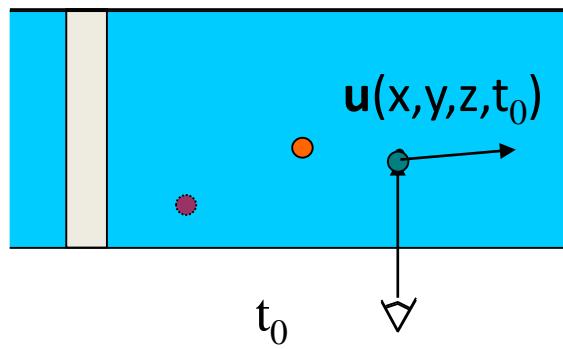
- Fluid kinematics is the study of fluid motion without taking into account of the forces at their origin.
- Two possible approaches:
  - Eulerian description
  - Lagrangian description

# Eulerian description

- One considers the velocity  $u(x,y,z)$  at a given **fixed** location  $M(x,y,z)$

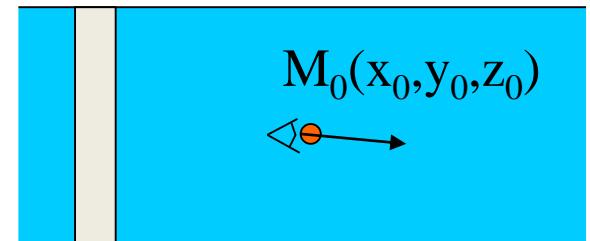


At each time-instant, we consider the velocity of a different fluid parcel

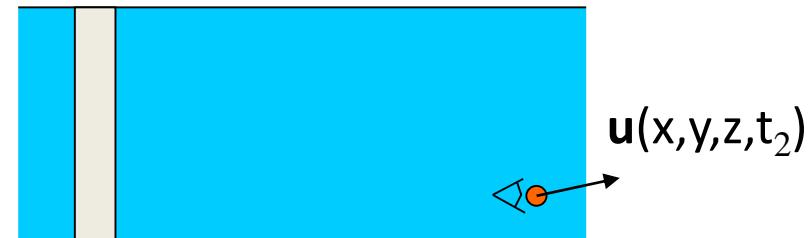
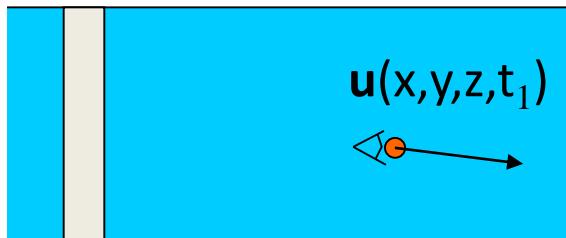


# Lagrangian description

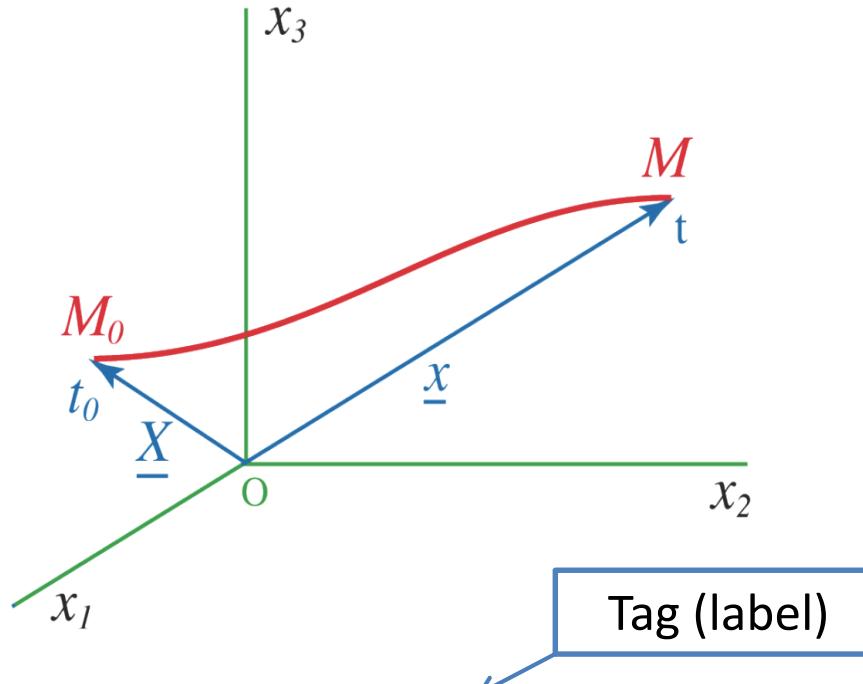
- One considers the velocity  $u(x,y,z,t)$  of a fluid parcel in its motion, by specifying its position  $M_0(x_0,y_0,z_0)$  at time  $t_0$ .



At each time instant, one considers the same fluid parcel



# Lagrangian description



Trajectory:

$$\mathbf{x} = \Phi(\mathbf{X}, t)$$

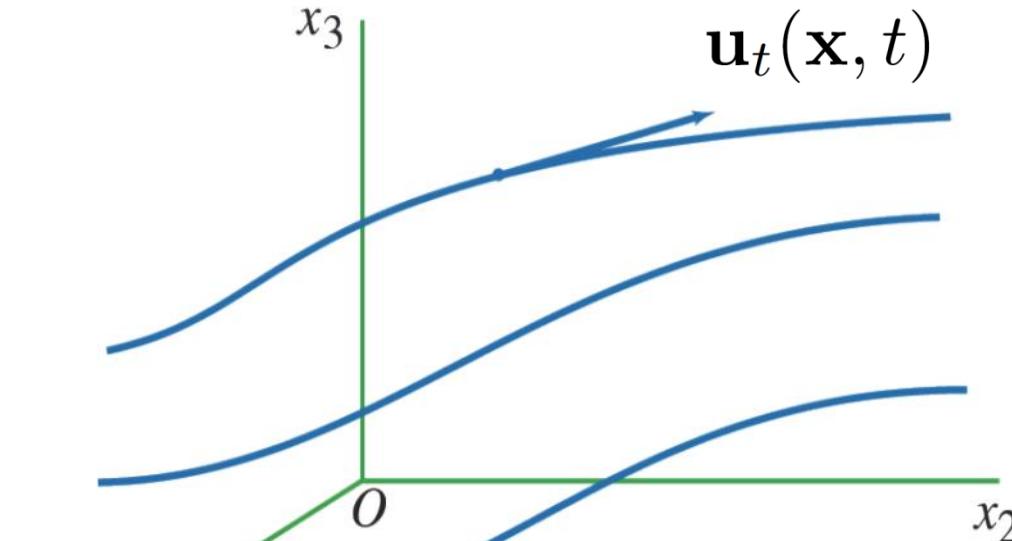
Field:

$$\mathbf{B} = \mathbf{B}(\mathbf{X}, t)$$

Velocity:

$$\mathbf{U}(\mathbf{X}, t) = \frac{\partial \Phi}{\partial t}(\mathbf{X}, t)$$

# Eulerian description



Field:

$$B = b(\mathbf{x}, t)$$

Location

Trajectory:

$$\frac{d\mathbf{x}}{dt} = \mathbf{u}(\mathbf{x}, t)$$

$$\mathbf{x}(t = 0) = \mathbf{X}$$

# Total derivative

$$B(\mathbf{X}, t) = b(\mathbf{x}, t) = b[\Phi(\mathbf{X}, t), t]$$

$$\dot{B} = \frac{\partial B}{\partial t} = \frac{\partial b}{\partial t} + \nabla b \cdot \frac{\partial \Phi}{\partial t}$$

$$\dot{B} = \frac{db}{dt} = \frac{\partial b}{\partial t} + \nabla b \cdot \mathbf{u}$$

Total derivative

Local derivative

Convective derivative

# Special cases

## Uniform flow

$$\nabla \mathbf{u} = \begin{pmatrix} \frac{\partial u_x}{\partial x} & \frac{\partial u_x}{\partial y} & \frac{\partial u_x}{\partial z} \\ \frac{\partial u_y}{\partial x} & \frac{\partial u_y}{\partial y} & \frac{\partial u_y}{\partial z} \\ \frac{\partial u_z}{\partial x} & \frac{\partial u_z}{\partial y} & \frac{\partial u_z}{\partial z} \end{pmatrix} = 0$$

## Stationary flow

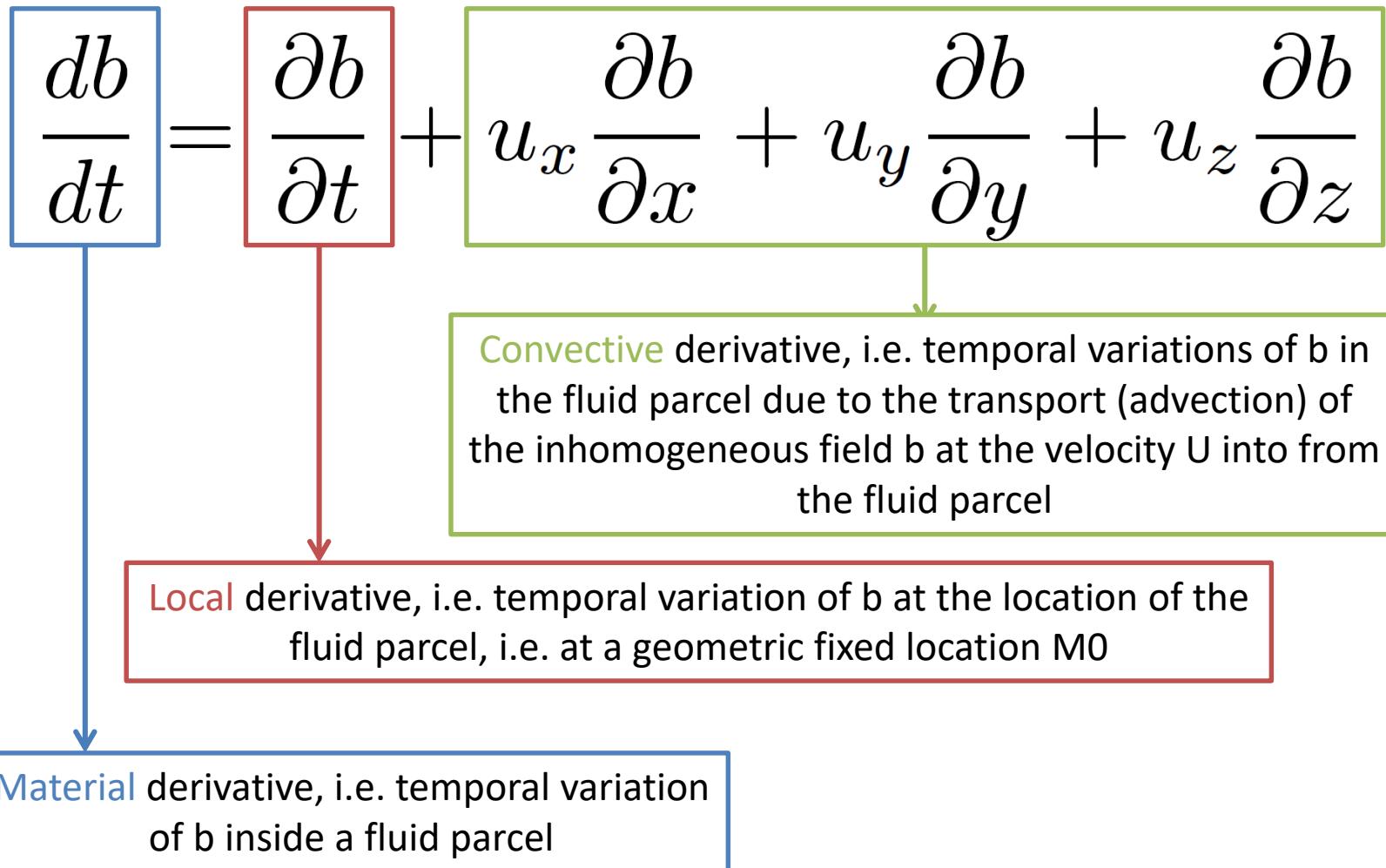
$$\frac{\partial \mathbf{u}}{\partial t} = 0$$

# Total derivative (material derivative)

- In the Eulerian description, one aims at quantifying the temporal variations of a quantity associated to a fluid parcel

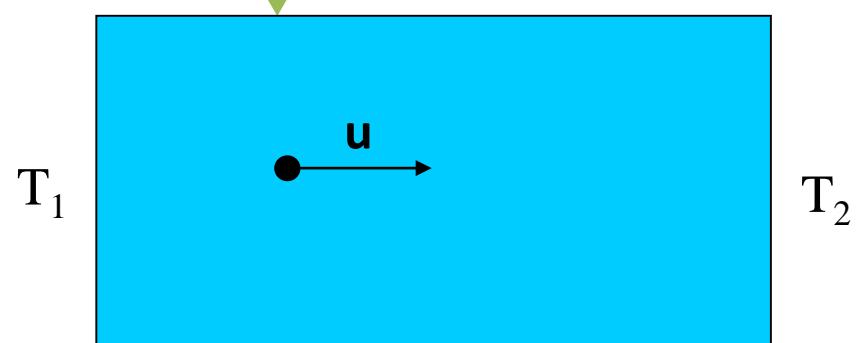
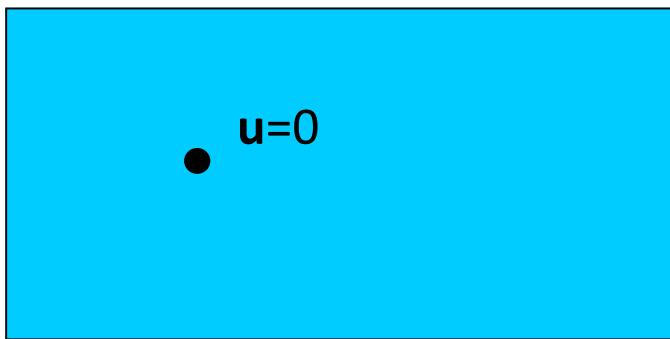
$$\frac{db}{dt} = \frac{\partial b}{\partial t} + u_x \frac{\partial b}{\partial x} + u_y \frac{\partial b}{\partial y} + u_z \frac{\partial b}{\partial z}$$

# Total derivative (material derivative)



# Total derivative (material derivative)

$$\frac{db}{dt} = \frac{\partial b}{\partial t} + u_x \frac{\partial b}{\partial x} + u_y \frac{\partial b}{\partial y} + u_z \frac{\partial b}{\partial z}$$



Example: I am floating in a heated pool i.e.  $T(t)$

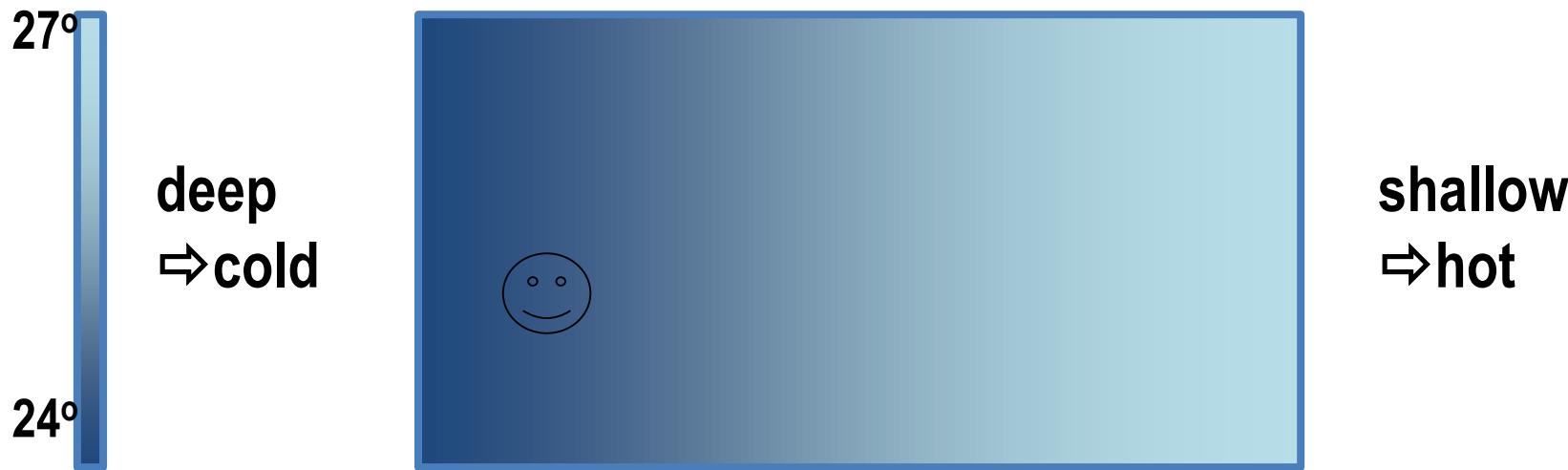
$$\frac{\partial T}{\partial t} \neq 0$$

Example: I am floating in pool where  $T=T(x,y,z)$

$$\frac{\partial T}{\partial t} = 0 \quad \text{but} \quad \frac{dT}{dt} \neq 0$$

# Lagrange/Euler?

Ex: felt temperature by a swimmer in a swimming pool with varying depth and therefore temperature

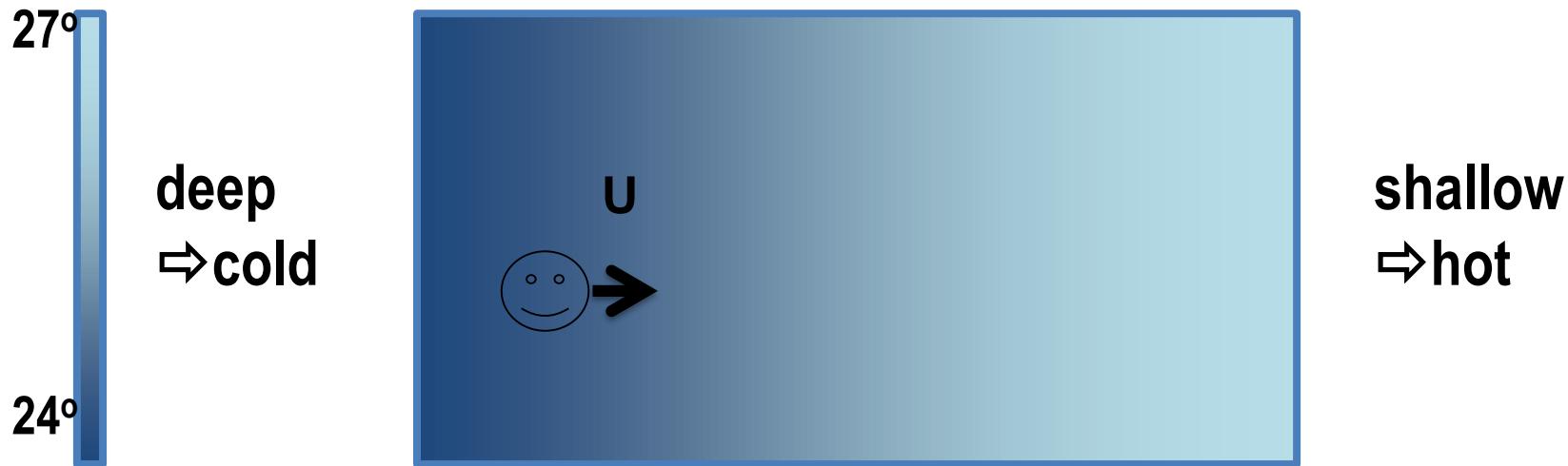


The swimmer is immobile. The temperature does not change with time

$$\frac{DT}{Dt} = 0$$

# Lagrange/Euler?

The swimmer now swims at  $U$



The temperature felt by the swimmer increases with time  $\frac{DT}{Dt} > 0$

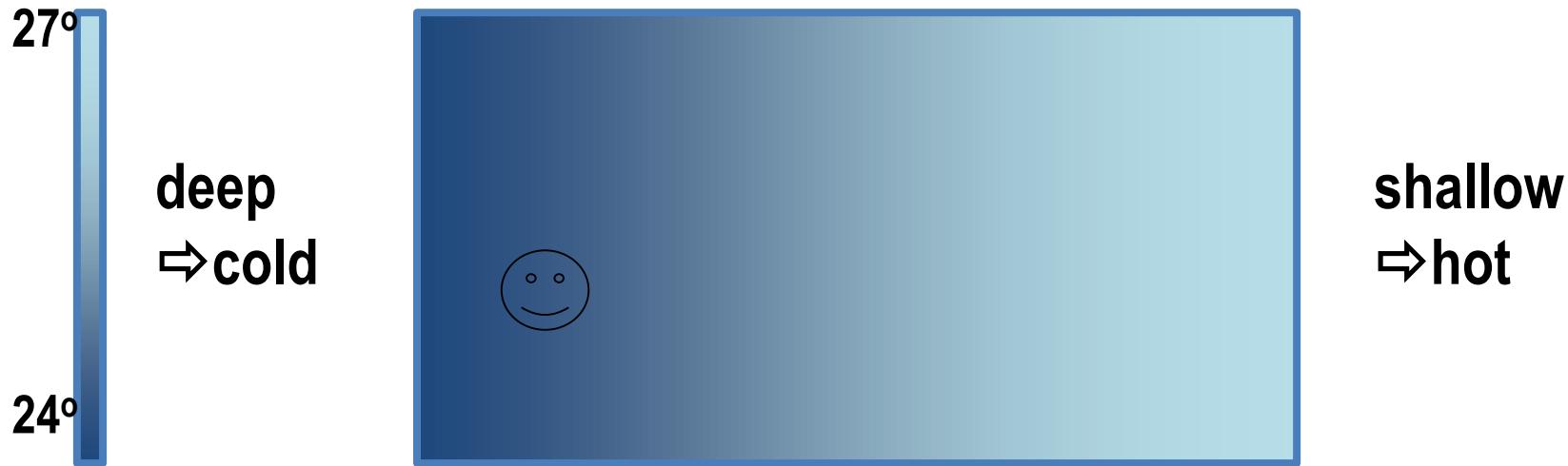
despite the fact that from an Eulerian point of view

$$\frac{\partial T}{\partial t} = 0$$

$$\frac{DT}{Dt} = U \frac{\partial T}{\partial x}$$

# Lagrange/Euler?

The swimmer is at rest again, but the sun shines hard

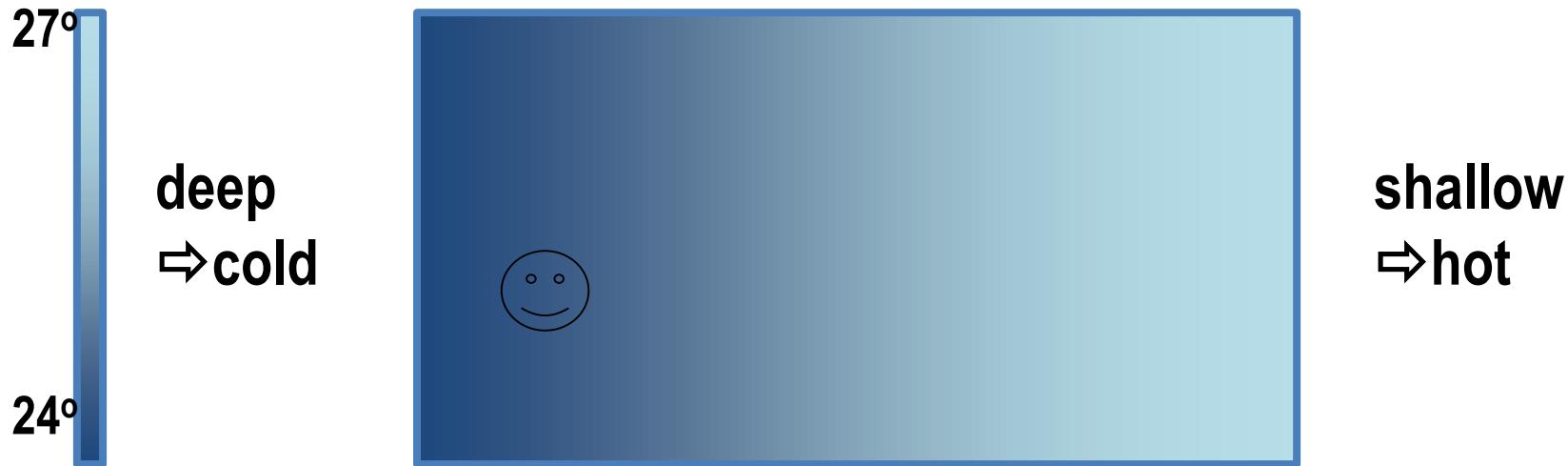


The temperature felt by the swimmer increases with time  $\frac{DT}{Dt} > 0$  because it increases point wise. There is no motion, so that Euler and Lagrange have the same point of view.

$$\frac{DT}{Dt} = \frac{\partial T}{\partial t}$$

# Lagrange/Euler?

The swimmer is at rest again, but the sun shines hard

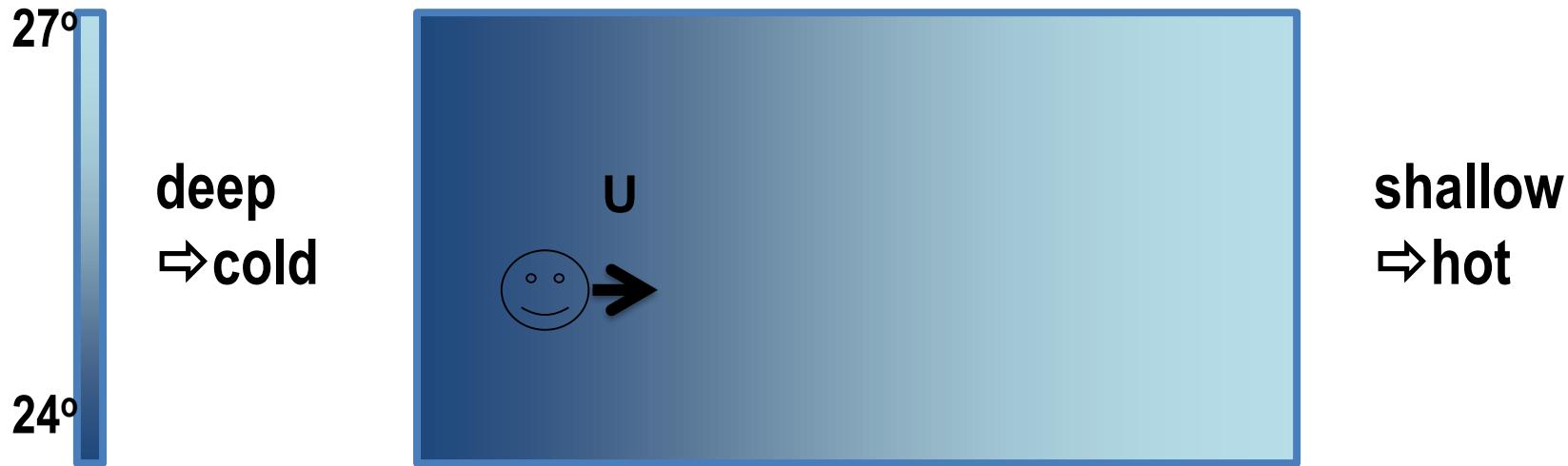


The temperature felt by the swimmer increases with time  $\frac{DT}{Dt} > 0$  because it increases point wise. There is no motion, so that Euler and Lagrange have the same point of view.

$$\frac{DT}{Dt} = \frac{\partial T}{\partial t}$$

# Lagrange/Euler?

The swimmer starts swimming again and clouds arrive...



Lagrangienne derivative  
Total derivative

$$\frac{DT}{Dt} = \frac{\partial T}{\partial t} + \boxed{u_x \frac{\partial T}{\partial x} + u_y \frac{\partial T}{\partial y} + u_z \frac{\partial T}{\partial z}}$$

Advective derivative

Eulerian derivative

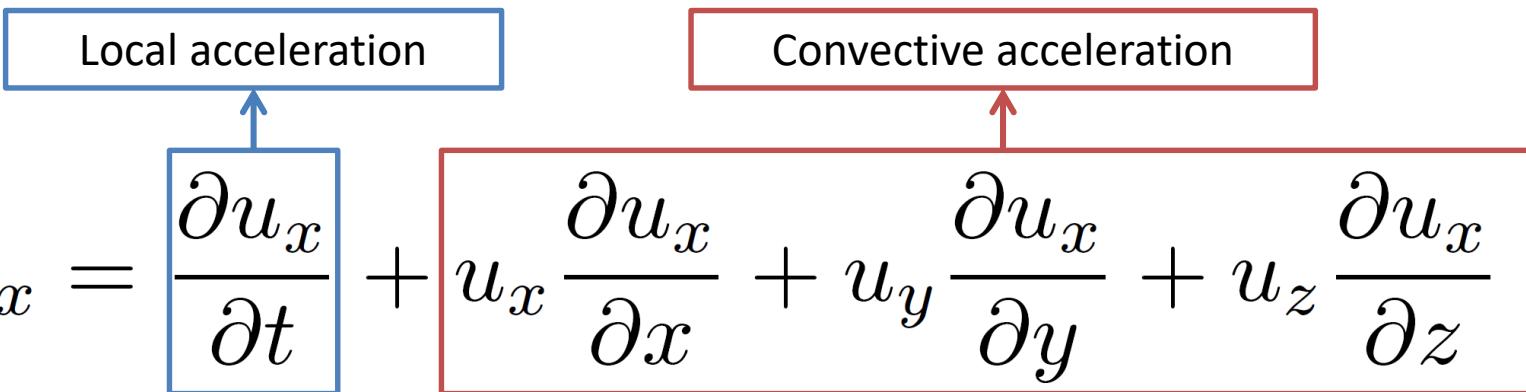
# Acceleration

The acceleration is the particular derivative of the velocity

$$a_x = \frac{\partial u_x}{\partial t} + u_x \frac{\partial u_x}{\partial x} + u_y \frac{\partial u_x}{\partial y} + u_z \frac{\partial u_x}{\partial z}$$

Local acceleration

Convective acceleration

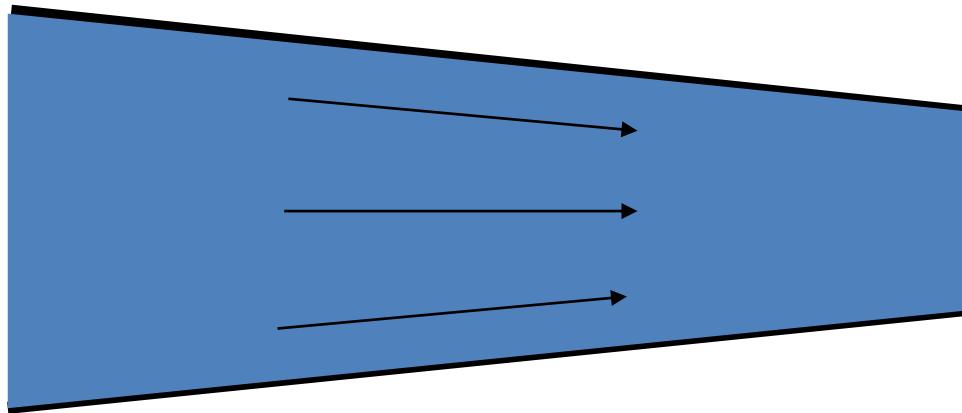


$$a_y = \dots$$

$$a_z = \dots$$

# Acceleration

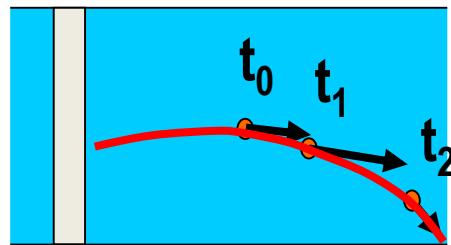
- **Stationary flow in a convergent pipe**



The acceleration is not zero (= convective acceleration)

# Trajectory

A trajectory is the path of a particle



ODE

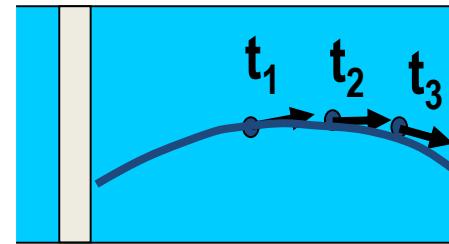
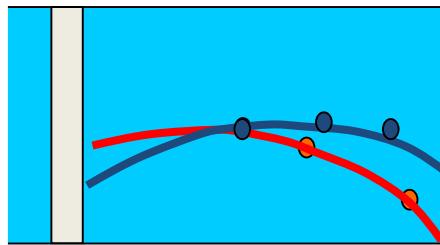
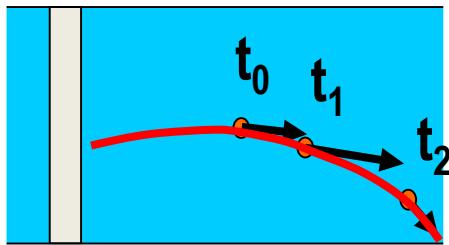
$$\frac{d\mathbf{X}}{dt} = \mathbf{u}(\mathbf{X}, t)$$

Initial condition

$$\mathbf{X}(t_0) = \mathbf{X}_0$$

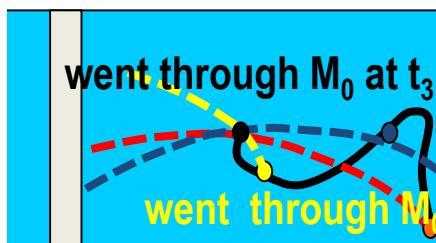
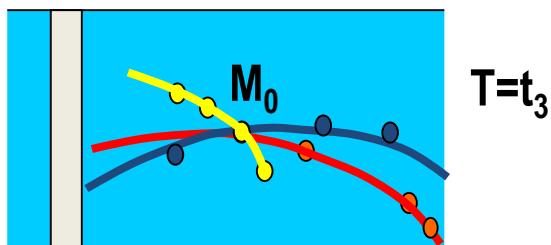
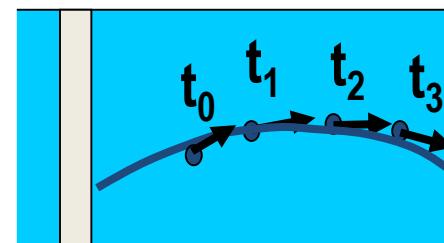
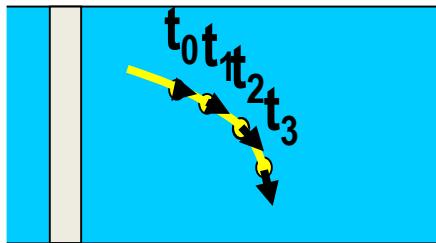
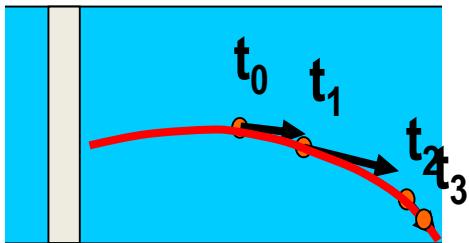
# Trajectories can cross

In an unsteady flow, trajectories can cross



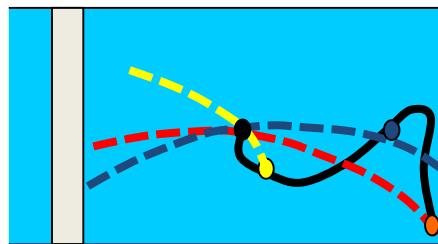
# Path lines

Collection of locations of particles at  $t=T$ , that went through  $M_0$  at  $t < T$



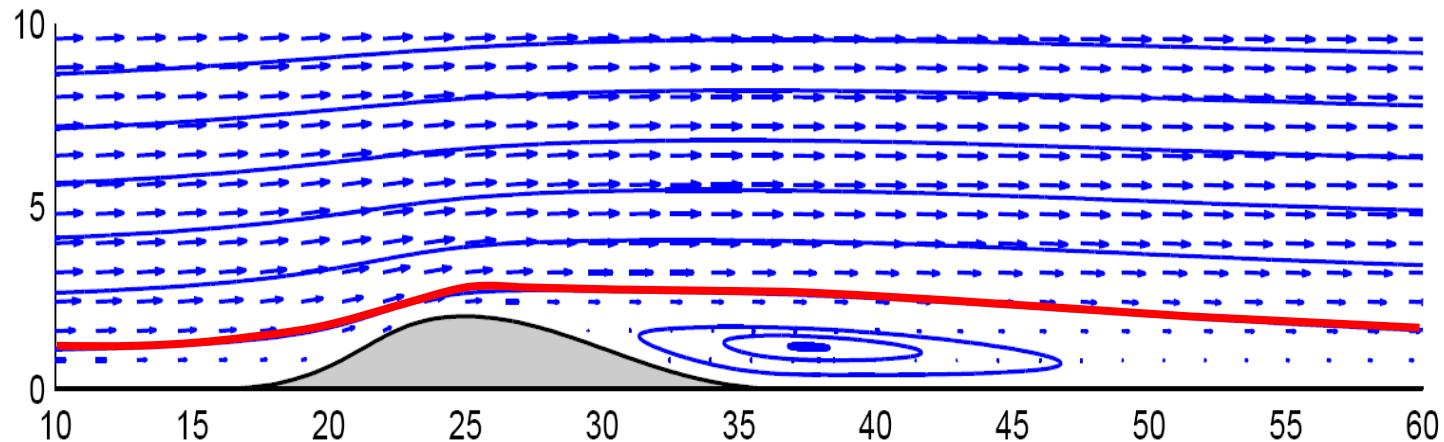
# Trajectories and path lines

In an unsteady flow, trajectories and path lines are not superimposed



# Streamlines

**Eulerian concept : curve everywhere tangent to the velocity field**

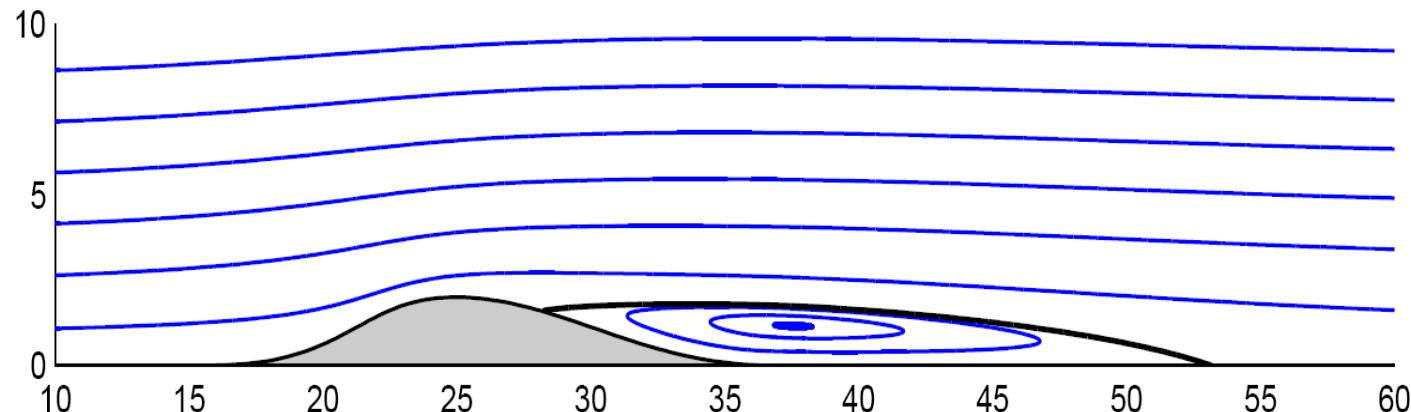


**This is a geometric property at a given time  $t$**

# Streamlines

A streamline does not touch walls

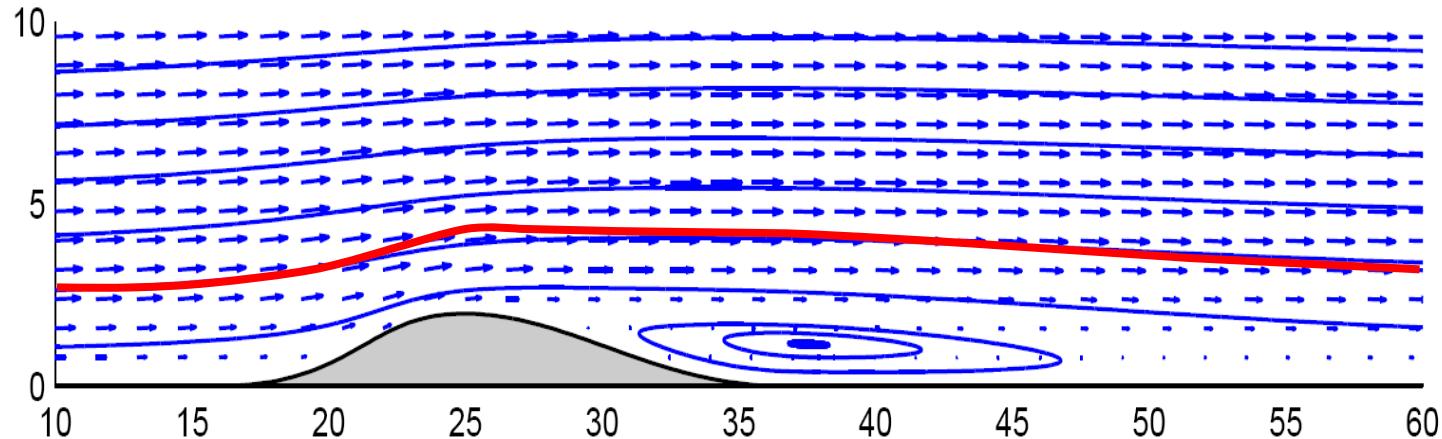
Unless at a stagnation point\*, where a separatrix emanates



\*where the wall shear stress is zero

# Streamline equation

Curve everywhere tangent to the flow field

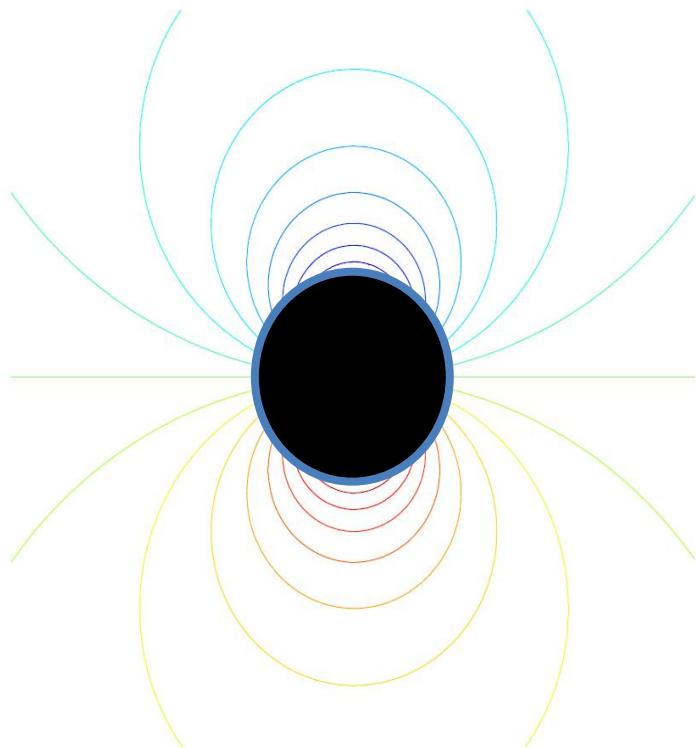


Differential equation

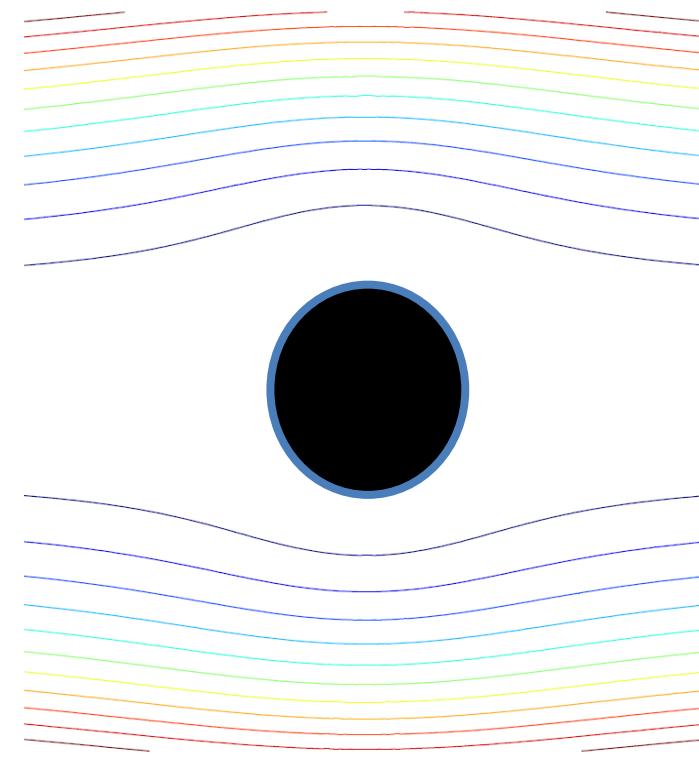
$$\mathbf{u} \wedge d\mathbf{x} = 0$$

# Beware of the reference frame!

A cylinder moves at constant velocity in a very viscous fluid

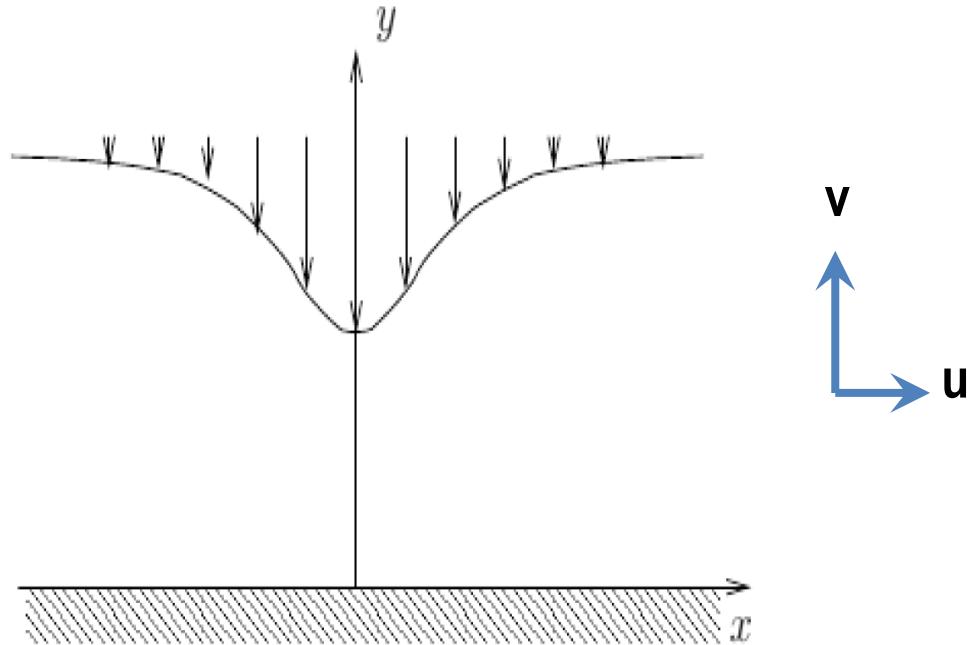


Lab reference frame



Cylinder reference frame

# Impacting jet

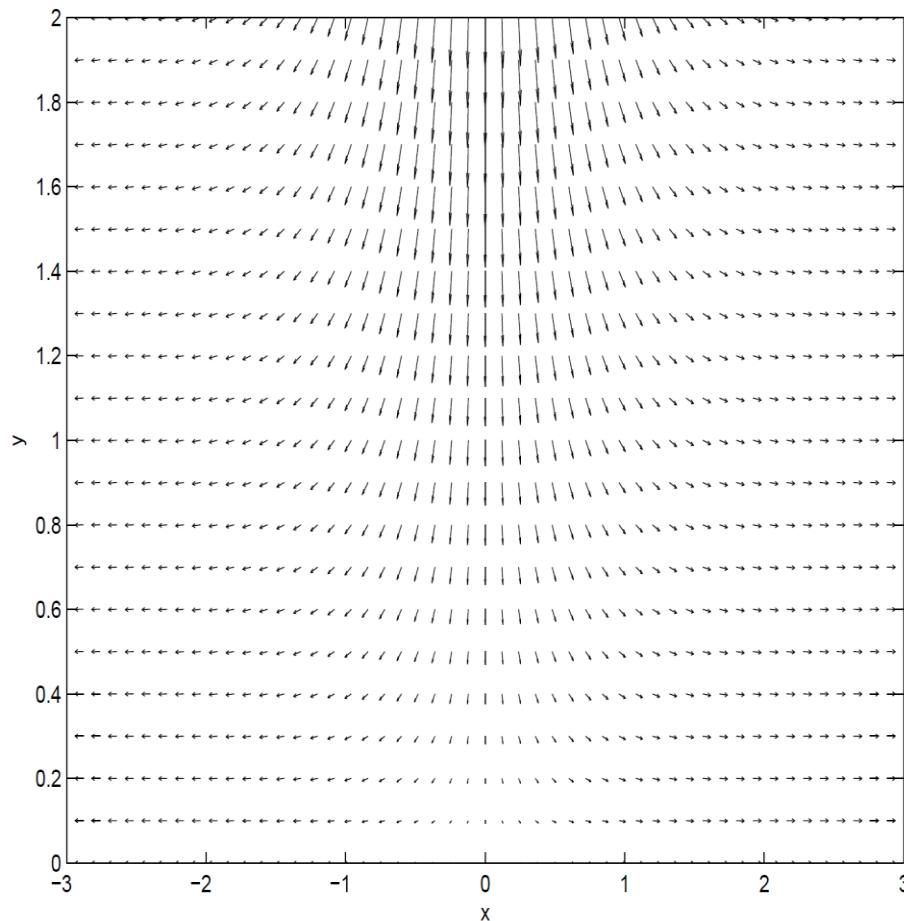


$$v = -V_0 y \cosh^{-2}(x - x_0)$$

$$u = V_0 \tanh(x - x_0)$$

# Stationary jet

## Flow field



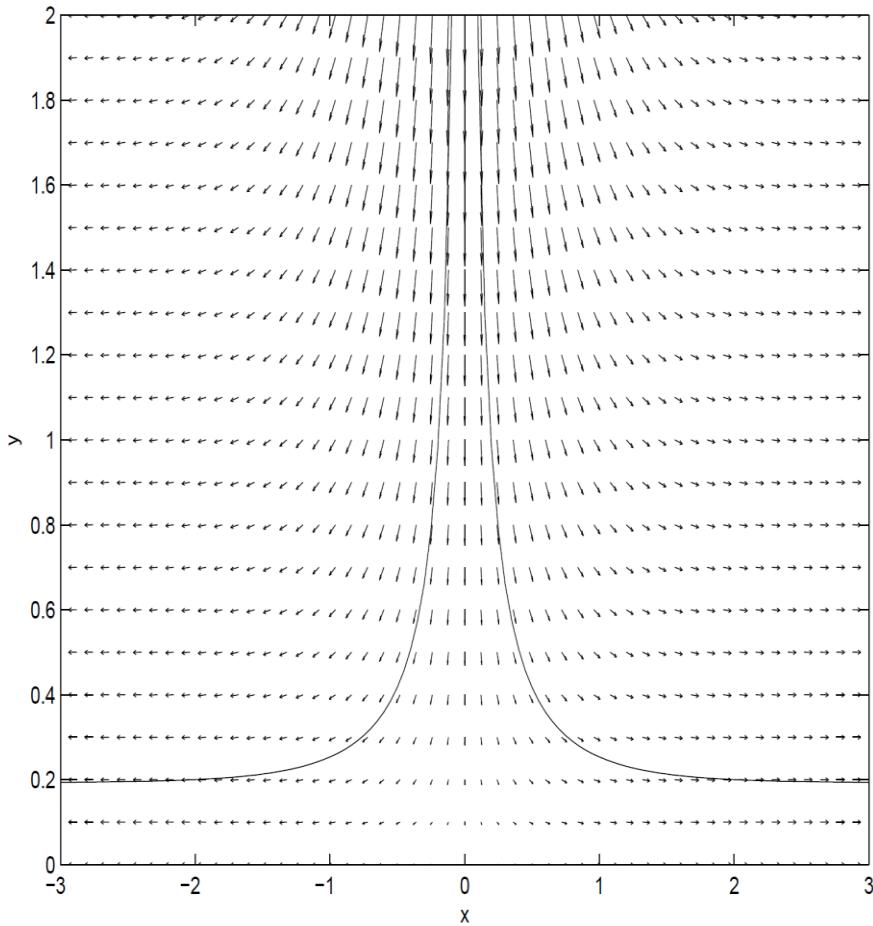
$$v = -V_0 y \cosh^{-2}(x - x_0)$$

$$u = V_0 \tanh(x - x_0)$$

$$x_0 = 0$$

$$V_0 = 1$$

# Streamline



$$\frac{dx}{dy} = -\frac{u}{v}$$

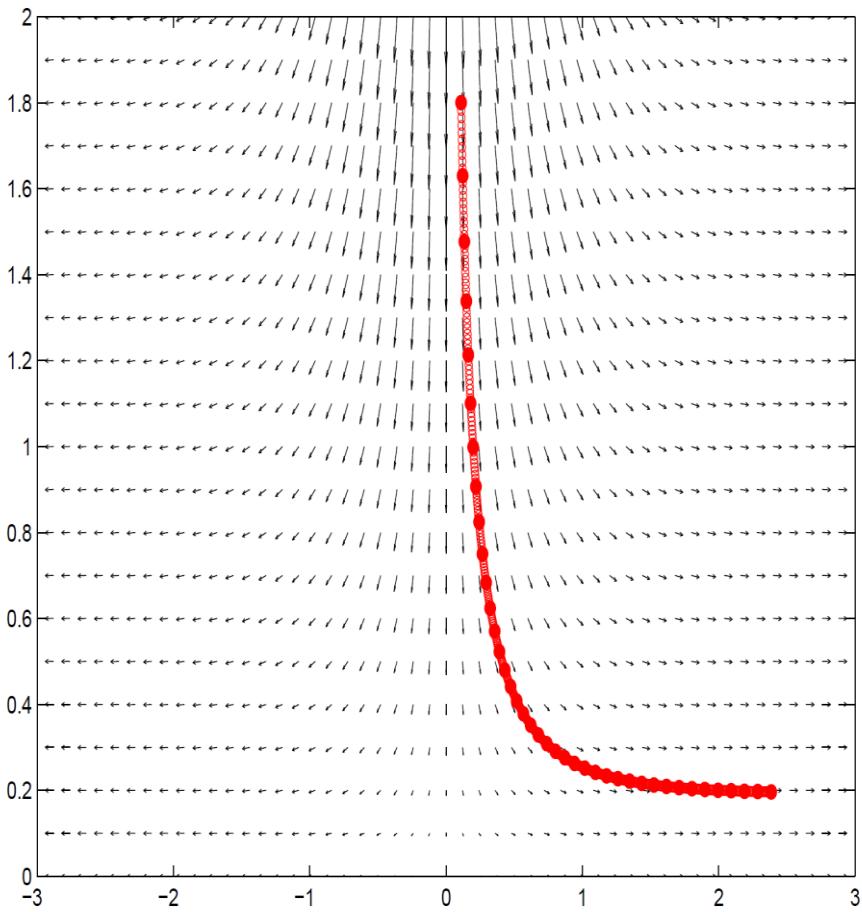
$$u = V_0 \tanh(x - x_0)$$

$$v = -V_0 y \cosh^{-2}(x - x_0)$$

$$\frac{dx}{\cosh(x - x_0) \sinh(x - x_0)} = \frac{dy}{y}$$

$$y = \left| \frac{k}{\tanh(x - x_0)} \right| -$$

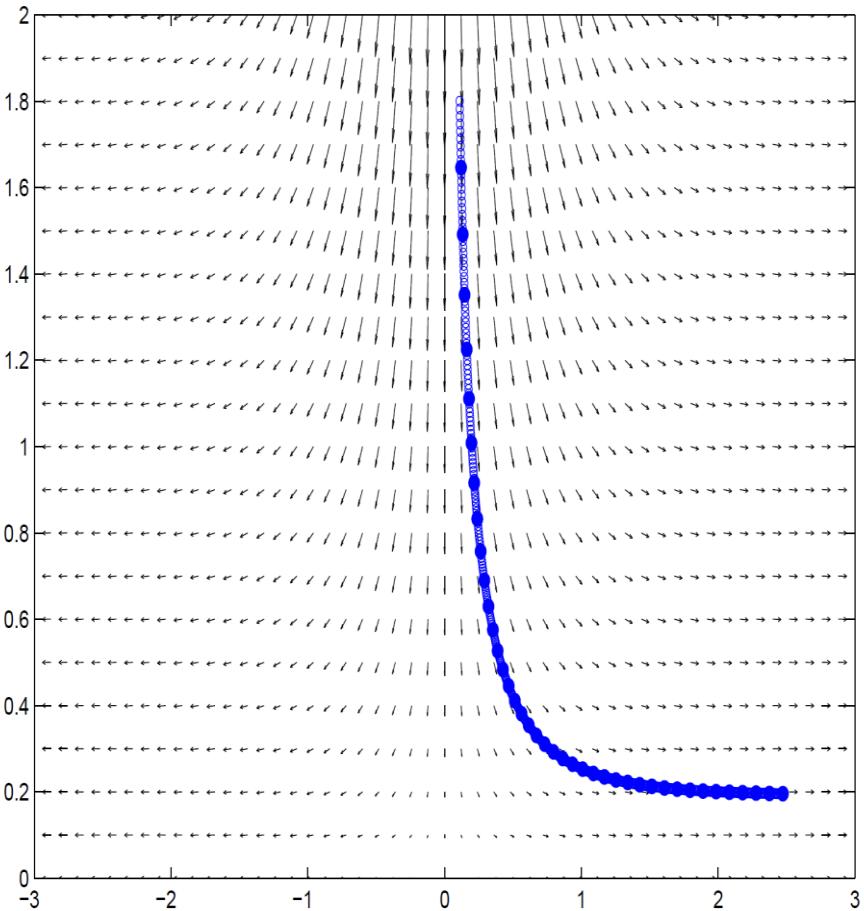
# Trajectory (till $T=4$ )



Position de la particule tous les  $dt$  

Position de la particule tous les  $10dt$  

# Streakline



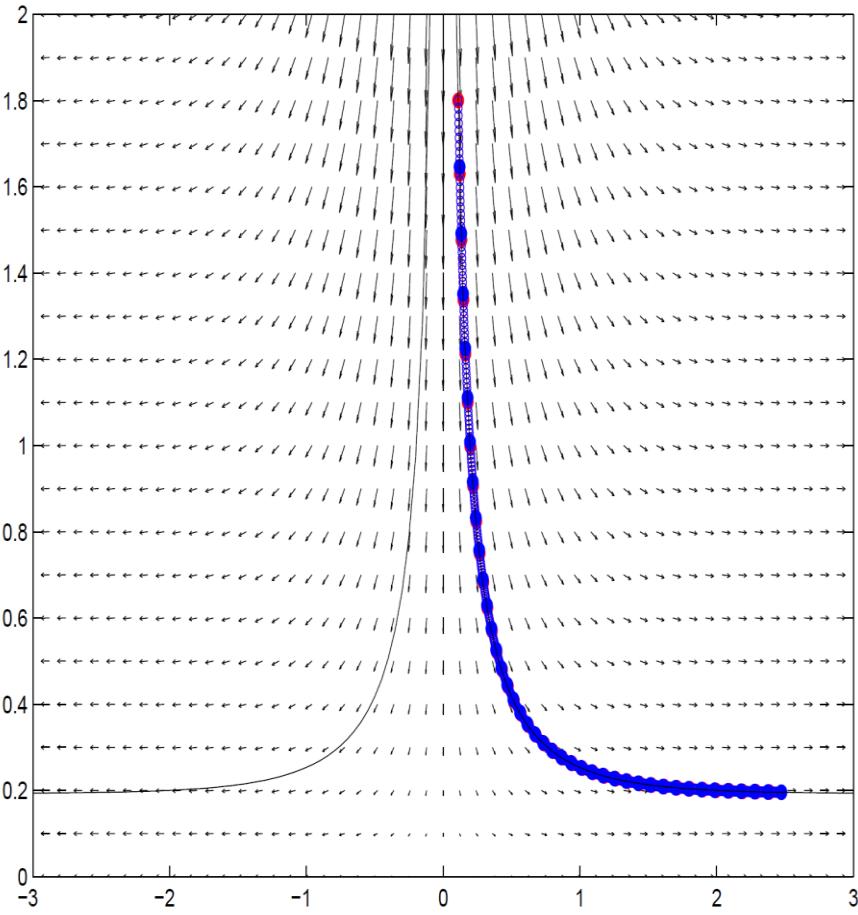
Particule émise tous les  $dt$  

Particule émise tous les  $10dt$  

$$u = V_0 \tanh(x - x_0)$$

$$v = -V_0 y \cosh^{-2}(x - x_0)$$

# Trajectory = Streakline = Streamline



Position de la particule tous les dt ○  
Position de la particule tous les 10dt ●

Particule émise tous les dt ○  
Particule émise tous les 10dt ●

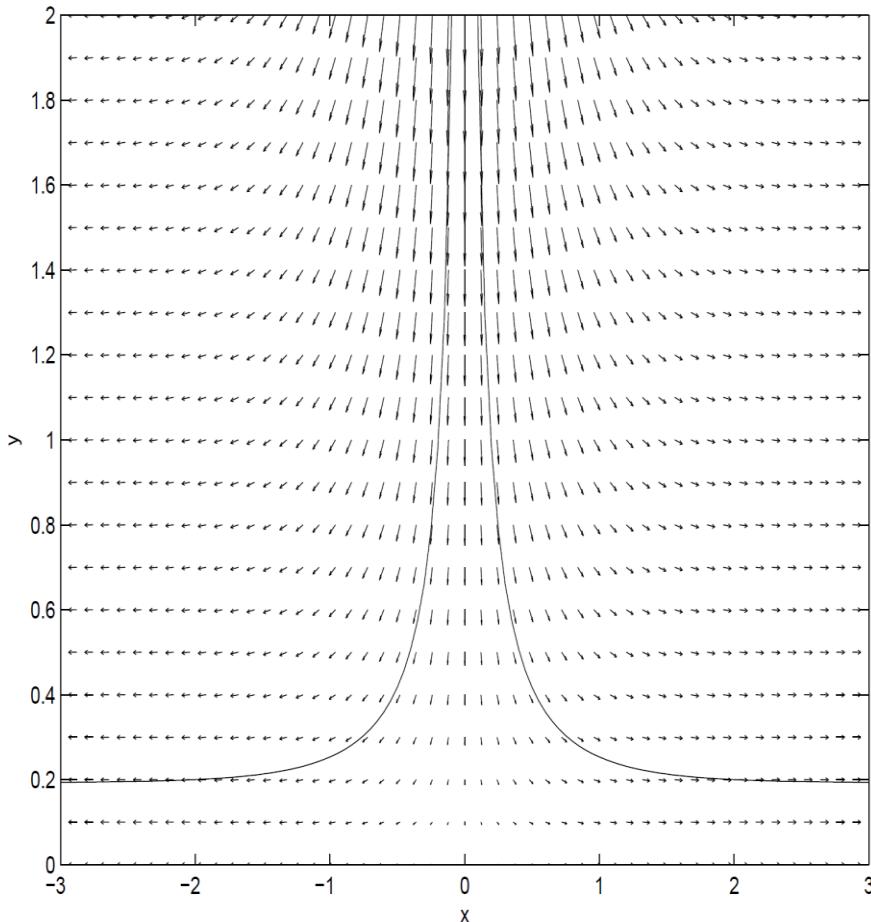
$$u = V_0 \tanh(x - x_0)$$

$$v = -V_0 y \cosh^{-2}(x - x_0)$$

$$y = \left| \frac{k}{\tanh(x - x_0)} \right|$$
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# Oscillating jet : instantaneous streamline

$$x_0 = \sin(2t) \quad V_0 = 1$$



$$\frac{dx}{dy} = \frac{u}{v}$$

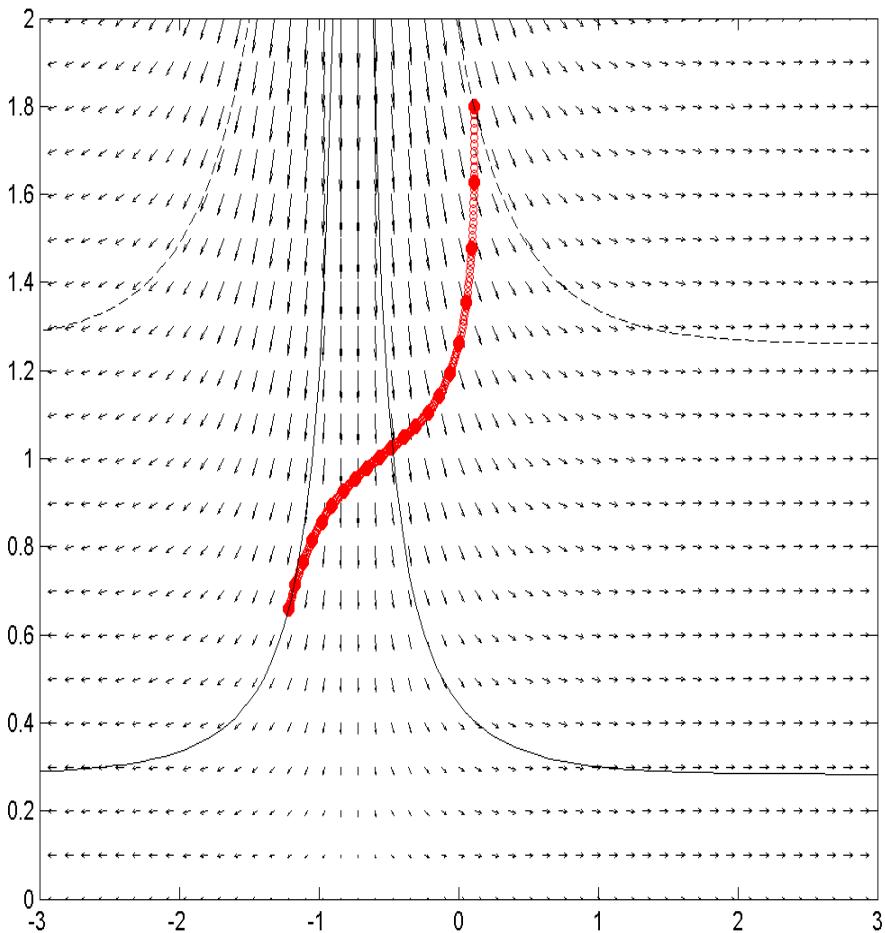
$$u = V_0 \tanh(x - x_0)$$

$$v = -V_0 y \cosh^{-2}(x - x_0)$$

$$\frac{dx}{\cosh(x - x_0) \sinh(x - x_0)} = \frac{dy}{y}$$

$$y = \left| \frac{k}{\tanh(x - x_0)} \right| -$$

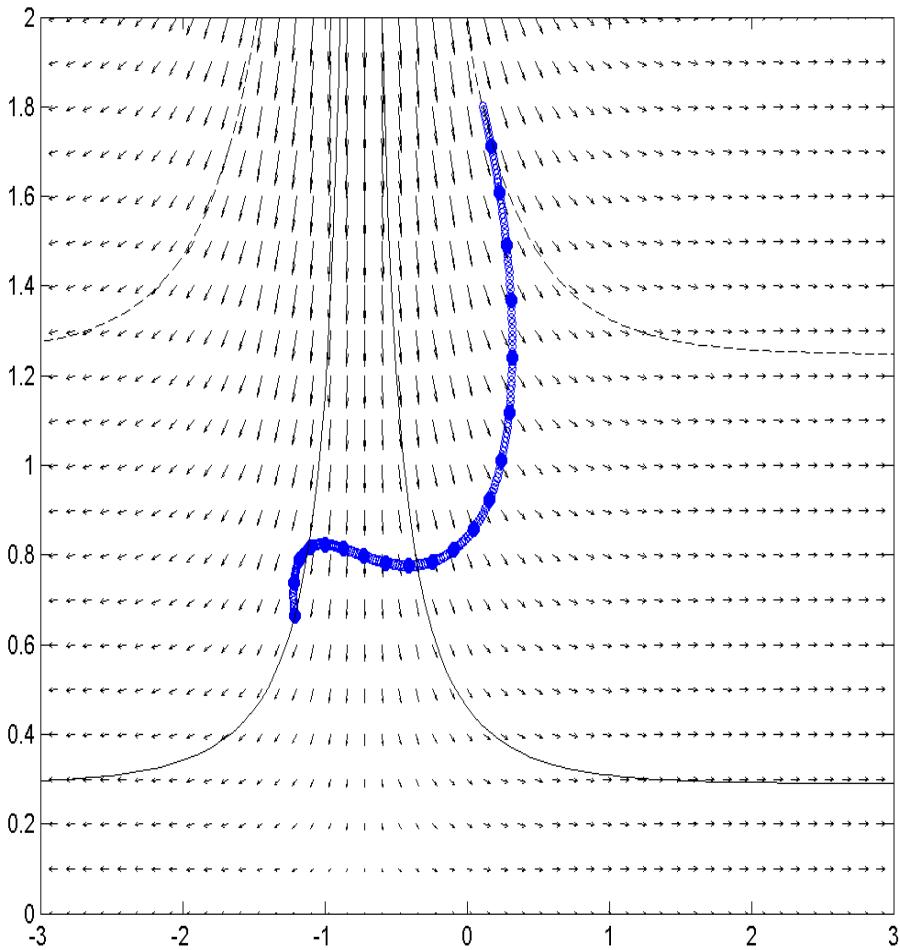
# Trajectory (till T=2)



position de la particule tous les  $dt$

position de la particule tous les  $10dt$

# Streakline



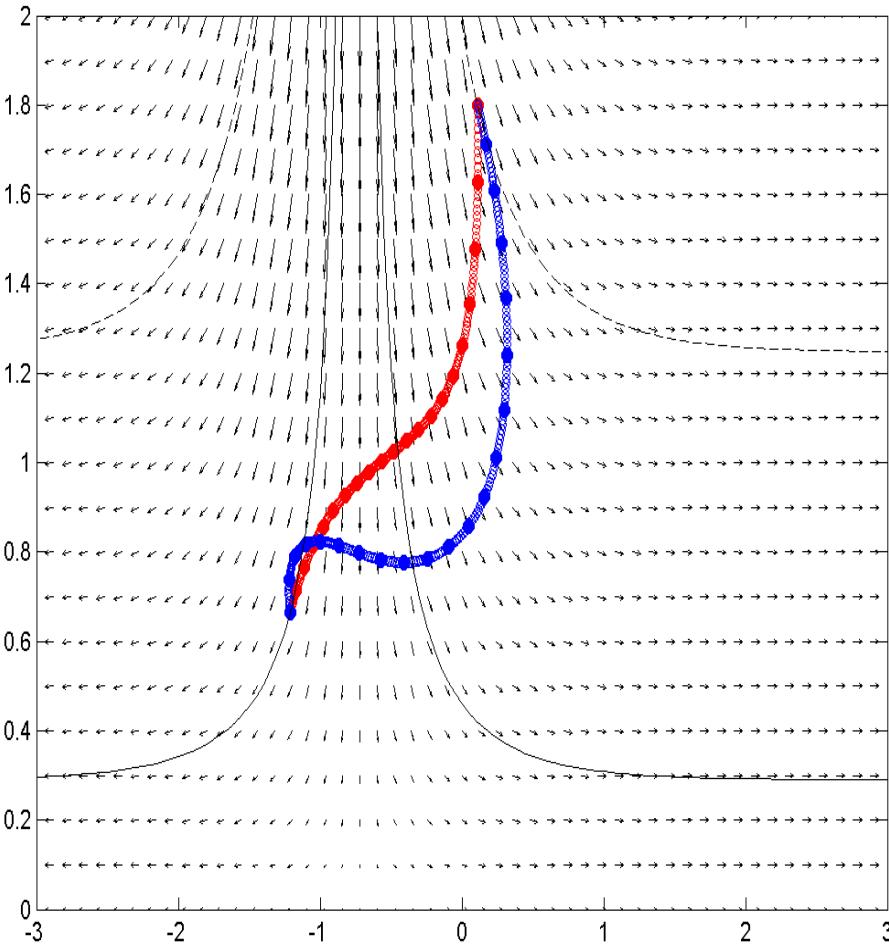
Particule émise tous les  $dt$

Particule émise tous les  $10dt$

$$u = V_0 \tanh(x - x_0)$$

$$v = -V_0 y \cosh^{-2}(x - x_0)$$

# Trajectory $\neq$ Streakline $\neq$ Streamline



Position de la particule tous les  $dt$  ○

Position de la particule tous les  $10dt$  ●

Particule émise tous les  $dt$  ○

Particule émise tous les  $10dt$  ●

$$u = V_0 \tanh(x - x_0)$$

$$v = -V_0 y \cosh^{-2}(x - x_0)$$

$$y = \left| \frac{k}{\tanh(x - x_0)} \right|$$