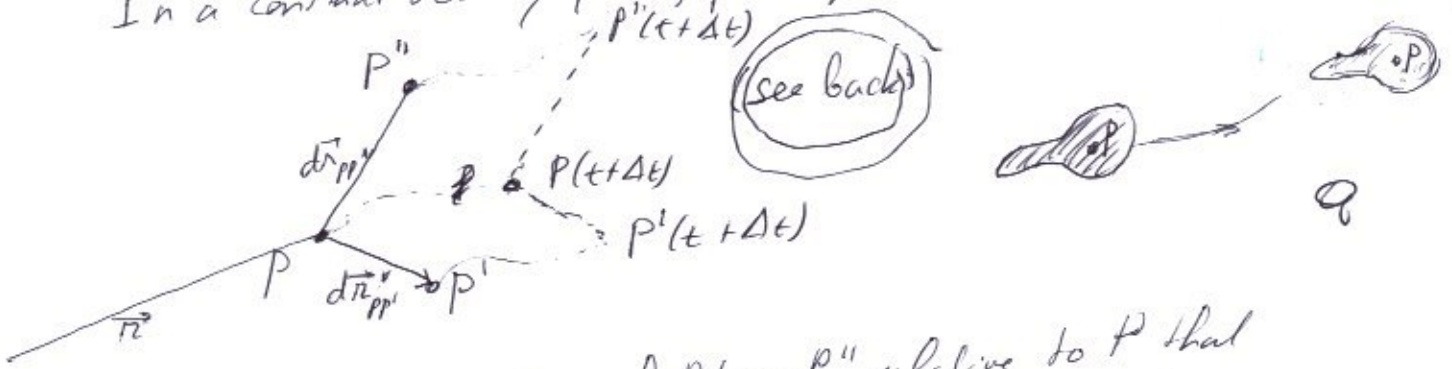


# Deformation and rotation of small fluid particles 3.4

In a constant velocity field, fluid particles do not deform or rotate (5)



It is the relative motion of  $P'$  or  $P''$  relative to  $P$  that cause the deformations and rotations.

$$d\vec{v} = \frac{\partial \vec{v}}{\partial \vec{r}} d\vec{r} \text{ causes deformations and rotations}$$

So  $\frac{\partial \vec{v}}{\partial \vec{r}} = \left\{ \frac{\partial v_i}{\partial x_j} \right\}$  is to blame

Decomposition:

$$\frac{\partial v_i}{\partial x_j} = \underbrace{\frac{1}{2} \left( \frac{\partial v_i}{\partial x_j} + \frac{\partial v_j}{\partial x_i} \right)}_{\text{symmetric, "strain rate tensor" } S} + \underbrace{\frac{1}{2} \left( \frac{\partial v_i}{\partial x_j} - \frac{\partial v_j}{\partial x_i} \right)}_{\text{antisymmetric, "rotation tensor" } R}$$

$R^T = -R$

Effect of  $S$ :

If you rotate the axis system just right,  $S$  becomes diagonal.  $s_1, s_2, s_3$  principal strain rates.

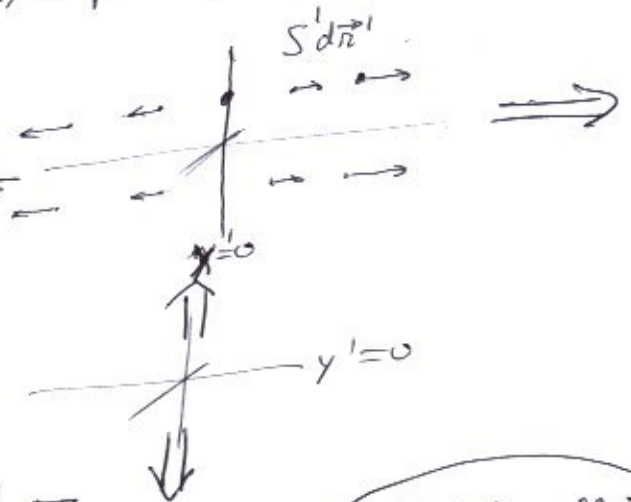
$$S' = \begin{pmatrix} s_1 & 0 & 0 \\ 0 & s_2 & 0 \\ 0 & 0 & s_3 \end{pmatrix}$$



$$\begin{pmatrix} s_1 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix} : \text{uniform stretching in } x$$

$$\begin{pmatrix} 0 & 0 & 0 \\ 0 & s_2 & 0 \\ 0 & 0 & 0 \end{pmatrix} : \text{uniform stretching in } y$$

$$\begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & s_3 \end{pmatrix} : \text{uniform stretching in } z$$



For incompressible fluid  $s_1 + s_2 + s_3 = 0$

$$\begin{aligned} &= \nabla \cdot \vec{v} = \text{div } \vec{v} \\ &= \left( \frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right) \begin{pmatrix} u \\ v \\ w \end{pmatrix} \\ &= \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y} + \frac{\partial w}{\partial z} \end{aligned}$$

# Effect of R

(6)

Define

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

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

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



$$\vec{\omega} \equiv \begin{pmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \\ \frac{\partial}{\partial z} \end{pmatrix} \times \begin{pmatrix} u \\ v \\ w \end{pmatrix} \equiv \nabla \times \vec{v}$$

Then

$$R = \begin{pmatrix} 0 & -\omega_z & \omega_y \\ \omega_z & 0 & -\omega_x \\ -\omega_y & \omega_x & 0 \end{pmatrix}$$

$$\frac{1}{2} R d\vec{r} = \frac{1}{2} \begin{pmatrix} \omega_y dz - \omega_z dy \\ \omega_z dx - \omega_x dz \\ \omega_x dy - \omega_y dx \end{pmatrix} = \frac{1}{2} \begin{pmatrix} \omega_x \\ \omega_y \\ \omega_z \end{pmatrix} \times d\vec{r}$$

= Solid body rotation with angular velocity  $\frac{1}{2} \vec{\omega}$

Rotation is twice the angular velocity.

as far as it is kinematically defined

