

13.012 Quiz #1

FALL 2003

PART A:

- ① @ sea floor there is no velocity normal to the ground $\vec{V} \cdot \hat{n} = 0$; $\frac{\partial \phi}{\partial n} = 0$ on $z = -h$

- ② ~~area~~ Streakline

- ③ pathline

- ④ $\frac{d\vec{r}}{dt} = 0$

- ⑤ $\vec{\nabla} \cdot \vec{V} = 0$

⑥ $C = -4$

- ⑦ $w = 2\pi f = 2.19 \text{ rad/s} = \sqrt{g/k}$? $k = 0.49 \text{ m}^{-1}$ $kH \sim 4.8 > \pi$
at deep

waves are deep

- $w^2 = g/k$

- $\lambda = 13.1 \text{ m}$

- $v_p = w/k = 4.5 \text{ m/s}$

- $v_g = \frac{1}{2}v_p = 2.3 \text{ m/s}$

⑧ $w = 5.6 \text{ rad/s}$ $k = w^2/g$ $k = 3.14 \text{ m}^{-1}$ $kH = 3.51 > \pi$

still deep

$$\omega^2 = gk \quad \lambda = 2\pi/k$$

$$v_p = \omega/k \quad v_g = \gamma_2 v_p$$

⑨ $p = -\rho g z = 1000 \cdot 10 \cdot 100 = 10^6 \text{ N/m}^2$

$p_d = \gamma_2 \rho V^2$

$\dot{p}_d = -\rho \frac{\partial \phi}{\partial t}$

- (10) irrotational $\vec{\nabla} \times \vec{v} = 0$ [DOES] ✓
 continuity $\vec{\nabla} \cdot \vec{v} = 0 \Rightarrow$ [DOES NOT] ✓

PART B:

"2" waves in central Atlantic



$$\omega^2 = gk$$

$$k = 0.324 \text{ rad/m}$$

$$\lambda = 19.4 \text{ m}$$

$$\omega = 1.9 \text{ rad/s}$$

$$a = 1 \text{ m}$$

$$(a) \Rightarrow 2a/\lambda = 2/19.4 = 0.103 < \frac{1}{\pi} \quad (0.143)$$

∴ yes, linear assumption is

valid but for $a=20$, $\frac{2a}{\lambda} = 0.2$, $20 > \frac{1}{\pi}$

- (b) $kH > \pi$ so @ $kH \approx \pi$ then too shallow \therefore not linear

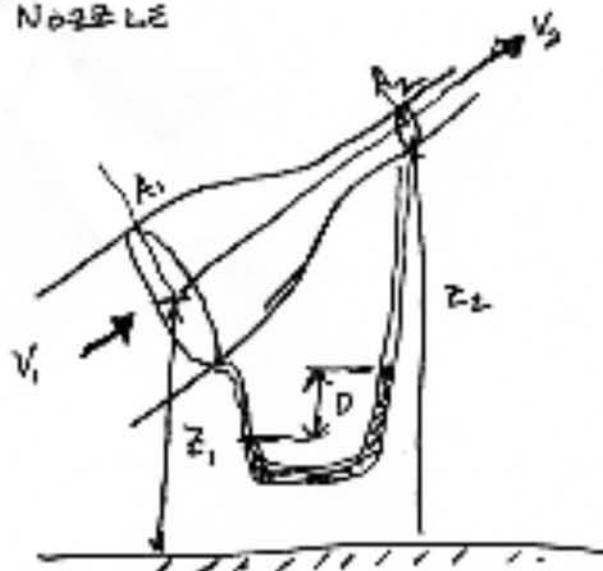
$$kH \approx 0.324 H \approx \pi$$

$$H \approx 9.7 \text{ m}$$

$$(c) \bar{E} = \frac{1}{2} \rho g a^2 = 5000 \text{ J/m}^2$$

$$\bar{KE} = \frac{1}{2} \bar{E} = \frac{1}{4} \rho g a^2 = 2500 \text{ J/m}^2$$

"1" Nozzle



Flow Through Nozzle

$$\text{Continuity: } \rho_1 V_1 A_1 = \rho_1 V_2 A_2$$

$$V_1 A_1 = V_2 A_2$$

$$\therefore V_2 = V_1 \frac{A_1}{A_2}$$

$$\left(\frac{A_1}{A_2} = \frac{V_2}{V_1} \right)$$

Bernoulli's Eqn gives ΔP

$$p_1 + \frac{1}{2} \rho_1 V_1^2 + \rho_1 g z_1 = p_2 + \frac{1}{2} \rho_2 V_2^2 + \rho_2 g z_2$$

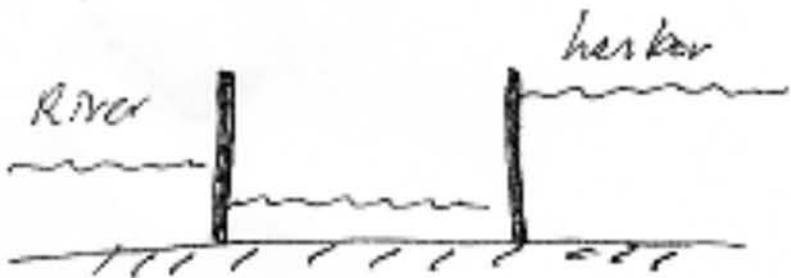
$$(p_1 - p_2) = \frac{1}{2} \rho_1 (V_2^2 - V_1^2) + \rho_1 g (z_2 - z_1)$$

From Manometer

$$(p_1 - p_2) = \rho_2 g D$$

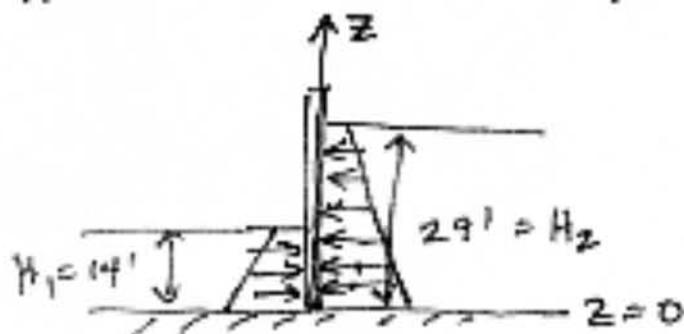
$$\rho_2 g D = \frac{1}{2} \rho_1 V_1^2 \left(\frac{A_1^2}{A_2^2} - 1 \right) + \rho_1 g (z_2 - z_1)$$

$$\frac{\rho_2 g D + \rho_1 g (z_1 - z_2)}{\rho_2 \rho_1 V_1^2} + 1 = \frac{A_1}{A_2}$$



Max force is on the harbor gate \rightarrow

- ① boat goes into lock @ low tide
water from the river into the harbor
- ② tide rises to high tide - now the water in the chamber is 14' deep
harbor is 14'+15' deep.



Pressure on wall (take bottom @ $z=0$)

Left side

$$P(z) = \rho g z (H_1 - z)$$

$$\text{Force} = L \int_0^{H_1} \rho g (H_1 - z) dz$$

$$= \rho g L \left(H_1 z - \frac{z^2}{2} \right)_0^{H_1}$$

$$F = \frac{1}{2} \rho g L H_1^2$$

acts at $z = \frac{H_1}{3}$

R+ Side

$$P(z) = \rho g (H_2 - z)$$

$$F = L \int_0^{H_2} \rho g (H_2 - z) dz$$

$$= \rho g L \left(H_2 z - \frac{z^2}{2} \right)_0^{H_2}$$

$$= \frac{1}{2} \rho g L H_2^2$$



@ $z = H_2/3$

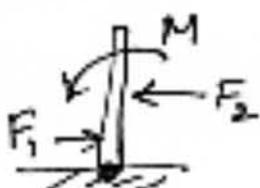
Resulting Force acts to Left:

$$\therefore F_R = (F_2 - F_1) \cdot \frac{1}{2} \rho g L (H_2^2 - H_1^2) \left(\frac{\text{kg m}}{\text{s}^2} \right)$$

where $L = 22'$ $\approx 6.7\text{m}$
 $H_1 = 14'$ $\approx 4.21\text{m}$
 $H_2 = 29'$ $\approx 8.84\text{m}$

$$[F_R = 2007\text{ kN}]$$

Note there is a moment on the gate as well!



Total Force acts to the left. There is a force F_1 acting to the right at $z_1 = \frac{14}{3}$ ' and force F_2 acting to left @ $z_2 = \frac{29}{3}$ '.

These forces supply a moment to the gate as shown above.

$$F_R \cdot \bar{z} = F_2 \cdot z_2 - F_1 z_1 \Rightarrow \bar{z} = 3.4\text{ m from bottom}$$

The forces act at the center of the gate from side to side.

⇒ Design-wise any of the 3 will work.

- Design A will require the most torque to move the gate as the force on each door in B is $\frac{1}{2}$ of one whole gate in A. B requires less space for
- Design B requires 4 motors could be expensive though hydraulic system would not be too much different than in A
- Design C is easiest to open but hardest to seal