

§3 Stress, Cauchy's eqn

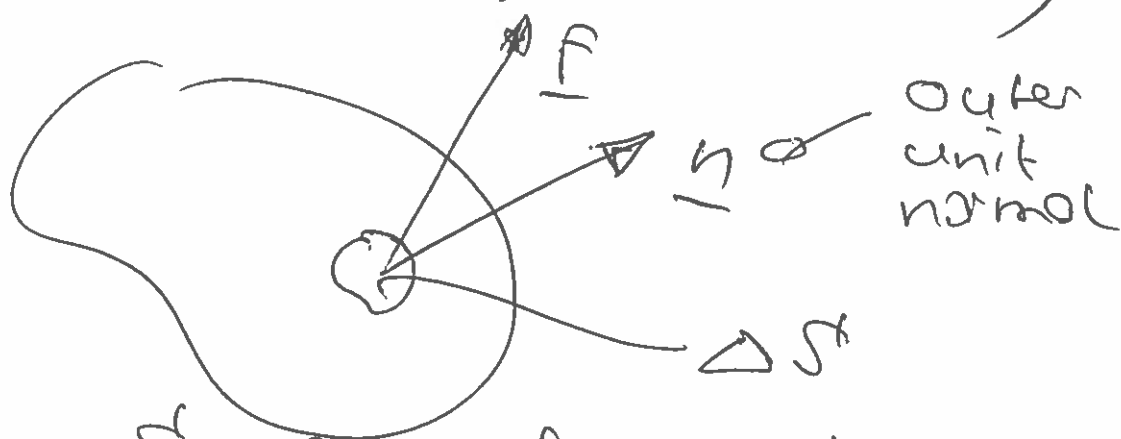
& the Navier-Stokes eqns

So far: Kinematics

Now: forces & equilibrium,
equations of motion

① The concept of stress/traction

Consider a "blob" of fluid
loaded by some distributed
force (pressure, shear stress)



Patch ΔS^* of surface with outer
unit normal \underline{n} is subject to a
resultant force \underline{F} .

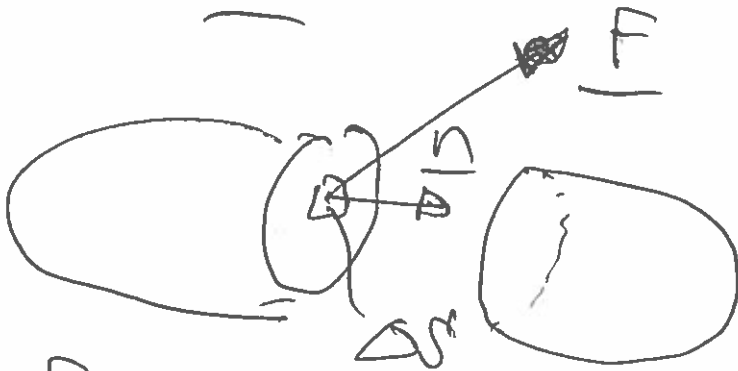
Def: Traction

(2)

$$\underline{t} = \lim_{\Delta S' \rightarrow 0} \frac{\underline{F}}{\Delta S'} \quad \text{vector!}$$

t is force per unit area acting onto fluid.

Similarly: Cut the blob along some $\Delta S'$ plane with normal n



Here \underline{F} = resultant force exerted onto $\Delta S'$ by the "other half" of fluid.

Def: Stress

$$\underline{t} = \lim_{\Delta S' \rightarrow 0} \frac{\underline{f}}{\Delta S'}$$

Note: Stress depends on:

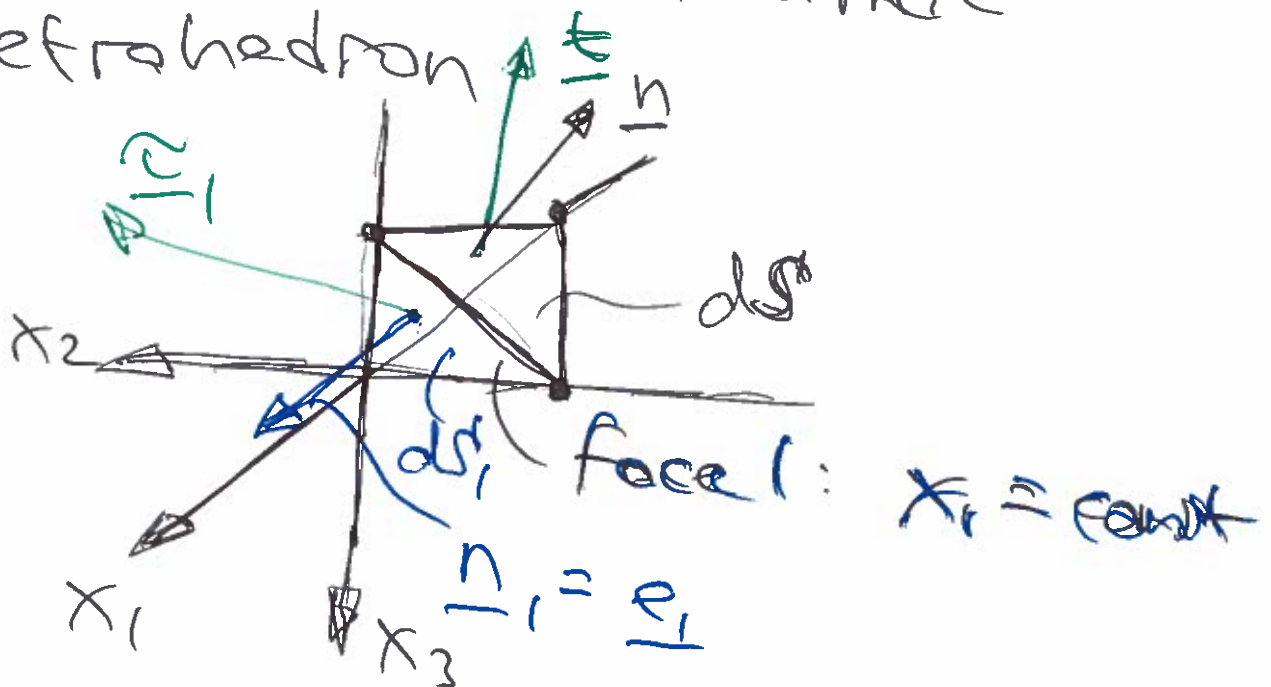
(3)

- the posn. in fluid
- the orientation of the cut,
i.e. \underline{n}

② The stress tensor

To examine dependence of \underline{t} on \underline{n} :

Consider an infinitesimal tetrahedron



face i is characterised by $x_i = \text{const}$
& $\underline{n}_i = \underline{e}_i$.

Trick: Represent faces (orientation and area by vectors which are ~~are~~ parallel to \underline{n}_i & have magnitude dS_i

Then: Sum of all area vectors on a closed body = 0.

$$\underline{n}_i dS_i + \underline{n} dS = 0$$

(EXERCISE)

multiply by $\underline{n}_j = \underline{e}_j$

$$\underbrace{\underline{n}_i \cdot \underline{n}_j}_{\underline{e}_i \cdot \underline{e}_j} dS_i + \underbrace{\underline{n} \cdot \underline{e}_j}_{n_j} dS = 0$$

δ_{ij}

$$dS_j = -n_j dS$$

Now: Balance of forces onto ∂S
faces of tetrahedron:

$$\underbrace{t \, dS'} = - \underbrace{\tau_{ij} \, dS'_j}$$

force on general face sum of forces on ~~two~~ faces 1-3.

$$\underline{t} \, dS' = \tau_{ij} n_j \, dS'$$

In index notation

$$t_i = \tau_{ij} n_j$$

where τ_{ij} stress tensor.

τ_{ij} represents the stress/traction component in the positive i -direction on the face

$X_j = \text{const.}$ whose outer unit normal points in the pos. X_j direction.