

NEPAL ENGINEERING COUNCIL LICENSE EXAM PREPARATION COURSE

FOR

CIVIL ENGINEERS



3. Basic Water Resources Engineering

3.2 Hydrostatics

Sub topics



- pressure and head
- Pascal's law
- pressure-depth relationship
- Manometers
- pressure force and centre of pressure on submerged bodies (plane and curved surfaces, practical applications)
- pressure diagrams
- Buoyancy
- stability of floating/submerged bodies.

Pressure



Pressure (P) is the force applied perpendicular to the surface of an object per unit area.

$$P = \frac{F}{A} = \gamma h = \rho g h$$

Unit: Pa, N/m²

1 atm =101325 Pa =1.01325 bar

1 bar = 10^{5} Pa

Atmospheric pressure decreases about 10% while moving 1 km higher altitude

Pressure

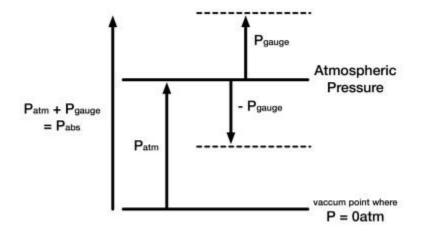
Absolute Pressure: Absolute pressure is the sum of gauge pressure and atmospheric pressure.

Gauge Pressure: Gauge pressure is the pressure relative to atmospheric pressure.

Vacuum Pressure: Negative gauge Pressure

 $P_{abs} = P_g + P_{atm}$ $P_g = P_{abs} - P_{atm}, if P_{abs} > P_{atm}$ $P_v = P_{atm} - P_{abs}, if P_{abs} < P_{atm}$





Pressure head



The pressure head is the height of a liquid column that corresponds to a particular pressure exerted by the liquid column on the base of its container. It may also be called static pressure head or simply static head.

$$\psi = rac{p}{\gamma} = rac{p}{
ho \, g}$$

Hydrostatic Law



According to Hydrostatic Law, the rate of increase of pressure in a vertical direction is equal to the weight density/ specific weight of the fluid at that point when the fluid is stationary.

$$\frac{\partial P}{\partial z} = \gamma$$

The pressure at any point in a fluid at rest is obtained by the Hydrostatic Law.

$$P_{abs} = P_{atm} + \gamma h$$

Hydrostatic Law

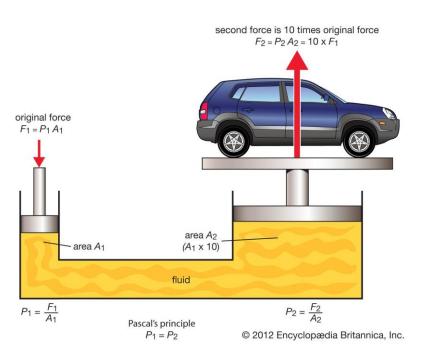


$$\frac{\partial P}{\partial z} = -\rho(a_z + g)$$
$$\frac{\partial P}{\partial x} = -\rho(a_x)$$
$$\frac{\partial P}{\partial y} = -\rho(a_y)$$

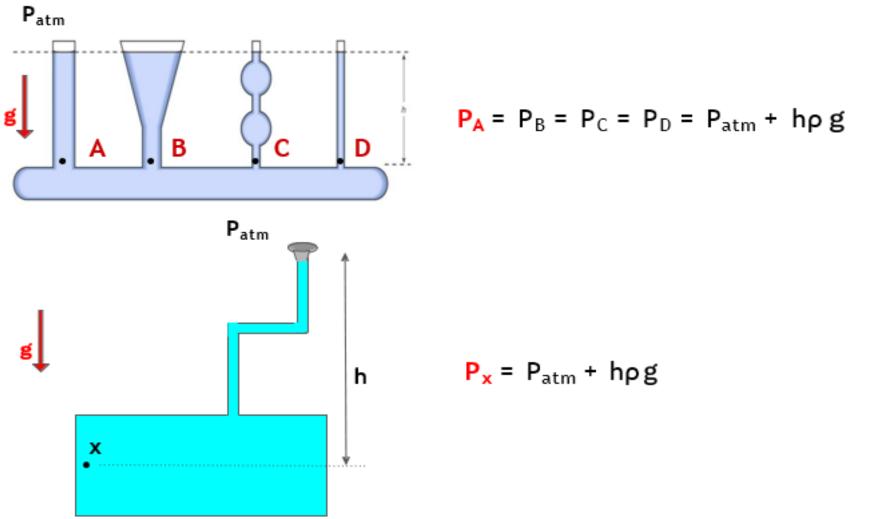
Pascal's Law

The external static pressure applied on a confined liquid is distributed or transmitted evenly throughout the liquid in all directions





Fluid Pressure does **NOT** depend on shape of Vessel





Barometer

$$P_{atm} = P_v + \gamma h$$

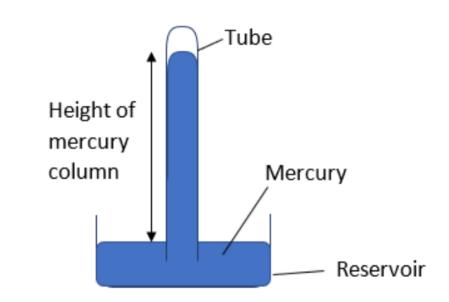
Mercury is suitable as it has very low vapour pressure such that

$$P_{atm} = \gamma h$$

It cannot measure negative gauge pressure

Pressure measured in mm of Hg

 $P_{atm} = 760 mm of Hg = ?m of H_2O$





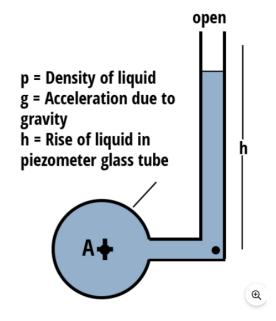


Manometer

Mercury generally used as it is higher density liquid

Used for medium pressure liquid

$$P_A = P_{atm} + \gamma_m h$$



A Schematic Diagram of the Piezometer

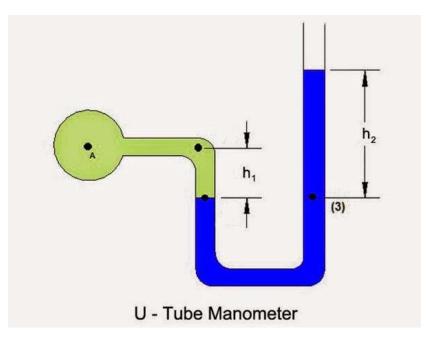


Manometer

Mercury generally used as it is higher density liquid

 $P_3 = P_{atm} + \gamma_m h_2$ $P_3 = P_A + \gamma_l h_1$

$$\begin{aligned} P_{atm} + \gamma_m h_2 &= P_A + \gamma_l h_1 \\ P_A &= P_{atm} + \gamma_m h_2 - \gamma_l h_1 \end{aligned}$$



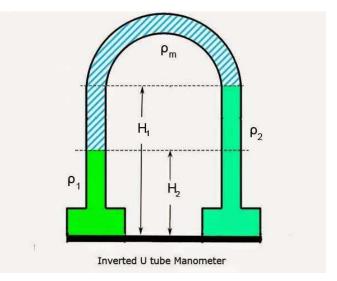


Inverted U tube Manometer

 $P_A = P_2 + \rho_2 g(H_1)$ $P_B = P_2 + \rho_m g(H_1 - H_2) + \rho_1 g(H_2)$

$$P_A - P_B = \rho_2 g(H_1) - \rho_m g(H_1 - H_2) - \rho_1 g(H_2)$$

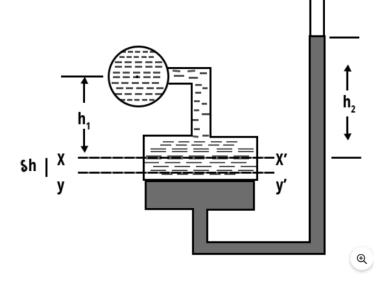
Density of manometric fluid should be less than other liquid





Vertical single column Manometer

$$\begin{split} P_3 &= \rho_m g(h_2 + \Delta h) \\ P_3 &= P_A + \rho_l g(h_1 + \Delta h) \\ P_A &= \rho_m g(h_2 + \Delta h) - \rho_l g(h_1 + \Delta h) \\ P_A &\approx \rho_m g(h_2) - \rho_l g(h_1) \end{split}$$



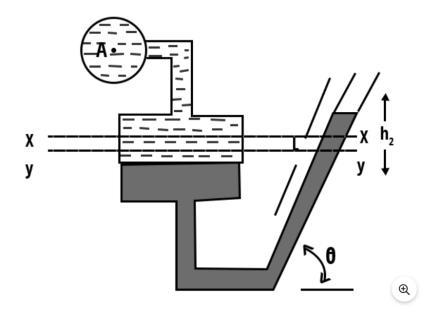
A Schematic Representation of a Vertical Single Column Manometer



Inclined single column Manometer

$$\begin{split} P_{3} &= \rho_{m}gsin\theta(h_{2}+\Delta h) \\ P_{3} &= P_{A} + \rho_{l}g(h_{1}+\Delta h) \\ P_{A} &= \rho_{m}gsin\theta(h_{2}+\Delta h) - \rho_{l}g(h_{1}+\Delta h) \\ P_{A} &\approx \rho_{m}gh_{2}sin\theta - \rho_{l}gh_{1} \end{split}$$

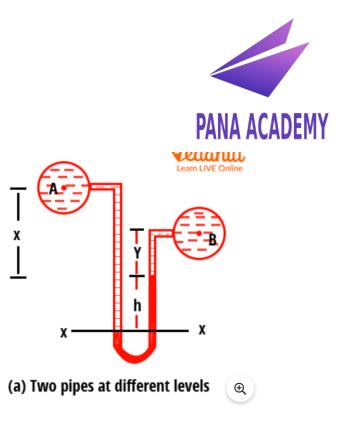
Error decreases and sensitivity increases by factor of $1/\sin\theta$



A Schematic Representation of Inclined Single Column Manometer

U tube differential Manometer

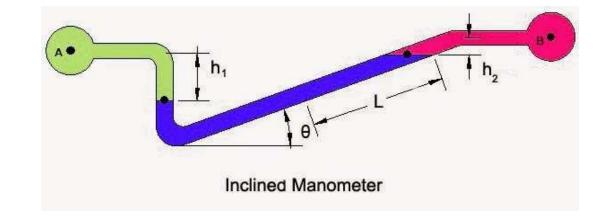
$$P_A-P_B=hg\left(
ho_g-
ho_1
ight)+
ho_2gy-
ho_1gx$$



A Schematic Representation of a Differential U-Tube Manometer

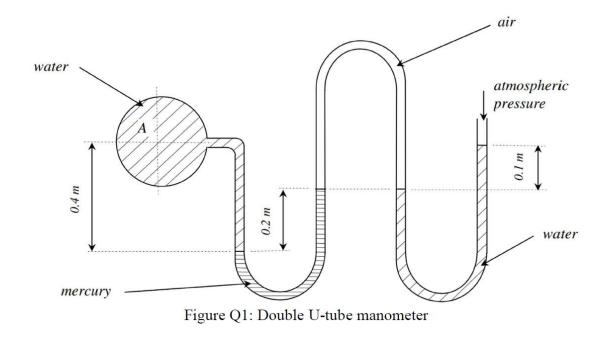


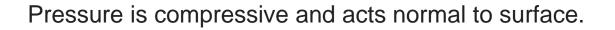
Inclined U tube Manometer





Double U tube Manometer



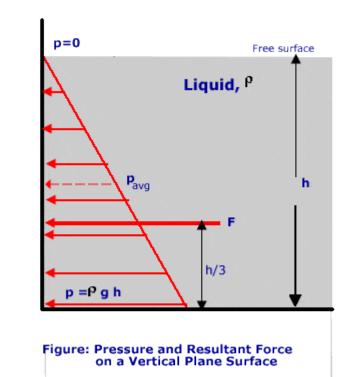


Pressure at top = 0 Pressure at bottom = γh Average pressure = $\gamma h/2$

Force on wall per unit width $=\frac{1}{2}\gamma h^2$

Resultant force acts at $\frac{2}{3}h$ from free surface







Pressure is compressive and acts normal to surface.

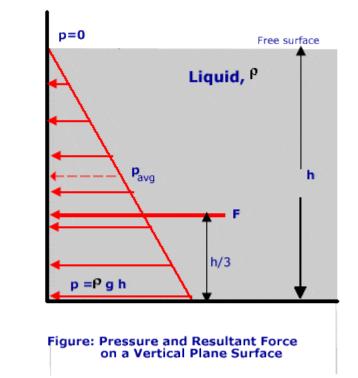
Pressure at top = 0

Pressure at bottom = γh

Average pressure = $\gamma h/2$

Force on wall = $\gamma A \bar{x}$

Resultant force acts at \bar{h} from free surface $\bar{h} = \bar{x} + \frac{I_{GG} \sin^2 \theta}{A \bar{x}}$





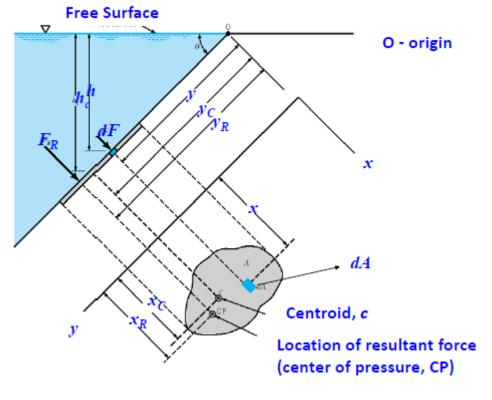
Pressure is compressive and acts normal to surface.

Pressure at top = γh_1

Pressure at bottom = γh_2

Force = $\gamma A \bar{x}$

Resultant force acts at \bar{h} from free surface $\bar{h} = \bar{x} + \frac{I_{GG} \sin^2 \theta}{A \bar{x}}$





Horizontal force component

Force = $\gamma A \bar{x}$ Resultant force acts at \overline{h} from free surface $F_R = \sqrt{(F_H)^2 + (F_V)^2}$ A Α $\bar{h} = \bar{x} + \frac{I_{GG}}{A\bar{x}}$ CG F_{ν}

Vertical force component

Force = wt. of liquid above the curved surface

Downward direction depends on wetting surface being inside area considered

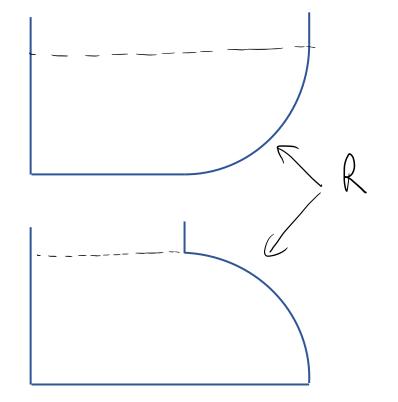


Horizontal force component

Force = $\gamma A \bar{x}$

Resultant force acts at \bar{h} from free surface

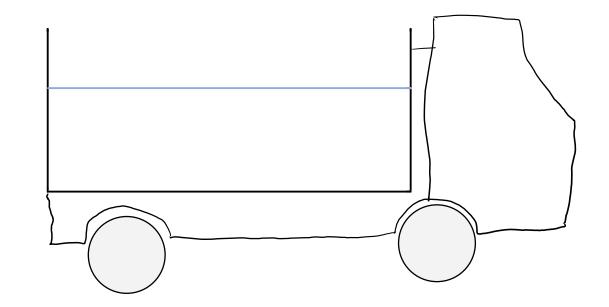
$$\bar{h} = \bar{x} + \frac{I_{GG}}{A\bar{x}}$$



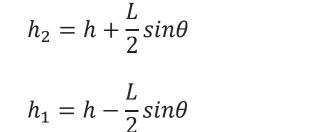


$$\frac{\partial P}{\partial z} = -\rho(a_z + g), \frac{\partial P}{\partial x} = -\rho(a_x), \frac{\partial P}{\partial y} = -\rho(a_y)$$

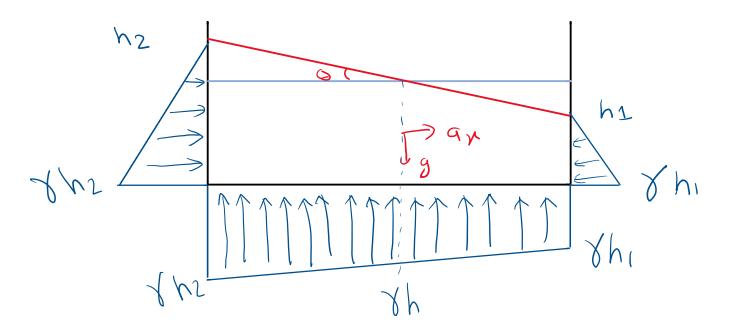
$$tan\theta = \frac{dz}{dx} = \frac{a_x}{a_z + g}$$



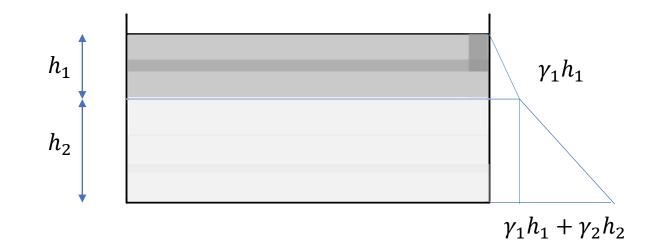




$$tan\theta = \frac{dz}{dx} = \frac{a_x}{g}$$











Buoyancy or upthrust, is an upward force exerted by a fluid that opposes the weight of a partially or fully immersed object.

Buoyancy

If B < W, Body sinks

Buoyancy



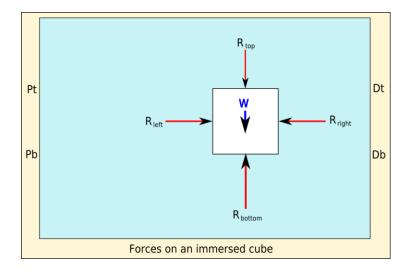
Buoyancy or upthrust, is an upward force exerted by a fluid that opposes the weight of a partially or fully immersed object.

If B < W, Body sinks

If B = W, Body floats, partially or fully immersed

Buoyancy = Weight of liquid displaced

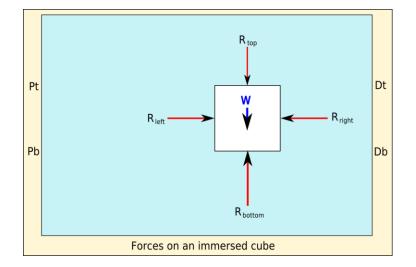
And it acts at center of volume displaced



Buoyancy

Buoyancy = Weight of liquid displaced If V_{imm} be the volume of body submersed Buoyancy = $\gamma_w V_{imm}$ For a floating body, Buoyancy = Weight $\gamma_w V_{imm} = \gamma_m V$ $\frac{V_{imm}}{V_{imm}} = \frac{\gamma_m}{\gamma_m}$ γ_{w} Part of body submersed = $\frac{\gamma_m}{m}$ γ_W Part of body outside water = $1 - \frac{\gamma_m}{\gamma_m}$ γ_W



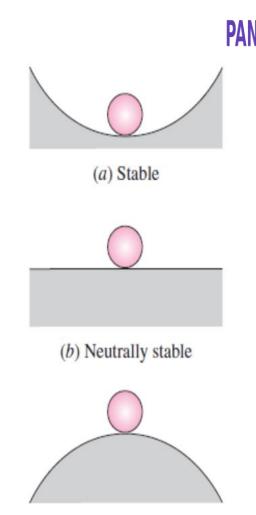


Stability

STABLE since any small disturbance (someone moves the ball to the right or left) generates a restoring force (due to gravity) that returns it to its initial position.

NEUTRALLY STABLE because if someone moves the ball to the right or left, it would stay put at its new location. It has no tendency to move back to its original location, nor does it continue to move away.

UNSTABLE since any disturbance, even an infinitesimal one, causes the ball to roll off the hill – it does not return to its original position; rather it diverges from it.





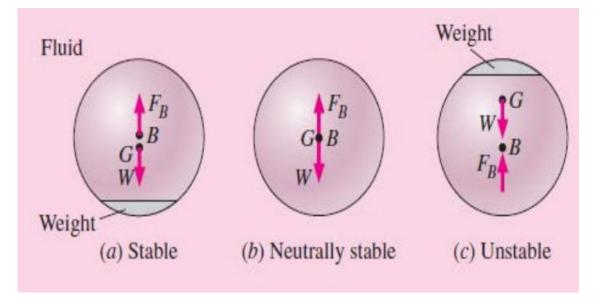
Stability of Immersed Bodies



STABLE: Center of buoyancy higher than CG of object

UNSTABLE: Center of buoyancy higher than CG of object.

NEUTRALLY STABLE: Center of buoyancy higher than CG of object.



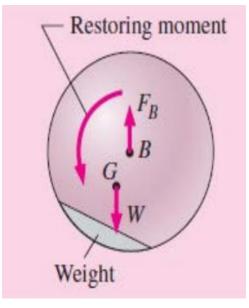
Stability of Immersed Bodies



STABLE: Center of buoyancy higher than CG of object

UNSTABLE: Center of buoyancy higher than CG of object.

NEUTRALLY STABLE: Center of buoyancy higher than CG of object.



Stability of floating Bodies



A measure of stability is the metacentric height GM, the distance between G and the metacenter M

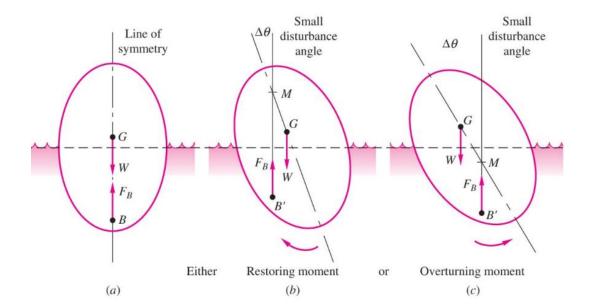
GM = BM - BG

 $BM = \frac{I}{V_{dis}}$

STABLE: if M is above G (GM > 0)

UNSTABLE: if M is below G (GM < 0

NEUTRALLY STABLE: if M coincides G (GM = 0)



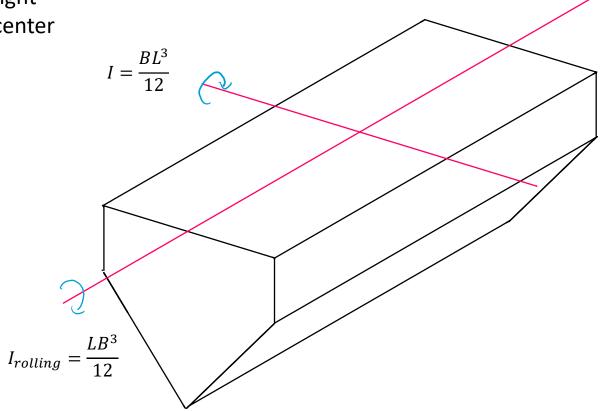
Stability of floating Bodies



A measure of stability is the metacentric height GM, the distance between G and the metacenter M

GM = BM - BG

$$BM = \frac{I}{V_{dis}}$$





Thank YOU !!!