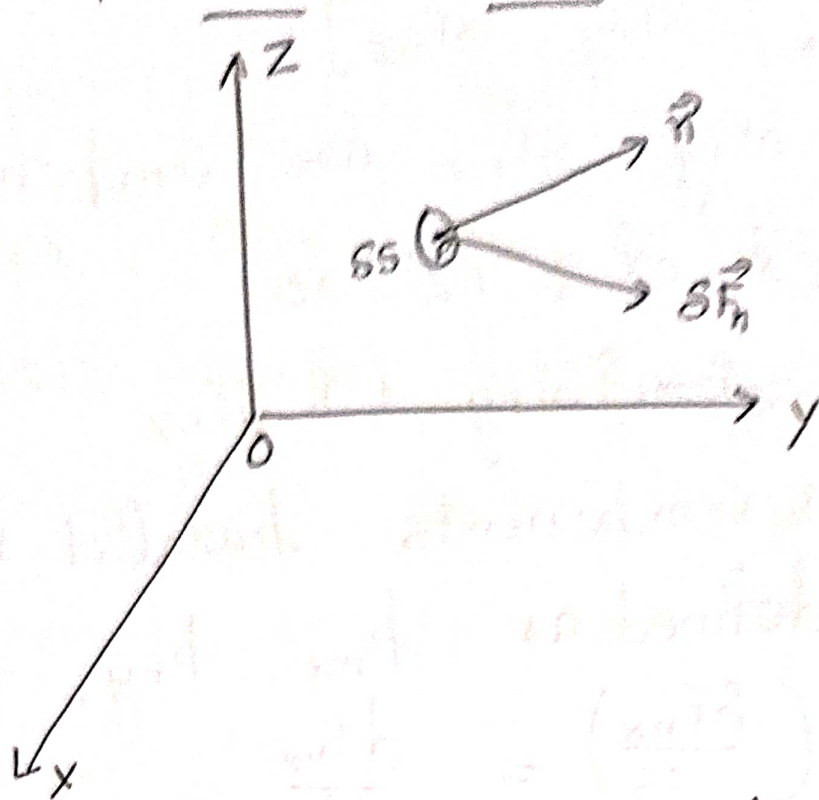


## Components in a real fluid $\rightarrow$



Let a real fluid element  $SS$  at the point  $P$  or  $SS$  be a small rigid plane area inserted at a point  $P$  in a viscous fluid,

Cartesian co-ordinates  $(x, y, z)$  are referred to a set of fixed axes  $OX, OY, OZ$ .

Let  $\vec{\delta F}_n$  is the force exerted by the moving fluid on one side of  $SS$ , let  $\vec{n}$  be the unit outward normal to the surface element  $SS$  at  $P$  on this side.

We know that, in the case of inviscid fluid  $\vec{\delta F}_n$  is aligned with  $\vec{n}$ .

For a viscous fluid, frictional forces are called into play between the fluid and the surface so that  $\vec{\delta F}_n$  will also have a component tangential to  $SS$ .

We suppose the Cartesian components to be  $[S_{Fnx}, S_{Fny}, S_{Fnz}]$  on

Let  $S_{Fnx}, S_{Fny}, S_{Fnz}$  are components of  $S_{Fn}$  along  $\vec{ox}, \vec{oy}$  &  $\vec{oz}$  so

$$S_{Fn} = S_{Fnx}\hat{i} + \hat{j}S_{Fny} + \hat{k}S_{Fnz}$$

Now stress components parallel to the axes are defined as  $p_{nx}, p_{ny}, p_{nz}$

$$p_{nx} = \lim_{\delta S \rightarrow 0} \left( \frac{\delta F_{nx}}{\delta S} \right) = \frac{dF_{nx}}{dS}$$

$$p_{ny} = \lim_{\delta S \rightarrow 0} \left( \frac{\delta F_{ny}}{\delta S} \right) = \frac{dF_{ny}}{dS}$$

$$p_{nz} = \lim_{\delta S \rightarrow 0} \left( \frac{\delta F_{nz}}{\delta S} \right) = \frac{dF_{nz}}{dS}$$

In the components  $p_{nx}, p_{ny}, p_{nz}$  the first suffix  $n$  denotes the direction of the normal to the elemental plane  $\delta S$ , the second suffix  $x, y$  or  $z$  denotes the direction in which the component is measured.

If we identify  $\vec{n}$  in turn with the unit vectors  $\hat{i}, \hat{j}, \hat{k}$  in  $\vec{ox}, \vec{oy}, \vec{oz}$ , we obtain the following three sets of stress components



*[The page contains extremely faint, illegible handwritten text, likely bleed-through from the reverse side of the paper. The text is arranged in several paragraphs and includes some symbols and numbers.]*