



FIGURE 9.8 Velocity profiles in a boundary layer in the vicinity of separation.

Note BL
 μ_{w}
 $\rho_{\text{g}} = 0$
 across

Low momentum fluid near wall responds first to adverse pressure gradient resulting in reverse flow, i.e., BL separates from surface at it deflects over reverse flow region.

Prior separation $u_y > 0$ is $T_w = \mu u_y > 0$ at opposes outer flow

After separation $u_y < 0$ is $T_w < 0$

Definition 2D separation: $u_y = 0$ is $T_w = \mu u_y = 0$

∴ Separation occurs at $u_y = 0$ in region $p_x > 0$

$\Delta u_{yy} = p_x$ ie curvature $\propto p_x$ at $y=0$

at $y=0$

$p_x < 0$ $u_{yy} < 0$, it remains so some or at S
 ie no separation will occur at no PI

$p_x > 0$ $u_{yy} > 0$ at $y=0$ & since < 0 at S
 meet line PI $0 < y < S$ & separation
 may occur for supply large p_x

Note for
 $p_x = 0$ is
 first place
 BL, PI
 at $y=0$

Or can explain in terms of u_y not all
BL have PI when $\rho_x > 0$

$\rho_x > 0 \Rightarrow \frac{\partial}{\partial y}(\mu u_y) \Big|_{y=0} > 0$ ie $u_y > 0$ at $y = 0$
and therefore since $\overline{u} = \mu u_y = 0$ for $y \geq 5$
must have maximum within J , which
implies PI since $\mu u_y = 0 \Big|_{y=y_{max}}$ ie $\mu u_y y_{max} = 0$

Since $U(x) \neq f(R_e)$, production separation
seems to last for laminar flow
without reverse/mixed transition does
not depend on R_e . Interestingly even
for bluff bodies with transition from
laminar to turbulent flow (car and cube
& sphere) with large wake (reverse/mixed
transition) * sep not very sensitive R_e

Separation types:

① Bluff Body
ie large wake,
which changes effective
body slope due 5°

② slender body ie
only local perturbation
 $U(x)$ eg airfoil LE
separation bubble &
TE separation



Figure 20.19 Plan view of the trailing-edge stall pattern on a Clark Y-14 airfoil. The pattern is made visible by the oil-flow technique. Flow is from top to bottom. Photography courtesy of A. Winkelmann, Department of Aerospace Engineering, University of Maryland. Reprinted with permission.

Separation is usually 3D