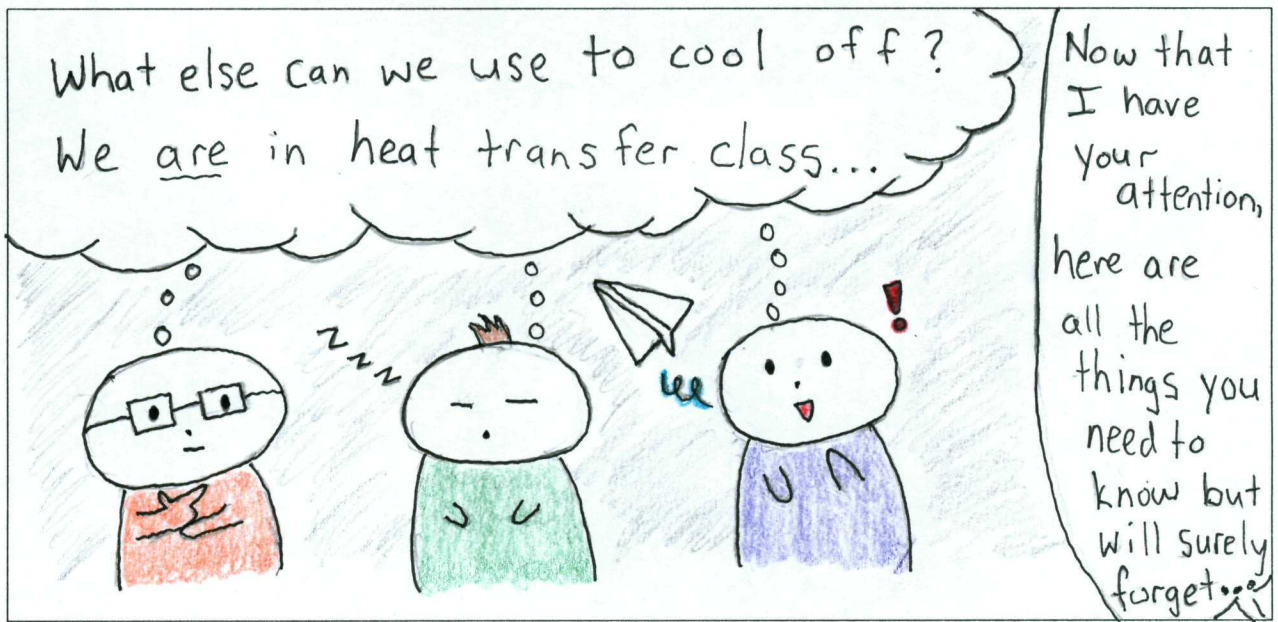
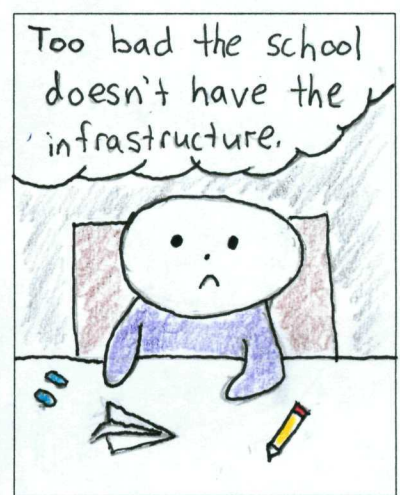
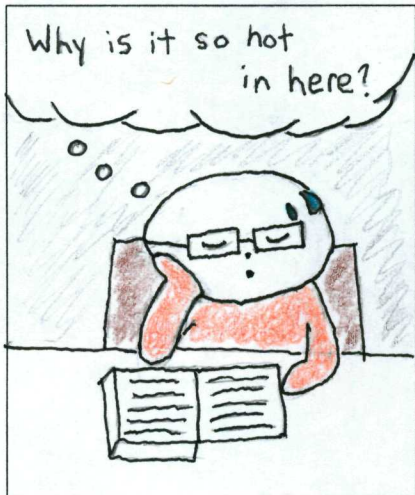


A comic by: Katelyn Ripley
Michael Nguy



Poof!

Hiya kids! Welcome to the world of heat transfer. I'm Wilhelm Nusselt, here to be your guide!

We're supposed to learn about it today.

I couldn't help but overhear your dilemma. Ever heard of convection?

Well then it's a shame you're sleeping through it. **Convection** is one of the three main modes of heat transfer. Can you name the others?

Well there's

1. Conduction
- and
2. Radiation.

Great! So how can you use **conduction** to cool off?

Ice cubes!

But those would melt in this heat...

What about **radiation**?

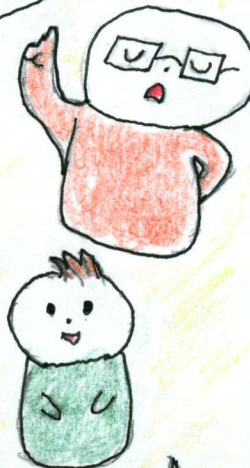
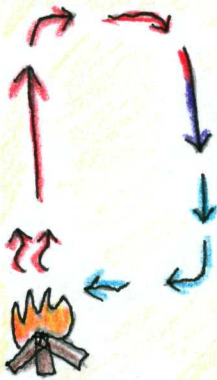
No... radiation is related to the temperature of the surroundings like the walls. Those are too hot to cool us off.

So that leaves us with convection! Heat transfer via bulk fluid motion. There are 2 types:

Free (natural)

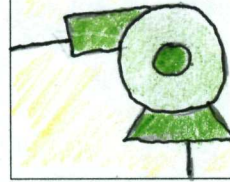
Forced

Oh I've got this.
Natural convection occurs
when flow is driven by
buoyancy or density
differences.



Kind of like when warm
air rises to the top of
the room since colder air
is denser.

And if I remember
correctly, forced convection
occurs when a fan or
pump drives flow to
transfer heat!



Precisely! Now do you understand
why your classroom has a fan?

But it isn't working well...
seems like convection
doesn't work...



Now, now, give me a minute.
Let's visit my old friend,
Newton, and his Law of Cooling.



$$q'' = h(T_s - T_\infty)$$

I've seen that in class before!

Perfect! Then you already know
that:

q'' = heat flux across the
surface

h = convective heat transfer
coefficient

T_s = temperature of surface

T_∞ = temperature of surroundings

Since our bodies are 98.6°F and Northeastern isn't installing AC units anytime soon, we can't change the temperature gradient.

$$q'' = h(T_s - T_{\infty})$$

Body temp
Air temp
↓
↓
↙
↘

Correct. So how can we change h ?

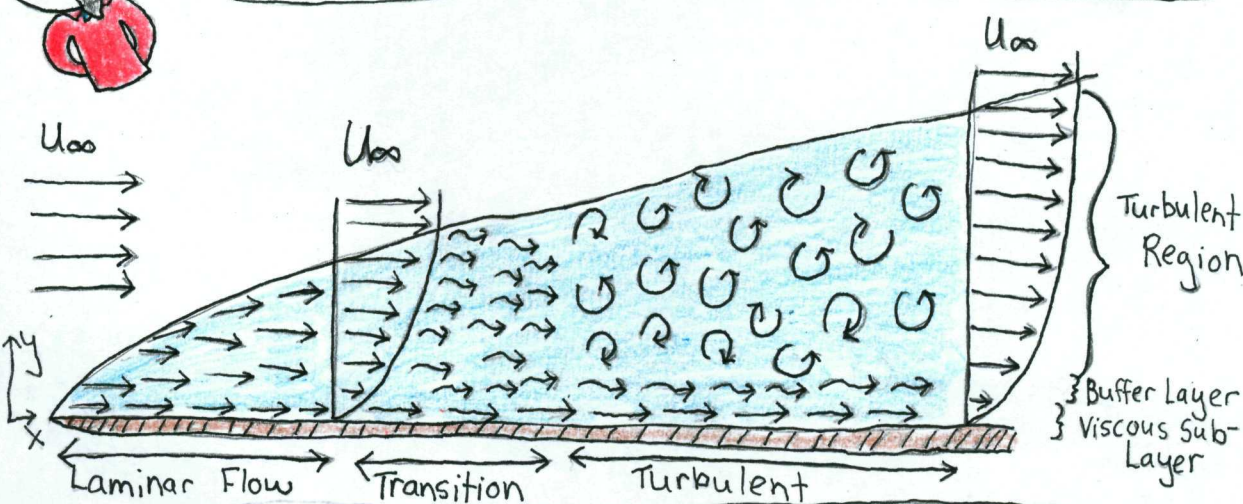
Change the material?



Yup! But first we need to understand a few things about fluid flow.

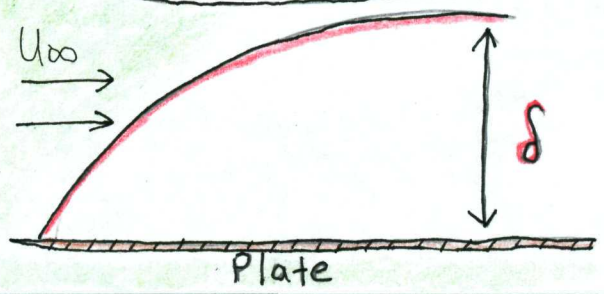


Let's consider fluid motion on a flat plate...



... The contact point between the fluid and the surface creates a "no-slip" boundary condition where the viscous forces are strong and the fluid has a linear velocity profile. This makes up the viscous sublayer. As you move farther up the velocity profile towards the bulk fluid, a buffer layer forms which then turns into a turbulent mixing region.

We can use the symbol δ to represent the thickness of the boundary layer, the distance between the plate and fully developed bulk flow.



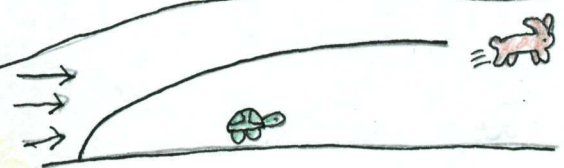
But why do we care about all of this? It's looking like my nightmares from Transport 1!



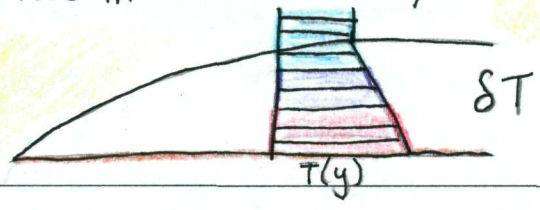
We care because fluid flow rate is slower in the viscous region than in the bulk. This affects energy transfer.



Δ Temperature!!



And if the surface of the plate is hotter than the bulk fluid, the temperature in the boundary layer will change too!

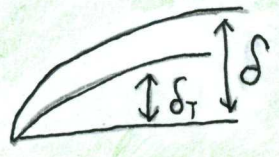


$$\delta = \delta_T?$$

Oh, so the thermal boundary layer is equal to the momentum boundary layer?



Only for gases. For liquids, the thermal boundary layer can be greater than or less than the momentum boundary layer.



So more viscous fluids behave differently than air?

Precisely! This leads us to a dimensionless number, the Prandtl Number.

$$Pr^{\frac{1}{3}} = \frac{\delta}{\delta_T} = \left(\frac{\nu}{\alpha}\right)^{\frac{1}{3}}$$

ν = momentum diffusivity
 α = thermal diffusivity
 Pr = Prandtl Number



Don't worry, that's just what the Prandtl number means. We want it to calculate h !



h



Oh yeah. That was the whole point.

We're gonna need a couple of other dimensionless groups (including my own). Convection is affected by many factors, but they're summed up in the Reynolds, Prandtl, and Nusselt numbers!

$$Re = \frac{\rho v L}{\mu}$$

$$Pr = \frac{\nu}{\alpha}$$

$$Nu = \frac{hL}{k}$$

* Equations for flow over a flat plate.

Hey! You came up with that!





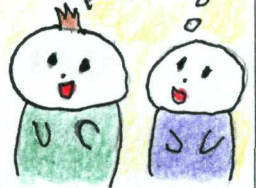
My number is the last calculation you need to find a fluid's h value.

$$Nu = \frac{hL}{k}$$

Piece of cake!



But remember that you want to find h . You'll need some equation relating Pr and Re to Nu or else you cannot solve for h !



For example:

$$Nu = 0.332 Re^{\frac{1}{2}} Pr^{\frac{1}{3}}$$

if $(Pr > 0.6)$

So using Pr and Re gets you Nu , which helps you find h ?

Yup!

But why do we care about h ?

Well let's look at our flux equation and compare air and water.

$$q'' = h(T_s - T_\infty)$$

Assuming the same plate, same velocity and same temperature difference, we know ...

Water is more viscous and denser than air!

$$\mu_{H_2O} > \mu_{air}$$

$$\rho_{H_2O} > \rho_{air}$$



$$Re_{H_2O} > Re_{air}$$

$$Pr_{H_2O} > Pr_{air}$$

$$Nu_{H_2O} > Nu_{air}!$$


So Nu must be higher due to a higher Re and Pr !



$$Nu = \frac{hL}{k}$$
 so...

$$Nu \uparrow, h \uparrow$$


Wait, so that means water has a higher h value than air!



Which causes heat to leave our bodies faster when in room temperature water!

$$q'' = h(T_s - T_{\infty})$$





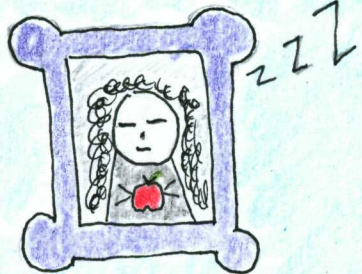
$$h \uparrow, q'' \uparrow$$



Looks like you have a solution to your problem! Bye-bye now!

Bye-bye ghost of Nusselt!

zzz

... and that's why we need to consider the type of fluid...

Professor! We have a solution to this heat!

It's really quite easy...

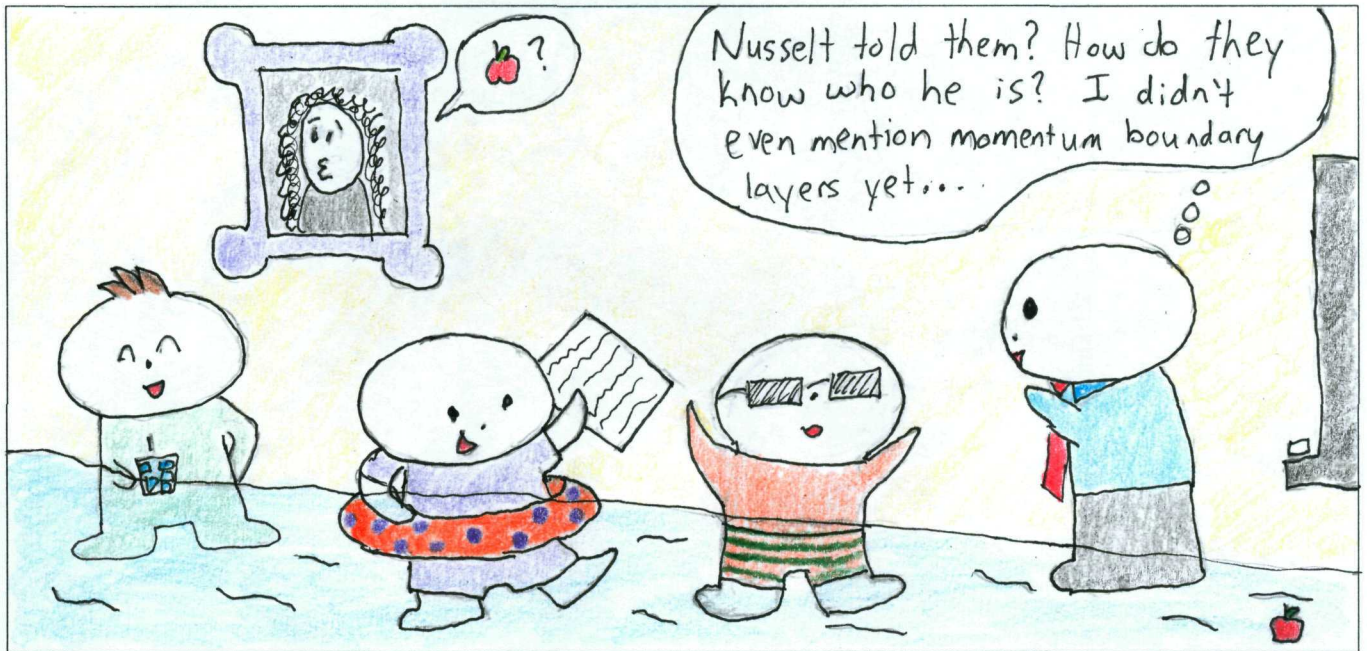
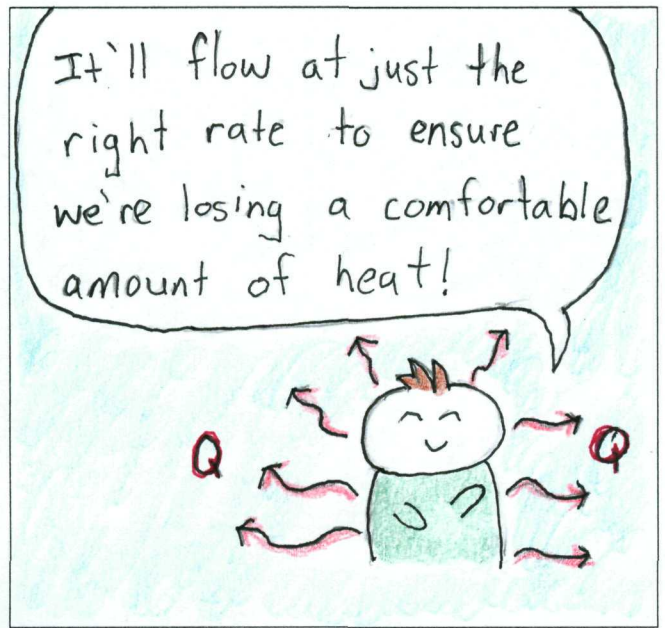
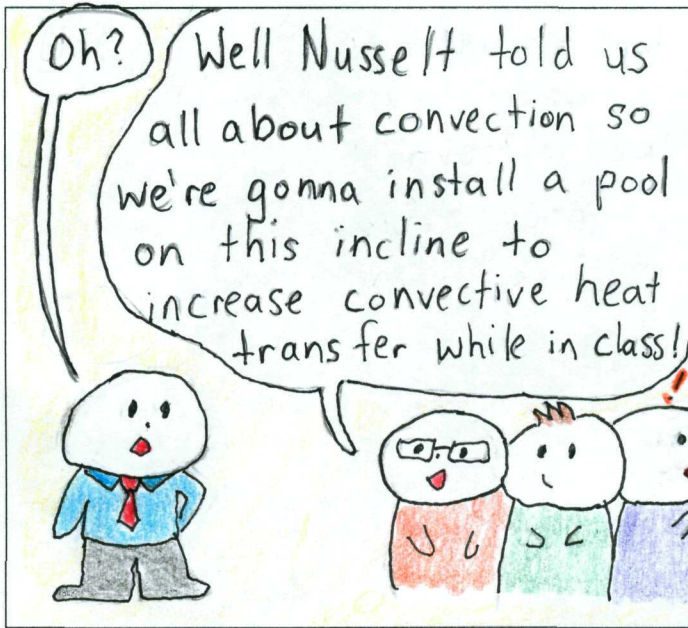
It may require a little redecorating...

How Newton truly discovered gravity









2018