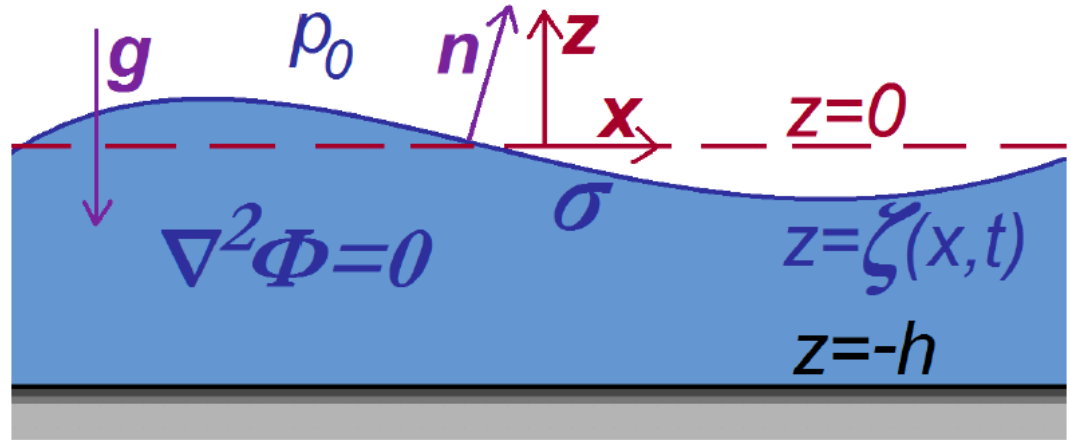


Lecture 8: Water Waves

Ref. Whitham's
"Linear + Nonlinear
Waves" textbook

Assume $Re \gg 1$,
so that...



- motion of fluid may be described to leading order as inviscid and irrotational.
- must deduce a sol'n for the velocity potential ϕ satisfying (where $\underline{u} = \underline{\nabla}\phi$):

$$\boxed{\nabla^2 \phi = 0} \quad \text{subject to kinematic + dynamic boundary conditions}$$

B.C.s 1. $\frac{\partial \phi}{\partial z} = 0$ on $z = -h$

2. kinematic BC: $\frac{D\mathcal{Y}}{Dt} = u_z$ on $z = \mathcal{Y}$
 $\Rightarrow \frac{\partial \mathcal{Y}}{\partial t} + \frac{\partial \phi}{\partial x} \frac{\partial \mathcal{Y}}{\partial x} = \frac{\partial \phi}{\partial z}$ on $z = \mathcal{Y}$

3. Dynamic B.C. (Time-dep Bernoulli: applied at free surface)

$$\rho \frac{\partial \phi}{\partial t} + \frac{1}{2} \rho |\underline{\nabla}\phi|^2 + \rho g \mathcal{Y} + P_s = f(t)$$

indep of x

where $P_s = P_0 + \sigma \underline{\nabla} \cdot \underline{n}$

Here $\underline{n} = \frac{(-\mathcal{Y}_x, 1)}{(1 + \mathcal{Y}_x^2)^{1/2}}$ is the unit normal

$\underline{\nabla} \cdot \underline{n} = \frac{-\mathcal{Y}_{xx}}{(1 + \mathcal{Y}_x^2)^{3/2}}$ is the curvature

$$P_s = P_0 - \sigma \frac{\mathcal{Y}_{xx}}{(1 + \mathcal{Y}_x^2)^{3/2}}$$

Now consider small-amplitude waves and linearize the system of eqns and BCs (i.e. assume ϕ, \mathcal{Y} small, so neglect any terms involving $\phi^2, \mathcal{Y}^2, \phi\mathcal{Y}$ or their derivatives)

$$\nabla^2 \phi = 0 \quad \text{in } -h \leq z \leq 0$$

B.C.s 1. $\frac{d\phi}{dz} = 0$ on $z = -h$

2. $\frac{d\mathcal{Y}}{dt} = \frac{d\phi}{dz}$ on $z = 0$

3. $\rho \frac{d\phi}{dt} + \rho g \mathcal{Y} + P_0 - \sigma \mathcal{Y}_{xx} = f(t)$
on $z = 0$

Seek normal modes, sol'ns of the form:

$$\left. \begin{aligned} \mathcal{Y} &= \hat{\mathcal{Y}} e^{ik(x-ct)} \\ \phi &= \hat{\phi}_z(z) e^{ik(x-ct)} \end{aligned} \right\} \begin{array}{l} \text{travelling waves in} \\ \text{x-direction with phase} \\ \text{speed } c = \frac{\omega}{k} \text{ and} \\ \text{wavelength } \lambda = 2\pi/k. \end{array}$$

Subbing into harmonic equation:

$$\hat{\phi}_{zz} - k^2 \hat{\phi} = 0$$

\Rightarrow solutions are $\hat{\phi}(z) = e^{kz}, e^{-kz}$ or $\sinh kz, \cosh kz$

One may satisfy B.C. 1, $\frac{\partial \hat{\phi}}{\partial z} = 0$ on $z = -h$ by

choosing: $\hat{\phi}(z) = A \cosh k(z+h)$
 \leftarrow a constant

Now, B.C. 2 $\Rightarrow -ikc \hat{y} = A k \sinh kh$ \star

B.C. 3. $\Rightarrow (-ikc A \cosh kh + \rho g \hat{y} + k^2 \sigma \hat{y}) e^{ik(x-ct)}$
 $= f(t)$ indep of x

i.e. $-ikc A \cosh kh + \rho g \hat{y} + k^2 \sigma \hat{y} = 0$ \boxtimes

$\star \Rightarrow A = \frac{-ic \hat{y}}{\sinh kh} \Rightarrow$ sub into \boxtimes

$$c^2 = \left(\frac{g}{k} + \frac{\sigma k}{\rho} \right) \tanh kh$$

where $c = \frac{\omega}{k}$
 is the phase speed

Since $c = \omega/k$, this yields the

Dispersion Relation:

$$\omega^2 = \left(gk + \frac{\sigma k^3}{\rho} \right) \tanh kh$$

Note: as $h \rightarrow \infty$, $\tanh kh \rightarrow 1$ and we obtain the deep-water dispersion relation $\omega^2 = gk + \frac{\sigma k^3}{\rho}$

Physical Interpretation

- the relative importance of surface and gravity is prescribed by the Bond number

$$B_0 = \frac{\rho g}{\sigma k^2} = \frac{\rho g \lambda^2}{4\pi^2 \sigma} = \frac{l^2}{l_c^2}$$

- for air-water, $B_0 \sim 1$ for $l_c \sim 1.7 \text{ cm}$ CAP LENGTH
- for $B_0 \gg 1$ ($l \gg l_c$), surface tension negligible
 \Rightarrow GRAVITY WAVES
- for $B_0 \ll 1$ ($l \ll l_c$), gravity negligible
 \Rightarrow CAPILLARY WAVES

Special Cases

Recall: Shallow ($kh \ll 1$): $\tanh kh \approx kh - \frac{1}{3}k^3h^3 + \dots$

Deep ($kh \gg 1$): $\tanh kh \approx 1$

A. Gravity Waves: $B_0 \gg 1$, $c^2 = \frac{g}{k} \tanh kh$

a.) Shallow Water ($kh \ll 1$) $\Rightarrow c = \sqrt{gh}$

- all wavelengths travel at same speed
i.e. NON-DISPERSIVE

⇒ one can only surf in shallow water

b.) Deep Water ($kh \gg 1$) ⇒ $c = \sqrt{g/k}$

• long waves travel fastest

e.g. drop large stone in a pond



B. Capillary Waves: $B_0 \ll 1$, $c^2 = \frac{\sigma k}{\rho} \tanh kh$

a.) Deep water: $kh \gg 1$ ⇒ $c = \sqrt{\frac{\sigma k}{\rho}}$

• short waves travel fastest

e.g. raindrop hits a pond

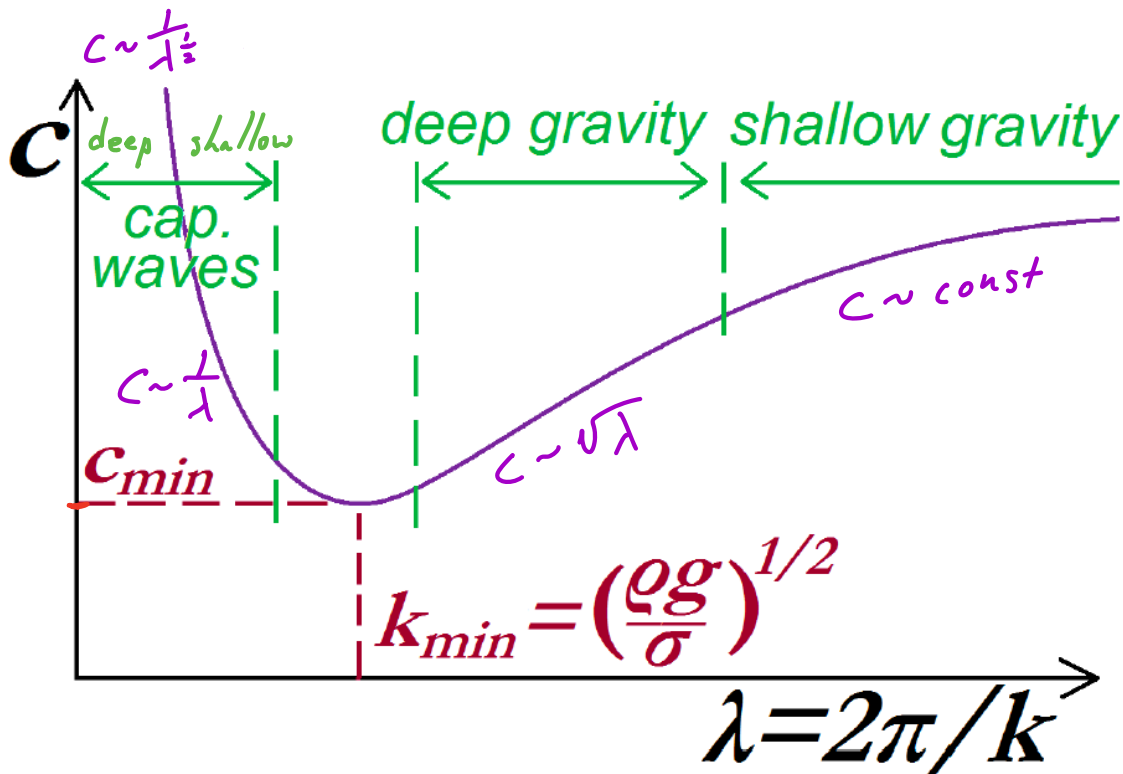
• short waves also quickly damped by viscosity



b.) Shallow water: $kh \ll 1$

$$\Rightarrow c = \sqrt{\frac{\sigma h k^2}{\rho}}$$

Summary



Note: 1. Four distinct scalings for $c(\lambda)$.

2. When $\frac{dc}{dk} = 0$, we have

$$c_{min} = \left(\frac{4g\sigma}{\rho}\right)^{1/4} \text{ for } k = \left(\frac{\rho g}{\sigma}\right)^{1/2}$$

3. Group Velocity: when $c = c(\lambda)$, a wave is called DISPERSIVE since the different (Fourier) wave components (corresponding to different λ, k) separate or disperse

e.g. deep-water gravity: $c \sim \sqrt{\lambda}$

• in a dispersive system, the energy of a wave component does not propagate at the phase speed $c = \omega/k$, but rather at the...

GROUP VELOCITY : $C_g = \frac{d\omega}{dk} = \frac{d}{dk}(ck)$

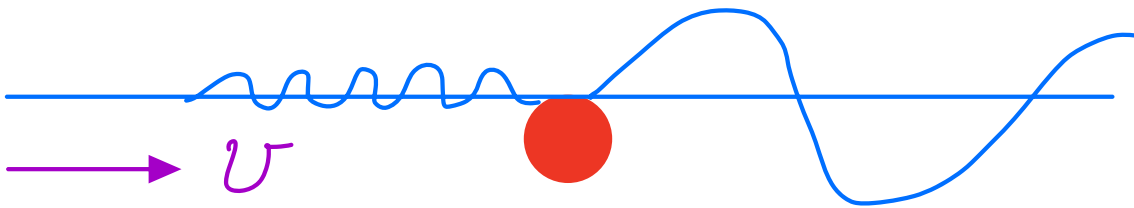
e.g. DEEP GRAVITY WAVES : $C_g = \frac{d\omega}{dk} = \frac{1}{2} \sqrt{\frac{g}{k}} = \frac{1}{2} c$

DEEP CAPILLARY WAVES : $C_g = \frac{3}{2} c$

4. Flow past an obstacle

Note C_{min} : if $U < C_{min}$, no steady waves generated by the obstacle

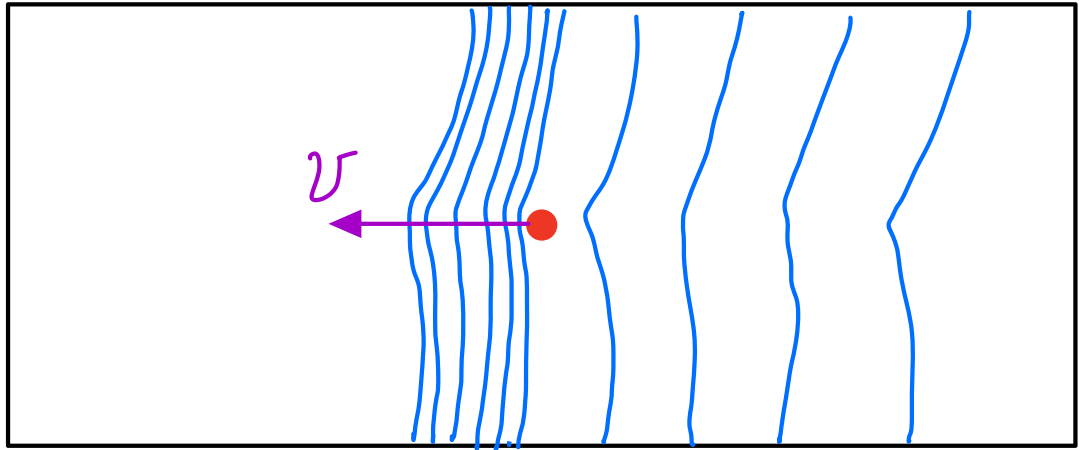
- if $U > C_{min}$: there are 2 k -values for which $c = U$



i.) the smaller k represents a gravity wave with $C_g = c/2 < c \Rightarrow$ energy swept downstream

ii.) the larger k represent a capillary wave with $C_g = \frac{3}{2} c > c \Rightarrow$ energy swept upstream (but quickly dissipated due to small λ)

e.g. waves generated by a fishing line



5. Gravity - Capillary Waves

- neither g nor σ effects negligible
e.g. in PWT, $\lambda \sim \lambda_c$

- consider short waves ($kh \gg 1$), for which

$$\omega^2 = gk + \frac{\sigma}{\rho} k^3$$

$$\Rightarrow C(k) = \left(\frac{g}{k} + \frac{\sigma}{\rho} k \right)^{\frac{1}{2}} \quad \text{and} \quad C_g(k) = \frac{C}{2} \frac{1 + 3\lambda_c^2 k^2}{1 + \lambda_c^2 k^2} \quad *$$

$\lambda_c = \left(\frac{\sigma}{\rho g} \right)^{\frac{1}{3}}$

Phase velocity has MIN at $k_{\min} = \frac{1}{\lambda_c}$, where $C_g = C = 23.2 \frac{\text{cm}}{\text{s}}$

Gravity branch: $\lambda > \lambda_m$, $C_g < C$

Capillary branch: $\lambda < \lambda_m$, $C_g > C$

For any given $C > C_{\min}$, there are 2 possible λ .

MIN $C_g(k) = 0.77 C_{\min} = 17.9 \text{ cm/s}$ arises at $\lambda = 2.54 \lambda_m$

Note: in lab modelling of shallow water waves

In $kh \ll 1$ limit, dispersion relation yields

$$c^2 \approx \left(\frac{g}{k} + \frac{\sigma k}{\rho} \right) \left(kh - \frac{k^3 h^3}{3} + O(kh)^5 \right)$$

$$= gh + \left(\frac{\sigma h}{\rho} - \frac{1}{3} gh^2 \right) k^2 + O(kh)^4 g$$

⇒ can get a good approx to nondispersive waves for $h_c = \left(\frac{3\sigma}{\rho g} \right)^{\frac{1}{2}}$

Eg. in water, $h_c = \left(\frac{3 \cdot 70}{10^3} \right)^{\frac{1}{2}} \sim 0.5 \text{ cm}$

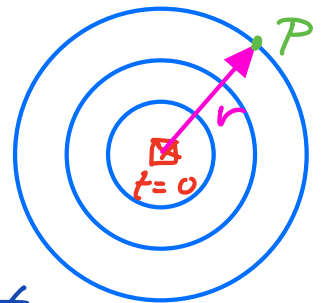
in Si oil, $h_c \sim \left(\frac{3 \cdot 30}{10^3} \right)^{\frac{1}{2}} \sim 0.2 \text{ cm}$

5. Dispersion from an Instantaneous Point Source

e.g. an impactor of scale L

- waves from a point source spread out isotropically
- spectrum depends on I.C.s, but typically one expects $0 \leq r \leq L$ with a peak at $r \sim L$
- different k values propagate out with corresponding group velocities $C_g(k)$
- at time t , any particular k value will be found at $r = C_g(k)t$, hence $k(r, t)$ is the sol'n of

$$C_g(k) = \frac{r}{t}$$



Eg. 1 Deep water gravity waves

$$C_g(k) = \frac{1}{2} \sqrt{g/k} \Rightarrow k = \frac{gt^2}{4r^2}, \quad \omega = \frac{gt}{2r}$$

⇒ confirmed for ocean waves produced by storms in the South Pacific

Eg. 2 Gravity capillary waves

$$\text{Recall } C_g(k) = \frac{c}{2} \frac{1 + 3lc^2 k^2}{1 + lc^2 k^2}$$

- since $C_g(k)$ has a MIN value of 18 cm/s, there is a quiescent circle propagating out from source
- beyond $r = C_g^{\text{min}} t$, there are two values of k for each r/t , one on gravity branch, one on capillary branch
 - \Rightarrow two superposed wave trains
 - \Rightarrow shorter wavelengths more quickly damped

