

SG of mercury	13.6
Water Density, lbm/ft ³	62.3
gc, lbm ft/=lbf s ²	32.2
1ft ² to in ² multiply by	144
Cv	0.62
V1,ft/s	1
D2/D1	0.520524
V2,ft/s	3.690788

Pressure Difference	2.999996
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5.41 This is simplest by trial and error. First

$$V_2 = V_1 \cdot \left(\frac{D_1}{D_2} \right)^2 = 1 \frac{\text{ft}}{\text{s}} \cdot \left(\frac{1}{0.5} \right)^2 = 4 \frac{\text{ft}}{\text{s}}$$

$$-\Delta P = \left(1 - \left(\frac{D_2}{D_1} \right)^4 \right) \frac{\rho}{2} \cdot \left(\frac{V}{C_v} \right)^2$$

$$= (1 - 0.5^4) \frac{13.6 \cdot 62.3 \frac{\text{lbm}}{\text{ft}^3}}{2} \cdot \left(\frac{4 \frac{\text{ft}}{\text{s}}}{0.62} \right)^2$$

Excell is powerfull in solving problems by optimizing the Data and you will see solver on the right. Click on solve enter the cell which contains the formula you want to fir corresponding to the best value of the parameter you w cell B7. Press Solve and this will give you the final answer the ratio D2/D1 that will make the pressure drop equal example. See below. Fter you run the solver you will get pressure difference is approximately 3. You can use h:

SG of mercury
Water Density, lbm/
gc, lbm ft/=lbf s ²
1ft ² to in ² multiply by
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V1,ft/s
D2/D1
V2,ft/s
Pressure Difference

we guess that $D_2 / D_1 = 0.5$. Then

nd

$$\left(\frac{1}{2} \right)^2 \cdot \frac{\text{lbf s}^2}{32.2 \text{ lbm ft}} \cdot \frac{\text{ft}^2}{144 \text{ in}^2} = 3.57 \frac{\text{lbf}}{\text{in}^2}$$

: solution using the Solver which is found in **DATA**. So Click on r and you will see the screen on the right. In th **set Objective** rd an optimum solution(in our case the formula is in cell B12) ant to optimize (in our case the ratio D2/D1 which is placed in ers in cell B7 and B12. In Cell B7 you will get the best value of l 3.Note that at the start we guess a value for D2/D1 , 0.4 for t the results on the left. The ratio is approximately .5 and the this and change the values in Cells B1 to B6 and see what appens.

	13.6
'ft3	62.3
	32.2
oy	144
	0.62
	1
	0.4
	6.25
	9.046749

Solver Parameters

Set Objective:

To: ☐ Max ☐ Min ☒

By Changing Variable Cells:

\$B\$7

Subject to the Constraints:

☒ Make Unconstrained Variables Non-Neg

Select a Solving Method: GRG Nonlinear

Solving Method

Select the GRG Nonlinear engine for Solver Problems that are non-smooth.

Help



SBS12



) Value Of:

3



Add

Change

Delete

Reset All

Load/Save



native



Options

For Problems that are smooth nonlinear. Select the LP and select the Evolutionary engine for Solver

Solve

Close