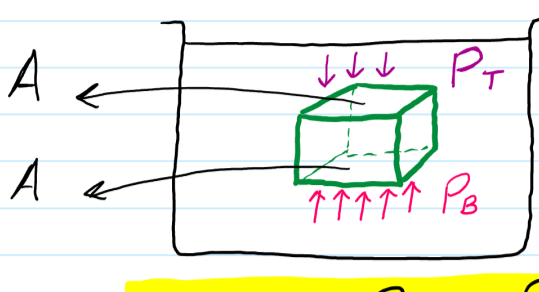




define :- Upthrust is defined as the upward force which is experienced by any object if it is immersed in a fluid.

Why Upthrust acts :-

Pressure Increases with the depth



P_B = Pressure exerted on the bottom face
 P_T = Pressure exerted on the top face

Since $P_B > P_T$

∴ This difference in Pressure b/w the top & the bottom surface exerts an upward force on the object which is known as "upthrust"

State why Upthrust :- b/c of difference in Pressure b/w the Top and the Bottom Surfaces.

formulas for calculating Upthrust

derivation "NOT" Required

$$U = (P_B - P_T) A \rightarrow (1)$$

A = Area of Top / Bottom face (provided that the areas are identical).

Q: What if the areas are non-identical?

Then the 1st formula is not applicable hence we use eq (2)

$$U = \rho_f \cdot g \cdot V_o \rightarrow (2)$$

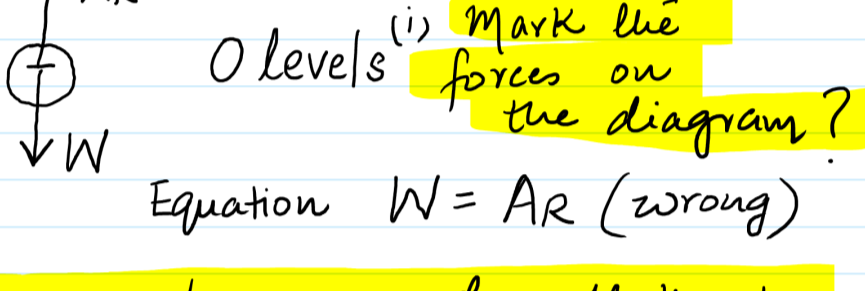
ρ_f = density of fluid

g = acc. of free fall

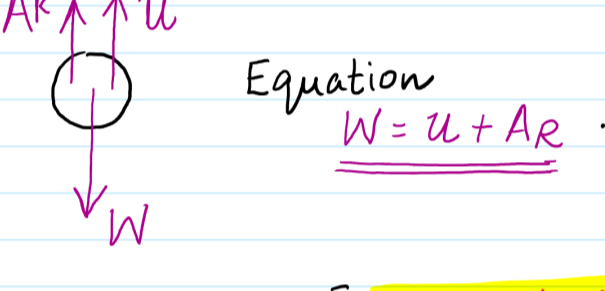
V_o = Volume of the object.

How to represent Upthrust in a diagram

Ex. (1) An object is falling in AIR at constant speed.



Since we have now done Upthrust. ∴ we must mark not 2 but rather 3 forces on the diagram



Briefly comment on the magnitude of each force?

W = Largest

How to decide b/w AR & U

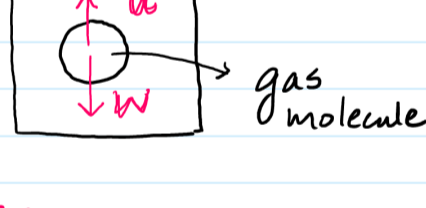
$$U = \rho_f \cdot g \cdot V_o \therefore U \propto \rho_f$$

In this case object was falling in Air ∴ ρ_f (air) = v. low ∴ U = smallest.

Increasing Order = U, AR, W.

Ex. A gas molecule is stationary inside a Liquid column.

(i) Mark the forces on the diagram

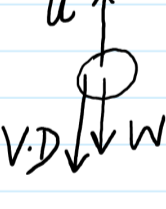


Q: What about Air Resistance?

fluid alternate terms :-
① fluid Resistance
② drag force
③ Viscous drag.

Since stationary ∴ Viscous drag is not marked / mentioned.

(ii) Mark forces if the gas molecule is moving upwards at constant speed?

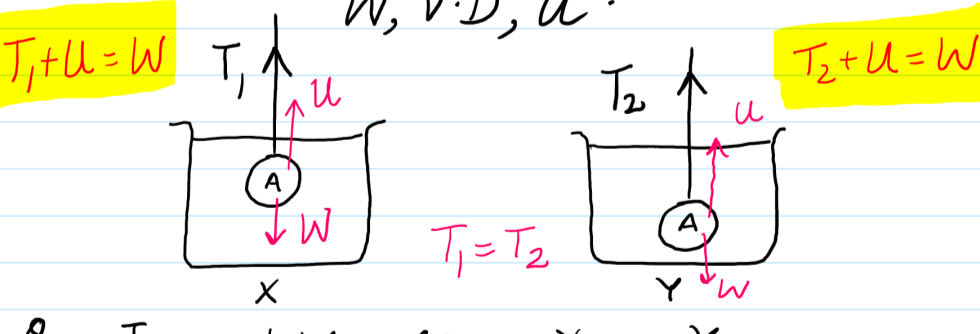


Since moving upwards ∴ Viscous drag downwards

(ii) Form an Equation $W + V.D = U$

(iii) Comment on magnitude
Increasing order $U =$ Largest.

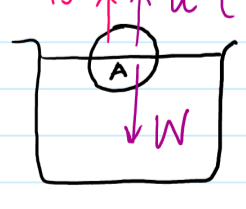
Compare b/w V.D and W gas molecule ∴ W (negligible)
 $W =$ smallest



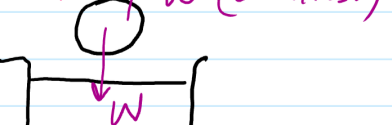
Q In which case X or Y will the object experience greater upthrust?

$$U = \rho_f \cdot g \cdot V_o \text{ [all are constant].}$$

Conclusion :- Upthrust does not depend on the depth of immersion



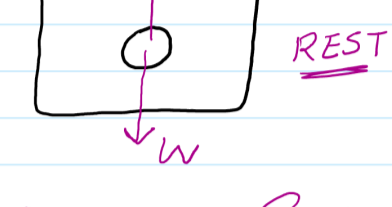
$T_3 + U = W$
↓ reduces higher than before
 $T_3 > T_1$ or $T_3 > T_2$.



$T_4 + U = W$
↓ smallest Larger than T_1, T_2, T_3 .
Ascending order.
 $T_1 = T_2, T_3, T_4$.

Side note

Q How do we determine whether an object will float or sink



if $W > U$ Sink
if $U > W$ float