

Practical Work 2: Falling Ball Viscometer

1. Objective:

The objective of this experiment is to apply a classical method for measuring the viscosity of a liquid using a falling ball viscometer.

2. Theoretical Study

Consider a sphere of radius r falling in a viscous fluid. The sphere is subjected to its weight P , the buoyant force F_a (Archimedes' force), and the frictional force F_f exerted by the fluid on the sphere.

These forces can be expressed as follows:

- Weight of the sphere:

$$P = m_{\text{sphere}} \times g = \rho_{\text{sphere}} \times V_{\text{sphere}} \times g$$

m_{sphere} : mass of the sphere

ρ_{sphere} : density of the sphere

V_{sphere} : volume of the sphere

g : acceleration due to gravity

- Buoyant force (Archimedes' force):

$$F_A = \rho_{\text{fluid}} \times V_{\text{sphere}} \times g$$

ρ_{fluid} : density of the fluid

V_{sphere} : volume of the sphere

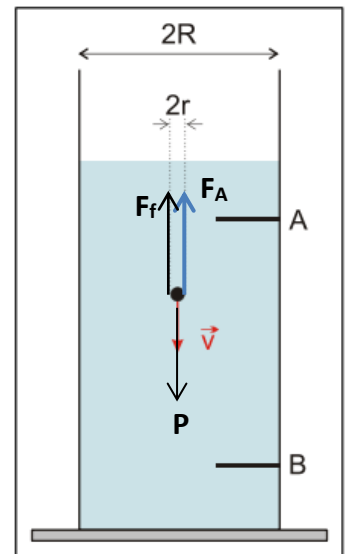
- Viscous friction force:

$$F_f = 6\pi \times r \times \mu \times v$$

r : radius of the sphere

μ : dynamic viscosity of the fluid

v : terminal falling velocity of the sphere in the fluid



This makes it possible to establish the expression for the dynamic viscosity of the fluid:

$$\mu = \frac{2}{9} \frac{g \cdot r^2}{v_{\text{lim}}} (\rho_{\text{sphere}} - \rho_{\text{fluid}}) \quad (*)$$

3. Data

Density of glycerin	Density of the sphere	Theoretical viscosity of glycerin at 20 °C
1,25	7,8	1,49 Pa.s

4. Experimental Procedure

- ✓ A sphere is dropped into a viscous fluid (glycerin) contained in a graduated cylinder with a diameter (R) much larger than the sphere radius ($R \gg r$).
- ✓ The sphere is released from rest (initial velocity = 0) into the glycerin in the cylindrical cylinder.
- ✓ It is assumed that between the marks A and B the sphere moves at constant velocity, so its motion is rectilinear and uniform, meaning the net external force is zero: $\sum F = 0$.
- ✓ The terminal velocity is measured by recording the time it takes for the sphere to pass between the two marks (A and B) using a stopwatch.

