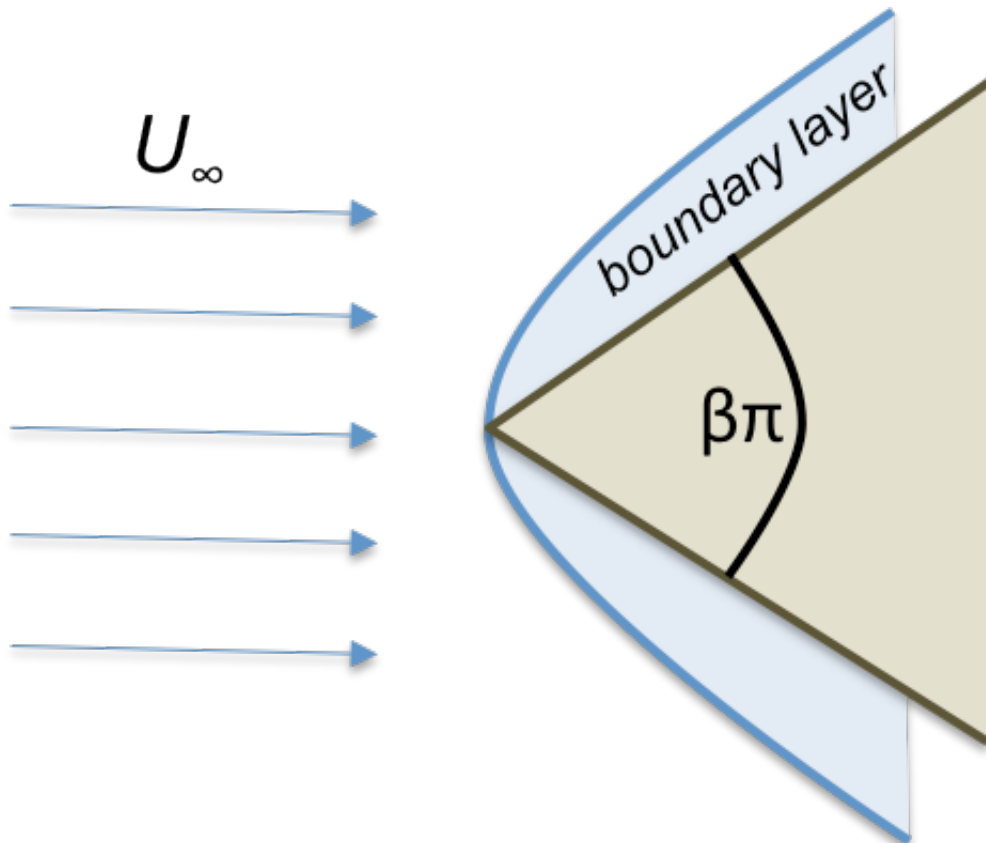


## Boundary Layer Flow Solution

### Boundary Layer for Flow Past a Wedge

The Blasius boundary layer velocity solution is a special case of a larger class of problems for [flow over a wedge](#), as shown in the following figure in which  $\beta\pi$  represents the wedge angle.



The general solution is called the Falkner-Skan boundary layer solution, which starts with a recognition that the free-stream velocity will accelerate for non-zero values of  $\beta$ :

$$u_e(x) = U_0 \left( x/L \right)^m$$

where  $L$  is a characteristic length and  $m$  is a dimensionless constant that depends on  $\beta$ :

$$\beta = \frac{2m}{m + 1}$$

The condition  $m = 0$  gives zero flow acceleration corresponding to the Blasius solution for flat-plate flow.

We then define a similarity variable  $\eta$  that combines the local streamwise and cross-flow

## BOUNDARY LAYER FLOW SOLUTION

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coordinates  $x$  and  $y$  (defined relative to the surface of the wedge):

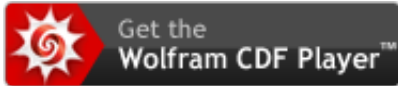
$$\eta = y \sqrt{\frac{U_0(m+1)}{2\nu L}} \left(\frac{x}{L}\right)^{\frac{m-1}{2}}$$

Then, defining a function  $f$  that relates to the streamwise and cross-flow velocities, a single ordinary differential equation ensues from boundary layer momentum and mass conservation:

$$\frac{d^3 f}{d\eta^3} + f \frac{d^2 f}{d\eta^2} + \beta \left[1 - \left(\frac{df}{d\eta}\right)^2\right] = 0$$

This non-linear equation is not amenable to an exact solution (even for the Blasius solution  $\beta=0$ , which eliminates the last term on the right side). The [following Mathematic CDF file](#) solves the equation numerically and provides the streamwise velocity normalized by the local freestream velocity as a function of  $\eta$ .

### CDF Tool [\[1\]](#)



1. [Numerical Solution of the Falkner-Skan Equation for Various Wedge Angles](#), from the Wolfram Demonstrations Project  
[//demonstrations.wolfram.com/NumericalSolutionOfTheFalknerSkanEquationForVariousWedgeAngl/](http://demonstrations.wolfram.com/NumericalSolutionOfTheFalknerSkanEquationForVariousWedgeAngl/)