

EXPERIMENT PROCEDURE

- Measure the force on a body immersed
in water.
- Determine the updraught and confirm that it is proportional to the depth to which the body is immersed.
- Determine the density of water.


## OBJECTIVE

Determining buoyant updraught as a function of immersion depth.

## SUMMARY

Archimedes' principle states that a body immersed in a fluid experiences an upward force (updraught or force of buoyancy) $F_{G}$. The magnitude of this force is equal to the weight of the displaced fluid. For a regularly shaped immersed body, the updraught is proportional to the depth $h$ to which the body is immersed as long as this is smaller than the height $H$ of the body itself.

| REQUIRED APPARATUS |  |  |
| :--- | :--- | :--- |
| Quantity | Description | Number |
| 1 | Immersion Block Al $100 \mathrm{~cm}^{3}$ | $\mathbf{1 0 0 2 9 5 3}$ |
| 1 | Precision Dynamometer 5 N | $\mathbf{1 0 0 3 1 0 6}$ |
| 1 | Callipers, 150 mm | $\mathbf{1 0 0 2 6 0 1}$ |
| 1 | Set of 10 Beakers, Tall Form | $\mathbf{1 0 0 2 8 7 3}$ |
| 1 | Laboratory Jack II | $\mathbf{1 0 0 2 9 4 1}$ |
| 1 | Tripod Stand 150 mm | $\mathbf{1 0 2 8 8 3 5}$ |
| 1 | Stainless Steel Rod 750 mm | $\mathbf{1 0 0 2 9 3 5}$ |
| 1 | Clamp with Hook | $\mathbf{1 0 0 2 8 2 8}$ |

## BASIC PRINCIPLES

Archimedes' principle states that a body immersed in a fluid experiences an upward force (updraught or force of buoyancy) $F_{G}$. The magnitude of this force is equal to the weight of the displaced fluid.

For a regularly shaped immersed body with a surface area $A$ and height $H$, immersed to a depth $h$, the following applies:
(1)
and
$(2)$

$$
F_{G}=\rho \cdot g \cdot A \cdot h, \text { where } h<H
$$

and

$$
F_{G}=\rho \cdot g \cdot A \cdot H \text {, where } h>H
$$

This experiment uses a block of weight $F_{0}$. This weight acts on a dynamometer at the same time as the block is immersed in water to a depth $h$, so that the total force present is given by the following:
(3)
$F(h)=F_{0}-F_{6}(h)$

EVALUATION
The values measured for the updraught $F_{G}$ as a function of the relative immersion depth $h / H$ all lie on a straight line through the origin with the following gradient: $a=\rho \cdot g \cdot A \cdot H$

The density of water can be calculated from this gradient.


Fig. 1: Updraught $F_{\mathrm{G}}$ as a function of relative immersion depth $h / H$

Fig. 2: Schematic representation



