

Pipe

[@wikipedia](#)

A tubular section or hollow [cylinder](#), usually but not necessarily of [circular cross-section](#), used mainly to convey substances which can flow — liquids and gases ([fluids](#)).

Usually built of metallic, ceramic or plastic material.

Normal [pipe](#) has a constant [cross-section area](#) A , meaning that it is not varying along the pipe length l :

$$(1) \quad A(l) = A = \text{const} \Leftrightarrow \frac{\partial A}{\partial l} = 0$$

The assembly of interconnected [pipes](#) is called a [Pipeline](#).

In many [Pipe Flow Simulation](#) non-circular [pipes](#) can be accurately modelled as [circular pipe](#) with [hydraulic diameter](#) D_H .

See Also

[Natural Science](#) / [Engineering](#) / [Pipeline Engineering](#) / [Pipelines](#)

[[Pipe Flow Dynamics](#)] [[Pipe Flow Simulations](#)]

[[Hydraulic diameter](#)]