

CHE260: Thermodynamics

QiLin Xue

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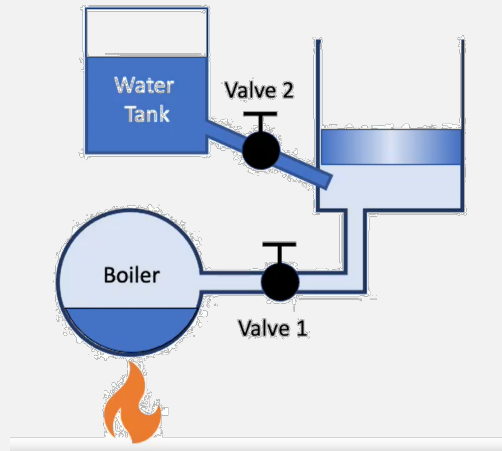
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1 Introduction to Thermodynamics

Note: The following gives a brief overview of thermodynamics. The specific details will be covered in more depth.

- The major idea of this course is developing methods to create efficient heat engines to do useful work.

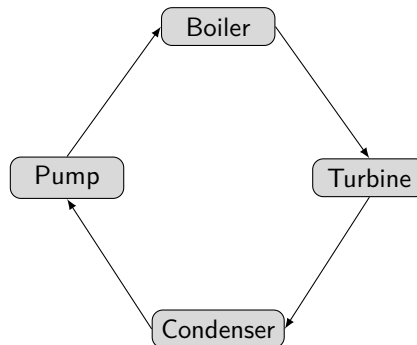
Example 1: In a **Newcomen Engine**, there are two valves. By alternating the states of each valve, it is possible to move the piston up and down (around 5 times a minute).



When Valve 1 opens, steam fills the chamber and lifts up the piston. When Valve 2 opens (with valve 1 closes), water gets sprayed, evaporates, and condenses, causing the piston to lower.

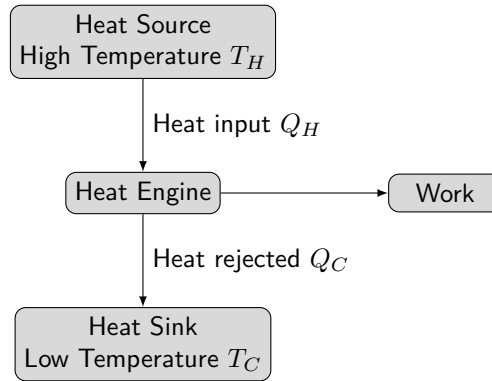
Unfortunately, this is very inefficient as the majority of the energy goes into heating and cooling the water, instead of actually moving the piston.

- The steam engine can be improved using the **Watt Engine** design. Instead of having a water tank, a condenser is used. When Valve 2 opens, the steam exits into a condenser which then gets turned to water.
- The steam cycle can be illustrated below.



Definition: A heat engine is anything that takes heat and does useful work.

- A heat engine has a high temperature heat source, a low temperature heat sink, and performs useful work.



Note that by useful work, we refer to the ability to apply a force over a distance (i.e. lift up a box).

- The **First Law of Thermodynamics** is the conservation of energy.

Idea: At steady state, the energy added as heat must equal the energy removed as work. In other words,

$$W = Q_H - Q_C \quad (1)$$

- We can define the thermal efficiency to be

$$\eta_{th} = \frac{\text{Net work output}}{\text{Heat input}} = \frac{W}{Q_H} = \frac{Q_H - Q_C}{Q_H} \quad (2)$$

or

$$\eta_{th} = 1 - \frac{Q_C}{Q_H} \quad (3)$$

- For context:
 - Newcommen Engine $\eta_{th} = 0.34\%$
 - Watt Engine 1770 $\eta_{th} = 4\%$
 - Watt Engine 1850 $\eta_{th} = 15\%$
 - Modern Steam Power Plant $\eta_{th} = 30 - 35\%$
- Note that the wasted energy is going into Q_C . Is it possible for $Q_C = 0$? The answer is no.
- Every system has a property called **entropy**. Entropy of a system changes when there is a heat transfer to or from it. The change in entropy can be defined as:

$$\Delta S = \frac{\text{heat transferred}}{\text{temperature}} = \frac{Q_H}{T_H} \quad (4)$$

Idea: In a reversible process (we will learn more about this later), the entropy into a system is equal to the entropy that gets transferred out of a system.

Applying this idea, we get

$$\frac{\Delta S_{in}}{\Delta S_{out}} = \frac{Q_H}{T_H} = \frac{Q_C}{T_C} \quad (5)$$

Rearranging and substituting this into the formula for efficiency, we get

$$\eta_{th} = 1 - \frac{T_C}{T_H} \quad (6)$$

This can only reach 100% if $T_C = 0$, which is impossible.

2 Thermodynamics Systems

2.1 Definitions

- **System:** any piece of matter or region of space that we identify for purposes of analysis.
- **Surroundings:** everything outside the system
- **System boundary:** surface that separates the system from the surroundings (denoted by dotted line)
- **Closed System:** a system where the mass is fixed. Also known as *control mass*.
 - Energy can enter or leave the system.
 - The system boundary may move.
 - The system boundary may be imaginary.
 - The system boundary may change its shape and size.
- **Open System:** A system where both energy and mass can cross boundaries. Also known as *control volume*.
 - Control volumes may move.
- **Isolated System:** A system where no mass or energy can cross the system boundary. It therefore does not interact with surroundings.

2.2 Thermodynamic Properties

- A property of a system is any attribute that can be measured without knowing the history of the system.
 - i.e. mass, volume, temperature, energy
- To represent infinitesimal amounts, we use d to represent quantities that are properties (i.e. dx) and δ to represent quantities that aren't properties (i.e. δx).
- **Point Function:** Value depends only on the state of the system. All properties are point functions.
- **Path Function:** Value depends on the start and end state and the path followed to get from one to the other.
- **Intensive Properties:** Properties can be specified at a point within the system and are independent of system mass.
- **Extensive Properties:** properties that depend on the mass of the system.

Idea: For any extensive property, we can define a corresponding intensive property.

2.3 Steady State and Equilibrium

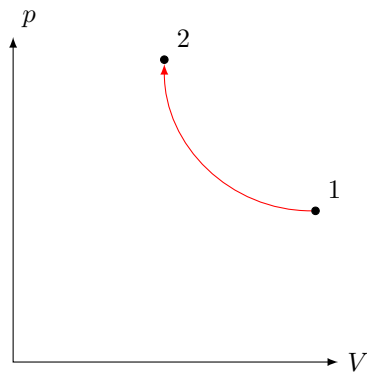
- A system is at **steady state** if its properties do not change with time, even though it is exchanging energy or mass with its surroundings.

Idea: All systems that are left isolated eventually reach a state of equilibrium where their properties do not change with time.

- Systems at equilibrium do not interact with surroundings so they cannot do work. A system does work only when it is not in equilibrium.
- **Mechanical Equilibrium:** Pressure within system is the same.
- **Thermal Equilibrium:** Temperature within system is the same.
- **Phase Equilibrium:** Pressure and temperature within system is the same. Amounts of the phases remain constant.

2.4 State and Process

- The **state of a system** is described by a complete list of its properties.
- **Process:** The change of a system from one state to another.
- We can show a thermodynamic process by selecting two properties and show how they vary on a 2D graph. The properties chosen depend on the process.



The line is known as the **process path**.

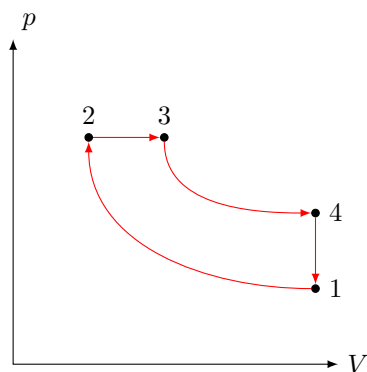
- **Isothermal Process:** The temperature of the system is constant.
 - This can be accomplished by surrounding a piston with a constant temperature path.
- **Adiabatic Process:** There is no heat transfer to or from the system.
 - This is achieved by surrounding the piston with perfect insulation.
- **Isobaric Process:** The pressure of the system is constant.
 - This can be accomplished by heating up a piston/chamber with a heat source.

Idea: Suppose a piston rapidly compresses a gas confined in a cylinder. can we measure the gas pressure P as a function of volume V ?

The answer is no, as the system will not be in equilibrium during the process. Therefore, properties are only well defined at *equilibrium*.

- Therefore, when we define a process path, we assume the process is **quasi-equilibrium** (very slowly).
- **Thermal Reservoir:** A system whose temperature remains constant despite heat transfer to or from it (i.e. atmosphere, lake).

Example 2: Suppose we have three thermal reservoirs at $T_1, T_1 + \Delta T, T_1 + 2\Delta T, \dots, T_2$. We can put a system in contact with thermal reservoir T_1 . We can then move it to the next thermal reservoir, until we get to T_2 . This represents a quasi-equilibrium heating process when we take the limit where $\Delta T \rightarrow 0$.



- **Cycle:** Any process, or series of processes, that result in the system in the same state it starts from. For example, the above is an example of a cycle:
- Going from $2 \rightarrow 3$ is an isochoric process (constant volume) and going from $4 \rightarrow 1$ is an isobaric process.