

HEAT TRANSFER

[CH21204]

April 05, 2023

BOILING & CONDENSATION

- **Boiling** is a liquid-to-vapor phase change process just like **evaporation**
- **Evaporation** occurs at the **liquid–vapor interface** when the vapor pressure is less than the saturation pressure of the liquid at a given temperature
- Water will evaporate to air at 20°C and 60% relative humidity.
 - saturation pressure of water at 20°C is 2.3 kPa
 - vapor pressure of air at 20°C and 60% relative humidity is 1.4 kPa
- **Evaporation** involves no bubble formation or bubble motion.
- **Boiling** occurs at the **solid–liquid interface** when a liquid is brought into contact with a surface maintained at a temperature sufficiently above the saturation temperature of the liquid.
- Liquid water in contact with a solid surface at 110°C will boil since the saturation temperature of water at 1 atm is 100°C.

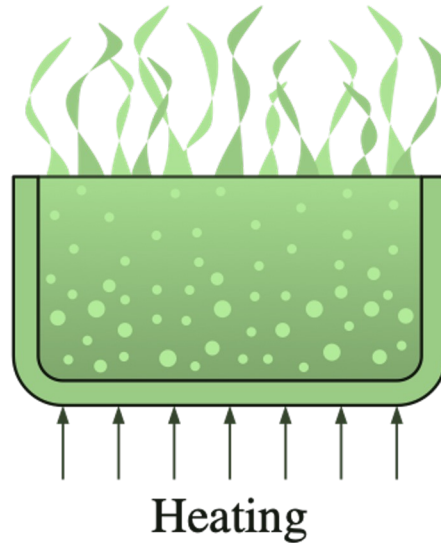
- The boiling process is characterized by the rapid formation of vapor bubbles at the solid–liquid interface that detach from the surface when they reach a certain size and attempt to rise to the free surface of the liquid.

$$\dot{q}_{\text{boiling}} = h(T_s - T_{\text{sat}}) = h\Delta T_{\text{excess}} \quad (\text{W/m}^2)$$

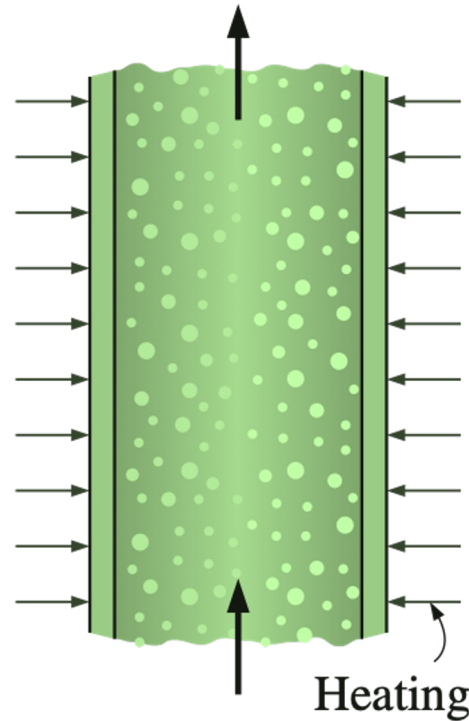
- **Excess temperature** represents the excess of the surface above the saturation temperature of the fluid.
- Depend on the **latent heat of vaporization (h_{fg})** of the fluid and the **surface tension at the liquid–vapor interface**, in addition to **the properties of the fluid in each phase**.
- h_{fg} is the energy absorbed as a unit mass of liquid vaporizes at a specified temperature or pressure and is the **primary quantity of energy** transferred during boiling heat transfer.

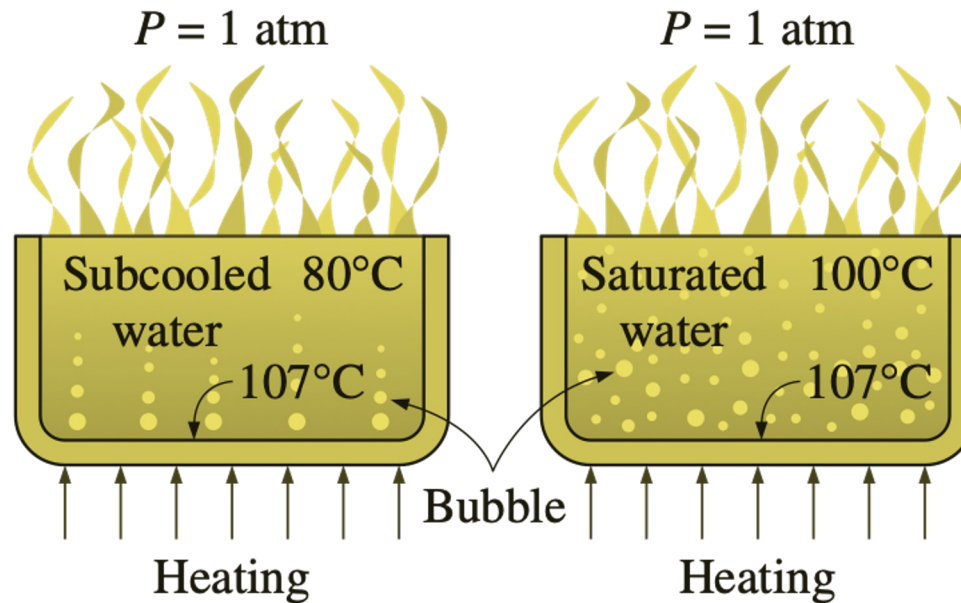
- Bubbles owe their existence to the surface-tension at the liquid–vapor interface due to the attraction force on molecules at the interface toward the liquid phase.
- The surface tension decreases with increasing temperature and becomes zero at the critical temperature.

Pool boiling

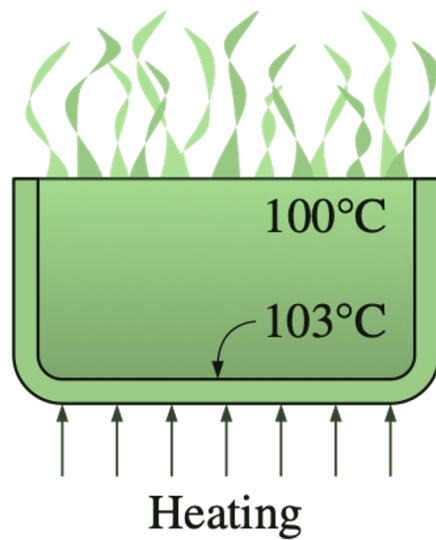


Flow boiling

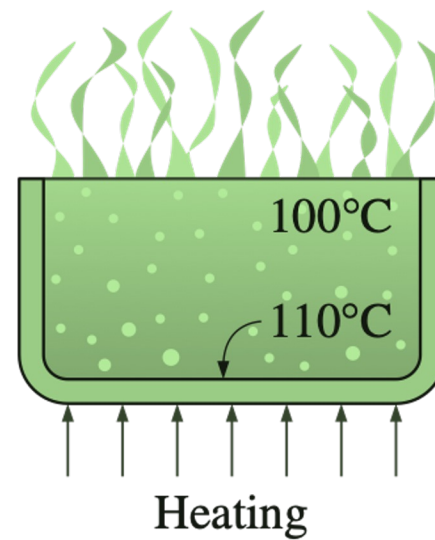




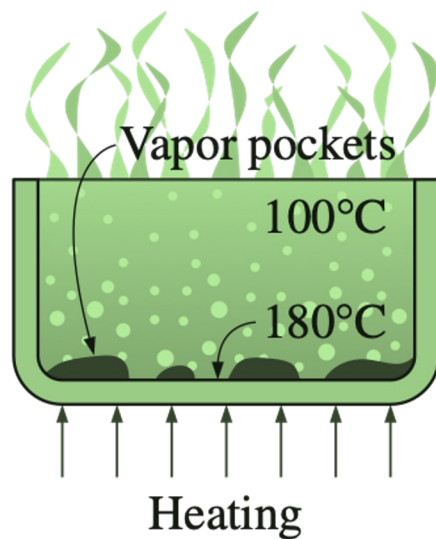
- **Subcooled** (or local) when the temperature of the main body of the liquid is below the saturation temperature



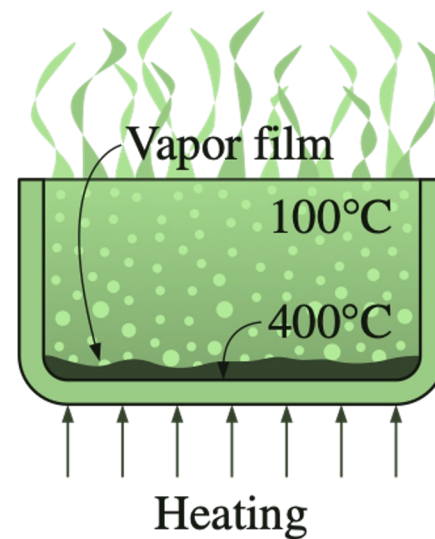
(a) Natural convection boiling



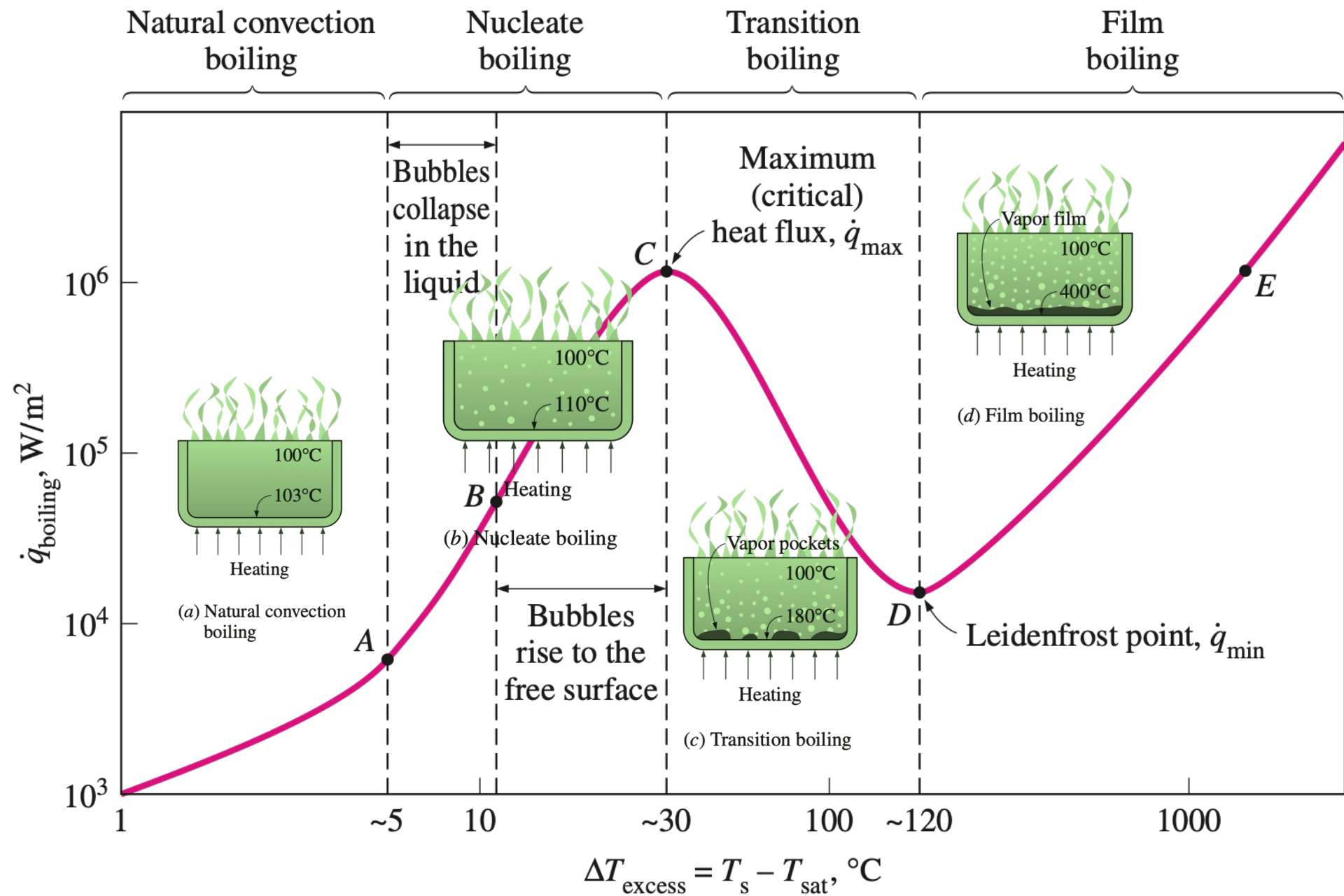
(b) Nucleate boiling

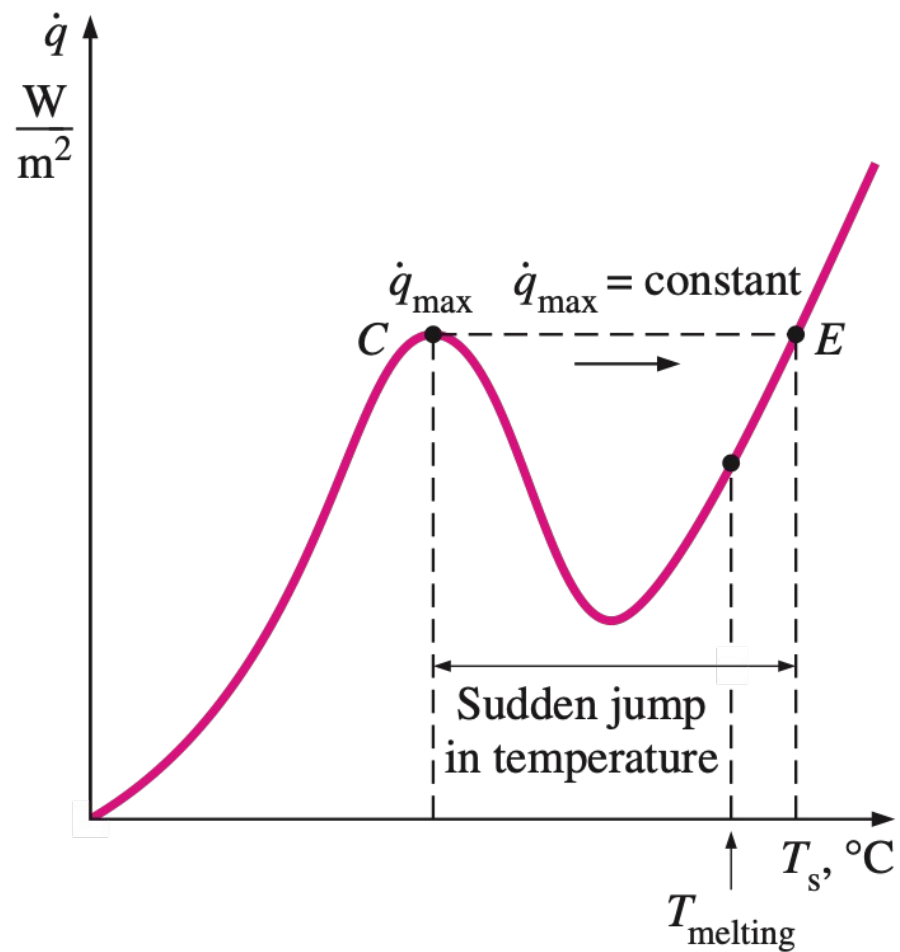
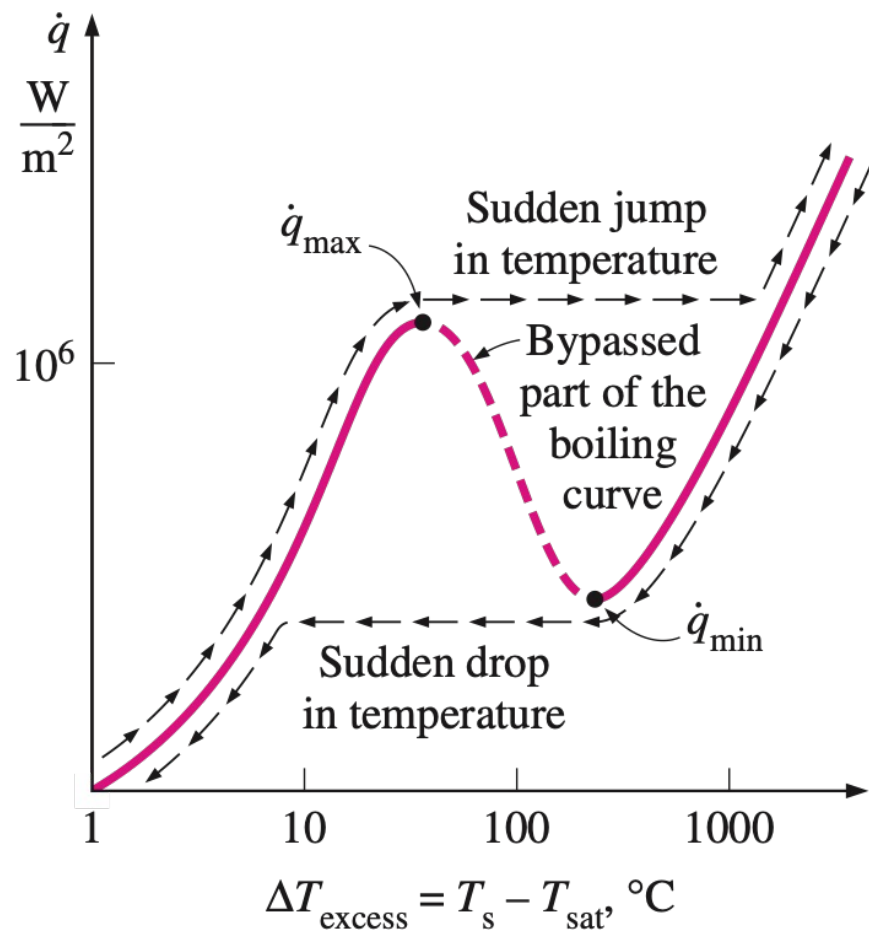


(c) Transition boiling



(d) Film boiling





Nucleate Boiling

$$\dot{q}_{\text{nucleate}} = \mu_l h_{fg} \left[\frac{g(\rho_l - \rho_v)}{\sigma} \right]^{1/2} \left[\frac{C_p(T_s - T_{\text{sat}})}{C_{sf} h_{fg} \text{Pr}_l^n} \right]^3$$

$\dot{q}_{\text{nucleate}}$ = nucleate boiling heat flux, W/m²

μ_l = viscosity of the liquid, kg/m · s

h_{fg} = enthalpy of vaporization, J/kg

g = gravitational acceleration, m/s²

ρ_l = density of the liquid, kg/m³

ρ_v = density of the vapor, kg/m³

σ = surface tension of liquid–vapor interface, N/m

C_{pl} = specific heat of the liquid, J/kg · °C

T_s = surface temperature of the heater, °C

T_{sat} = saturation temperature of the fluid, °C

C_{sf} = experimental constant that depends on surface–fluid combination

Pr_l = Prandtl number of the liquid

n = experimental constant that depends on the fluid

Peak Heat Flux

$$\dot{q}_{\max} = C_{cr} h_{fg} [\sigma g \rho_v^2 (\rho_l - \rho_v)]^{1/4}$$

Minimum Heat Flux

$$\dot{q}_{\min} = 0.09 \rho_v h_{fg} \left[\frac{\sigma g (\rho_l - \rho_v)}{(\rho_l + \rho_v)^2} \right]^{1/4}$$