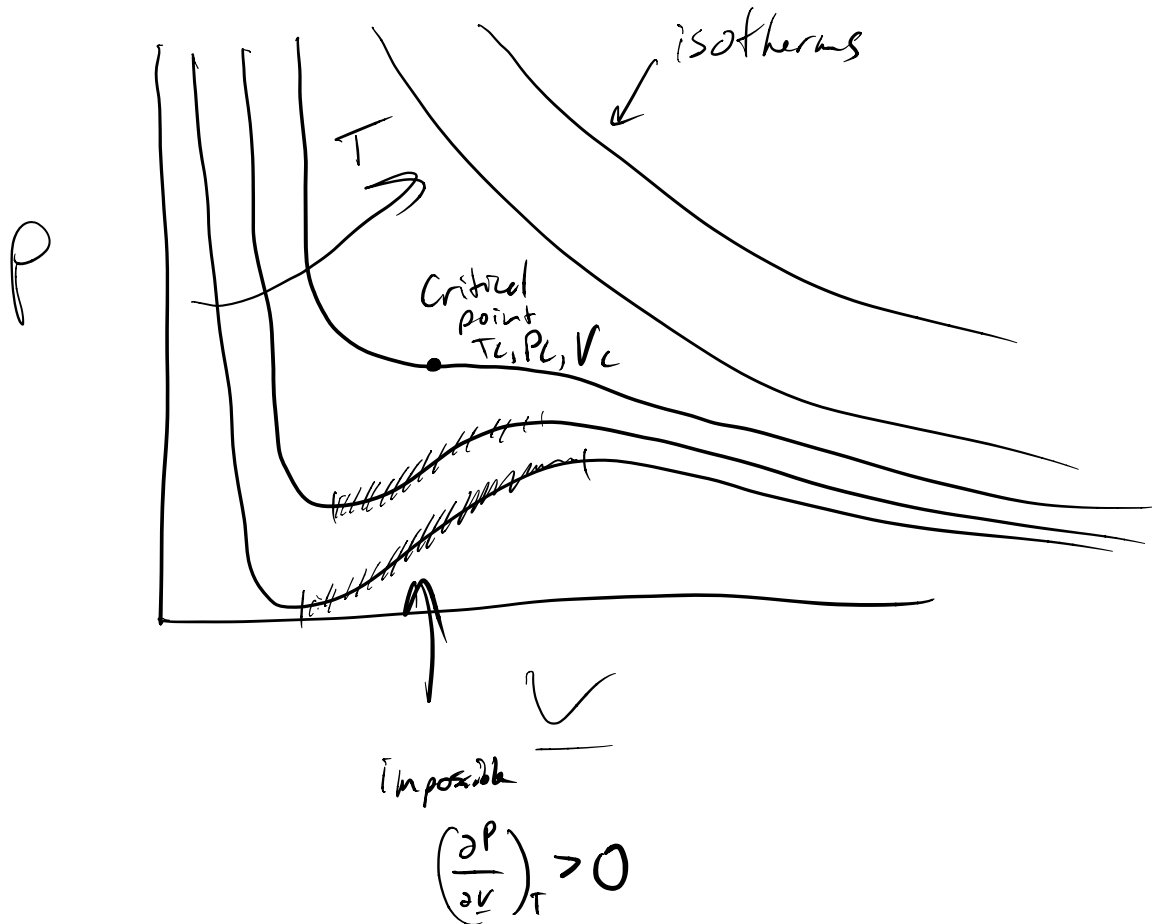


Now, we will use EOS for stability & phase equilibria.

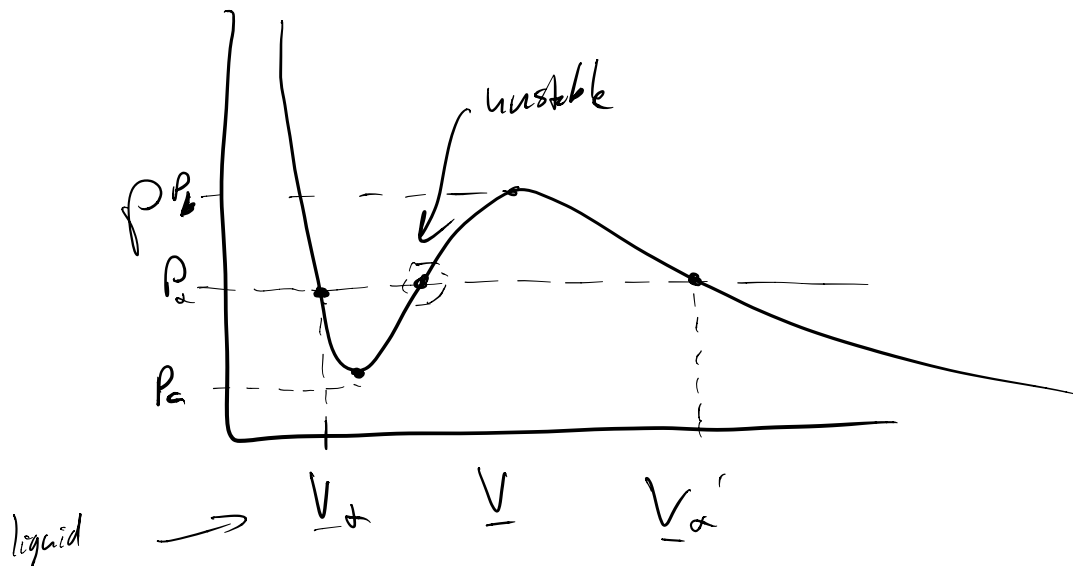


Suppose you are solving a problem puts u in impossible region-

What do you do?

- you have to split \rightarrow
you will be in two phases

but how much of each?



Pressure line crosses @ 3 locations

What is \underline{V} for the system?

$$\underline{V} = \underset{\substack{\uparrow \\ \text{dubya}}}{w^v} \underset{\substack{\uparrow \\ \text{vapor}}}{V^v} + w^L \underset{\substack{\uparrow \\ \text{liquid}}}{V^L}$$

dubya w can be mass or mol fraction in phase

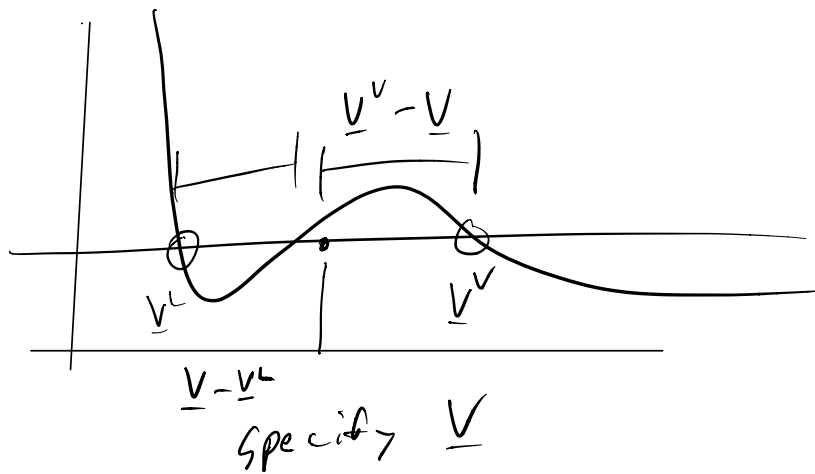
$$w^v + w^L = 1$$

$$\underline{V} = w^v \underline{V}^v + (1 - w^v) \underline{V}^L$$

$$w^v = \frac{\underline{V} - \underline{V}^L}{\underline{V}^v - \underline{V}^L}$$

$$\frac{w^v}{1-w^v} = \frac{(\underline{V} - \underline{V}^L)}{(\underline{V}^v - \underline{V})}$$

look @ graph



For 2 phase equilibrium -

$$\begin{aligned} T^I &= T^{II} \\ P^I &= P^{II} \\ \underline{G}^I &= \underline{G}^{II} \end{aligned}$$

Focus on - how do we find pressure for a system w/ two phases.

$$\underline{G}^{\text{I}} = \underline{G}^{\text{II}}$$

$$d\underline{G} = \underline{V} dP - \cancel{S dT} \rightarrow \text{we are on an isotherm}$$

$$\rightarrow d\underline{G} = \underline{V} dP$$

$$\Delta \underline{G} = \int_{P_1}^{P_2} \underline{V} dP$$

Thus, for a given EOS, we can identify conditions + equilibrium for a given T

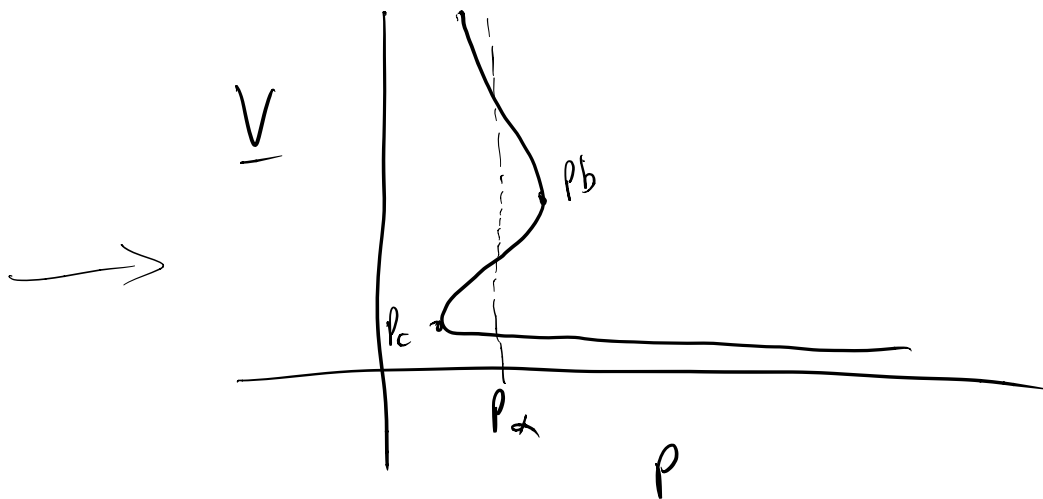
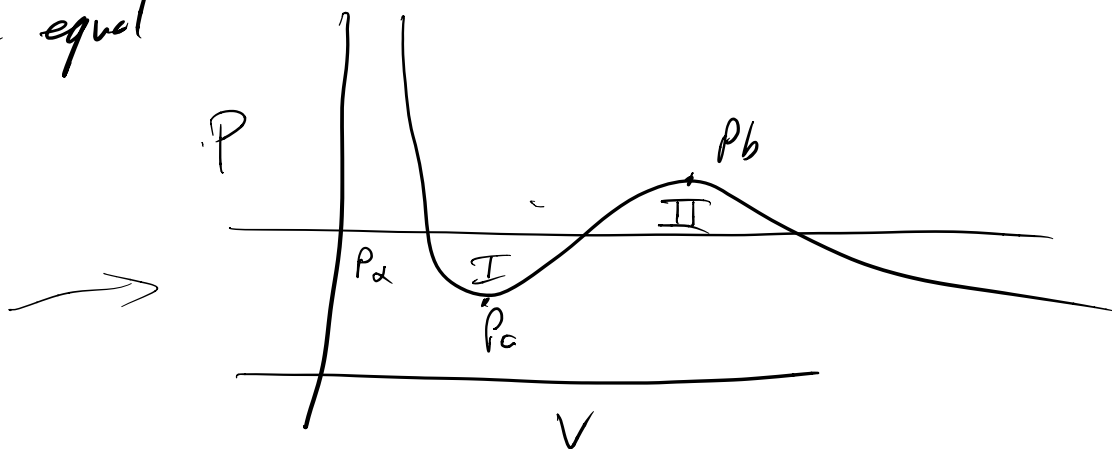
Method I

$$P_x \in [P_a, P_b] \quad \text{and iterate}$$

$$P_x \text{ until } \underline{G}^{\text{V}} - \underline{G}^{\text{L}} = 0$$

$$G^V - G^L = 0 = \int_{P_a}^{P_a} \underline{V} dP + \int_{P_a}^{P_b} \underline{V} dP + \int_{P_b}^{P_a} \underline{V} dP$$

Graphically, the area of region I, II must be equal



Rules to construct your own P-V diagram:

- 1) Use the stability criterion $\left(\frac{\partial P}{\partial V}\right)_T < 0$
- 2) Require $T_I = T_{II}$ and $P_I = P_{II}$
→ draw a straight line across to guess a coexistence line.
- 3) move the line until $\underline{G}^I = \underline{G}^{II}$

Conceptually — this is the process

In practice we need a few modifications to make it actually work.

In practice, the thing that makes it easier to calculate is called

Fugacity

What [^]_{is} the Fugacity?

Fug: ancient extinct language root
word for "to flee"

Like fugitive — a person fleeing
or running away
from the law

fugacity — the fleeing tendency of
a particle

heat \rightarrow fleeing tendency for both
particles + fugitives

For coexisting phases, the following
must be true.

$$\underline{G}^L(T, P) = \underline{G}^V(T, P)$$

$$d\underline{G} = -SdT + \underline{V}dP$$

for equilibrium, $T_I = T_{II}$

@ constant T , $dT = 0$

$$\underline{G}(T, P_2) - \underline{G}(T, P_1) = \int_{P_1}^{P_2} \underline{V} dP$$

If the fluid were ideal, then

$$\underline{G}^{\text{IG}}(T, P_2) - \underline{G}^{\text{IG}}(T, P_1) =$$

$$\int_{P_1}^{P_2} \left(\frac{RT}{P} \right) dP$$

Subtract ideal situation from real.
and recall behaviour for materials @
 $P_1 = 0$ is ideal.

$$\underline{G}_{\text{real}}(T, P=0) - \underline{G}^{\text{IG}}(T, P=0) = 0$$

Subtract ideal from real and use $P=0$
for reference state.

$$\underline{G}(T, P_2) - \underline{G}^{\text{IG}}(T, P_2) =$$

$$\int_0^{P_2} \left(\underline{V} - \frac{RT}{P} \right) dP$$

This is already a more convenient way of calculating $\underline{G}(T, P_2)$, but we can do better.

— transform it into an even more convenient form —

$$f = P \exp \left[\frac{1}{RT} \left(\underline{G}(T, P) - \underline{G}^{\text{IG}}(T, P) \right) \right]$$

FUGACITY

What are units of fugacity?

Pressure

$$f = P \exp \left[\frac{1}{RT} \int_0^P \left(\underset{\uparrow}{V} - \underset{\uparrow}{\frac{RT}{P}} \right) dP \right]$$

sub in your favorite

EOS

related quantity

$$\phi = \frac{f}{P} \quad \text{fugacity coefficient.}$$

$$\text{as } \left. \begin{array}{l} P \rightarrow 0 \\ f \rightarrow P \end{array} \right\} \rightarrow \phi \rightarrow 1$$

present criterion for equilibrium \rightarrow

$$\underline{G}^I = \underline{G}^{II}$$

using definition of fugacity -

$$\begin{aligned} \cancel{G^I(T, P)} + RT \ln \left(\frac{f^I(T, P)}{P} \right) &= \\ \cancel{G^{II}(T, P)} + RT \ln \left(\frac{f^{II}(T, P)}{P} \right) & \\ \ln \left(\frac{f^I(T, P)}{P} \right) &= \ln \left(\frac{f^{II}(T, P)}{P} \right) \end{aligned}$$

$$f^I(T, P) = f^{II}(T, P)$$

$$\phi^I = \phi^{II}$$

conditions for phase equilibrium

→ allows for easier calculation
of equilibrium