- macrostate that gires least amount of info about microstate is most probable

ex: N=4 microstate LLLL p=1/16 particle#1 on left!

microstate LRLR

LLRR

p=6/16 50% chance

particle#1 on loft

RRLL

"more random"

-7 isolated system evolves in time => more random

· a system in a nonuniform macrostate changes in time on average to approach the most random macrostate where it is in equilibrium

independent of dynamics!

in MD example, energy conserved, what's charging?

entropy => must be connected to # microstates

Dentropy of isolated system increases or stays the same when internal constraint removed and law of thermodynamics!

- O in equilibrium macroscopic observables not constant, but fluenate about a mean value
  - e.g. n(t) depends on time, but not in

    I flucuations become smaller with larger N
  - (2) approach to equilibrium doesn't matter
    e.g. N(t) To no matter how we start
    history independent
    - (3) we need a statistical approach!

can describe system by specifying microstate
e.g. position of every gas atom in room
but this doesn't help, and is intractable
Duant to know into on macroscopic properties

N N 10<sup>23</sup>

+ flucuations small!

(4) we assumed all microstates were equally probable (microstates of isolated system equally probable in equilibrian)

This is a key assumption & we will make it much more explicit when we lay out framework for stat mech

TLDR:

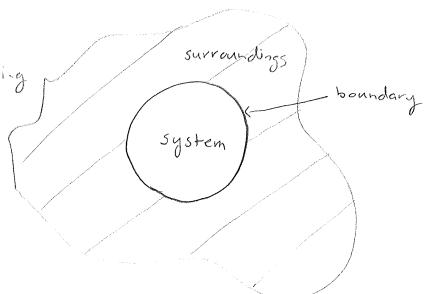
energy is conserved entropy incheases

These statements are deceptively simple!

We will spend the next few classes unpacking them, being very eareful about delivitions

Definitions

We begin by selecting the system; this is something we have to choose.



ex: chunk of steel, helium balloon, etc

NB: boundary does not have to be real

pire surroundings imaginary boundary

. could consider a small section of flowing liquid for example

Systemice Surrenedigo invator



· choice of system depends on question of interest!

Definition: open system: exchange matter wisurrandings closed system cannot exchange matter Warroundings

recall; last class we spent time using simulations to aplane equilibrium

I macroscopic properties time-independent

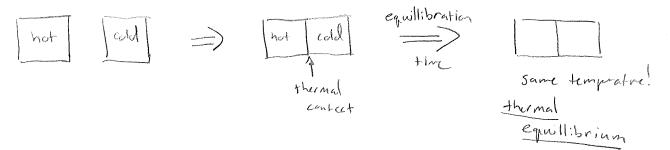
How do we know? Not necessarily straight forward!

- ) need to have confidence we have waited long energy"

-7 exi pour hot coffee over glass d'in at first temperature varies everywhere Inot in equilibrium ice melts, all becomes same temperature Dequillibrium

NB: We must be confident our system is in equilibrium to proceed applying thermodynanic rules

Definition?



note: we assumed this was a conducting wall, so that energy transfer was possible

We will also encounter insulating valls, which do not allow energy transfer (a thermos!)

Oth law of thermodynamics: temperature is transitive

$$\begin{array}{c|c}
A \\
\hline
T = T_A
\end{array}$$

$$\begin{array}{c|c}
B \\
\hline
T = T_C
\end{array}$$

$$\begin{array}{c|c}
T = T_B
\end{array}$$

$$\begin{array}{c|c}
T = T_C
\end{array}$$

$$\begin{array}{c|c}
T_C = T_A
\end{array}$$

$$\begin{array}{c|c}
T_C = T_A
\end{array}$$

U

if A & B are in thermal equillibrium, B & C are in thermal equillibrium

C & A are in thermal equillibrium

· this is an emperical fact
· many properties are NOT transitive

CK: NYC is 1200 km from Chicago (as the crow flirs)

Dallas, TX is 1200 km from Chicago

Dallas is not 1200 km from NYC! (its 2200 km)

How do we measure temperature?

thermometr: body whose macroscopic properties change in a well-defined way w/temperature

ex; alcohol thermometer

alcohol expands whineversing temperature, narrow tube makes this easy to see

calibration Iscale?

ideal gas scale (K)

TXP => choose T so that T(P=0) = 0

=) triple point T = 273.16

(historically, gave 100k between)
melting and freeding

celsius Teclsius = Tx - 273.15

(only different by shifting zero)

## Pressure equation of state

-I this is all you need to know, then can determine everything about relationships between macroscopic properties

e.g. If I raise temperature, how does pressure change?

"Boyles law" PV = constant (fixed T)

"Charles law" V X T (fixed P)

To stat mech allows us to calculate theoretically

Here, we just state it PV = NKT |PV| = NKT