# Mec E 230 Formula Sheet

### Generalized CV-CS Analysis

Conservation of mass:  $\frac{dm_{CV}}{dt} = \dot{m}_{in} - \dot{m}_{out}$ Conservation of energy:

$$\frac{dE_{CV}}{dt} = (\dot{E}_{in} - \dot{E}_{out}) + (\dot{W}_{in} - \dot{W}_{out}) + \dot{Q} - \dot{W},$$

where for **Closed system**  $\Rightarrow$  no mass in/out of system, steady-state system  $\Rightarrow$  no  $\Delta$  w/ time, adiabatic system  $\Rightarrow$  no addition/removal of heat.

#### Work

General:  $W = \int F dx$ 

Translational:  $W_{M,T} = \int_{s_1}^{s_2} F ds$  and  $\dot{W}_{M,T} = Fv$ .

F, s, and v are in the same direction.

Rotational:  $W_{M,R} = \int_{\theta_1}^{\theta_2} T d\theta$  and  $\dot{W}_{M,R} = T\omega$ .

**Electrical:**  $W_E = \int_{t_1}^{t_2} \xi I dt$  and  $\dot{W}_E = \xi I$ .

**Boundary:**  $W_B = \int_{V_1}^{V_2} p \, dV$ .

**Flow:**  $\dot{W}_F = \dot{m}w_F$ , where  $w_F = p\nu = \frac{p}{\rho}$ 

### Change in the energy in a system

 $\Delta E_{CV} = \Delta KE + \Delta PE + \Delta U_T + \Delta U_L + \Delta U_C + \Delta U_N$ 

- $\Delta KE = \frac{1}{2} \left( m \left( v_2^2 v_1^2 \right) + I_G(\omega_2^2 + \omega_1^2) \right)$
- $\Delta PE = mq(h_2 h_1)$
- $\Delta U_T = m \int_{T_1}^{T_2} c_v(T) dT$  where if  $c_v$  is constant we write  $\Delta U_T = mc_v(T_2 T_1)$
- $\Delta U_L = m u_L$  where  $u_L$  is the specific latent heat of phase change

## Random heat/pressure-related things

Adiabatic, quasi-equilibrium, ideal gas, const.  $c_v$ :

 $\frac{T_2}{T_1} = \left(\frac{V_1}{V_2}\right)^{k-1}; \, \frac{p_2}{p_1} = \left(\frac{V_1}{V_2}\right)^{k-1},$  where k is a constant from table A-8 or table B-8

**Pressure:**  $p = \frac{1}{2} m_p \hat{n} \langle v^2 \rangle$  where  $m_p$  is the mass of the particle,  $\hat{n}$  is the number of particles per unit volume, and v is the particle's velocity.

Also, pressure:  $p = \frac{F}{A}$ 

Ideal Gas Law:  $pV = n\bar{R}T$  $Moles \Leftrightarrow Mass: m = nM$ 

Specific volume:  $\nu = \frac{1}{\rho} = \frac{V}{m}$ Isothermal:  $V_1p_1 = V_2p_2$  since nRT is constant.

#### Heat transfer

Conduction (Fourier's law (1D)):  $\dot{Q}_{cond} = -kA\frac{dT}{dx}$ 

Then, if k and A are constant with x:

$$\left|\dot{Q}_{cond}\right| = -\frac{kA}{L}\Delta T = \frac{1}{R_{cond}}\Delta T$$
, where  $R_{cond} = \frac{L}{kA}$ . For heat transfer through the walls of a cylinder (e.g.

pipe), A is not constant w.r.t. r, and  $\left|\dot{Q}_{cond}\right| = \frac{1}{R_{cond}} \Delta T$  where  $R_{cond} = \frac{\ln(r_{outer}/r_{inner})}{2\pi L k}$ , with L being the length of

Equivalent resistances:

Series:  $R_{eff} = R_1 + R_2$ ; Parallel:  $\frac{1}{R_{eff}} = \frac{1}{R_1} + \frac{1}{R_2}$ 

Convective resistance:  $R_{conv} = \frac{1}{hA}$ 

### Important unit conversions

Energy, work:

 $1 \text{ Btu} = 778.169 \, \text{ft} \cdot \text{lbf}$ 

Temperature:

 $T(^{\circ}F) = \frac{9}{5}T(^{\circ}C) + 32$ 

 $T(^{\circ}C) = \frac{5}{9}(T(^{\circ}T) - 32)$ 

 $T(K) = T(^{\circ}C) + 273.15$ 

 $T(R) = T(^{\circ}F) + 459.67$ 

 $T(R) = \frac{9}{5}T(K)$ 

Volume:

 $1 \,\mathrm{m}^3 = 1000 \,\mathrm{L}$ 

 $1 \,\mathrm{cm}^3 = 1 \,\mathrm{mL}$ 

Mass, force:  $1 \text{ lbm} = \frac{1}{32.174} \text{ slug} = \frac{1 \text{ lbf}}{32.174 \frac{\text{ft}}{-2}}$ 

## Important constants

Universal Gas Constant:

 $\bar{R} = 8.31434 \,\mathrm{J/(mol \cdot K)}$  $= 1.9858 \, \text{Btu/(lbmol} \cdot \text{R)}$ 

 $= 1545.35 \,\mathrm{ft \cdot lbf/(lbmol \cdot R)}$ 

 $= 10.73 \,\mathrm{psia} \cdot \mathrm{ft}^3/(\mathrm{lbmol} \cdot \mathrm{R})$ 

#### Random notes

3 (+ 1?) types of piston problems:

- 1. **Isothermal**: T is constant, p varies. So replace p with something like  $\frac{p_1 V_1}{V}$  in your  $W_B$  integral.
- 2. **Isobaric**: T varies, p is constant.
- 3. Nothing constant, but adiabatic: Remeber that  $pV^n = constant$ , where n is given to you. Should be able to derive something like  $W = \frac{mc_v}{R}(p_1V_1 - p_2V_2)$ .
- 4. **Isotropic**: Same as Isothermal, but replace p with something like  $\frac{p_1V_1^n}{V^n}$  instead.

Be calm. Take your time. If you get stuck for more than ten seconds, move on and come back to it. Enjoy!