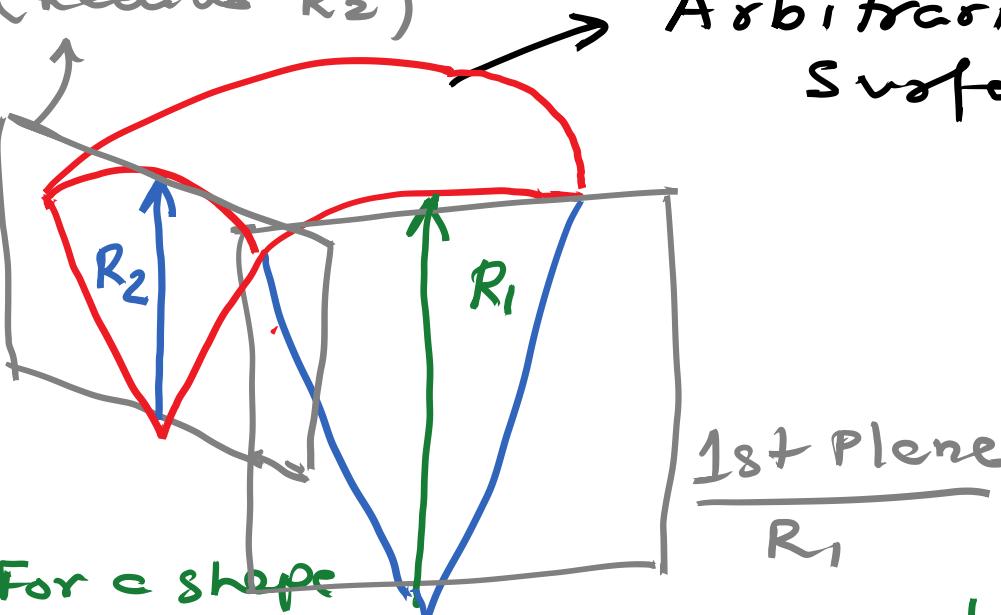


\* If the Curvature at two different planes orthogonal to each other is known at any point, then the Local Curvature at that point is known.

16/03/2022

Second Plane  
(Radius  $R_2$ )



Arbitrarily Curved Surface

For a shape

At all points radius is  $R_1 \rightarrow$  Then it is a sphere

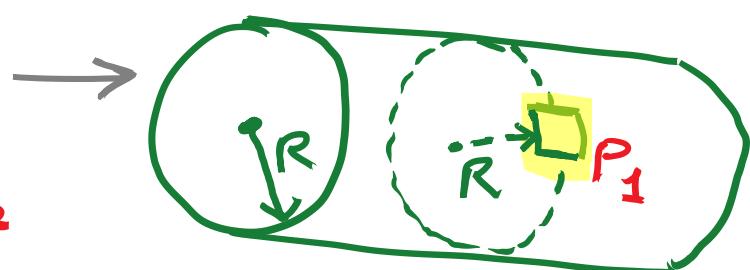
$$\frac{1}{R_1} + \frac{1}{R_2}$$

$$\frac{1}{R_1}$$

Cylinder  
Point  $P_1 \rightarrow$   
Curvature at the  
Radius at the Point



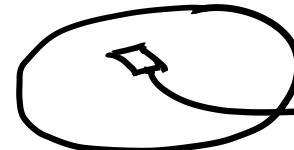
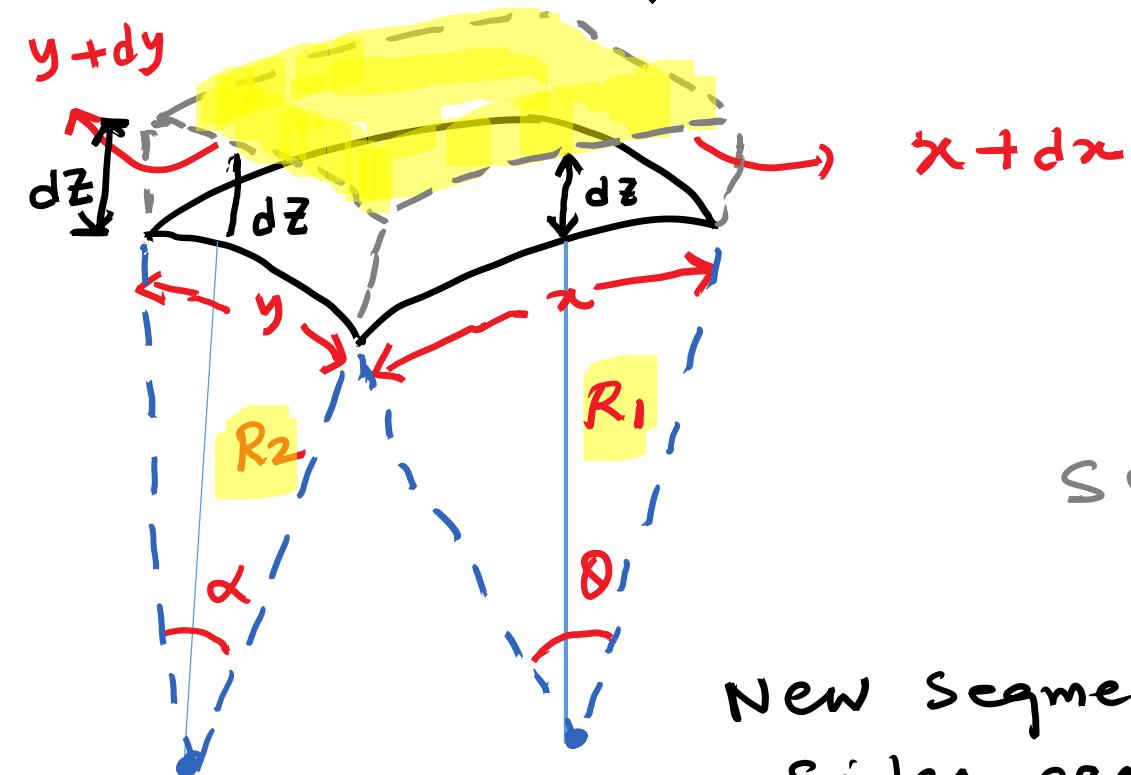
Local Curvature changes from Point to Point.



Radius is  $R$  in  $\theta$  direction  
Radius is  $\infty$  in  $Z$  direction

Let us consider an area of an arbitrarily curved surface.

Date : 16.03.2022  
Lecture - 26



Local Curvature is given as  $\frac{1}{R_1} + \frac{1}{R_2}$

$\Delta P \rightarrow$  Across the interface.

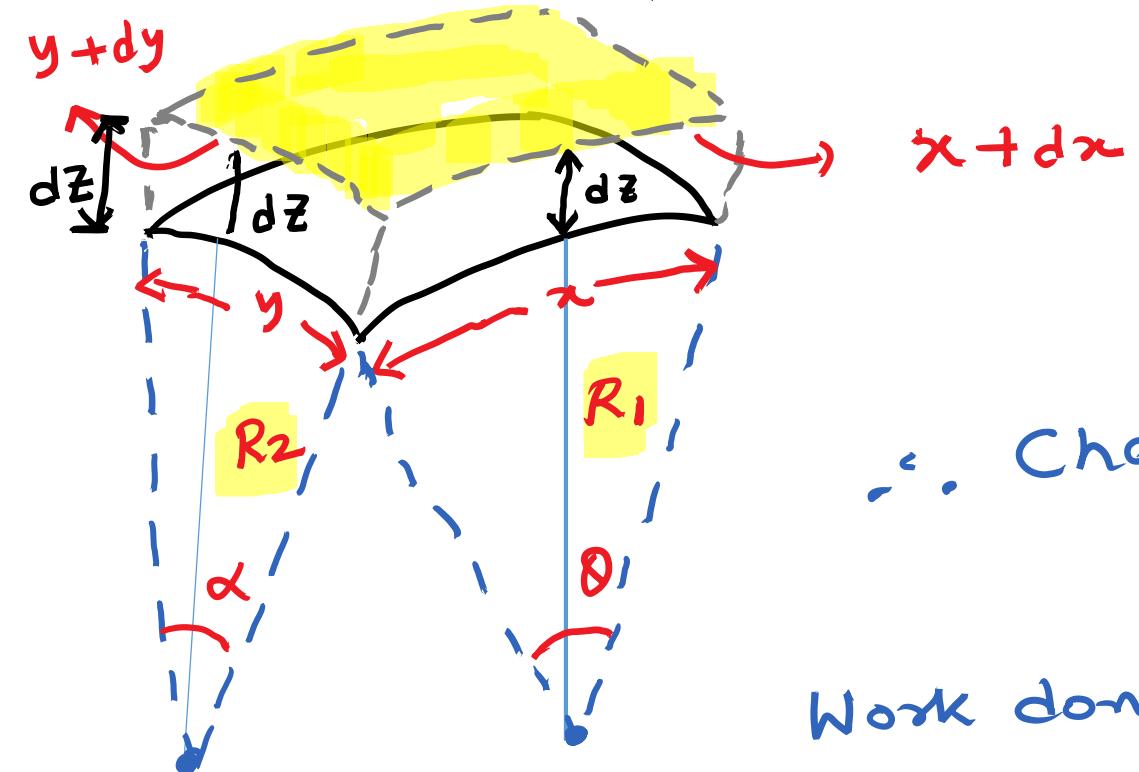
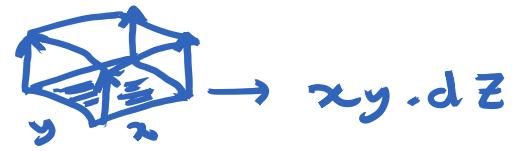
Supply some energy  $\rightarrow$  Expansion taken place

New segment of the surface (Yellow highlight)

Sides are  $x+dx, y+dy$

Radius are  $R_1 + dZ$  and  $R_2 + dZ$

Let us consider an area of an arbitrarily curved surface.



Change in the Surface Area

$$\begin{aligned} dA &= (x+dx)(y+dy) - xy \\ &= x dy + y dx \end{aligned}$$

$dxdy^o$

∴ Change in Surface Energy

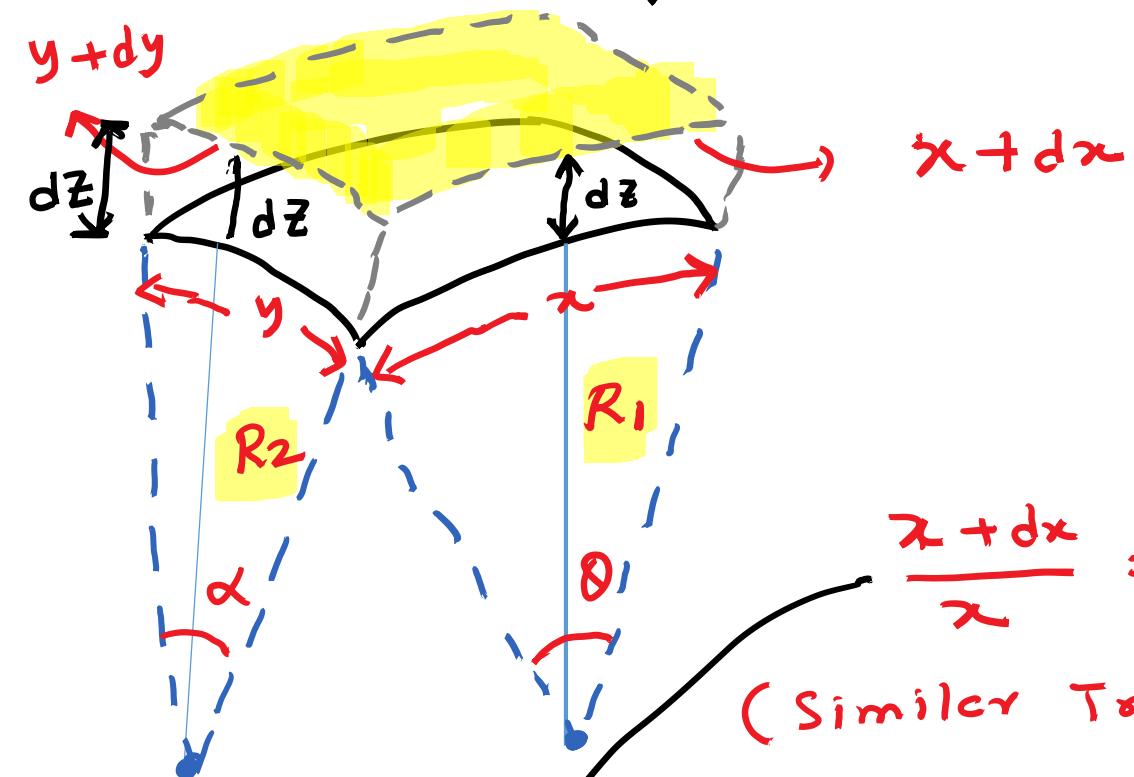
$$dE_s = \gamma \cdot (x dy + y dx) \quad (1)$$

Work done for this Expansion

$$\delta W = \Delta P \cdot dV = \Delta P (xy dz) \quad (2)$$

Let us consider an area of an arbitrarily curved surface.

Two Sections

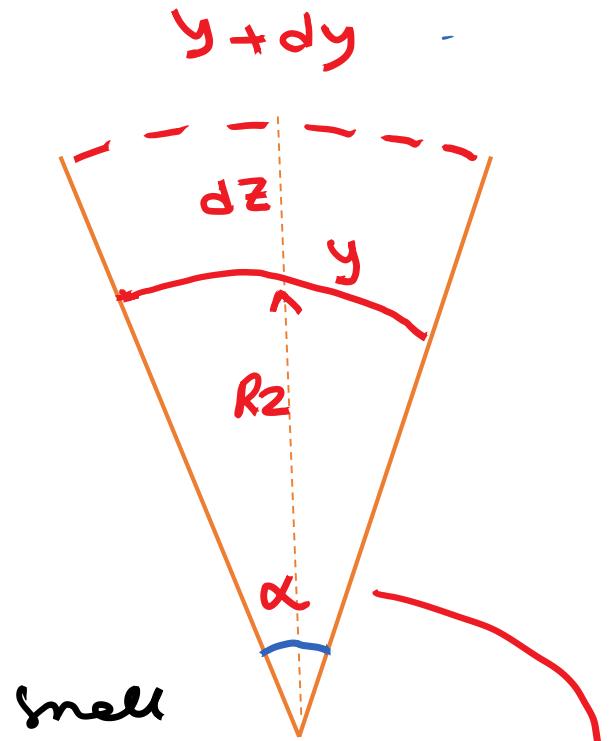
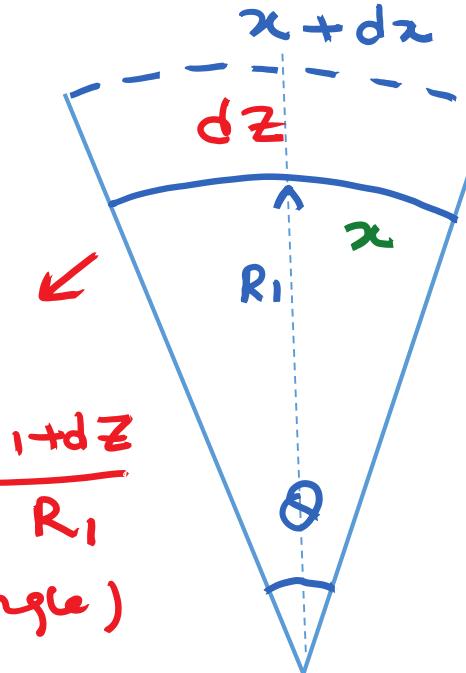


$$\frac{x+dx}{x} = \frac{R_1 + dz}{R_1}$$

(Similar Triangle)

Since the areas ( $x$  and  $y$ ) are very small  
so we neglect the curvature effect & use properties  
of similar triangle

$$dx = \frac{x dz}{R_1} \quad \dots (3)$$



$$\frac{y+dy}{y} = \frac{R_2 + dz}{R_2}$$

$$dy = \frac{y dz}{R_2} \quad \dots (4)$$

$$dE_s = \gamma (x dy + y dx)$$

$$= \gamma \left( \frac{xy dz}{R_2} + \frac{xy dz}{R_1} \right)$$

$$\delta W = (\Delta P) \cdot xy dz$$

$$\delta W = dE_s$$

$$(\Delta P) \cdot xy dz = \gamma \left( \frac{xy dz}{R_2} + \frac{xy dz}{R_1} \right)$$

$$\Rightarrow \boxed{\Delta P = \gamma \left( \frac{1}{R_1} + \frac{1}{R_2} \right)}$$

For the Spherical drop

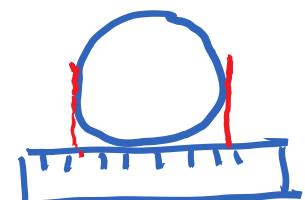
$$\boxed{\Delta P = \frac{2\gamma}{R}}$$

Point by point  $R_1$  and  $R_2$  cannot be determined.

$$dx = \frac{x dz}{R_1}, \quad dy = \frac{y dz}{R_2}$$

If at each point  $R_1$  and  $R_2$  is known, then we can calculate

$$\frac{\Delta P}{A}$$



Young Laplace Eqn.

For a Sphere

$$\underline{R_1 = R_2}$$



American Football

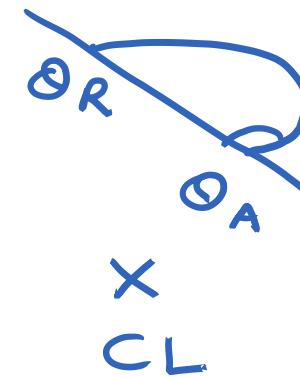
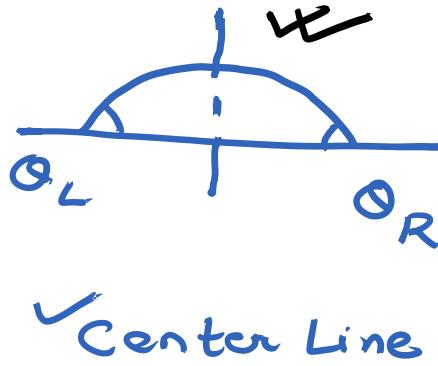
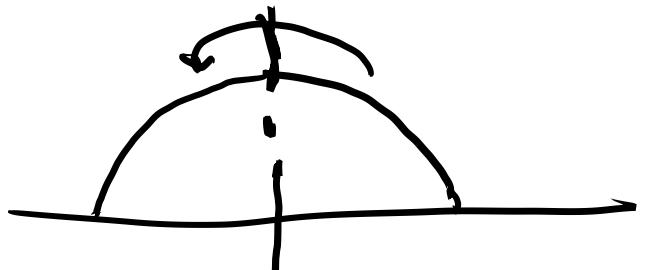
## Axi-Symmetric Surfaces:-

Surfaces that have an axis of symmetry.

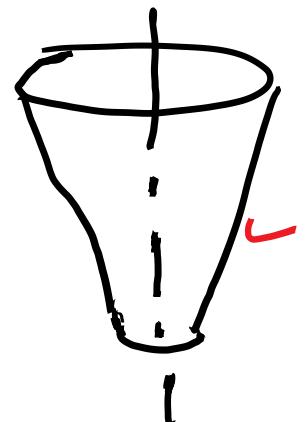
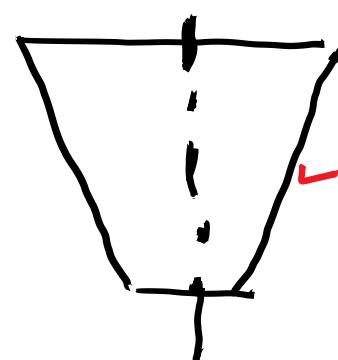
Center Line for a Cylinder  
is the axis (of rotation)  
of a Line

Rotate  $\downarrow$  by  $360^\circ \rightarrow$  Cylinder  
the Line

If the Line is NOT Parallel to the  
axis of symmetry and you rotate  $\rightarrow$

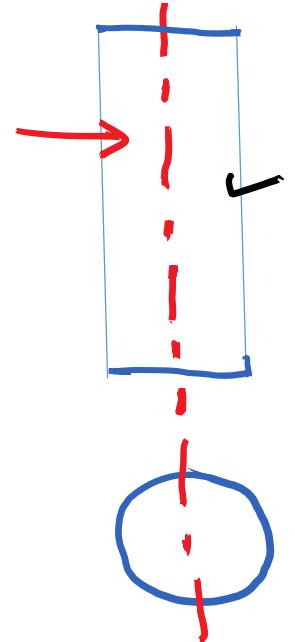


Cylinder  
(No Symmetry)



Center  
Line

Line || CL



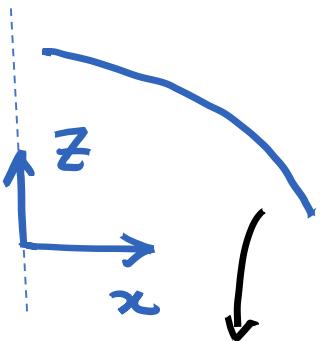
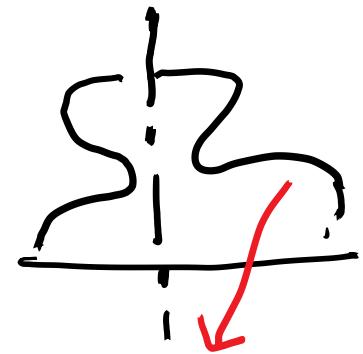
Cylinder

Axi-Symmetric Surface  $\rightarrow$

We have a line or a curve.

Rotate by  $360^\circ \rightarrow$  We get the desired surface

(Surface) - 3D  $\rightarrow$  it is related to something that can be represented on a 2D Plane



Eqn. of this  
Line is known

$$\underline{z = f(x)}$$

~~x | z~~

Numerically generate the functionals

If we now have an axi-symmetric (Liquid) Surface

$\hookrightarrow$  We get a functional form of the Y-L Eqn.

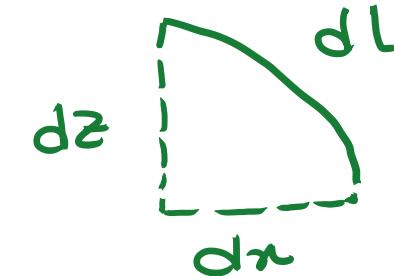
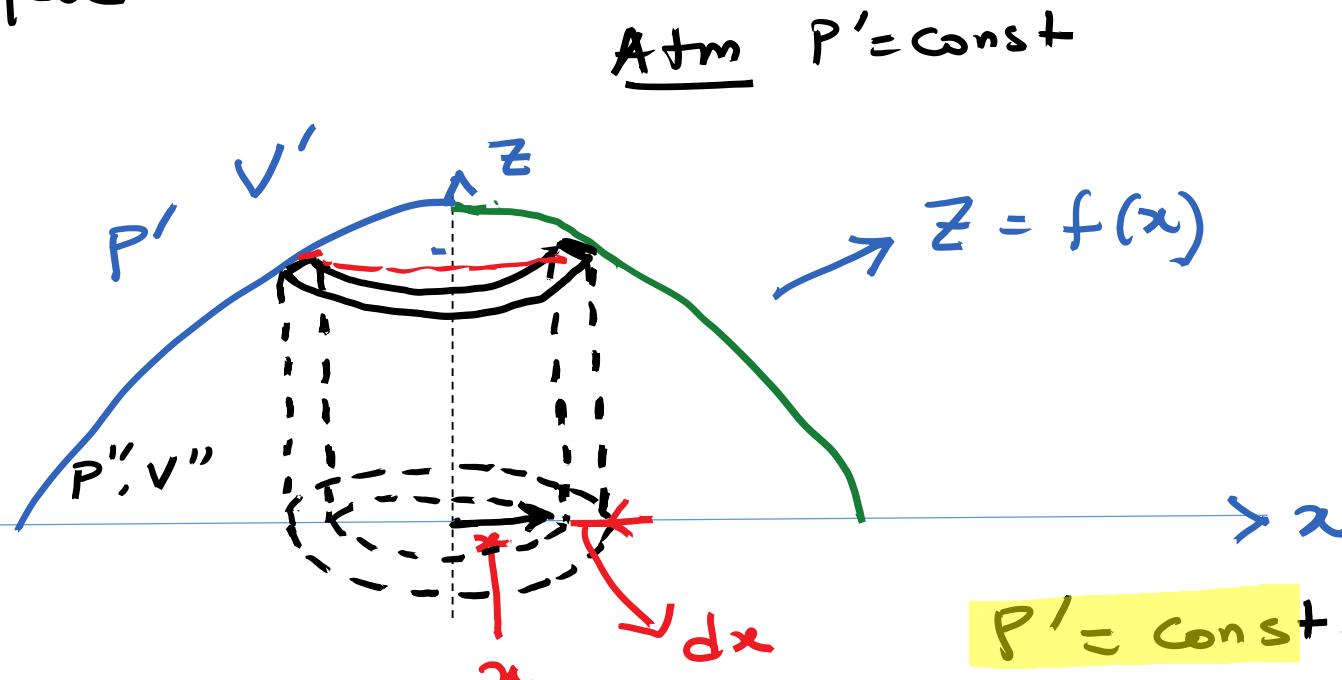
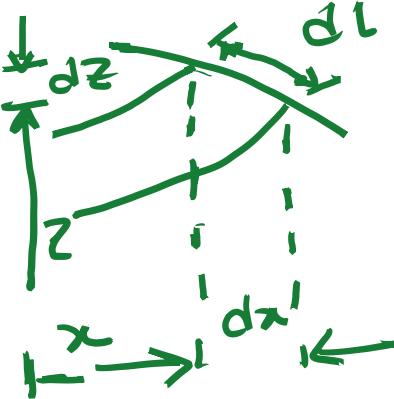
$$\Delta P = \gamma \left( \frac{1}{R_1} + \frac{1}{R_2} \right)$$

$$\left[ \underline{z}, \text{ or } \underline{\frac{dz}{dx}}, \text{ or } \underline{\frac{d^2z}{dx^2}} \right]$$

For the boundary

$$\underline{z = f(x) \text{ is Known}}$$

# Generalized Expression of Young Laplace Eqn for an axi-Symmetric Surface



$V'' = \text{constant}$

↳ Incompressible, Non Evaporating

Laplace Pressure:  $\rightarrow$

Cond for Equilibrium:  $\rightarrow$

Minimization of Free Energy

Pressure diff across a curved Surface  
(Liquid) at Equilibrium.  $\rightarrow$  We are going  
to obtain the shape of the Interface at Equil.

$P'' \rightarrow P_r$   
 $V'' \rightarrow V_{\text{ol}}$

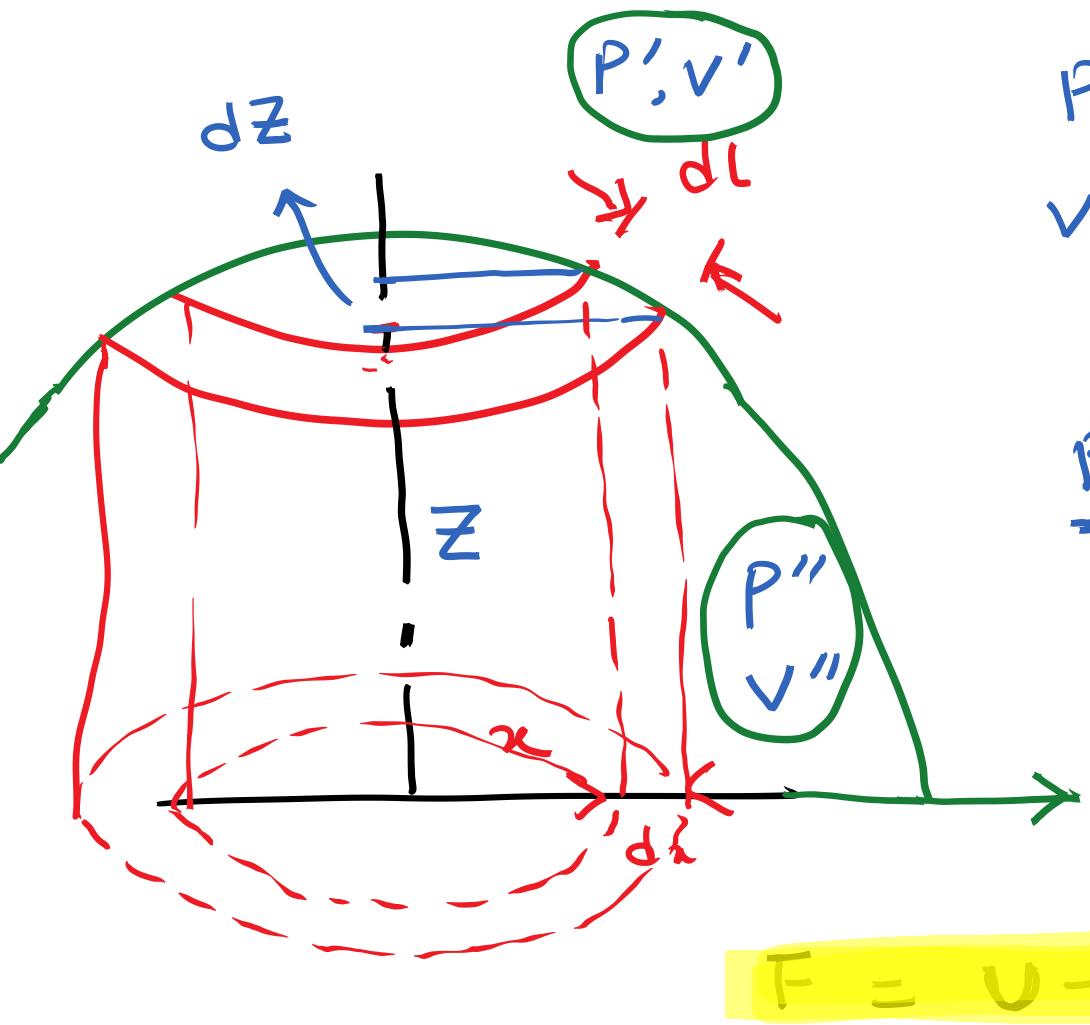
Inside

$P'$   
 $V'$

Out Side

$V = V' + V''$

$V = \text{const}$   
 $T = \text{const}$   
 $V'' = \text{const}$



$$P' = \text{const}$$

$$V = V' + V'' = \text{const}, \quad V'' = \text{const}$$

$$\therefore V' = \text{const}.$$

$P''$  ?? Is it Constant?

$$\hookrightarrow P'' \rightarrow$$

Not Constant

Now we know about Laplace Pr.

Free Energy of the System  
(Helmholtz Free Energy)

Symbol: F

Modified Helmholtz Free Energy for a Colloidal System

$$F = U - TS + \sum \gamma_j A_j$$

$j = \text{No of Interfaces.}$

$dx, dZ, x, Z, dL \rightarrow$  we will use all of this for calculating  $A$  &  $V''$  later.

## Helmholtz Free Energy:

$$F = U - TS + \sum_j \mu_j A_j$$

$\mu$  = Here Surface Tension

$$= U - TS + \underline{\mu A}$$

Surface Tension

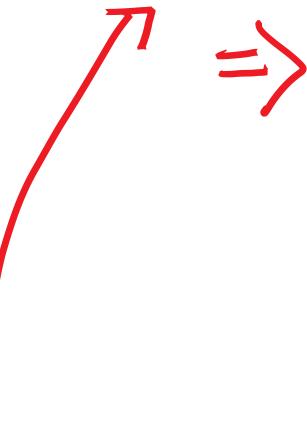
$$H = U + PV$$

$$G = H - TS$$

$$\Rightarrow H = G + TS$$

$$U + PV = G + TS$$

$$\Rightarrow U = G + TS - PV$$



$$F = G + TS - PV - T/S + \mu A$$

$$= G - PV + \mu A$$

$$G = \sum_i x_i \mu_i = \underline{\text{Const}}$$

↑  
Chemical  
Potential

Since for the System Composition  
does not change, so  $G = \text{Const}$

$$F = G - PV + \gamma A \quad V = V' + V''$$

$$= G - P'V' - P''V'' + \gamma A.$$

$$F = G - P''V'' - P'(V - V'') + \gamma A.$$

$$= \gamma A - P''V'' + P'V'' - \frac{P'V}{C} + \frac{G}{C}$$

$$F = \gamma \underline{A} + \checkmark'' \underbrace{(P' - P'')}_{\Delta P \rightarrow \text{Across the Interface}} + C \longrightarrow \begin{array}{l} \text{Minimization of this } F \\ \text{will give the shape} \\ \text{at Equilibrium.} \end{array}$$

Free Energy for an Axially Symmetric Surface as a function of Surface Area and Laplace Pressure.

→ Surface Area changes,  $\Delta P \rightarrow$  also changes &  $F$  changes  
and for the combination of  $A$  and  $\Delta P$  for which  $F$  is going to be minimum  $\rightarrow$  (Equilibrium) for a specific shape.

Since

$P' = \text{const}$

$V = \text{const}$



