## **Heat Engines**

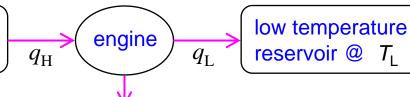
A heat engine is a system capable of transforming heat into \_\_\_\_\_ by some cyclic process.

We will see that an \_\_\_\_\_ cyclic process can not produce net work. (2<sup>nd</sup> Law of Thermodynamics)

The \_\_\_\_\_ of a heat engine is defined as the ratio of the work produced to the heat \_\_\_\_ :

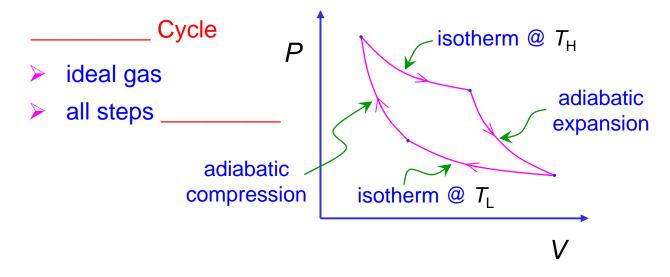
$$\varepsilon = \frac{w}{q_{\rm H}} = \frac{q_{\rm H} - q_{\rm L}}{q_{\rm H}} = \boxed{$$

high temperature reservoir @ T<sub>H</sub>

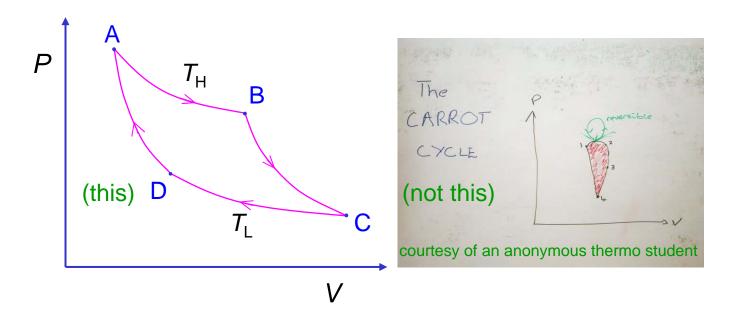


$$w_{\text{out}} = q_{\text{H}} - q_{\text{L}}$$

A heat \_\_\_\_\_ is a heat engine in reverse. Work is needed to transfer heat from a lower to a higher temperature reservoir.



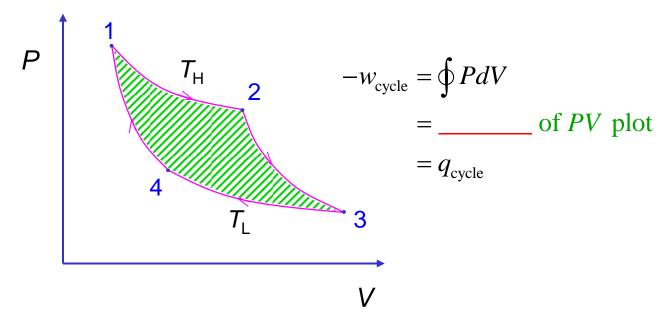
#### The Carnot Cycle



$$\varepsilon = \frac{-}{q_{\rm in}} = \frac{nR(T_{\rm H} - T_{\rm L})\ln(V_{\rm A}/V_{\rm B})}{-} = 1 - \frac{T_{\rm L}}{T_{\rm H}}$$

$$\varepsilon = \frac{(T_{\rm H} - T_{\rm L})}{T_{\rm H}}$$
for best efficiency,
$$\frac{T_{\rm H}}{T_{\rm L}}$$

#### Changes in the Carnot Cycle

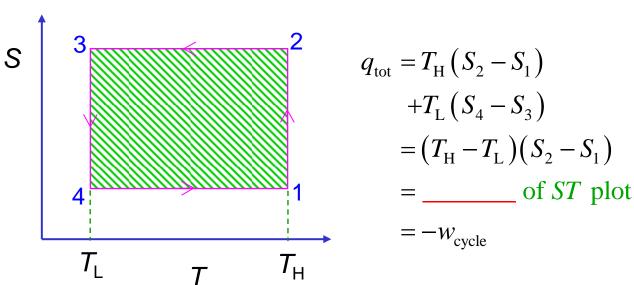


expansion  $(1 \rightarrow 2)$ :

$$\Delta U = 0 \implies -w = q > 0$$
 Define Entropy  $\Delta S = \frac{q}{T}$  :  $\Delta S > 0$ 

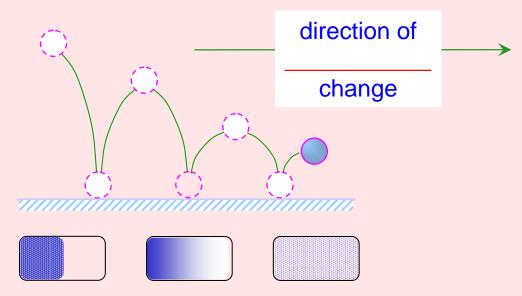
 $_$  compression (4 ← 3):  $\Delta S$  < 0

steps (2 
$$\rightarrow$$
 3 and 1  $\leftarrow$  4):  $q = 0 \implies \Delta S = 0$ 



## **Spontaneous Change**

(So, why do we need entropy, anyway?)



The direction of spontaneous change is that which

- leads to \_\_\_\_\_ dispersal of the total energy
- moves from a state of low intrinsic probability towards one of \_\_\_\_\_ probability.

Work is needed to reverse a spontaneous process.

We need a quantity – \_\_\_\_\_ – to describe energy dispersal, i.e. the probability of a state.

Spontaneous processes are \_\_\_\_\_.

They "\_\_\_\_\_ " entropy

Reversible processes do not generate entropy – but they may \_\_\_\_\_ it from one part of the universe to another.

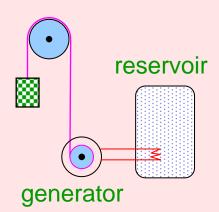
## **Entropy 1**

- Entropy is a \_\_\_\_\_ variable (property) which determines if a state is accessible from another by a \_\_\_\_\_ change.
- Entropy is a measure of chaotic dispersal of energy.
- The natural tendency of spontaneous change is towards states of higher entropy.
- There are both thermodynamic (how much \_\_\_\_\_ is produced?) and statistical definitions (how \_\_\_\_\_ is a state?). They both become equivalent when statistics is applied to a \_\_\_\_\_ number of molecules.

Consider a falling weight which drives a generator and thus results in heat *q* being added to the reservoir (the surroundings).

Define a \_\_\_\_\_ variable S

$$dS(\text{surr}) = -\delta q / T$$



Then use stored energy to restore the weight to its original height. The reservoir gives up  $\delta q_{\rm rev}$  to the system, and there is no overall change in the \_\_\_\_\_ .

$$dS(\text{sys}) = \underline{\qquad} dS(\text{surr}) = \frac{\delta q_{\text{rev}}}{T}$$

this would only work for infinitesimal changes

## Entropy 2

In general, 
$$dS(\text{sys}) + dS(\text{surr}) \ge 0$$
  
 $dS(\text{sys}) \ge -dS(\text{surr})$ 

Equality for reversible processes only

or, for the \_\_\_\_\_, 
$$dS \geqslant \frac{\delta q}{T}$$
 \_\_\_\_\_ inequality

$$dS \geqslant \frac{\delta q}{T}$$

For an \_\_\_\_\_ system, 
$$q = 0$$
 hence  $\Delta S \geqslant 0$ 

Isothermal Processes 
$$\Delta S = q_{rev}/T$$

$$\Delta S = q_{\rm rev} / T$$

e.g. 
$$\Delta S \text{ (fusion)} = \frac{\Delta H_{\text{fus}}}{T_{\text{m}}} \qquad \Delta S \text{ (vap)} = \frac{\Delta H_{\text{vap}}}{T_{\text{b}}}$$

$$\Delta S(\text{vap}) = \frac{\Delta H_{\text{vap}}}{T_{\text{b}}}$$

$$\_$$
Rule:  $\Delta S(\text{vap}) \approx \_$  J K<sup>-1</sup> mol<sup>-1</sup>

Can be used to estimate \_\_\_\_\_ if  $T_b$  is known. Not good for \_\_\_\_\_ liquids.

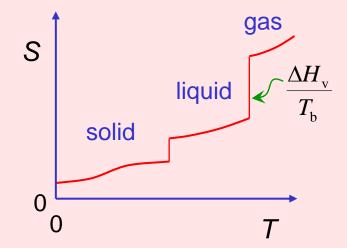
Temperature Variation  $\delta q_{\rm rev} = \underline{\hspace{1cm}} dT$ 

$$\left(\Delta S\right)_{V} = \int_{T_{1}}^{T_{2}} \frac{C_{V}}{T} dT$$

and 
$$(\Delta S)_P = \int_{T_1}^{T_2} \frac{C_P}{T} dT$$

\_\_\_\_ Entropy

$$S(T) = S(0) + \int_0^T \frac{C_P}{T} dT$$



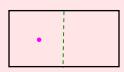
# Entropy 3 (Statistical Mechanics)

Entropy depends on Probability.

Consider the number of ways  $\Omega$  of arranging n molecules between two sides (A and B) of a container.

The probability  $\mathcal{P}_{A}$  that all molecules are on side A depends on the \_\_\_\_\_ of  $\Omega$  to the total number of arrangements.

A B



$$\Omega_{\rm A} = 1$$
  $\Omega_{\rm tot} = 2$   $\mathcal{P}_{\rm A} = \frac{1}{2}$ 

$$\mathcal{P}_{A} = \frac{1}{2}$$

$$\Omega_{\rm A} = 1$$
  $\Omega_{\rm tot} = 4$   $\mathcal{P}_{\rm A} = \frac{1}{4}$ 

$$\mathcal{P}_{A} = \frac{1}{4}$$

$$\Omega_{\rm A} = 1$$
  $\Omega_{\rm tot} = 16$   $\mathcal{P}_{\rm A} = \frac{1}{16}$ 

$$\mathcal{P}_{A} = \frac{1}{16}$$

$$\Omega_{A} = 1$$
  $\Omega_{tot} = \underline{\hspace{1cm}} \mathcal{P}_{A} = \underline{\hspace{1cm}}$ 

State A becomes less and less probable as *n* increases. Conversely, the probability of the less ordered, roughly evenly distributed states, increases.

Since entropy is a measure of \_\_\_\_\_, it follows that S depends on  $\Omega$ .

Boltzmann equation S = k\_\_\_\_ $\Omega$ 

Since 
$$\mathcal{P}(x \text{ and } y) = \mathcal{P}_x \underline{\hspace{1cm}} \mathcal{P}_y$$
,  $\ln \mathcal{P}_{x+y} = \ln \mathcal{P}_x + \ln \mathcal{P}_y$ 

#### The \_\_\_\_ Law of Thermodynamics "An \_\_\_\_\_ cyclic process in which there is a net conversion of \_\_\_\_ into work is impossible." "No process is possible in which the sole result is the absorption of heat from a reservoir and its conversion into work." It is possible to convert \_\_\_\_\_ work into heat! "It is impossible for heat to be transformed from a body at a lower temperature to one at a higher temperature unless is done." "The entropy of an isolated system \_\_\_\_\_ during any natural process." The universe is an isolated system. $\Delta S(\text{sys}) < 0$ is allowed provided $\Delta S(\text{sys}) + \Delta S(\text{surr}) > 0$ "All reversible \_\_\_\_\_ cycles operating between the same two temperatures have the same thermodynamic efficiency." "There is a state function called entropy S that can be calculated from $\_S = \delta q_{rev}/T$ . The change in entropy in any process is given by $dS \ge \delta q/T$ , where the inequality refers to a spontaneous (irreversible) process." The 1st Law uses *U* to identify \_\_\_\_\_ changes of state. The 2<sup>nd</sup> Law uses S to identify \_\_\_\_\_ changes among the permissible ones.