# **Classical Physics**

- at end of the 19<sup>th</sup>century:

Mechanics - Newton's Laws
Electromagnetism - Maxwell's Eqns
Optics - Geometric (particles) vs. Physical (waves)
Thermodynamics - Four Laws (0-3)
Gas Laws - Kinetic Theory

 overlaps often led to important discoveries:

 Maxwell's Eqns - EM radiation (optics)

Newton's laws / kinetic theory
 microscopic/atomic description of macroscopic gas laws

- around 1900, Theoretical problems:

- What is EM medium?

   → Relativity

   Blackbody Radiation

   → Quantum Physics
- Experimental discoveries:
- 1895 X-rays
  1896 Radioactivity
  1897 The electron
  1897 The electron
  Nuclear Physics
  Particle Physics

But first...

### Heat and Thermodynamics

- study of Thermal Energy of systems

<u>Temperature:</u> a measure of thermal energy, units of Kelvins

Room Temp ~ 290 K

Temperature of an object is measured by the change in some physical property.

Measuring device is called a <u>thermometer</u>.



If bodies A and B are each in thermal equilibrium with a third body T, then they are in thermal equilibrium with each other.



Thermal equilibrium: all measureable properties unchanging.

Objects in thermal equilibrium are at the same temperature.

#### **Temperature Scales**

 Daniel Fahrenheit (1686-1736) 0°F = mixture of ice, water, salt 100°F = Human body temp (~98.6°F) •Anders Celsius (1701-1744)  $0^{\circ}C$  = Freezing point of H<sub>2</sub>O  $100^{\circ}C = Boiling point of H_2O$ •Lord Kelvin (1824-1907)  $100^{\circ}C = 212^{\circ}F = 373 \text{ K}$  $H_2O$  boil :  $H_2O$  freeze :  $0^{\circ}C = 32^{\circ}F = 273 \text{ K}$ Absolute zero :  $-273^{\circ}C = -460^{\circ}F = 0 K$  $T_c = T_k - 273.15$  $T_{\rm F} = (9/5)T_{\rm C} + 32$ 



⇒ measure pressure of gas at fixed volume



 $T \propto P$  at fixed V



Ideal-Gas Temperature

 $T_k = (constant) \times P$  at fixed V

-Need one point: Triple point of H<sub>2</sub>O (ice/water/steam coexist)

T<sub>3</sub> = 273.16 K

-Problem: different gases give different T

But as mass of gas reduced  $(m \rightarrow 0)$ and  $P_3 \rightarrow 0$ , they agree (approach "ideal" gas)



#### Temperature and Heat

If system S and environment E are At different temperatures:

Energy will transfer until their temperatures become equal.

The transferred energy is called <u>Heat</u> (symbol Q).









Defn: Require  $\Delta Q = \frac{1 \text{ calorie}}{1 \text{ calorie}}$ to raise 1 gm of H<sub>2</sub>O by  $\Delta T = 1^{\circ}C$ .

1 calorie = 4.186 joules (heat is a form of energy)

## Specific Heat

Amount of heat needed to raise the temperature of m grams of a substance by  $\Delta T$  is

 $\Delta \mathbf{Q} = \mathbf{c} \mathbf{m} \Delta \mathbf{T}$ 

where c is the specific heat (cals/g· $^{\circ}C$ )

Specific heat of water = 1 cal/g·°C = 4186 J/kg·K

# Molar Specific Heat

Can specify amount of substance in moles:

1 mole =  $6.02 \times 10^{23}$  units = N<sub>A</sub> units (Avogadro's number)

(1 mole of Al =  $6.02 \times 10^{23}$  atoms 1 mole of  $CO_2 = 6.02 \times 10^{23}$  molecules)

The mass of a substance (in grams) is

m = n A

where n = (# moles) and A is the atomic (molecular) weight of the substance.

1 mole of Carbon-12 has m = 12 grams.

#### Some Examples:

<u>Element</u>	<u>Spec. Heat</u> (J/kg <sup>·</sup> K)	<u>A</u>	<u>Mol. Sp. Ht.</u> (J/Mole`K)
Lead	128	207	26.5
Tungsten	134	184	24.8
Silver	236	108	25.5
Copper	386	63.5	24.5
Aluminum	900	27	24.4

Note the relative consistency

#### $\Delta \mathbf{Q} = \mathbf{n} \mathbf{C} \Delta \mathbf{T}$

# Heats of Transformation

Heat may also change the <u>phase</u> (or <u>state</u>) of a substance (at constant T).

Matter exists in 3 common states:

•<u>Solid</u>

•Liquid

•Gas (or vapor)





Requires energy Releases energy

Amount of energy/unit mass is <u>Heat of transformation, L.</u>

e.g. for water:

<u>Heat of fusion</u> L<sub>F</sub> = 79.5 cal/g = 333 kJ/kg = 6.01 kJ/mole

<u>Heat of vaporization</u> L<sub>v</sub> = 539 cal/g = 2256 kJ/kg = 40.7 kJ/mole



#### Consider this system:



If piston moves ds, then work done by the gas:

dW = F ds = P A ds = P dV

Total work done by the gas in moving from  $V_i$  to  $V_f$  :

$$\Delta W = \int_{V_i}^{V_f} P \, dV$$

## P-V Diagrams

Study effects of heat added/work done by plotting P vs V of gas:



The work done depends on the specific path from i to f.





(by the gas) is negative.

If we go from  $i \rightarrow f$  and back to i, the net work done by the gas is the area inside the curve.



# First Law of Thermodynamics

Heat  $\Delta Q$  added to the system can have two effects:

 Increase the internal energy of the system

•Cause the gas to do work

Conservation of Energy says:

 $\Delta Q = \Delta U + \Delta W$ 

where

U is the internal energy of the system.

 $\Rightarrow$  1<sup>st</sup> Law of Thermodynamics.

## State Functions

A property of the state of the system is often called a "State Function".

P, V, and T are state functions. So is U (the internal energy).

Heat and Work are not. They are <u>path-dependent</u>, i.e. they depend on how we go from i to f.

However the combination  $\Delta Q - \Delta W = \Delta U$  does not depend on the path.



All previous cases are "quasi-static":

Change occurs slow enough that thermal equilibrium can be considered true at all times.

A non-quasi-static process:

Adiabatic, free expansion:



 $\Delta Q = 0 \quad (adiabatic)$  $\Delta W = 0 \quad (nothing to work against)$  $\Rightarrow \Delta U = 0$ 

#### Heat Transfer Mechanisms

How does heat exchange occur?

- Conduction
- Convection
- Radiation

Conduction

•Occurs in systems where atoms stay in a fixed region.

•Heat energy causes them to move, rotate, and/or vibrate.

 Energy is transferred to adjacent atoms by interactions/collisions.

Energy moves, not the atoms



Heat conduction rate is

 $\mathsf{P}_{\mathsf{cond}} = \Delta \mathbf{Q} / \Delta \mathbf{t} = \mathbf{\kappa} \ \mathbf{A} \ \Delta \mathbf{T} / \Delta \mathbf{x}$ 

- $\Delta T/\Delta x = (T_H T_C)/\Delta x$ is the Temperature gradient.
- P<sub>cond</sub> is the Energy transferred per time (SI units: Watts), sometimes called thermal current, I.
- k is the <u>Thermal Conductivity</u> (SI units: Watts/m·K).

#### Some Thermal Conductivities

Silver Copper Aluminum Lead Stainless Steel	428 402 235 35 14	W/m•K
Hydrogen Helium Dry Air	0.18 0.15 0.026	
Window Glass White Pine Fiberglass Polyurethane Foam	1.0 0.11 0.048 0.024	

Using the notation I for  $\mathsf{P}_{\mathsf{cond}},$  we can write

 $\Delta T = I \Delta x / (\kappa A)$ 

or

 $\Delta T = I R$ 

where  $R = \Delta x / (\kappa A)$  is the thermal resistance.

Note the analogy with Ohm's Law for electricity.

Note: Rfishbane =  $\Delta x / \kappa = R A$ 

Rfishbane = insulation "R-value" = material and thickness only can't change size of attic can add more, or better, insulation Two or more conductors (or insulators) in series:



Steady state →thermal current is same through both slabs

 $T_{H} - T_{I} = I R_{1}$  $T_{I} - T_{C} = I R_{2}$ 

 $T_{H} - T_{C} = I(R_{1} + R_{2}) = IR_{equiv}$ 

where

$$R_{equiv} = R_1 + R_2 + ...$$

(like resistances in series)

Conductors in parallel: (multiple paths for heat flow)



 $T_H - T_C = \Delta T$ : same for all paths but current flows (I) are different.

$$I_{total} = I_1 + I_2 + ... = \Delta T/R_1 + \Delta T/R_2 + ... = \Delta T (1/R_1 + 1/R_2 + ...) = \Delta T/R_{equiv}$$

with

 $1/R_{equiv} = 1/R_1 + 1/R_2 + ...$ 

(like resistances in parallel)



•Occurs in fluid systems. The energy flows along with the medium.

•Fluid near heat source becomes hot, expands, and rises. Surrounding cooler fluid takes its place. Etc.

### Radiation

Here the energy is carried by electromagnetic waves. Called <u>Thermal Radiation</u>.

The Rate at which an object radiates is given by the Stefan-Boltzman Law:

 $P_{rad} = \varepsilon \sigma A T^4$ 

where



The rate an object absorbs thermal radiation is given by the same formula:

 $P_{abs} = \varepsilon \sigma A (T_{env})^4$ 

except that now  $T_{env}$  is the <u>temperature</u> of the environment.

The emissivity  $\epsilon$  of an object is the same for radiation and absorption.

- Lighter objects reflect more. (smaller ε)
- •Darker objects absorb more. (larger  $\varepsilon$ )

They also emit more.

A surface with  $\varepsilon = 1$  is called a <u>Blackbody radiator</u>.