

Other useful relationships

x, y, z, w four state variables, still two degrees of freedom

(i) $\left(\frac{\partial x}{\partial y}\right)_z = \frac{1}{\left(\frac{\partial y}{\partial x}\right)_z}$

(ii) $\left(\frac{\partial x}{\partial y}\right)_z \left(\frac{\partial y}{\partial z}\right)_x \left(\frac{\partial z}{\partial x}\right)_y = -1$

(iii) $\left(\frac{\partial x}{\partial w}\right)_z = \left(\frac{\partial x}{\partial y}\right)_z \left(\frac{\partial y}{\partial w}\right)_z$

(iv) $\left(\frac{\partial x}{\partial y}\right)_z = \left(\frac{\partial x}{\partial y}\right)_w + \left(\frac{\partial x}{\partial w}\right)_y \left(\frac{\partial w}{\partial y}\right)_z$

proof:

$x = x(y, z) : dx = \left(\frac{\partial x}{\partial y}\right)_z dy + \left(\frac{\partial x}{\partial z}\right)_y dz$

$y = y(x, z) : dy = \left(\frac{\partial y}{\partial x}\right)_z dx + \left(\frac{\partial y}{\partial z}\right)_x dz$

combine $\rightarrow \left[\underbrace{\left(\frac{\partial x}{\partial y}\right)_z \left(\frac{\partial y}{\partial x}\right)_z - 1}_{=0 \Rightarrow (i)} \right] dx + \left[\underbrace{\left(\frac{\partial y}{\partial z}\right)_x \left(\frac{\partial x}{\partial y}\right)_z + \left(\frac{\partial x}{\partial z}\right)_y}_{=0 \Rightarrow (ii)} \right] dz = 0$

$x = x(w, y) : dx = \left(\frac{\partial x}{\partial w}\right)_y dw + \left(\frac{\partial x}{\partial y}\right)_w dy$

$x = x(y, z) : dx = \left(\frac{\partial x}{\partial y}\right)_z dy + \left(\frac{\partial x}{\partial z}\right)_y dz$

$w = w(y, z) : dw = \left(\frac{\partial w}{\partial y}\right)_z dy + \left(\frac{\partial w}{\partial z}\right)_y dz \leftarrow \text{insert into}$

$\left(\frac{\partial x}{\partial y}\right)_z dy + \left(\frac{\partial x}{\partial z}\right)_y dz = \left(\frac{\partial x}{\partial w}\right)_y \left(\frac{\partial w}{\partial y}\right)_z dy + \left(\frac{\partial x}{\partial w}\right)_y \left(\frac{\partial w}{\partial z}\right)_y dz + \left(\frac{\partial x}{\partial y}\right)_w dy$

$\left[\underbrace{\left(\frac{\partial x}{\partial y}\right)_z - \left(\frac{\partial x}{\partial w}\right)_y \left(\frac{\partial w}{\partial y}\right)_z - \left(\frac{\partial x}{\partial y}\right)_w}_{=0 \Rightarrow (iv)} \right] dy + \left[\underbrace{\left(\frac{\partial x}{\partial z}\right)_y - \left(\frac{\partial x}{\partial w}\right)_y \left(\frac{\partial w}{\partial z}\right)_y}_{=0 \Rightarrow (ii)} \right] dz = 0$

Dependence via equation of state

Ideal gas:

$$PV = nRT$$

$$R = 8.314 \frac{\text{J}}{\text{molK}}$$

Virial Expansion:

$$P = \frac{nRT}{V} \left[1 + \frac{n}{V} B_2(T) + \left(\frac{n}{V}\right)^2 B_3(T) + \dots \right]$$

van der Waals gas:

$$\left(P + \frac{an^2}{V^2} \right) (V - nb) = nRT$$

a, b phenomenological parameters

Solids:

$$V = V_0 (1 + \alpha_p T - \kappa_T P)$$

Curie law

$$\vec{M} = \frac{nD}{T} \vec{H}$$

Electric Polarization

$$\vec{P} = \left(a + \frac{b}{T} \right) \vec{E}$$

I.2

The laws of thermodynamics

Zeroth Law

Two bodies, each in thermodynamic equilibrium with a third system, are in thermodynamic equilibrium with each other.

→ "we can build a thermometer"

First Law

Energy is conserved

$dU =$ external changes in energy

$$dW = p dV - \int dl - \sigma dA - \vec{E} d\vec{p} - \vec{H} d\vec{m} - \phi de - \sum_i \mu_i dN_i$$

↑ tension ↑ surface tension ↑ electrical potential

dW is not exact ∇
 → need "something else"
 dQ change in heat

$dU = dQ - dW$

notation:

generalised mechanical force $Y \in \{p, J, \sigma, \vec{E}, \vec{H}, \phi\}$
 generalised displacement $X \in \{V, L, A, \vec{p}, \vec{m}, e\}$

$$dU = \underbrace{dQ}_{\text{heat}} + \underbrace{Y dX}_{\text{mechanics}} + \underbrace{\sum_i \mu_i dN_i}_{\text{chemistry}}$$

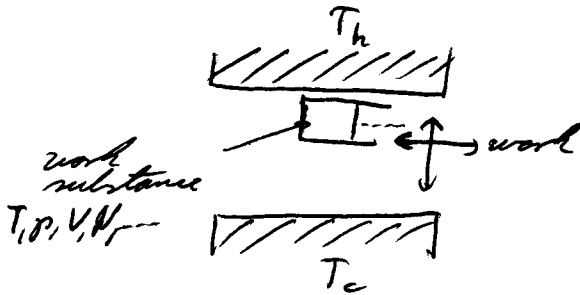
Second Law

Heat flows spontaneously from high temperatures to low temperatures

Application: heat engines

heat engine: a machine that allows heat to flow continuously from a high temperature reservoir to a low temperature reservoir and extracts mechanical work

examples: steam engine, Otto engine, power plant, refrigerator, air conditioner



move work substance back and forth in cyclic fashion $\Rightarrow \Delta U = 0 \Rightarrow \Delta Q_{tot} = \Delta W_{tot}$

$$\Delta Q_{tot} = \Delta Q_h - \Delta Q_c$$

↑
heat taken from hot reservoir

↑
heat given to cold reservoir

efficiency: $\eta = \frac{\Delta W_{tot}}{\Delta Q_h} = \frac{\Delta Q_h - \Delta Q_c}{\Delta Q_h} = 1 - \frac{\Delta Q_c}{\Delta Q_h}$

"energy gained" ↑ ΔQ_h ↑ "energy taken"
↑ ΔQ_c

how to build an efficient engine?

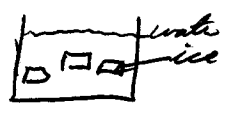
reversible change: system stays in thermodynamic equilibrium at all times

- can be reversed without anything in the system changing state
- state variables well-defined throughout the process
- gradual



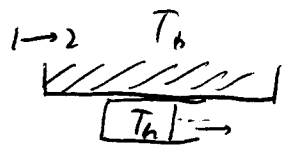
irreversible change: - intermediate non-equilibrium states

- fast
- state variables not defined at intermediate times

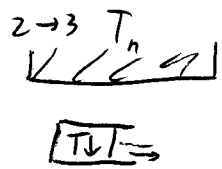


idea: something gets lost in irreversible changes, thus construct engine only using reversible changes.

⇒ work substance must be at $\begin{cases} T_h \\ T_c \end{cases}$ when brought into contact with $\begin{cases} \text{hot} \\ \text{cold} \end{cases}$ reservoir



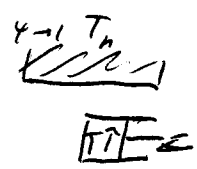
extract work isothermally



cool adiabatically



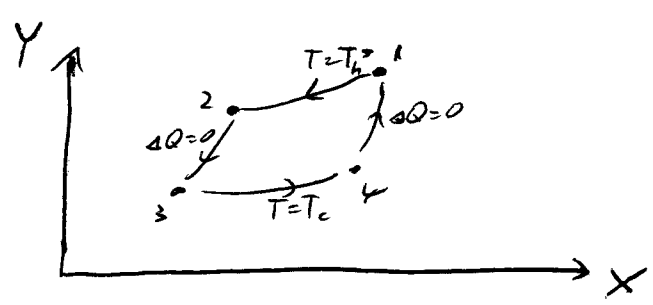
convert work isothermally



heat adiabatically

Carnot process:

Y-X - diagram



$$\Delta Q_A = \Delta Q_{12}$$

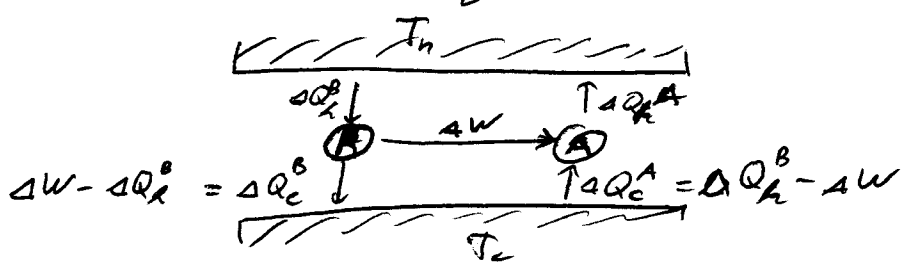
$$\Delta Q_C = \Delta Q_{43}$$

Is this a good engine?

Let A be a Carnot engine with $\Delta W_{tot}^A, \Delta Q_H^A, \Delta Q_C^A, \eta^A$
 Let B be any other engine working between the same reservoirs
 with $\Delta W_{tot}^B, \Delta Q_H^B, \Delta Q_C^B, \eta^B$

assume: $\eta^B > \eta^A$

- scale engines such that $\Delta W_{tot}^A = \Delta W_{tot}^B$
- run Carnot engine backwards (reversible!)



$$\eta^B > \eta^A \Rightarrow \frac{\Delta W}{\Delta Q_H^A} < \frac{\Delta W}{\Delta Q_H^B} \Rightarrow \Delta Q_H^B < \Delta Q_H^A$$

total heat from hot reservoir: $\Delta Q_H^B - \Delta Q_H^A < 0 \quad \nabla$

\Rightarrow heat is flowing from cold reservoir to hot reservoir in contradiction to second law