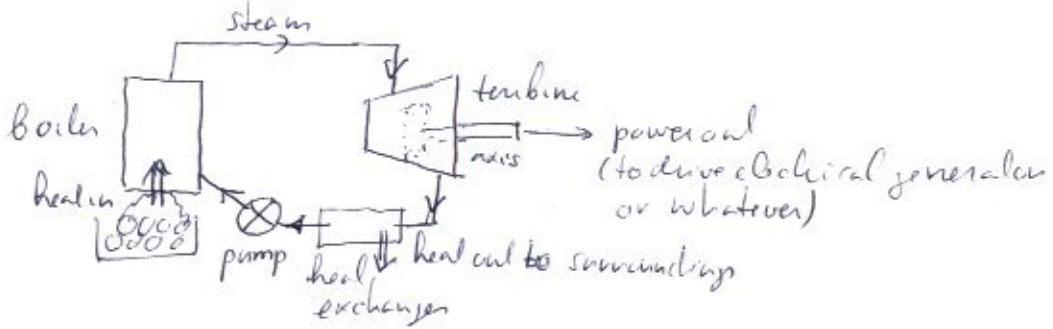


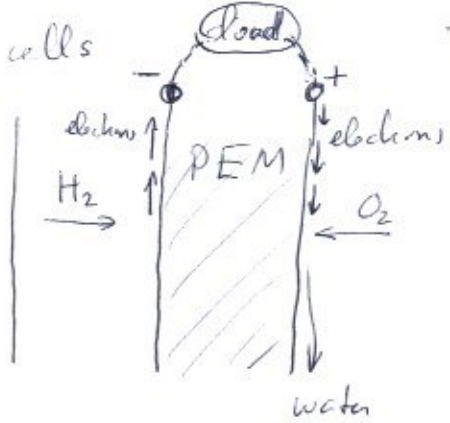
Chapter 1
Intro

1.1 Simple steam power plant



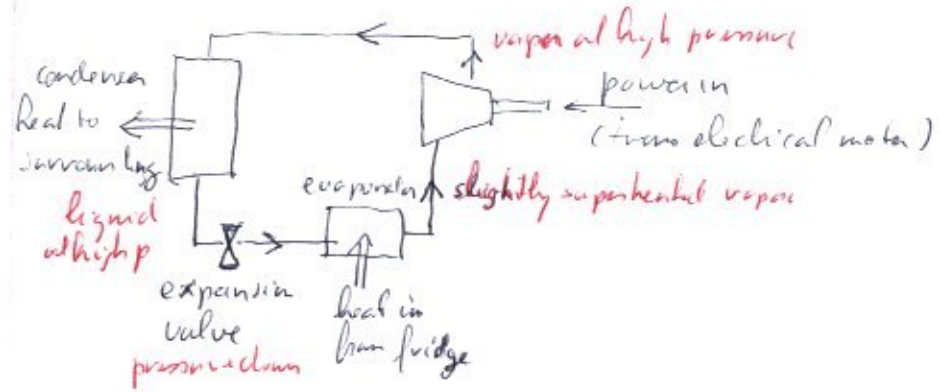
1.2 Fuel cells

Turn fuel directly into electricity

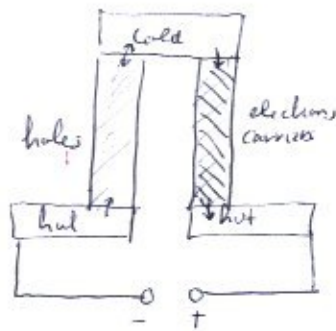


1.3 Refrigerator cycle

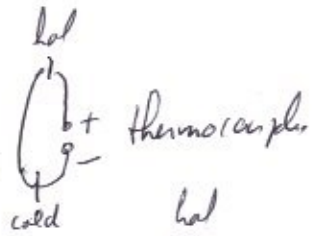
Like a steam power plant in reverse



1.4 The thermoelectric refrigerator
 Direct heat \rightarrow electricity conversion

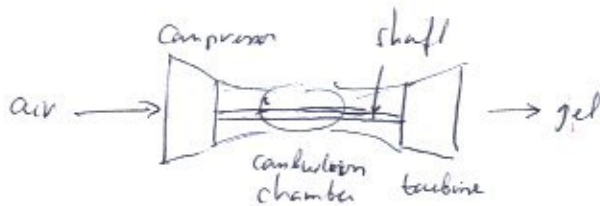


Seebeck effect $\Delta T \rightarrow j$
 Peltier effect
 Thomson effect

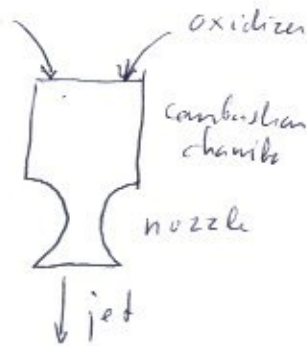


1.5 Air separation plant
 Uses expansive cooling
 See book

1.6 Gas turbine



1.7 Chemical rocket
 fuel



1.8 Other

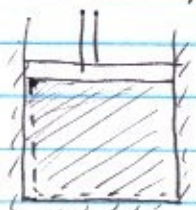
Thermodynamics

Deals with heat and work

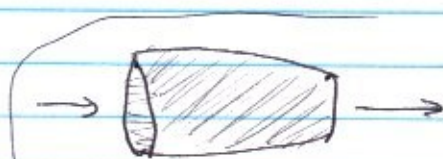
System

Whatever is being studied

Two examples



the gas in a closed container
 ↑
 Closed System no mass goes in or out



jet engine
 ↑
 Open system mass goes in and/or out

Its region is called control volume (CV)
 Its outside surface control surface

Phase

An amount of matter that is homogeneous throughout
 (liquid phase, solid phase, gas phase)

Extensive properties

Proportional to the amount of material
 (volume, mass, ...)

Intensive properties

Independent of the amount of material
 (pressure, temperature, ...)

Extensive properties become intensive by taking them per unit mass, or unit volume, or per mole

| Extensive | Intensive |
|----------------------|--|
| Extensive | Intensive |
| V : volume | $v = \frac{\text{volume}}{\text{mass}}$ $\hat{=}$ specific volume |
| | $\bar{v} = \frac{\text{volume}}{\text{\# of moles}} = \text{molar specific volume}$ |
| m : mass | $\rho = \frac{\text{mass}}{\text{volume}}$ $\hat{=}$ density $\rho = \frac{1}{\bar{v}}$ |

Notation: Upper case: Extensive
Lower case: Intensive (normally per unit mass)

Exception: T temperature: intensive
 P pressure

State

Condition of a system (pressure, temperature, ...)

Process

Sequence of states

Important examples

T constant \rightarrow isothermal

p constant \rightarrow isobaric

V constant \rightarrow isochoric

enthalpy constant \rightarrow isentropic (no heat conduction)

Cycle: Series of processes where the material ends up in the same state that it began with

~~Units~~ // SI