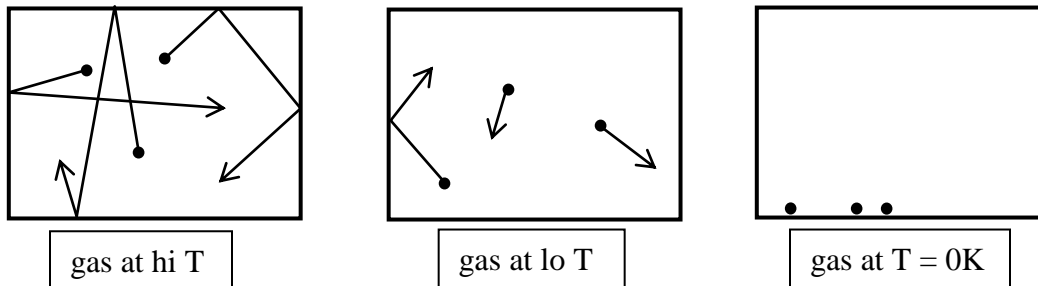


Thermal Properties

Temperature

What is temperature? It is a measure of the amount of "atomic jiggling". When something is hot (has a high temperature), its atoms are jiggling a lot. When it is cold (has a low temperature), its



atoms are jiggling little.

As temperature falls, atoms jiggle less and less. At "absolute zero" $T = 0\text{ K}$, all atoms stop, no motion.

Temperature T = measure of energy *per atom*

Various temperature scales:

$$T_F = \frac{9}{5}T_C + 32 \quad \begin{array}{l} ^\circ\text{F} = \text{Fahrenheit} \\ ^\circ\text{C} = \text{Celsius} \end{array}$$

$$T_K = T_C + 273.15 \quad \text{K} = \text{Kelvin}$$

$$1\text{ }^\circ\text{C} = 1\text{ K}, \quad 1\text{ }^\circ\text{F} = (5/9)\text{ C}^\circ$$

$$\text{room temperature} = 72^\circ\text{F} = 22^\circ\text{C} = 295\text{ K} \approx 300\text{ K}$$

$$\text{absolute zero} = 0\text{ K} = -273^\circ\text{C} = -459^\circ\text{F}$$

[In the ideal gas law, $pV = NkT = nRT$ (N = #molecules, n = #moles), must always use T in Kelvin.]

Thermal energy U = total energy of all atoms (random motion)

Heat Q = amount of thermal energy transferred to a body.

[Q] = energy, SI unit of heat = joule

popular unit of energy = 1 calorie (cal) = 4.184 J Notice calorie spelled with a small "c".

1 cal = energy to raise T of 1 gram of water by 1°C

1 kcal = 1000 cal = 1 Cal = 4184 J = "food Calorie" Notice Calorie spelled with a big "C"

[Some primitive cultures use the BTU ("British Thermal Unit) = energy to raise a pound of water by 1°F. 1 BTU = 1060 J]

Definition: heat capacity of an object = heat added per temperature rise (J/K)

Definition: *specific heat* (or specific heat capacity) of a material = c = amount of heat added per unit mass per degree Celsius rise in temperature. If we have a mass m of some material, and we add an amount of heat ΔQ and that produces a temperature rise of ΔT , then specific heat is defined as..

$$c = \frac{\Delta Q}{m \Delta T} \quad [c] = \text{J}/(\text{kg} \cdot ^\circ\text{C}) \quad (\text{SI units})$$

Usually write the equation as $\Delta Q = m c \Delta T$

This equation says that if I have a mass m of some material with specific heat c , and I want to raise its temperature by ΔT , then I have to add an amount of heat $\Delta Q = m c \Delta T$.

$$c_{\text{water}} = 1 \frac{\text{cal}}{\text{g} \cdot ^\circ\text{C}} = 1 \frac{\text{kcal}}{\text{kg} \cdot ^\circ\text{C}} = 4186 \frac{\text{J}}{\text{kg} \cdot ^\circ\text{C}}$$

Example: Heat your mug of coffee (which is mostly water) from room temperature to near boiling: $m = 200 \text{ g}$, $T = 20^\circ\text{C} \rightarrow 90^\circ\text{C}$.

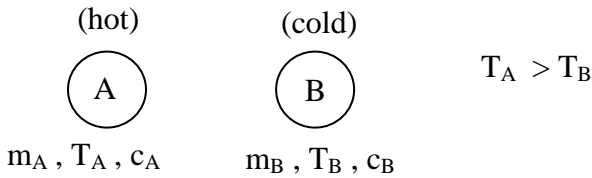
$$\Delta Q = m c \Delta T = (200\text{g}) \left(1 \frac{\text{cal}}{\text{g} \cdot ^\circ\text{C}} \right) (70^\circ\text{C}) = 14000 \text{ cal} = 14.0 \text{ kcal} \times \left(\frac{4186 \text{ J}}{\text{kcal}} \right) = 58600 \text{ J}$$

Different materials have different specific heats:

<u>material</u>	<u>c (cal/g·C)</u>
water	1.00
ice	0.53
aluminum	0.22
dry air	0.24
iron	0.11

(notice that liquid water has a high specific heat compared to other materials)

Example: Suppose we have 2 objects, labeled A and B (water and steel, say), with object A hotter than object B. They initially have temperatures T_A and T_B .



Bring A and B together, allowing them to exchange heat with each other, but not with the outside world \Rightarrow A will cool, B will heat and both will reach same final temperature T_f .

Object A will lose heat: $\Delta Q_A < 0$

Object B will gain heat: $\Delta Q_B > 0$

$$\Delta Q_A = -\Delta Q_B$$

$$m_A c_A \Delta T_A = -m_B c_B \Delta T_B$$

$$m_A c_A (T_f - T_A) = -m_B c_B (T_f - T_B)$$

$$T_f (m_A c_A + m_B c_B) = m_A c_A T_A + m_B c_B T_B$$

...solve for T_f (does not matter if T is in Celsius or Kelvin, but must be consistent).

Phase changes.

phase = solid, liquid, or gas (S, L, or G)

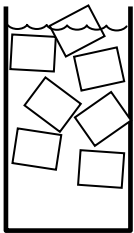
S \leftrightarrow L (freezing/melting) or L \leftrightarrow G (boiling/condensing) or

S \leftrightarrow G (sublimation)

Solid water (ice) can have any temperature in the range $-273^\circ\text{C} < T \leq 0^\circ\text{C}$

Liquid water can have any temperature in the range $0^\circ\text{C} \leq T < 100^\circ\text{C}$

Can have a mixture of ice and water both at $T = 0^\circ\text{C}$



ice + water

If heat is added to the mixture at $T = 0^\circ\text{C}$, some ice melts, but T stays at 0°C until all the ice has melted.

Latent heat or *heat of transformation* = heat required to cause phase change

Latent heat of solid/liquid trans. L_{SL} = heat needed to melt 1 g of ice at 0°C .

$$L_{SL} (\text{water}) = 79.7 \text{ cal/g}$$

Requires 80 cal to melt a single gram of ice, but only 1 cal to raise temp of the liquid by 1°C .

Example: How much heat required to change 100 g of ice at $T = -10^{\circ}\text{C}$ into liquid water at $T = +10^{\circ}\text{C}$?

1. Heat ice to $T = 0^{\circ}\text{C}$ $\Delta Q_1 = m c_{\text{ice}} \Delta T$
2. Melt ice at $T = 0^{\circ}\text{C}$ $\Delta Q_2 = m L_{\text{SL}}$
3. Heat water to T_{final} $\Delta Q_3 = m c_{\text{water}} \Delta T$

$$\begin{aligned} \Delta Q_{\text{total}} &= 100(0.5)(10) + 100(80) + 100(1)(10) \\ &= \begin{array}{ccc} 500 \text{ cal} & + & 8000 \text{ cal} & + & 1000 \text{ cal} & = & 9500 \text{ cal} \\ \text{(heat ice)} & & \text{(melt ice)} & & \text{(heat water)} & & \end{array} \end{aligned}$$

Note that most of the energy went into melting the ice because of the large latent heat of water/ice transformation. This is good for people in Boulder. If L_{SL} was not large, we would have big floods every spring, because all the snow would suddenly melt as soon as the temperature rose above melting.

$L_{\text{LG}} = \text{heat of vaporization} = \text{heat needed to transform 1 g of liquid water into vapor at } 100^{\circ}\text{C}.$
 $L_{\text{LG}}(\text{water}) = 539 \text{ cal}$ This is a very large amount of heat \Rightarrow very expensive to distill water.

Example: Tiger, tiger, burning bright... In the 1956 science fiction movie, *Forbidden Planet*, Captain Adams (played by Leslie Nielsen) vaporizes a tiger with one shot from his "blaster pistol". This tiger is only about 6 meters away from the captain. About how much energy is required to vaporize a tiger? Is it a good idea to release this much energy this close to you?

A tiger is mostly water and has a mass of about $m = 250 \text{ kg}$ (three times the mass of a man). In order to make the tiger boil away, you have to first raise the temperature of the tiger (water) from $T = 30^{\circ}\text{C}$ (healthy tiger temp.) to 100°C (boiling). Then you have to evaporate the water at $T = 100^{\circ}\text{C}$. For each gram of tiger, the first step requires 70 cal ($= m c \Delta T$), and the second step requires 539 cal ($= m L_{\text{LG}}$), so let's say, roughly, at least 600 cal is needed per gram.

$$Q = 250 \text{ kg} \times \frac{1000 \text{ g}}{\text{kg}} \times \frac{600 \text{ cal}}{\text{g}} \times \frac{4 \text{ J}}{\text{cal}} = 6 \times 10^8 \text{ J} \quad (\text{just a rough calculation so } 1 \text{ cal} \approx 4 \text{ J.})$$

How much energy is this $6 \times 10^8 \text{ J}$? This energy is about $200 \text{ kW}\cdot\text{hr}$. [One kilowatt-hour is 1000 W (ten 100 W light bulbs on) for 1 hour.] The power company charges about \$20 for this much energy (at 10 cents per $\text{kW}\cdot\text{hr}$). This energy is also the energy content of about 5 gallons of gasoline or about 300 sticks of dynamite. Releasing this much energy all at once would kill everyone nearby and make a huge, choking cloud of tiger smoke.

Heat Transfer

There are three (and only three) ways to transfer heat.

- 1) Conduction : heat transfer by direct touch
- 2) Convection : heat transfer by bulk movement of hot matter
- 3) Radiation : heat transfer by light (electromagnetic radiation)