## Lec #12: finish Thermal Energy. start E&M

- LAST: Thermal Energy. II.
- Phase Transitions and Latent Heat
- Heat Transfer (conduction, convection, radiation)
- TODAY: Heat Engines; start Electricity & Magnetism
- Thermodynamic Efficiency
- Heat Engines
- Electric and Magnetic Forces and Fields
- Electromagnetic Induction
- NEXT: Electrical Energy. II. (Chapters 10,11)
- Electricity and Circuits
- Introduction to the Electric Power Grid

#### NO CLASS NEXT WEDNESDAY

### Thermodynamic Efficiency

#### Efficiency = 100%x(useful energy out)/(available energy)

- What is "useful" energy (or work) out?
- What is "available" energy in?
- For a heat engine, useful work out is always *less than* the available energy input

#### Maximum ("Carnot") efficiency:

- <u>Maximum</u> Efficiency =  $100\% \text{ x} (\text{T}_{\text{H}} \text{T}_{\text{C}}) / \text{T}_{\text{H}}$
- caution: must use <u>absolute</u> temperature scale!
- $T_H > T_C$  so ratio is always <1



Energy Conversion Efficiency		
	Table 3.1 EFFICIENCIES OF SOME ENERGY CONVERSION DEVICES AND SYSTEMS	
	Device	Efficiency
<ul> <li>Efficiency = 100% x (useful energy out) / (available energy in)</li> <li>seldom, if ever, 100%</li> <li>Net efficiency = product of individual efficiencies</li> <li>Chain that is weaker than its weakest link!</li> </ul>	Electric generators (mechanical → electrical)	70-99%
	Electric motor (electrical → mechanical)	50-90%
	Gas furnace (chemical → thermal)	70-95%
	Wind turbine (mechanical → electrical)	35-50%
	Fossil fuel power plant (chemical → thermal → mechanical → electrical)	30-40%
	Nuclear power plant (nuclear → thermal → mechanical → electrical)	30-35%
	Automobile engine (chemical → thermal → mechanical)	20-30%
	Fluorescent lamp (electrical → light)	20%
	Incandescent lamp (electrical → light)	5%
	Solar cell (light → electrical)	5-28%
	Fuel cell (chemical → electrical)	40-60%
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# Examples of Electromagnetic Induction

- Electrical Current --> Magnetic field
  - compass needle deflection
  - electromagnet
  - planetary magnetic fields (where is the current?)
- Changing Magnetic field --> Current
  - generator
  - motor
- Lenz's Law
  - "Will of Landru" demo
  - jumping rings