

Lecture 1

Thursday, January 21, 2021 12:02 PM

Intro + Motivation

Q - total amount of heat transferred (Joules)

q - heat transfer rate (Watts)

q'' - heat flux each prime represents a unit of area

$$q = \int q'' \cdot \vec{n} \, dA$$

q' - heat rate per unit length [Watt/m]

$$q' = \frac{dq}{dL} \quad q = q' L$$

q''' - Heat rate per unit volume

$$q = \int q''' \, dV$$

Usually assume q''' is constant over volume

$$q = q''' V$$

Three Modes of Heat Transfer

Conduction, Convection, and Radiation

Conduction

- transfer of thermal energy through a stationary

substance due to a temperature difference

- arises from microscopic molecular motions

Fourier Law of Heat Conduction

Heat flux in x -direction (1-D)

$$\vec{q}'' = -k \frac{dT}{dx}$$

Multidimensional Heat Flux (3-D)

$$\vec{q}'' = -k \nabla T$$

(heat flows from hot to cold)

Convection

- transfer of thermal energy by fluid movement

$$\text{Convection} = \underbrace{\text{Conduction}}_{\text{molecular motion}} + \underbrace{\text{Advection}}_{\text{bulk fluid movement}}$$

- 4 types of convection

① forced convection

- fan/pump etc
- uses external power

② Natural (Free) convection

- hot fluids rise, cold fluids sink

③ Radiation

③ Boiling

latent heat transfer by phase change

④ Condensation

Newton's law of cooling

$$q'' = h(T - T_\infty)$$

Temp of obj surface
environment temp

h - heat transfer coefficient

Radiation

- heat transfer due to emission / absorption of electromagnetic energy by matter

Stefan - Boltzmann Law

- Blackbody emissive power

$$E_b = \sigma T^4$$

Stefan Boltzmann constant

$$5.67 \cdot 10^{-8} \text{ W/m}^2 \cdot \text{K}^4$$

- Heat emitted per unit area by an ideal surface (Black Body)

- temp dependant

Radiative Flux: Stefan Boltzmann Law

$$E'' = \epsilon \sigma (T^4 - T_{\text{sur}}^4)$$

emissivity of
surface

$$0 \leq \epsilon \leq 1$$

temp of surrounding }
temp of surface }

not necessarily same
 $\propto T_{\infty}$

All these equations depend on T

What are E and q''

E : Emission power

- total amount of radiant energy per unit area

$$E = \epsilon E_b$$

ϵ → blackbody emission power

emissivity. A measure of how well the surface emits

$$0 \leq \epsilon \leq 1$$

irradiation (G)

- total amount of radiant energy per unit area landing on surface

Radiosity

- total amount of radiant energy per unit area

$$J = E + \rho G$$

Flux

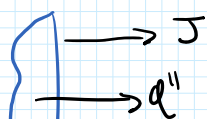
- radiative flux is the balance between J and G

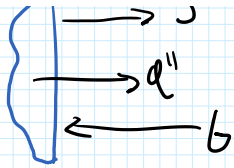
i.e. net energy per unit area leaving the surface

$$q'' = J - G \quad \Rightarrow \quad q'' = \epsilon \sigma T^4 - (1 - \rho) G$$

↓ assumptions

$$q'' = \epsilon \sigma (T^4 - T_{\text{sur}}^4)$$





$$q = \epsilon_0 (1 - \epsilon_{\text{surr}})$$

If it's a blackbody, $\rho = 0 \Rightarrow J = E = \epsilon E_0$

How do we get temperature T

$$\Delta U = Q - W$$

Change in energy as the system undergoes a process

heat added to system

work done by system

$$\dot{U} = \dot{E} = \dot{q} - \dot{W}$$

$$E_{st}^{\text{tot}} = \underbrace{KE + PE}_{\text{mechanical energy}} + U$$

$$U = U_{th} + U_{chem} + U_{nucl} + U_{elec} + \dots$$

internal energy

thermal internal

other forms

$$\hookrightarrow U_T = U_{T, \text{reversible}} + U_{T, \text{latent}}$$

$$E_{st}^{\text{tot}} = E_{st} + E_{st, \text{other}}$$

thermal/mechanical energy

$$W^{\text{tot}} = W_{\text{mech}} + W_{\text{other}}$$

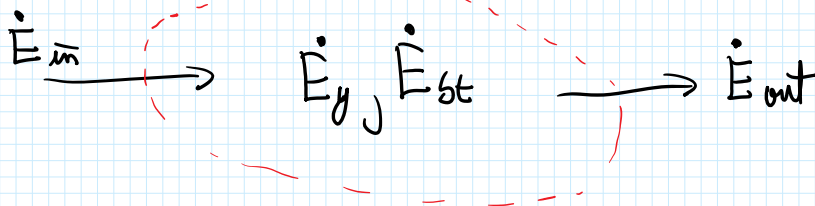
$$\dot{E}_{\text{st}} = q - \dot{W}_{\text{mech}} - \dot{W}_{\text{other}} - \dot{E}_{\text{st, other}}$$

$$\dot{E}_{\text{st}} = \underbrace{q - \dot{W}_{\text{mech}} - \dot{W}_{\text{other}}}_{\dot{E}_{\text{in}} - \dot{E}_{\text{out}}} - \underbrace{\dot{E}_{\text{st, other}}}_{\dot{E}_{\text{g}}}$$

$$\boxed{\dot{E}_{\text{st}} = \dot{E}_{\text{in}} - \dot{E}_{\text{out}} + \dot{E}_{\text{g}}}$$

essential

energy balance occurring at surface
(conduction, convection, radiation etc)



$$\dot{E}_{\text{in}} - \dot{E}_{\text{out}} + \dot{E}_{\text{g}} = \dot{E}_{\text{st}}$$

Energy Balance - Terms

\dot{E}_{in} and \dot{E}_{out} : energy flows across surface into/out of the CV

\dot{E}_{g} : thermal generation in CV

\dot{E}_{st} : rate of thermal energy stored in V

↳ related to temperature

$$\dot{E}_{in} - \dot{E}_{out} = \dot{q} - \dot{W}_{mech} \quad \left. \vphantom{\dot{E}_{in} - \dot{E}_{out}} \right\} \text{Net energy in}$$

Arises from surface phenomena such as

- Radiation
 - Convection
 - Conduction
- } contribute to \dot{q} term

Energy Generation

- volumetric

From θ eqn

$$\dot{E}_{st} = \underbrace{\dot{KE} + \dot{PE}}_{\text{neglect this often}} + \dot{U}_t$$

$$\dot{E}_{st} = \rho V c_p \frac{dT}{dt}$$

density volume specific heat temperature

Energy Balance to Control

- Common assumption $\dot{E}_{st} \approx U_t$

$$\rho V c_p \frac{dT}{dt} = q - \dot{W}_{mch} + \dot{E}_g$$

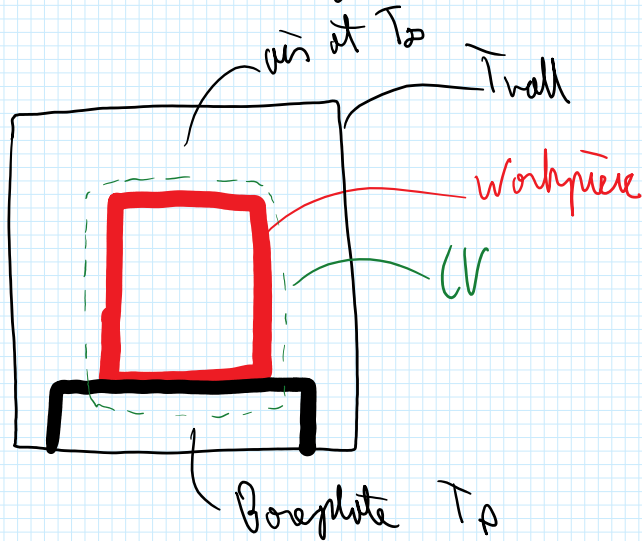
$\rho V c_p \frac{dT}{dt} \rightarrow \dot{E}_{st}$
 r.o.c. of Thermal/Mechanical energy stored in object

$q - \dot{W}_{mch} + \dot{E}_g \rightarrow \dot{E}_{in} - \dot{E}_{out}$
 net inflow rate of thermal/mech energy

net generation rate of thermal + mech energy due to energy conversion from other forms

Energy Balance Example

$$\dot{E}_{st} = \dot{E}_{in} - \dot{E}_{out} + \dot{E}_g$$



$$\dot{E}_g = q''' V, \quad \dot{E}_{st} = \rho V c_p \frac{dT}{dt}, \quad \text{Identify net inflow } \dot{E}_{in} - \dot{E}_{out}$$

$\dot{E}_g \rightarrow$ energy generated by induction

$\rightarrow 0$

$$\dot{E}_{in} - \dot{E}_{out} = \dot{q} - \dot{W}_{mech}$$

↳ conduction to bottom plate

↳ convection to sides w/ air

↳ radiation w/ T_{wall}

$$\begin{aligned} \dot{E}_{in} - \dot{E}_{out} &= -\dot{q}''_{cond, plate} A_0 - \dot{q}''_{conv, air} A_s - \dot{q}''_{rad, walls} A_s \\ &= k_p \frac{dT_p}{dx} A_0 - h(T - T_\infty) A_s - \epsilon \sigma (T^4 - T_{wall}^4) A_s \end{aligned}$$

$$\rho c_p V \frac{dT}{dt} = k_p \frac{dT_p}{dx} A_0 - h(T - T_\infty) A_s - \epsilon \sigma (T^4 - T_{wall}^4) A_s + \dot{q}''' V$$

↑ ↑
↑ ↑

From to
From To

Radiation: Chapter 12

Emission / Absorption

Emission

- transition from higher → lower energy level
- photon is emitted
- propagates outward from material

Absorption

- photon is absorbed
- Transition from lower to higher level

Electromagnetic spectrum

- thermal radiation wavelengths $10^{-7} \text{ m} - 10^{-4} \text{ m}$
UV, Vis, IR
part of

- Matter is needed to absorb/generate radiation
- cannot have energy w/o atoms/molecules
- Matter is not needed to propagate radiation
- unlike conduction / convection
- can travel through vacuum
- it can also travel through matter

Volume heating (heating from within)

- $\dot{E}_g \neq 0$

Radiation

- origin is from energy level transitions
- only mode of heat transfer in vacuum
- important in vacuum and high temp

Two important concepts

① Participating vs. Nonparticipating Medium

- medium is stuff between objects

Participating

- can reflect, scatter, absorb
- can also emit radiation

Non-Participating

- radiation passes through w/ no change
- Vacuum, (often assume clean air)

Ex: Earth's Atmosphere

- solar radiation on outside of atmosphere
- not the same as heating on earth's surface

- scattering / absorption

↳ leads to lots of blue light being scattered

- why the sky is blue

- Will usually deal w/ non-participating medium
(simplifying assumption)

- We will assume opaque surfaces in this class

- ultra low transparency ($\tau = 0$)

- radiation is only absorbed on surface

Radiative Properties

- emissivity (ϵ)

- Absorptivity (α)

- Reflectivity (ρ)

} other totalities for
different surfaces

- Properties depend on wavelength

- example SI photoelectric absorption

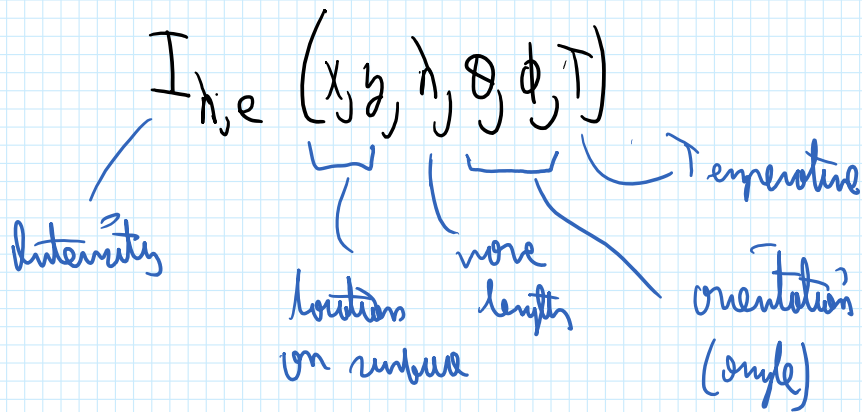
- perceived color etc

- Spectral Radiation

- Directional Surface Radiation

How much radiation leaving one object makes it to another?

- depends on medium, intensity and geometry
- Intensity
 - amount of radiated energy in a specific direction
- Surface Emission
 - emits energy in all directions (@ each point)
 - each ray contains an entire spectrum
- Emitted spectral intensity



A surface radiation is uniform across surface

- doesn't depend on x, y

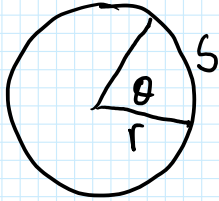
Units

$$\frac{W}{m^2 \cdot sr \cdot \mu m}$$

W m² sr μm

$m^2 \cdot sr \cdot \mu m$
 light wavelengths
 orientation

sr - steradians



$$s = r\theta$$

$$\theta = \frac{s}{r} \quad d\theta = \frac{ds}{r}$$

Solid Angle

$$\omega = A_{\perp} / R^2 = A \cos \theta / R^2$$

- dealing w/ surface of sphere

$$d\omega = dA_{\perp} / R^2 = dA \cos \theta / R^2$$

Emitted Total Intensity

integrated over all wavelengths

$$I_e(\theta, \phi, T) = \int_{\lambda=0}^{\infty} I_{\lambda e}(\lambda, \theta, \phi, T) d\lambda$$

"Adding up intensities of all lights"

Emissive Power, E

- essentially sum normal components of
- integrate over hemisphere above surface

$$E_{\lambda}(T) = \int_0^{2\pi} \int_0^{\pi/2} \underbrace{I_{\lambda e}(\theta, \phi, \lambda, T)}_{\substack{\text{normal} \\ \text{spectral} \\ \text{intensity}}} \underbrace{\cos \theta \sin \theta d\theta d\phi}_{\text{solid angle}}$$

Spectral emissive power

Spectrally Tuned "Grow Lights" for plants

$$E(T) = \int_{\lambda=0}^{\infty} E_{\lambda}(T) d\lambda$$

total emissive power

Need to link spectral intensity

Intensity

- radiation w/ direction

assume emission is uniform over surface

Emissive Power

- radiation per unit area emitted normal to surface

Why integrate over Hemisphere?

Spectral

- wavelength dependent

Total

- spectral integrated over all wave lengths

Spectral Intensity

$$E_{\lambda}(T) = \int_0^{2\pi} \int_0^{\pi/2} I_{\lambda,e}(\theta, \phi, T) \cos\theta \underbrace{\sin\theta d\theta d\phi}_{dW}$$

- we need $I_{\lambda,e}$

Black Body Spectral Intensity

$$I_{\lambda,b} = \frac{2hc_0^2}{\lambda^5 (\exp(hc_0/hk_B T) - 1)}$$

Note, this is a diffuse emitter
(doesn't depend on angle)

$$I_{\lambda,e}(\theta, \phi, T) \Rightarrow I_{\lambda,e}(T) \quad \left. \vphantom{I_{\lambda,e}(\theta, \phi, T)} \right\} \text{- for Diffuse Emitters}$$

$$E_{\lambda}(T) = \pi I_{\lambda,e}(T)$$

↳ blackbody Spectral Emission Power

$$E_{\lambda,b}(T) = \pi I_{\lambda,b}(T)$$

$$= \frac{C_1}{\lambda^5 (\exp(C_2/\lambda T) - 1)}$$

$$C_1 = 3.742 \cdot 10^8 \text{ W}\mu\text{m}^4/\text{m}^2 = 2\pi hc_0^2$$

$$C_2 = 1.439 \cdot 10^4 \mu\text{m}\text{-K} = hc_0/k_B$$

Plot

- peak for each temp
- as $T \uparrow$, peaks shift to left and increase in magnitude
- huge magnitude increase as $T \uparrow$

$$E_b(T) = \sigma T^4$$

Stefan Boltzmann law

$$E_b(T) = \pi I_b(T)$$

Wien's law

$$\lambda_{\text{max}} T = C_3$$

$$C_3 = 2897.8 \mu\text{m-K}$$

- use this to find the dominant color of light that is emitted at a given temperature

Sun (higher temp) peaks in visible region

- lower temp peak in different wavelengths

Radiative Fraction F (Band, range of wavelengths)

- integral of area under curve / total integral

$$F = \frac{\int_0^{\lambda} E_{\lambda b}(T) d\lambda}{\sigma T^4} \quad \left. \vphantom{\int_0^{\lambda} E_{\lambda b}(T) d\lambda} \right\} \text{- Calculated for } \lambda T \text{ values}$$

Photo diode

- can absorb radiation only in certain range of frequencies

What about $\int_{\lambda_1}^{\lambda_2} E_{\lambda} b$

$$= \left(F_{0-\lambda_2} - F_{0-\lambda_1} \right) \sigma T^4$$

Emissivity

$$q'' = J - G$$

$$= E + \rho G - G = \epsilon E_b + G(1 - \rho) = \epsilon E_b - G(\alpha + \tau)$$

ϵ varies w/ material, wavelengths

$$\text{emissivity} = \frac{\text{radiation emitted from real surface}}{\text{radiation emitted from blackbody}}$$

Recap

Wien's Displacement Law

$$\lambda_{\max} T = \text{const}$$

Band, Radiation Fraction

Diffuse, non-diffuse

↳ intensity emitted in different directions is different
 ↳ emits some intensity in all directions

Emissivity

- depends on many factors
- material, surface condition
- direction, temperature, wavelengths

Types of Emissivity

- spectral, directional

$$\epsilon_{\lambda, \theta}(T) = \frac{I_{\lambda, e}(\theta, \phi, T)}{I_{\lambda, b}(T)}$$

- total, directional

$$\epsilon_{\theta}(T) = \frac{I_e(\theta, \phi, T)}{I_b(T)}$$

- Spectral Hemispherical $\epsilon_{\lambda}(T) = \frac{E_{\lambda}(T)}{E_{\lambda,b}(T)}$

- Total Hemispherical $\epsilon(T) = \frac{E(T)}{E_b(T)}$

Diffuse Assumption

- no angular dependence of radiation
- only deal w/ hemispherical

$$\epsilon = \frac{E}{E_b} = \frac{E}{\sigma T^4}$$

$$E = \int E_{\lambda} d\lambda$$

$$= \int \epsilon_{\lambda} E_{\lambda,b} d\lambda$$

Use Radiation Fraction for piecewise integral

radiation

$$\epsilon'' = J - b$$

$$= E + \rho b - b = \epsilon E_b - \alpha b$$

Key Difference

- intensity incident

incident Spectral Intensity

$$I_{\lambda, inc}(\lambda, \theta, \phi)$$

Spectral irradiation

$$G_{\lambda} = \int_0^{2\pi} \int_0^{\pi/2} I_{\lambda, inc} \cos \theta \sin \theta \, d\theta \, d\phi$$

Total irradiation

$$G = \int_0^{\infty} G_{\lambda} \, d\lambda$$

Diffuse irradiation

- radiation is incident equally from all directions

$$G_{\lambda} = \pi I_{\lambda, inc} \quad \text{in the diffuse case}$$

Defining Absorptivity and Reflectivity

$$\text{absorptivity} = \frac{\text{absorbed radiation}}{\text{incident radiation}}$$

Spectral Dependence of Absorptivity

Different kinds of Reflectivity

$$\text{reflectivity} = \frac{\text{reflected}}{\text{incident}}$$

$$I_{\lambda, \text{etr}} = (\dots)$$

└ emitted + reflected

Use \bar{J} instead of \bar{E}

Why should we care about spectral radiative properties
- engineers radiative properties to achieve certain results

Diffuse Gray Surface

↳ emits, absorbs, reflects = in all directions

$$\alpha = \epsilon$$

Gray - properties are the same at all wavelengths

	Spectral	Total
Emissivity	$\epsilon_\lambda = \frac{E_\lambda}{E_{b,\lambda}}$	$\epsilon = \frac{E}{E_b}$

Absorptivity	$\alpha_\lambda = \frac{G_{obj,\lambda}}{G_\lambda}$	$\alpha = \frac{G_{obj}}{G}$
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Reflectivity	$\rho_\lambda = \frac{G_{refl,\lambda}}{G_\lambda}$	$\rho = \frac{G_{refl}}{G}$
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Diffuse Gray Surface $\alpha = \epsilon$

- intensity not dependent on wavelength / angle

Key question

- how much radiation leaving one surface makes it to another
 - depends on medium
 - we often assume non-participating medium
 - intensity of radiation leaving

geometry

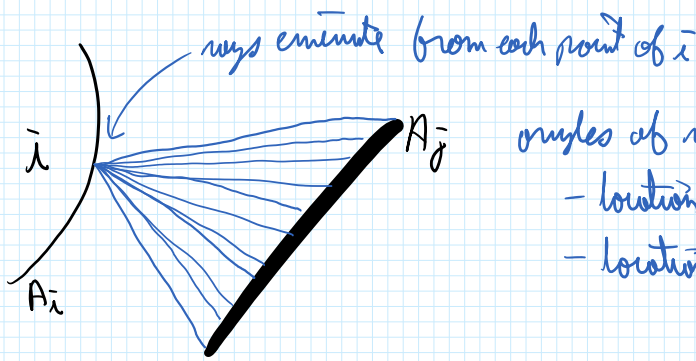
↳ focus of chapter 13

Heat flow from surface i to surface j
 i.e. sun \rightarrow solar panel

Depends on

- Areas of objects
- Distances

- Angles



angles of ray depend on

- location on surface the originate from
- location on surface they radiate to

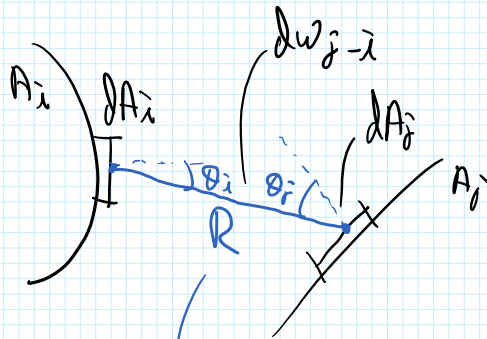
Break Surfaces into Differential Areas

dA_i and dA_j

Analyze a single ray

Write expression for differential heat ray

Double integrations



cos ray depending on dA_i, dA_j

$$J_i = \int_0^{2\pi} \int_0^{\pi/2} I_{e+r,i}(\theta, \phi) \cos \theta_i \overbrace{\sin \theta d\theta d\phi}^{dw_i}$$

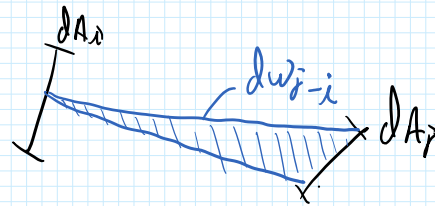
Total E emitted + Reflected intensity coming from surface i

$$q_{i \rightarrow n} = \int_{A_i} J_i dA_i = \int_{A_i} \int_0^{2\pi} \int_0^{\pi/2} I_{e+r,i}(\theta, \phi) \cos \theta_i \sin \theta d\theta d\phi dA_i$$

$\underbrace{\hspace{10em}}_W$
 $\underbrace{\hspace{10em}}_{\frac{W}{m^2}}$
 $\underbrace{\hspace{10em}}_{m^2}$
 $\underbrace{\hspace{10em}}_{\text{over entire hemisphere}}$

(but how much actually lands on surface j ?)

Want to use $d\omega_{j-i}$



$$d\omega_{j-i} = dA_j \cos \theta_j / r^2$$

$$\begin{aligned} d\omega_{j-i} &= dA_{\text{hemi}} \cos \theta_{\text{hemi}} / r^2 \\ &= \sin \theta_i d\theta_i d\phi_i \end{aligned}$$

$$Q_{i \rightarrow j} = \int_{A_i} \int_{A_j} I_{e+r_{ij}}(\theta_i, \phi_i) \frac{\cos \theta_i \cos \theta_j}{r^2} dA_i dA_j$$

Integrate

- $I_{e+r_{ij}}, \theta_i, \phi_i$ and r depend on specific ray

Range of θ_i, ϕ_i

- range of A_j

Integrating over dA_i, dA_j pairs

Assume surface is diffuse

$$Q_{i \rightarrow j} = \int_{A_i} \int_{A_j} \frac{\cos \theta_i \cos \theta_j}{\pi r^2} dA_i dA_j$$

Special case

$A_j, A_k \ll r^2$ } - rays are essentially ||

$$q_{ij} \approx \int_i \frac{\cos \theta_i \cos \theta_j}{\pi R^2} A_i A_j$$

Example

G is coming only from fermions

$$q_{ij} = \int_i \iint_{A_i A_j} \frac{\cos \theta_i \cos \theta_j}{\pi R^2} dA_i dA_j$$

$$q_{fd} = \int_f \iint_{A_f A_d} \frac{\cos \theta_f \cos \theta_d}{\pi L^2} dA_f dA_d$$

$$= G_d A_d$$

Assume $A_d, A_f \ll L^2$

$$G_d A_d = \int_f \frac{\cos \theta_f \cos \theta_d}{\pi L^2} A_f A_d$$

known

solve for this

$E_f + p_f \rightarrow 0$ because its a hole

lost time

heat rate leaving A_i landing on A_j

$$q_{i \rightarrow j} = J_i \int_{A_i} \int_{A_j} \frac{\cos \theta_i \cos \theta_j}{\pi R^2} dA_j dA_i$$

Special case, A_j and $A_i \ll R^2$

$$q_{i \rightarrow j} \approx J_i \frac{\cos \theta_i \cos \theta_j}{\pi R^2} A_i A_j \quad \left. \vphantom{q_{i \rightarrow j}} \right\} \text{ - rays are nearly parallel}$$

View Factor (F_{ij})

- Known to configuration or shape factor
- Simple way to account for geometry when calculating radiation exchange between surfaces
- Allows for quick calculations of $q_{i \rightarrow j}$
- Physical Meaning
 - fraction of radiation leaving surface i that is intercepted by surface j

$$F_{ij} = \frac{q_{i \rightarrow j}}{J_i \cdot A_i} \quad 0 \leq F_{ij} \leq 1$$

$$F_{ij} = \frac{1}{A_i} \int_{A_i} \int_{A_j} \frac{\cos \theta_i \cos \theta_j}{\pi R^2} dA_j dA_i$$

$$A_i \int_{A_j} \frac{1}{r_{ij}^2} \cos \theta_j dA_j$$

Depending on geometry there are tables that characterize the view factors

you find q_{ij} w/o doing double integral

$$q_{i \rightarrow j} = F_{ij} J_i A_i$$

$F_{ij} \neq F_{ji}$ Generally

Reciprocity

$$A_i F_{ij} = A_j F_{ji}$$

Enclosure Rule

$$\sum_j F_{ij} = 1$$

- all energy hitting 1 surface hits some other surface in the enclosure

Self View Factor

$$F_{ii} = 0 \quad \text{convex}$$

$$F_{ii} > 0 \quad \text{concave}$$

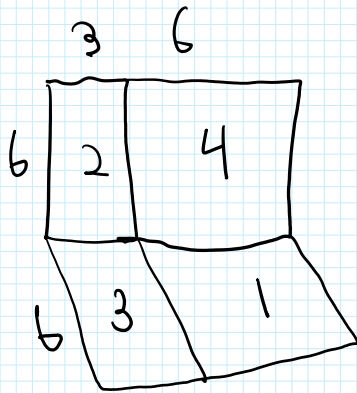
Composite Surface View Factors

$$F = \begin{matrix} & \text{1} & \text{2} & \dots & \text{n} \\ \text{1} & F_{11} & F_{12} & \dots & F_{1n} \\ \text{2} & F_{21} & F_{22} & \dots & F_{2n} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \text{n} & F_{n1} & F_{n2} & \dots & F_{nn} \end{matrix}$$

$$F_{i(j)} = \sum_{k=1}^n F_{ik}$$

$$F_{(j)\bar{i}} = \frac{A}{A_{(j)}} \sum_{k=1}^n F_{ik}$$

Composite Surface Example



Find F_{12}

$$F_{(1+3)(2+4)} = F_{(1+3)} F_2 + F_{(1+3)} 4$$

Use reciprocity

$$\frac{A_2 F_2 (1+3)}{A_{(1+3)}} + \frac{A_4 F_4 (1+3)}{A_{(1+3)}}$$

$$\begin{aligned} A_{(1+3)} F_{(1+3)(2+4)} &= A_2 F_{2(1+3)} + A_4 F_{4(1+3)} \\ &= A_2 (F_{21} + F_{23}) + A_4 (F_{41} + F_{43}) \end{aligned}$$

By Symmetry $F_{21} = F_{34}$ $A_3 = A_2$

$$A_2 F_{21} = A_2 F_{34} = A_3 F_{34} \rightarrow A_4 F_{43}$$

$$A_{(1+3)} F_{(1+3)(2+4)} = \underbrace{2A_2 F_{21}}_{2A_1 F_{12}} + A_3 F_{33} + A_4 F_{41}$$

From table

From Table

View Factor

$$F_{ij} = \frac{q_{i \rightarrow j}}{J_i A_i} \Rightarrow q_{i \rightarrow j} = F_{ij} J_i A_i$$

$\underbrace{\hspace{10em}}_{\text{find the view factor?}}$
 table, rules

1. Use tables for 2d-3d geometries

2. Use rules

Reciprocities: $A_i F_{ij} = A_j F_{ji}$

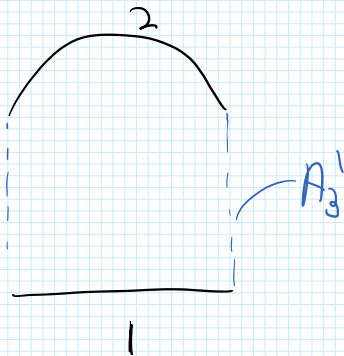
Enclosure Rule $\sum_j F_{ij} = 1$

Self view factors

Composite Surfaces $F_{i(j)} = \sum_{k=1}^n F_{ik}$

Hypothetical Surfaces (used to simplify V.F. calculations)

- ex parabolic solar collector



What is F_{13}

$$F_{13} = F_{13L} + F_{13R} = 2 F_{13L}$$

$\underbrace{\hspace{10em}}_{\text{due to symmetry}}$

given in a table

Radiative Exchange

- opaque isothermal
- no temp change across surface
- opaque ($\epsilon = 0$) and diffuse gray ($\epsilon = \alpha$)
- non-participating medium

Radiative Heat Rate

$$q_i'' = J_i - G_i$$

- calculate net heat flow of of i

challenge, finding irradiation

$$q_i = q_i'' A_i = J_i A_i - G_i A_i$$

complicated

Finding $G_i A_i$

↳ directly compute

$$G_i A_i = \sum_j q_{j \rightarrow i} = \sum_j J_j A_j F_{ji}$$

$$q_i = J_i A_i - G_i A_i = J_i A_i - \sum_j J_j A_j F_{ji}$$

$$= \sum_j [J_i A_i F_{ij} - J_j A_j F_{ji}]$$

$$q_i = \sum_j \frac{J_i - J_j}{\left(\frac{1}{A_i F_{ij}}\right)} \quad \text{--- } R_{geom,ij}$$

2. Compute from emissive power

$$q_i = J_i A_i + \frac{1}{\rho_i} (J_i A_i - \epsilon_i E_{b_i} A_i)$$

From Symmetry, $F_{i \rightarrow i} = \frac{1}{3}$

opaque, $\tau = 0$, $\alpha = \epsilon \Rightarrow \rho = 1 - \epsilon$

$$q_i =$$

Review

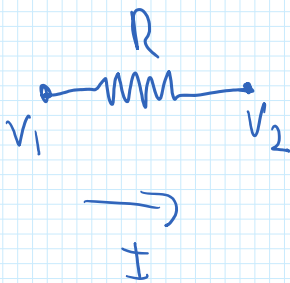
- hypothetical surface
- view factor rules

Eliminate $G_i A_i$

1. Directly compute $\bar{\epsilon}$ from all views
 - leads to q_i in terms of geometrical resistances
2. Substitute radiosity/emittance power expression
 - leads to q_i in terms of surface resistances

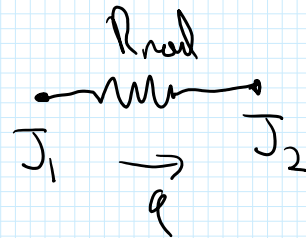
Use radiative resistance concept to study radiation transport

Electrical



$$I = (V_1 - V_2) / R$$

Thermal Radiation

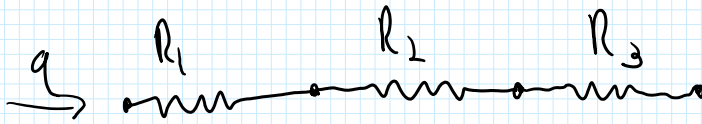


$$q = q'' A = (T_1 - T_2) / R_{rad}$$

Rules for combining Resistors

Series

- same q going through all of them

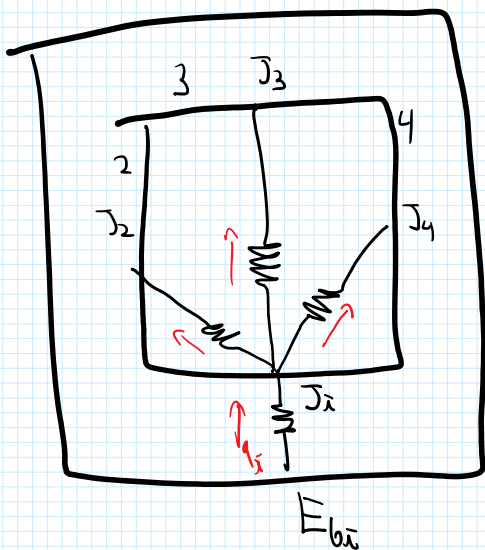


$$R_{eq} = R_1 + R_2 + R_3$$

Resistors in Parallel

$$\frac{1}{R_{eq}} = \frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3}$$

Radiative Energy Balance at Surface



geometrical
resistances

$$R_{geom\ i\bar{j}} = \frac{1}{A_i F_{i\bar{j}}}$$

Surface Resistances

$$R_{amb\ i} = \frac{(1 - \epsilon_i)}{\epsilon_i A_i}$$

$q_{i \rightarrow j}$ heat leaving i landing on j

$q_{j \rightarrow i}$ heat leaving j landing on i

$q_{i \bar{j}} = q_{i \rightarrow j} - q_{j \rightarrow i}$ Net heat flow from i to j

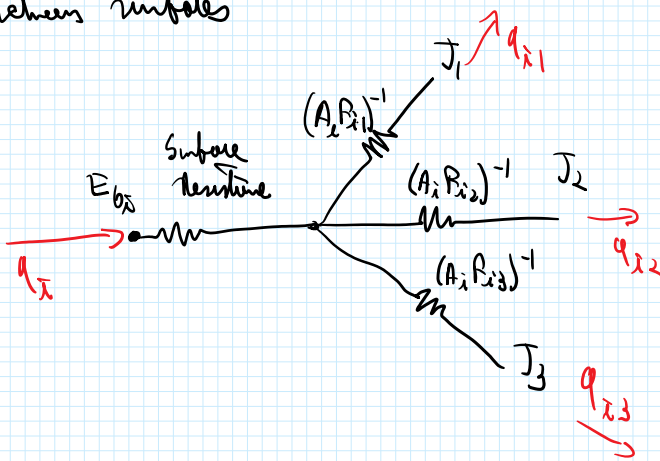
$$q_i = \sum_{j=1}^N q_{i \bar{j}}$$

Surface Radiative Resistances

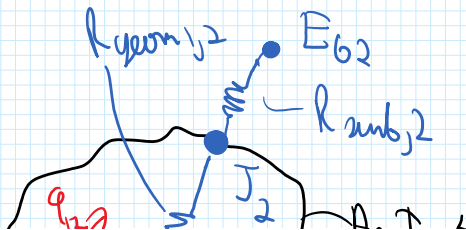
- fictitious mode inside wall E_{b_i} to emulate i

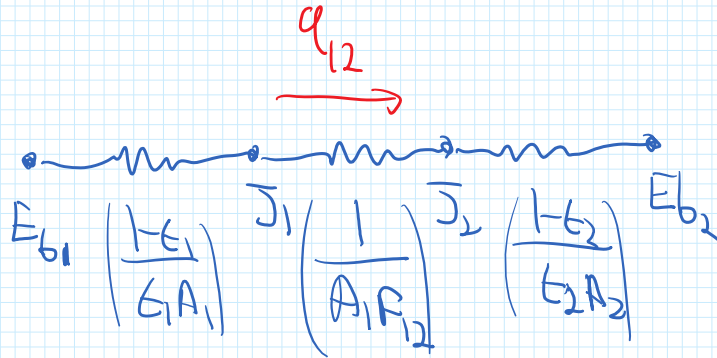
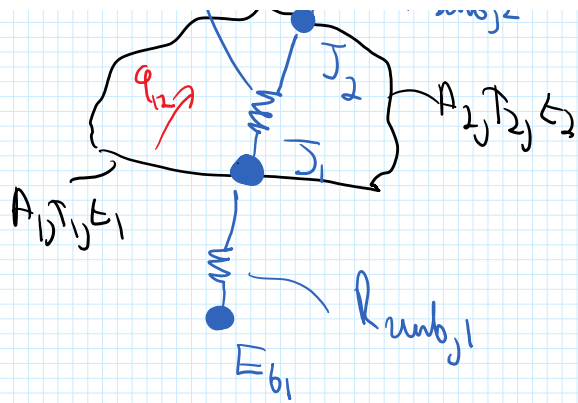
Geometrical Space Resistances

- represents effect of geometry of radiative exchange between surfaces



Two Surface Enclosure



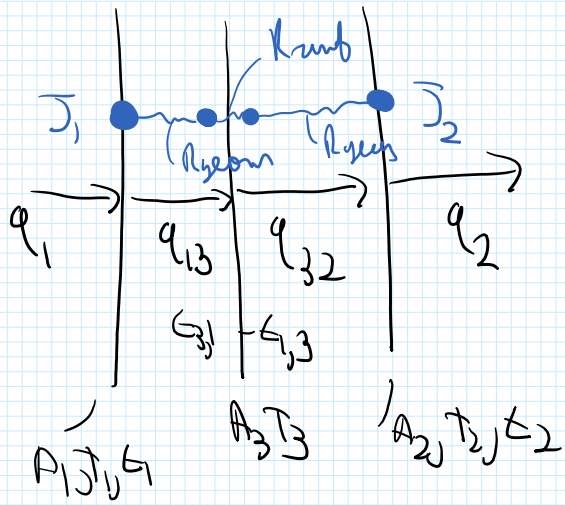


$$q_{12} = (J_1 - J_2) \cdot (A_1 F_{12})$$

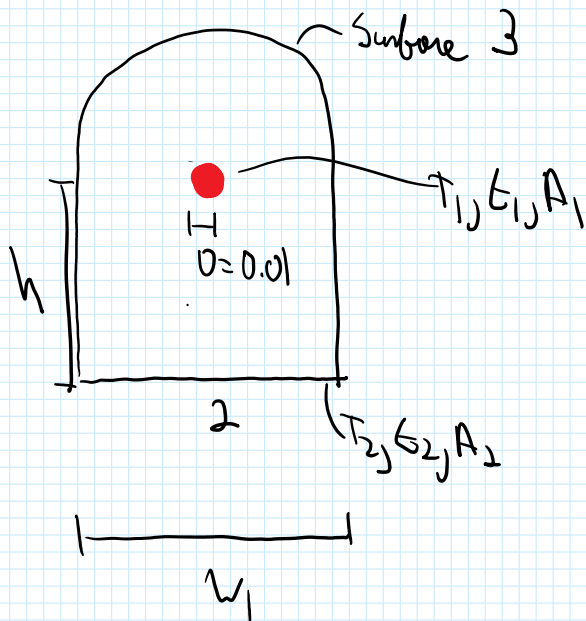
Simplifications

- Black body $\rightarrow \epsilon = 1 \Rightarrow E_{b_i} = J_i$

Radiation Shield



Burner Problem



Power per unit length required for S.S. conditions

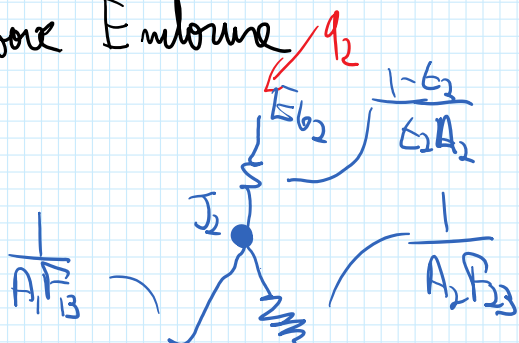
What is temp of burner wall?

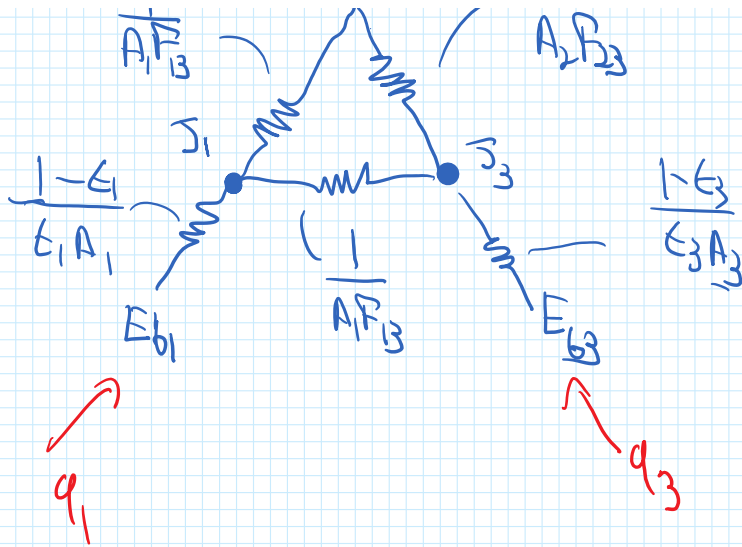
$$T_1 = 1500, \epsilon_1 = 1$$

$$T_2 = 500, \epsilon_2 = 0.6$$

$$\epsilon_3 = 0.9 \quad \text{insulating} \rightarrow q_3 = 0$$

3 Surface Enclosure





$$E_{B1} = \sigma T_1^4, E_{B2} = \sigma T_2^4, E_{B3} = \sigma T_3^4$$

T_1 is known

$$\frac{E_{B1} - J_1}{R_{\text{surf},1}} = \frac{J_1 - J_2}{R_{\text{geom},1,2}} + \frac{J_1 - J_3}{R_{\text{geom},1,3}}$$

T_2 is known

$$\frac{E_{B2} - J_2}{R_{\text{surf},2}} = \frac{J_2 - J_1}{R_{\text{geom},2,1}} + \frac{J_2 - J_3}{R_{\text{geom},2,3}}$$

q_3 is known

$$q_3 = \frac{J_3 - J_1}{R_{\text{geom},1,3}} + \frac{J_3 - J_2}{R_{\text{geom},2,3}}$$

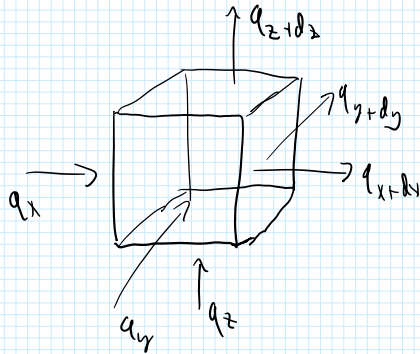
if we know we have a black body, $\frac{1 - \epsilon_i}{\epsilon_i A_i} \Rightarrow 0$

instead, use $J_1 = \sigma_1 T_1^4$ J_1 is immediately known

Energy Balance on a Differential CV

$$dV = dx dy dz$$

- evaluate inflows / outflows / energy storage / energy generation
- considers only conductive inflows and outflows



Cartesian Coordinates

$$(\text{In-Out}) = (\text{In-Out})_x + (\text{In-Out})_y + (\text{In-Out})_z$$

$$(\text{In-Out})_x = q_x - q_{x+dx}$$

$$q_{x+dx} = q_x + \left. \frac{dq_x}{dx} \right|_x dx + O^2$$

$$(\text{In-Out})_x = - \left. \frac{dq_x}{dx} \right|_x dx$$

$$q_x = q_x'' dA_x = -k \frac{dT}{dx} dy dz$$

$$(\text{In-Out})_x = \frac{\partial}{\partial x} \left(k \frac{dT}{dx} \right) dx dy dz$$

$$(\text{In-Out})_x = k \frac{\partial^2 T}{\partial x^2} dx dy dz$$

can write for y and z directions

$$\rho c_p \frac{\partial T}{\partial t} = k \left(\frac{\partial^2 T}{\partial x^2} + \frac{\partial^2 T}{\partial b^2} + \frac{\partial^2 T}{\partial z^2} \right) + \dot{q}''' \quad \nabla^2 T$$

Cylindrical coordinates?

Spherical coordinates?

$$(\text{In} - \text{Out})_r = q_r - q_{r+dr}$$

$$(\text{In} - \text{Out})_\theta = q_\theta - q_{\theta+d\theta}$$

$$(\text{In} - \text{Out})_\phi = q_\phi - q_{\phi+d\phi}$$

$$\Rightarrow \rho c_p \frac{\partial T}{\partial t} = k \nabla^2 T + \dot{q}'''$$

$$\frac{\partial T}{\partial t} = \alpha \nabla^2 T + \frac{\dot{q}'''}{\rho c_p} \quad \alpha = \frac{k}{\rho c_p} \quad \text{thermal diffusivity}$$

Del operator in different coordinate systems
 derived and DC

1st order in time, 2nd order in space

1st order in time, 2nd order in space
(
1 I.C. 2 B.C.

How to write B.C.

$u_n = 0$ → $u_{n+1} = -u_{n-1}$

Need initial / boundary conditions

$$q'' = -k \frac{dT}{dx}$$

$$= h (T_{\text{from}} - T_{\text{to}})$$

$$q = \underset{\text{from}}{6\sigma} [T_{\text{sun}}^4 - T_{\text{obj}}^4]_{\text{to}}$$

One Dimensional Conduction

- heat flows in 1 direction

Linear Heat Flow $T = T(x)$

Radial Heat Flow $T = T(r)$

Steady Conduction

- temp doesn't change w/ time

$$\frac{dT}{dt} = 0$$

Criterion Example

$$0 = k \frac{d^2 T}{dx^2} + \dot{q}'''$$

Hard / Tedious to Solve Heat equations

if

- no heat generation
- 1-D heat flow
- steady state

Use Conductive Resistances

$$q = \frac{\Delta T}{R} = \frac{T_1 - T_2}{R}$$

$$R_{\text{cond}} = \frac{L}{kA}$$

thickness
area

Table w/ all of Resistances

Critical Insulation Thickness

- conductive resistance increases w/ thickness
- convective resistance decreases w/ thickness

Imperfect contact leads to additional thermal resistances

Increase convection?

- increase surface area
- how to move air

Fim Heat Transfer Rate

Conduct just use fin area

How do we find q_b ? Fim heat transfer rate

$$q_f = -kA_{cb} \left. \frac{dT}{dx} \right|_{x=0}$$

$$\frac{d^2T}{dx^2} + \frac{1}{A_c(x)} \frac{dA_c(x)}{dx} \frac{dT}{dx} = \frac{hP(x)}{kA_c(x)} [T(x) - T_\infty]$$

Use η , or efficiency

Generally, applicable to any fin shape

$$\theta = T - T_\infty$$

$$\theta(x) = C_1 \exp(mx) + C_2 \exp(-mx)$$

Another common way, Fin Efficiency

$$\eta_f = \frac{q_f}{q_{f, \max}} = \frac{q_f}{h A_f \theta_b}$$

$$q_f = \eta_f \cdot h \cdot A_f \theta_b$$

find this from equations in book/table

$$R_f = \frac{\theta_b}{q_f} \quad \left. \vphantom{\frac{\theta_b}{q_f}} \right\} \begin{array}{l} \text{conduction through fin} \\ + \text{convection of surface} \end{array}$$

$$R_n = \frac{1}{h A_n}$$

+

$\mu_f \text{ hAp}$

F_{in} *array*

Usually we have an array of fins
- not just 1

N - # of Fins

A_b - Total area of exposed base

A_f - Surface Area of single Fin

$$A_t = NA_f + A_b$$

$$R_o = \frac{1}{\eta_o h A_t}$$

$$\frac{1}{R_o} = \frac{k}{R_f} + \frac{1}{R_b} = N\eta_f h A_f + h A_b$$

$$\eta_o = 1 - \frac{NA_f}{A_t} (1 - \eta_f)$$

$$q_o = \eta_o h A_t \theta_b = \frac{\theta_b}{R_o}$$

Chapter 5 - Transient Conduction

Steady state no longer valid

$$\dot{E}_{st} \neq 0$$

Lumped Capacitance Method (Error)

Direct Solution of Unsteady Heat Equations (Mudh A order)

Stored energy in volume V

Lumped Capacitance + Convection at Boundary

$$\frac{\theta}{\theta_i} = \frac{T - T_\infty}{T_i - T_\infty} = \exp\left(-\left(\frac{hA_s}{\rho V c}\right)t\right) = \exp\left(-\frac{t}{\tau}\right)$$

$$\tau = \text{time constant} = \frac{1}{hA_s} \rho V c$$

When can we use lumped capacitance model

- temperature should be nearly uniform throughout object

$$T_{\text{mid}} - T_{\text{surf}} \ll T_{\text{surf}} - T_{\infty}$$

Biot Number

$$Bi = \frac{hL}{k} \quad \begin{array}{l} \text{--- } L = \text{characteristic length} \\ \text{--- } k = \text{from solid} \end{array}$$

can use lumped capacitance if $Bi \leq 0.1$

L is usually center to edge distance

- (distance from largest heat difference)

General L.C

$$\rho V c \frac{dT}{dt} = \underbrace{E_{\text{in}} - E_{\text{out}}}_{\text{net heat flux}} + \dot{E}_g$$

↳ implies it's just convection

What if Biot # > 0.1

solve transient heat equation directly
- spatial and time dimensions

Conduction: Shape Factor

↳ analytical solution to heat equation

$$q = SK(T_1 - T_2)$$

Example problem

- lumped capacitance 4.20

$$q = SK(T_1 - T_2) = \frac{T_1 - T_2}{R}$$

$$R = \frac{l}{SK}$$

heat flows through bores/worms/edges

R_{edge} , R_{worm} , R_{wall}

$$\frac{1}{R_{\text{tot}}} = 12 \frac{1}{R_{\text{edge}}} + 8 \frac{1}{R_{\text{worm}}} + 6 \frac{1}{R_{\text{wall}}}$$

Finite element method

Convection

- goal is to find h

Flow (No slip at surface)

Advection

- energy transfer due to bulk fluid movement

Convective heat flux $h(T_s - T_\infty)$

Conductive heat flux $-k \frac{\partial T}{\partial y} \Big|_{y=0}$

$$h(T_s - T_\infty) = -k \frac{\partial T}{\partial y} \Big|_{y=0}$$

$$h = k \frac{\partial T}{\partial y}$$

$$\frac{1 \cdot \Delta y \big|_{y=0}}{T_b - T_a}$$

$$q_{adv, x} = \rho c \cdot a \, dy \, dz$$

Network problem w/ Shape Factor

$$q_{adv} = (\rho c) u \, dy \, dz$$

— over flowing through

(x-velocities
energy per unit mass)

Full energy equation is valid at any point

How to get T in the thermal boundary layer?

- B.L. layer is so thin we can make simplifications

$$\frac{\partial}{\partial x} \ll \frac{\partial}{\partial y} \gg \frac{\partial^2}{\partial x^2} \ll \frac{\partial^2}{\partial y^2}$$

gradients in y direction are much longer than
gradients in x direction

$$u \gg v$$

Apply B.L. Assumptions

$$u \frac{\partial T}{\partial x} + v \frac{\partial T}{\partial y} = \alpha \frac{\partial^2 T}{\partial y^2} + \frac{u}{\rho c_p} \left(\frac{\partial u}{\partial y} \right)^2$$

$$u \frac{\partial u}{\partial x} + v \frac{\partial v}{\partial y} = \alpha \frac{\partial^2 u}{\partial y^2} + \underbrace{\rho c_p \left| \frac{\partial y}{\partial t} \right|}_{\text{only important for high speed flows}}$$

$$\alpha = \frac{k}{\rho c_p} \left. \begin{array}{l} \text{thermal} \\ \text{diffusivity} \\ \text{constant} \end{array} \right\}$$

What is its actual numerical value

Depends on T, μ and ν

Need continuity, x-momentum etc

h v.s. x , can make an estimate

Approx $\left. \frac{\partial T}{\partial y} \right|_{y=0} \approx \frac{T(\delta) - T(0)}{\delta - 0}$

$\Rightarrow h \approx k/\delta$

increases $\propto 1/x$

decreases $\propto x$

Kob fluid

How to find h w/o solving for T !

- try to perform experiments

Non-dimensionalize equations

- convert P.L. eq to dimensionless form

introduce dimensionless variables

x^* , u^* , T^* , p^* etc.

Slight differences

Key dimensionless groups

$\frac{1}{Re}$ — Reynolds #

$\frac{1}{Pr Re}$

— New dimensionless variable

Prandtl Number (Pr)

$$Pr = \frac{\nu}{\alpha} \quad \alpha = \frac{k}{\rho c_p}$$

- ratio of momentum of diffusivity

Non-dimensionalize h

Nusselt Number

$$Nu = \frac{hL}{k}$$

dimensionless heat transfer coefficient

Prandtl # Pr Nusselt #

what is difference

$$Bi = \frac{hL}{k_s}, \quad Nu = \frac{hL}{k_f}$$

What variables do T depend on?

Free stream Pressure Gradient

- shape of object determines local pressure gradients

$$T^* = T^* \left(x^*, y^*, \frac{dp^*}{dx^*}, Re_L, Pr \right)$$

Need to run experiments @

- different Reynolds #'s

- different shaped objects
- different Pr #'s
- x^* is we care about local Nu #

We can also find avg properties

$$\overline{Nu} = \frac{\overline{h} L}{k} \quad \overline{h} = \frac{1}{A_s} \int h dA_s$$

Local Vs. Avg Nusselt and Sh. #

↳ avg remove positional dependence

Boundary layer Equation for Energy

— simplifying full convective energy balance equation

Non-dimensionalizing \rightarrow 3 key dimensionless groups

Reynolds #

$$Pr = \frac{\nu}{\alpha}$$

Prandtl #

Nusselt #

$$Nu = \frac{hL}{k} = \left. \frac{\partial T^*}{\partial y^*} \right|_{y=0}$$

(can use Nu, L, k to find h)

Functional Dependency

— look for average Nu

$$\bar{Nu} = \frac{\bar{h}L}{k}$$

$$\bar{Nu} = \bar{Nu} \left(Re, Pr, \frac{dP_{os}}{dx^*} \right)$$

determined by
shape of the object

Example

$$q_2 = \bar{h} A_2 (T_{s2} - T_{\infty 2})$$

bind this

$$\overline{Nu}_1 = \overline{Nu}_2 ?$$

$$Re_1 = Re_2$$

$$Pr_1 = Pr_2$$

$$\text{Shape 1} = \text{Shape 2}$$

(geometrically similar)

$$\bar{h}_1 L_1 = \bar{h}_2 L_2$$

$$\bar{h}_2 = \bar{h}_1 \frac{L_1}{L_2}$$

$$\frac{A_1}{A_2} = \frac{L_1}{L_2}$$

$$\Rightarrow \bar{h}_1 A_1 = \bar{h}_2 A_2$$

Heat and Mass Transfer Analogy

Chilton-Colburn Analogies

Mass transfer is analogous to heat transfer

Mass Diffusion \leftrightarrow heat conduction } Molecular transport

Mass convection \leftrightarrow heat convection

C_A : Concentration of Species kmol/m^3

$$C_{A,\infty} < C_{A,s}$$

Concentration BL thickness δ_c is a value @ which

$$C_A^* = \frac{C_{A,s} - C_A}{C_{A,s} - C_{A,\infty}} = 0.99$$

W_A : Molar Flux of Species A

N_A : Molar Flux of species

h_m : Mass transfer coefficient

D_{AB} : Mass Diffusion coefficient of species A in species B

ρ_A : Density of species

$$\rho_A = M_A C_A$$

Main idea

$$\overline{Nu}_1 = \overline{Nu}_2$$

Abb

① $Re_1 = Re_2$

② $Pr_1 = Pr_2$

③ $Shape_1 = Shape_2$

Mass Transfer

- two species
- A (less dominant)
- B (Medium, majority)

Concentration Boundary Layer

- same governing equations as we do for heat transfer
- equations are same, variables are different
- molar or mass basis

- how to get h_m ?

- same process as getting h
- species balance across differential C.V.
- Apply B.L. approx

- Non dimensionalize

3 key groups

Re #, $Sc = \frac{\nu}{D_{AB}}$)

Sherwood

$Sh = \frac{h_m L}{D_{AB}}$) $\left. \frac{\partial C_A}{\partial y} \right|_{y=0}$

Heat and Mass Analogy

$$\Rightarrow \frac{\bar{h}}{h_m} = \frac{k}{D_{AB}} \left(\frac{D_{AB}}{\alpha} \right)^n = Pr \left(\frac{\alpha}{D_{AB}} \right)^{1-n}$$

Assume $n = 1/3$ unless told otherwise

Convection - Coefficient Analogy

- if you know convection coefficient you can get h

All have to do w/ gradients of B.L. at surface
- useful because

Exponential Coating

- evaporative flux

$$q_{\text{latent}} = \dot{m}_{fg} h_m A (P_{A,s} - P_{A,\infty})$$

$$q_{\text{total}} = q_{\text{convective}} + q_{\text{latent}}$$

temperature difference

(meat evaporation)

Review

Lumped capacitance

L_c = characteristic lengths (max T difference)

$$B_i = \frac{hL_c}{k}$$

Sweaty Runner

$$\dot{N}_a = \dot{N}_a'' A$$

Person is running,

\Rightarrow convective mass flux

$$\dot{N}_a'' = h_{m, \text{air}} \left(\overset{(35^\circ\text{C})}{p_{\text{wet vap, skin}}} - p_\infty (30^\circ\text{C}) \right)$$

uniform w.v.
above sweat

free stream

$$p_{\text{wet vap}} = \frac{1}{v_g (35^\circ\text{C})}$$

(gas)

$$\dot{N}_a = A \bar{h}_{m, \text{air}} \left(p_{\text{wet vap}} (35^\circ\text{C}) - p (30^\circ\text{C}) \right)$$

$$\dot{M}_a = A h_m (\rho_{\text{rot, sup}} (35^\circ\text{C}) - \rho_\infty (30^\circ\text{C}))$$

how to get \bar{h}_m

heat and mass analogy

$$\frac{\bar{h}}{\bar{h}_m} = \frac{\kappa}{D_{AB}} \left(\frac{D_{AB}}{\alpha} \right)^{n=1/3}$$

$$\alpha = \frac{\kappa}{\rho c_p}$$

how do we get \bar{h}

$$q_{\text{conv}} = \bar{h} A (T_s - T_\infty)$$

$$q_{\text{latent}} =$$

$$q_{\text{total}} = q_{\text{convective}} + q_{\text{latent}}$$

Correlations

- results from laminar flow
- Power Law

Internal Flow

Difference from external flow

Boundary layers eventually grow together

- @ distance x_{fd}
 fully developed flow

Each boundary layer has its own length

Before $q'' = h(T_s - T_\infty)$

Now $q'' = h(T_s - T_m)$
 mean fluid temperature

Thermally Fully developed

$$Nu_D = \frac{hD}{k} \text{ is constant}$$

For an isothermal wall w/ circular cross section
derived as $Nu = 3.66$

Calculating Outlet Temperature

- need inlet temperature
- length of pipe
- heat transfer per unit length

Energy Balance

Wall heat in + advection in = advection out

$$q_{adv,x} = \rho \dot{m} e A_c$$

ρ density
 \dot{m} energy per unit mass
 e cross sectional area
 A_c mean blood velocity

$$dq_{wall} = q'' P dx$$

perimeter

$$\frac{dT_m}{dx} = \frac{e'' P}{\dot{m} C_p}$$

differential eq for
fluid temp in a
pipe @ position x

Integrate to get $T_m(x)$

Constant Surface Temp?

$$T_m(x) = T_s - (T_s - T_{m,i}) \exp\left(-\frac{P x}{\dot{m} C_p} h\right)$$

Heat Transfer Note

Integrate surface heat flux over total pipe S.A.

$$q = \dot{m} C_p (T_{m,o} - T_{m,i})$$

lot of internal flow correlations

Weird Shaped Tube, use Hydraulic Diameter

Apply Heat and Mass Analogy

Natural Convection

- convection in absence of bulk fluid motion

- No pump/fan, see stream velocity ≈ 0

- density gradient

- Temperature difference

- Body force

- gravity

Unstable \Rightarrow Convection \Rightarrow A direction

Fully developed flow

Re_D (Sh_D) and h (h_m) are constant

Energy Balance

→ leads to diff eq for mean fluid temp

Heat transferred to fluid in internal flow

$$Q = \dot{m} c_p (T_{m,o} - T_{m,i})$$

Turbulent Flow

$$Re_D > 2300$$

Natural/Free Convection

- Forced convection h is order of magnitude larger

- could neglect radiation anymore

Start w/ Boundary Layer Equations

β = Volumetric thermal expansion coef.

Non-dimensionalization

Grashof number (Gr)

$$Gr_L = \frac{g \beta (T_s - T_\infty) L^3}{\nu^2}$$

Nusselt Number

$$Nu_L = Gr_L \cdot Pr$$

Use Nusselt # to determine turbulent

$$T_f = \frac{T_s + T_\infty}{2} \left. \vphantom{T_f} \right\} \text{film temp, use for evaluation, fluid properties}$$

Internal free competition

Boiling

- remove heat from surface

$$q'' = h(T_s - T_{sat}) = h \Delta T_e$$

rotation (boiling temp)

excess temperature

depends on it q'' or T_s is controlled

lots of bores

Boiling correlations

Film condensation correlations

h₂ bond θ