

Weds: HW by 5pm
Read

Energy conservation

We have seen that, for objects moving under the influence of gravity and springs

$$\text{Total Energy} = KE + PE + E_{\text{elastic}}$$

remains constant throughout the object's motion. This is an example of energy conservation. We can apply this to macroscopic (large scale) systems and also microscopic systems.

DEMO: Chem Tube 3D - choose molecule
- select frequency via pull-down.

We can extend this to many other systems by including new types of energy. For example, for an electrical charge on a spring in a gravitational field

$$\text{Total } E = KE + PE + E_{\text{elastic}} + E_{\text{electric}}$$

↙
motion
↙
gravity
↙
spring
↙
charges.

When done properly the total energy will be conserved. It appears that energy conservation may always be true.

Friction and energy

Consider a realistic skater situation where the track has friction



DEMO: PHET ESP

- create gentle track.
- high friction

We can ask if

$$E = KE + PE$$

stays constant.

	KE	PE	E
start	0	positive	positive
end	0	0	0

Quiz! 70% - 70%

Clearly this does not stay constant and it appears that the friction is subtracting from the energy. Observations of the effects of friction suggest how to resolve this.

DEMO: Rub hands - warming

The explanation of this comes from thermal physics.

Temperature of a system of atoms



Associated with energies (invisible) of atoms

Thermal Energy (Internal Energy)

Thus in the skater situation, some of the kinetic and potential energy must have been converted into thermal energy

DEMO: Show ESP energy bar graph

	KE	PE	Thermal E	E
Start	0	1000J	20000J	21000J
End	0	0	21000J	21000J

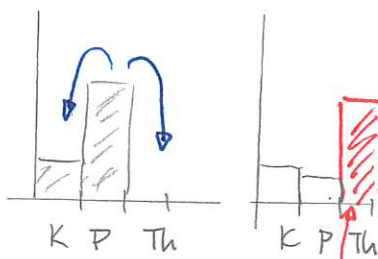
Energy transformations and thermal energy

For mechanical systems energy can usually be transferred between types but it appears that the transfer of energy is a one-way process.

DEMO : ESP Basics - Friction

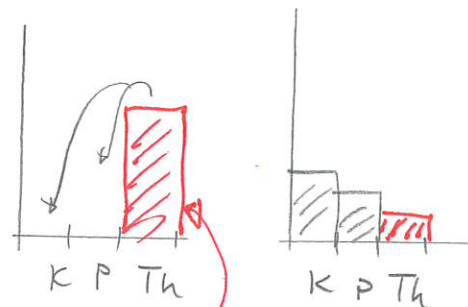


This occurs



Never decreases
Always is

This never occurs



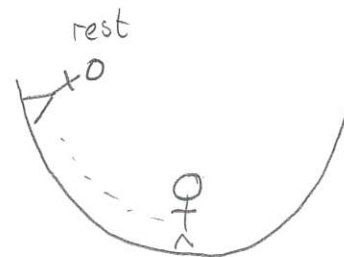
Sometimes decreases

In this sense thermal energy is a form of waste energy which cannot be recovered by ordinary means. We would like to quantify the extent to which energy is wasted.

Energy efficiency

For the skater we could consider the motion at the bottom of the ramp. Then, thinking that speed is useful we could describe (at lowest point)

- * useful energy \equiv kinetic energy
- * waste energy \equiv thermal energy.



Therm E \equiv waste
KE = useful

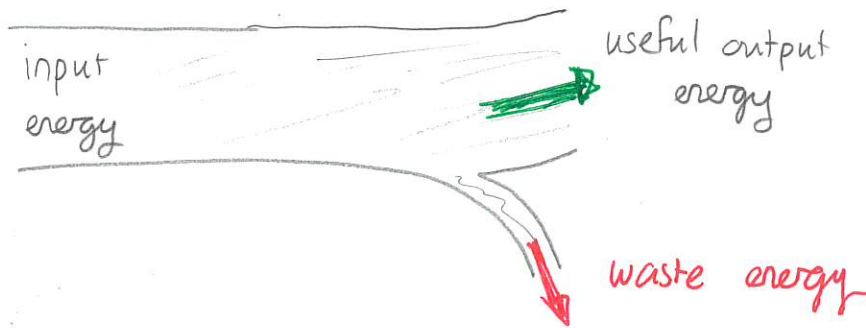
How much of each we have depends on the total energy. We can get the total energy from the initial energy. We then say

- * input energy \equiv initial (potential) energy

We have

$$\text{Useful (output) energy} + \text{waste energy} = \text{input energy}$$

We can view this as a flow (read left to right)



Efficiency.

We aim to quantify how efficient energy transfer is.

Quiz 2 90%

Quiz 3 30%

What matters is the fraction of energy converted into useful energy.
We define.

The energy efficiency of a process is

$$\text{energy efficiency} = \frac{\text{useful output energy}}{\text{input energy}}$$

1 Energy efficiency and skaters

A skater is at rest at the top of a ramp and skates down reaching a low point at the ground level. In all cases the initial potential energy of the skater is 4000J.

- The skater uses a more efficient skateboard and reaches the low point with a kinetic energy of 3000J. Determine the thermal energy at the bottom of the ramp. Determine the efficiency of the process.
- The skater uses a more efficient skateboard and reaches the low point with a kinetic energy of 1000J. Determine the thermal energy at the bottom of the ramp. Determine the efficiency of the process.

Answer: a) Total energy = 4000J

	KE	PE	Therm E	Total E
Top	0J	4000J	0J	4000J
Bottom	3000J	0J	1000J	4000J

↑
height = 0

$$\text{efficiency} = \frac{3000\text{J}}{4000\text{J}} = 0.75 \quad \sim 75\%$$

b) Reconstruct table

	KE	PE	Therm E	Total E
Top	0J	4000J	0J	4000J
Bottom	1000J	0J	3000J	4000J

$$\text{efficiency} = \frac{1000\text{J}}{4000\text{J}} = 0.25 \quad \sim 25\%$$