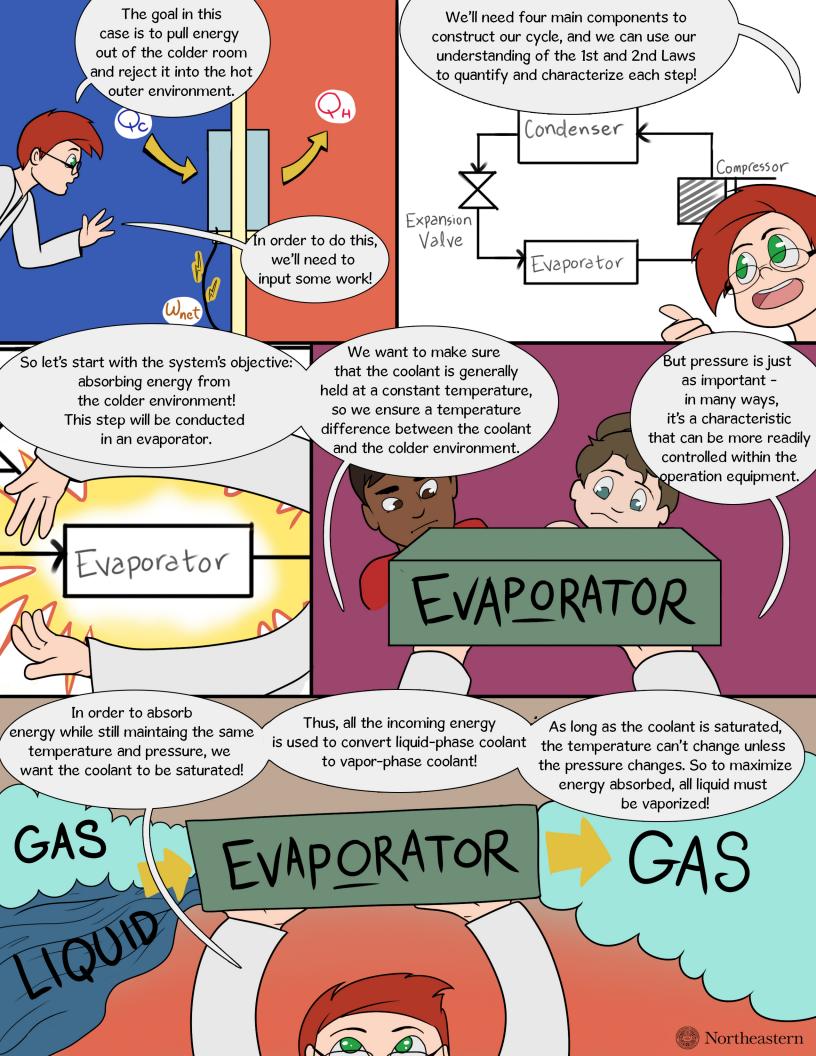
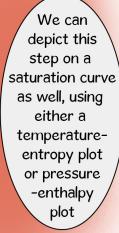
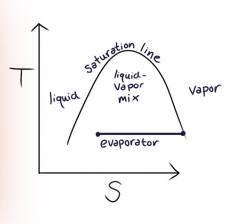
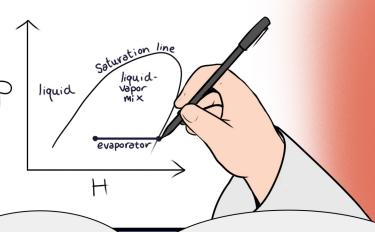


Northeastern

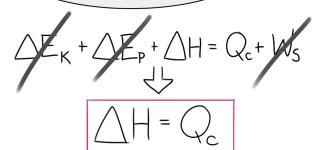








And we can determine how much heat will be absorbed from the simplified 1st law!



Pressure is constant, so no work is input, so the change in enthalpy is equal to the heat absorbed!

On to the next step - right after the coolant has pulled off as much energy as it can from the colder environment

At this point, we need to take the coolant and get it up to a much higher temperature for it to be able to releasethe absorbed energy into the hotter environment

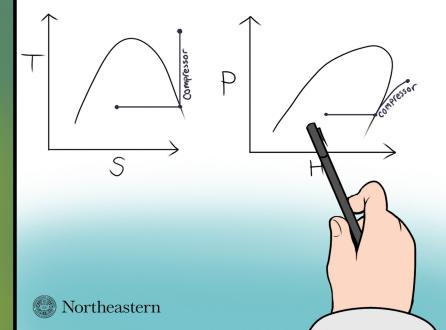


To do that, we need to crank up the pressure – and doing so increases the temperature!

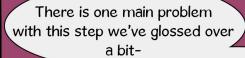
This means using a **compressor**, inputting work to do so. Our pressure-volume work is likely adiabatic, so we can use the 1st law to calculate the work done!



So the vapor will become **superheated**. And we specifically increase the pressure to the level needed to create the right temperature difference for heat rejection - which, yes, means overheated vapor. But the **pressure** is the more critical operating characteristic!



While there are different types of compressors, it's much easier to use one designed to only handle one phase. Which is good, because we've already fully vaporized the coolant in the evaporator step!



It's not really that perfect in actual operation.



Hisentropic

Mactual

The compressor is usually insulated, making it an adiabatic step - thus no heat.

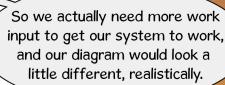
So the change in enthalpy is equal to the work input, and we can quantify these values.

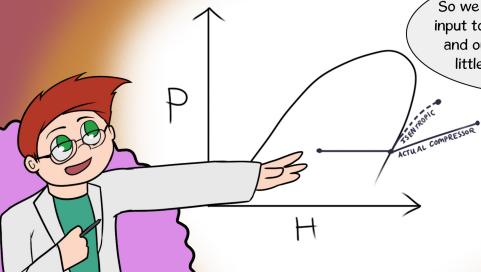
A perfect compressor would be isentropic no change in entropy - but that would require operation at 100% efficiency!



 $\triangle H = W_S$

Compressors never operate
that efficiently - it's more than
likely they'd be 90, 80, 70% efficient.
Which means the change in enthalpy
is much larger - meaning a lot
more work is necessary to achieve
the change in pressure and temperature
of the coolant!





For the rest of our analysis here, let's assume a really high efficiency and neglect this issue, just to reduce the number of concerns we're dealing with at once.

