

Electrochem Equilibrium Summary

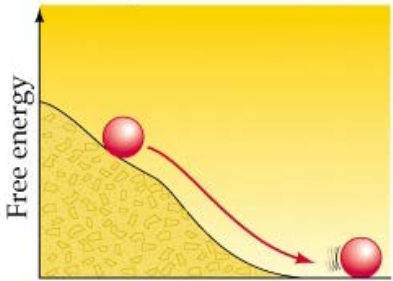
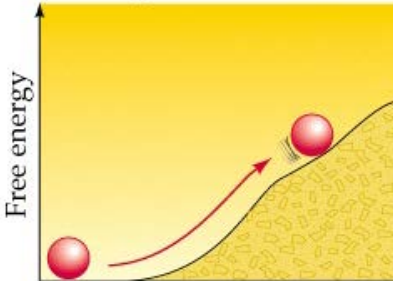
Given on formula chart:

$$\Delta G^{\circ} = -nFE_{cell}^{\circ} \quad n = e^{-} \text{ transferred, } F = \text{Faraday's constant}$$

$$\Delta G^{\circ} = -RT \ln K \quad R = 8.314 \text{ J/(mol K), } T = \text{temp (K), } \ln(k) = \text{natural log of } K$$

Not given on formula chart:

$$K = e^{-\Delta G^{\circ}/RT} \quad e = 2.718, R = 8.314 \text{ J/(mol K), } T = \text{temp (K), } \Delta G \text{ must be in J/mol}$$

Exergonic Reaction (-ΔG)	Endergonic Reaction (+ΔG)
Spontaneous (Thermodynamically Favorable)	<u>Not</u> Spontaneous (Thermodynamically <u>Un</u> favorable)
+E ^o _{cell} = voltage created (battery)	-E ^o _{cell} = external power source needed
K > 1	K < 1
	

For Spontaneous Reactions: What if it's not at standard conditions?

Further from equilibrium	At standard conditions (1.0 M, 1.0 atm, 298K)	Closer to equilibrium	At equilibrium
Q < 1	Q = 1	Q > 1	Q >> 1
K >>> Q	K >> Q	K > Q	K = Q
[reactants] > [products]	[reactants] = [products]	[reactants] < [products]	[reactants] << [products]
Higher voltage (than standard E ^o _{cell})	Equal voltage (to standard E ^o _{cell})	Lower voltage (than standard E ^o _{cell})	No voltage! (dead battery)
E _{cell} > E ^o _{cell}	E _{cell} = E ^o _{cell}	E _{cell} < E ^o _{cell}	E _{cell} = 0 V
<u>How Does this Happen?</u> <ul style="list-style-type: none"> • Increase reactants • Decrease products • Increase both, but increase REACTANTS more • Decrease both, but decrease PRODUCTS more 	<u>How Does this Happen?</u> <ul style="list-style-type: none"> • Set [reactants] = 1.0 M • Set [products] = 1.0 M • Increase both, but increase BOTH the same • Decrease both, but decrease BOTH the same 	<u>How Does this Happen?</u> <ul style="list-style-type: none"> • Increase products • Decrease reactants • Increase both, but increase PRODUCTS more • Decrease both, but decrease REACTANTS more 	<u>How Does this Happen?</u> <ul style="list-style-type: none"> • Cell runs for a very long time • All reactants used up