

# Chapter 1: Measurement

## Dimensions

The following are different dimensions (physical natures):

length, area, volume, mass, density, time, speed, acceleration, ...

Some dimensions are chosen to be fundamental:

length	L
mass	M
time	T

The other dimensions are expressed in terms of these:

$$\text{area} = L^2$$

$$\text{volume} = L^3$$

$$\text{density} = M/L^3$$

$$\text{speed} = L/T$$

$$\text{acceleration} = L/T^2$$

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## Units

The fundamental set was chosen because standard units for L, M, and T can be defined very precisely:

$$[\text{meter}] = L$$

$$[\text{kilogram}] = M$$

$$[\text{second}] = T$$

It does not make sense to add quantities with different dimensions,

Ex. 2 apples + 3 oranges = 5 ???  
2 meters + 3 seconds = ???

but different units with the same dimension can be added.

Ex. 2 m + 3 ft = 2.91 m = 9.56 ft

The dimensions satisfy the same equality as the quantities.

Ex. [2m] + [3ft] = [2.91m] = [9.56ft]

$$L + L = L = L$$

Quantities with different dimensions can certainly be multiplied and divided.

Ex. 50  $\frac{\text{miles}}{\text{hour}}$   $\times$  3 hours = 150 miles

$$\left[50 \frac{\text{miles}}{\text{hour}}\right] \times [3 \text{ hours}] = [150 \text{ miles}]$$

$$\frac{L}{T} \times T = L$$

## Dimensional Analysis

cannot tell you if the answer is right, but it can tell you if an answer is wrong.

Ex.  $g v^2 \stackrel{?}{=} m a$

$$[g][v^2] \stackrel{?}{=} [m][a]$$

$$\frac{M}{L^3} \left(\frac{L}{T}\right)^2 \stackrel{?}{=} M \frac{L}{T^2}$$

$$\frac{M}{L T^2} \stackrel{?}{=} \frac{M L}{T^2}$$

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The reason you can't be sure that you got an answer right by dimensional analysis:

pl. 10

Ex.  $x = k a^n t^m$

$\nearrow$  distance       $\uparrow$  some number       $\uparrow$  acceleration       $\leftarrow$  time

$$[x] = [k] [a^n] [t^m]$$

$$L = 1 \cdot \left(\frac{L}{T^2}\right)^n T^m$$

$$L^1 T^0 = L^n T^{m-2n}$$

$$\left. \begin{array}{l} 1 = n \\ 0 = m - 2n \end{array} \right\} \begin{array}{l} n = 1 \\ m = 2 \end{array}$$

Dimensional analysis tells us nothing about the dimensionless constant  $k$ .

$$x = k a t^2 \quad \left(\text{in fact, } k = \frac{1}{2}\right)$$

## Unit Conversion

We are always free to multiply any quantity by 1.

Some odd names for 1 are:

$$1 = \left(\frac{1 \text{ meter}}{39.37 \text{ in}}\right) \quad 1 = \left(\frac{39.37 \text{ in}}{1 \text{ meter}}\right)$$

$$1 = \left(\frac{1 \text{ hour}}{3600 \text{ sec}}\right) \quad 1 = \left(\frac{1 \text{ hour}}{3600 \text{ sec}}\right)^2$$

Ex. Convert 50  $\frac{\text{miles}}{\text{hour}}$  to  $\frac{\text{feet}}{\text{second}}$

$$50 \frac{\text{miles}}{\text{hour}} (1) (1)$$

$$= 50 \frac{\cancel{\text{miles}}}{\cancel{\text{hour}}} \left(\frac{5280 \text{ feet}}{1 \cancel{\text{mile}}}\right) \left(\frac{1 \cancel{\text{hour}}}{3600 \text{ sec}}\right)$$

$$= 73 \frac{1}{3} \frac{\text{feet}}{\text{sec}}$$

A more complicated unit conversion example:

Ex. The position of a certain particle varies in time as

$$x(t) = 9.1 + 2.4t + 3.7t^2$$

where  $x$  is in meters and  $t$  is measured in seconds.

(Common notation in the book!)

$$x(t) = 9.1 \text{ m} + (2.4 \frac{\text{m}}{\text{s}})t + (3.7 \frac{\text{m}}{\text{s}^2})t^2$$

Suppose that I wish to measure  $x$  in cm and  $t$  in minutes.

How do the coefficients change?

$$9.1 \text{ m} (1) = 9.1 \cancel{\text{m}} \left( \frac{100 \text{ cm}}{1 \cancel{\text{m}}} \right) = 910 \text{ cm}$$

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$$2.4 \frac{\text{m}}{\text{s}} (1)(1) = 2.4 \cancel{\frac{\text{m}}{\text{s}}} \left( \frac{100 \text{ cm}}{1 \cancel{\text{m}}} \right) \left( \frac{60 \cancel{\text{s}}}{1 \text{ min}} \right) \\ = 14,400 \frac{\text{cm}}{\text{min}}$$

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$$3.7 \frac{\text{m}}{\text{s}^2} (1)(1)^2 = 3.7 \cancel{\frac{\text{m}}{\text{s}^2}} \left( \frac{100 \text{ cm}}{1 \cancel{\text{m}}} \right) \left( \frac{60 \cancel{\text{s}}}{1 \text{ min}} \right)^2 \\ (3.7)(100)(60)^2 \frac{\text{cm}}{\text{min}^2} = 1,332,000 \frac{\text{cm}}{\text{min}^2}$$

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$$x(t) = 910 + 14,400t + 1,332,000t^2$$

where  $x$  is in cm

and  $t$  is in minutes.

## Metric Prefixes

yotta	$10^{24}$
zetta	$10^{21}$
exa	$10^{18}$
peta	$10^{15}$
tera	$10^{12}$
giga	$10^9$
-mega	$10^6$
-kilo	$10^3$
hecto	$10^2$
deka	$10^1$
deci	$10^{-1}$
-centi	$10^{-2}$
-milli	$10^{-3}$
-micro	$10^{-6}$
nano	$10^{-9}$
pico	$10^{-12}$
femto	$10^{-15}$
atto	$10^{-18}$
zepto	$10^{-21}$
yocto	$10^{-24}$

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## Scientific Notation

- One non-zero numeral appears to the left of the decimal point.
- Any number of digits may follow the decimal point.
- This number is multiplied by 10 to some power.

$$\underline{\underline{\text{Ex}}}$$
  $15 = 1.5 \times 10^1$

$$4.1 = 4.1 \times 10^0$$

$$0.00325 = 3.25 \times 10^{-3}$$





Zeros that are used as place holders are not significant.

Ex. How many sig figs in  
0.000325 ? 3  
    ↑↑↑

Ex. How many sig figs in  
0.0003250 ? 4  
    ↑↑↑↑

Much easier after conversion to scientific notation.

$$0.000325 = 3.25 \times 10^{-4}$$

    ↑  ↑  ↑

$$0.0003250 = 3.250 \times 10^{-4}$$

    ↑  ↑  ↑  ↑

Rule for sig figs in a product:

When multiplying or dividing several quantities, the number of sig figs in the final answer is equal to the smallest number of sig figs in any quantity.

### Rule for sig figs in a sum:

When adding or subtracting several quantities, the number of decimal places in the final answer is equal to the smallest number of decimal places of any quantity.

- sig figs
- decimal places

## Order of Magnitude Calculations

The spirit is conveyed by the other names:

- back-of-the-envelope calculations
- ball-park figures
- educated guesses
- within a factor of 10
- close enough for gov't work

No calculators required!

Only one significant figure should appear in the final answer.

Round-off errors should cancel each other.

# Scaling

Ex. Consider a sphere

$$V(r) = \frac{4}{3}\pi r^3 = K_1 r^3$$

$$A(r) = 4\pi r^2 = K_2 r^2$$

If the volume of a sphere increases by a factor of 64, by what factor does the surface area change?

$$V' = 64 V$$

$$K_1 (r')^3 = 64 K_1 (r)^3$$

$$r' = 4 r$$

$$K_2 (r')^2 = 16 K_2 (r)^2$$

$$A' = 16 A$$

# Chapter 3: Vectors

What is a vector?

A quantity with both a magnitude and a direction.

Ex. displacement, velocity, acceleration, momentum, force, ...

Vectors can be 1, 2, or 3 dimensional.