PHYS 1441 – Section 004 Lecture #2

Monday, Jan. 26, 2004 Dr. **Jae**hoon Yu

- Chapter one
 - Uncertainties and Significant Figures
 - Standards and units
 - Estimates
 - Unit conversions
- Chapter two
 - Fundamentals
 - Velocity and Speed (Average and instantaneous)
 - Acceleration



Announcements

• Reading assignment #2: Read and follow through Appendix sections by Monday, Feb. 2

– A-5, A-6, A-7, A-8 and A-9

- There will be a quiz on Wednesday, Jan. 28
- Homework Registration: 42/65 (15 of you submitted it)
 - You <u>must</u> download, print, solve and submit electronically your homework to obtain 100% credit for homework #1
 - Homework #1 due 1pm, Wednesday, Jan. 28
 - Roster will close Wednesday, Jan. 28
- E-mail distribution list (phys1441-004-spring04)
 - 18 of you subscribed as of 10am this morning
 - <u>5 points</u> extra credit if done by 6pm today, Jan. 26
 - <u>3 points</u> extra credit if done by 6pm Wednesday, Jan. 28
 - <u>**1 point</u>** extra credit if done by 6pm Monday, Feb. 2</u>



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Uncertainties

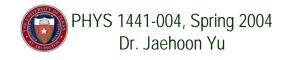
- Physical measurements have limited precision, however good it is, due to:
- Stat.{ Number of measurements
- Quality of instruments (meter stick vs micro-meter)
 Syst. Experience of the person doing measurements
 - In many cases, uncertainties are more important and difficult to estimate than the central (or mean) values

Why and when do uncertainties matter?



Significant Figures

- Significant figures denote the precision of the measured values
 - Significant figures: non-zero numbers or zeros that are not place-holders
 - 34 has two significant digits, 34.2 has 3, 0.001 has one because the 0's before 1 are place holders, 34.100 has 5, because the 0's after 1 indicates that the numbers in these digits are indeed 0's.
 - When there are many 0's, use scientific notation:
 - $31400000 = 3.14 \times 10^{7}$
 - $0.00012 = 1.2 \times 10^{-4}$



Significant Figures

- Operational rules:
 - Addition or subtraction: Keep the <u>smallest number of</u> <u>decimal place</u> in the result, independent of the number of significant digits: 34.001+120.1=154.1
 - Multiplication or Division: Keep the <u>smallest</u>
 <u>significant figures</u> in the result: 34.001x120.1 = 4083, because the smallest significant figures is 4.



Needs for Standards and Units

- Basic quantities for physical measurements
 - Length, Mass, and Time
- Need a language that everyone can understand each other
 - Consistency is crucial for physical measurements
 - The same quantity measured by one must be comprehendible and reproducible by others
 - Practical matters contribute
- A system of unit called <u>SI</u> (*System Internationale*) established in 1960
 - Length in meters (m)
 - Mass in kilo-grams (kg)
 - Time in seconds (s)



Definition of Base Units

SI Units	Definitions
1 m (Length) = 100 cm	One meter is the length of the path traveled by light in vacuum during a time interval of <u>1/299,792,458 of a second</u> .
1 kg (Mass) = 1000 g	It is equal to the mass of the international prototype of the kilogram, made of platinum-iridium in International Bureau of Weights and Measure in France.
1 <i>s (Time)</i>	One second is the <u>duration of 9,192,631,770</u> <u>periods of the radiation</u> corresponding to the transition between the two hyperfine levels of the ground state of the Cesium 133 (C ¹³³) atom.

There are prefixes that scales the units larger or smaller for convenience (see pg. 11)
Units for other quantities, such as Kelvins for temperature, for easiness of use



Prefixes, expressions and their meanings

- deca (da): 10¹
- hecto (h): 10²
- kilo (k): 10³
- mega (M): 10⁶
- giga (G): 10⁹
- tera (T): 10¹²
- peta (P): 10¹⁵
- exa (E): 10¹⁸

- deci (d): 10⁻¹
- centi (c): 10⁻²
- milli (m): 10⁻³
- micro (μ): 10⁻⁶
- nano (n): 10⁻⁹
- pico (p): 10⁻¹²
- femto (f): 10⁻¹⁵
- atto (a): 10⁻¹⁸



International Standard Institutes

- International Bureau of Weights and Measure <u>http://www.bipm.fr/</u>
 - Base unit definitions: <u>http://www.bipm.fr/enus/3_SI/base_units.html</u>
 - Unit Conversions: <u>http://www.bipm.fr/enus/3_SI/</u>
- US National Institute of Standards and Technology (NIST) <u>http://www.nist.gov/</u>



How do we convert quantities from one unit to another?

Unit 1 = Conversion factor X Unit 2

1 inch	2.54	ст
1 inch	0.0254	m
1 inch	2.54x10 ⁻⁵	km
1 ft	30.3	ст
1 ft	0.303	М
1 ft	3.03x10 ⁻⁴	km
1 hr	60	minutes
1 hr	3600	seconds
And many	More	Here

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Examples 1.3 & 1.4

Ex 1.3: A silicon chip has an area of 1.25in². Express this in cm².

What do we need to know?

1.25 in² = 1.25 in² ×
$$\left(\frac{2.54 \text{ cm}}{1 \text{ in}}\right)^2$$

= 1.25 in² × $\left(\frac{6.45 \text{ cm}^2}{1 \text{ in}^2}\right)$

$$=1.25 \times 6.45 \text{ cm}^2 = 8.06 \text{ cm}^2$$

• Ex 1.4: Where the posted speed limit is 65 miles per hour (mi/h or mph), what is this speed (a) in meters per second (m/s) and (b) kilometers per hour (km/h)? 1 mi= $(5280 \text{ ft})\left(\frac{12 \text{ in}}{1 \text{ ft}}\right)\left(\frac{2.54 \text{ cm}}{1 \text{ in}}\right)\left(\frac{1 \text{ m}}{100 \text{ cm}}\right)=1609 \text{ m}=1.609 \text{ km}$ (a) 65 mi/h = $(65 \text{ mi})\left(\frac{1609 \text{ m}}{1 \text{ mi}}\right)\left(\frac{1}{1 \text{ h}}\right)\left(\frac{1 \text{ h}}{3600 \text{ s}}\right)=29.1 \text{ m/s}$ (b) 65 mi/h = $(65 \text{ mi})\left(\frac{1.609 \text{ km}}{1 \text{ mi}}\right)\left(\frac{1}{1 \text{ h}}\right)=104 \text{ km/h}$ Monday, Jan. 26, 2004 PHYS 1441-004, Spring 2004 Dr. Jaehoon Yu 12

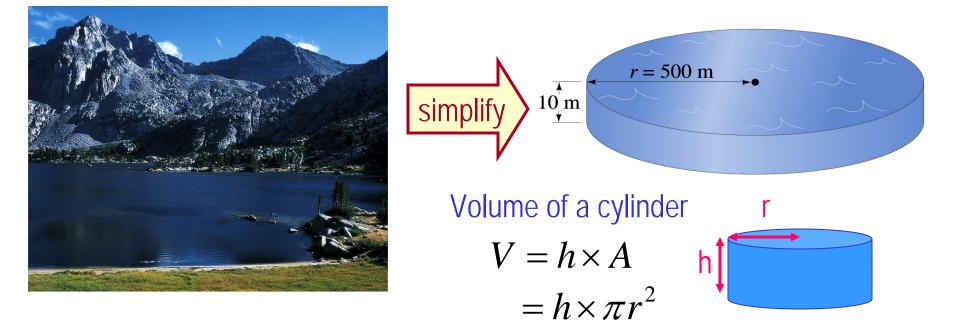
Estimates & Order-of-Magnitude Calculations

- Estimate = Approximation
 - Useful for rough calculations to determine the necessity of higher precision
 - Usually done under certain assumptions
 - Might require modification of assumptions, if higher precision is necessary
- Order of magnitude estimate: Estimates done to the precision of 10s or exponents of 10s;
 - Rapid estimating
 - Three orders of magnitude: $10^3 = 1,000$
 - Round up for Order of magnitude estimate; $8x10^7 \sim 10^8$
 - Similar terms: "Ball-park-figures", "guesstimates", etc



Example 1.5

Estimate how much water is in a lake in the figure which is roughly circular, about 1km across, and you guess it to have an average depth of about 10m.



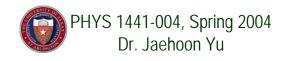
What is the radius of the circle? Half the distance across... 1 km/2=1000m/2=500m $V = h \times \pi r^2 = 10m \times \pi (500m)^2 = 7850000 \cong 8 \times 10^6 m^3 \cong 10^7 m^3$

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Dimension and Dimensional Analysis

- An extremely useful concept in solving physical problems
- Good to write physical laws in mathematical expressions
- No matter what units are used the base quantities are the same
 - *Length* (distance) is length whether meter or inch is used to express the size: Usually denoted as [L]
 - The same is true for *Mass ([M])* and *Time ([T])*
 - One can say "Dimension of Length, Mass or Time"
 - Dimensions are used as algebraic quantities: Can perform algebraic operations, addition, subtraction, multiplication or division



Dimension and Dimensional Analysis

- One can use dimensions only to check the validity of one's expression: Dimensional analysis
 - Eg: Speed $[v] = [\mathcal{L}]/[\mathcal{T}] = [\mathcal{L}]/[\mathcal{T}^{-1}]$
 - Distance (L) traveled by a car running at the speed V in time T

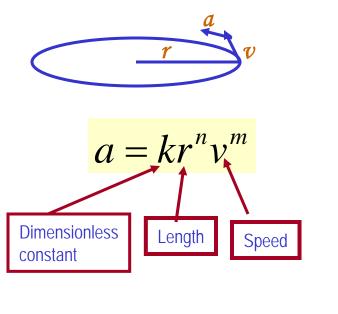
 $\bullet \mathcal{L} = \mathcal{V}^{\star}\mathcal{T} = [\mathcal{L}/\mathcal{T}]^{\star}[\mathcal{T}] = [\mathcal{L}]$

• More general expression of dimensional analysis is using exponents: eg. $[v] = [\mathcal{L}^n \mathcal{T}^m] = [\mathcal{L}] \{\mathcal{T}^1\}$ where n = 1 and m = -1



Examples

- Show that the expression [v] = [at] is dimensionally correct
 - Speed: [v] =L/T
 - Acceleration: [a] =L/T²
 - Thus, $[at] = (L/T^2)xT = LT^{(-2+1)} = LT^{-1} = L/T = [v]$
- Suppose the acceleration *a* of a circularly moving particle with speed v and radius *r* is proportional to r^n and v^m . What are *n* and *m*?



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

$$-m = -2 \implies m = 2$$

$$n+m=n+2=1 \implies n=-1$$

$$a = kr^{-1}v^2 = \frac{v^2}{r}$$

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Some Fundamentals

- Kinematics: Description of Motion without understanding the cause of the motion
- Dynamics: Description of motion accompanied with understanding the cause of the motion
- Vector and Scalar quantities:
 - Scalar: Physical quantities that require magnitude but no direction
 - Speed, length, mass, etc
 - Vector: Physical quantities that require both magnitude and direction
 - Velocity, Acceleration, Force, Momentum
 - It does not make sense to say "I ran with velocity of 10miles/hour."
- Objects can be treated as point-like if their sizes are smaller than the scale in the problem
 - Earth can be treated as a point like object (or a particle)in celestial problems
 - Any other examples?

