



CHAPTER 1

**Units, Physical
Quantities, and
Vectors**

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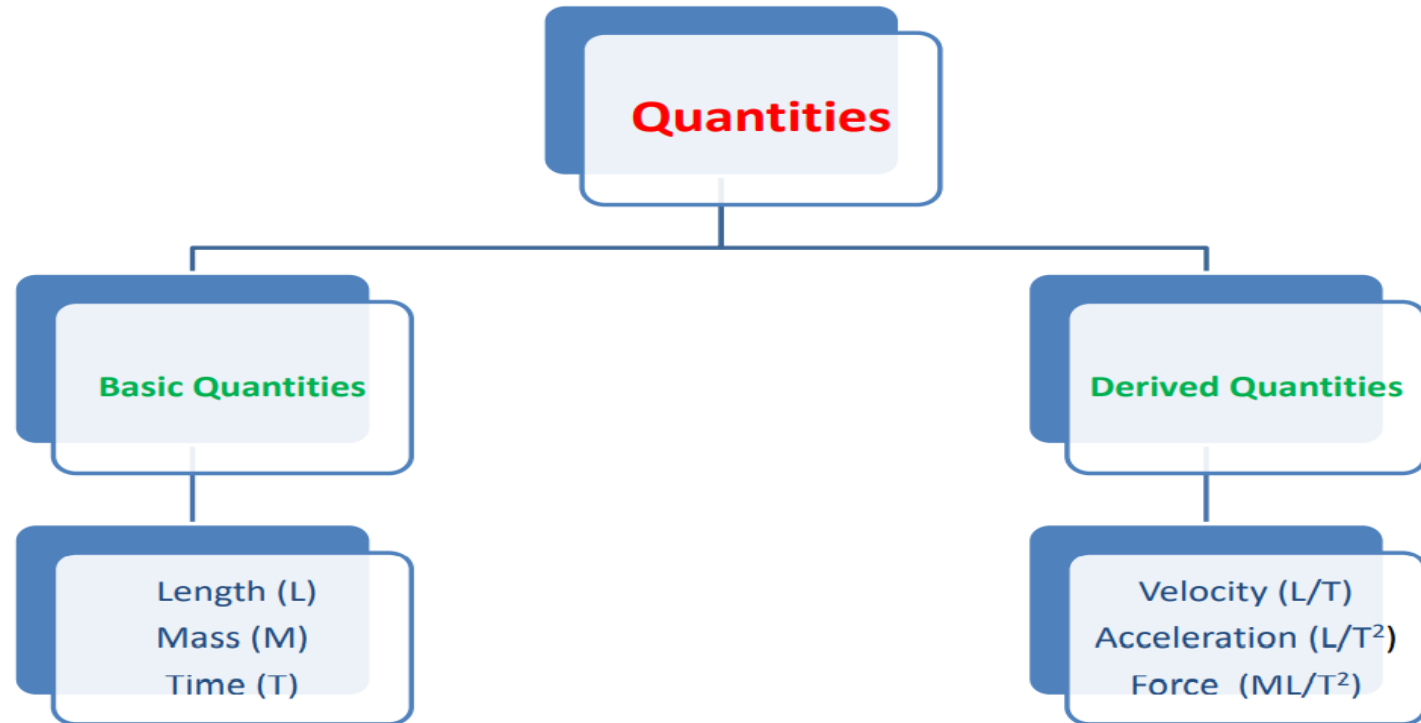
PHYSICAL QUANTITY

Physical quantity = numerical value \times unit

Examples:

mass: $m=70$ kg

force: $F=50$ N



1. STANDARDS AND UNITS

SI units (International System of units)

Quantity	Unit	Symbol
Length	Meter	m
Mass	Kilogram	Kg
Time	Second	s
Electric current	Ampere	A
Temperature	Kelvin	K
Amount of substance	Mole	mol
Luminous intensity	Candela	cd

Examples:

$$10^{-9}\text{m} = 1 \text{ nm}$$

$$10^{-6}\text{m} = 1 \mu\text{m}$$

$$10^{-3}\text{m} = 1 \text{ mm}$$

$$10^{-2}\text{m} = 1 \text{ cm}$$

$$10^3\text{m} = 1 \text{ km}$$

Prefixes for Powers of Ten		
Power	Prefix	Abbreviation
10^{-15}	femto	f
10^{-12}	pico	p
10^{-9}	nano	n
10^{-6}	micro	μ
10^{-3}	milli	m
10^{-2}	centi	c
10^{-1}	deci	d
10^3	kilo	k
10^6	mega	M
10^9	giga	G
10^{12}	tera	T

2. USING AND CONVERTING UNITS

Example 1.1:

1. Express the area of 6.0 cm^2 in m^2

$$6.0 \text{ cm}^2 = (6.0)(10^{-2} \text{ m})^2 = 6.0 \times 10^{-4} \text{ m}^2$$

2. Express the speed of 130 km/h in m/s

$$1 \text{ km} = 10^3 \text{ m} \quad \text{and} \quad 1 \text{ h} = 3600 \text{ s}$$

$$130 \frac{\text{km}}{\text{h}} = \left(130 \frac{\text{km}}{\text{h}}\right) \left(\frac{1000 \text{ m}}{\text{km}}\right) \left(\frac{\text{h}}{3600 \text{ s}}\right) = 36.1 \text{ m/s}$$

3. VECTORS AND VECTOR ADDITION

Physical Quantities

Scalar

- Magnitude
- No direction

Examples:

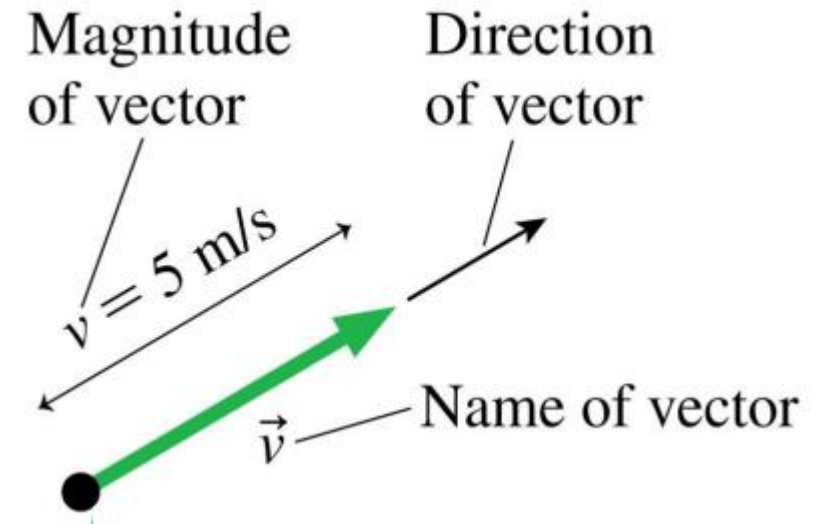
Length, mass, time, electric current, temperature, area, distance, speed, energy, density, pressure, power

Vector

- Magnitude
- Direction

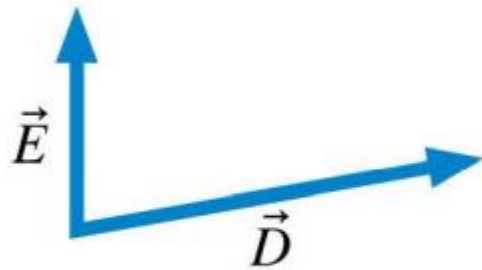
Examples:

Displacement, velocity, force, acceleration, momentum, weight impulse



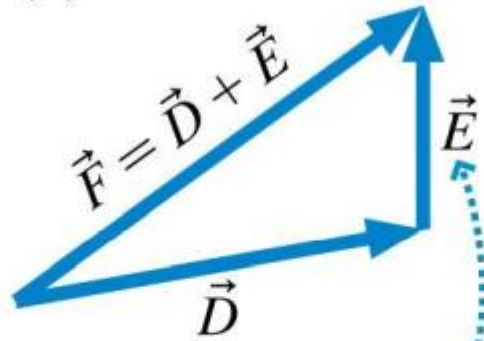
VECTOR ADDITION

(a)



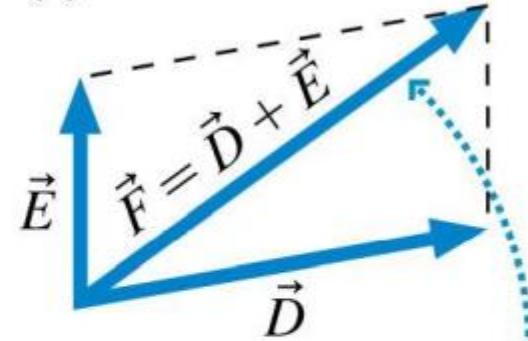
What is $\vec{D} + \vec{E}$?

(b)



Tip-to-tail rule:
Slide the tail of \vec{E}
to the tip of \vec{D} .

(c)



Parallelogram rule:
Find the diagonal of the
parallelogram
formed by \vec{D} and \vec{E} .

4. COMPONENTS OF VECTORS

A vector,

$$\vec{A} = (A_x, A_y)$$

The magnitude of a vector,

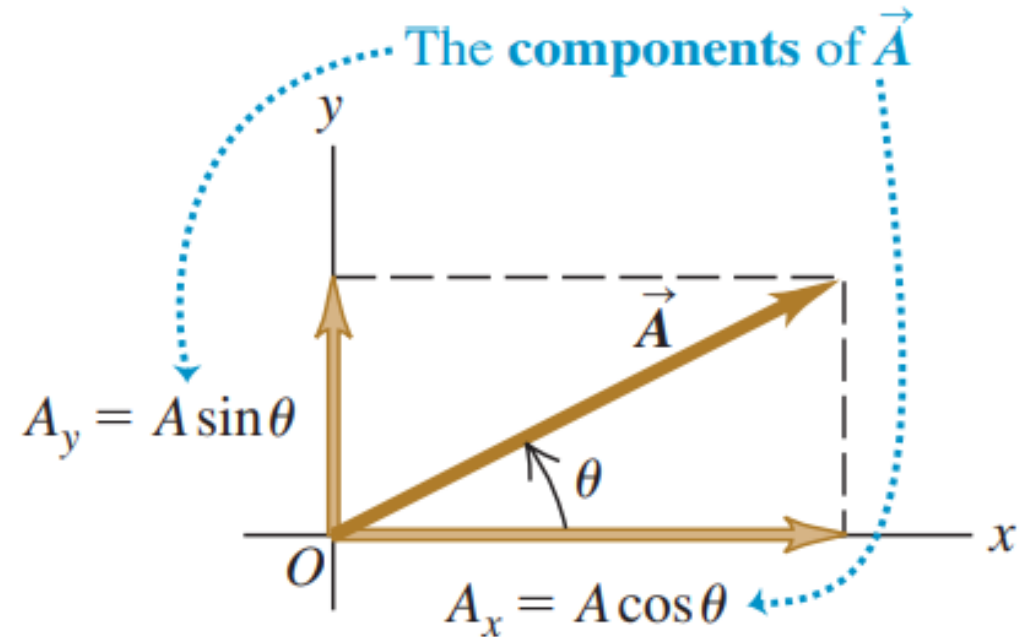
$$A = \sqrt{A_x^2 + A_y^2}$$

The x-component of a vector,

$$A_x = A \cos \theta$$

The y-component of a vector,

$$A_y = A \sin \theta$$



The direction of a vector

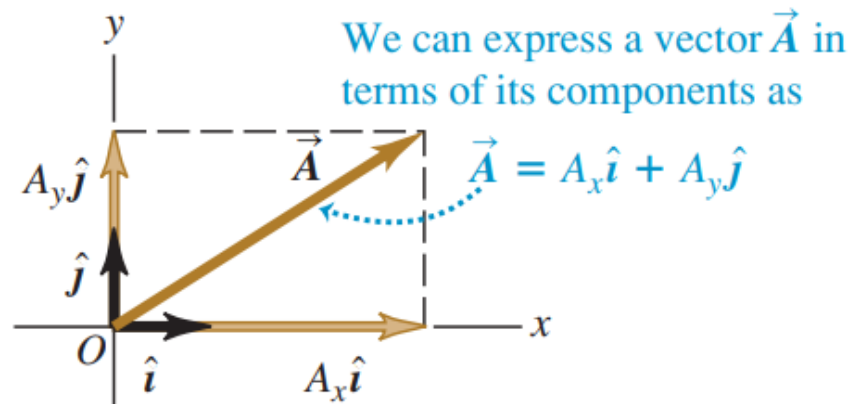
$$\theta = \tan^{-1} \left(\frac{|A_y|}{|A_x|} \right)$$

Quadrant \ Component	1st	2nd	3rd	4th
A_x	(+)	(-)	(-)	(+)
A_y	(+)	(+)	(-)	(-)
Direction	θ	$180 - \theta $	$180 + \theta $	$360 - \theta $

5. UNIT VECTORS:

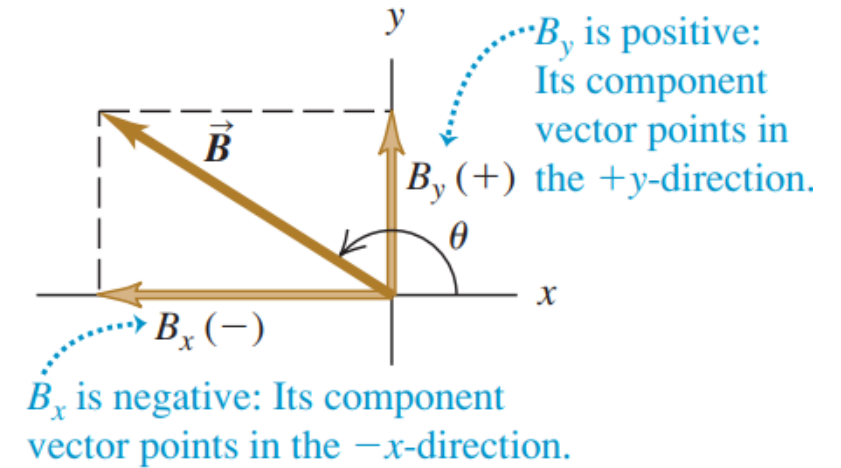
$$|\hat{i}| = |\hat{j}| = 1$$

$$\vec{A} = A_x \hat{i} + A_y \hat{j}$$

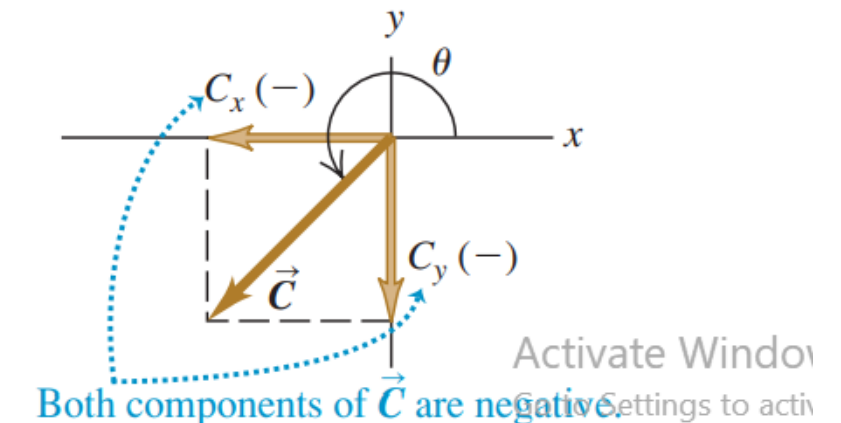


The components of a vector may be positive or negative numbers.

(a)



(b)



Activate Windows
Go to Settings to activate Windows features.

Example 1.2:

Find the x- and y- components of the vector \vec{D} ?

The magnitude of the vector is $D = 3.0$ m, and the angle $\alpha = 45^\circ$.

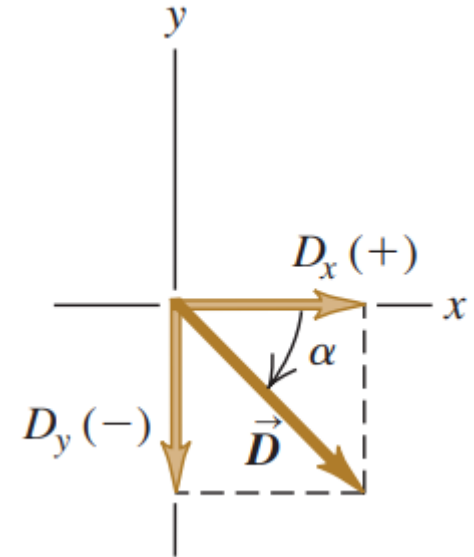
The direction of the vector \vec{D} in 4th quadrant is:

$$\theta = 360 - \alpha = 360 - 45 = 315^\circ$$

Then,

$$D_x = D \cos \theta = 3 \cos 315 = +2.1$$

$$D_y = D \sin \theta = 3 \sin 315 = -2.1$$



Sum and subtraction of two vectors:

$$\vec{C} = \vec{A} \pm \vec{B} \Rightarrow C_x = A_x \pm B_x \text{ and } C_y = A_y \pm B_y$$

Example 1.3: $\vec{A} = 2\hat{i} - 2\hat{j}$ and $\vec{B} = 4\hat{i} - 6\hat{j}$. Find:

a) $\vec{C} = \vec{A} + \vec{B}$. b) $\vec{D} = \vec{A} - \vec{B}$. c) the magnitudes of \vec{C} and \vec{D} .

e) the directions of \vec{C} and \vec{D} .

a) $C_x = 2 + 4 = 6$ and $C_y = -2 - 6 = -8 \Rightarrow \vec{C} = 6\hat{i} - 8\hat{j}$

b) $D_x = 2 - 4 = -2$ and $D_y = -2 + 6 = 4 \Rightarrow \vec{D} = -2\hat{i} + 4\hat{j}$

c) $C = \sqrt{(6)^2 + (-8)^2} = 10$ and $D = \sqrt{(-2)^2 + (4)^2} = 4.47$

e) $\theta_C = \tan^{-1}\left(\frac{8}{6}\right) = 53^\circ \Rightarrow \text{direction of } \vec{C} = 360 - 53^\circ = 307^\circ$

$\theta_D = \tan^{-1}\left(\frac{4}{2}\right) = 63^\circ \Rightarrow \text{direction of } \vec{D} = 180 - 63^\circ = 117^\circ$

6. PRODUCTS OF VECTORS

The scalar product of two vectors:

$$\vec{A} = A_x \hat{i} + A_y \hat{j} \quad \vec{B} = B_x \hat{i} + B_y \hat{j}$$

$$\hat{i} \cdot \hat{i} = \hat{j} \cdot \hat{j} = 1 \text{ and } \hat{i} \cdot \hat{j} = \hat{j} \cdot \hat{i} = 0$$

$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y$$

Example 1.4:

Calculate the scalar product of the two vectors:

$$\vec{A} = 2 \hat{i} + 3 \hat{j} \quad \vec{B} = 4 \hat{i} - 5 \hat{j}$$

$$\vec{A} \cdot \vec{B} = 2 \times 4 + 3 \times (-5) = 8 - 15 = -7$$