

The LUA-PHYSICAL library

Version 0.1

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Abstract

`lua-physical` is a pure Lua library which provides functions and object for doing computation with physical quantities. It has been written to simplify the creation of physics problem sets. The package provides units of the SI and the imperial system. Furthermore an almost complete set of international currencies are supported, however without online exchange rates. In order to display the numbers with measurement uncertainties, the package is able to perform gaussian error propagation.

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1 Introduction

The author of this package is a teacher at the high school *Kantonsschule Zug* in Switzerland. The main use of this package is to write physics problem sets. LuaTeX does make it possible to integrate physical calculations directly into the LuaTeX file. The package has been in use since 2016. Since then many bugs have been found and crushed. Nevertheless it still could be possible, that some were not found. Therefore the author recommends not to use this package industry or science. If one does so, it's the responsibility of the user to check results for plausability. If the user finds some bugs, they can be reported at github.com or directly to the author ([thomas.jenni\(at\)ksz.ch](mailto:thomas.jenni@ksz.ch)).

2 Basic usage

This package is a pure Lua library. Therefore one has to require it explicitly by calling `require("physical")`. For printing calculation results the `siunitx` package can be used. It's recommended to define a macro like `\q` or `\Qty` to convert the lua quantity object to a `siunitx` expression.

The following Latex preambel loads the `lua-physical` package and creates a macro `\q` for printing physical quantities.

```
1  \usepackage{lua-physical}
2  \usepackage{siunitx}
3
4  % configure siunitx
5  \sisetup{
6    output-decimal-marker = {.,},
7    per-mode = symbol,
8    separate-uncertainty = false,
9    add-decimal-zero = true,
10   exponent-product = \cdot,
11   round-mode = off
12 }
13
14 % load lua-physical package
15 \begin{luacode*}
16   physical = require("physical")
17
18   _N = physical.Number
19   _N.omitUncertainty = true
20 \end{luacode*}
21
22 % print physical quantities
23 \newcommand{\q}[1]{%
24   \directlua{tex.print(physical.Quantity.tosiunitx(#1,"scientific-
25     notation=fixed,exponent-to-prefix=false"))}%
26 }
```

Listing 1: basic preamble

Given the basic preamble, units can be used in lua code. The Result of a calculation can be printed by using the macro `\q{}`.

```

1  \begin{luacode}
2    s = 10 * _m
3    t = 2 * _s
4    v = s/t
5  \end{luacode}
6
7  A car travels  $\text{\q{s}}$  in  $\text{\q{t}}$ . calculate its velocity.
8  $$
9    v=\frac{\text{\q{s}}}{\text{\q{t}}} = \frac{\text{\q{s}}}{\text{\q{t}}} = \text{\q{v}}
10  $$

```

A car travels 10 m in 2 s. Calculate its velocity.

$$v = \frac{s}{t} = \frac{10 \text{ m}}{2 \text{ s}} = 5 \text{ m/s}$$

The physical quantities `s` for displacement, `t` for time, do have the units meter `_m` and second `_s`. Once these variables are declared, the calculation of the velocity is straight forward. In the LaTeX code the quantities are printed in the problem statement and in the solution.

Another example is the following physics problem.

```

1  \begin{luacode}
2    p = 1.013 * _bar
3    n = 1 * _mol
4    T = 30 * _degC
5
6    V = ( n * _R * T:to(_K,true) / p ):to(_L)
7  \end{luacode}
8
9  An ideal gas ( $\text{\q{n}}$ ) has a pressure of  $\text{\q{p}}$  and a temperature
10 of  $\text{\q{T}}$ . Calculate the volume of the gas.
11  $$
12    V=\frac{\text{\q{n}} \cdot \text{\q{R}} \cdot \text{\q{T:to(_K,true)}}}{\text{\q{p}}}
13    = \underline{\underline{\text{\q{V}}}}
14  $$

```

An ideal gas (1 mol) has a pressure of 1013 hPa and a temperature of 0 °C. Calculate the volume of the gas.

$$V = \frac{1 \text{ mol} \cdot 8.31 \text{ J}/(\text{mol K}) \cdot 273.15 \text{ K}}{1013 \text{ hPa}} = \underline{\underline{22.4195 \text{ L}}}$$

3 Supported Units

3.1 Base Units

Quantity	Unit	Symbol	Dim.	Definition
number	–	1	1	The dimensionless number one.
length	meter	<code>_m</code>	L	The distance light travels in vacuum during 1/299 792 458 second.
mass	kilogram	<code>_kg</code>	M	The mass of the international prototype of the kilogram.
time	second	<code>_s</code>	T	Is 9 192 631 770 times the period of the radiation from the transition between the two hyperfine levels of the ground state of caesium-133.
electric current	ampere	<code>_A</code>	I	The constant current which, if maintained in two straight parallel conductors of infinite length, of negligible circular cross-section, and placed 1 m apart in vacuum, would produce between these conductors a force equal to $2 \cdot 10^{-7}$ N/m.
thermodynamic temperature	kelvin	<code>_K</code>	Θ	Is the fraction 1/273.16 of the thermodynamic temperature of the triple point of water.
amount of substance	mole	<code>_mol</code>	N	Amount of substance that contains as many particles as there are atoms in 0.012 kg of carbon-12.
luminous intensity	candela	<code>_cd</code>	J	The luminous intensity, in a given direction, of a source that emits monochromatic radiation of frequency $540 \cdot 10^{12}$ Hz and has a radiant intensity in that direction of (1/683) W/sr
information	bit	<code>_bit</code>	B	The smallest amount of information.
currency	euro	<code>_EUR</code>	L	The value of the currency Euro.

Table 1: Base units of the International System of Units (SI) expanded with the base units of information and currency.

3.2 Derived Units

Quantity	Unit	Symbol	Dimension	Definition
plane angle	radian	<code>_rad</code>	1	<code>_1</code>
solid angle	steradian	<code>_sr</code>	1	<code>_rad^2</code>
frequency	hertz	<code>_Hz</code>	T^{-1}	<code>1/_s</code>
force	newton	<code>_N</code>	$M L T^{-2}$	<code>_kg*_m/_s^2</code>
pressure	pascal	<code>_Pa</code>	$M L^{-1} T^{-2}$	<code>_N/_m^2</code>
energy	joule	<code>_J</code>	$M L^2 T^{-2}$	<code>_N*_m</code>
power	watt	<code>_W</code>	$M L^2 T^{-3}$	<code>_J/_s</code>
electric charge	coulomb	<code>_C</code>	$T I$	<code>_A*_s</code>
electric potential difference	volt	<code>_V</code>	$M L^2 T^{-3} I^{-1}$	<code>_J/_C</code>
capacitance	farad	<code>_F</code>	$L^{-2} M^{-1} T^4 I^2$	<code>_C/_V</code>
electric resistance	ohm	<code>_Ohm</code>	$L^2 M T^{-3} I^{-2}$	<code>_V/_A</code>
electric conductance	siemens	<code>_S</code>	$L^{-2} M^{-1} T^3 I^2$	<code>_A/_V</code>
magnetic flux	weber	<code>_Wb</code>	$L^2 M T^{-2} I^{-1}$	<code>_V*_s</code>
magnetic flux density	tesla	<code>_T</code>	$M T^{-2} I^{-1}$	<code>_V*_s</code>
inductance	henry	<code>_H</code>	$L^2 M T^{-2} I^{-2}$	<code>_Wb/_A</code>
Celsius temperature	degree Celsius	<code>_degC</code>	Θ	<code>_K</code>
luminous flux	lumen	<code>_lm</code>	J	<code>_cd*_sr</code>
illuminance	lux	<code>_lux</code>	$L^{-2} J$	<code>_lm/_m^2</code>
activity	becquerel	<code>_Bq</code>	T^{-1}	<code>1/_s</code>
absorbed dose	gray	<code>_Gy</code>	$L^2 T^{-2}$	<code>_J/_kg</code>
dose equivalent	sievert	<code>_Sv</code>	$L^2 T^{-2}$	<code>_J/_kg</code>
catalytic activity	katal	<code>_kat</code>	$T^{-1} N$	<code>_mol/_s</code>

Table 2: Derived units of the International System of Units (SI)

There are a few units with dimension 1. The unit Bel is only available with prefix decibel, because _B is the unit byte.

Quantity	Unit	Symbol	Dim.	Definition
	percent %	<code>_percent</code>	1	<code>1e-2*_1</code>
	permille ‰	<code>_permille</code>	1	<code>1e-3*_1</code>
	parts-per-million	<code>_ppm</code>	1	<code>1e-6*_1</code>
	parts-per-billion	<code>_ppb</code>	1	<code>1e-9*_1</code>
	parts-per-trillion	<code>_ppt</code>	1	<code>1e-12*_1</code>
	parts-per-quadrillion	<code>_ppq</code>	1	<code>1e-15*_1</code>
	decibel	<code>_dB</code>	1	<code>_1</code>
plane angle	degree	<code>_deg</code>	1	<code>(Pi/180)*_rad</code>
	arc minute	<code>_arcmin</code>	1	<code>_deg/60</code>
	arc second	<code>_arcsec</code>	1	<code>_arcmin/60</code>
	gradian	<code>_gon</code>	1	<code>(Pi/200)*_rad</code>
	turn	<code>_tr</code>	1	<code>2*Pi*_rad</code>
solid angle	spat	<code>_sp</code>	1	<code>4*Pi*_sr</code>
length	astronomical unit	<code>_au</code>	L	<code>149597870700*_m</code>
	lightyear	<code>_ly</code>	L	<code>_c*_a</code>
	parsec	<code>_pc</code>	L	<code>(648000/Pi)*_au</code>
	angstrom	<code>_angstrom</code>	L	<code>1e-10*_m</code>
	fermi	<code>_fermi</code>	L	<code>1e-15*_m</code>
area	are	<code>_ar</code>	L^2	<code>1e2*_m^2</code>
	hectare	<code>_hectare</code>	L^2	<code>1e4*_m^2</code>
	barn	<code>_barn</code>	L^2	<code>1e-28*_m^2</code>
volume	liter	<code>_L</code>	L^3	<code>0.001*_m^3</code>
	metric teaspoon	<code>_tsp</code>	L^3	<code>0.005*_L</code>
	metric tablespoon	<code>_Tbsp</code>	L^3	<code>3*_tsp</code>
time	minute	<code>_min</code>	T	<code>_60*_s</code>
	hour	<code>_h</code>	T	<code>_60*_min</code>
	day	<code>_d</code>	T	<code>_24*_h</code>
	week	<code>_wk</code>	T	<code>_7*_d</code>
	year	<code>_a</code>	T	<code>365.25*_d</code>
	svedberg	<code>_svedberg</code>	T	<code>1e-13*_s</code>
mass	tonne	<code>_t</code>	M	<code>1000*_kg</code>

Table 3: Units outside of the International System of Units (SI)

Quantity	Unit	Symbol	Dim.	Definition
length	inch	<code>_in</code>	L	$0.0254*_m$
	thou	<code>_th</code>	L	$0.001*_in$
	pica	<code>_pica</code>	L	$_in/6$
	point	<code>_pt</code>	L	$_in/72$
	hand	<code>_hh</code>	L	$4*_in$
	foot	<code>_ft</code>	L	$12*_in$
	yard	<code>_yd</code>	L	$3*_ft$
	rod	<code>_rd</code>	L	$5.5*_yd$
	chain	<code>_ch</code>	L	$4*_rd$
	furlong	<code>_fur</code>	L	$10*_ch$
	mile	<code>_mi</code>	L	$8*_fur$
	league	<code>_lea</code>	L	$3*_mi$
	nautical mile	<code>_nmi</code>	L	$1852 *_m$
	nautical league	<code>_nlea</code>	L	$3*_nmi$
	cable	<code>_cbl</code>	L	$_nmi/10$
	fathom	<code>_ftm</code>	L	$6*_ft$
velocity	knot	<code>_kn</code>	$L^1 T^{-1}$	$_nmi/_h$
area	acre	<code>_ac</code>	L^2	$43560*_ft^2$
volume	gallon	<code>_gal</code>	L^3	$4.54609*_L$
	quart	<code>_qt</code>	L^3	$_gal/4$
	pint	<code>_pint</code>	L^3	$_qt/2$
	cup	<code>_cup</code>	L^3	$_pint/2$
	gill	<code>_gi</code>	L^3	$_pint/4$
	fluid ounce	<code>_fl_oz</code>	L^3	$_gi/5$
	fluid dram	<code>_fl_dr</code>	L^3	$_fl_oz/8$

Table 4: Imperial units

Quantity	Unit	Symbol	Dim.	Definition
mass	grain	<code>_gr</code>	M	$64.79891*_mg$
	pound	<code>_lb</code>	M	$7000*_gr$
	ounce	<code>_oz</code>	M	$_lb/16$
	dram	<code>_dr</code>	M	$_lb/256$
	stone	<code>_st</code>	M	$14*_lb$
	quarter	<code>_qtr</code>	M	$2*_st$
	hundredweight	<code>_cwt</code>	M	$4*_qtr$
	long ton	<code>_ton</code>	M	$20*_cwt$

Table 5: Imperial units

Quantity	Unit	Symbol	Dim.	Definition
length	U.S. survey inch	<code>_in_US</code>	L	$_m/39.37$
	U.S. survey hand	<code>_hh_US</code>	L	$4*_in_US$
	U.S. survey foot	<code>_ft_US</code>	L	$3*_hh_US$
	U.S. survey link	<code>_li_US</code>	L	$0.66*_ft_US$
	U.S. survey yard	<code>_yd_US</code>	L	$3*_ft_US$
	U.S. survey rod	<code>_rd_US</code>	L	$5.5*_yd_US$
	U.S. survey chain	<code>_ch_US</code>	L	$4*_rd_US$
	U.S. survey furlong	<code>_fur_US</code>	L	$10*_ch_US$
	U.S. survey mile	<code>_mi_US</code>	L	$8*_fur_US$
	U.S. survey league	<code>_lea_US</code>	L	$3*_mi_US$
	U.S. survey fathom	<code>_ftm_US</code>	L	$72*_in_US$
	U.S. survey cable	<code>_cbl_US</code>	L	$120*_ftm_US$

Table 6: U. S. customary units

Quantity	Unit	Symbol	Dim.	Definition
currency	Afghan afghani	_AFN	C	0.012*_EUR
	Albanian lek	_ALL	C	0.008*_EUR
	Armenian Dram	_AMD	C	0.0018*_EUR
	Angolan Kwanza	_AOA	C	0.0028*_EUR
	Argentine Peso	_ARS	C	0.021*_EUR
	U.S. dollar	_USD	C	0.89*_EUR
	Japanese yen	_JPY	C	0.008*_EUR
	British pound	_GBP	C	1.17*_EUR
	Australian dollar	_AUD	C	0.63*_EUR
	Canadian dollar	_CAD	C	0.66*_EUR
	Swiss franc	_CHF	C	0.88*_EUR
	Chinese yuan	_CNY	C	0.13*_EUR
	Swedish krona	_SEK	C	0.094*_EUR
	New Zealand dollar	_NZD	C	0.60*_EUR

Table 7: Currency units based on exchange rates from 7.3.2019, 21:00 UTC.

4 Lua Documentation

In this chapter, the following shortcuts will be used.

```
1 local D = physical.Dimension
2 local U = physical.Unit
3 local N = physical.Number
4 local Q = physical.Quantity
```

The term **number** refers to a lua integer or a lua float number. By **string** a lua string is meant and by **bool** a lua boolean.

4.1 physical.Quantity

The quantity class is the main part of the library. Each physical Quantity and all units are represented by an instance of this class.

Q.new(q=nil)

Copy Constuctor

Parameters

q : Q or **number**, optional

Optional argument is either Q, a **number** or **nil**.

return : Q

The created Q instance

Note

As an argument it takes Q, **number** or **nil**. If Q is given, a copy of it is made and returned. If a **number** is given, the function creates a dimeensionless quantity with that value. In the case **nil** is given, the quantity **_1** is returned.

Example

```
1 myOne = Q()
2 myNumber = Q(42)
3 myLength = Q(73*_m)
```

Q.defineBase(symbol,name,dimension)

This function is used to declare the base units. Units are represented as Q instances.

Parameters

```

symbol : string
    symbol of the base quantity

name : string
    name of the base quantity

dimension : D
    Instance of the D class, which represents the dimension of the
    quantity.

return : Q
    The created Q instance.

```

Note

The function creates a global variable, an underscore concatenated with the `symbol` argument, e. g. `m` becomes the global variable `_m`.

The `name` is used for example in the `siunitx` conversion function, e.g `meter` will be converted to `\meter`.

Each quantity has a dimension associated with it. The argument `dimension` allows any dimension to be associated to base quantities. By default, the SI convention is used.

Example

```

1 Q.defineBase("m", "meter", L)
2 Q.defineBase("kg", "kilogram", M)

```

Quantity.define(symbol, name, q, tobase=nil, frombase=nil)

Creates a new derived unit from an expression of other units. For affine quantities like the temperature in celcius, one can give conversion functions to and from base units.

Parameters

```

symbol : string
    Symbol of the base quantity

name : string
    Name of the base quantity

q : physical.Quantity
    Definition of the unit

tobase : function, optional
    to convert a quantity to base units

frombase : function, optional
    to convert a quantity from the base units

```

```
return : Quantity
        The defined quantity
```

Examples

```
1  Q.define("L", "liter", _dm^3)
2  Q.define("Pa", "pascal", _N/_m^2)
3  Q.define("C", "coulomb", _A*_s)
4
5  Q.define(
6      "degC",
7      "celsius",
8      _K,
9      function(q)
10         q.value = q.value + 273.15
11         return q
12     end,
13     function(q)
14         q.value = q.value - 273.15
15         return q
16     end
17 )
```

Quantity.definePrefix(symbol,name,factor)

Defines a new prefix.

symbol : string, Symbol of the base quantity
name : string, Name of the base quantity
factor : number, the factor which corresponds to the prefix

```
1  Q.definePrefix("c", "centi", 1e-2)
2  Q.definePrefix("a", "atto", 1e-18)
```

Quantity.addPrefix(prefixes, units)

Create several units with prefixes from a given unit.

prefixes : string, list of unit symbols
units : Quantity, list of quantities

```
1  Q.addPrefix({"n","u","m","k","M","G"},{_m,_s,_A})
```

Quantity.to(self,q,usefunction=false)

Converts the quantity self to the unit of the quantity q. If the boolean usefunction is true, the conversion function is used for conversion.

```
self : Quantity
q : Quantity
usefunction : Bool
```

```
1 s = 1.9 * _km
2 print( s:to(_m) )
3 1900 * _m
4
5 T = 10 * _degC
6 print( T:to(_K) )
7 10 * _K
8 print( T:to(_K,true) )
9 283.15 * _K
```

Quantity.tosiunitx(self,param,mode)

Converts the quantity into a siunitx string.

```
self : Quantity
param : string
mode : Number, 0:\SI, 1:\num, 2:\si
```

```
1 s = 1.9 * _km
2
3 print( s:tosiunitx() )
4 \SI{1.9}{\kilo\meter}
5
6 print( s:tosiunitx(nil,1) )
7 \num{1.9}
8
9 print( s:tosiunitx(nil,2) )
10 \si{\kilo\meter}
```

Quantity.isclose(self,q,r)

Checks if this quantity is close to another one. The argument r is the maximal relative deviation.

```
self : Quantity
q : Quantity, Number
r : Number
```



```

1 s_1 = 1.9 * _m
2 s_2 = 2.0 * _m
3 print( s_1:isclose(s_2,0.1) )
4 true
5 print( s_1:isclose(s_2,0.01) )
6 false

```

Quantity.min(q1, q2, ...)

Returns the smallest quantity of several given ones. The function returns q1 if the Quantities are equal.

q1 : Quantity,Number, first argument

q2 : Quantity,Number, second argument

```

1 s_1 = 15 * _m
2 s_2 = 5 * _m
3 print(s_1:min(s_2))
4 5 * _m

```

Quantity.max(q1, q2, ...)

Returns the biggest quantity of several given ones. The function returns q1 if the Quantities are equal.

q1 : Quantity,Number, first argument

q2 : Quantity,Number, second argument

```

1 s_1 = 15 * _m
2 s_2 = 5 * _m
3 print(s_1:max(s_2))
4 15 * _m

```

Quantity.abs(q)

Returns the absolute value of the given quantity q.

q : Quantity,Number, argument

```

1 U = -5 * _V
2 print(U)
3 -5 * _V
4 print(U:abs())
5 5 * _V

```

Quantity.sqrt(q)

Returns the square root of the given quantity.

q : Quantity, Number argument

```
1 A = 25 * _m^2
2 s = sqrt(A)
3 print(s)
4
```

Quantity.log(q, base)

Returns the logarithm of the given quantity. If no base is given, the natural logarithm is calculated.

q : Quantity, Number dimensionless argument
base : Quantity, Number dimensionless argument

```
1 I = 1 * _W/_m^2
2 I_0 = 1e-12 * _W/_m^2
3 print(10 * (I/I_0):log(10) * _dB )
4 120 * _dB
```

Quantity.exp(q)

Returns the value of the exponential function of the given quantity.

q : Quantity, Number dimensionless argument

```
1 x = 2 * _1
2 print( x:exp() )
3 7.3890560989307
```

Quantity.sin(q)

Returns the value of the sinus function of the given quantity.

q : Quantity, Number dimensionless argument

```
1 alpha = 30 * _deg
2 print( alpha:sin() )
3 0.5
```

Quantity.cos(q)

Returns the value of the cosinus function of the given quantity. The quantity has to be dimensionless.

`q : Quantity, Number dimensionless argument`

```
1 alpha = 60 * _deg
2 print( alpha:cos() )
3 0.5
```

Quantity.tan(q)

Returns the value of the tangent function of the given quantity. The quantity has to be dimensionless.

`q : Quantity, Number dimensionless argument`

```
1 alpha = 45 * _deg
2 print( alpha:tan() )
3 1
```

Quantity.asin(q)

Returns the value of the arcus sinus function of the given quantity. The quantity has to be dimensionless.

`q : Quantity, Number dimensionless argument`

```
1 x = 0.5 * _1
2 print( x:asin():to(_deg) )
3 30 * _deg
```

Quantity.acos(q)

Returns the value of the arcus cosinus function of the given quantity. The quantity has to be dimensionless.

`q : Quantity, Number dimensionless argument`

```
1 x = 0.5 * _1
2 print( x:acos():to(_deg) )
3 60 * _deg
```

Quantity.atan(q)

Returns the value of the arcus tangent function of the given quantity. The quantity has to be dimensionless.

q : **Quantity**, **Number** dimensionless argument

```
1 x = 1 * _1
2 print( x:atan():to(_deg) )
3 45 * _deg
```

Quantity.sinh(q)

Returns the value of the hyperbolic sine function of the given quantity. The quantity has to be dimensionless. Since lua doesn't implement the hyperbolic functions the following formula is used

$$\sinh(x) = 0.5 \cdot e^x - 0.5/e^x \quad .$$

q : **Quantity**, **Number** dimensionless argument

```
1 x = 1 * _1
2 print( x:sinh() )
3 1.1752011936438
```

Quantity.cosh(q)

Returns the value of the hyperbolic cosine function of the given quantity. The quantity has to be dimensionless. Since lua doesn't implement the hyperbolic functions the following formula is used

$$\cosh(x) = 0.5 \cdot e^x + 0.5/e^x \quad .$$

q : **Quantity**, **Number** dimensionless argument

```
1 x = 1 * _1
2 print( x:cosh() )
3 1.5430806348152
```

Quantity.tanh(q)

Returns the value of the hyperbolic tangent function of the given quantity. The quantity has to be dimensionless. Since lua doesn't implement the hyperbolic functions the following formula is used

$$\tanh(x) = \frac{e^x - e^{-x}}{e^x + e^{-x}} \quad .$$

q : **Quantity,Number** dimensionless argument

```
1  x = 1 * _1
2  print( x:tanh() )
3  0.76159415595576
```

Quantity.asinh(q)

Returns the value of the inverse hyperbolic sine function of the given quantity. The quantity has to be dimensionless. Since lua doesn't implement the hyperbolic functions the following formula is used

$$\operatorname{asinh}(x) = \ln \left(x + \sqrt{x^2 + 1} \right) \quad .$$

q : **Quantity,Number** dimensionless argument

```
1  x = 1 * _1
2  print( x:asinh() )
3  0.88137358701954
```

Quantity.acosh(q)

Returns the value of the inverse hyperbolic cosine function of the given quantity. The quantity has to be dimensionless. Since lua doesn't implement the hyperbolic functions the following formula is used

$$\operatorname{acosh}(x) = \ln \left(x + \sqrt{x^2 - 1} \right) \quad , x > 1 \quad .$$

q : **Quantity,Number** dimensionless argument bigger than or equal to one.

```
1  x = 2 * _1
2  print( x:acosh() )
3  1.3169578969248
```

Quantity.atanh(q)

Returns the value of the inverse hyperbolic cosine function of the given quantity. The quantity has to be dimensionless. Since lua doesn't implement the hyperbolic functions the following formula is used

$$\operatorname{atanh}(x) = \ln \left(\frac{1+x}{1-x} \right) \quad , -1 < x < 1 \quad .$$

q: **Quantity**, **Number** dimensionless argument with magnitude smaller than one.

```
1  x = 0.5 * _1
2  print( x:atanh() )
3  0.54930614433405
```

4.2 physical.Dimension

All physical quantities do have a physical dimension. For example the quantity *Area* has the dimension L^2 (length to the power of two). In the SI-System there are seven base dimensions, from which all other dimensions are derived. Each dimension is represented by an n -tuple, where n is the number of base dimensions. Each physical quantity has an associated dimension object. It is used to check if two quantities can be added or subtracted and if they are equal.

Dimension.new(q=nil)

Constructor of the **Dimension** class.

Parameters

q: **Dimension** or **string**, optional

The name or symbol of the dimension. If **q** is a dimension, a copy of it is made. If no argument is given, a dimension *zero* is created.

return: **Dimension**

The created **Quantity** object

Notes

—

Examples

```
1  V_1 = D("Velocity")
2  L = D("L")
3  V_2 = D(L/T)
```

4.3 physical.Unit

The task of this class is keeping track of the unit term. The unit term is a fraction of units. The units in the enumerator and denominator can have an exponent.

Unit.new(u=nil)

Copy Constructor. It copies a given unit object. If nothing is given, an empty unit is created.

Parameters

u : Unit
The unit object which will be copied.
return : Unit
The created Unit object

Unit.new(symbol, name, prefixsymbol=nil, prefixname=nil)

Constructor. A new Unit object with symbol is created. The prefixsymbol and prefixname are optional.

Parameters

symbol : String
The symbol of the unit.
name : String
The name of the unit.
prefixsymbol : String
The optional symbol of the prefix.
prefixname : String
The optional name of the prefix.
return : Unit
The created Unit object

Unit.tosiunitx(self)

The unit term will be compiled into a string, which the LaTeX package siunitx can understand.

Parameters

return : String
The siunitx representation of the unit term.