

# The LUA-PHYSICAL library

Version 0.1

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March 14, 2019

## Abstract

`lua-physical` is a pure Lua library which provides functions and object for doing computation with physical quantities. This package provides a standard set of units of the SI and the imperial system. It is possible to give a number a measurement uncertainty.

is also integrated and is calculated by gaussian error propagation. The package includes some

## Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
<b>2</b>	<b>Basic usage</b>	<b>2</b>
<b>3</b>	<b>Supported Units</b>	<b>5</b>
3.1	Base Units . . . . .	5
3.2	Derived Units . . . . .	7
<b>4</b>	<b>Lua Documentation</b>	<b>13</b>
4.1	physical.Quantity . . . . .	13
4.2	physical.Dimension . . . . .	22
4.3	physical.Unit . . . . .	23

# 1 Introduction

The author of this package is a teacher at the *Kantonsschule Zug, Switzerland*, a high-school. The main use of this package is to write physics problem sets and integrate the calculation directly into the luatex-file. The package is now in use for more than two years and a lot of bugs have been found and crushed. Nevertheless it could be possible that some bugs are still there, living uncovered. Therefore I recommend not to use this library productively in 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, please report them on [github.com](https://github.com) or directly to the author.

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# 2 Basic usage

Since this package is pure lua library one has to require it explicitly by calling `require("physical")`. For printing results the `siunitx` package is used. It's recommended to define a shortcut like `\q` or `\qty` to convert the lua quantity object to a `siunitx` expression. An example preamble is shown in the following.

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

Listing 1: basic preamble

Given the preamble one can use now units in lua code and insert results in the latex code.

```

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

```

Listing 2: basic usage

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

$$v = \frac{s}{t} = \frac{10 \text{ m}}{2 \text{ s}} = 5 \text{ m/s} = 18 \text{ km/h}$$



## 3 Supported Units

### 3.1 Base Units

Quantity	Unit	Symbol	Dim.	Definition
number	–	<code>_1</code>	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>	$\Theta$	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 one Euro.

Table 1: Base units of the International System of Units (SI) and the base unit 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>	$\Theta$	<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

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## 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 numerator 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.