

## Physical Quantities

Scalar quantities - defined by a single number

Examples: time, mass, length, volume, density of matter, electric charge, potential energy, pressure

Operational definitions - quantities obtained as a result of measurement operations

$$\text{density of (bulk) matter} = \text{mass} / \text{volume}$$

$\approx (\text{length})^3$

Units - metric system (or SI - Système International)

Mathematical operations on physical quantities

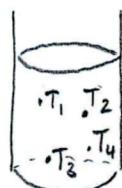
+ or - only compatible units

\* or / can involve quantities with different units

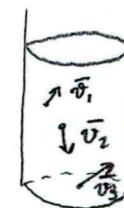
$\sin(\dots), \ln(\dots), \dots$  only dimensionless arguments

## Vector quantities

Example



local temperature of a liquid  
SCALAR



velocities of objects floating in a liquid  
VECTOR

number + direction (magnitude)

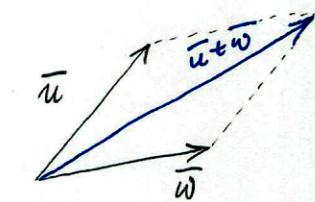
Notation:  $\vec{u}$ ,  $\bar{u}$ ,  $u$

$\bar{u}$   
length of  $\bar{u}$ :  $|\bar{u}| = u$   
(magnitude)

Examples: velocity, force, momentum, electric / magnetic field, angular velocity

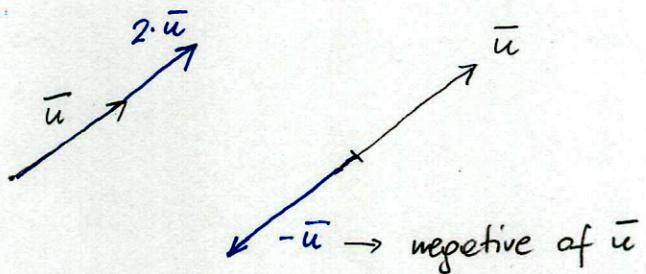
# Vectors

- addition



"parallelogram rule"

- multiplication by scalar

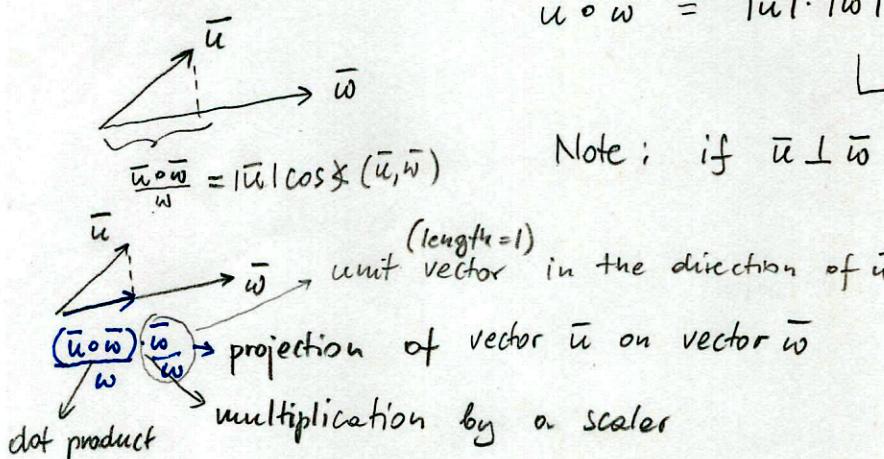


- subtraction

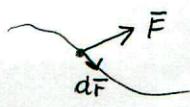


- multiplication

- scalar (dot) product



## Example elementary work



$$\delta W = \bar{F} \cdot d\bar{r} \rightarrow \text{infinitesimal displacement}$$

↓  
force

## (2) vector (cross) product

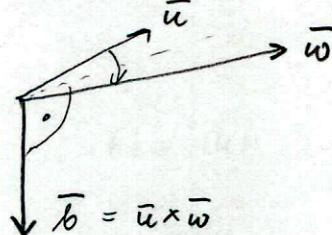
$$\bar{b} = \bar{u} \times \bar{w}$$

↳ vector!

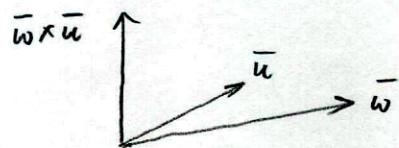
(precisely, pseudovector)

length  $|\bar{b}| = |\bar{u}| \cdot |\bar{w}| \cdot \sin \chi(\bar{u}, \bar{w})$

direction - right-hand rule



Note: (\*)  $\bar{u} \times \bar{w} = -\bar{w} \times \bar{u}$



(\*) if  $\bar{u} \parallel \bar{w} \Rightarrow \bar{u} \times \bar{w} = 0$  (and vice-versa  
for non-zero vectors)

(\*)  $\bar{u} \times \bar{w} \perp \bar{u}$  and  $\bar{u} \times \bar{w} \perp \bar{w}$

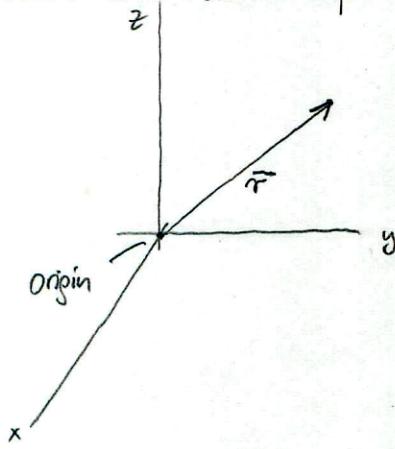
### Examples

$\bar{r} \times \bar{F} = \bar{\tau}$  torque

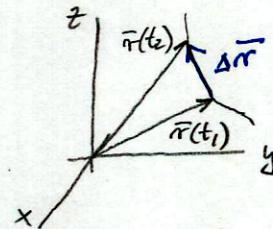
$\bar{r} \times \bar{p} = \bar{L}$  angular momentum

# Position in space . Coordinate systems and vectors

Cartesian coordinate system

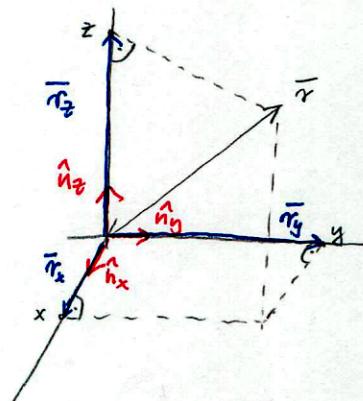


$\bar{r}$  - position vector (generally time-dependent)  
 $\bar{r} = \bar{r}(t)$



$$\Delta \bar{r} = \bar{r}(t_2) - \bar{r}(t_1) \quad \text{displacement vector}$$

Vector components



$$\bar{r} = \bar{r}_x + \bar{r}_y + \bar{r}_z$$

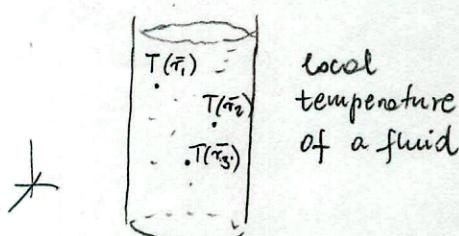
component vectors along the axes

$$\bar{r} = x(\hat{n}_x) + y(\hat{n}_y) + z(\hat{n}_z)$$

fixed unit vectors (versors) also denoted as  $\hat{i}, \hat{j}, \hat{k}$

Short notation:  $(x, y, z)$  or  $(\begin{smallmatrix} x \\ y \\ z \end{smallmatrix})$

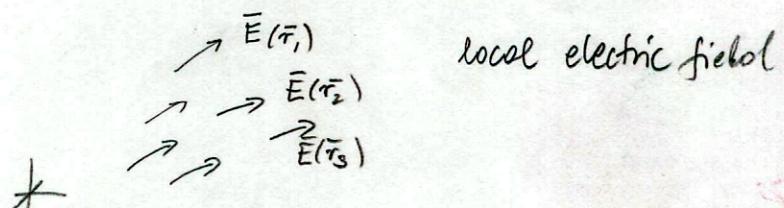
Note: physical quantities may be position-dependent  $\Rightarrow$  fields



scalar field

$$T = T(\bar{r})$$

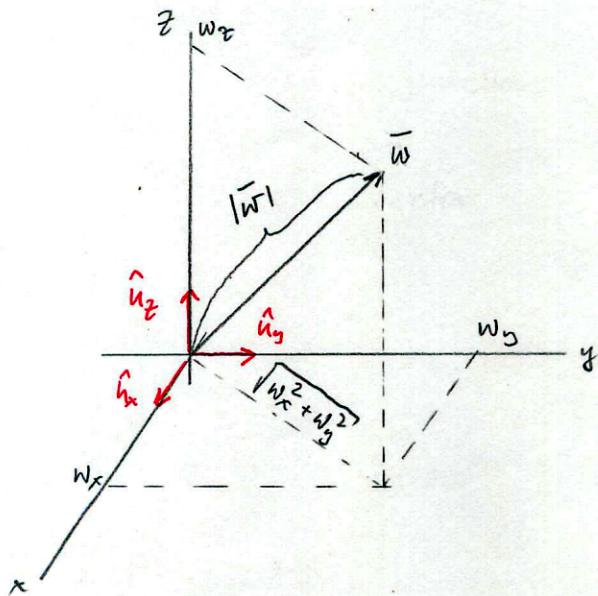
functions of the position vector



vector field

$$\bar{E} = \bar{E}(\bar{r})$$

In general, for any vector



$$\bar{w} = \bar{w}_x + \bar{w}_y + \bar{w}_z = \\ = w_x \hat{u}_x + w_y \hat{u}_y + w_z \hat{u}_z$$

length (magnitude/modulus) of  $\bar{w}$

$$|\bar{w}| = w = \sqrt{w_x^2 + w_y^2 + w_z^2}$$

Unit vectors of the Cartesian coordinate system

- \* mutually perpendicular (orthogonal)

$$\hat{u}_x \cdot \hat{u}_y = \hat{u}_y \cdot \hat{u}_z = \hat{u}_z \cdot \hat{u}_x = 0$$

- \* unit length  $|\hat{u}_x| = |\hat{u}_y| = |\hat{u}_z| = 1$ ; i.e.  $\hat{u}_x \cdot \hat{u}_x = \hat{u}_y \cdot \hat{u}_y = \hat{u}_z \cdot \hat{u}_z = 1$

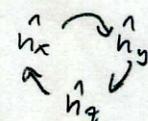
- \* for right-handed system

$$\hat{u}_x \times \hat{u}_y = \hat{u}_z$$

$$\hat{u}_y \times \hat{u}_z = \hat{u}_x$$

$$\hat{u}_z \times \hat{u}_x = \hat{u}_y$$

easy to remember



cyclic permutation

Differentiation and interpretation of vectors in Cartesian coordinate system

$$\bar{u} = \bar{u}(t)$$

↳ usually time

$$\frac{d\bar{u}}{dt} = \dot{\bar{u}} = \frac{d}{dt} (u_x(t) \hat{u}_x + u_y(t) \hat{u}_y + u_z(t) \hat{u}_z) = \dot{u}_x(t) \hat{u}_x + \dot{u}_y(t) \hat{u}_y + \dot{u}_z(t) \hat{u}_z$$

analogously

$$\int_{t_0}^{t_1} \bar{u} dt = \left( \int_{t_0}^{t_1} u_x(t) dt \right) \hat{u}_x + \left( \int_{t_0}^{t_1} u_y(t) dt \right) \hat{u}_y + \left( \int_{t_0}^{t_1} u_z(t) dt \right) \hat{u}_z$$

$(\hat{u}_x = \hat{u}_y = \hat{u}_z \text{ because fixed unit vectors})$

Scalar and vector products in Cartesian coordinate system

Dot product

$$\bar{u} = u_x \hat{n}_x + u_y \hat{n}_y + u_z \hat{n}_z = (u_x, u_y, u_z)$$

$$\bar{w} = w_x \hat{n}_x + w_y \hat{n}_y + w_z \hat{n}_z = (w_x, w_y, w_z)$$

$$\bar{u} \cdot \bar{w} = u_x w_x + u_y w_y + u_z w_z$$

(components with dot product of different versors vanish)

the 1st property of unit vectors

$$\hat{n}_x \cdot \hat{n}_y = 0, \dots$$

$$\hat{n}_x \cdot \hat{n}_x = 1, \dots$$

Note:  $\bar{u} \cdot \bar{u} = u_x^2 + u_y^2 + u_z^2 = u^2$

Vector product (cross product)

(\*)

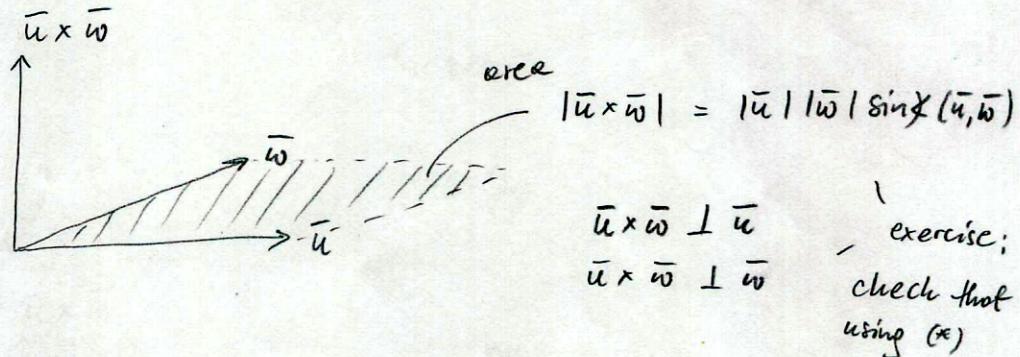
$$\bar{u} \times \bar{w} = (u_y w_z - u_z w_y) \hat{n}_x + (u_z w_x - u_x w_z) \hat{n}_y + (u_x w_y - u_y w_x) \hat{n}_z =$$

$$= \begin{vmatrix} \hat{n}_x & \hat{n}_y & \hat{n}_z \\ u_x & u_y & u_z \\ w_x & w_y & w_z \end{vmatrix}$$

→ "determinant" (will learn in math class)

Hint: start with  $\bar{u}, \bar{w}$  written as sums of components; then use the 3rd property of unit vectors ( $\hat{n}_x \times \hat{n}_y = \hat{n}_z, \dots$ ) and  $\hat{n}_x \times \hat{n}_x = 0, \dots$

Recall:



Other operations

(\*)  $\bar{u} \pm \bar{w} = (u_x \hat{n}_x + u_y \hat{n}_y + u_z \hat{n}_z) \pm (w_x \hat{n}_x + w_y \hat{n}_y + w_z \hat{n}_z) =$   
 $= (u_x \pm w_x) \hat{n}_x + (u_y \pm w_y) \hat{n}_y + (u_z \pm w_z) \hat{n}_z = (u_x \pm w_x, u_y \pm w_y, u_z \pm w_z)$

(\*)  $\alpha \bar{u} = \alpha (u_x \hat{n}_x + u_y \hat{n}_y + u_z \hat{n}_z) = \dots = (\alpha u_x, \alpha u_y, \alpha u_z)$