



# MEASUREMENT AND UNCERTAINTY

AS Level Physics

# Information

- Content
- Physical quantities
- Units
- Scalars and vectors
- Significant figures
- Errors
- Uncertainty
- Plotting the graph

- Assessments
- ✓ Lab work –  
Measuring the density of an object.
- ✓ Work sheet
- ✓ Go formative -  
<http://goformative.com/teacher/#/assignments/WNCM796/edit?assign>

# Physical quantity

- Nature provides different experiences to the mankind , *Phenomena*.
- These experiences which are measurable scientifically termed as *Physical quantities*.
- we have two types of physical quantities.
  - Fundamental(SI) quantities
  - Derived quantities

# Physical quantities

## Fundamental

- They are the basic quantities using which we can derive all other quantities.
- These are independent.
- Eg: Mass, Length, Time

## Derived

- They are dependent on fundamental quantities.
- Eg: area, volume, density, force,.....

# Units

- A quantity used as a standard of measurement

Example: Units of time are second, minute, hour, day, week, month, year and decade.



How many different units of length can you think of?

# Units of length?

Light year, light second, parsec, AU, mile, furlong, fathom, yard, feet, inches, Angstroms, nautical miles, cubits, cm, mm, km,  $\mu\text{m}$ , nm, ?



# The SI system of units

There are seven fundamental base units which are clearly defined and on which all other derived units are based:



You need to know these, but not their definitions.

# The metre

This is the unit of distance. It is the distance traveled by light in a vacuum in a time of  $1/299792458$  seconds.



# The second

This is the unit of time. A second is the duration of 9192631770 full oscillations of the electromagnetic radiation emitted in a transition between two hyperfine energy levels in the ground state of a caesium-133 atom.

- [https://www.youtube.com/watch?annotation\\_id=annotation\\_2965246921&feature=iv&index=90&list=PLMrtJn-MOYmfqNgyPxx6NYMZnd25y4shc&src\\_vid=r7x-RGfd0Yk&v=NXRVtfCpLr4](https://www.youtube.com/watch?annotation_id=annotation_2965246921&feature=iv&index=90&list=PLMrtJn-MOYmfqNgyPxx6NYMZnd25y4shc&src_vid=r7x-RGfd0Yk&v=NXRVtfCpLr4)



# The ampere

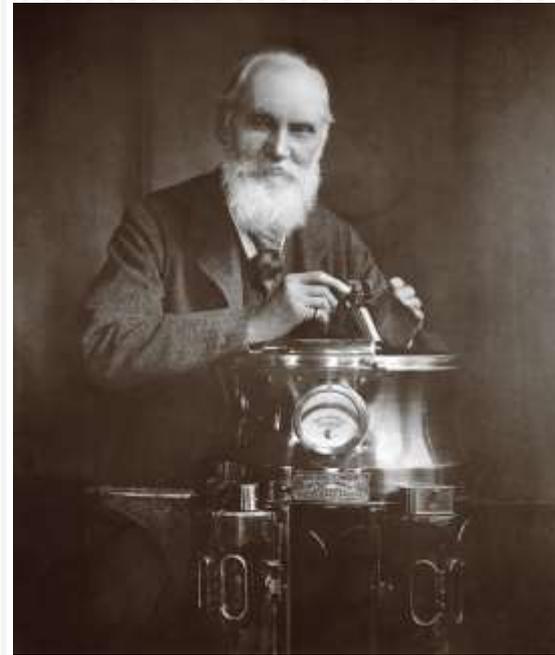
This is the unit of electrical current. It is defined as that current which, when flowing in two parallel conductors 1 m apart, produces a force of  $2 \times 10^{-7}$  N on a length of 1 m of the conductors.

Note that the Coulomb is NOT a base unit.



# The kelvin

This is the unit of temperature. It is  $1/273.16$  of the thermodynamic temperature of the triple point of water.



# The mole

- One mole of a substance contains as many molecules as there are atoms in 12 g of carbon-12. This special number of molecules is called Avogadro's number and equals  $6.02 \times 10^{23}$ .



# The candela (not used in IB)

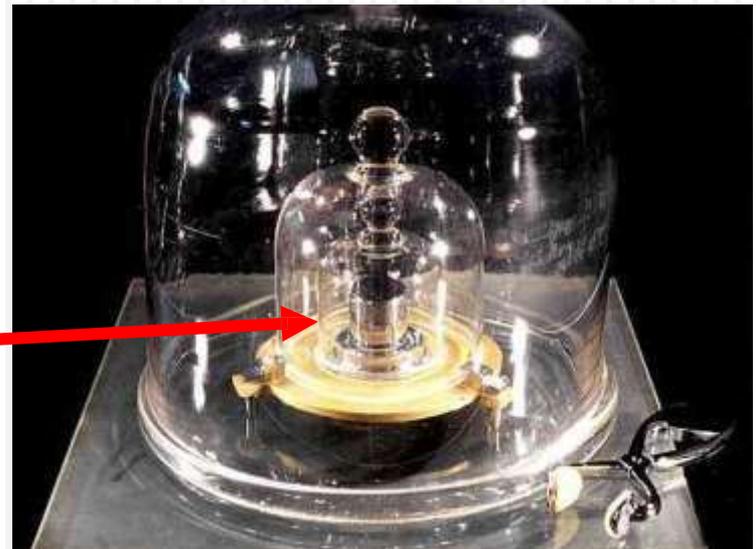
This is the unit of luminous intensity. It is the intensity of a source of frequency  $5.40 \times 10^{14}$  Hz emitting  $1/683$  W per steradian.



# The kilogram

This is the unit of mass. It is the mass of a certain quantity of a platinum-iridium alloy kept at the Bureau International des Poids et Mesures in France.

THE kilogram!



# SI Base Units

Can you  
copy this  
please?

Quantity	Unit
distance	metre
time	second
current	ampere
temperature	kelvin
quantity of substance	mole
luminous intensity	candela
mass	kilogram

Note: No Newton or Coulomb



# Derived units

Other physical quantities have units that are combinations of the fundamental units.

Speed = distance/time =  $\text{m s}^{-1}$

Acceleration =  $\text{m s}^{-2}$

Force = mass x acceleration =  $\text{kg m s}^{-2}$  (called a Newton)

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# Order of magnitude

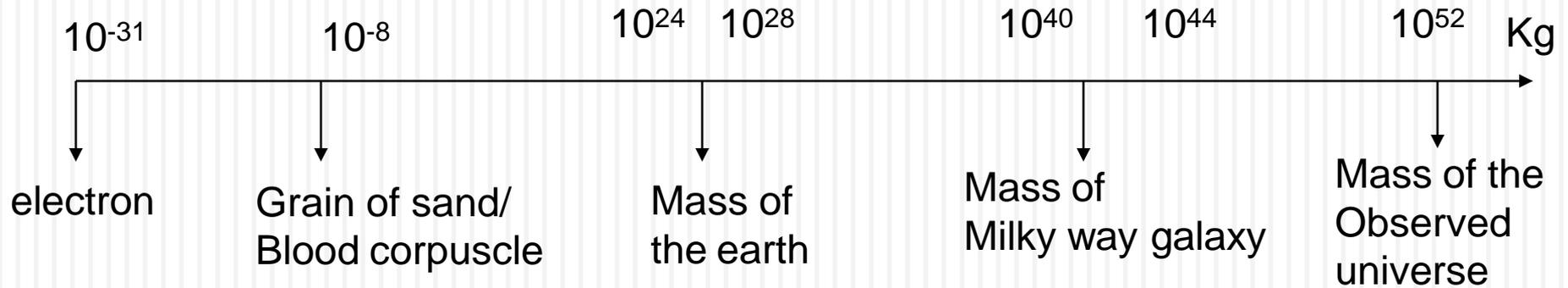
- This is power of 10
- It is helpful to avoid *getting lost* among the numbers
- Eg. The diameter of an atom,  $10^{-10}\text{m}$  does not sound much larger than diameter of proton in its nucleus,  $10^{-15}\text{m}$ .
- But the ratio between them is  $10^5$  or 100000 times bigger. This is we say *a difference of 5 orders of magnitude*'

<https://www.youtube.com/watch?v=bhofN1xX6u0>

<https://www.youtube.com/watch?v=UDAtFVsZXTc>

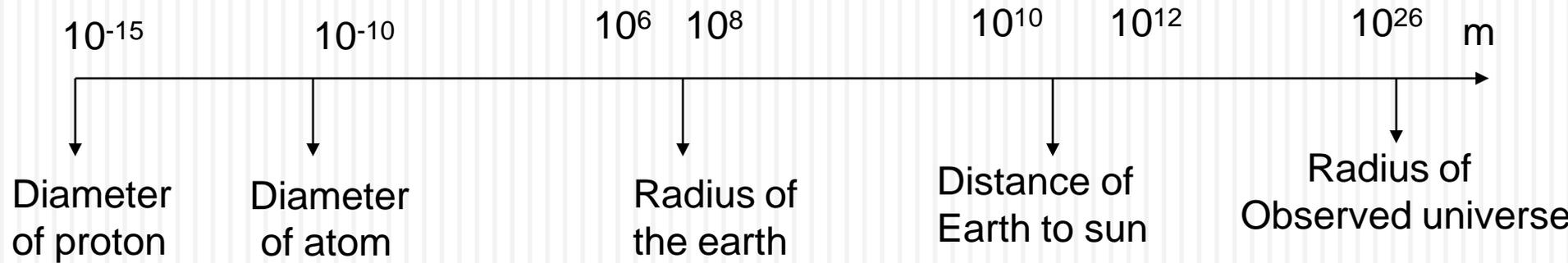
<http://joemonster.org/gry/41805> Interactive for order of magnitude.

# Range of masses



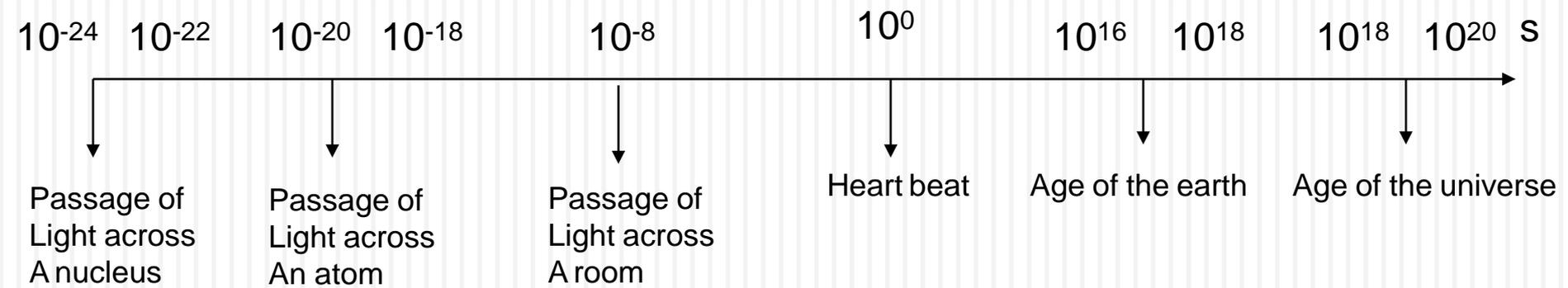
Most fundamental particle is quark and it hides inside proton and neutron.  
the lightest quark is *up quark* , whose mass is about  $10^{-30}$  kg.

# Range of lengths



There is a much smaller fundamental unit of length, **Planck length**, which is around  $10^{-35}$  m.

# Range of Time



What is theoretical lower limit of time?

Estimation – what is ratio of rest mass of proton to rest mass of electron?

# Estimate the following:

(to the nearest order of magnitude)

1. The mass of an apple
2. The number of times a human heart beats in a lifetime.
3. The speed a cockroach can run.
4. The number of times the earth will fit into the sun ( $R_s = 6.96 \times 10^8 \text{ m}$ ,  $R_e = 6.35 \times 10^6 \text{ m}$ )



# Estimate the following:



(to the nearest order of magnitude)

1. The mass of an apple  $10^{-1}$  kg
2. The number of times a human heart beats in a lifetime.
3. The speed a cockroach can run.
4. The number of times the earth will fit into the sun ( $R_s = 6.96 \times 10^8$ ,  $R_e = 6.35 \times 10^6$ )

# Estimate the following:

(to the nearest order of magnitude)



1. The mass of an apple  $10^{-1}$  kg
2. The number of times a human heart beats in a lifetime.  $70 \times 60 \times 24 \times 365 \times 70 = 10^9$
3. The speed a cockroach can run.
4. The number of times the earth will fit into the sun ( $R_s = 6.96 \times 10^8$ ,  $R_e = 6.35 \times 10^6$ )

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3. The speed a cockroach can run.  $10^0$  m/s
4. The number of times the earth will fit into the sun  $(6.96 \times 10^8)^3 / (6.35 \times 10^6)^3 = 10^6$



# Significant figures

- These are number of digits up to which we are sure about their accuracy.
- Significant figures do not change if we measure a physical quantity in different units.
- E.g.  $14.5 \text{ cm} = 0.145 \text{ m} = 14.5 \times 10^{-2} \text{ m}$   
Here three values have same significant figures i.e. 3

# Rules for significant figures

1. All non zero digits are significant figures.

➤ 17 - 2

➤ 178 - 3

2. All zeros occurring between non zero digits are significant figures.

➤ 401 - 3

➤ 40056 - 5

3. All zeros to the right of the last non zero digit are not significant figures.

➤ 20 - 1

➤ 20350 - 4

4. All zeros to the right of a decimal point and to the left of a non zero digit are not significant figures.

➤ 0.04 - 1

➤ 0.0045 - 2

5. All zeros to the right of a decimal point and to the right of a non zero digit are significant figures.

➤ 0.20 - 2

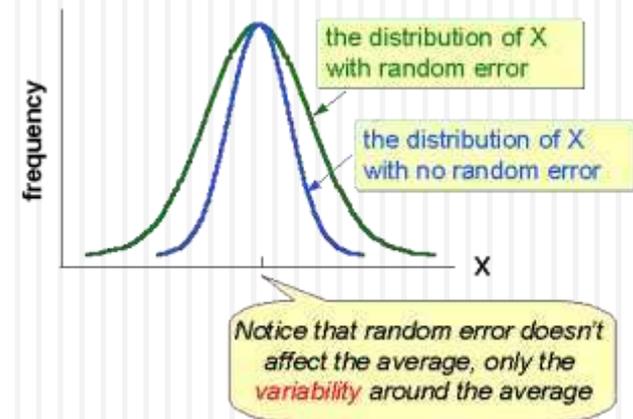
➤ 0.2370 - 4

# Uncertainty or error in measurement

- The difference in the true value and measured value is called error.
- Types of error
  - Random error
  - Systematic error

## Random error

- usually random errors are caused by the person doing the experiment.
- Causes –
  - changes in the experimental conditions like temp, pressure or humidity etc..
  - A different person reading the instrument
  - Malfunction of a piece of apparatus



- ❑ **Systematic error**

- ❑ This error is due to the system or apparatus being used.

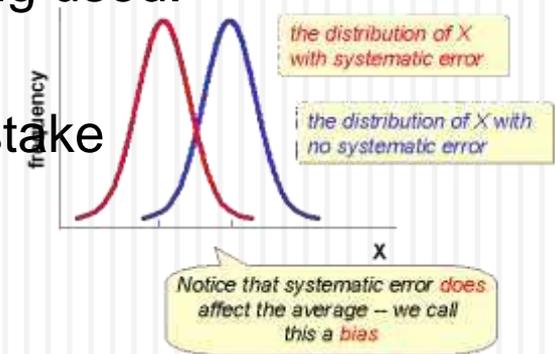
- ❑ **Causes** –

- An observer consistently making the same mistake
- An instrument with zero error
- Apparatus calibrated incorrectly

- ❖ **How to avoid the errors?**

Random errors can be reduced by repeating the measurement many times and taking the average, but this process will not effect systematic errors.

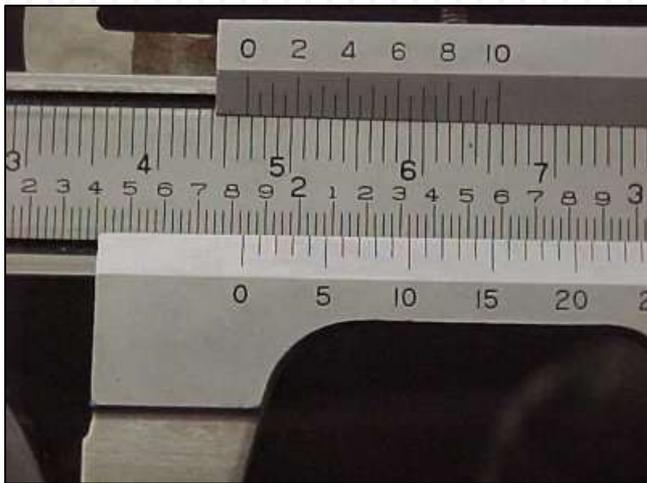
- ❖ An **accurate** experiment is one that has a **small systematic error**, where as a **precise** experiment is one that has a **small random error**.



# Precision and Accuracy in Measurements

## □ Precision

How reproducible are measurements?



## □ Accuracy

How close are the measurements to the true value.

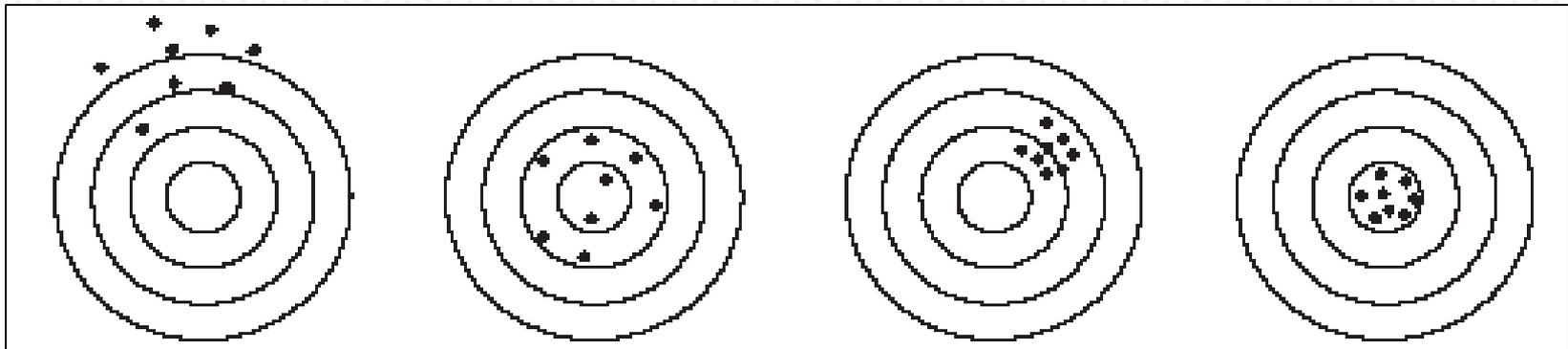


# Dartboard analogy to Precision and accuracy



33

- A person throwing darts, trying to hit the bulls-eye, his results may be....



Not accurate  
Not precise

Accurate  
Not precise

Not accurate  
Precise

Accurate  
Precise

# Mathematical representation of uncertainties

- **Absolute error (Absolute uncertainty) –**  
It is the magnitude of difference between true value of quantity and the measurement value.  
If  $p$  is the measured quantity then absolute error expressed as  $\pm \Delta p$
- **Relative error (Fractional uncertainty)–**  
The ratio of absolute error to the true value of the physical quantity is called relative error.  
Here  $\pm \frac{\Delta p}{P}$  is the relative error.
- **Percentage error (Percentage Uncertainty) –**  
relative error  $\times 100\% = \pm \frac{\Delta p}{P} \times 100\%$

□ **Uncertainty in Addition and Subtraction**

A, B are two quantities and  $Z = A + B$  or  $Z = A - B$   
 $\Delta A$ ,  $\Delta B$ ,  $\Delta Z$  are uncertainties in A, B, Z respectively  
then  $\Delta Z = \Delta A + \Delta B$

□ **Uncertainty in Multiplication and Division**

A, B are two quantities and  $Z = A \times B$  or  $Z = A / B$   
 $\Delta A$ ,  $\Delta B$ ,  $\Delta Z$  are uncertainties in A, B, Z respectively  
then  $\frac{\Delta Z}{Z} = \frac{\Delta A}{A} + \frac{\Delta B}{B}$

□ **Uncertainty in powers**

A is quantity and  $Z = A^n$  then  
 $\frac{\Delta Z}{Z} = n \frac{\Delta A}{A}$

# Graphs introduction

Graphs are the visible representation of collected data

- The graph should have a title.
- The scales of the axes should be suitable – there should not be any sudden or uneven jumps in the numbers.
- The inclusion of the origin has been thought about. You can always draw a second graph without it if necessary.
- The final graph should cover more than half the paper in either direction.
- The axes are labeled with both the quantity and units
- The points are clear. Vertical and horizontal lines to make crosses are better than 45 degrees crosses or dots.

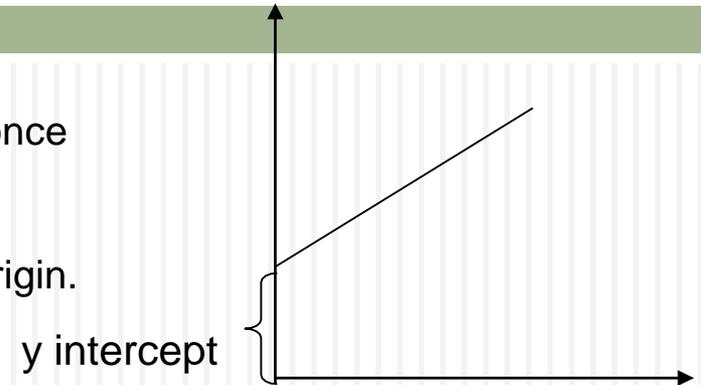
# A best plotted graph have...

- All the points been plotted correctly.
- Error bars are included if necessary.
- A best fit line is added. (It is there to show overall trend.)
- If best fit line is a curve, this has been drawn as a single smooth line.
- As a general rule, there should be roughly the same number of points above the line as below the line.
- Any points that do not agree with the best fit line have been identified.

# Gradient and intercept

## Intercept

- A straight line graph can only intercept (cut) either axis once and often it is y – intercept.
- if a graph has an intercept of zero it goes through the origin. (proportional)



## Gradient or slope

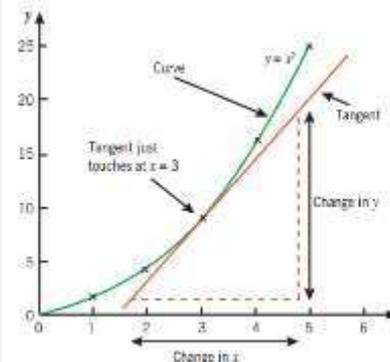
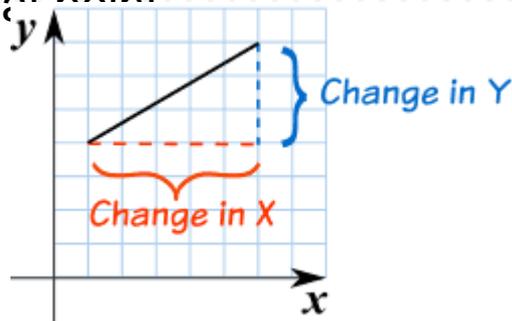
It is the ratio of change in y – axis to the change in x – axis. i.e.  $m = \frac{\Delta y}{\Delta x}$

A straight line graph has a constant gradient.

The triangle used to calculate the gradient should be as large as possible.

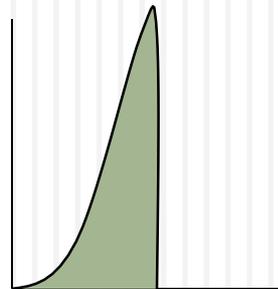
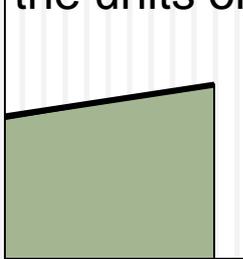
The gradient has units.

The gradient of a curve at any particular point is gradient of the tangent to the curve at that point



## □ Area under a graph

- it is the product of quantity on y axis and by the quantity on x axis.
- i.e. Area = quantity on y **X** quantity on x
- If the graph is a curve, the area can be calculated by **counting the squares** and working out what one square represents.
- The units for the area under graph are the units on the y axis multiplied by the units on the x axis.



# Uncertainties in graphs

- Uncertainties in graphs can be shown as error bars
- Uncertainties are many types.
  - With **analog instruments**, such as rulers, you would add onto the end of a value a plus or minus half the value of the last digit, eg. on **a ruler** with 1mm precision, you would put **+/- .5mm**.
  - **Digital instruments** use a different system, where it is plus or minus the value of the last digit, eg. with an electronic scale that reads 291g, the uncertainty would be **+/- 1g**.
  - We take a time of 8.06 s with a **stopwatch** that measures 1/100 seconds, so half the limit of reading would be **0.005 s**. But we know from experience that our reaction time is longer than that, so we estimate it to for example **0.10 s**, and have the result **8.06±0.1s**.

- If we have several (at least about 5) measurements of the same thing, we can use the **highest residual** as an absolute uncertainty. A residual = the absolute value of the difference between a reading and the average of the readings.
- Ex. Five people measure the mass of an object. The results are 0.56 g, 0.58 g, 0.58 g, 0.55 g, 0.59g.

The average is  $(0.56\text{g} + 0.58\text{g} + 0.58\text{g} + 0.55\text{g} + 0.59\text{g})/5 = 0.572\text{g}$

- The residuals are  $0.56\text{g} - 0.572\text{g} = (-) \underline{0.012\text{g}}$ ,  $0.58\text{g} - 0.572\text{g} = \underline{0.008\text{g}}$ ,  $0.58\text{g} - 0.572\text{g} = \underline{0.008\text{g}}$ ,  $0.55\text{g} - 0.572\text{g} = (-) \underline{0.022\text{g}}$ ,  $0.59\text{g} - 0.572\text{g} = \underline{0.018\text{g}}$
- Then the measurement is  $m = 0.572\text{g} \pm 0.022\text{g}$  or sometimes  $0.57 \pm 0.02\text{g}$  (uncertainties are usually approximated to one significant digit).

# Scalars and Vectors

- Scalar quantities are those which have **magnitude** (or size) alone. They can be expressed as number (**albeit with unit**) and use the **rule of algebra** when dealing with them.
- Vector quantities are those which have both magnitude and direction. They follow the vector algebra while doing various mathematical operations.

# *Scalars and Vectors*

## **Scalar quantities**

Length, Area, Volume,  
Speed,  
Mass, Density  
Temperature, Pressure  
Energy, Entropy  
Work, Power



## **Vector quantities**

Displacement, Direction,  
Velocity, Acceleration,  
Momentum, Force,  
Electric field, Magnetic field





## Scalar quantities

- distance (m)
- speed (m/s)
- time (s)
- mass (kg)
- temperature (K)
- pressure (Pa or  $N/m^2$ )
- kinetic energy (J)
- gravitational potential energy (J)
- work done (J)
- power (P or  $J/s$ )
- current (A)
- potential difference (V)
- resistance ( $\Omega$ )

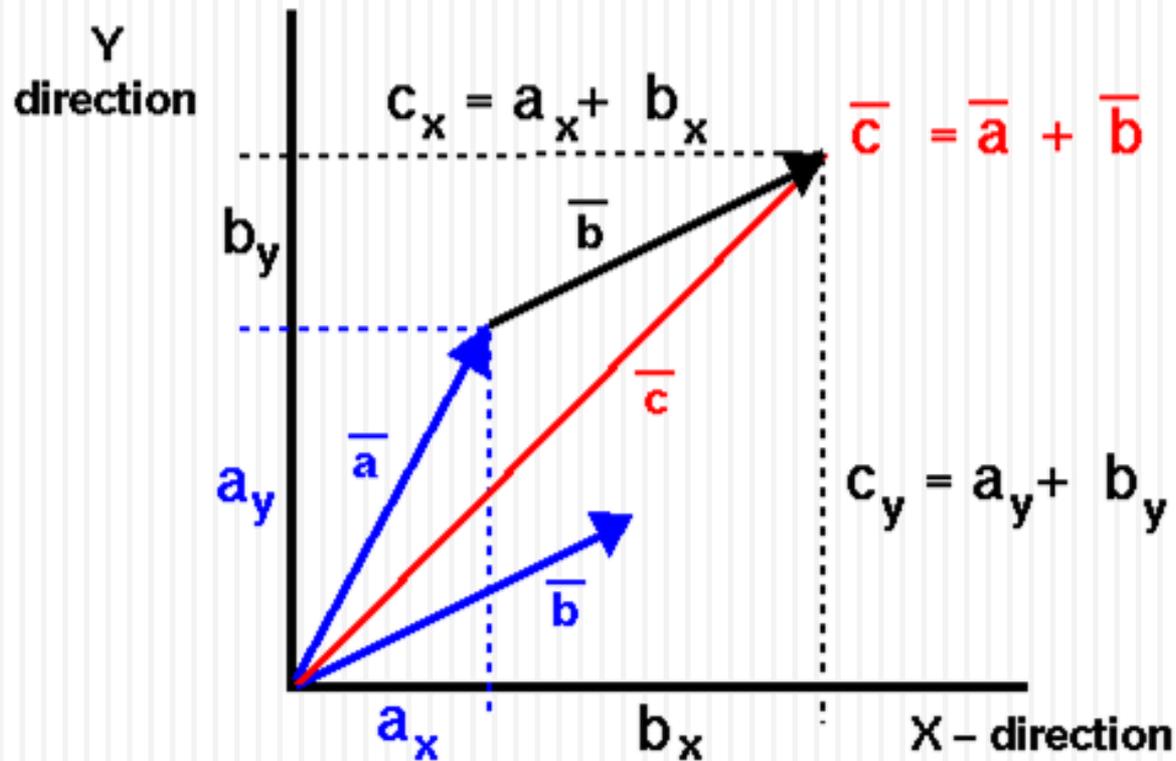


## Vector quantities

- displacement (m)
- velocity (m/s)
- acceleration ( $m/s^2$ )
- force (N)
- weight (N)
- moment (Nm)

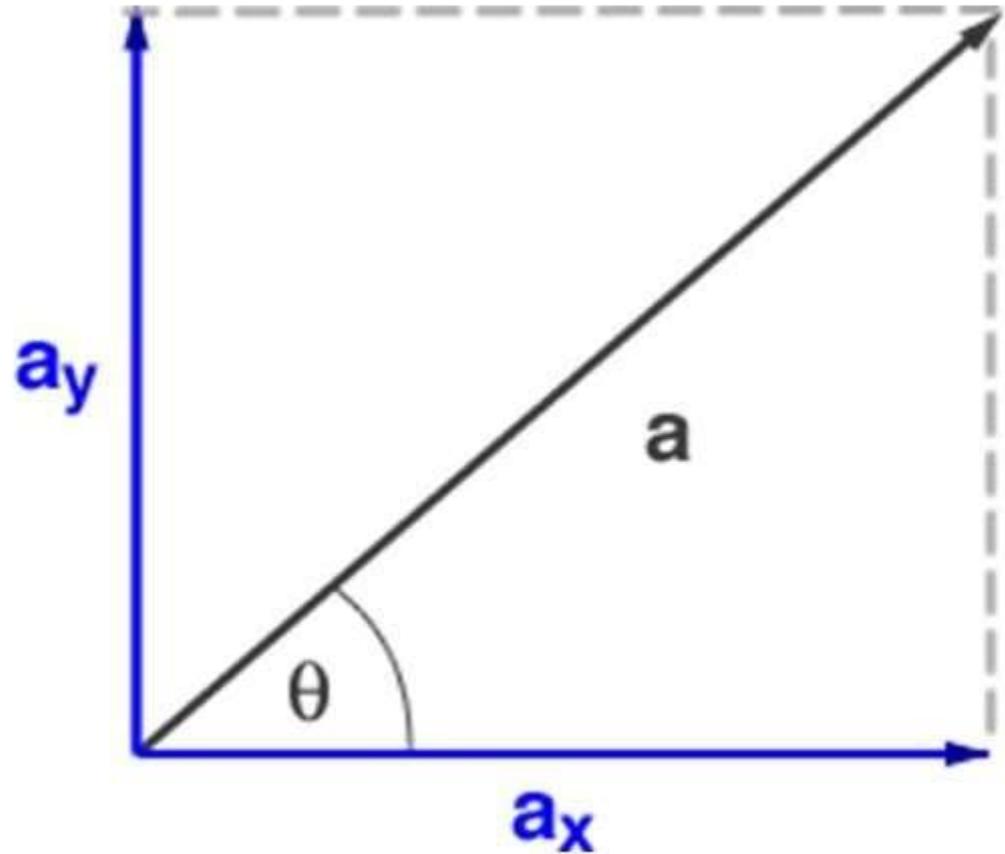
# VECTOR ADDITION

Add the vector components.



# Vector Resolution: Graphical Method

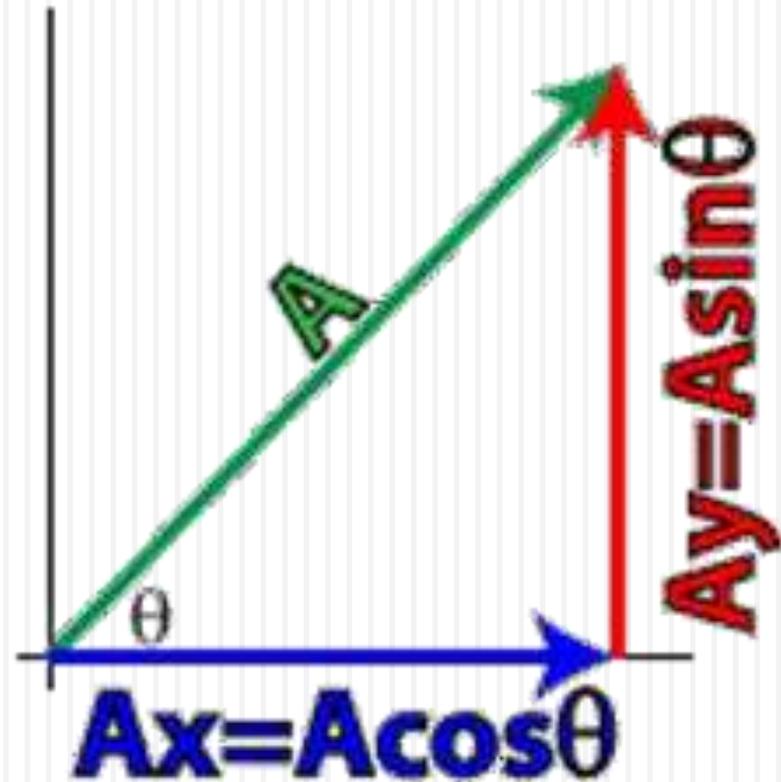
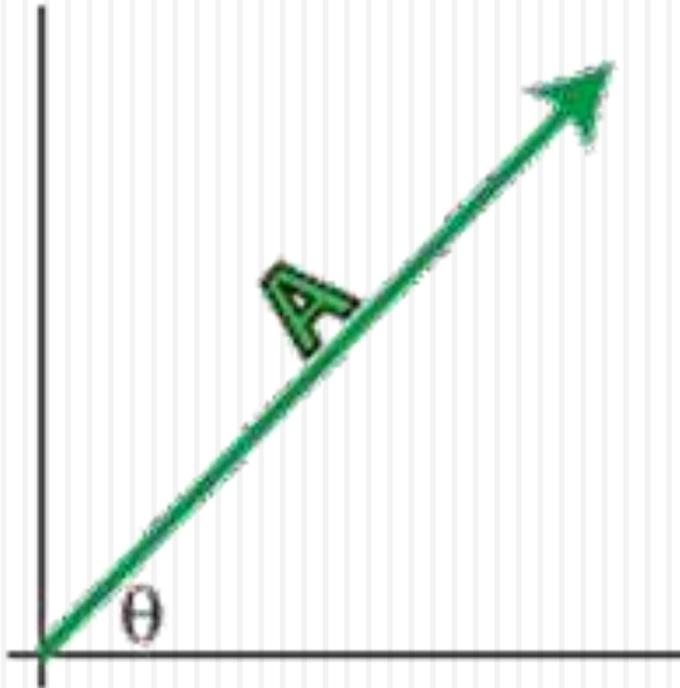
- Sketch projection lines to x & y axis
- Draw component vectors along axes



Hepburn, Carl Jason. (n.d.) Scalars and Vectors. *Splung.com*. Retrieved from <http://www.splung.com/content/sid/1/page/vectors>



# VECTOR RESOLUTION



# Questions/Discussions



Work sheet uploaded in Edmodo.

ToK question: How far you are certain about the fundamentality of the fundamental units chosen by the S.I system ?

Assessment : Prepare a report of various units of time used by different people in different regions and different era. Discuss about the validity compared to the system that we are following now.