

**Today:**

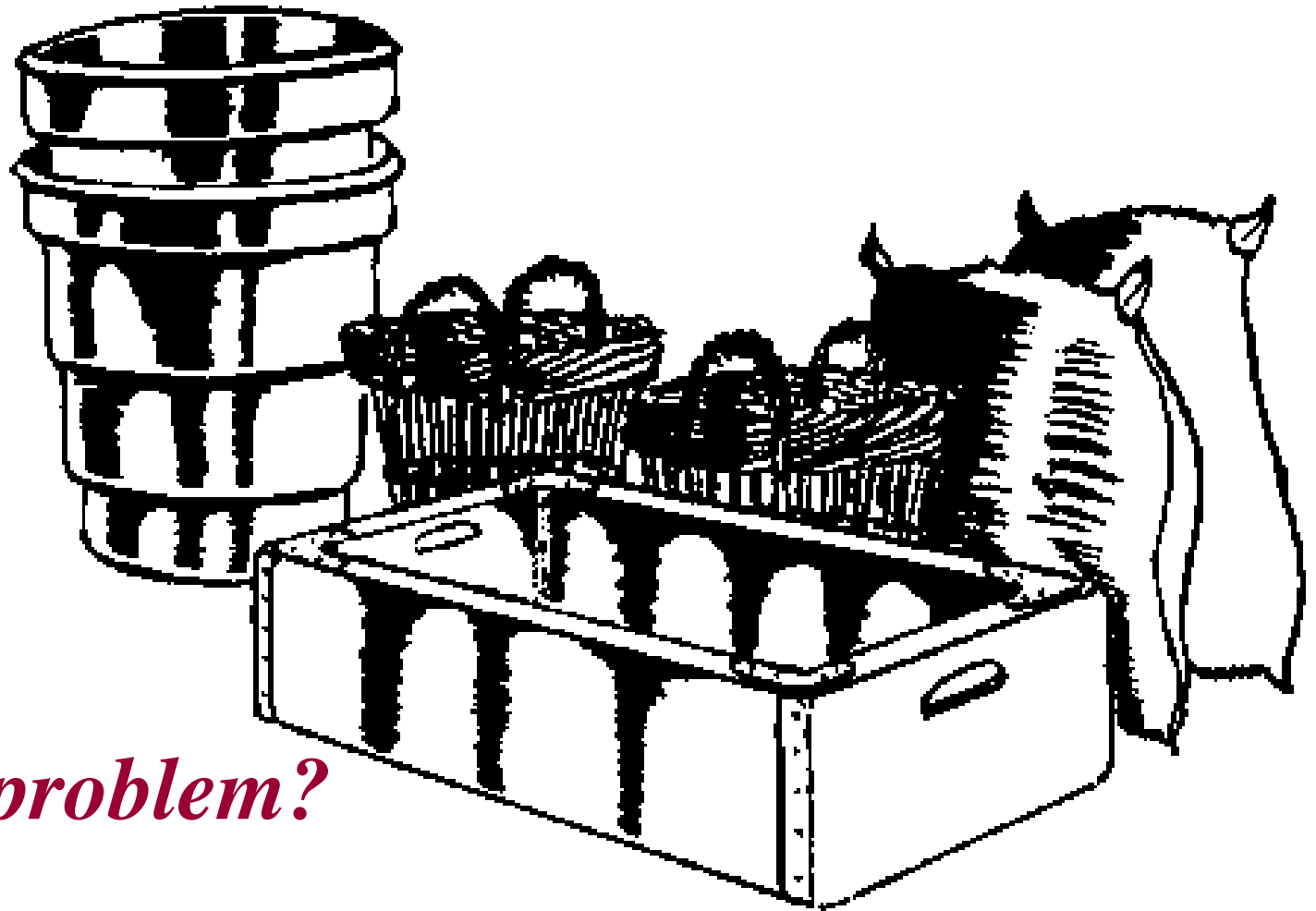
**Chapter 6 continued:  
Dimensions and Units**

# English units of measurement

A system of weights and measures used in a few nations, the only major industrial one being the United States. It actually consists of two related systems—the U.S. Customary System of units, used in the United States and dependencies, and the British Imperial System.

## *Units of Weight*

The pound (lb) is the basic unit of weight (which is proportional to mass) (*how?*). Within the English units of measurement there are three different systems of weights. In the avoirdupois system, the most widely used of the three, the pound is divided into 16 ounces (oz) and the ounce into 16 drams. The ton, used to measure large masses, is equal to 2,000 lb (short ton) or 2,240 lb (long ton). In Great Britain the stone, equal to 14 lb, is also used.



Question:

*Is there a problem?*

“**weight** is proportional to mass.”

Answer: You need to be aware of  
the law governing that  
proportionality: **Newton's Law**

$$\text{Force} = \text{Mass} * \text{Acceleration}$$

Question:

*Is there a problem?*

“**weight** is proportional to mass.”

$$\text{Force} = \text{Mass} * \text{Acceleration}$$

Acceleration is NOT a constant, mass is.

Even on earth,  $g = 9.81 \text{ m/s}^2$  is NOT constant, but varies with latitude and elevation.

“weight is proportional to mass.”

Another problem arises from the common intermingling of the terms “mass” and “weight”, as in:

“How much does a pound of mass weigh?”

Or:

“If you don’t know whether it’s pound-mass or pound-weight, simply say pounds.”

A mass is NEVER a “weight”.

**Force = Mass \* Acceleration**

“Weight” = Force



# “Weight” = Force

...because on earth all masses are exposed to gravity. So

$$\text{Weight} = m * g$$

The notion of ‘weight’ is not very useful in engineering, because many situations are not static.

# Forces in SI Units

$$1\text{N} = 1 \text{ kg} * 1\text{m/s}^2$$

When SI units are used, the factor  $g_c$  is 1. There is no need for  $g_c$  in the SI system.

# Forces in US Customary Units

Force is a Basic unit

Mass becomes a derived unit:

1 lb-mass (**lbm**)

$$1\text{ lbf} = 1\text{ lbm} * g \text{ or } 1\text{ lbm} = 1\text{ lbf}/g$$

Where **g** is approx. **32.2 ft/s<sup>2</sup>**

# Conversions

Example: convert meters to miles.

Conversion factor: 1 mile = 1609 m

3200m = ? miles

Answer:

$$\begin{aligned} 3200\text{m} &= 3200\text{m} * 1\text{mi}/1609\text{m} \\ &= 3200/1609 \text{ mi} = 1.989 \text{ miles} \end{aligned}$$

# Conversions

**In class exercise:** convert feet to miles.

Conversion factor: 1 mile = 5280 ft

9800 ft = ? miles

# Conversions

**In class exercise (speed):** convert miles/hour to feet/second.

Conversion factor: 1 mile = 5280 ft

**45 mph = ??? ft/s**

**In class exercise (speed):** convert miles/hour to feet/second.

Conversion factor: 1 mile = 5280 ft

45 mph = ??? ft/s

Step by step procedure:

$$45mph = \frac{45mi}{1hr}$$

We can multiply by

$$1 = \frac{5280ft}{1mi}$$

**In class exercise (speed):** convert miles/hour to feet/second.

Conversion factor: 1 mile = 5280 ft

45 mph = ??? ft/s

**Step 2:**

Thus:

$$45mph = \frac{45mi}{1hr} * \frac{5280ft}{1mi}$$



**In class exercise (speed):** convert miles/hour to feet/second.

Conversion factor: 1 mile = 5280 ft

45 mph = ??? ft/s

**Step 3:**

We repeat the process for the time:

$$45mph = \frac{45mi}{1hr} * \frac{5280ft}{1mi}$$

$$\text{Multiply by } 1 = \frac{1hr}{3600s}$$

**In class exercise (speed):** convert miles/hour to feet/second.

Conversion factor:  $1 \text{ mile} = 5280 \text{ ft}$

$45 \text{ mph} = ??? \text{ ft/s}$

**Step 4:**

We get:

$$45 \text{ mph} = \frac{45 \text{ mi}}{1 \text{ hr}} * \frac{5280 \text{ ft}}{1 \text{ mi}} * \frac{1 \text{ hr}}{3600 \text{ s}}$$

We can now simplify the fractions.

The units *mi* and *hr* cancel.

**In class exercise (speed):** convert miles/hour to feet/second. 45 mph = ??? ft/s

**Step 5:**

We get:  $45mph = 45 * \frac{5280 ft}{3600s} = 66 \frac{ft}{s}$

**Plausibility check:**

The resulting units *must* be distance/time.

The resulting numbers *must* be consistent with the original question.

# Conversions

Pressure = Force per unit area

**In class:**

**Convert** 35,000 Pa to psi, using basic units such as feet and pounds-force.

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**Convert** 35,000 Pa to psi, using basic units such as feet and pounds-force.

Definitions:

$$1Pa = \frac{1N}{m^2}$$

$$1psi = \frac{1lbf}{in^2}$$

**In class:**

**Convert** 35,000 Pa to psi, using basic units such as feet and pounds-force.

**Solution:**

$$35000 Pa = \frac{35000 N}{m^2} * \frac{0.2248 lbf}{1 N} * \frac{1 m^2}{39.37^2 in^2}$$

**In class:**

**Convert** 35,000 Pa to psi, using basic units such as feet and pounds-force.

**Solution:**

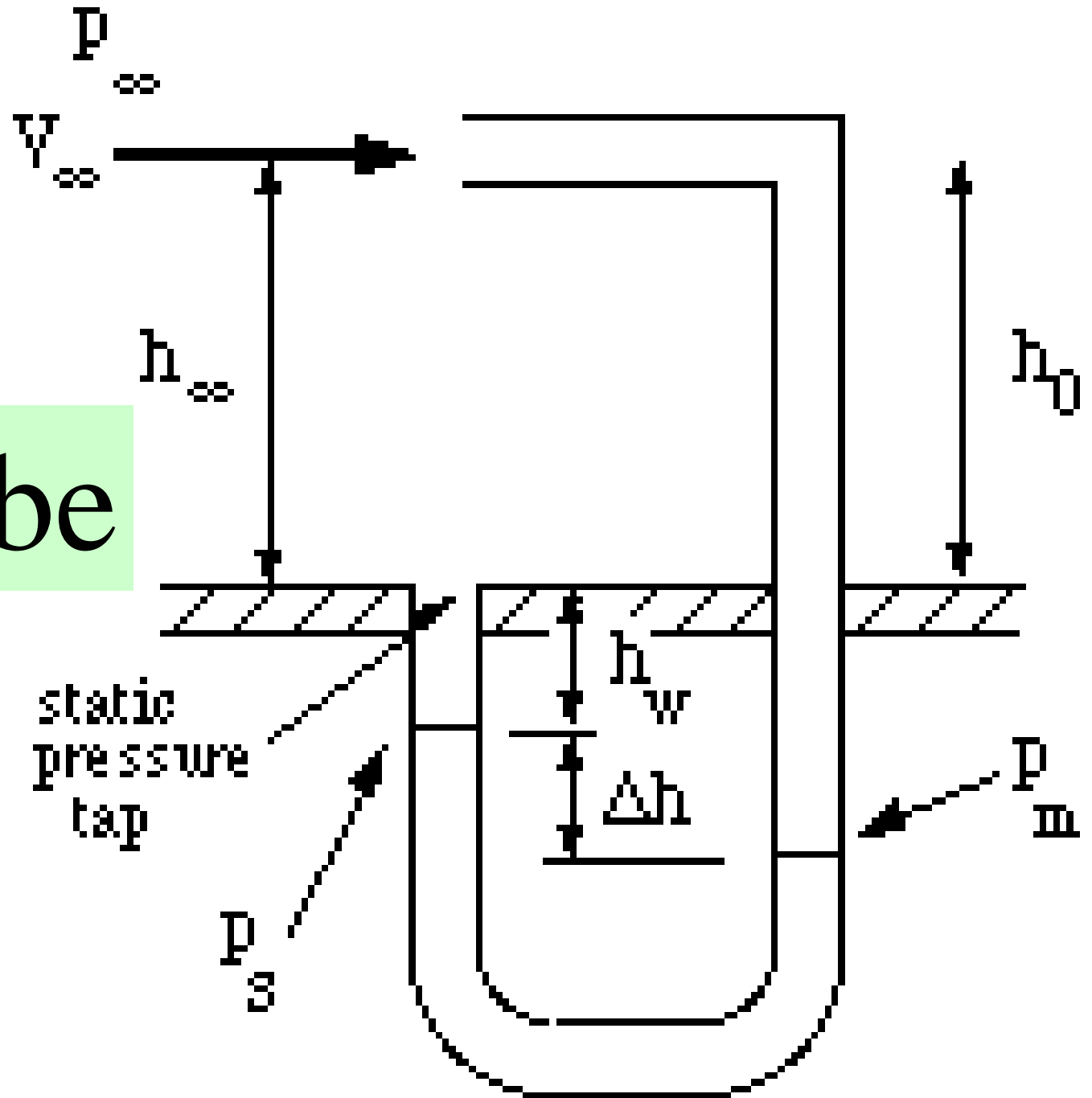
Thus:  $35000 Pa = 35000 * \frac{0.2248 lbf}{39.37^2 in^2} = 5.076 psi$

Some measurements involve multiple units and conversions

Example: Flow speed measurement with a Pitot tube

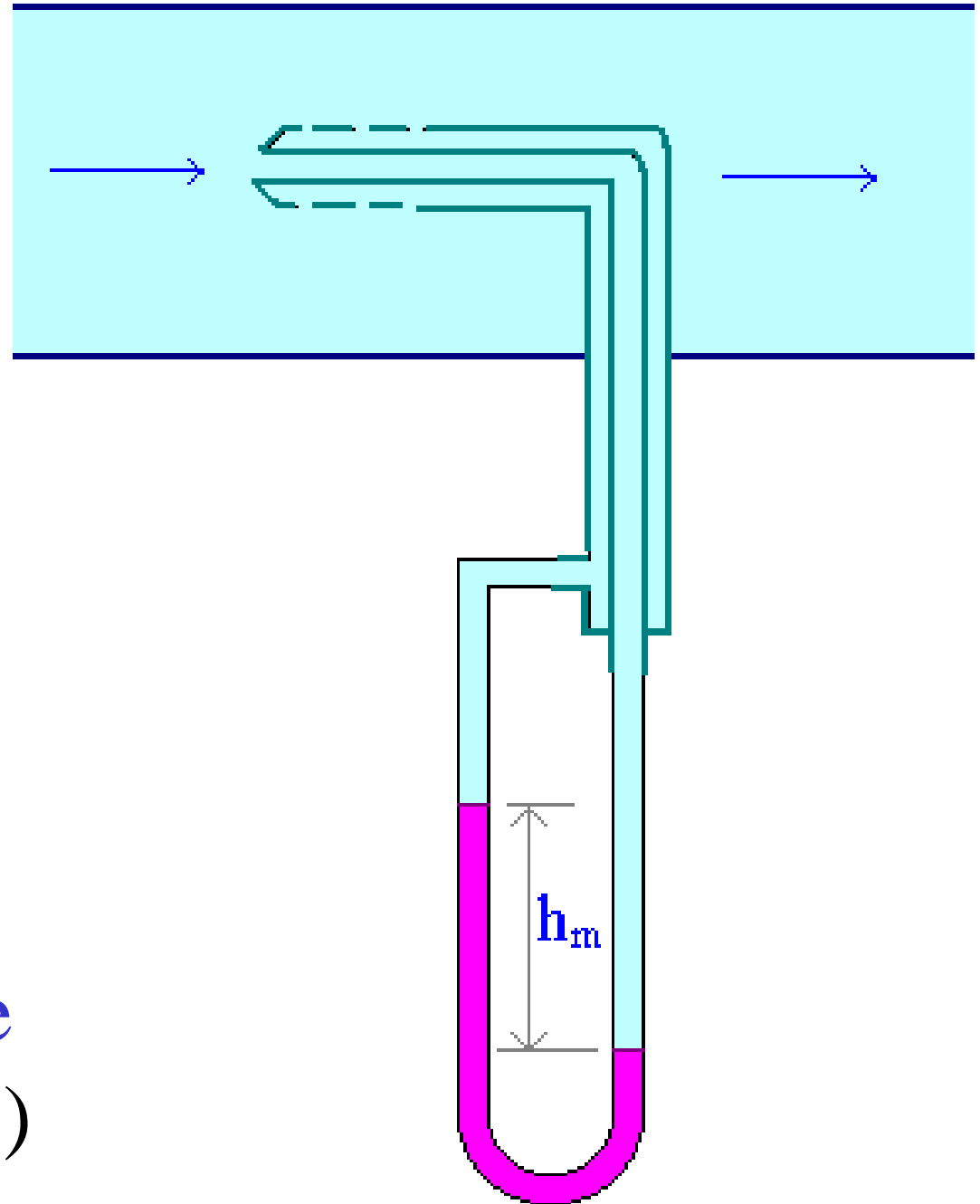


# Pitot tube

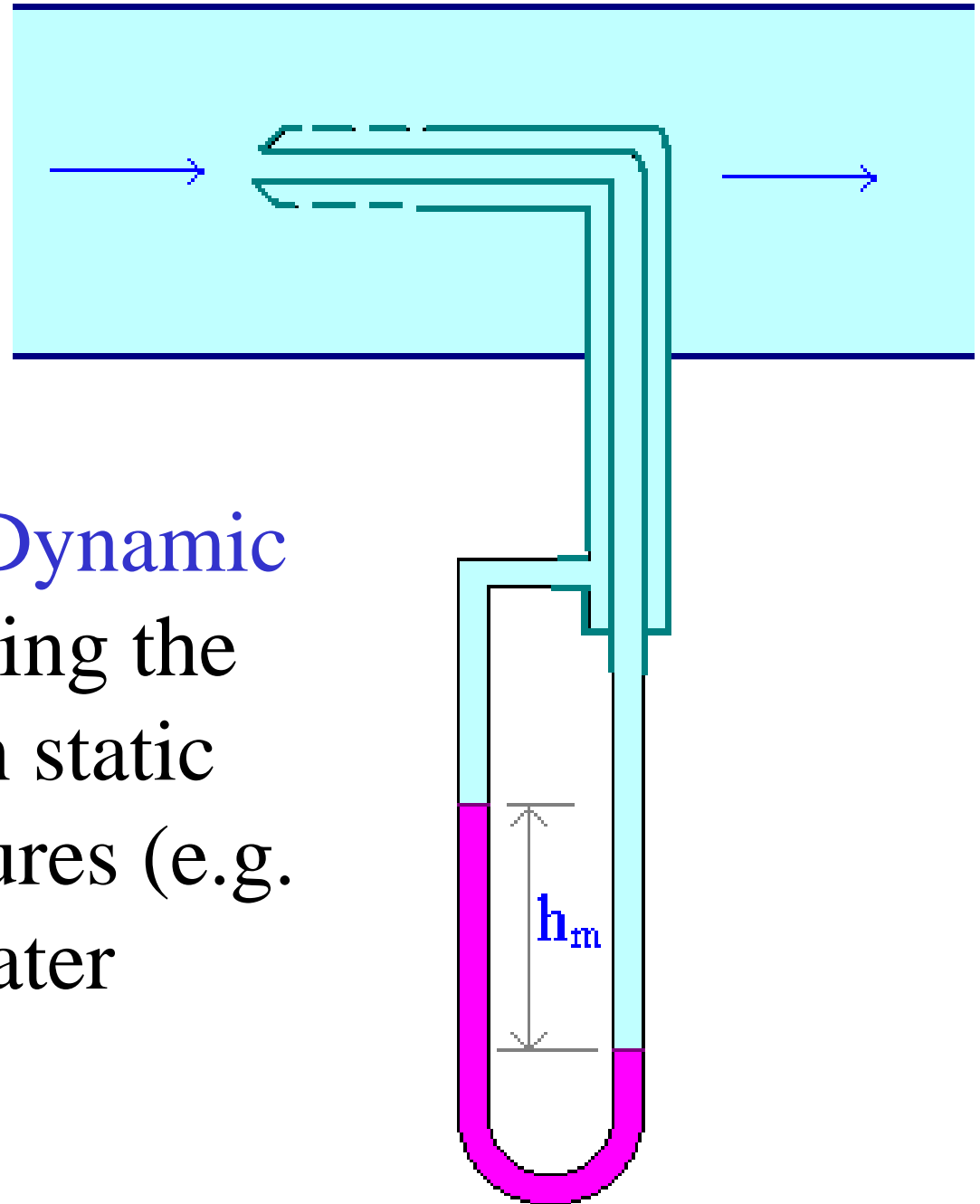


# Pitot tube

According to  
Bernoulli's law,  
**Total pressure** =  
Static pressure +  
Dynamic pressure  
(from flow speed.)



# Pitot tube



We can detect the **Dynamic pressure** by measuring the **difference** between static and dynamic pressures (e.g. **height  $h_m$**  of the water column at right)

The Bernoulli equation states:

$$p + \frac{1}{2}\rho V^2 = \text{constant}$$

where  $p$  is the pressure,  $\rho$  is the density,  $V$  is the velocity,

# Pitot tube

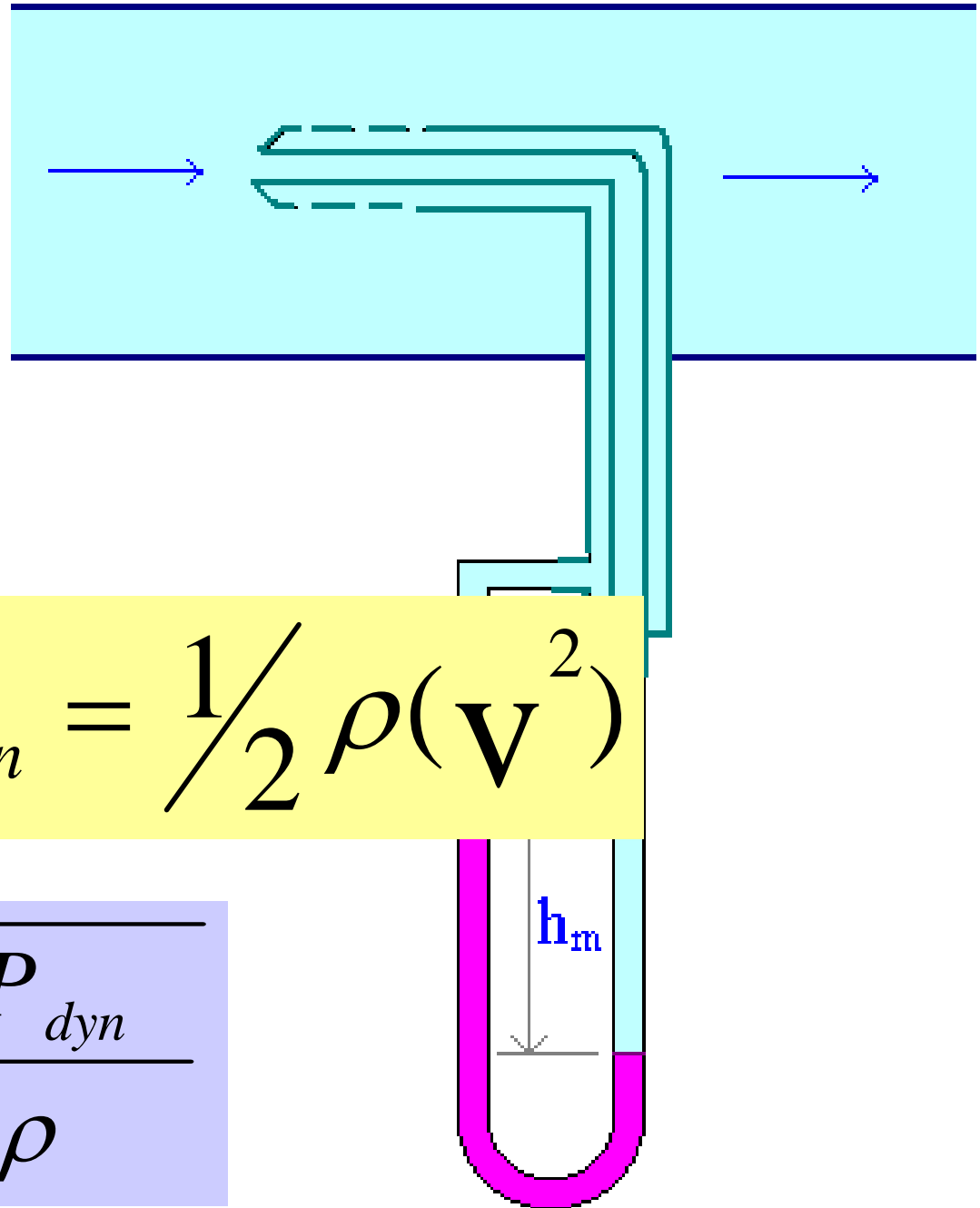
Flow speed  $\mathbf{v}$  is  
found from the  
dynamic pressure

$P_{\text{dyn}}$  reading:

$$P_{\text{dyn}} = \frac{1}{2} \rho (\mathbf{v}^2)$$

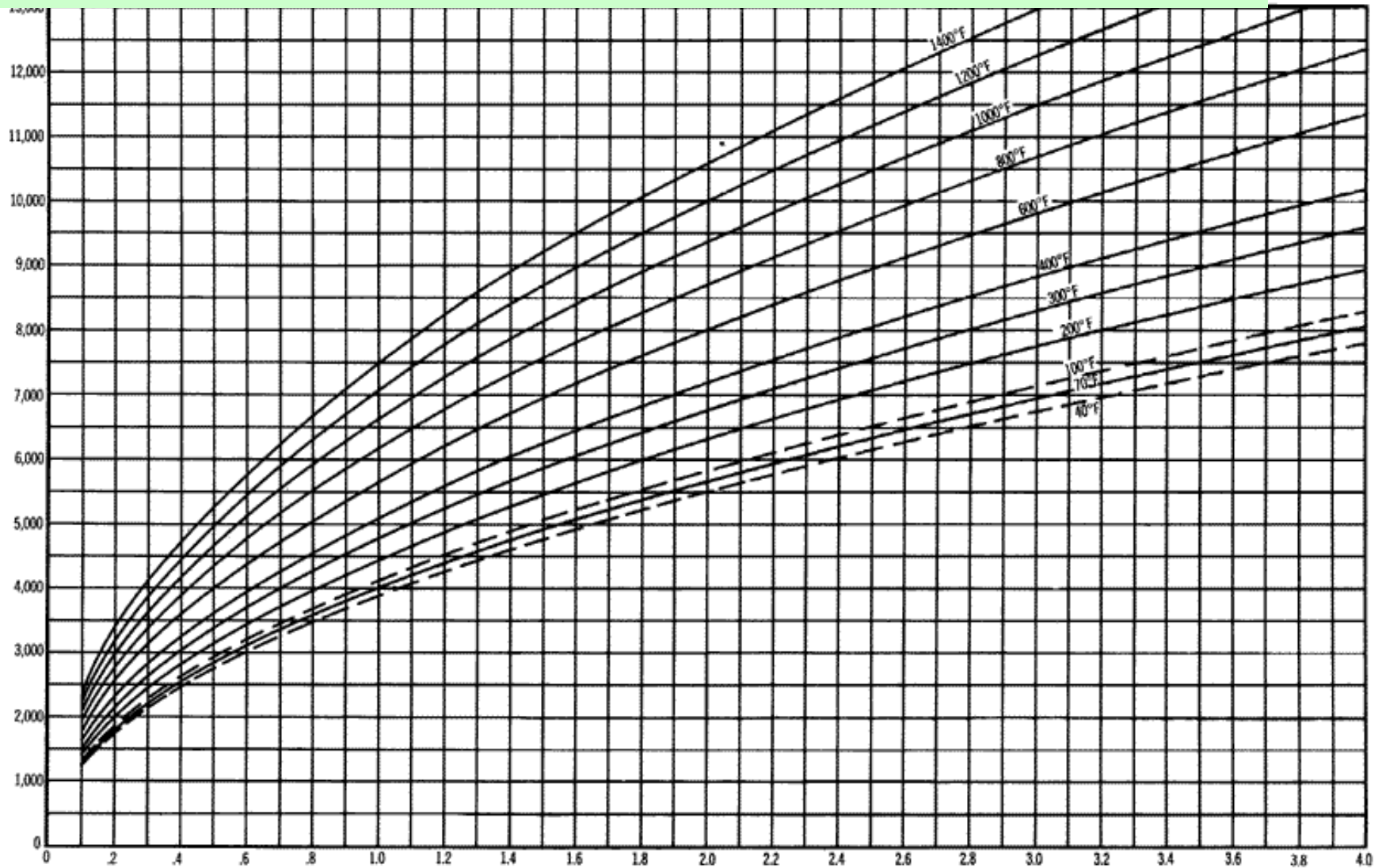
or

$$\mathbf{v} = \sqrt{\frac{2 P_{\text{dyn}}}{\rho}}$$



# Pitot tube characteristic

Air velocity (ft/minute)



Dyn. Pressure (inches of H<sub>2</sub>O)

$$v = \sqrt{\frac{2 P_{dyn}}{\rho}}$$

**In class: Pitot tube measurement analysis**

**Given:**  $P_{dyn} = 500 \text{ Pa}$

$\rho_{Air} = 1.2 \text{ kg/m}^3 \text{ at } 1.01 \times 10^5 \text{ Pa}$

Determine the air velocity in m/s

$$v = \sqrt{\frac{2 P_{dyn}}{\rho}}$$

**Inserting:**  $P_{dyn} = 500 \text{ Pa}$

$$\rho_{Air} = 1.2 \text{ kg/m}^3$$

gives:

$$v = \sqrt{\frac{2 * 500}{1.2} \frac{N}{m^2} \frac{m^3}{kg}}$$



$$\text{SI } v = \sqrt{\frac{2 * 500}{1.2} \frac{N}{m^2} \frac{m^3}{kg}}$$

We substitute : 1N with **1 kgm/s<sup>2</sup>**

$$v = \sqrt{\frac{2 * 500}{1.2} \frac{N}{m^2} \frac{m^3}{kg} \frac{1 \text{ kgm}}{1 N * s^2}}$$

Simplification gives:

$$v = \sqrt{833 \frac{m^2}{s^2}} = 28.9 \frac{m}{s}$$

<div style="background-color: #e6e6ff; padding: 10px; border: 1px solid #000;"> <div style="text-align: center; font-weight: bold; margin-bottom: 5px;">SI</div> <math display="block">v = \sqrt{\frac{2 P_{dyn} * g_c}{\rho}}</math> </div>	<div style="background-color: #ffffcc; padding: 10px; border: 1px solid #000;"> <div style="text-align: center; font-weight: bold; margin-bottom: 5px;">US Cust.</div> <math display="block">v = \sqrt{\frac{2 P_{dyn} * g_c}{\rho}}</math> </div>
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## In class: Pitot tube measurement analysis

**Given:**  $P_{dyn} = 19 \text{ lbf/ft}^2$

$\rho_{Air} = 0.0735 \text{ lbm/ft}^3 \text{ at } 14.7 \text{ psia}$

Determine the air velocity in ft/s

US Customary example

$$V = \sqrt{\frac{2P_{dyn} * g_c}{\rho}}$$

**Inserting:**  $P_{dyn} = 19 \text{ lbf/ft}^2$

$$\rho_{Air} = 0.0735 \text{ lbm/ft}^3$$

$$V = \sqrt{\frac{2 * 19 \text{ lbf}}{\text{ft}^2} \frac{32.2 \text{ lbm} * \text{ft}}{1 \text{ lbf} * \text{s}^2} \frac{\text{ft}^3}{0.0735 \text{ lbm}}}$$

$$v = \sqrt{\frac{2 * 19 \text{ lbf}}{\text{ft}^2} \frac{32.2 \text{ lbm} * \text{ft}}{1 \text{ lbf} * \text{s}^2} \frac{\text{ft}^3}{0.0735 \text{ lbm}}}$$

Simplification gives:

$$v = \sqrt{16648 \frac{\text{ft}^2}{\text{s}^2}} = 129 \frac{\text{ft}}{\text{s}}$$

# Chapter 8

# Statistics

# Example: Statistics of Gambling

Who wins?

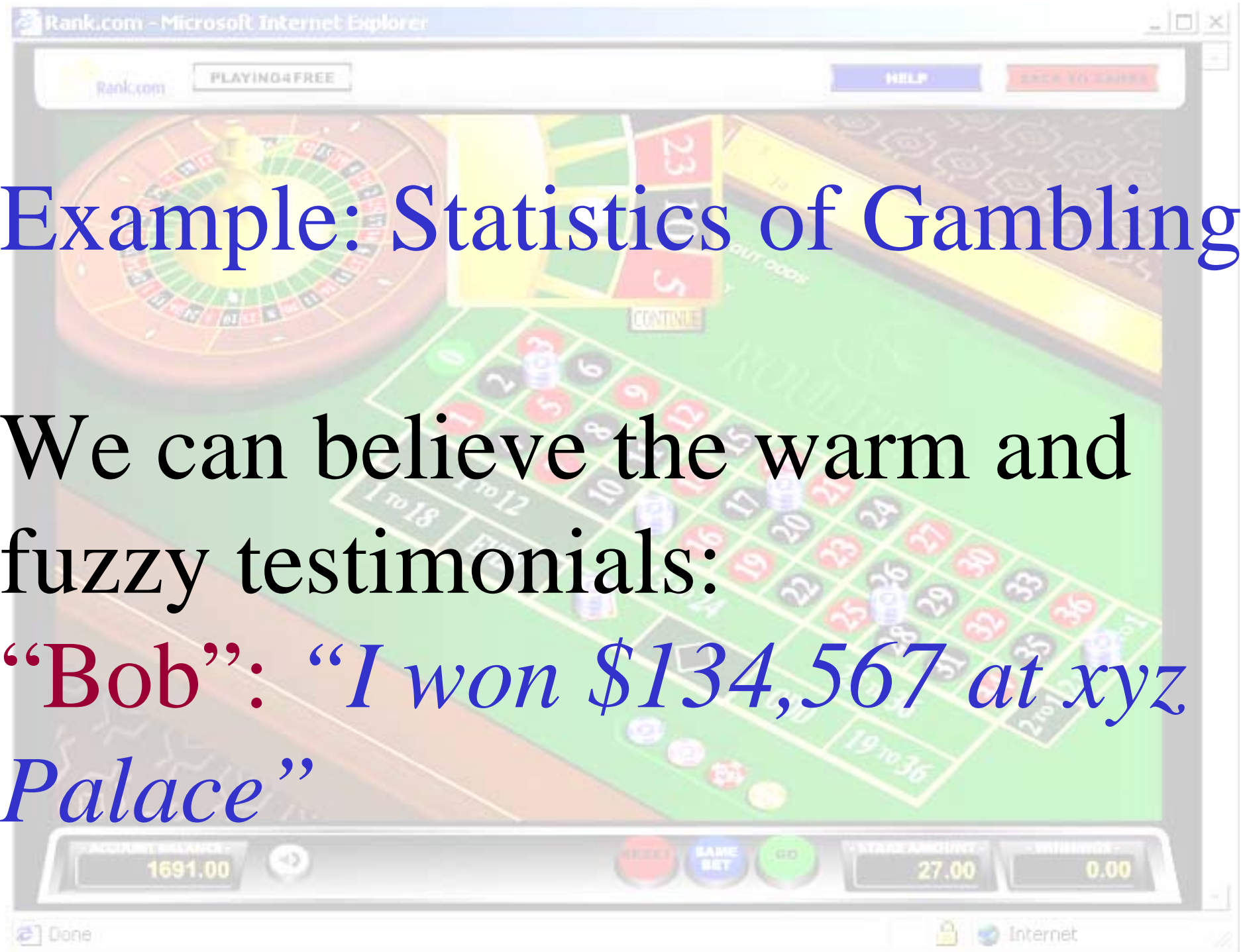
The player or the casino?



# Example: Statistics of Gambling

We can believe the warm and fuzzy testimonials:

“Bob”: *“I won \$134,567 at xyz Palace”*



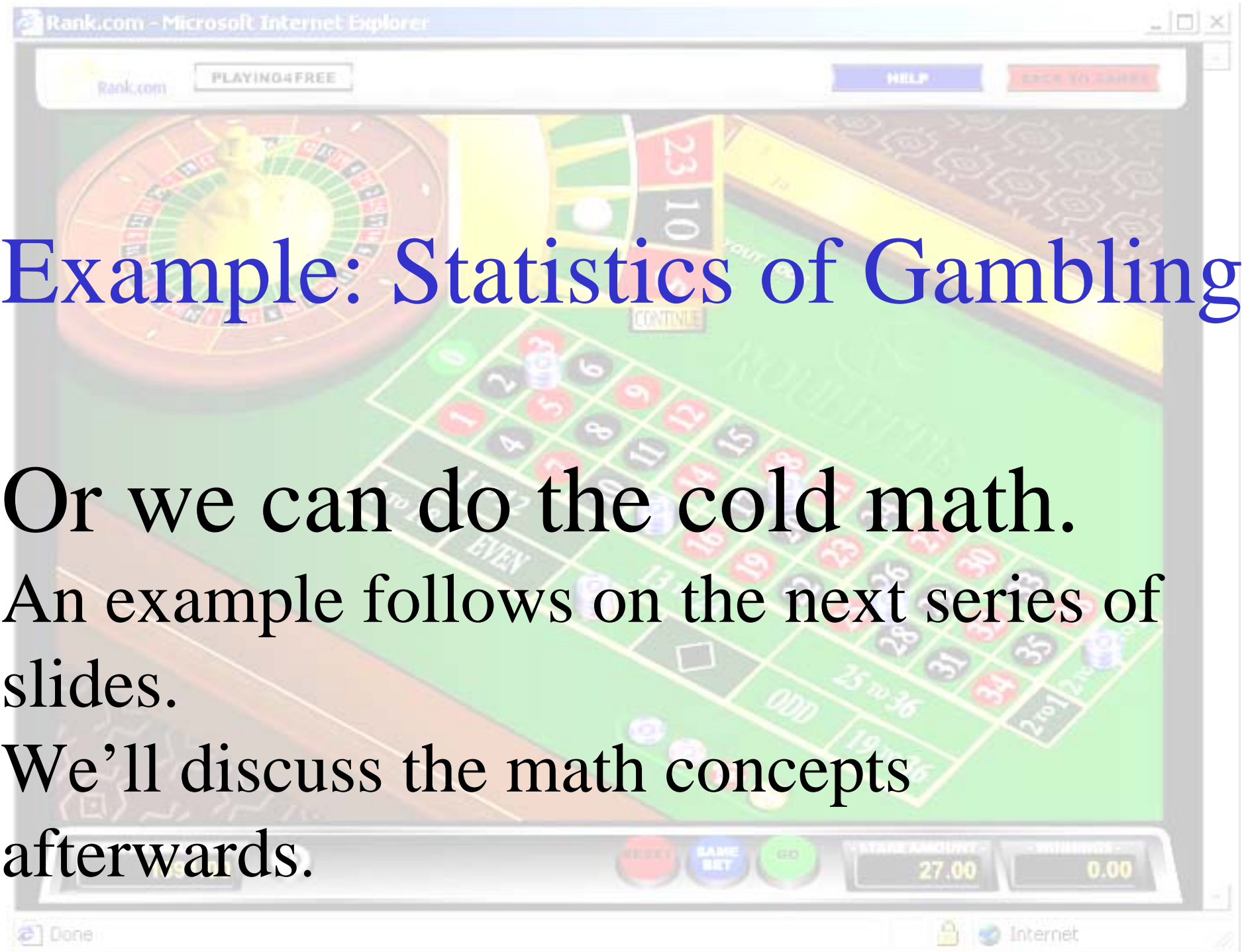


# Example: Statistics of Gambling

Or we can do the cold math.

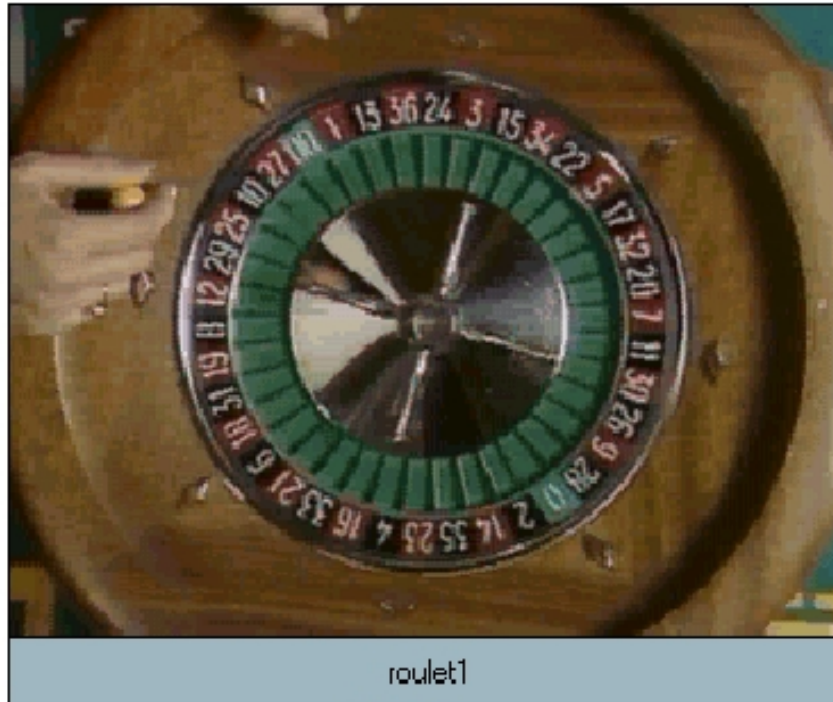
An example follows on the next series of slides.

We'll discuss the math concepts afterwards.





In Roulette there are 18 black, 18 red, and two green slots (0 & 00)



**Source:** [www-ec.njit.edu/~grow/roulette/sld001.htm](http://www-ec.njit.edu/~grow/roulette/sld001.htm)

As the ball goes around it is  
equally likely to land in any slot

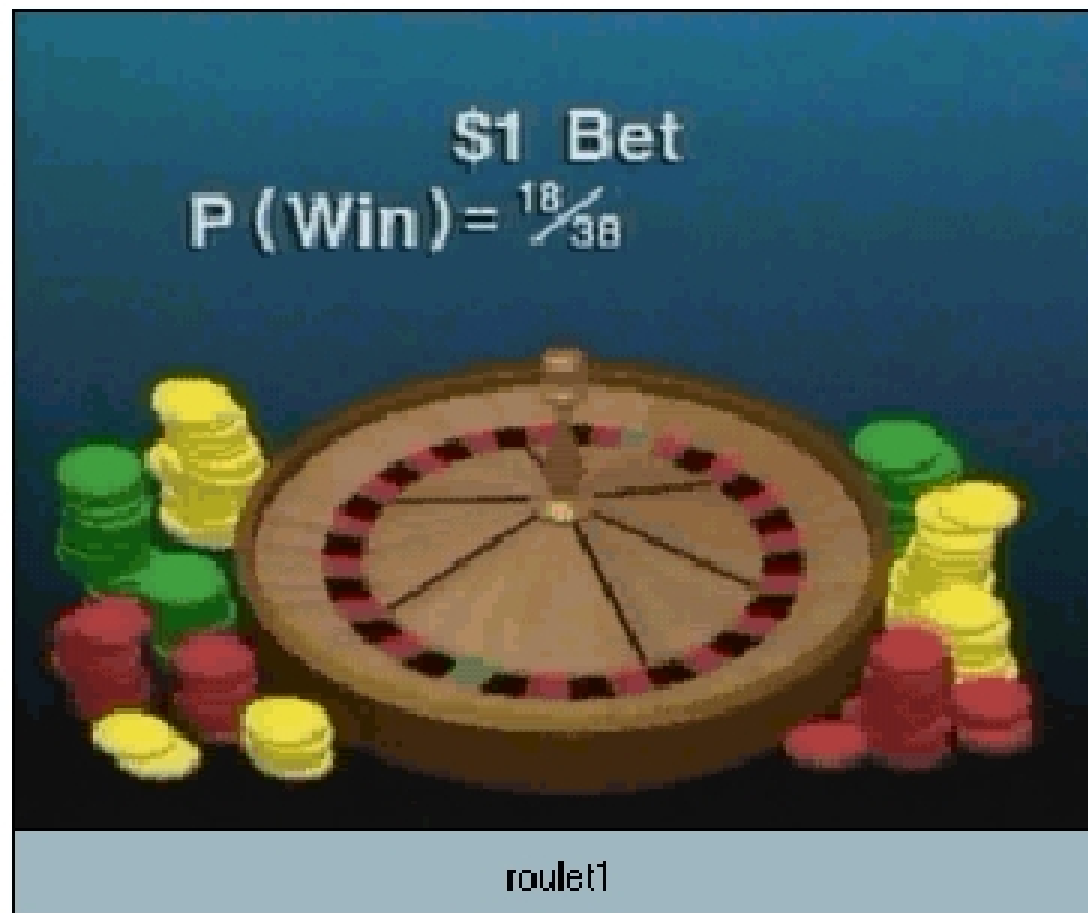


**Q:** What kind of distribution will result?

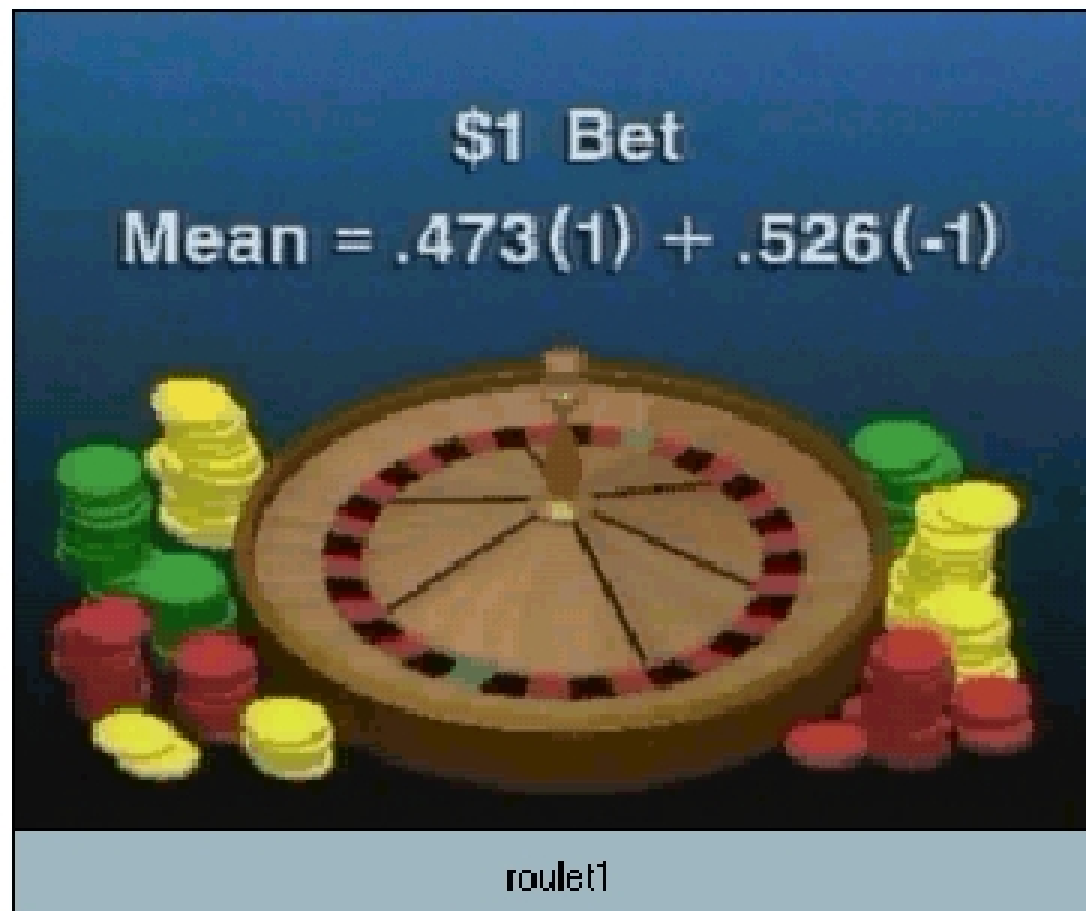
If a dollar is bet on red the  
outcomes are win or lose a dollar



The Probability of winning is  
 $18/38$  or  $0.473$  (18 red of 38)




The probability is that you will  
lose 5.3 cents



# The variance can be calculated

Single Bet

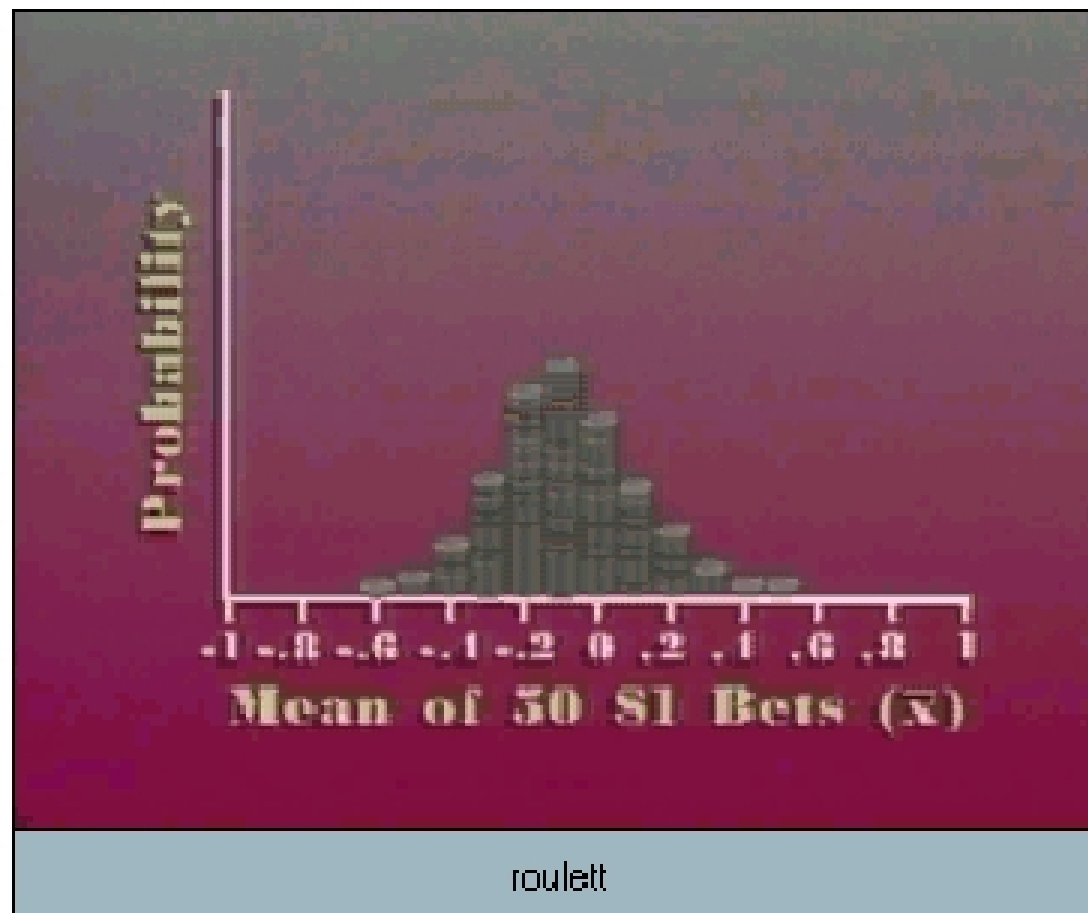
$$\sigma^2 = [1 - (-.053)]^2 .473 + [(-1) - (-.053)]^2 .526$$


roulett

To yield a standard deviation of  
plus or minus 0.998

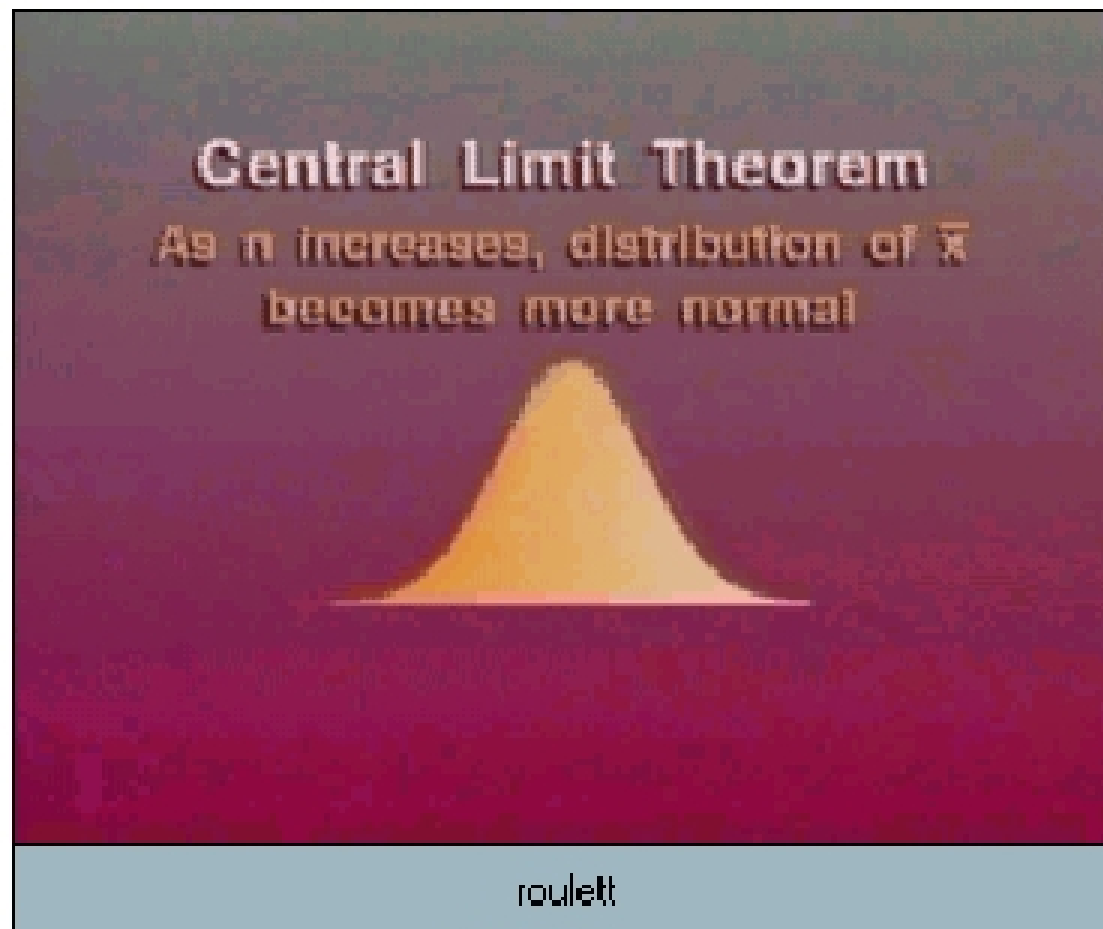


The results for 50 one dollar bets  
done a number of time



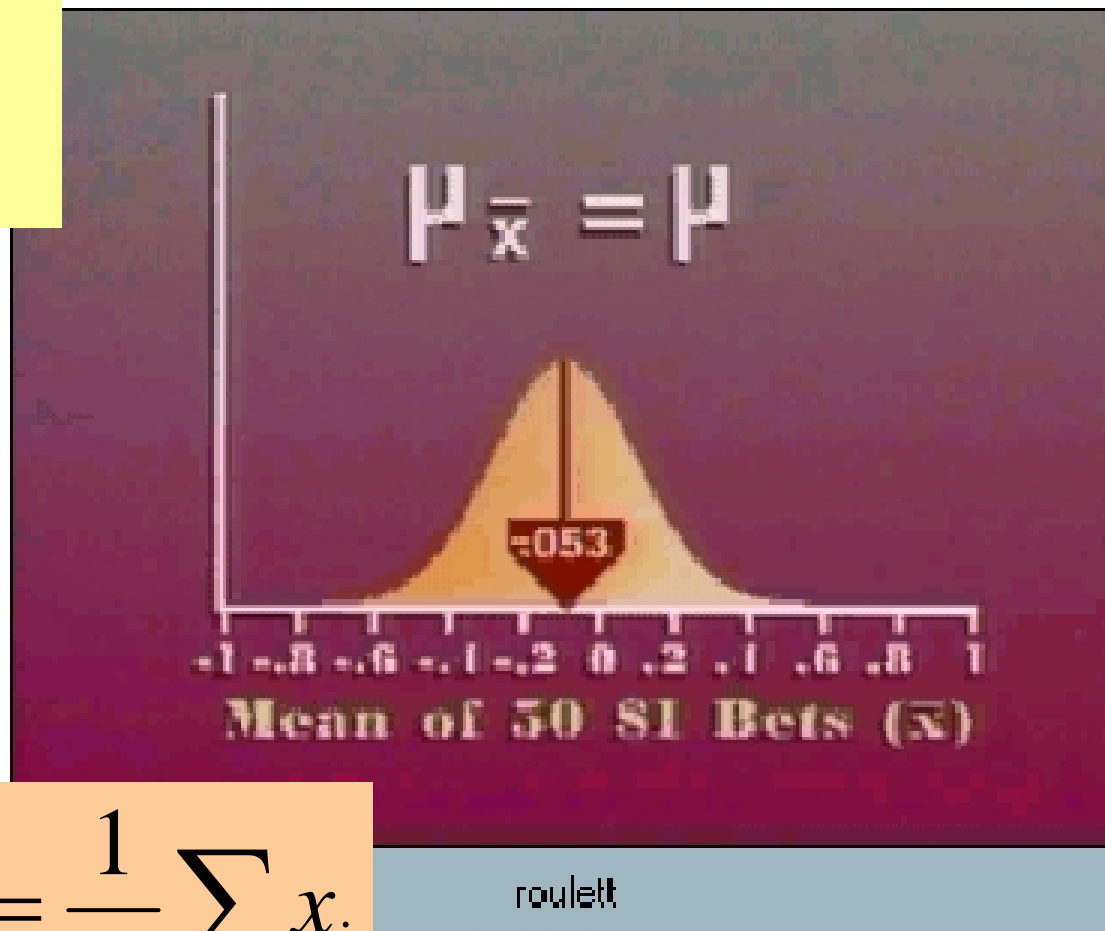


The distribution of these bets is  
normal



The mean of the fifty bets would  
be -0.53

Mean  $\mu$ :  
Average  
Value:



$$Mean = \mu = \frac{1}{N} \sum_N x_i$$

## **Mean**

$$\bar{x} = (\Sigma x_I) / n$$

## **Variance**

$$\sigma^2 = \sum \frac{(x_i - \bar{x})^2}{n - 1}$$

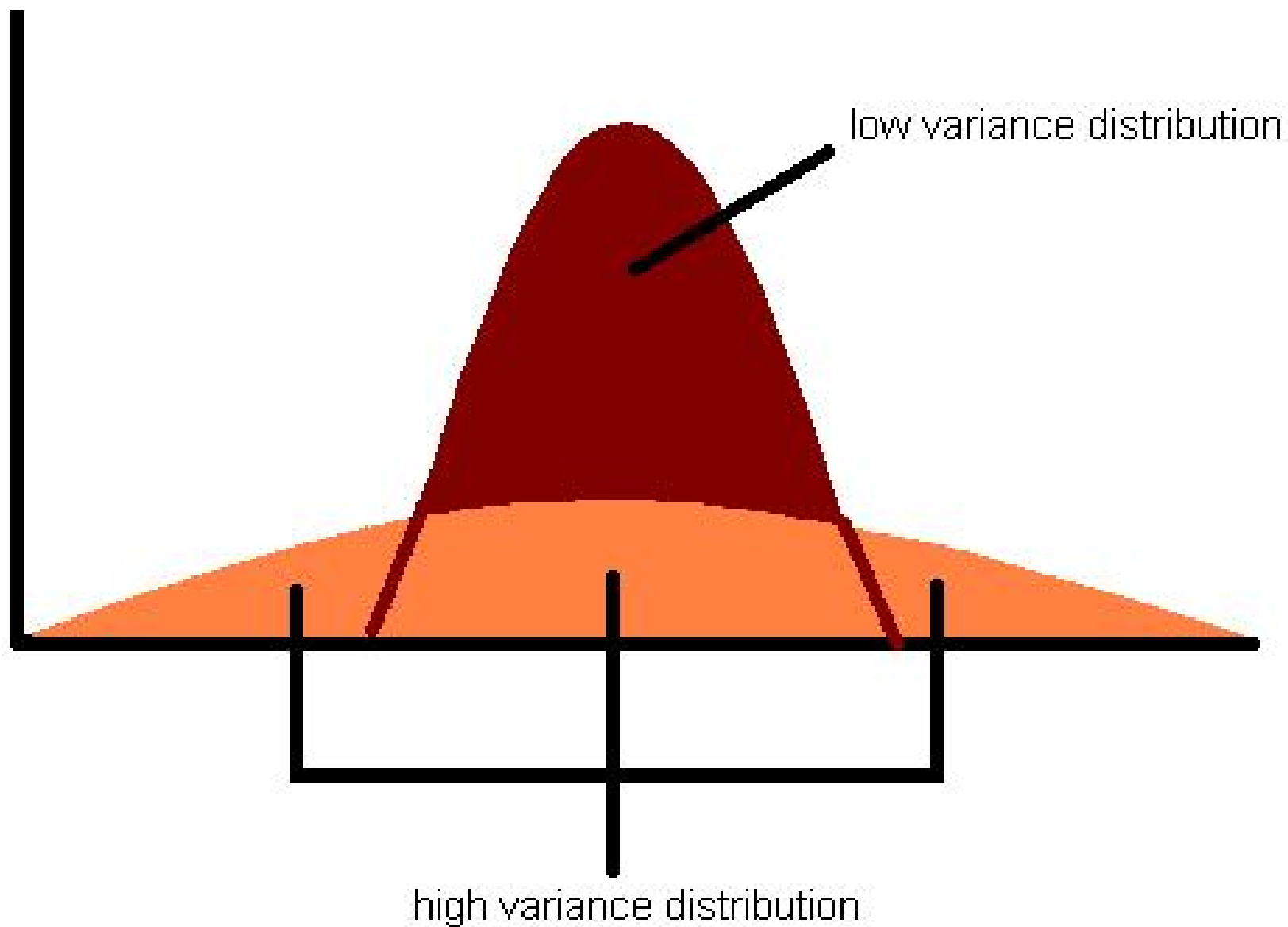
Where

$\sigma^2$  = Variance

$x_I$  = Each item

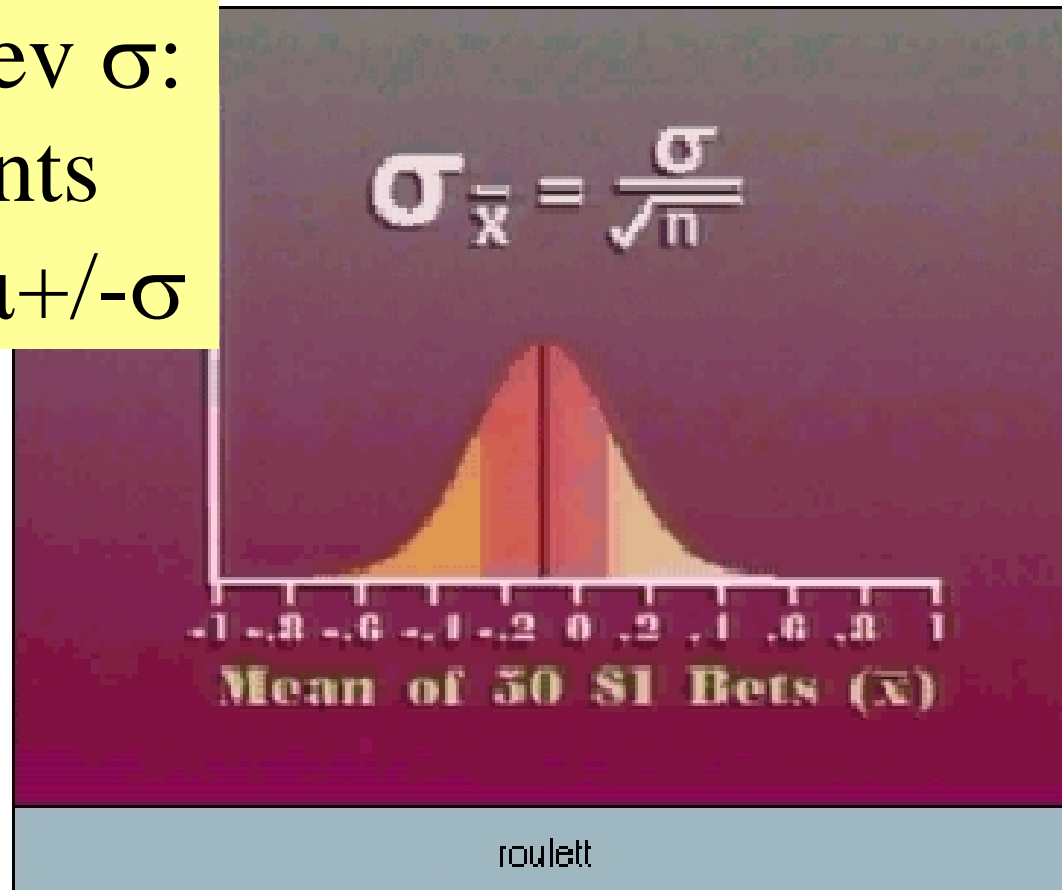
$\bar{x}$  = sample mean

$n$  = sample size

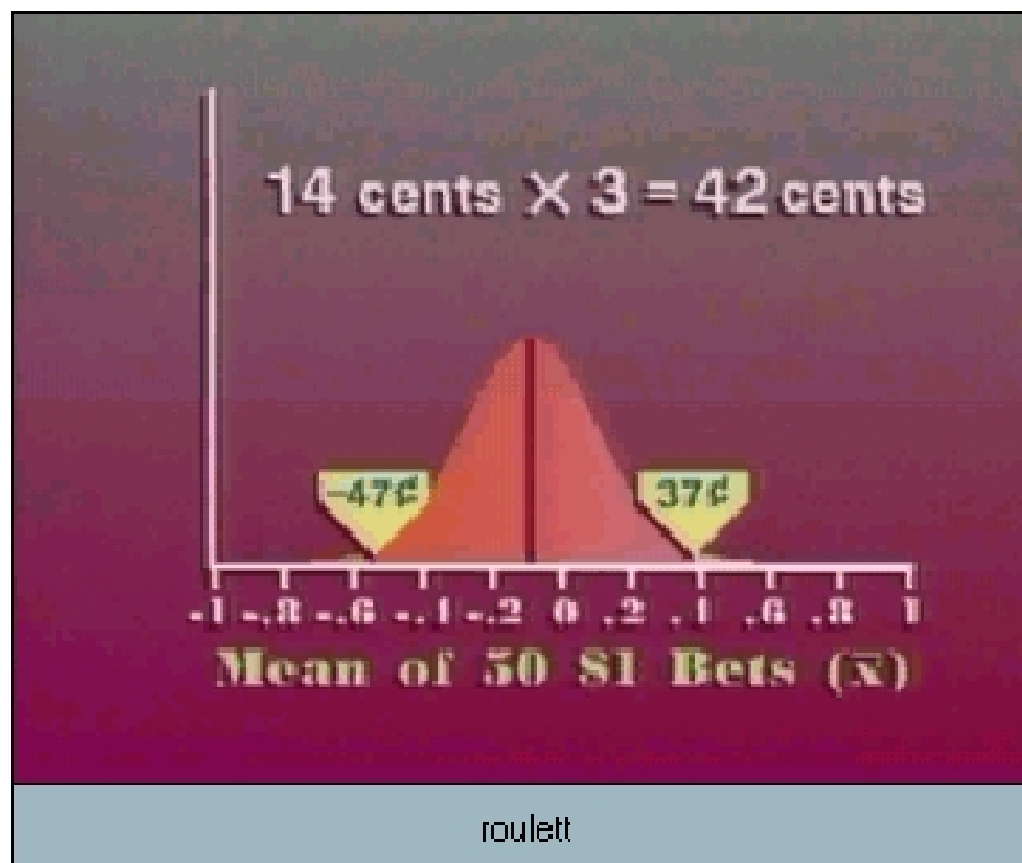


The standard deviation of the fifty bets would be

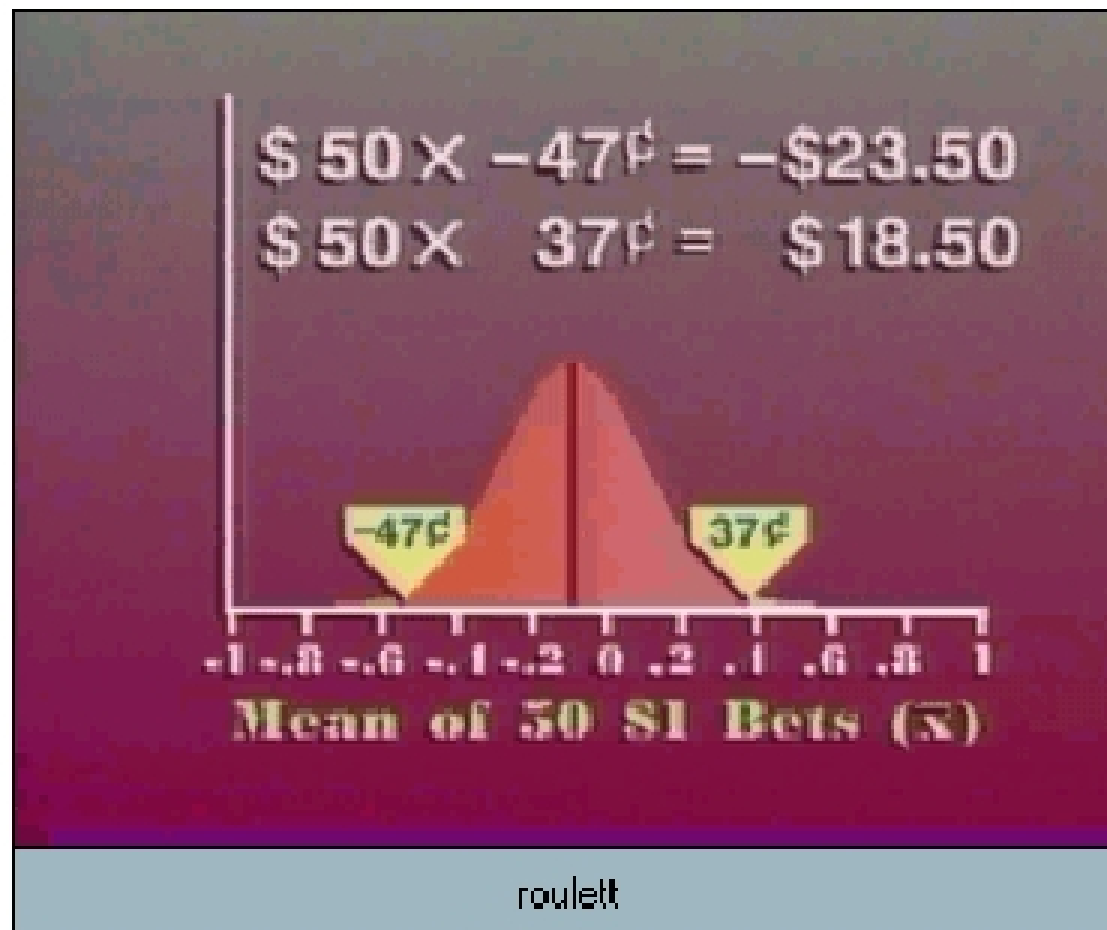
Standard Dev  $\sigma$ :  
67% of events  
are within  $\mu \pm \sigma$



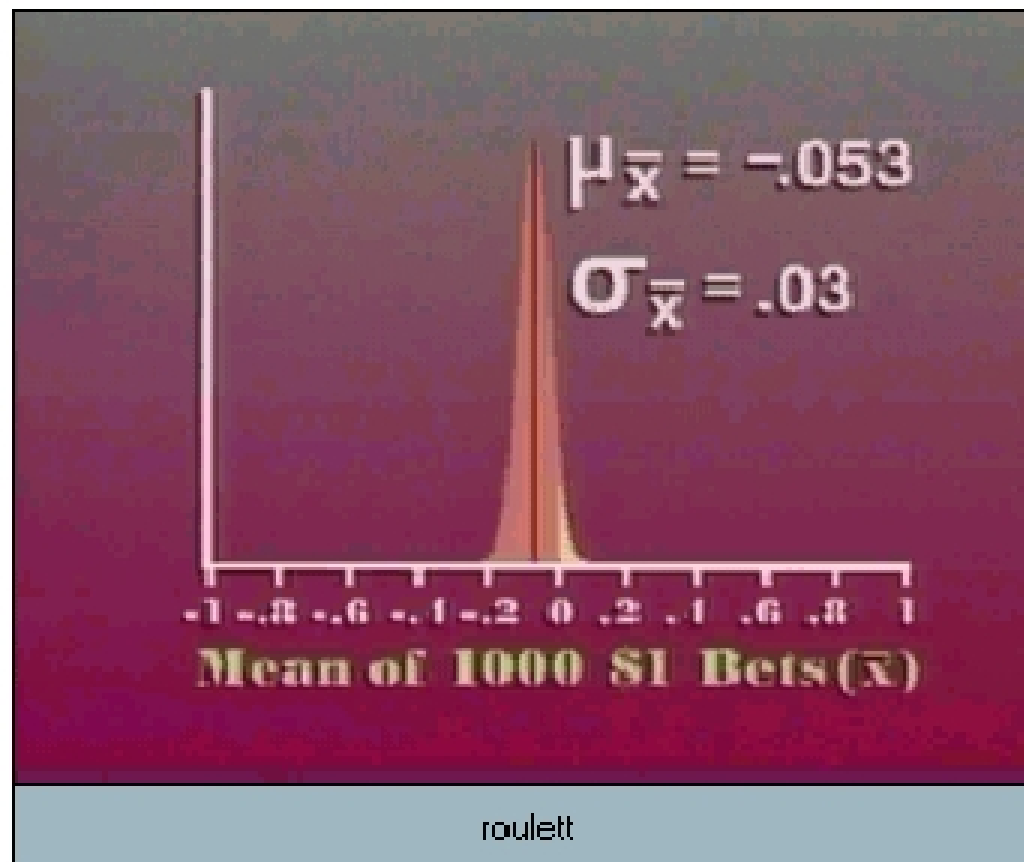
Most results will be between a  
lose of 47 cents to a gain of 37



So the final results of fifty \$1 bets will as follows

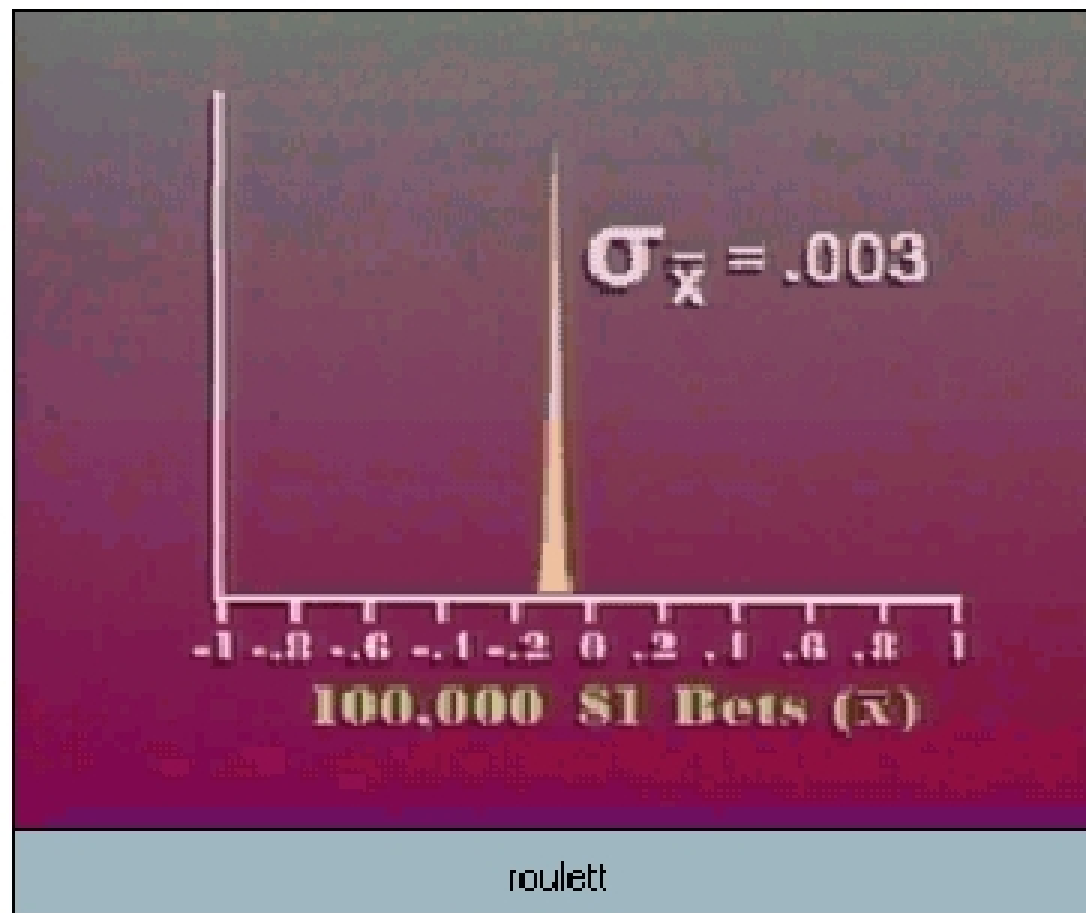


If 1000 \$1 bets were made  
most would lose money





If 100,000 bets are made there is almost no possibility of winning



A screenshot of a web browser window showing a Rank.com roulette game. The browser title is "Rank.com - Microsoft Internet Explorer". The page has a header with the Rank.com logo, a "PLAYING 4 FREE" button, a "HELP" button, and a "BACK TO TABLE" button. The main content is a virtual roulette table with a green felt background, numbered pockets, and betting areas. A roulette wheel is visible in the top left corner. The bottom of the interface shows a status bar with "ACCOUNT BALANCE - 1691.00", a "CHECK" button, a "SAME BET" button, a "GO" button, "STAKE AMOUNT - 27.00", and "WITHDRAW - 0.00".

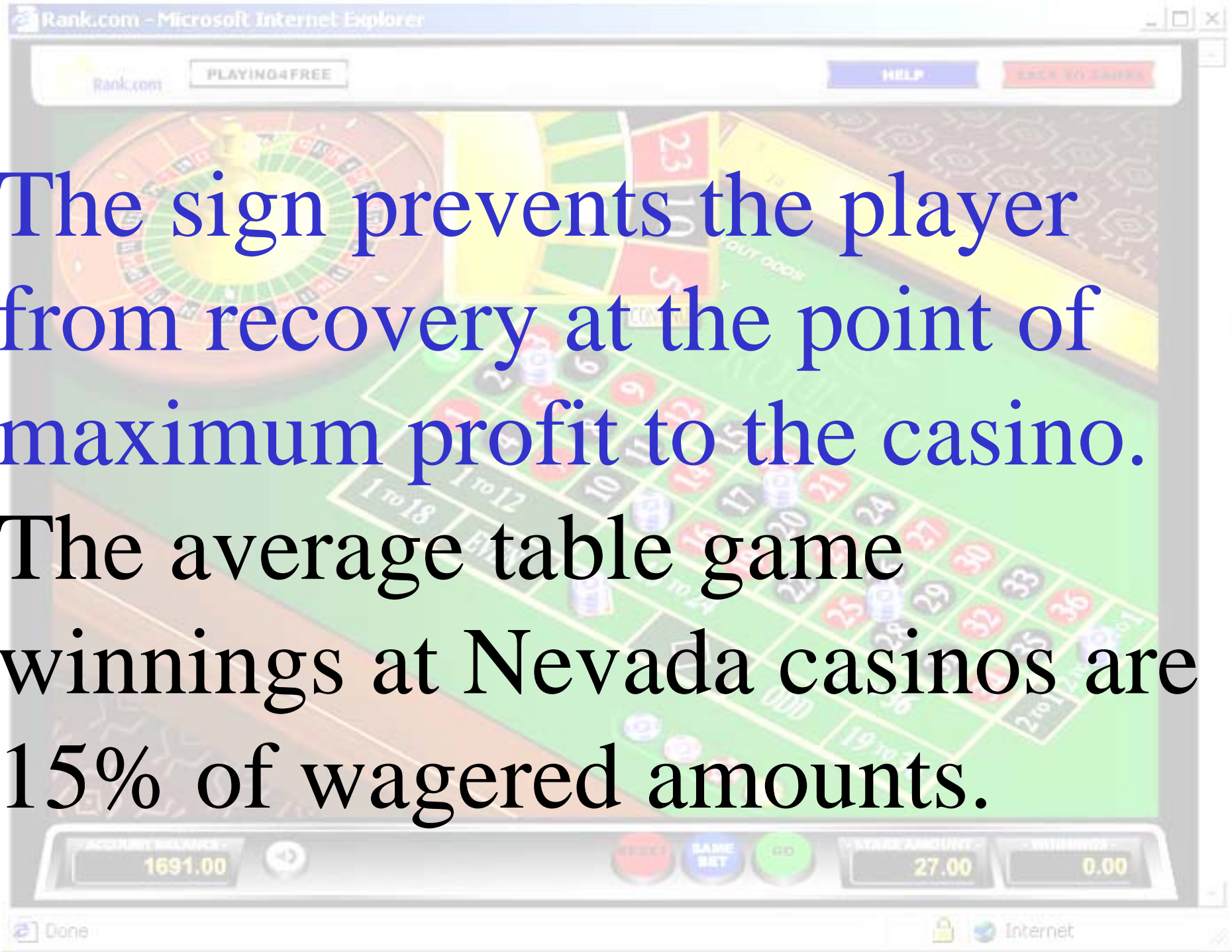
The preceding analysis did not consider the fact that the casino limits the player's capital.

All casino tables carry a sign  
e.g. “minimum bet \$5  
maximum bet \$500”

Without the sign, a player could recover from losing streaks by doubling each losing bet, to lose only the predicted 5%.





A screenshot of a web browser window displaying a roulette game interface. The browser's address bar shows 'Rank.com - Microsoft Internet Explorer'. The game interface includes a roulette wheel on the left, a betting table in the center, and a control panel at the bottom. The control panel shows an 'ACCOUNT BALANCE' of 1691.00, a 'WAGER AMOUNT' of 27.00, and a 'WITHDRAW' button. The text is overlaid on the game interface.

The sign prevents the player  
from recovery at the point of  
maximum profit to the casino.  
The average table game  
winnings at Nevada casinos are  
15% of wagered amounts.

# Statistical Analysis

## Example

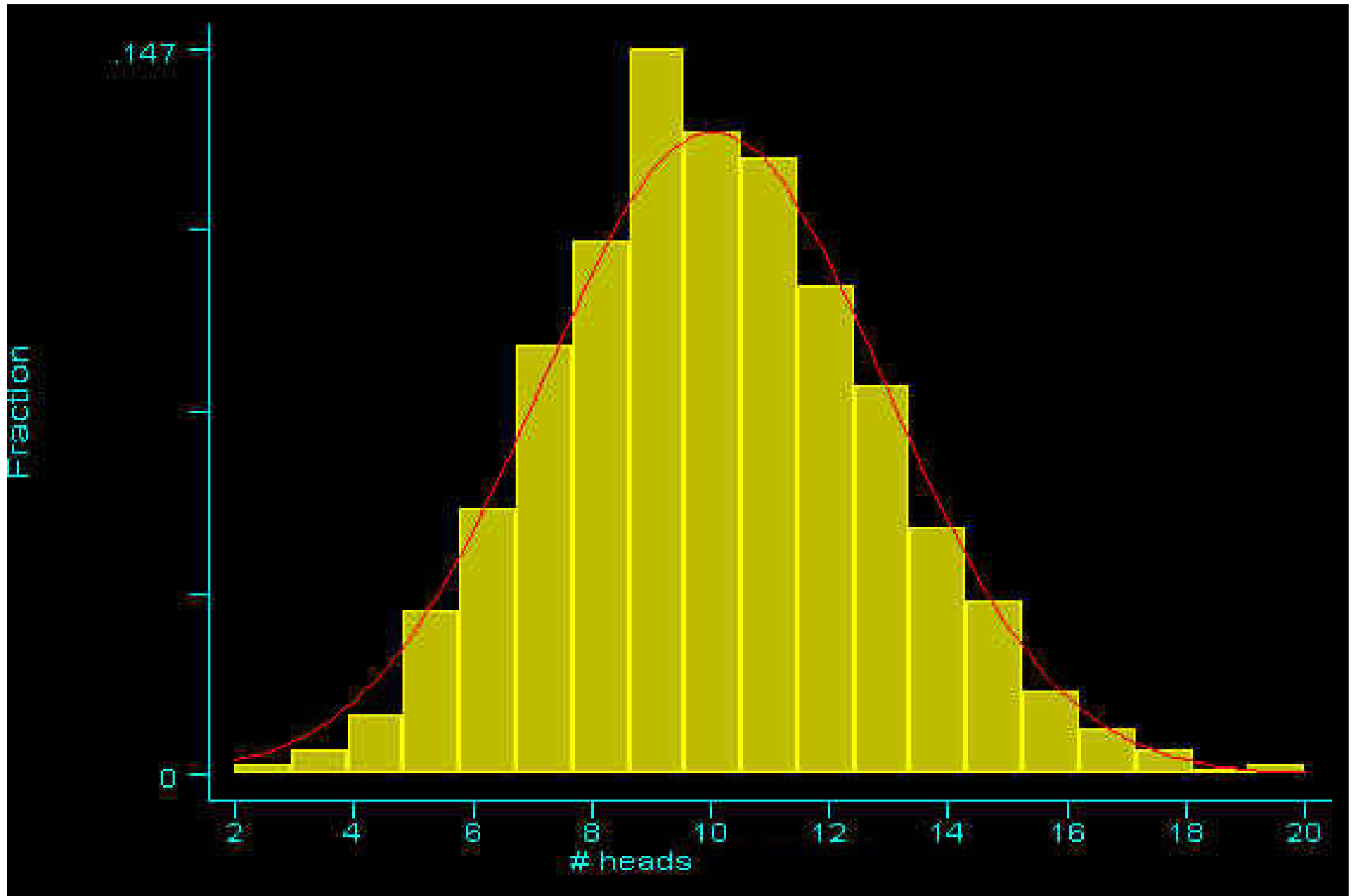
Playing heads or tails.

We toss 20 coins each time, and count the numbers of heads.

1000 plays show the following results:

# heads out of 20 tossed	Freq.	Percent	Cum.
2	2	0.20	0.20
3	5	0.50	0.70
4	12	1.20	1.90
5	33	3.30	5.20
6	54	5.40	10.60
7	87	8.70	19.30
8	108	10.80	30.10
9	147	14.70	44.80
10	130	13.00	57.80
11	125	12.50	70.30
12	99	9.90	80.20
13	79	7.90	88.10
14	50	5.00	93.10
15	35	3.50	96.60
16	17	1.70	98.30
17	9	0.90	99.20
18	5	0.50	99.70
19	1	0.10	99.80
20	2	0.20	100.00
Total	1000	100.00	

We can plot the number of heads counted in each of the 20 classes vs. the frequency of occurrence. This plot is called a **histogram**.



Histogram



The histograms of random distributions exhibit the familiar Gaussian “bell curve” shape.

Many distributions are “**biased**” by deterministic factors. Statisticians can detect such biases and point to their causes.

Some examples follow.