

RAPPEL MATHÉMATIQUE



PGC-00

POURQUOI?


Les mathématiques sont un **outil essentiel** du physicien. Les mathématiques permettent de modéliser de manière prédictive le comportement du monde physique qui nous entoure.

Les mathématiques sont à la physique ce que le solfège est à la musique.



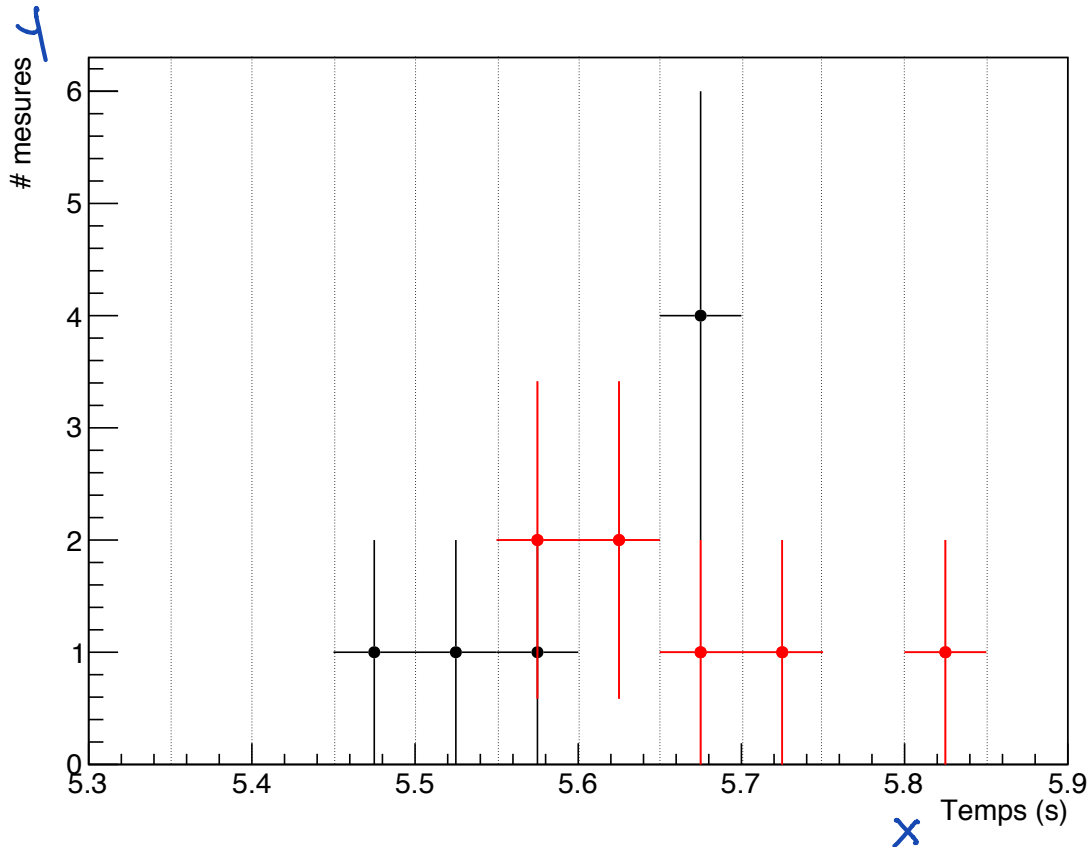
φύση
μουσική

NOTATIONS

e.g.	par exemple	<i>exempli gratia</i>
i.e.	c'est-à-dire, en d'autres mots	<i>id est</i>
c.f.	voir, consulter	<i>confer</i>
	défini comme étant égal à	

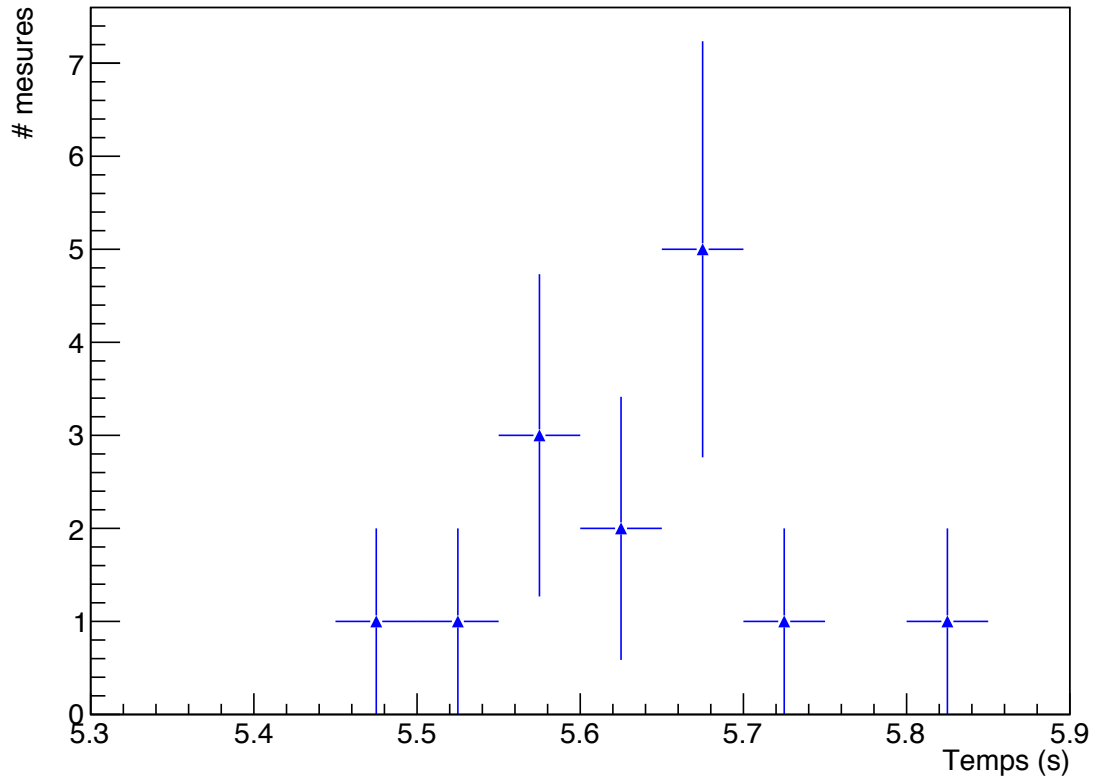
généralement nous utilisons la notation du monde scientifique avec un point pour les décimales
 $115 = 1.15 \cdot 10^2$ (plutôt que 1,15 qui est la notation francophone habituelle)

... MÉSURER LE TEMPS!

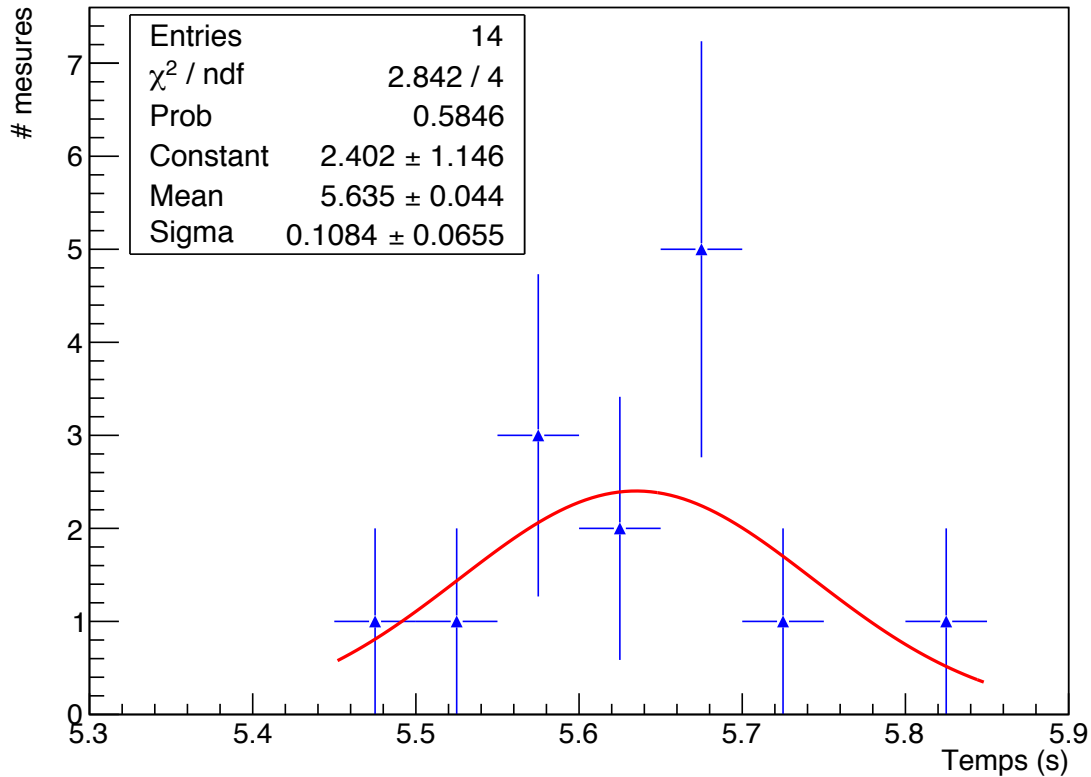


Exp. 1 Temps (s)	Exp. 2 Temps (s)
5.67	5.59
5.67	5.83
5.57	5.60
5.51	5.62
5.66	5.70
5.46	5.61
5.65	5.68

... MÉSURER LE TEMPS!



... MÉSURER LE TEMPS!



FRACTIONS

$$\frac{a}{b}$$

x

$$\frac{a}{b} \cdot \frac{c}{d} = \frac{a \cdot c}{b \cdot d}$$

$$\left(\frac{a}{b}\right) \cdot c$$

↑ mettre parenthèse
pas de doute!

+, -

$$\frac{a}{b} + \frac{c}{d} \neq \frac{a+c}{b+d}$$

%

$$\begin{aligned} \frac{a}{b} \cdot 1 + \frac{c}{d} \cdot 1 &= \frac{a}{b} \cdot \frac{d}{d} + \frac{c}{d} \cdot \frac{b}{b} \\ &= \frac{a \cdot d + c \cdot b}{d \cdot b} \end{aligned}$$

$$\left(\frac{a}{b} \div \frac{c}{d}\right) = \frac{a}{b} \cdot \frac{d}{c} = \frac{a \cdot d}{bc}$$

$$\frac{8}{1/4} = 8 \cdot \frac{4}{1} = 32$$

32?
2?

PUISSANCES

$$10^0 = 1$$

$$10^1 = 10$$

$$10^2 = 100$$

$$10^3 = 1000$$

$$10^4 = 10000$$

$$10^5 = 100000$$

$$10^{-1} = 0.1$$

$$10^{-2} = 0.01$$

$$10^{-3} = 0.001$$

$$10^{-4} = 0.0001$$

$$10^{-5} = 0.00001$$

$$c = 300.000.000 \text{ m/s}$$

$$\Rightarrow 3 \times 10^8 \text{ m/s}$$

$$d = 0.000.000.000.1 \text{ m}$$

$$\Rightarrow 1 \times 10^{-10} \text{ m}$$

$\Rightarrow 1 \text{ Angstrom}$

$$10^m \times 10^n = 10^{m+n}$$

$$\frac{10^u}{10^m} = 10^{u-m}$$

$$10^u + 10^m \neq 10^{m+n}$$

PUISSANCES ET PREFIXES

Facteur	Nom	Symbole	Facteur	Nom	Symbole
10^{24}	yotta	Y	10^{-24}	yocto	y
10^{21}	zetta	Z	10^{-21}	zepto	z
10^{18}	exa	E	10^{-18}	atto	a
10^{15}	peta	P	10^{-15}	femto	f
10^{12}	tera	T	10^{-12}	pico	p
10^9	giga	G	10^{-9}	nano	n
10^6	mega	M	10^{-6}	micro	μ
10^3	kilo	k	10^{-3}	milli	m
10^2	hecto	h	10^{-2}	centi	c
10^1	deka	d	10^{-1}	deci	d

$k\text{m} = 10^3 \text{m}$
 $\text{GByte} = 10^9 \text{Byte}$

$1\text{PByte} = 10^{15} \text{Byte}$
 $\text{ml} = 10^{-3} \text{l}$

QUELQUES IDENTITÉS

Factorisation

$$ax + bx + cx = (a + b + c)x$$

Identités

$$(a + b)^2 = a^2 + 2ab + b^2$$

$$(a - b)^2 = a^2 - 2ab + b^2$$

$$a^2 - b^2 = (a - b)(a + b)$$

$$\bullet \underline{(a + b)^2} \neq \underline{a^2 + b^2} \bullet$$

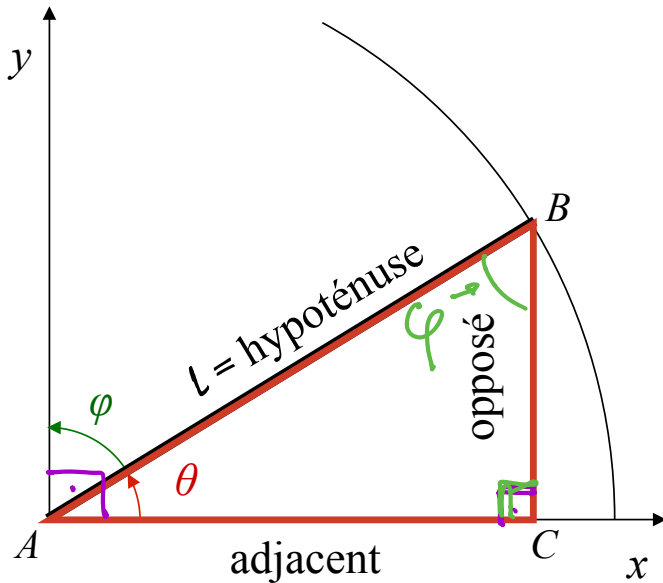
Équation quadratique

$$ax^2 + bx + c = 0 \quad \Leftarrow$$

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \quad \Leftarrow$$

TRIGONOMÉTRIE

$$\sin^2 \theta + \cos^2 \theta = 1$$



$$\sin \theta = \frac{\text{opp}}{\text{hypo}} = \cos \phi$$

$$\cos \theta = \frac{\text{adj}}{\text{hypo}} = \sin \phi$$

$$\tan \theta = \frac{\text{opp}}{\text{adj}}$$

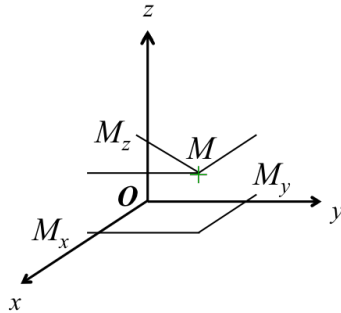
$$\phi + \theta = 90^\circ$$

$$\sin \theta = \cos \phi$$

$$\sin 2\theta = 2 \sin \theta \cos \theta$$

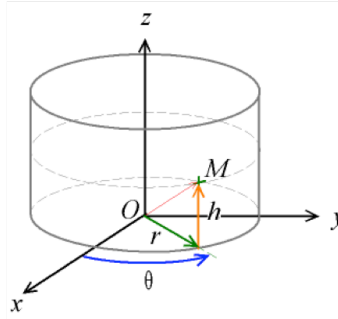
RÉFÉRENTIELS

Cartésien



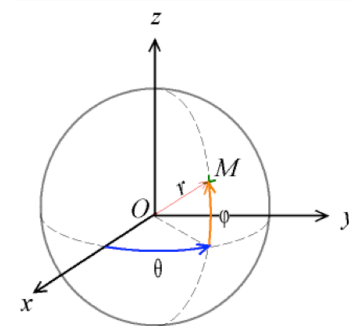
$$\begin{aligned}x &= M_x \\y &= M_y \\z &= M_z\end{aligned}$$

Cylindrique



$$\begin{aligned}x &= r \cos \theta \\y &= r \sin \theta \\z &= h\end{aligned}$$

Sphérique



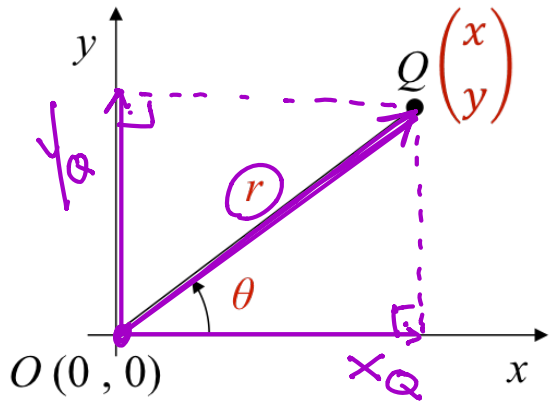
$$\begin{aligned}x &= r \cos \phi \cos \theta \\y &= r \cos \phi \sin \theta \\z &= r \sin \phi\end{aligned}$$

RÉFÉRENTIEL CARTÉSIEN

$$X_Q = r \cdot \cos \theta$$

$$Y_Q = r \cdot \sin \theta$$

$$r = |\vec{OQ}| = \sqrt{X_Q^2 + Y_Q^2}$$



RÉFÉRENTIEL ET VECTEURS

$$\vec{OP} = \begin{pmatrix} x_p \\ y_p \end{pmatrix}$$

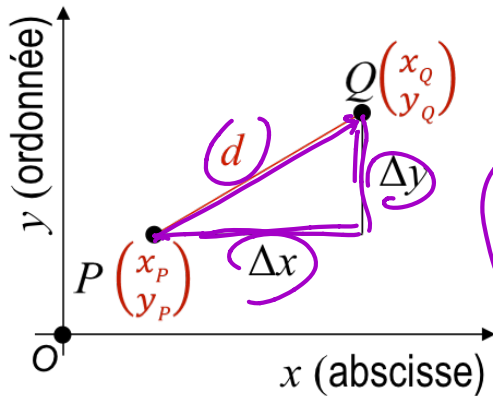
$$\vec{OQ} = \begin{pmatrix} x_q \\ y_q \end{pmatrix}$$

$$d = \sqrt{\Delta x^2 + \Delta y^2}$$

$$\Delta x = x_q - x_p$$

$$\Delta y = y_q - y_p$$

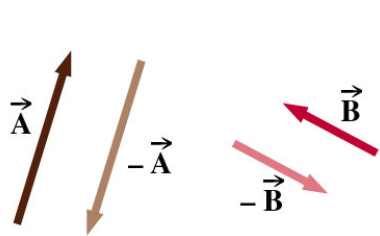
$$\Rightarrow d = \sqrt{(x_q - x_p)^2 + (y_q - y_p)^2}$$



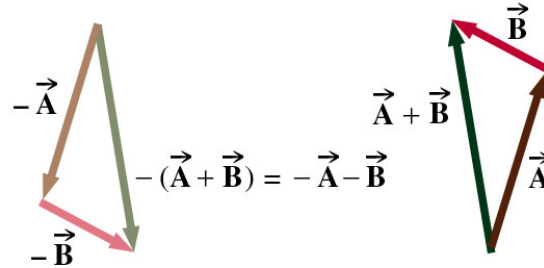
$$\vec{PQ} = \vec{OQ} - \vec{OP} = \begin{pmatrix} x_q \\ y_q \end{pmatrix} - \begin{pmatrix} x_p \\ y_p \end{pmatrix} = \begin{pmatrix} x_q - x_p \\ y_q - y_p \end{pmatrix}$$

$$|\vec{PQ}| = \sqrt{(x_q - x_p)^2 + (y_q - y_p)^2}$$

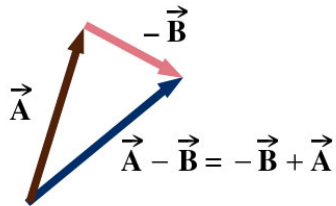
OPERATIONS VECTORIELLES



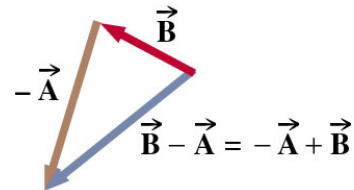
(a)



(c)



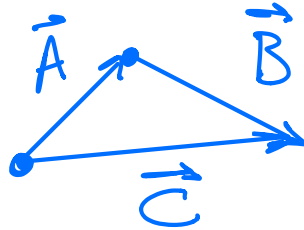
(b)



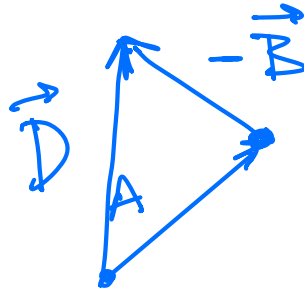
(d)

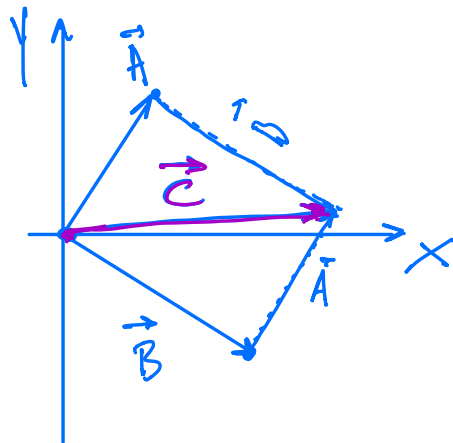
+ , - ET COMPOSANTES

$$\vec{C} = \vec{A} + \vec{B}$$



$$\begin{aligned}\vec{D} &= \vec{A} - \vec{B} \\ &= \vec{A} + (-\vec{B})\end{aligned}$$

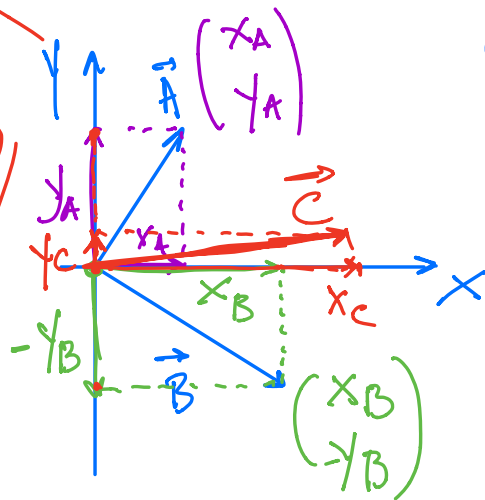




$$\vec{C} = \vec{A} + \vec{B}$$

graphiquement
facile!

faire des
sauts ☺



$$\vec{C} = \vec{A} + \vec{B}$$

$$\vec{C} = \begin{pmatrix} x_A \\ y_A \end{pmatrix} + \begin{pmatrix} x_B \\ -y_B \end{pmatrix}$$

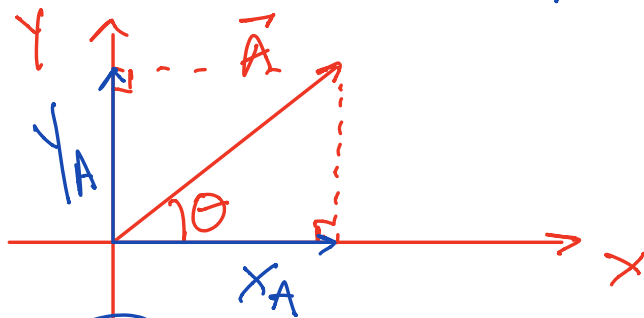
$$= \begin{pmatrix} x_A + x_B \\ y_A - y_B \end{pmatrix}$$

$$= \begin{pmatrix} x_C \\ y_C \end{pmatrix}$$

$$x_C = x_A + x_B$$

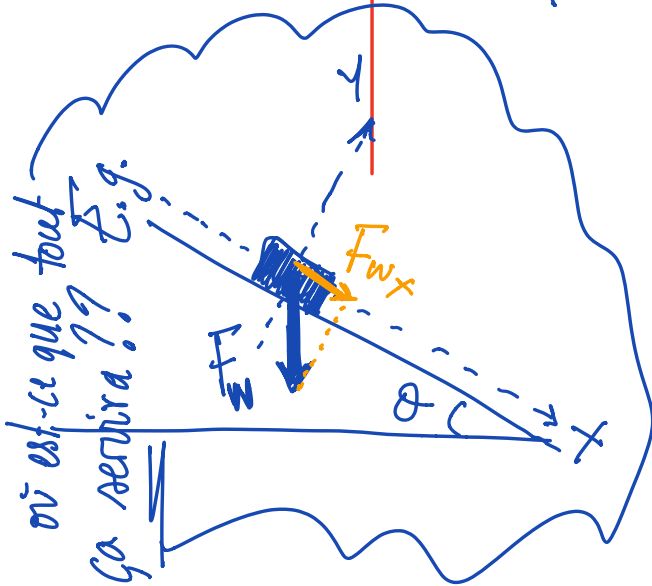
$$y_C = y_A - y_B$$

Comment trouver x_A et y_A ??



$$x_A = A \cos \theta$$

$$y_A = A \sin \theta$$



$$\vec{A} = \vec{x}_A + \vec{y}_A$$

ou parfois

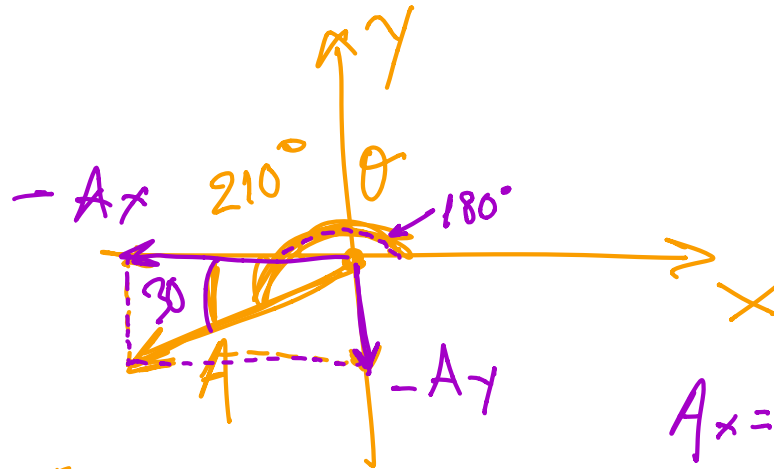
$$\vec{A} = x_A \hat{i} + y_A \hat{j}$$

vecteurs unitaires

$$\begin{aligned} \vec{c} &= a\vec{A} + \beta\vec{B} \\ &= a \begin{pmatrix} x_A \\ y_A \end{pmatrix} + \beta \begin{pmatrix} x_B \\ y_B \end{pmatrix} = \\ &= \begin{pmatrix} ax_A + \beta x_B \\ ay_A + \beta y_B \end{pmatrix} \end{aligned}$$

COMPOSANTES

Trouver les composantes x et y d'un vecteur déplacement de 25 m à une angle de 210° par rapport à l'horizontale.



Données:

$$|\vec{A}| = 25 \text{ m}$$
$$\theta = 210^\circ$$

$$A_x = A \cos 30^\circ$$
$$A_y = A \sin 30^\circ$$

PRODUIT SCALAIRE

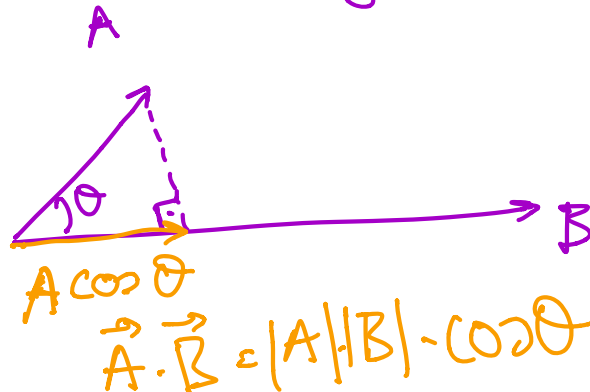
$$\vec{A} = \begin{pmatrix} x_A \\ y_A \end{pmatrix}$$

$$\vec{B} = \begin{pmatrix} x_B \\ y_B \end{pmatrix}$$

$$\vec{A} \cdot \vec{B} = x_A x_B + y_A y_B$$

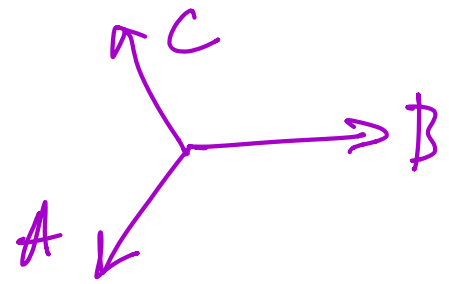
$$= |\vec{A}| \cdot |\vec{B}| \cdot \cos \theta$$

θ = angle \vec{A}, \vec{B}



Min?
Max?

PRODUIT VECTORIEL



$$\vec{A} = \begin{pmatrix} x_A \\ y_A \\ z_A \end{pmatrix}$$

$$\vec{B} = \begin{pmatrix} x_B \\ y_B \\ z_B \end{pmatrix}$$

$$\vec{C} = \vec{A} \times \vec{B}$$

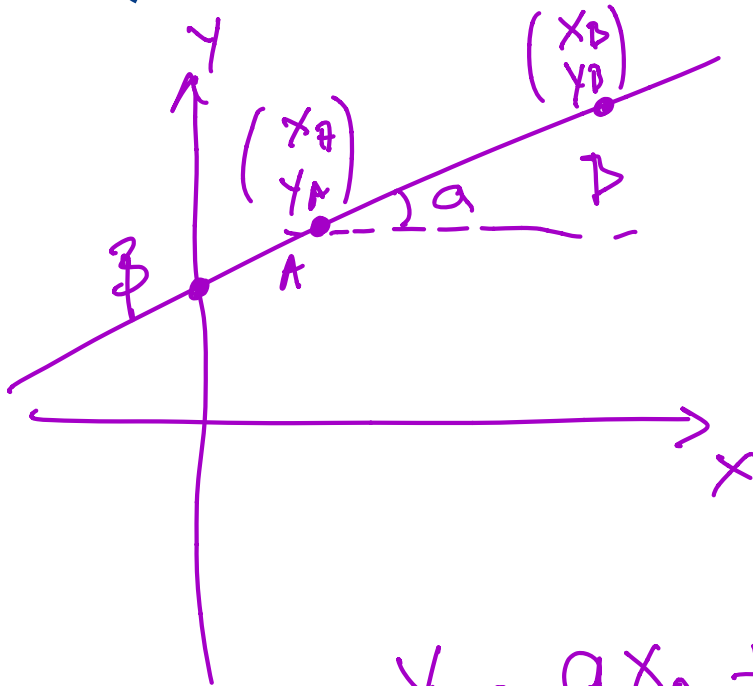
$$\vec{C} = \begin{pmatrix} x_C \\ y_C \\ z_C \end{pmatrix} = \begin{pmatrix} x_A \\ y_A \\ z_A \end{pmatrix} \times \begin{pmatrix} x_B \\ y_B \\ z_B \end{pmatrix}$$

$$= \begin{pmatrix} y_A z_B - z_A y_B \\ -(x_A z_B - z_A x_B) \\ x_A y_B - y_A x_B \end{pmatrix}$$

$$|\vec{A} \times \vec{B}| = |\vec{A}| \cdot |\vec{B}| \cdot \sin \theta$$

Direction donnée par
règle de main droite !

EQUATION LINÉAIRE



$$y = a \cdot x + \beta$$

↑

$$a = \frac{\Delta y}{\Delta x}$$

$$\left. \begin{array}{l} y_A = ax_A + \beta \\ y_B = ax_B + \beta \end{array} \right\} \Rightarrow \Delta y = a \Delta x$$

↑

DÉRIVÉE

Δx

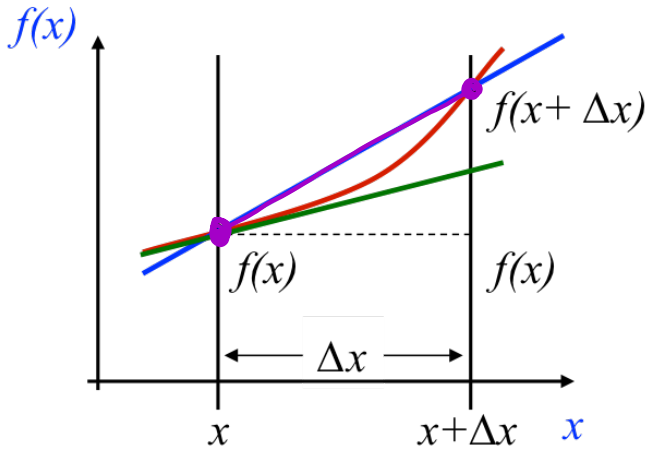
$$\frac{f(x + \Delta x) - f(x)}{\Delta x}$$

$\frac{\Delta f(x)}{\Delta x} \Rightarrow$ pente.

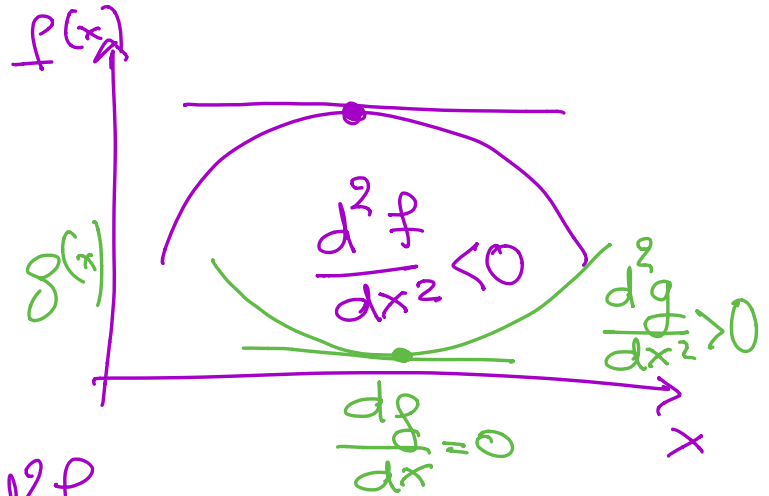
$\Delta x \rightarrow 0$

definition

$$\frac{df(x)}{dx} = \lim_{\Delta x \rightarrow 0} \frac{f(x + \Delta x) - f(x)}{\Delta x}$$



$$\frac{df}{dx} = 0$$



$$\frac{d}{dx} \left(\frac{df}{dx} \right) = \frac{d^2 f}{dx^2}$$