# SCIENTIFIC NOTATION

2,543 = 2,543 X 10°

Writing very big or very small numbers conveniently

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#### DEALING WITH EXTREME NUMBERS

- 2,000,000,000,000 picometers is an awfully large number. (Can you even read it?!)
  - You can change the prefix. Convert to kilometers!
     2,000,000,000,000 pm = 2 km
  - o Whew! That's better!!
- 2,000,000,000,000 kilometers is a big number with an even bigger value!
  - What do you do with that? Use a bigger, better prefix?
     You could do that, or you could...

#### USE SCIENTIFIC NOTATION

# DEFINITION AND EXAMPLES

- Definition number expressed as two factors,
  the first being a number between 1 and 10 (1 or more, but less than 10), often called the mantissa,
  multiplied by a second being a power of 10 (10 raised to any whole number ... 10<sup>x</sup>).
- Examples:

○ 2,175 = **2.175** × 1⁄0<sup>3</sup>

○ 0.000314 = **3.14** × **10**<sup>-4</sup>

# INCREDIBLE 10°

• Definition: 10<sup>0</sup> = 1

- Multiplying by 1 (or 10<sup>0</sup>) does not change a number's value.
- 2,543 = 2,543 × 10<sup>0</sup>
- Any number can be written as a multiple of 10<sup>0</sup>.

### CONVERTING TO SCIENTIFIC NOTATION

- Imagine every number written as a multiple of 10<sup>0</sup>.
- Convert the mantissa to a number between 1 and 10 by moving the decimal.
  - [*Note*: When there is no expressed decimal, the decimal is considered to be at the right of the number.]
- For every place you move the decimal in the mantissa, you have to change the power of 10 by 1.

•  $2,543 = 2,543 \times 10^{\circ}$ 

- To get a number between 1 and 10 from 2543, you need to move the decimal three places to the left, making the number smaller.
- You compensate for making the mantissa three decimal places smaller by making the exponent bigger by three (0 + 3 = 3).

2,543 = 2,543 × 10<sup>0</sup> = 2.453 × 10<sup>3</sup>

## CONVERTING TO STANDARD NOTATION

#### Convert 2.78 × 10<sup>-3</sup> to standard notation

- Reverse the process of converting to scientific notation by converting to a multiple of 10<sup>0</sup>.
- For every change of 1 that you make to the exponent, you need to move the decimal in the mantissa one place.

Start with 2.78 × 10<sup>-3</sup>

- To get the exponent back to zero, you need to increase it by three, making the number bigger.
- Compensate by moving the decimal three places to the left to reduce the product to its original value. (Use zeros as place holders.)

 $2.78 \times 10^{-3} = 0.00278$ 

#### CALCULATIONS WITH SCIENTIFIC NOTATION

Do the following calculations and develop a rule for scientific notation

- Multiply 0.002 by 0.04.
  - Convert each of the numbers and the answers to scientific notation.
  - Develop a rule for multiplication.
- Add 125 and 27.
  - Convert each of the numbers and the answers to scientific notation.
  - Develop a rule for addition.

The results

- $0.002 \times 0.04 = 0.00008$ 
  - $\circ$  (2 × 10<sup>-3</sup>)(4 × 10<sup>-2</sup>) = 8 × 10<sup>-5</sup>
  - <u>Rule</u>: Multiply the mantissas and add the exponents.
- 125 + 27 = 152
  - $\circ 1.25 \times 10^{-2} + 2.7 \times 10^{-1}$ = 1.52 × 10<sup>-2</sup>
  - <u>Rule</u>: Convert all values to the same power of ten before adding.

### CALCULATION RULE SUMMARY

Rules for Multiplication and Division

 Multiplication

 Multiply the mantissas and add the exponents

nd Rules for Addition and Subtraction

- Addition
  - Convert all values to the same power of ten before adding

- Division
  - Divide the mantissas and subtract the exponents

- Subtraction
  - Convert all values to the same power of ten before subtracting