

Chapter 3

Vectors

3-1 Vectors and Scalars:

Def. - A scalar is a quantity that is completely characterized by its magnitude.

Def. - A vector is a quantity that is completely characterized by its magnitude and direction.

Ex. - For scalars;

Temperature, pressure, energy, mass, time

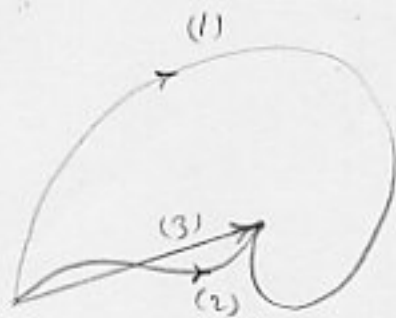
Ex. - For vectors;

Displacement, velocity, acceleration, force, mag. field

Displacement vectors:



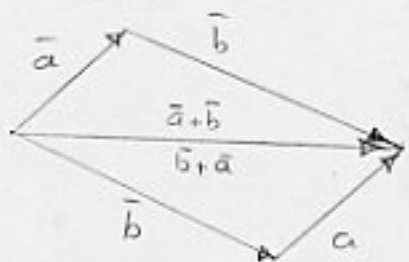
All three represent the same displacement



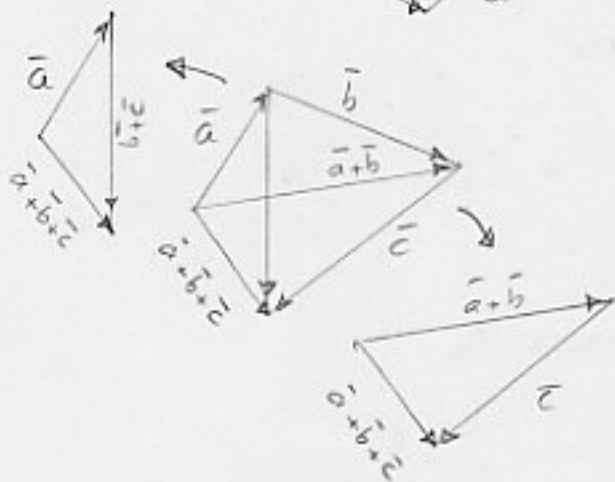
- (1) Actual path
- (2) " " (another one)
- (3) Displacement for (1) and (2)

Properties:

i) $\vec{a} + \vec{b} = \vec{b} + \vec{a}$ commutative law (i)

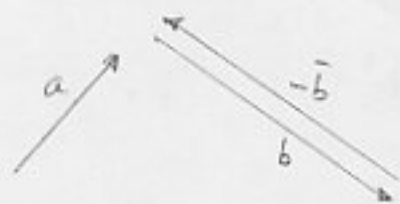


ii) $(\vec{a} + \vec{b}) + \vec{c} = \vec{a} + (\vec{b} + \vec{c})$ (ii)
associative law



(iii) $\vec{b} + (-\vec{b}) = \vec{0}$

$\vec{d} = \vec{a} - \vec{b} = \vec{a} + (-\vec{b})$ subtraction



(iii)

3-3 Vectors and Their Components

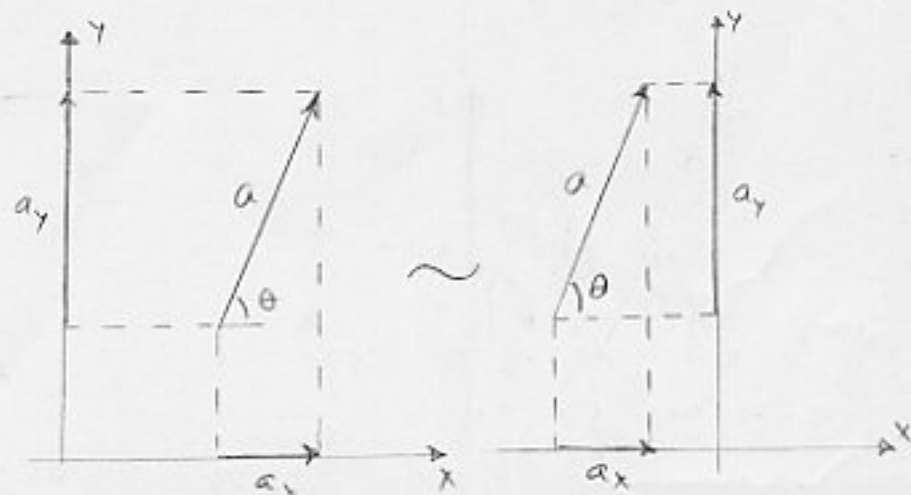
Resolving a vector;

$$a_x = a \cos \theta$$

$$a_y = a \sin \theta$$

$$a = \sqrt{a_x^2 + a_y^2}$$

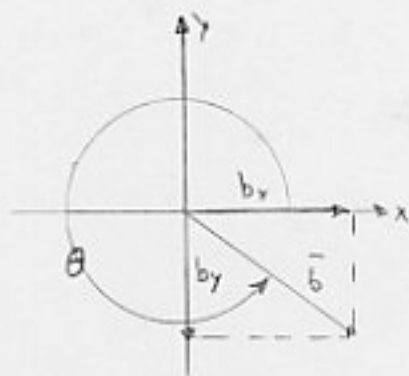
$$\tan \theta = \frac{a_y}{a_x}$$



3-dim. Case:

$$\begin{cases} a_x = a \sin \theta \cos \varphi \\ a_y = a \sin \theta \sin \varphi \\ a_z = a \cos \theta \end{cases} \quad (a_{xy} = a \sin \theta)$$

$$a = \sqrt{a_x^2 + a_y^2 + a_z^2}$$



Sample Prob. 3-2

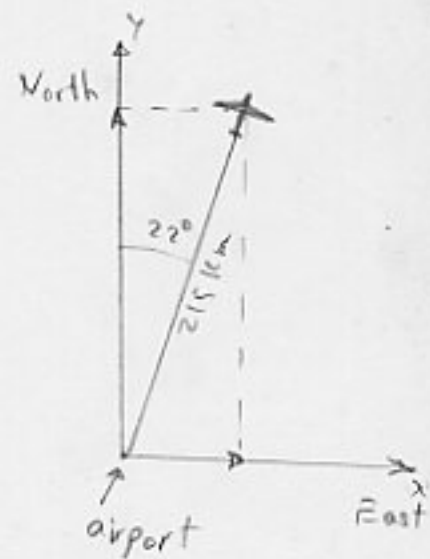
How far east from the airport?

" " north " " " ?

$$dx = d \cos \theta = (215 \text{ km}) (\cos (90 - 22)) = 81 \text{ km}$$

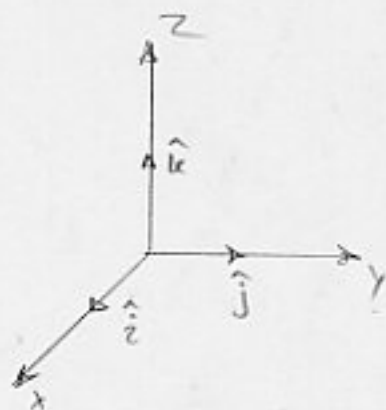
$$dy = d \sin \theta = (215 \text{ km}) (\sin (90 - 22)) = 199 \text{ km}$$

3-4 Unit Vectors



$$\vec{a} = \begin{cases} a_x \\ a_y \\ a_z \end{cases} \sim \vec{a}(a_x, a_y, a_z)$$

$$\sim \vec{a} = a_x \hat{i} + a_y \hat{j} + a_z \hat{k}$$



3-5 Adding Vectors by Components;

$$\vec{r} = \vec{a} + \vec{b}$$

$$r_x = a_x + b_x$$

$$r_y = a_y + b_y$$

$$r_z = a_z + b_z$$

$$\vec{r} = (a_x + b_x)\hat{i} + (a_y + b_y)\hat{j} + (a_z + b_z)\hat{k}$$

Sample prob. 3-3

$$d = ? \quad \theta = ?$$

S.l.

$$d_x = a_x + b_x + c_x = 36 \text{ km} + 0 + (25 \text{ km})(\cos 135^\circ)$$

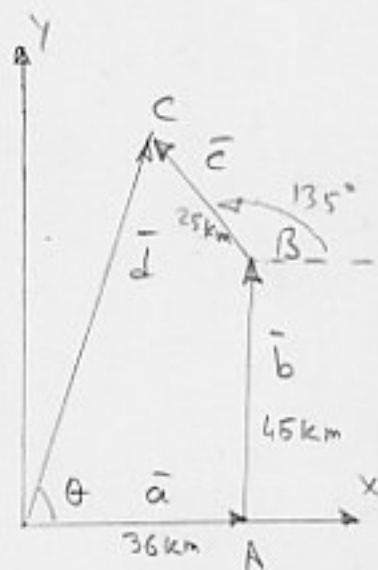
$$= (36 + 0 - 17.7) \text{ km} = 18.3 \text{ km}$$

$$d_y = a_y + b_y + c_y = 0 + 45 \text{ km} + (25 \text{ km})(\sin 135^\circ)$$

$$= (0 + 45 + 17.7) \text{ km} = 62.7 \text{ km}$$

$$d = \sqrt{d_x^2 + d_y^2} = \sqrt{(18.3 \text{ km})^2 + (62.7 \text{ km})^2} = 65 \text{ km}$$

$$\theta = \tan^{-1} \frac{d_y}{d_x} = \tan^{-1} \frac{62.7 \text{ km}}{18.3 \text{ km}} = 74^\circ$$



Sample prob. 3-4

$$\begin{cases} \vec{a} = 4.2\hat{i} - 1.6\hat{j} \\ \vec{b} = -1.6\hat{i} + 2.9\hat{j} \\ \vec{c} = -3.7\hat{j} \end{cases}$$

$$\vec{r} = \vec{a} + \vec{b} + \vec{c} \quad ?$$

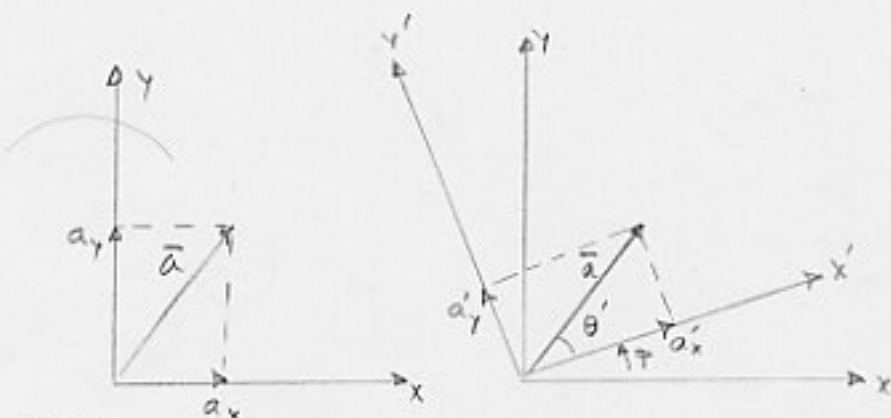
$$r_x = a_x + b_x + c_x = 4.2 - 1.6 + 0 = 2.6$$

$$r_y = a_y + b_y + c_y = -1.6 + 2.9 - 3.7 = -2.4$$

$$\vec{r} = 2.6\hat{i} - 2.4\hat{j}$$

3-6 Vectors and the Laws of Physics

There are infinite set of components.



Which one is the right one?

→ They are all equally valid, because each set (with its axis) just give a different way of describing the same vector \vec{a} :

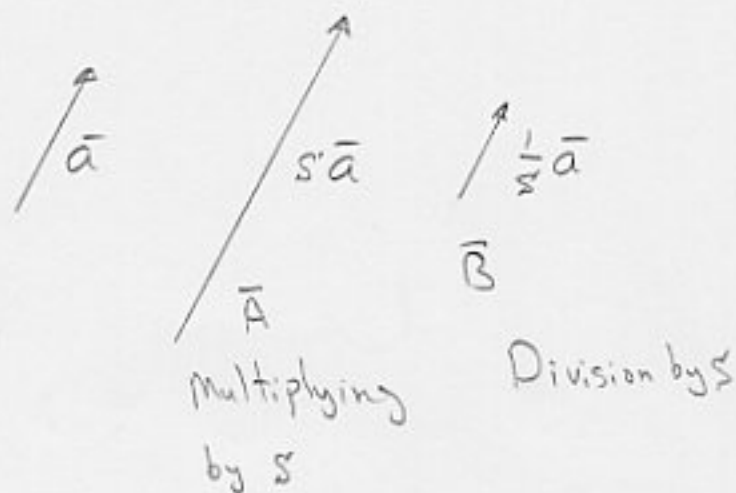
All produce the same magnitude and direction for the same vector.

$$a = \sqrt{a_x^2 + a_y^2} = \sqrt{a'_x{}^2 + a'_y{}^2} \quad \theta = \theta' + \varphi$$

The laws of Physics (including vector additions, ...) do not depend on the location of the origin of the coord. sys. or on the orientation of the axes.

Multiplying
 Division

a Vector by a Scalar!



$$|\vec{A}| = s|\vec{a}|$$

$$|\vec{B}| = \frac{1}{s}|\vec{a}|$$

A Glimpse Ahead

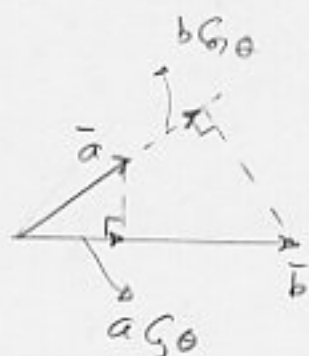
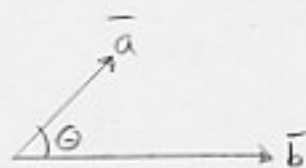
$$\vec{F} = m\vec{a}$$

The Scalar Product:

$$\vec{a} \cdot \vec{b} = ab \cos \theta$$

$$\vec{a} \cdot \vec{b} = (a \cos \theta) b = (b \cos \theta) a$$

$$\rightarrow \vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a} \quad \text{Commutative law}$$



$$\vec{a} \cdot \vec{b} = (a_x \hat{i} + a_y \hat{j} + a_z \hat{k}) \cdot (b_x \hat{i} + b_y \hat{j} + b_z \hat{k})$$

$$= a_x b_x + a_y b_y + a_z b_z$$

(obeys distributive law)

A Glimpse Ahead:

$$W = \vec{F} \cdot \vec{d} = F d \cos \theta$$

Sample prob. 3-5

$$\vec{a} = 3.0 \hat{i} - 4.0 \hat{j} \quad \vec{b} = -2.0 \hat{i} + 3.0 \hat{k}$$

$\phi = ?$ the angle between them

Sol.

$$\vec{a} \cdot \vec{b} = ab \cos \phi = \sqrt{(3.0)^2 + (-4.0)^2} \sqrt{(2.0)^2 + (3.0)^2} \cos \phi$$

$$= 18.0 \cos \phi$$

$$\vec{a} \cdot \vec{b} = (3.0 \hat{i} - 4.0 \hat{j}) \cdot (-2.0 \hat{i} + 3.0 \hat{k}) = -6.0$$

$$18.0 \cos \phi = -6.0 \quad \phi = \cos^{-1} \frac{-6.0}{18.0} = 109^\circ$$

The Vector Product:

$$\vec{c} = \vec{a} \times \vec{b}$$

$$c = ab \sin \theta$$

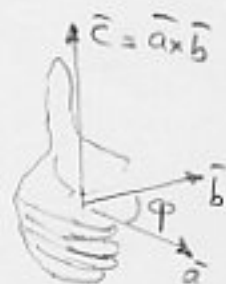
θ : smaller of the two angles between \vec{a} and \vec{b}

$$\vec{b} \times \vec{a} = -\vec{a} \times \vec{b}$$

$$\vec{a} \times \vec{b} = (a_x \hat{i} + b_x \hat{j} + b_z \hat{k}) \times (b_x \hat{i} + b_y \hat{j} + b_y \hat{k})$$

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_x & a_y & a_z \\ b_x & b_y & b_z \end{vmatrix}$$

$$(\vec{a} \times \vec{b})_i = \epsilon_{ijk} a_j b_k$$



right-hand rule

A Glimpse Ahead

$$\vec{c} = \vec{r} \times \vec{F}$$

Sample prob. 3-6

$$|\vec{a}| = 18 \quad |\vec{b}| = 12$$

\vec{a} : in xy -plane

its angle from x -dir = 250°

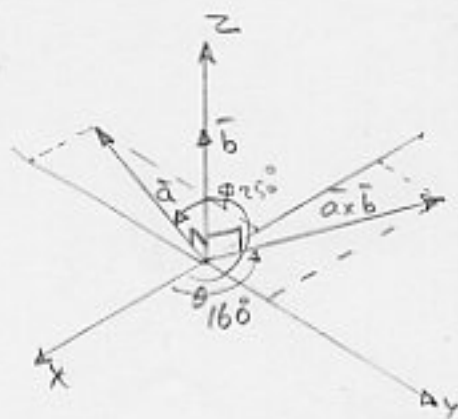
a) $\vec{a} \cdot \vec{b} = ?$

$$\vec{a} \cdot \vec{b} = ab \cos \phi = (18)(12) (\cos 90^\circ) = 0$$

b) $\vec{a} \times \vec{b} = ?$

$$c = ab \sin \phi = (18)(12) (\sin 90^\circ) = 216$$

$$\theta = 250^\circ - 90^\circ = 160^\circ$$



Sample prob 3-7

$$\vec{a} = 3\hat{i} - 4\hat{j} \quad \vec{b} = -2\hat{i} + 3\hat{k}$$

$$\vec{c} = \vec{a} \times \vec{b} ?$$

Sol.

$$\vec{c} = (3\hat{i} - 4\hat{j}) \times (-2\hat{i} + 3\hat{k}) = -12\hat{i} - 9\hat{j} - 8\hat{k}$$