

# Introduction to Mechanics Vectors in 2 Dimensions Trigonometery Vector Addition

Lana Sheridan

De Anza College

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### Last time

- freely falling objects
- class activity: measure your reaction time

# **Overview**

- vectors in 2 dimensions
- some trigonometry review
- vector addition

# **Reminder: Vectors and Scalars**

#### scalar

A scalar quantity indicates an amount. It is represented by a real number. (Assuming it is a physical quantity.)

#### vector

A vector quantity indicates both an amount (magnitude) and a direction. It is represented by a real number for each possible direction, or a real number and (an) angle(s).

In the lecture notes vectors are represented using bold variables with over-arrows.

# How can we write vectors? - with angles Bearing angles

Example, a plane flies at a bearing of  $70^{\circ}$ 



#### Generic reference angles

A baseball is thrown at 10 m s<sup>-1</sup> at 30° above the horizontal.



#### How can we write vectors? - as a list

A vector in the x, y-plane could be written

$$(2,1)$$
 or  $(2\ 1)$  or  $\begin{pmatrix} 2\\1 \end{pmatrix}$ 

(In some textbooks it is written  $\langle 2, 1 \rangle$ , but there are reasons not to write it this way.)

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When drawn in the x, y-plane it looks like:



# **Vector Components**



### **Vector Components**

A vector in the x, y-plane could be written

$$(2,1)$$
 or  $(2 1)$  or  $\begin{pmatrix} 2\\1 \end{pmatrix}$ 

We say that 2 is the *x*-**component** of the vector (2, 1) and 1 is the *y*-**component**.

Each component direction is perpendicular to the others:  $x \perp y$  .



#### Components

Consider the 2 dimensional vector  $\vec{A}$ .

Since the two vectors add together by attaching the head of one to the tail of the other, which is the same as adding the components, we can always write a vector in the x, y-plane as the sum of two component vectors.

$$\vec{\mathbf{A}} = \vec{\mathbf{A}}_x + \vec{\mathbf{A}}_y$$
$$(2,1) = (2,0) + (0,1)$$



# **Representing Vectors: Unit Vectors**

We can write a vector in the x, y-plane as the sum of two component vectors.

To indicate the components we can use *unit vectors*.

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To indicate the components we can use *unit vectors*.

In two dimensions, a pair of perpendicular unit vectors are usually denoted  $\hat{\mathbf{i}}$  and  $\hat{\mathbf{j}}$  (or sometimes  $\hat{\mathbf{x}}, \hat{\mathbf{y}}$ ).

A 2 dimensional vector can be written as  $\vec{\mathbf{A}} = (2, 1) = 2\hat{\mathbf{i}} + \hat{\mathbf{j}}$ .

### Components

Vector  $\vec{\mathbf{A}}$  is the sum of a piece along x and a piece along y:  $\vec{\mathbf{A}} = A_x \hat{\mathbf{i}} + A_y \hat{\mathbf{j}}$ .

 $A_x$  is the *i*-component (or *x*-component) of  $\vec{\mathbf{A}}$  and  $A_y$  is the *j*-component (or *y*-component) of  $\vec{\mathbf{A}}$ .



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To find a vector's components requires some simple trigonometry.

# Trigonometry



$$\sin heta = rac{A_y}{A}$$
;  $\cos heta = rac{A_x}{A}$ ;  $\tan heta = rac{A_y}{A_x}$ 

Captain Cyrus Harding wants to find the height of a cliff. He stands with his back to the base of the cliff, then marches straight away from it for  $5.00 \times 10^2$  ft. At this point he lies on the ground and measures the angle from the horizontal to the top of the cliff. If the angle is 34.0°, (a) how high is the cliff? (b) What is the straight-line distance from Captain Harding to the top of the cliff?

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(a) how high is the cliff?



$$\tan \theta = \frac{r_y}{r_x}$$

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#### Multiply both sides by $r_x$ :

$$r_y = r_x \tan \theta$$

(a) how high is the cliff?



$$\tan \theta = \frac{r_y}{r_x}$$

Multiply both sides by  $r_x$ :

$$r_y = r_x \tan \theta$$

Solve:

1

$$r_y = (500 \text{ ft}) \tan(34.0^\circ)$$
  
= 337 ft (to 3 s.f.)

(b) What is the straight-line distance from Captain Harding to the top of the cliff?



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Pythagorean theorem

$$r = \sqrt{r_x^2 + r_y^2}$$

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Pythagorean theorem

$$r = \sqrt{r_x^2 + r_y^2}$$

Solve:

$$r = \sqrt{(500 \text{ ft})^2 + (337 \text{ ft})^2}$$
  
= 603 ft (to 3 s.f.)

(Or use  $r = \frac{r_x}{\cos \theta}$ )

#### Magnitude-and-Angle Notation to Components

Vector  $\vec{\mathbf{A}}$  is the sum of a piece along x and a piece along y:  $\vec{\mathbf{A}} = A_x \hat{\mathbf{i}} + A_y \hat{\mathbf{j}}$ .



Notice that  $A_x = A \cos \theta$  and  $A_y = A \sin \theta$ .

#### **Components to Magnitude-and-Angle Notation**

Notice that  $A_x = A \cos \theta$  and  $A_y = A \sin \theta$ .



Also notice,

$$A = |\vec{\mathbf{A}}| = \sqrt{A_x^2 + A_y^2}$$

and

$$\theta = \tan^{-1} \left( \frac{A_y}{A_x} \right)$$

if the angle is given as shown.

# Vectors Properties and Operations Equality

Vectors  $\vec{A} = \vec{B}$  if and only if the magnitudes and directions are the same. (Each component is the same.)

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To calculate the addition of vectors, we usually break them into components.

# **Using Vectors: Example**

(This is a simple example of vector addition where the vectors are already in components.)

Andy runs 100 m south then turns west and runs another 50.0 m. All this takes him 15.0 s.

What is his displacement from his starting point?

# **Using Vectors: Example**

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Andy runs 100 m south then turns west and runs another 50.0 m. All this takes him 15.0 s.

What is his displacement from his starting point?

answer: displacement: 112 m, in a direction 26.6° west of south.

# **Vectors Properties and Operations**

#### Doing addition:

To add vectors, break each vector into components and sum each component independently.



### **Vector Addition Example**

A hiker begins a trip by first walking 25.0 km southeast from her car. She stops and sets up her tent for the night. On the second day, she walks 40.0 km in a direction  $60.0^{\circ}$  north of east, at which point she discovers a forest ranger's tower. What is the magnitude and direction of the hiker's resultant displacement  $\vec{R}$  for the trip?

<sup>&</sup>lt;sup>0</sup>Based on Serway & Jewett Example 3.5, pg 69.

#### **Vector Addition Example**

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# Summary

- vectors in 2 dimensions
- trigonometry review
- vector addition

# Next Quiz Thurs.

# Homework

• For next lecture, please bring a ruler, a protractor, and 2 sheets of graph paper.

Walker Physics:

- start reading Chapter 3
- Ch 3, onward from page 76. Questions: 2, 4, 11. Problems: 5, 7, 11, 15