

Review of Vector Operations and Analyzing 2D Displacement

Vectors: are quantities which have both magnitude and direction.

Examples:	position -	\vec{d}
	displacement-	$\vec{\Delta d}$
	velocity -	\vec{v}
	acceleration-	\vec{a}

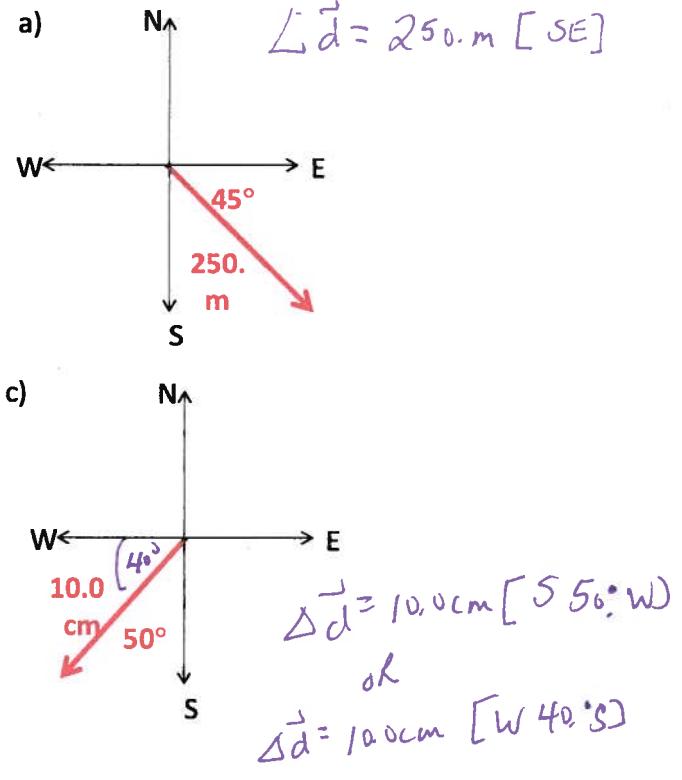
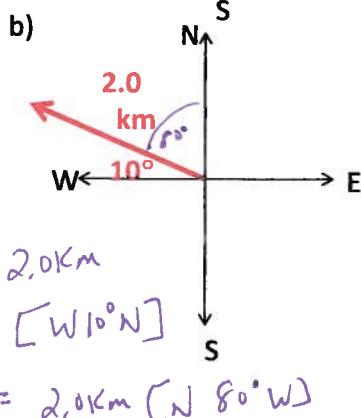
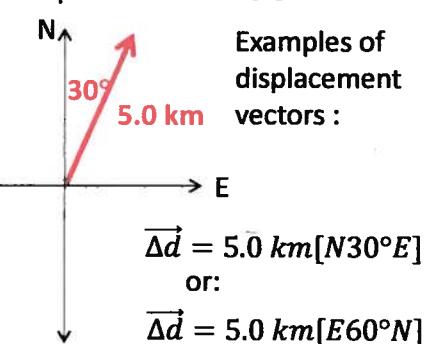
Solving kinematics problems in a plane involves adding and subtracting vectors in 2D!

$$\vec{\Delta d}_R = \vec{\Delta d}_1 + \vec{\Delta d}_2 + \vec{\Delta d}_3 + \dots \text{ -finding resultant displacement}$$

$$\vec{\Delta v} = \vec{v}_2 - \vec{v}_1 \text{ - finding change in velocity to determine acceleration}$$

Vector Notation

Examples of displacement vectors :

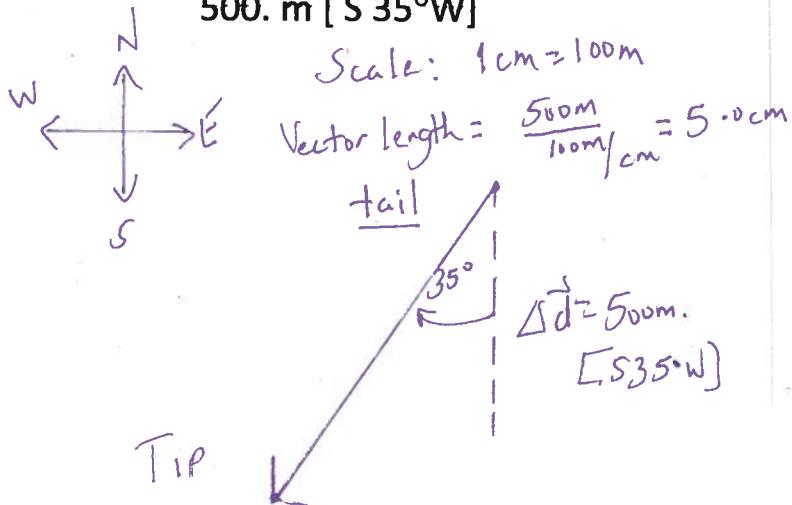


Drawing Scale Vector Diagrams

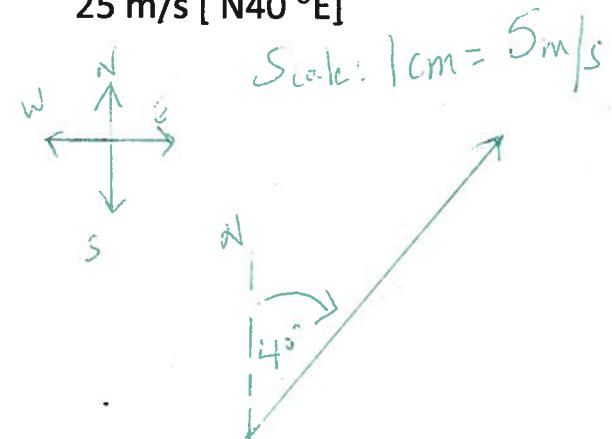
To represent position, displacement and velocity vectors in diagram form, we must choose a scale and draw a reference coordinate system.

Example: Draw vectors representing

- a) A displacement of
500. m [S 35°W]



- b) A velocity of
25 m/s [N40°E]



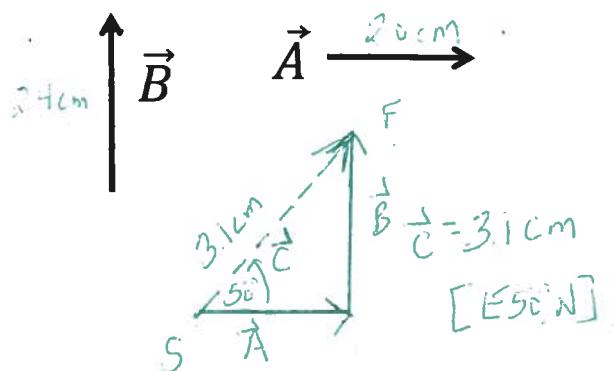
Rules for Adding and Subtracting Vectors

Vector Addition

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

1. Place vectors "tail to tip"

2. Draw resultant from
start to finish

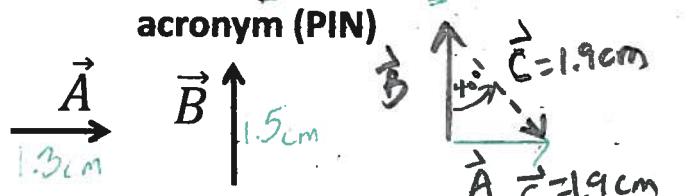


Vector Subtraction

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

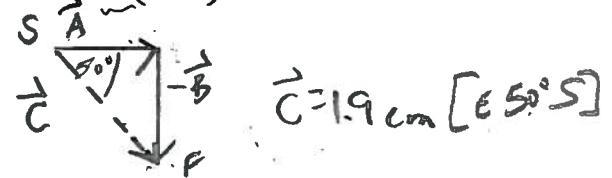
Method 1:

1. Place vectors "tail to tail"
2. Resultant "points to initial"
acronym (PIN)



Method 2: Addition Method

$$\vec{C} = \vec{A} + (-\vec{B})$$



Scalar Multiples of Vectors

- If vector \vec{A} is multiplied by a scale factor, k, its length changes but its direction remains the same.

Example: $\vec{A} = 1.0 \text{ km [E]}$

$$3\vec{A} = 3.0 \text{ km [E]}$$

- If vector \vec{A} is multiplied by -1, the vector direction is changed by 180° (the vector takes on the opposite direction).

Example: $\vec{B} = 2.0 \text{ km [W]}$

$$-\vec{B} = \underline{2.0 \text{ km [E]}} \text{ or } -2.0 \text{ km [W]}$$

Adding Displacement Vectors using a Scale Diagram

Example 1: A bird travels 4.8 km [N 50° E] and then 3.9 km [E 35° S].

Find the bird's resultant displacement using a scale diagram.

$$\Delta \vec{d}_1 = 4.8 \text{ km [N } 50^\circ \text{ E]}$$

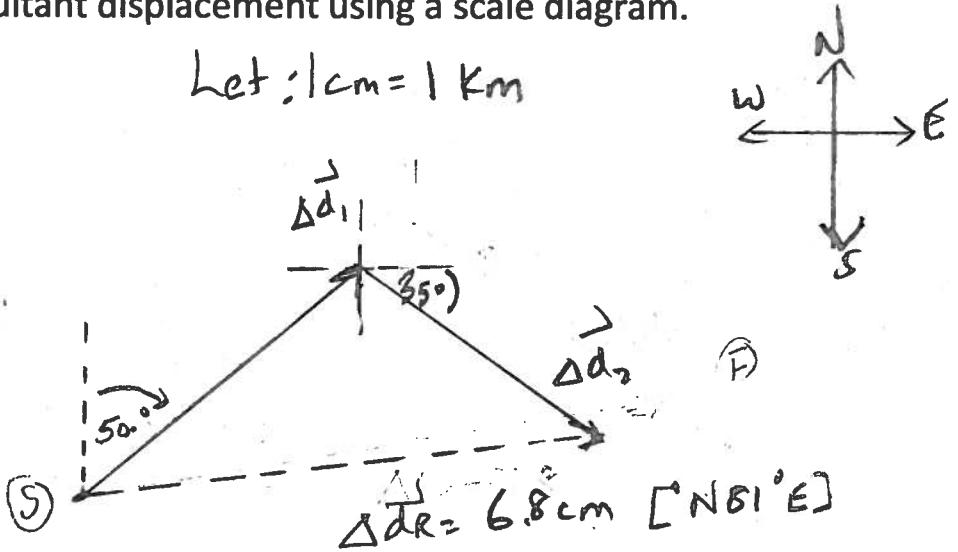
$$\Delta \vec{d}_2 = 3.9 \text{ km [E } 35^\circ \text{ S]}$$

$$\Delta \vec{d}_R = ?$$

analysis:

$$\Delta \vec{d}_R = \Delta \vec{d}_1 + \Delta \vec{d}_2$$

Let: 1 cm = 1 Km



$$\Delta \vec{d}_R = 6.8 \text{ km [N } 81^\circ \text{ E]}$$

$$c^2 = a^2 + b^2$$

Adding Displacement Vectors using a Sketch Pythagorean Theorem

Example 2: A jogger runs 3.9 km [North] and 5.7 km [West]. Find the jogger's resultant displacement using a sketch and algebraic analysis.

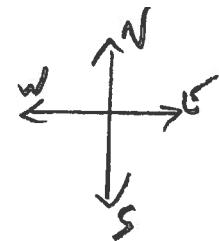
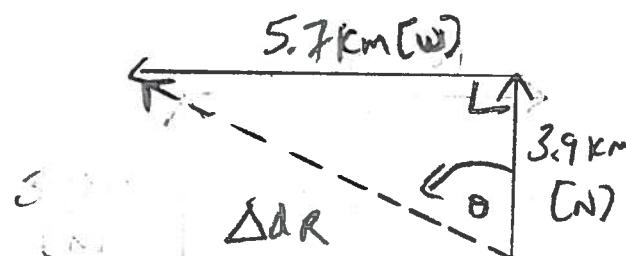
$$\Delta d_1 = 3.9 \text{ km [N]}$$

$$\Delta d_2 = 5.7 \text{ km [W]}$$

$$\Delta d_R = ?$$

analysis:

$$\Delta d_R = \Delta d_1 + \Delta d_2$$



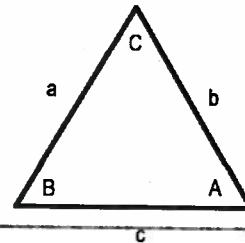
$$\Delta d_R = \sqrt{5.7^2 + 3.9^2} \\ = 6.9 \text{ km}$$

$$\Delta d_R = 6.9 \text{ km [N}56^\circ\text{W]}$$

$$\theta = \tan^{-1}\left(\frac{5.7}{3.9}\right) = 56^\circ$$

Adding Displacement Vectors using a Sketch and Cosine/Sine Laws

$$\text{Cosine Law: } c^2 = a^2 + b^2 - 2ab \cos C$$



$$\text{Sine Law: } \frac{\sin A}{a} = \frac{\sin B}{b} = \frac{\sin C}{c}$$

Example 3: A bird travels 4.8 km [N 50° E] and then 3.9 km [E 35° S]. Find the bird's resultant displacement algebraically by applying the Cosine and Sine Laws.

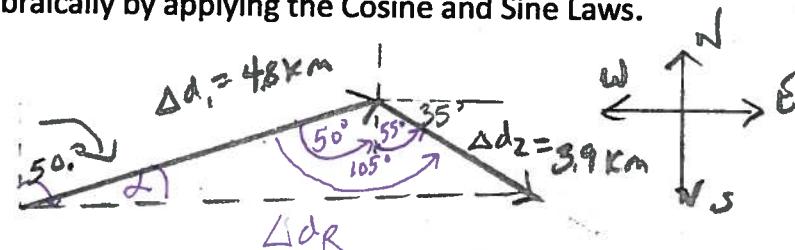
$$\Delta d_1 = 4.8 \text{ km [N}50^\circ\text{E]}$$

$$\Delta d_2 = 3.9 \text{ km [E}35^\circ\text{S]}$$

$$\Delta d_R = ?$$

analysis:

$$\Delta d_R = \Delta d_1 + \Delta d_2$$



$$\Delta d_R = \sqrt{\Delta d_1^2 + \Delta d_2^2 - 2(\Delta d_1)(\Delta d_2) \cos 105^\circ}$$

$$= \sqrt{(4.8 \text{ km})^2 + (3.9 \text{ km})^2 - 2(4.8 \text{ km})(3.9 \text{ km}) \cos 105^\circ}$$

$$= 6.9 \text{ km}$$

$$\frac{\sin \alpha}{3.9} = \frac{\sin 105^\circ}{6.924}$$

$$\alpha = \sin^{-1} \left(\frac{3.9 \sin 105^\circ}{6.924} \right) = 32.96^\circ \approx 33^\circ$$

$\therefore \overrightarrow{d_R} = 6.9 \text{ km } [N83^\circ E]$