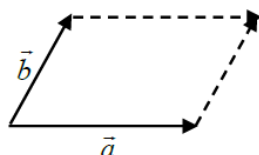


Unit: Applications of vectors (2)

Area of Parallelogram

If \vec{a} and \vec{b} are vectors represented by 2 non-parallel sides of a parallelogram, then area of the parallelogram is:

$$\text{Area of } \square = |\vec{a} \times \vec{b}|$$



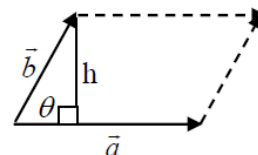
Proof:

Area of \square = base x height

$$\text{Area} = |\vec{a}|h$$

$$\sin\theta = \frac{h}{|\vec{b}|} \quad h = |\vec{b}|\sin\theta$$

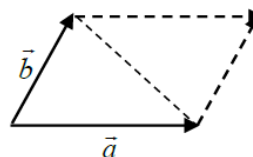
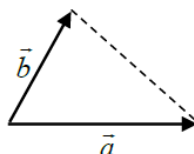
$$\text{Area} = |\vec{a}||\vec{b}|\sin\theta = |\vec{a} \times \vec{b}|$$



Area of Triangle

Similarly, area of triangle is given by

$$\text{Area of } \Delta = \frac{1}{2} |\vec{a} \times \vec{b}|$$



Example 1: Area of triangle using vectors

Find the area of the triangle with the given vertices. $A(7, 3, 4)$, $B(1, 0, 6)$ and $C(4, 5, -2)$

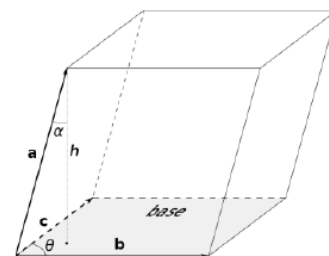
Volume of Parallelepiped

If $\vec{a}, \vec{b}, \&\vec{c}$ are vectors represented by the 3 non-parallel sides of a parallelepiped as shown in the figure, the volume of it is given by: $V = |\vec{a} \bullet (\vec{b} \times \vec{c})|$

The volume of a parallelepiped is the product of the area of its base A and its height h . The base is any of the six faces of the parallelepiped. The height is the perpendicular distance between the base and the opposite face. $V = |\vec{b} \times \vec{c}| h$.

$$\cos \alpha = \frac{h}{|\vec{a}|} \quad h = |\vec{a}| \cos \alpha$$

$$\begin{aligned} \therefore V &= |\vec{b} \times \vec{c}| |\vec{a}| \cos \alpha \\ &= \vec{a} \cdot \vec{b} \times \vec{c} = |\vec{a} \cdot \vec{b} \times \vec{c}| \quad \because V > 0 \end{aligned}$$

**Example 2: Volume of Parallelepiped**

Find the volume of the parallelepiped determined by the vectors $\vec{a} = (2, -5, -1)$, $\vec{b} = (4, 0, 1)$, $\vec{c} = (3, -1, -1)$.

Example. 3 Prove that the vectors $\vec{a} = (-1, 2, -7)$, $\vec{b} = (2, 0, 1)$, and $\vec{c} = (-7, 6, 0)$ are not coplanar.

Important!

Coplanar Test:

Recall: Coplanar - vectors on the same plane

If $\vec{a} \cdot (\vec{b} \times \vec{c}) = 0$ (Coplanar)

If $\vec{a} \cdot (\vec{b} \times \vec{c}) \neq 0$ (Non - coplanar)

Vectors as Forces

What is force?

Force is a vector quantity with magnitude and direction. e.g. A force of 10N moving N30°E.

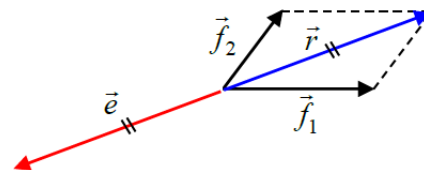
Resultant and Equilibrant Forces (by Parallelogram Law)

In the figure, sketch $\vec{r} = \vec{f}_1 + \vec{f}_2$

\vec{r} is the resultant vector of \vec{f}_1 and \vec{f}_2 .

$$\vec{e} = -\vec{r} \quad |\vec{e}| = |\vec{r}|$$

\vec{e} is the equilibrant vector which is equal in magnitude to \vec{r} but opposite in direction.



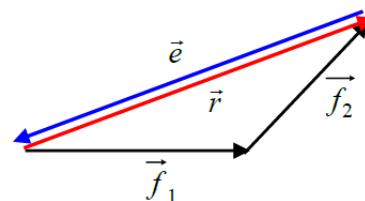
Resultant and Equilibrant Forces (by Triangular Law)

In the figure, sketch $\vec{r} = \vec{f}_1 + \vec{f}_2$

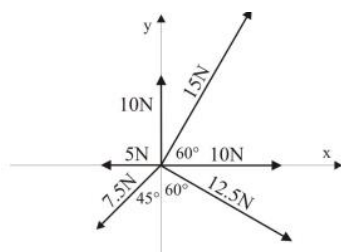
$$\vec{r} = \vec{f}_1 + \vec{f}_2$$

$$\Rightarrow -\vec{e} = \vec{f}_1 + \vec{f}_2$$

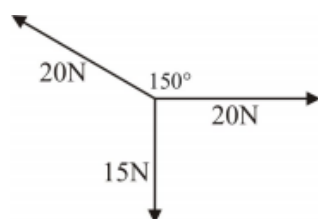
$$\Rightarrow \vec{0} = \vec{f}_1 + \vec{f}_2 + \vec{e}$$



Example 4. Find the resultant of the following system of forces (magnitude and direction).



Example 5. Find an equilibrant for the following system of forces.



Velocity & Speed

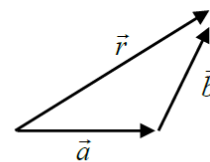
Velocity is vector quantity with magnitude and direction. e.g. Velocity of 60 km/h due N60°E.

Speed is a scalar quantity with magnitude only. e.g. Speed of 60 km/h.

Ground velocity & Resultant velocity

In flying planes, ground velocity \leftrightarrow resultant velocity.

$\vec{r} = \vec{a} + \vec{b}$ represents sum of two vectors, any 2 of the vectors are given, the third vector can be found.



Example 6. A car is traveling at $\vec{v}_c = 100\text{km/h[E]}$, a motorcycle is traveling at $\vec{v}_m = 80\text{km/h[W]}$, a truck is traveling at $\vec{v}_t = 120\text{km/h[N]}$ and an SUV is traveling at $\vec{v}_s = 100\text{km/h[SW]}$. Find the relative velocity of the car relative to:

- a) motorcycle
- b) truck
- c) SUV

Example 7. Thieves are fleeing in a stolen boat travelling at 30 km/h due west. A police boat is sent to catch them. When the stolen boat is 3 km due north of the police, the police set out at a speed of 40 km/h.

- In what direction must the police head in order to intercept the thieves?
- When will the interception occur?

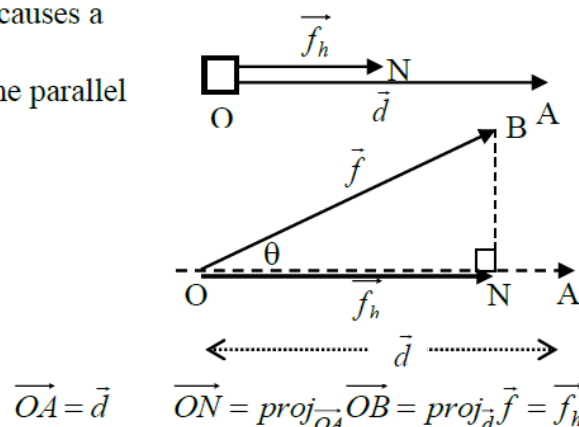
Physical Application of the Dot Product - Work

- Work** is applied to any form of activity that requires physical exertion or mental effort.
- In physics, **work** is done when a force acting on an object causes a displacement of the object from one position to another.
- In math, **work** is defined as the **product** of the force and the parallel distance moved by it, shown in figure.
- Work is a **scalar quantity**. The unit of work is a *joule* (J)

- $W = |\vec{f}_h| |\vec{d}|$
- $W = |\vec{f}| |\vec{d}| \cos \theta$ (θ is the angle between \vec{f} & \vec{d})
- $W = \vec{f} \bullet \vec{d}$

$$J = \frac{\text{kg} \cdot \text{m}^2}{\text{s}^2} = \text{N} \cdot \text{m} = \text{Pa} \cdot \text{m}^3 = \text{W} \cdot \text{s} = \text{C} \cdot \text{V}$$

where kg is the kilogram, m is the metre, s is the second, N is the newton, Pa is the pascal, W is the watt, C is the coulomb, and V is the volt.



$$1 \text{ N} = 1 \text{ kg}(m/s^2) \text{ -- (Mass x Acceleration)}$$

Example 8: Calculating the Work

Calculate the work done by a force \vec{F} that causes a displacement \vec{d} , if the angle between the force and the displacement is θ . $|\vec{F}| = 14 \text{ N}$, $|\vec{d}| = 6 \text{ m}$, i) $\theta = 50^\circ$ ii) $\theta = 110^\circ$

Physical Application of the Cross Product - Magnitude of Torque - (Moment)

- When a force causes an object to turn; that is, the force causes an angular rather than a linear displacement. This turning effect of a force is called a **torque**.
- Torque is a **vector quantity**. It is measured in units of **newton metres (N-m)**
- The torque caused by a force is defined as the cross product

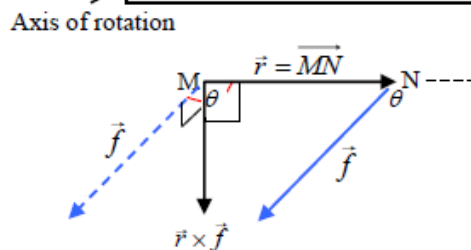
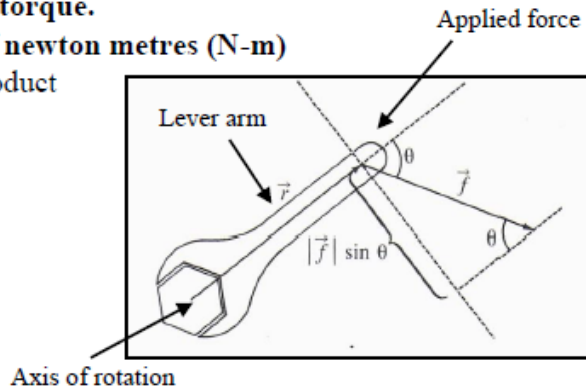
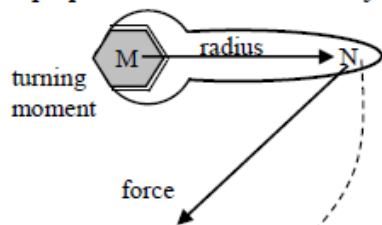
$$\vec{T} = \vec{r} \times \vec{f} = |\vec{r}||\vec{f}|\sin\theta(\hat{n})$$

\vec{f} - applied force $|\vec{f}|$ is in Newtons (N)

\vec{r} - the vector determined by the lever arm acting from the axis of rotation. $|\vec{r}|$ is in m.

θ - the angle between the force and the level arm.

\hat{n} - unit vector perpendicular to both \vec{r} and \vec{f} .



Example 9: Calculating torque

A 50-N force is applied to the end of a 20-cm wrench and makes an angle of 30° with the handle of the wrench.

- What is the torque on a bolt at the other end of the wrench?
- What is the maximum torque that can be exerted by a 50-N force on the wrench and how can it be achieved?