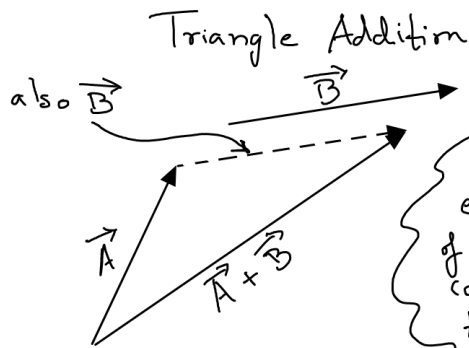


Force Vectors

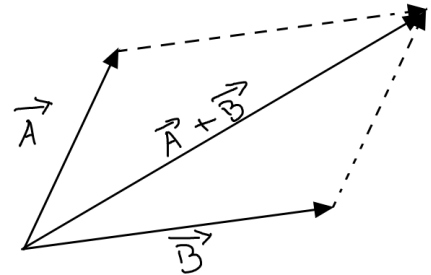
- Vector Addition

Remember the common mistake students make



Use either law of sines or cosines to solve

Parallelogram Addition



- When 2 vectors are joined head to tail.

- When 2 vectors are joined tail to tail.

- Sum goes from tail of first to the head of second.

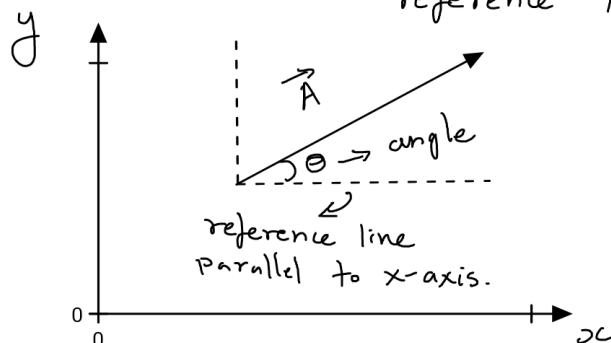
- Sum is the diagonal of the parallelogram formed by the two vectors as adjacent sides.

When I say that \vec{A} and \vec{B} are given to you, what do I mean?

- 2 pieces of information about both \vec{A} and \vec{B} are given.

These 2 pieces could be:

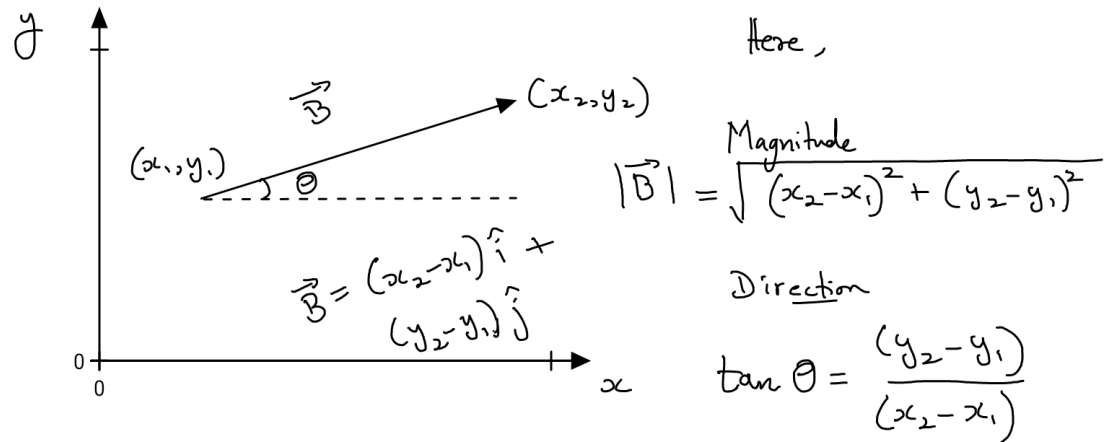
- Magnitude & An angle the vector makes with a reference line



Magnitude is the scalar number that conveys intensity or effect of the vector.

E.g., $|\vec{A}| = 10 \text{ m}$

- X and Y coordinate pair. (2D).



This format is called the cartesian vector format.

- Vector addition in a triangle or parallelogram is carried out through law of sines or cosines.
- Vector addition when cartesian vector format of 2 vectors are given.

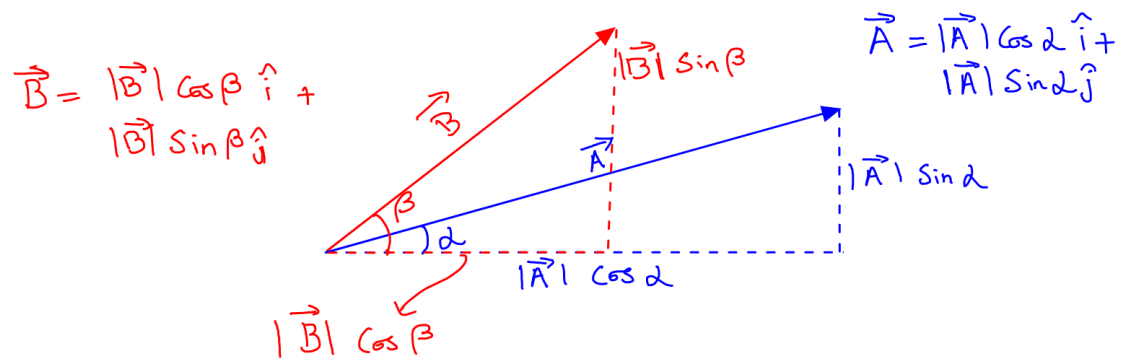
$$\vec{A} = a_x \hat{i} + a_y \hat{j}$$

$$\vec{B} = b_x \hat{i} + b_y \hat{j}$$

$$\vec{A} + \vec{B} = (a_x + b_x) \hat{i} + (a_y + b_y) \hat{j}$$

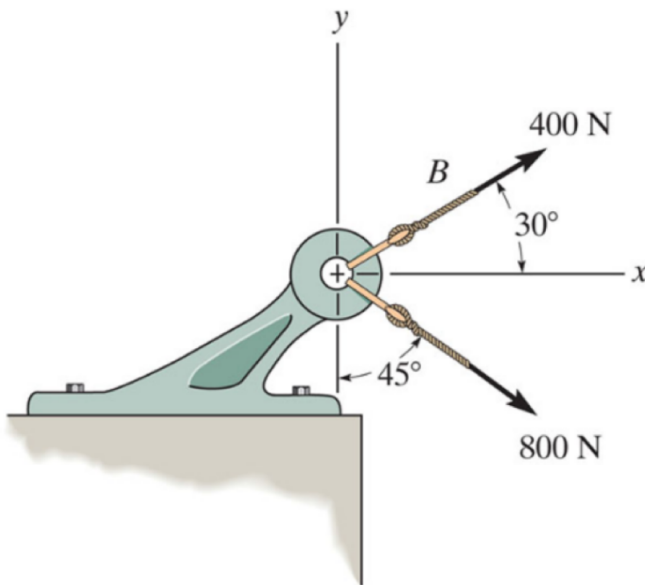
Just add the coefficients in \hat{i} , \hat{j} directions independently.

- Vector addition when "magnitude and direction" format is given.
 - Resolve into components
 - Add independently X & Y components.



	X	Y
\vec{A}	$ \vec{A} \cos \alpha$	$ \vec{A} \sin \alpha$
\vec{B}	$ \vec{B} \cos \beta$	$ \vec{B} \sin \beta$
$\vec{A} + \vec{B}$	\downarrow add up	\downarrow add up.

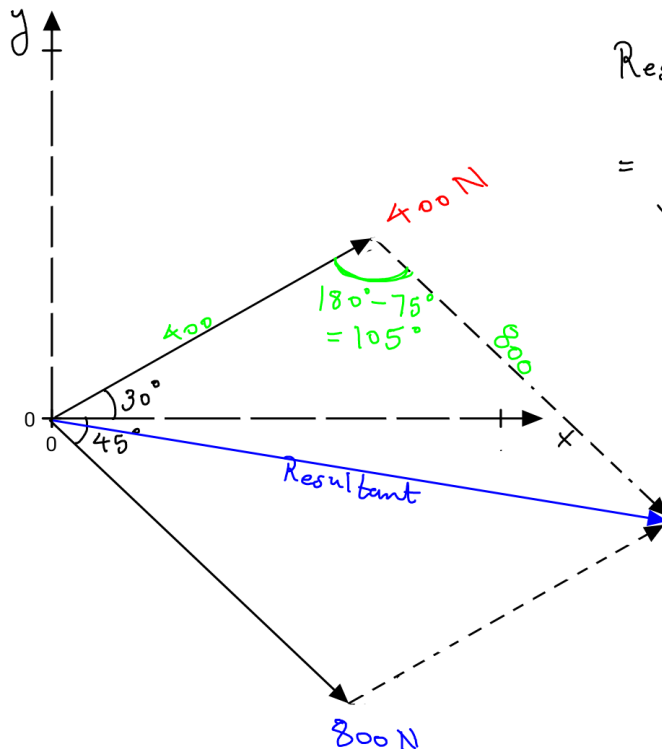
- And finally, why do we need vector addition in this course?
- To add up all forces acting on a body to find the net force.



Problems
P-33

We will approach this in 2 different ways.

First by parallelogram law.



Resultant, Cosine law

$$= \sqrt{400^2 + 800^2 - 2(400)(800)\cos(105^\circ)}$$

$$= \underline{\underline{983 \text{ N}}}$$

Direction? Sine law

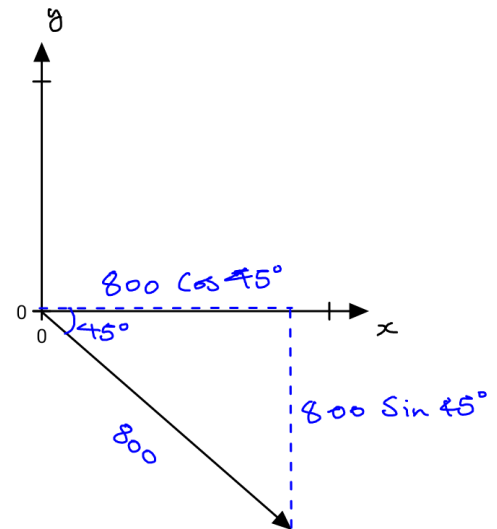
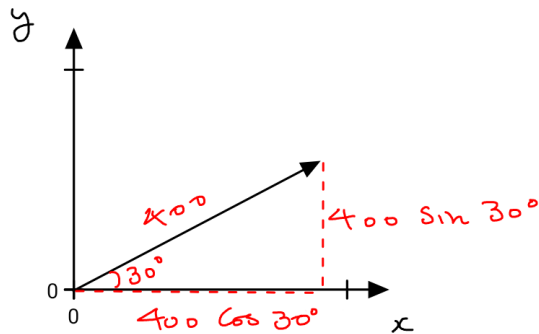
$$\frac{800}{\sin \alpha} = \frac{983}{\sin 105^\circ}$$

$$\sin \alpha = 0.786$$

$$\alpha = \underline{\underline{51.8^\circ}}$$

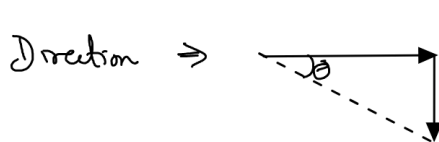
$$\therefore \theta = \alpha - 30^\circ = \underline{\underline{21.8^\circ}}$$

Next by resolving and adding.



	A	B	R	
X	$400 \cos 30^\circ$	$800 \cos 45^\circ$	912.1	\rightarrow
y	$400 \sin 30^\circ$	$-800 \sin 45^\circ$	365.69	\downarrow

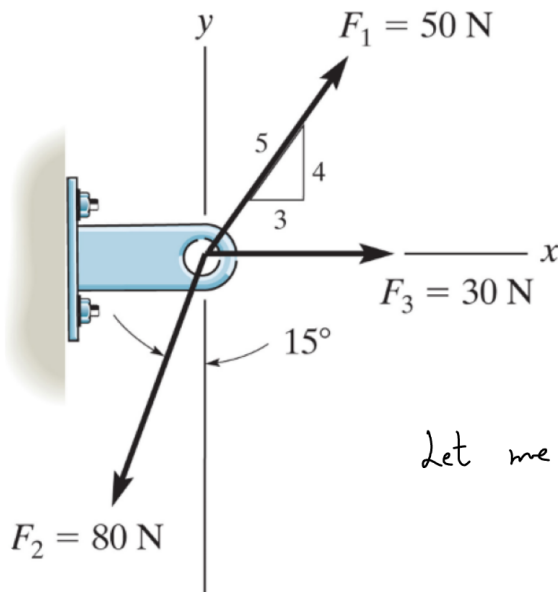
$$\text{Magnitude} = \sqrt{(912.1)^2 + (365.69)^2} = \underline{\underline{983 \text{ N}}}$$



$$\tan \theta = \frac{365.69}{912.1}$$

$$\theta = \underline{\underline{21.8^\circ}}$$

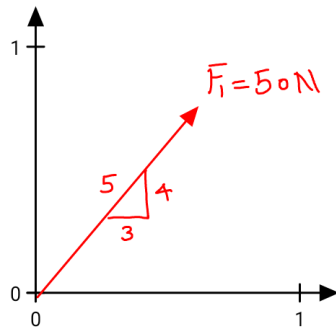
P. 2-38



Parallelogram law of addition will take a long time when you have 3 or more vectors to add.

I am going to use my favorite method: Resolve & Add.

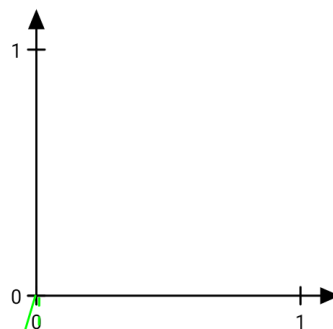
Let me pick each vector one by one.



Components

$$X = 50 \left(\frac{3}{5} \right)$$

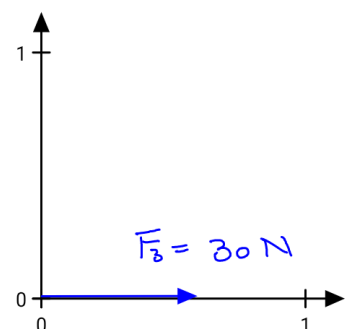
$$Y = 50 \left(\frac{4}{5} \right)$$



Components

$$X = -80 \sin 15^\circ$$

$$Y = -80 \cos 15^\circ$$



Components

$$X = 30 \text{ N}$$

$$Y = 0 \text{ N}$$

$$\text{Form} \Rightarrow X \hat{i} + Y \hat{j}$$

$$\text{Resultant} \Rightarrow \left[50 \left(\frac{3}{5} \right) - 80 \sin 15^\circ + 30 \right] \hat{i} +$$

$$\left[50 \left(\frac{4}{5} \right) - 80 \cos 15^\circ + 0 \right] \hat{j} \quad \text{Newtons}$$

Simplify your res.

Force Vectors (cont...)

, Powerful!

- Unit vector - Position vector
- Right handed system
- Direction cosines
- Addition of 3D vectors
- Multiplication (Dot)

Angle between 2 vectors.

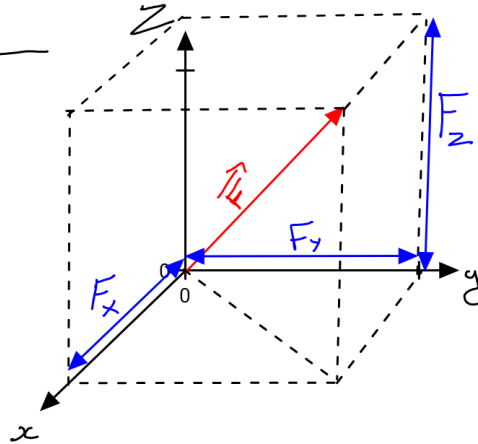
Projection = Effect.

Force Vectors (cont...)

Review Cartesian Vector Form

$$\vec{F} = F_x \hat{i} + F_y \hat{j} + F_z \hat{k}$$

$$|\vec{F}| = \sqrt{F_x^2 + F_y^2 + F_z^2}$$



What is the "right" way to draw a 3-D coordinate system?

You have to use a lot of imagination to visualize 3-D vectors.

Direction Angles,

$$\cos \alpha = \frac{F_x}{F} ; \cos \beta = \frac{F_y}{F} ; \cos \gamma = \frac{F_z}{F}$$

But fear not, because unit vectors are here to help to keep track.

$$\begin{aligned} \vec{u}_F &= \frac{\vec{F}}{|\vec{F}|} \\ &= \frac{F_x}{F} \hat{i} + \frac{F_y}{F} \hat{j} + \frac{F_z}{F} \hat{k} \end{aligned}$$

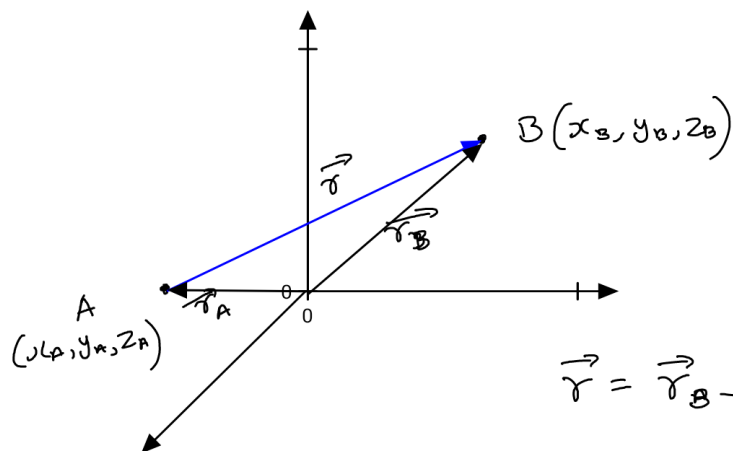
Why the name "unit" vector?

$$|\vec{u}_F| = 1 = \cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma$$

Independent of physics! Stores the direction information like a memory chip.

Position vectors are excellent candidates to determine unit vectors!

$$\vec{r} = (x_B - x_A)\hat{i} + (y_B - y_A)\hat{j} + (z_B - z_A)\hat{k}$$



From triangle addition.

$$\vec{r} = \vec{r}_B - \vec{r}_A$$

Force directed along a line,

$$\vec{F} = F\hat{u}_r = F \left(\frac{\vec{r}}{|\vec{r}|} \right)$$

Trust the math!

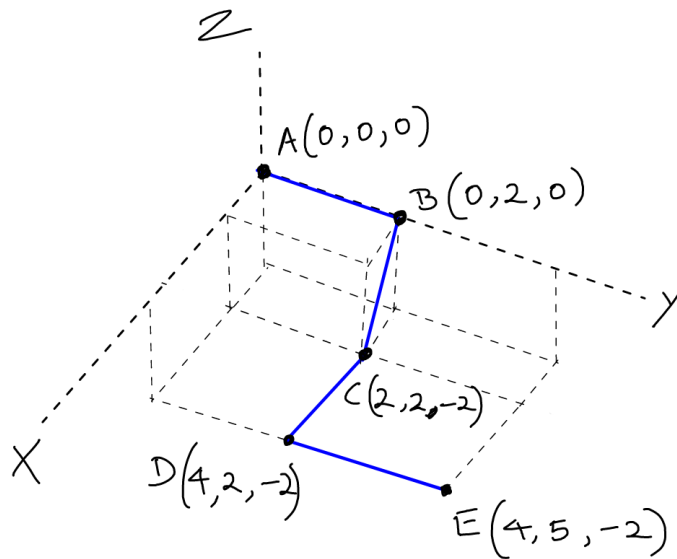
Dot product (Scalar product)

$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta$$

$$\overbrace{\vec{A} \cdot \vec{B}}^{\text{Vector}} = \overbrace{A_x B_x + A_y B_y + A_z B_z}^{\text{Scalar}}$$

Application .
 Angle between 2 vectors
 Projections.

2-113

Problems.

\vec{F} goes from E to B.

$$\begin{aligned}\vec{r}_{EB} &= (0-4)\hat{i} + (2-5)\hat{j} + (0-(-2))\hat{k} \\ &= -4\hat{i} - 3\hat{j} + 2\hat{k}\end{aligned}$$

$$\hat{u}_{AB} = \frac{-4\hat{i} - 3\hat{j} + 2\hat{k}}{\sqrt{4^2 + 3^2 + 2^2}} = -0.743\hat{i} - 0.557\hat{j} + 0.371\hat{k}$$

Direction Cosines.

$$\vec{F} = 600 (\hat{u}_{AB})$$

$$= -445.67\hat{i} - 334.25\hat{j} + 222.83\hat{k}$$

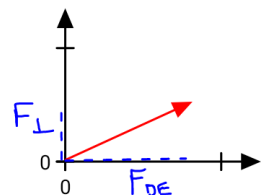
$$\vec{r}_{DE} = 0\hat{i} + 3\hat{j} + 0\hat{k} = 3\hat{j}$$

$$\hat{u}_{DE} = \hat{j}$$

Parallel $\Rightarrow \vec{F} \cdot \hat{u}_{DE} = -334.25 \text{ N}$

$$\vec{F}_{DE} = -334.25\hat{j}$$

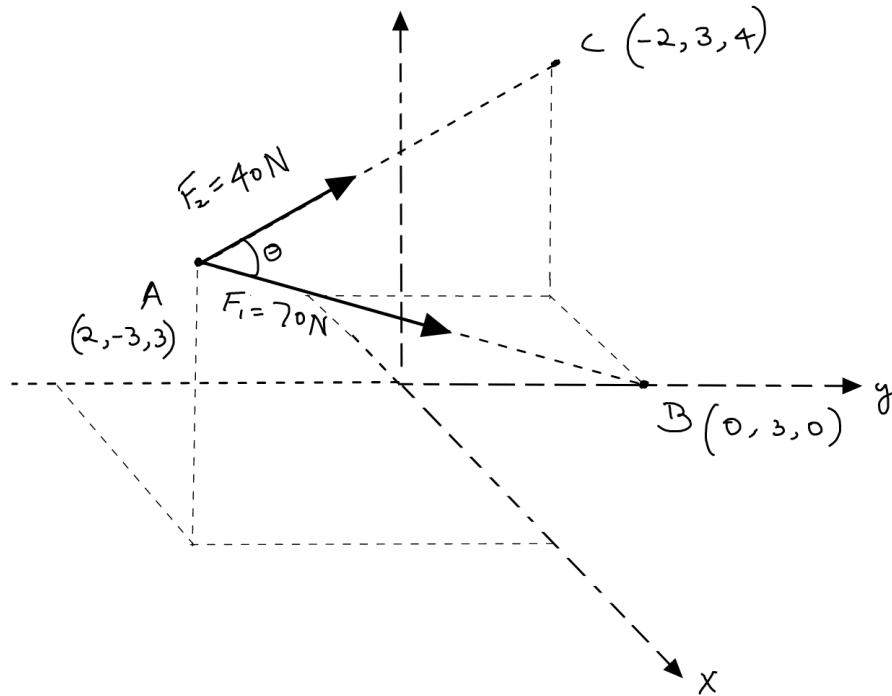
Perpendicular $\Rightarrow \vec{F}_\perp = \vec{F} - \vec{F}_{DE} = -445.67\hat{i} + 222.83\hat{k}$



$$F_L = \sqrt{445.67^2 + 222.83^2}$$

$$= 498.27 \text{ N}$$

2-115



$$\hat{u}_{AB} = \frac{\vec{r}_{AB}}{|\vec{r}_{AB}|} = \frac{(-2)\hat{i} + (6)\hat{j} + (-3)\hat{k}}{\sqrt{4 + 36 + 9}} = -\frac{2}{7}\hat{i} + \frac{6}{7}\hat{j} - \frac{3}{7}\hat{k}$$

$$\text{check } |\hat{u}_{AB}| = 1$$

$$F_1 = 70 \left(-\frac{2}{7}\hat{i} + \frac{6}{7}\hat{j} - \frac{3}{7}\hat{k} \right) = -20\hat{i} + 60\hat{j} - 30\hat{k}$$

$$\hat{u}_{AC} = \frac{\vec{r}_{AC}}{|\vec{r}_{AC}|} = \frac{(-4)\hat{i} + (6)\hat{j} + (1)\hat{k}}{\sqrt{16 + 36 + 1}} = -0.549\hat{i} + 0.824\hat{j} + 0.137\hat{k}$$

$$\text{Projection} = F_1 \cdot \hat{u}_{AC}$$

$$= 10.98\hat{i} + 49.44\hat{j} - 4.11\hat{k}$$

$$\text{Magnitude} = \sqrt{10.98^2 + 49.44^2 + 4.11^2} = \underline{\underline{50.8 \text{ N}}}$$

Equilibrium of a Particle.

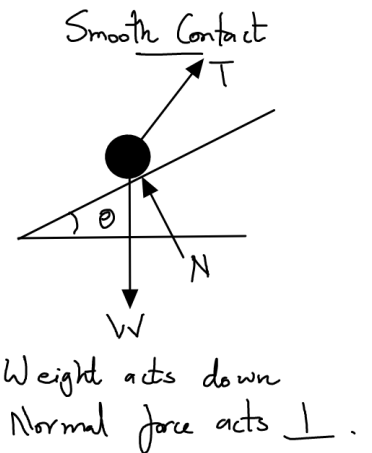
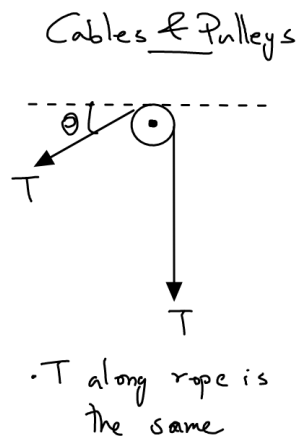
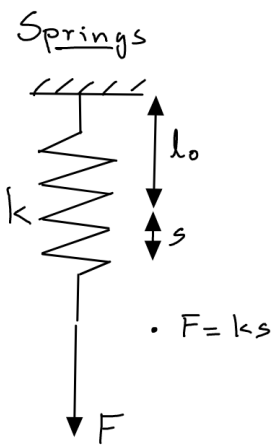
Static Equilibrium

Under static equilibrium, the net force acting on a body is zero.

$$\sum \vec{F} = 0.$$

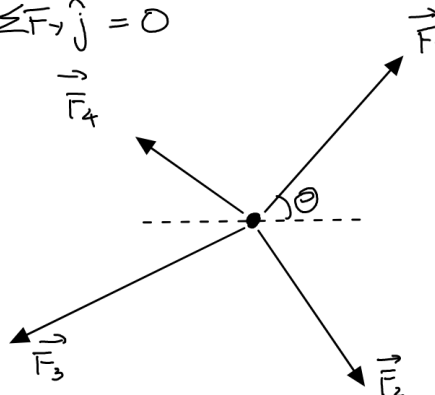
$$\text{Equilibrium} \Rightarrow \sum \vec{F} = 0$$

$$\sum \vec{F} = 0 \Rightarrow \text{Equilibrium}$$



$$\sum \vec{F} = 0$$

$$\Rightarrow \sum F_x \hat{i} + \sum F_y \hat{j} = 0$$



$$F_{1x} + F_{2x} + F_{3x} + F_{4x} = 0$$

$$F_{1y} + F_{2y} + F_{3y} + F_{4y} = 0$$

$$F_{1x} = F \cos \theta$$

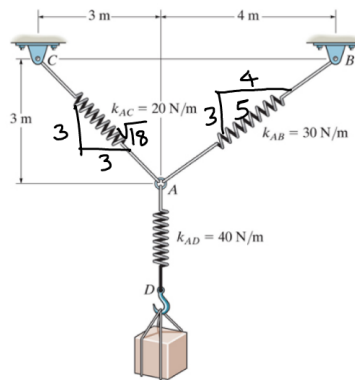
$$F_{1y} = F \sin \theta$$

Isolating a point as shown above with all forces acting on it displayed is called a Free Body Diagram (FBD)

Problems

3-14

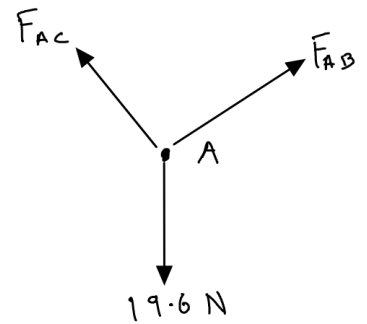
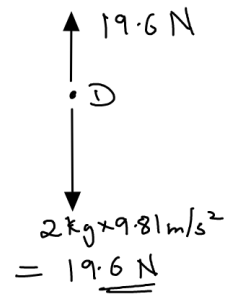
Problems 14-15



Pearson

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FBD.



	$F_{19.6}$	F_{AB}	F_{AC}	
X	0	$F_{AB}(\frac{4}{5})$	$-F_{AC}(\frac{3}{\sqrt{18}})$	$= 0$
Y	-19.6	$F_{AB}(\frac{3}{5})$	$F_{AC}(\frac{3}{\sqrt{18}})$	$= 0$

Solve to get $F_{AC} = 15.86 \text{ N}$
 $F_{AB} = 14.01 \text{ N}$

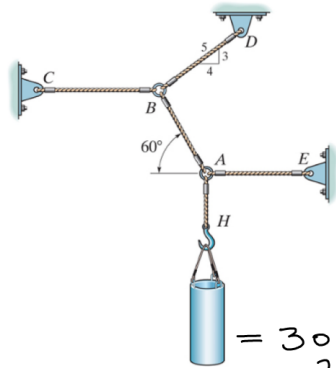
$$s_{AD} = \frac{19.6}{40} = 0.4905 \text{ m}$$

$$s_{AC} = \frac{15.86}{20} = 0.793 \text{ m}$$

$$s_{AB} = \frac{14.01}{30} = 0.467 \text{ m}$$

3-26

Problems 26-27



Pearson

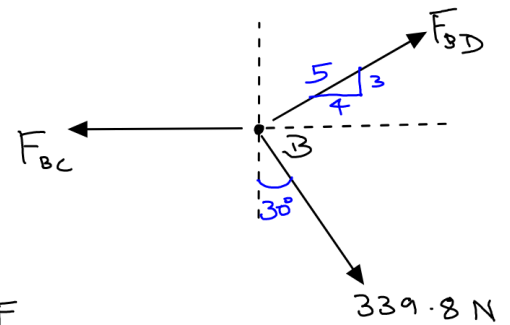
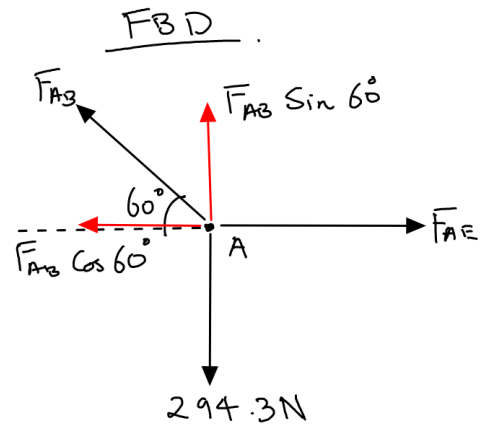
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$$F_{AB} \sin 60^\circ = 294.3 \text{ N}$$

$$F_{AB} = 339.8 \text{ N}$$

$$339.8 \cos 60^\circ = F_{AE}$$

$$F_{AE} = 169.9 \text{ N}$$



	F 339.8	F _{BC}	F _{BD}	
X	$339.8(\sin 30^\circ)$	$-F_{BC}$	$F_{BD}(\frac{4}{5})$	$= 0$
Y	$-339.8(\cos 30^\circ)$	0	$F_{BD}(\frac{3}{5})$	$= 0$

Solving, $F_{BD} = 490 \text{ N}$
 $F_{BC} = 562 \text{ N}$