# Homework 3

Aaron W. Tarajos September 16, 2024

# **Problem 1**

Given the three vectors  $\vec{\mathbf{A}} = 1.00\hat{\mathbf{i}} - 4.00\hat{\mathbf{j}}$ ,  $\vec{\mathbf{B}} = 3.00\hat{\mathbf{i}}$ , and  $\vec{\mathbf{C}} = -2.00\hat{\mathbf{j}}$  evaluate the following expressions if they are allowed mathematically: (a)  $\vec{\mathbf{C}} \cdot (\vec{\mathbf{A}} + \vec{\mathbf{B}})$ ; (b)  $\vec{\mathbf{C}} \cdot (\vec{\mathbf{A}} \cdot \vec{\mathbf{B}})$ ; (c)  $C + \vec{\mathbf{A}} \cdot \vec{\mathbf{B}}$ .

#### **Solution**

Part a:

$$\vec{\mathbf{C}} \cdot (\vec{\mathbf{A}} + \vec{\mathbf{B}}) = \vec{\mathbf{C}} \cdot ((1.00\hat{\mathbf{i}} - 4.00\hat{\mathbf{j}}) + (3.00\hat{\mathbf{i}}))$$

$$= (0.00\hat{\mathbf{i}} - 2.00\hat{\mathbf{j}}) \cdot (4.00\hat{\mathbf{i}} - 4.00\hat{\mathbf{j}})$$

$$= 0.00 + 8.00$$

$$= 8.00$$

#### Part b:

The expression is not mathematicall valid because the dot product of  $\vec{A}$  and  $\vec{B}$  will always be a scalar and you cannot take the dot product of a scalar and a vector.

Part c:

$$\vec{\mathbf{C}} + \vec{\mathbf{A}} \cdot \vec{\mathbf{B}} = 2.00 + (1.00\hat{\mathbf{i}} - 4.00\hat{\mathbf{j}}) \cdot (3.00\hat{\mathbf{i}} + 0.00\hat{\mathbf{j}})$$
$$= 2.00 + 3.00 + 0.00$$
$$= 5.00$$

### **Problem 2**

Given three vectors,  $\vec{\mathbf{A}} = 2.00\hat{\mathbf{i}} - 5.00\hat{\mathbf{j}}$ ,  $\vec{\mathbf{B}} = 4.00\hat{\mathbf{j}}$ , and  $\vec{\mathbf{C}} = 3.00\hat{\mathbf{i}}$ , evaluate the following expressions if they are mathematically allowed: (a)  $C(\vec{\mathbf{A}} \times \vec{\mathbf{B}})$ ; (b)  $\vec{\mathbf{C}} \cdot (\vec{\mathbf{A}} \times \vec{\mathbf{B}})$ ; (c)  $\vec{\mathbf{C}} \times (\vec{\mathbf{A}} \cdot \vec{\mathbf{B}})$ .

### **Solution**

Part a:

$$C(\vec{\mathbf{A}} \times \vec{\mathbf{B}}) = 3.00 * \det \begin{pmatrix} \hat{\mathbf{i}} & \hat{\mathbf{j}} & \hat{\mathbf{k}} \\ 2.00 & -5.00 & 0.00 \\ 0.00 & 4.00 & 0.00 \end{pmatrix}$$

$$= 3.00 \begin{pmatrix} \begin{bmatrix} -5.00 & 0.00 \\ 4.00 & 0.00 \end{bmatrix} \hat{\mathbf{i}} - \begin{bmatrix} 2.00 & 0.00 \\ 0.00 & 0.00 \end{bmatrix} \hat{\mathbf{j}} + \begin{bmatrix} 2.00 & -5.00 \\ 0.00 & 4.00 \end{bmatrix} \hat{\mathbf{k}} \end{pmatrix}$$

$$= 3.00 \begin{pmatrix} 0.00 \hat{\mathbf{i}} - 0.00 \hat{\mathbf{j}} + 8.00 \hat{\mathbf{k}} \end{pmatrix}$$

$$= 24.00 \hat{\mathbf{k}}$$

#### Part b:

We already know that  $\vec{\mathbf{A}} \times \vec{\mathbf{B}}$  is  $(0.00\hat{\mathbf{i}} - 0.00\hat{\mathbf{j}} + 8.00\hat{\mathbf{k}})$ , therefore;

$$\vec{\mathbf{C}} \cdot (\vec{\mathbf{A}} \times \vec{\mathbf{B}}) = (3.00\hat{\mathbf{i}} + 0.00\hat{\mathbf{j}} + 0.00\hat{\mathbf{k}}) \cdot (0.00\hat{\mathbf{i}} - 0.00\hat{\mathbf{j}} + 8.00\hat{\mathbf{k}})$$

$$= 0.00 + 0.00 + 0.00$$

$$= 0.00$$

#### Part c:

The expression is not mathematically valid because  $\vec{A} \cdot \vec{B}$  is a scalar and you cannot take the cross product of a vector and a scalar.

### **Problem 3**

Consider two vectors  $\vec{\bf A}$  and  $\vec{\bf B}$  where:

$$\vec{A} = -6.00\hat{i} + 3.00\hat{j} + 3.00\hat{k}$$
$$\vec{B} = 6.00\hat{i} - 8.00\hat{j} + 4.00\hat{k}$$

If we want to find the angle between these two vectors, we have two possible options: we can use the magnitude of the dot product, or the magnitude of the cross product.

$$\vec{\mathbf{A}} \cdot \vec{\mathbf{B}} = AB \cos \theta$$
$$\left| \vec{\mathbf{A}} \times \vec{\mathbf{B}} \right| = AB \sin \theta$$

However, these approaches give conflicting answers for the value of  $\theta$ .

- (a) What is the correct value of theta?
- (b) Why does the other formula give the wrong answer?

### **Solution**

The dot product gives the correct value of theta;

$$\vec{\mathbf{A}} \cdot \vec{\mathbf{B}} = AB \cos \theta$$
$$\frac{\vec{\mathbf{A}} \cdot \vec{\mathbf{B}}}{AB} = \cos \theta$$
$$\theta = \arccos\left(\frac{\vec{\mathbf{A}} \cdot \vec{\mathbf{B}}}{AB}\right)$$

Then we plugin our values,

$$\arccos\left(\frac{(-36.00 - 24.00 + 12.00)}{\sqrt{-6.00^2 + 3.00^2 + 3.00^2}\sqrt{6.00^2 - 8.00^2 + 4.00^2}}\right) = 127.34^{\circ} .$$

The reason that the cross product method is wrong in this situation is because the smaller angle between  $\vec{\bf A}$  and  $\vec{\bf B}$  is not theta relative to the origin so the actual angle for the cross product method should be  $\sin(360 - \theta)$ .

# **Problem 4**

The position of an object as a function of time is given by  $r(t) = (3.00t^2 - 2.00t)\hat{\mathbf{i}} - 1.00t^3\hat{\mathbf{j}}$  m. Find (a) its velocity at t = 2.00 s; (b) its acceleration at t = 4.00 s; (c) its average acceleration between t = 1.00 s and t = 3.00 s.

# **Solution**

#### Part a:

Velocity is the derivative of position with respect to time so we differentiate the position function and evaluate it at t = 2.00;

$$r'(t) = (6.00t - 2.00) \,\hat{\mathbf{i}} - 3.00t^2 \,\hat{\mathbf{j}}$$
$$r'(2) = (6.00(2.00) - 2.00) \,\hat{\mathbf{i}} - 3.00(2.00)^2 \,\hat{\mathbf{j}}$$
$$= 10.00 \,\hat{\mathbf{i}} - 12.00 \,\hat{\mathbf{j}}$$

### Part b:

Similarly, acceleration is the derivative of velocity with respect to time so we differentiate the velocity function and evaluate it at t = 4.00

$$r''(t) = (6.00) \hat{\mathbf{i}} - 6.00t \hat{\mathbf{j}}$$
  
 $r''(4) = (6.00) \hat{\mathbf{i}} - 6.00(4.00) \hat{\mathbf{j}}$   
 $= 6.00 \hat{\mathbf{i}} - 24.00 \hat{\mathbf{j}}$ 

### Part c:

To find the average velocity we evaluate the velocity at the respective times and take the difference over change in time.

$$\vec{\mathbf{v}}_1 = (6.00(1.00) - 2.00) \,\hat{\mathbf{i}} - 3.00(1.00^2) \,\hat{\mathbf{j}} = 4.00 \,\hat{\mathbf{i}} - 3.00 \,\hat{\mathbf{j}}$$
$$\vec{\mathbf{v}}_2 = (6.00(3.00) - 2.00) \,\hat{\mathbf{i}} - 3.00(3.00^2) \,\hat{\mathbf{j}} = 16.00 \,\hat{\mathbf{i}} - 27.00 \,\hat{\mathbf{j}}$$

Then

$$\frac{\left(16.00\,\hat{\mathbf{i}} - 27.00\,\hat{\mathbf{j}}\right) - \left(4.00\,\hat{\mathbf{i}} - 3.00\,\hat{\mathbf{j}}\right)}{2.00} = 6.00\,\hat{\mathbf{i}} - 12.00\,\hat{\mathbf{j}}$$