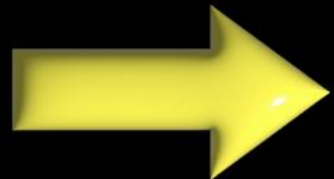


FYSRE DEADLINE: JAN 31st!

 **Apply to**
outreach@phas.ubc.ca

“FYSRE”
First
Year
Summer
Research
Experience
Award



Vogt First Year Summer Research Experience - paid full-time summer research positions

[The Erich Vogt First Year Summer Research Experience](#) (FYSRE, pronounced phyzzze) is a program offering summer research experiences to budding academic stars after their First Year Physics courses. Awardees will receive an opportunity for paid work experience in Physics or Astronomy research in [UBC Physics and Astronomy](#) or at [TRIUMF](#).

This award honors Dr. Erich Vogt (1929-2014) one of the most distinguished Canadian nuclear physicists of his generation. For over thirty-five years, Erich Vogt taught bright and eager First Year Physics students here at UBC.

The FYSRE awards give outstanding first year students an opportunity to gain work experience in paid summer research positions. Other such research opportunities usually give preference to second and higher year students.

Eligibility

As a requirement for the program, you should have completed 2 semesters of first year physics including the lab, by the time you start the summer position, and plan to enter a Physics or Astronomy (or any combined Majors or Honors degree including Physics or Astronomy) or Engineering Physics program in your second year of study. You must obtain a cumulative average of at least A- over the first year of university study. This is a full-time paid research position. The internship selection process includes an interview.

Applicants must have first-class standing (an average of at least 80%) -although to date every recipient has had an average of at least 85%,

For full info, including application procedure, forms and past recipients and their work, see:

<https://www.phas.ubc.ca/erich-vogt-first-year-summer-research-experience-fysre>

Application deadline is Jan 31, 2024

Announcements

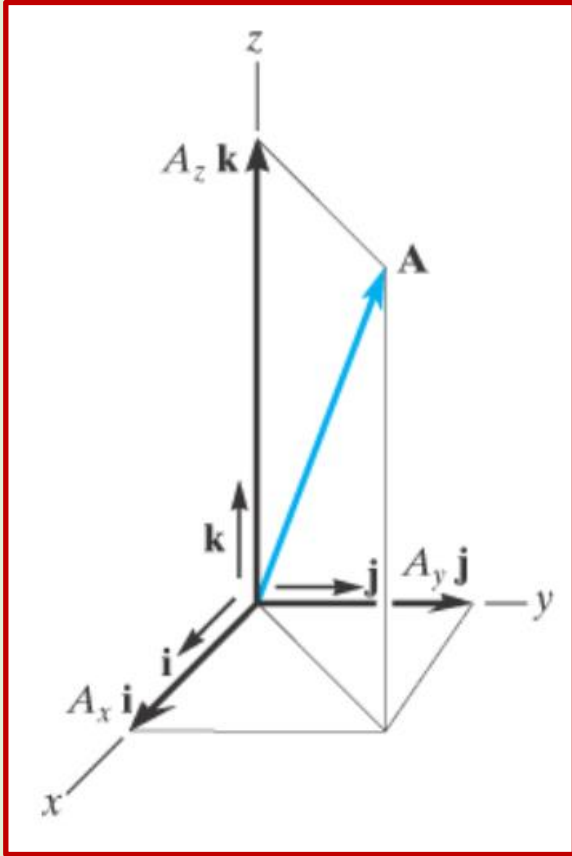
- Tutorials start this week!

<u>TUTORIALS TIMETABLE</u>					
	MON	TUE	WED	THU	FRI
0900	T2M	T2P	T2L		
1000		T2J	T2B		T2D
1100		T2A		T2C T2I	
1300	T2E T2G	T2F		T2H	T2N
1400					
1500					T2K

- HW-1 & Intro Assignment (both are for marks!) are on at Mastering Engineering, due this Sunday

Last Time:

- Vector \vec{A} in Cartesian coordinates in 3D:



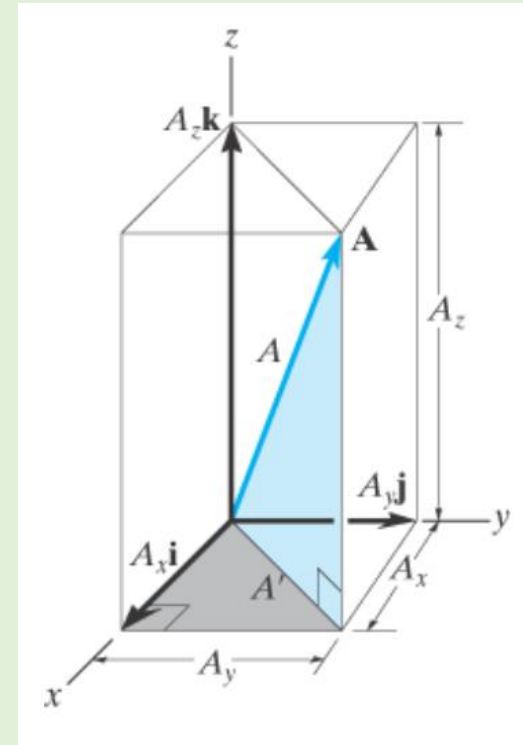
- Any vector \vec{A} in 3D can be uniquely resolved into **three components** along x, y and z:

$$\vec{A} = \vec{i} A_x + \vec{j} A_y + \vec{k} A_z$$

- The magnitude of a 3D vector:

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

- Everything we discussed in 2D (positive / negative projections, component-wise vector addition, etc.) applies also in 3D



DIRECTION ANGLES: Three Dimensions (3D)

- **Another description:**

Let us define the angles between the vector \vec{A} and the **positive** directions of x,y,z-axes:

α, β, γ

$$A_x = A \cos \alpha$$

$$A_y = A \cos \beta$$

$$A_z = A \cos \gamma$$

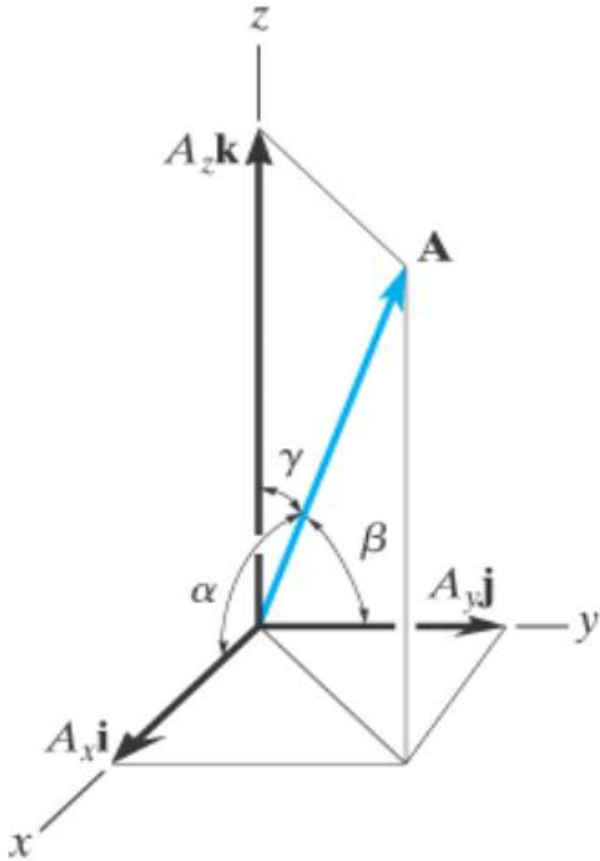
- You can use direction angles to project vector \vec{A} !

- Writing a vector in terms of these **direction cosines**:

$$\cos \alpha = \frac{A_x}{A}$$

$$\cos \beta = \frac{A_y}{A}$$

$$\cos \gamma = \frac{A_z}{A}$$



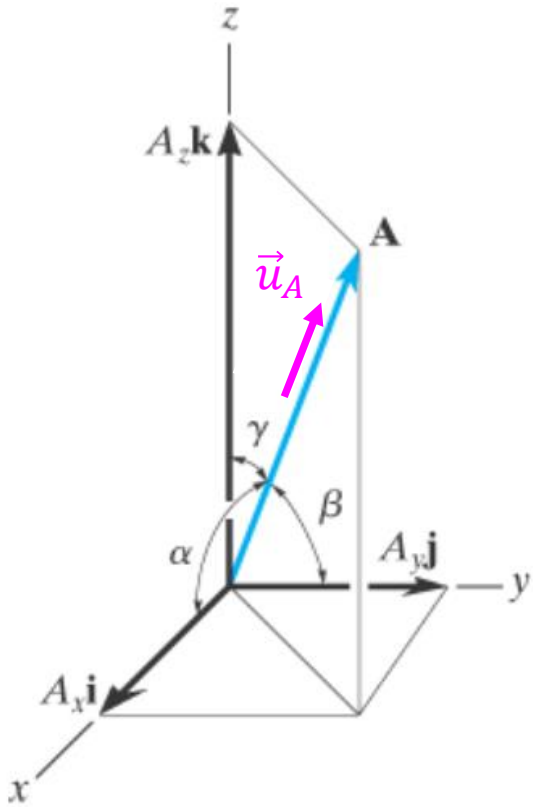
$$\vec{A} = \vec{i} A_x + \vec{j} A_y + \vec{k} A_z = \vec{i} A \cos \alpha + \vec{j} A \cos \beta + \vec{k} A \cos \gamma$$

UNIT VECTOR IN THE DIRECTION OF \vec{A} : Three Dimensions (3D)

- Hence, we have:

$$\begin{aligned}\vec{A} &= \vec{i} A_x + \vec{j} A_y + \vec{k} A_z = \vec{i} A \cos \alpha + \vec{j} A \cos \beta + \vec{k} A \cos \gamma = \\ &= A \left(\underbrace{\vec{i} \cos \alpha + \vec{j} \cos \beta + \vec{k} \cos \gamma}_{\vec{u}_A} \right) = \underbrace{A}_{\text{Magnitude}} \underbrace{\vec{u}_A}_{\text{Direction}}\end{aligned}$$

unit vector (length 1) in the direction of \vec{A} .



- Hence, for any vector \vec{A} with known direction angles α, β, γ we can define a unit vector \vec{u}_A , that carries the information about its direction, as follows:

$$\vec{u}_A = \vec{i} \cos \alpha + \vec{j} \cos \beta + \vec{k} \cos \gamma = \vec{i} \frac{A_x}{A} + \vec{j} \frac{A_y}{A} + \vec{k} \frac{A_z}{A}$$

- Since \vec{u}_A is a unit vector, we have:

$$\cos^2(\alpha) + \cos^2(\beta) + \cos^2(\gamma) = 1$$

Practice: Expressing a 3D vector in Cartesian form

Express \vec{F} as a Cartesian vector.

Two-step projection procedure:

To start with: $F_x = ?$

- A. $(100 \text{ lb}) \cos(60^\circ)$
- B. $(100 \text{ lb}) \cos(60^\circ + 45^\circ)$
- ☒ C. $(100 \text{ lb}) \cos(60^\circ) \cos(45^\circ)$
- D. $(100 \text{ lb}) \cos(60^\circ) \sin(45^\circ)$
- ☒ E. Something else

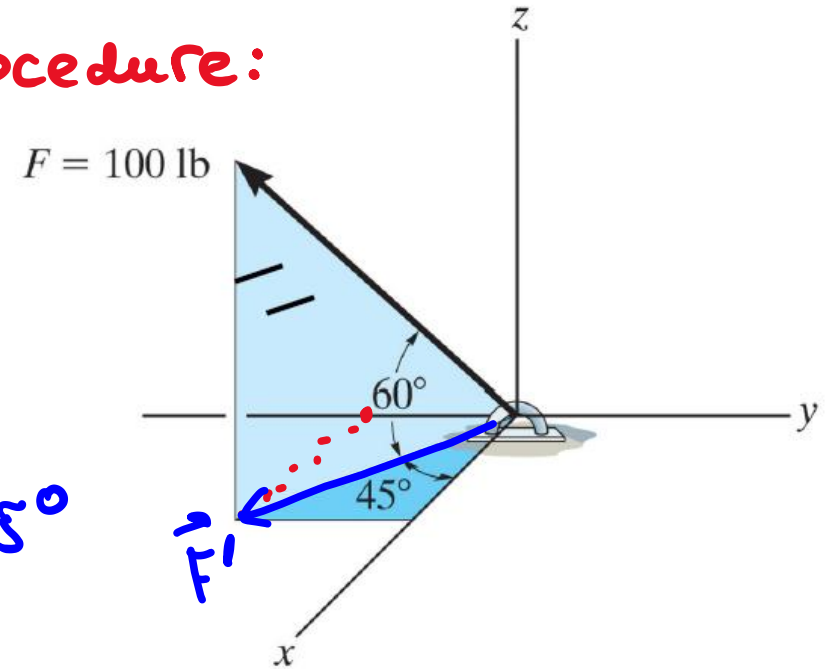
What about F_y ?

$$F_y = - (F \cos 60^\circ) \sin 45^\circ$$

$$F' = F \cos 60^\circ$$

$$F_x = F' \cos 45^\circ =$$

$$= F \cos 60^\circ \cdot \cos 45^\circ$$



NB: to project, you need the angle between the vector and the direction on which you project!

Practice: Expressing a 3D vector in Cartesian form

Express \vec{F} as a Cartesian vector.

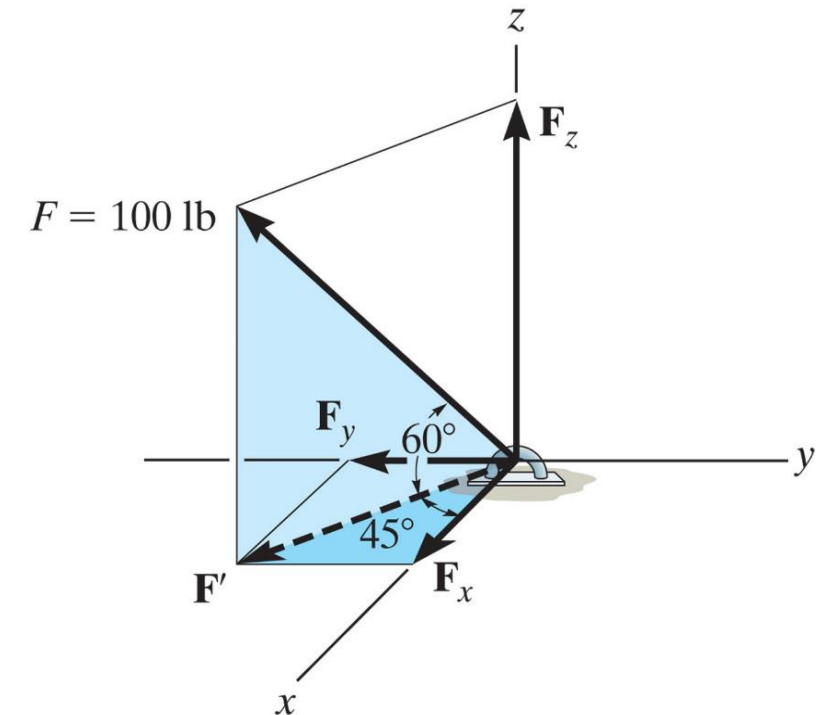
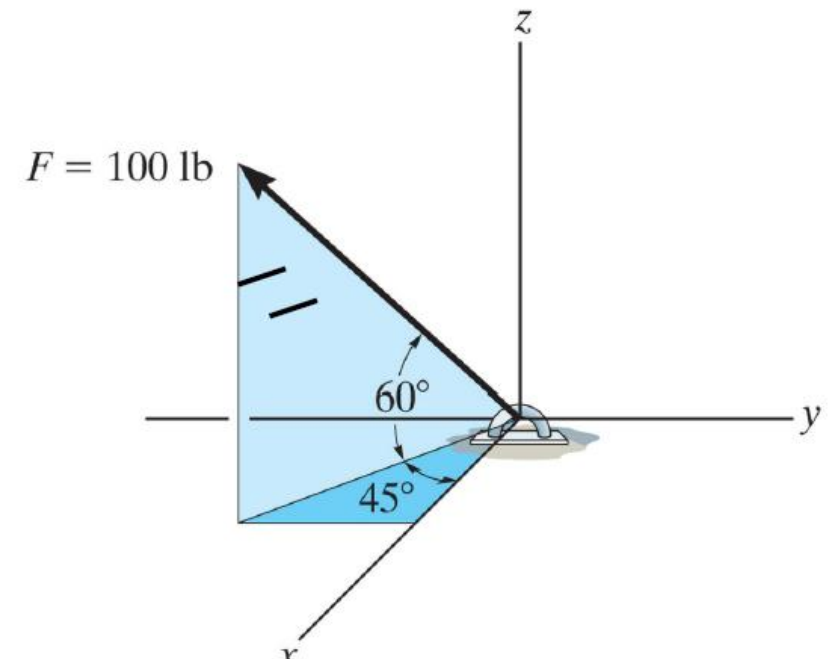
Here 60° and 45° are NOT direction angles (they are NOT the angles between the vector and the coordinate axes.)

To determine F_x and F_y we need to follow a **two-step procedure**:

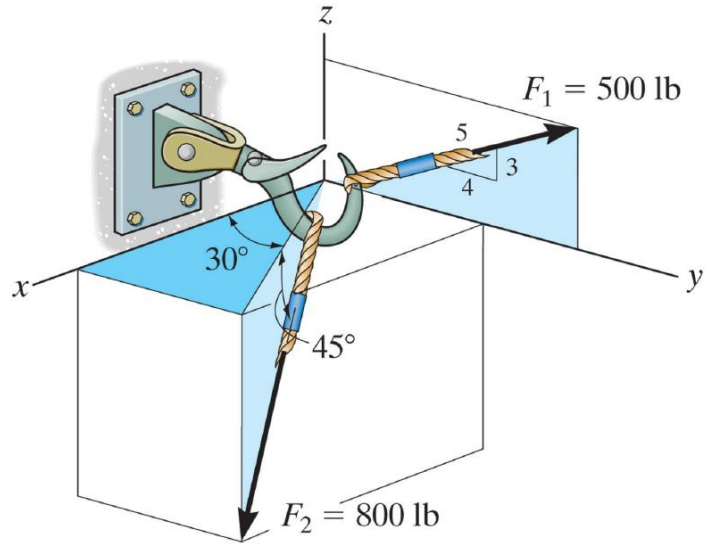
- First, we project the vector \vec{F} onto the (x,y) -plane; let's call the result \vec{F}' ;
- Second, we project \vec{F}' onto the x - and y -axes.

Solution:

- $F' = F \cos(60^\circ)$
- $F_x = F' \cos(45^\circ) = F \cos(60^\circ) \cos(45^\circ) = 35.4 \text{ lb}$
 $F_y = -F' \sin(45^\circ) = -F \cos(60^\circ) \sin(45^\circ) = -35.4 \text{ lb}$
 $F_z = F \sin(60^\circ) = 86.6 \text{ lb}$



W2-1. Determine the resultant force acting on a block.

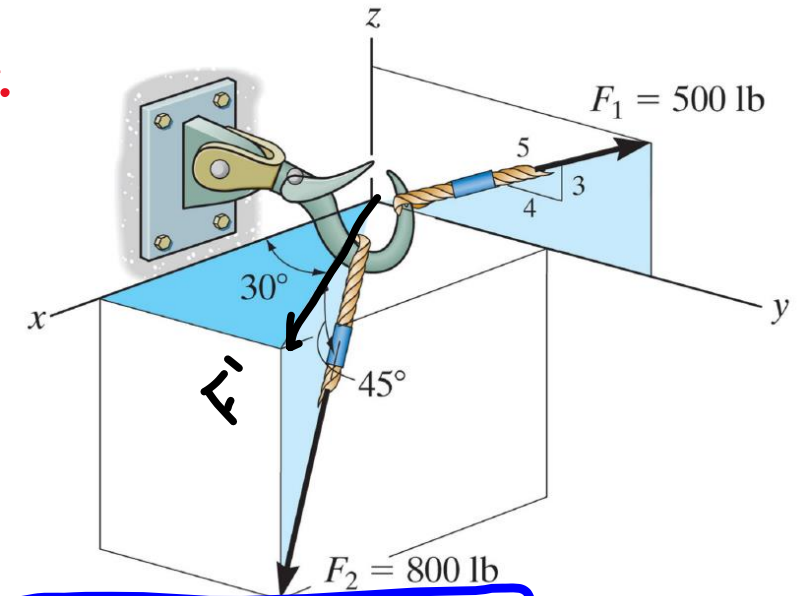


W2-1. Determine the resultant force acting on a block.

Two-step
projection:

$$F' = 800 \cos 45^\circ \quad \begin{cases} \rightarrow F_x = F' \cos 30^\circ \\ \rightarrow F_y = F' \sin 30^\circ \end{cases}$$

$$\vec{F}_R = (490)\vec{i} + (683)\vec{j} + (-266)\vec{k}$$



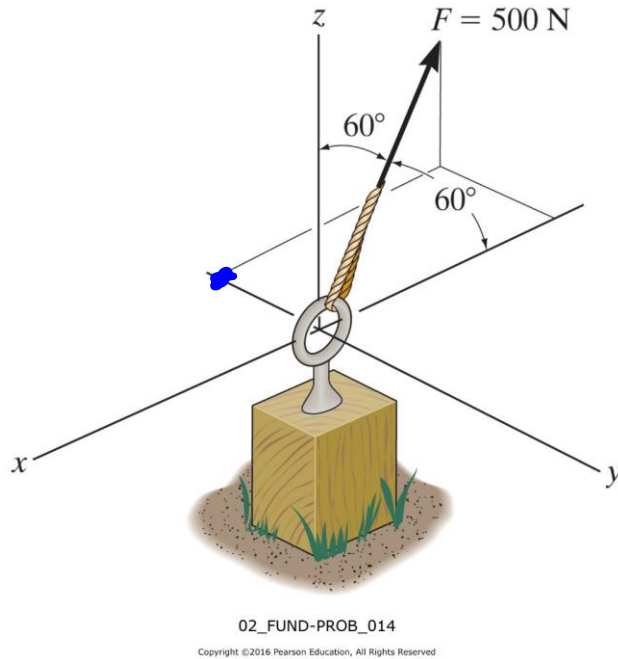
$$\vec{F}_1 = \begin{matrix} (0) \\ + \\ (800 \cos 45^\circ) \cdot \cos 30^\circ \end{matrix} \vec{i} + \begin{matrix} (500 \cdot \frac{4}{5}) \\ + \\ (800 \cos 45^\circ) \sin 30^\circ \end{matrix} \vec{j} + \begin{matrix} (500 \cdot \frac{3}{5}) \\ + \\ (-800 \sin 45^\circ) \end{matrix} \vec{k}$$

$$\vec{F}_R = (F_{Rx})\vec{i} + (F_{Ry})\vec{j} + (F_{Rz})\vec{k}$$

Example: $F_{Rx} = 0 + 800 \cos 45^\circ \cos 30^\circ = 490$

Practice: Translating between Cartesian and direction cosine representations

W2-2. Express \vec{F} as a Cartesian vector.



$$F_x = -500 \cos 60^\circ = -250 \text{ N}$$

$$F_y = 500 \cos \beta = -354 \text{ N}$$

$$F_z = 500 \cos 60^\circ = 250 \text{ N}$$

$$\alpha = 120^\circ$$

$$\beta = ?$$

$$\gamma = 60^\circ$$

$$F^2 = 500^2 = F_x^2 + F_y^2 + F_z^2 = (250)^2 + F_y^2 + (-250)^2$$

$$F_y^2 = 125000 \longrightarrow \cancel{354 \text{ N}}$$

$$\longrightarrow -354 \text{ N} \quad \checkmark$$

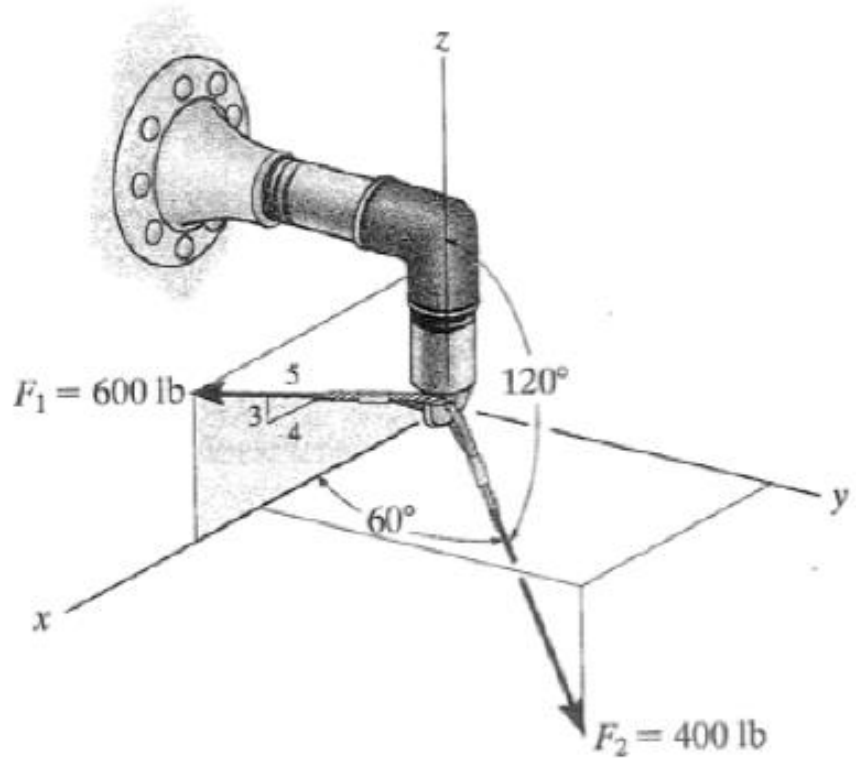
$$\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$$

$$\cos^2 \beta = \frac{1}{2}$$

$$\cos \beta = \pm \frac{1}{\sqrt{2}} \quad \begin{matrix} \searrow \beta = 45^\circ \times \\ \swarrow \beta = 135^\circ \checkmark \end{matrix}$$

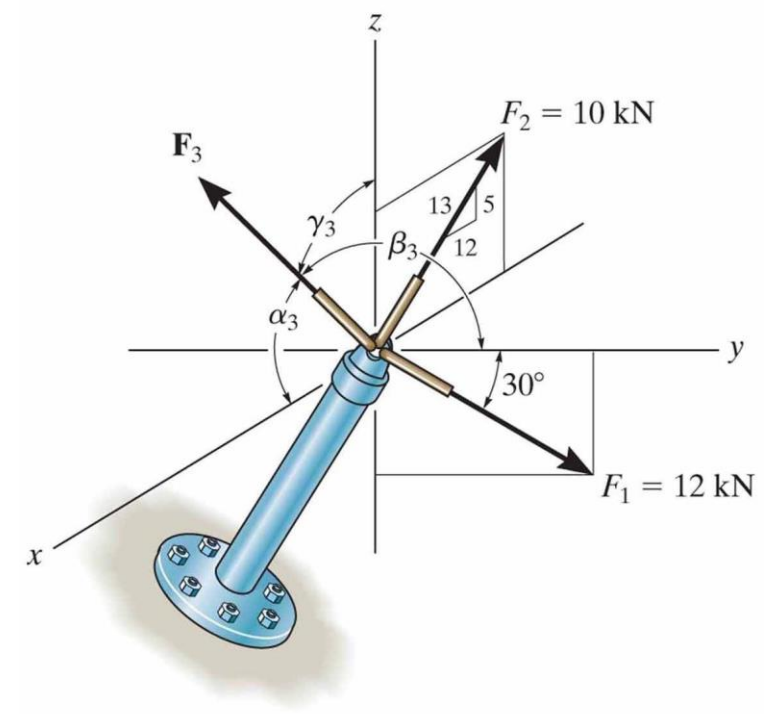
W2-E1. Extra practice

- a) Express each force acting on the pipe assembly in the Cartesian vector form.
- b) Determine the magnitude and the direction of the resultant force on the pipe assembly.

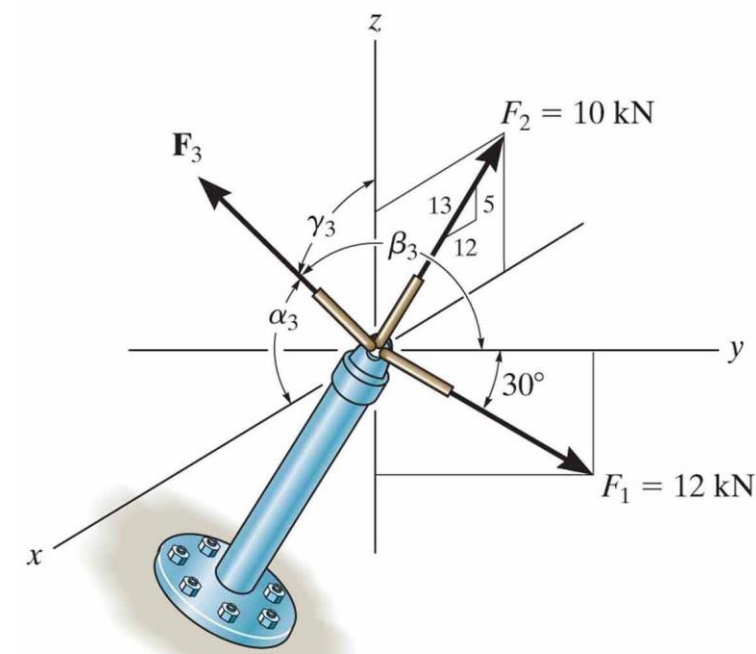
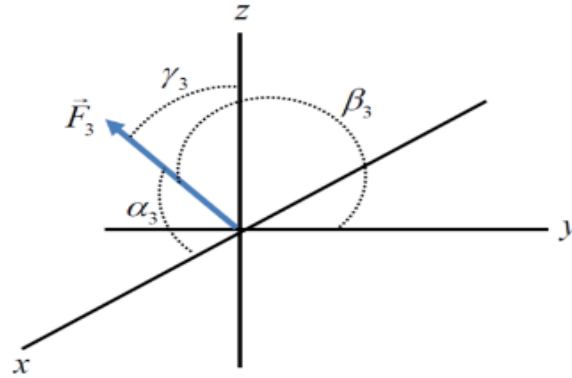
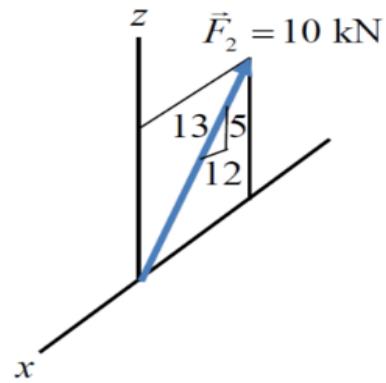
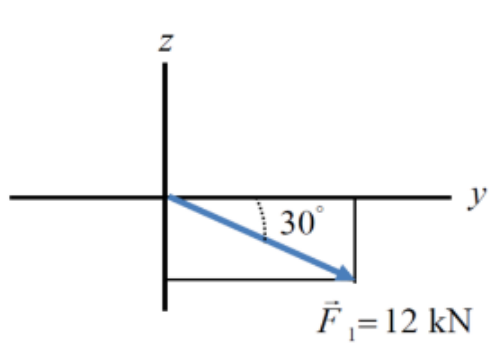


Extra practice worksheet, first problem – highly recommended.

W2-3. Specify the magnitude of \vec{F}_3 and its coordinate direction angles α_3 , β_3 and γ_3 so that the resultant force is $9\vec{j}$ kN.



W2-3. Specify the magnitude of \vec{F}_3 and its coordinate direction angles α_3 , β_3 and γ_3 so that the resultant force is $9\vec{j}$ kN.



$$\vec{F}_1 = (0) \vec{i} + (12 \cos 30^\circ) \vec{j} + (-12 \cdot \sin 30^\circ) \vec{k}$$

$$\vec{F}_2 = \left(-10 \frac{12}{13} \right) \vec{i} + (0) \vec{j} + \left(10 \cdot \frac{5}{13} \right) \vec{k}$$

$$\vec{F}_3 = (\vec{F}_{3x}) \vec{i} + (\vec{F}_{3y}) \vec{j} + (\vec{F}_{3z}) \vec{k}$$

$$\vec{F}_R = (0) \vec{i} + (9) \vec{j} + (0) \vec{k}$$

$\nwarrow \vec{F}_{Rx} \quad \nwarrow \vec{F}_{Ry} \quad \nwarrow \vec{F}_{Rz}$

W2-3. Specify the magnitude of \vec{F}_3 and its coordinate direction angles α_3 , β_3 and γ_3 so that the resultant force is $9\vec{j}$ kN.

$$F_{3x} = F_{Rx} - F_{1x} - F_{2x} = 0 - 0 + 9.231 = 9.231$$

$$F_{3y} = F_{Ry} - F_{1y} - F_{2y} = 9 - 10.39 - 0 = -1.390$$

$$F_{3z} = F_{Rz} - F_{1z} - F_{2z} = 0 + 6 - 3.846 = 2.154$$

$$F = \sqrt{F_{3x}^2 + F_{3y}^2 + F_{3z}^2} = 9.5804 \rightarrow F_3 = 9.58 \text{ kN}$$

$$\cos \alpha_3 = \frac{F_{3x}}{F} = \frac{9.231}{9.5804} = 0.9635 \rightarrow \alpha_3 = 15.5^\circ$$

$$\cos \beta_3 = \frac{F_{3y}}{F} = \frac{-1.390}{9.5804} = -0.1451 \rightarrow \beta_3 = 98.3^\circ$$

$$\cos \gamma_3 = \frac{F_{3z}}{F} \rightarrow \gamma_3 = 77.0^\circ$$

