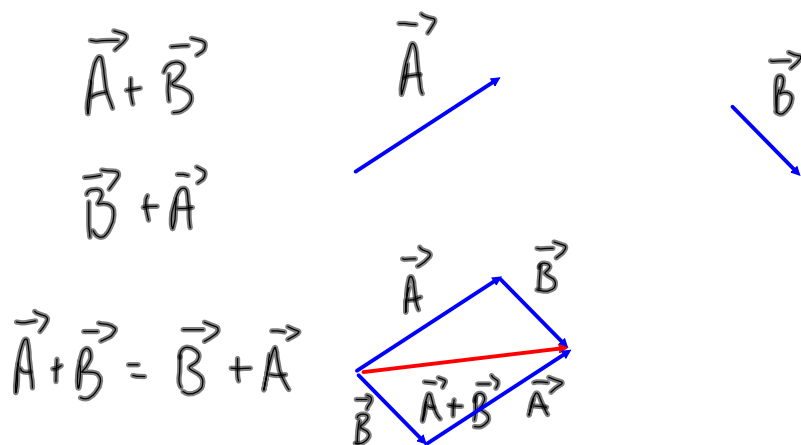


Vector Addition

- draw a scale diagram (include the scale)
or a reasonable to scale sketch
- use arrows to represent the vectors
- label vectors (and the resultant)
- indicate north or an x-y axis
(\uparrow N)
- when adding vectors, you join them "head-to-tail"
- the direction of the resultant is determined at the tail of the vector. (measured with respect to a reference direction)



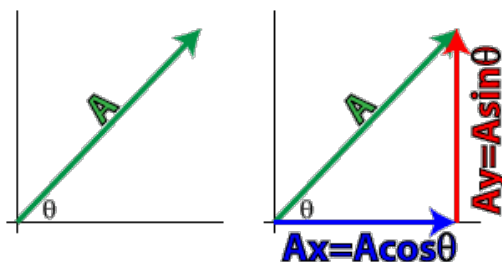
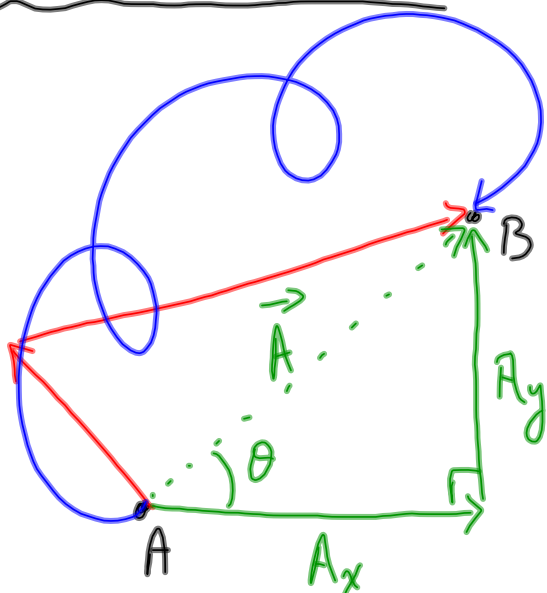
average speed: $v = \frac{\Delta d}{\Delta t}$

\leftarrow total distance
 \leftarrow total time

average velocity: $\vec{v} = \frac{\Delta \vec{d}}{\Delta t}$

\leftarrow overall displacement
 \leftarrow total time.

Components of Vectors



SOH CAH TOA

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

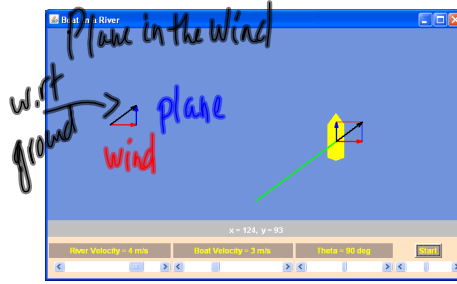
Relative Motion Problems

$$\vec{P}_g = \vec{P}_a + \vec{a}_g$$

to an observer on the ground

heading/airspeed

wind



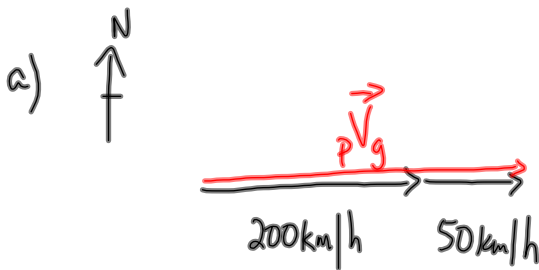
Example

1. $|\vec{P}_a| = 200 \text{ km/h}$

$$\vec{a}_g = 50 \text{ km/h [E]}$$

$$\vec{P}_g = ??$$

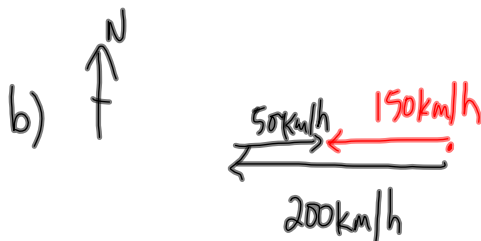
headings of a) [E] b) [W] c) [N] d) [N40°E]



$$\vec{P}_g = \vec{P}_a + \vec{a}_g$$

$$\vec{P}_g = 200 \text{ km/h [E]} + 50 \text{ km/h [E]}$$

$$\vec{P}_g = 250 \text{ km/h [E]}$$

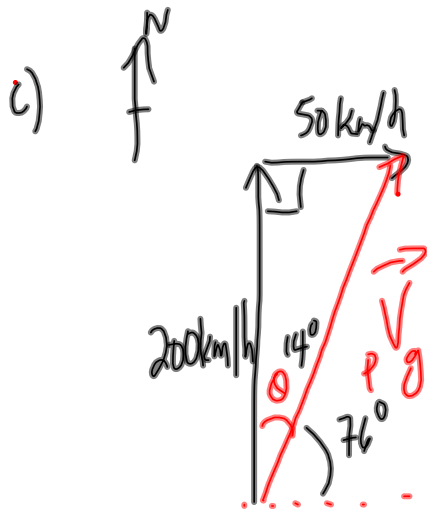


$$\vec{P}_g = \vec{P}_a + \vec{a}_g$$

$$\vec{P}_g = 200 \text{ km/h [W]} + 50 \text{ km/h [E]}$$

$$\vec{P}_g = 200 \text{ km/h [W]} - 50 \text{ km/h [W]}$$

$$\vec{P}_g = 150 \text{ km/h [W]}$$



$$\vec{P V_g} = \vec{P a} + \vec{a V_g}$$

$$P \vec{V}_g = 200 \text{ km/h [N]} + 50 \text{ km/h [E]}$$

This is a 2-Dimensional Problem.....need a vector addition diagram.

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

$$c^2 = 200^2 + 50^2$$

$$c = 206 \text{ km/h}$$

$$\tan \theta = \frac{50}{200}$$

$$\theta = \tan^{-1} \left(\frac{50}{200} \right)$$

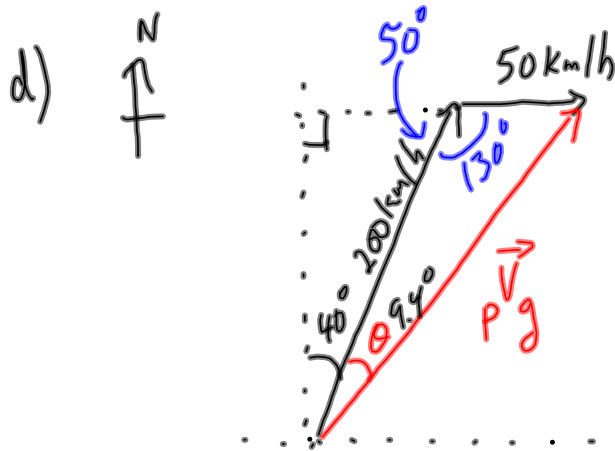
$$\theta = 14^\circ$$

The velocity of the plane

wrt the ground is 206 km/h [N 14° E]

[14° E of N]

[E 76° N]



$$\vec{Pv}_g = \vec{Pv}_a + \vec{aV}_g$$

$$P\vec{V}_g = 200 \text{ km/h} [N40^\circ E] + 50 \text{ km/h} [E]$$

A 2D problem
draw a vector addition diagram.

Law of Cosines

$$c^2 = a^2 + b^2 - 2ab \cos C$$

$$c^2 = 200^2 + 50^2 - 2(200)(50) \cos 130^\circ$$

$$c = 235 \text{ km/h}$$

Law of Sines

$$\frac{a}{\sin A} = \frac{b}{\sin B}$$

$$\frac{235}{\sin 130^\circ} = \frac{50}{\sin \theta}$$

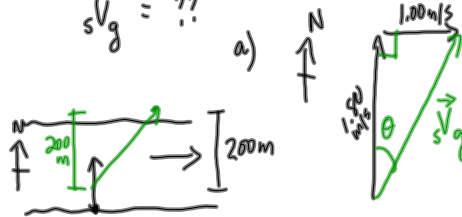
$$235 \sin \theta = 50 \sin 130^\circ$$

$$\sin \theta = \frac{50 \sin 130^\circ}{235}$$

$$\theta = 9.4^\circ$$

The velocity of the plane with respect to the ground is $235 \text{ km/h} [N49^\circ E]$

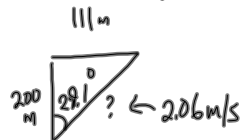
2. $s\vec{V}_w = 1.80 \text{ m/s } [N]$ $s\vec{V}_g = s\vec{V}_w + w\vec{V}_g$
 $w\vec{V}_g = 1.00 \text{ m/s } [E]$ $s\vec{V}_g = 1.80 \text{ m/s } [N] + 1.00 \text{ m/s } [E]$
 $s\vec{V}_g = ??$ 2D Problem!



$\tan \theta = \frac{1.00}{1.80}$
 $\theta = 29.1^\circ$

The velocity of the swimmer wrt the riverbank is $c = 2.06 \text{ m/s}$
 $c^2 = a^2 + b^2$
 $c^2 = (1.80 \text{ m/s})^2 + (1.00 \text{ m/s})^2$
 $c = 2.06 \text{ m/s}$
 $2.06 \text{ m/s } [N 29.1^\circ E]$

b) How long to cross:



$\vec{V} = \frac{\Delta d}{\Delta t}$
 $\Delta t = \frac{\Delta d}{\vec{V}}$
 $\Delta t = \frac{200 \text{ m } [N]}{1.80 \text{ m/s } [N]}$ directions must match. MUST match

$\Delta t = 111 \text{ s}$

c) How far downstream? (i.e. East)

$\vec{V} = \frac{\Delta \vec{d}}{\Delta t}$
 $\Delta \vec{d} = \vec{V} \Delta t$
 $\Delta \vec{d} = (1.00 \text{ m/s } [E]) (111 \text{ s})$

$\Delta \vec{d} = 111 \text{ m } [E]$

Think about: In what direction should the swimmer head in order to finish directly across from her starting point?

