

### To do...

- Register i>clicker
- MATLAB office hour today
  - 9 – 5 pm, MEL 1001
- HW 0 due **TODAY**
- HW 1 due **SUN**
- No class/discussion **MON**
- HW 2 due **TUES**
- Grainger office hours start **TUES**



“A fool sees not the same tree that a wise man sees”  
William Blake (1757 - 1827)

## Recap

- What is statics?
- Pay attention to units!
- Solve problem symbolically
- Equations must be dimensionally homogenous
- 3 significant figures
- 1% accuracy rule (PL)

## Chapter 2: Force vectors

### Main goals and learning objectives

Define scalars, vectors and vector operations and use them to analyze forces acting on objects

- Add forces and resolve them into components
- Express force and position in Cartesian vector form
- Determine a vector's magnitude and direction
- Introduce the dot product and use it to find the angle between two vectors or the projection of one vector onto another

# Scalars and vectors

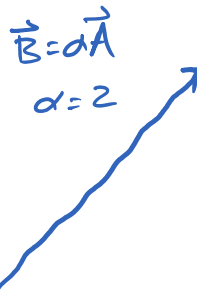
length, temperature, energy, density

	Scalar	Vector
Examples	Mass, Volume, Time	Force, Velocity
Characteristics	It has a magnitude	It has a magnitude and direction
Special notation used in TAM 210/211	None	Bold font or vector symbol Ex: <b>A</b> or $\vec{A}$

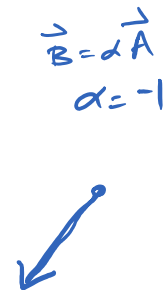
## Multiplication or division of a vector by a scalar

$$\vec{B} = \alpha \vec{A} \quad \text{similar to } \vec{F} = m\vec{a}$$

Assume vector  $\vec{A}$



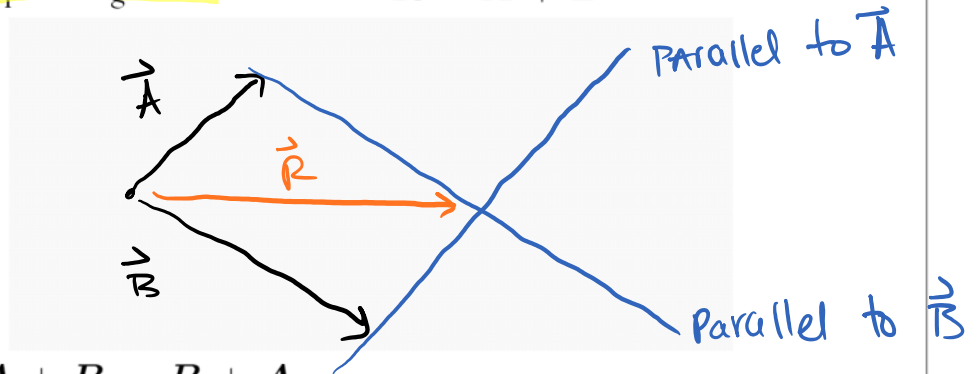
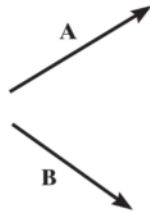
change mag.



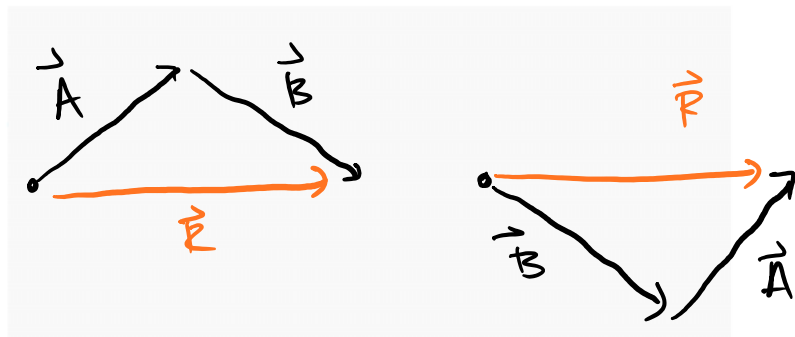
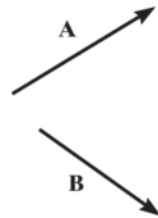
change direction

**Vector addition**

All vector quantities obey the **parallelogram law** of addition  $R = A + B$



Commutative law:  $R = A + B = B + A$



Associative law:  $A + (B + C) = (A + B) + C$

Vector subtraction:

$$\mathbf{R} = \mathbf{A} - \mathbf{B} = \mathbf{A} + (-\mathbf{B})$$

$(-\mathbf{B})$  has the same magnitude as  $\mathbf{B}$  but is in opposite direction.

Scalar/Vector multiplication:

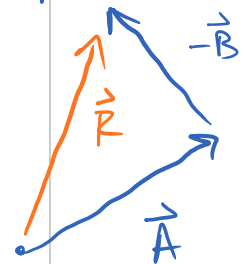
$$\alpha(\mathbf{A} + \mathbf{B}) = \alpha\vec{\mathbf{A}} + \alpha\vec{\mathbf{B}}$$

$$(\alpha + \beta)\mathbf{A} = \alpha\vec{\mathbf{A}} + \beta\vec{\mathbf{A}}$$

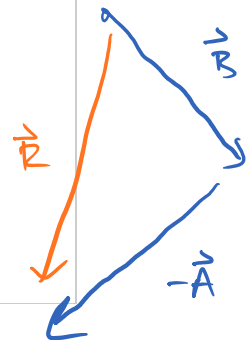
note!  $\vec{\mathbf{A}} - \vec{\mathbf{B}} \neq \vec{\mathbf{B}} - \vec{\mathbf{A}}$

CONSIDER previous slide

$\vec{\mathbf{A}} - \vec{\mathbf{B}}$

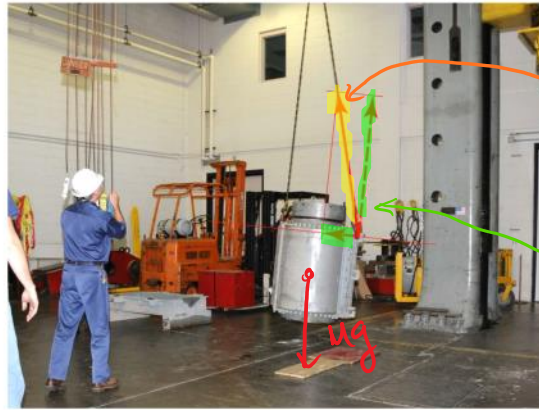


$\vec{\mathbf{B}} - \vec{\mathbf{A}}$



## Force vectors

A force—the action of one body on another—can be treated as a vector, since forces obey all the rules that vectors do.

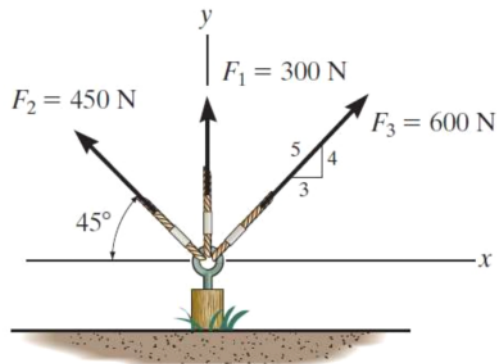


Generally asked to solve two types of problems

\* determine resultant force

\* resolve force into components

## Example

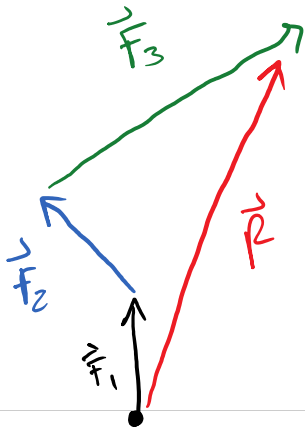


**Given:** Three concurrent forces acting on a tent post.

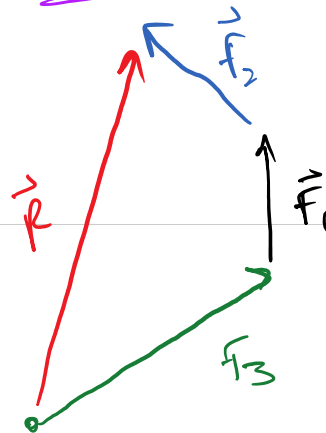
**Find:** The magnitude and angle of the resultant force.

use the parallelogram Law:

$$\vec{R} = \vec{F}_1 + \vec{F}_2 + \vec{F}_3$$



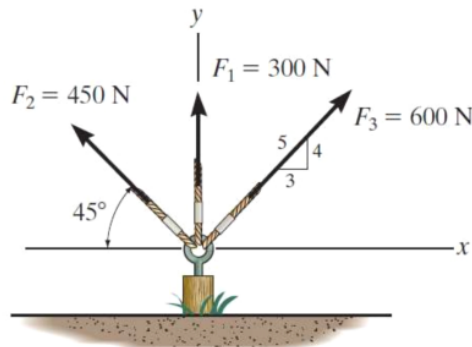
Q: Does the order of  $\vec{F}_1, \vec{F}_2, \vec{F}_3$  matter?



↳ nope! not for addition. Try other combinations.



## Example



**Given:** Three concurrent forces acting on a tent post.

**Find:** The magnitude and angle of the resultant force.

Plan:

a) resolve into x, y components.

b) add components

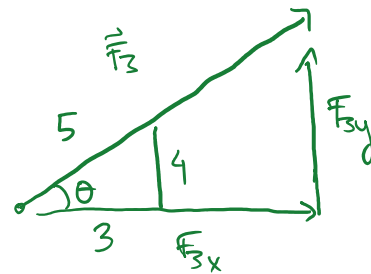
c) find mag. And angle.

$$\vec{F}_1 = 300 [ 0 \hat{i} + 1 \hat{j} ] \text{ N}$$

$$\vec{F}_2 = 450 [ \cos(135) \hat{i} + \cos(45) \hat{j} ] \text{ N}$$

$$\vec{F}_3 = 600 \left[ \frac{3}{5} \hat{i} + \frac{4}{5} \hat{j} \right] \text{ N}$$

find using similar triangles.



$$\frac{F_{3x}}{F_3} = \frac{3}{5} \rightarrow F_{3x} = \frac{3}{5} F_3$$

$$b.) \vec{F}_R = \sum F_x \hat{i} + \sum F_y \hat{j}$$

$$\vec{F}_R = (\underbrace{F_{1x} + F_{2x} + F_{3x}}) \hat{i} + (\underbrace{F_{1y} + F_{2y} + F_{3y}}) \hat{j}$$

$$\vec{F}_R = F_{Rx} \hat{i} + F_{Ry} \hat{j}$$

(.) Magnitude:

$$|\vec{F}_R| = \sqrt{F_{Rx}^2 + F_{Ry}^2}$$

Direction:

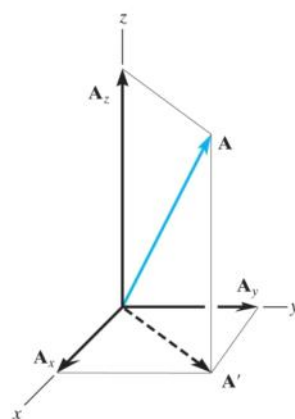
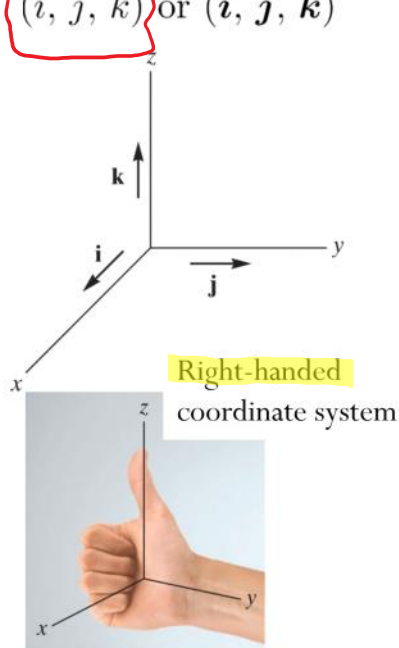
$$\theta = \tan^{-1} \left( \frac{F_{Ry}}{F_{Rx}} \right)$$

# Cartesian vectors

Rectangular coordinate system: formed by 3 mutually perpendicular axes, the  $x$ ,  $y$ ,  $z$  axes, with unit vectors  $\hat{i}$ ,  $\hat{j}$ ,  $\hat{k}$  in these directions.

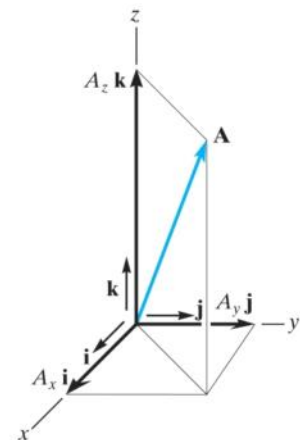
Note that we use the special notation “^” to identify *basis vectors* (instead of the “~” notation)

$(\hat{i}, \hat{j}, \hat{k})$  or  $(i, j, k)$



Rectangular components of a vector

$$\vec{A} = \vec{A}_x + \vec{A}_y + \vec{A}_z$$



Cartesian vector representation

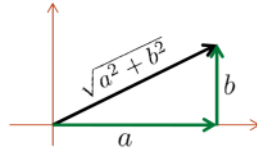
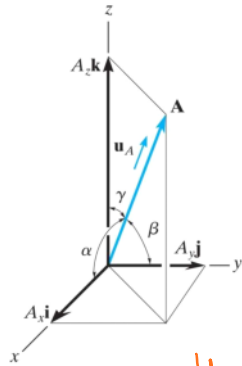
$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$$

$$\vec{A}_x = A_x \hat{i}$$

↑ scalar component      ↑ basis vector

**Magnitude of Cartesian vectors**

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

**Direction of Cartesian vectors**

Expressing the direction using a **unit vector**:

$$\mathbf{u}_A = \frac{\mathbf{A}}{A}$$

$$\mathbf{u}_A = \frac{A_x}{|\mathbf{A}|} \hat{i} + \frac{A_y}{|\mathbf{A}|} \hat{j} + \frac{A_z}{|\mathbf{A}|} \hat{k}$$

**Direction cosines** are the components of the unit vector:

$$\cos(\alpha) = \frac{A_x}{|\mathbf{A}|}$$

$$\cos(\beta) = \frac{A_y}{|\mathbf{A}|}$$

$$\cos(\gamma) = \frac{A_z}{|\mathbf{A}|}$$

the vector  $\vec{A}$  can be expressed as

$$\vec{A} = A \vec{u} = A \frac{\vec{A}}{|\vec{A}|} = A \frac{\langle A_x, A_y, A_z \rangle}{\sqrt{A_x^2 + A_y^2 + A_z^2}}$$

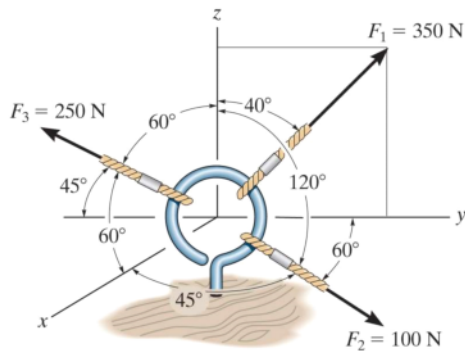
magnitude of the unit vector is

$$|\vec{u}| = 1$$

$\therefore$  the vector  $\vec{A}$  can be expressed as.

$$\vec{A} = A \langle \cos(\alpha), \cos(\beta), \cos(\gamma) \rangle$$

## Example



The cables attached to the screw eye are subjected to the three forces shown.

- Express each force vector using the Cartesian vector form (components form).
- Determine the magnitude of the resultant force vector
- Determine the direction cosines of the resultant force vector

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

$$\vec{A} = A \langle \cos \alpha, \cos \beta, \cos \gamma \rangle$$

$$a) \vec{F}_1 = 350 \langle 0, \cos(50), \cos(40) \rangle \text{ N}$$

$$\vec{F}_2 = 100 \langle \cos(45), \cos(60), \cos(120) \rangle \text{ N}$$

$$\vec{F}_3 = 250 \langle \cos(60), \cos(135), \cos(60) \rangle \text{ N}$$

$$b) \vec{F}_R = \vec{F}_1 + \vec{F}_2 + \vec{F}_3$$

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

$$c) \cos(\alpha_R) = \frac{F_{Rx}}{|\vec{F}_R|} \quad \cos(\beta_R) = \frac{F_{Ry}}{|\vec{F}_R|} \quad \cos(\gamma_R) = \frac{F_{Rz}}{|\vec{F}_R|}$$