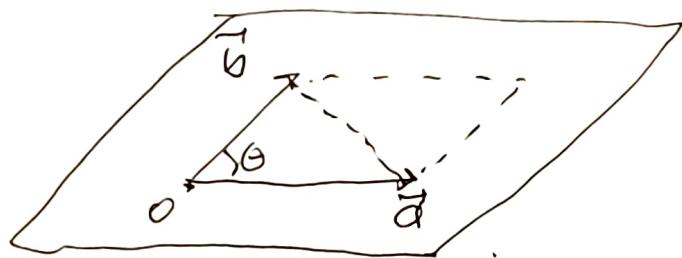


12.25

Plane vectors and trig

(1)

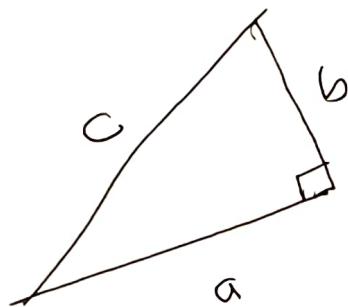


$\vec{a}, \vec{b} \neq \vec{0}$ not collinear
(not parallel)

In any dimension, any 2 vectors determine a plane which contains them as well as a triangle with an included angle and a parallelogram.

Ordinary trigonometry holds within that plane.

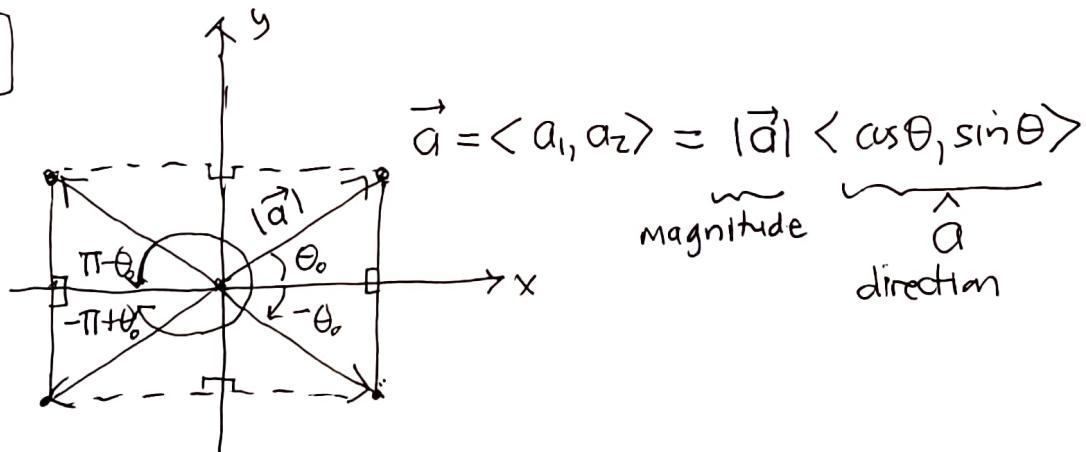
The vector multiplication operations of dot & cross products generalize this to any orientation within space.



Trigonometry is the geometry of the right triangle, based on the Pythagorean theorem.

The "•" and "x" products generalize the trigonometry of the plane to space.

vectors in the plane



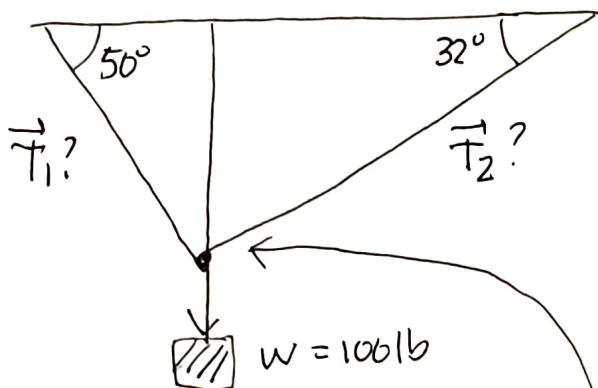
The components of a vector are obtained by "projecting" the vector onto the coordinate axes

An angle $-\pi \leq \theta < \pi$ determines its direction \leftarrow PREFERRED
(sums $0 \leq \theta < 2\pi$) \leftarrow sometimes convenient.

12.2 b Plane vectors and trig

(2)

Example word problem:

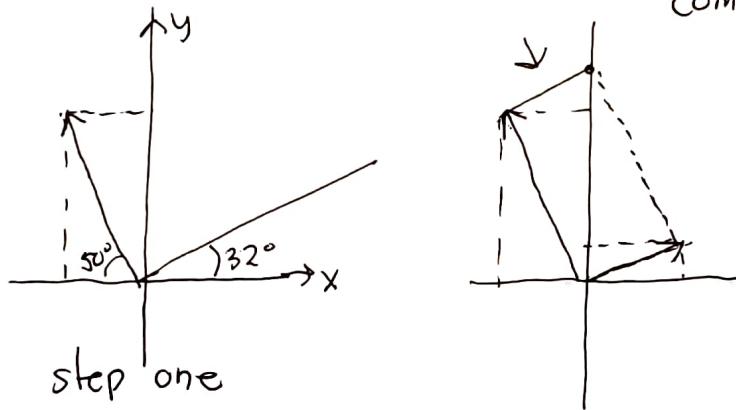


not yet a math diagram!
put origin of x-y axes here

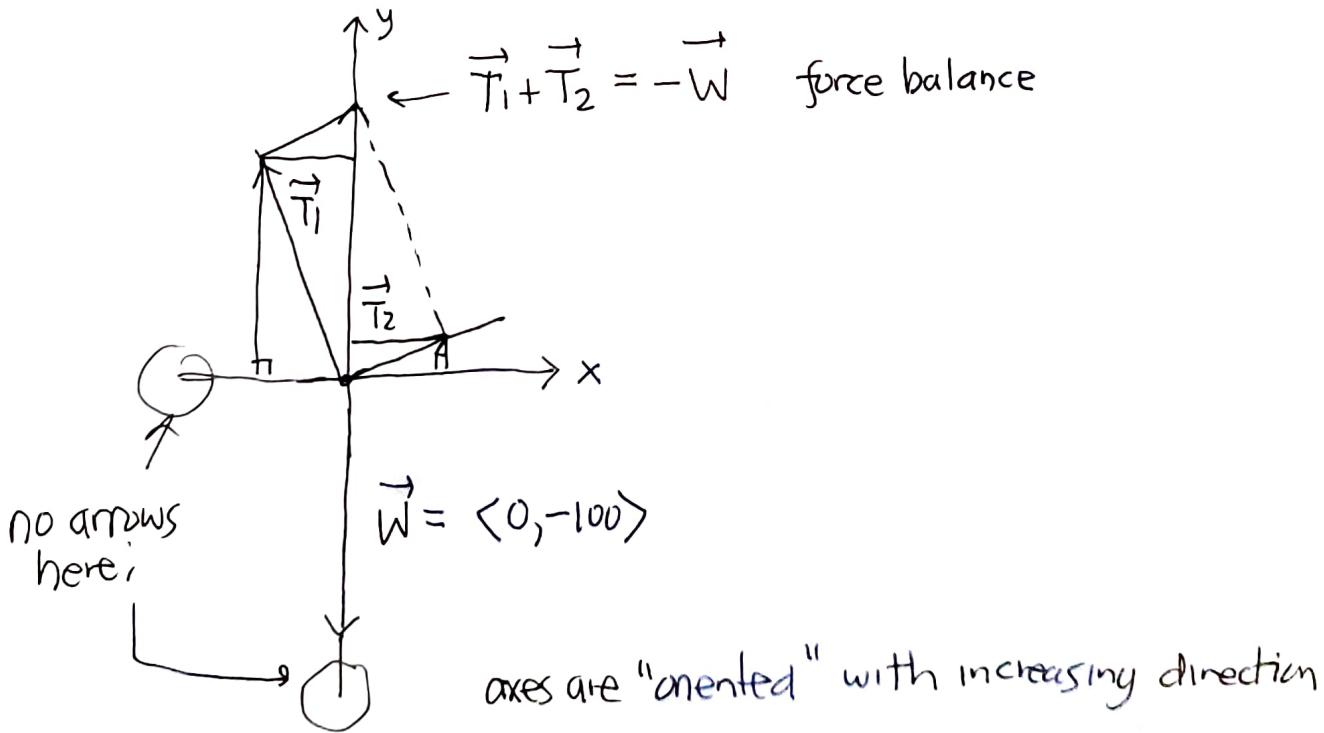
A 100lb weight hangs from 2 wires as shown.

Find the tensions \vec{T}_1 and \vec{T}_2
(forces)

bold face in book
overarrows **ALWAYS**
in hand notation



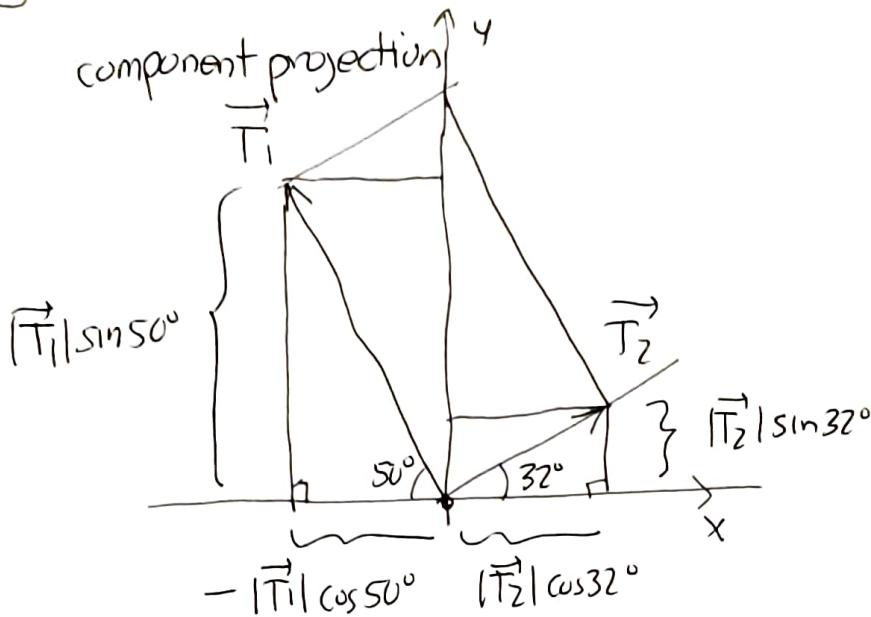
complete to a parallelogram
with vertex on y axis



12.2 b

Plane vectors and trig

3



$$\vec{T}_1 = \langle -|T_1| \cos 50^\circ, |T_1| \sin 50^\circ \rangle$$

$$\vec{T}_2 = \langle |T_2| \cos 32^\circ, |T_2| \sin 32^\circ \rangle$$

$$\vec{T}_1 + \vec{T}_2 = \langle -|T_1| \cos 50^\circ + |T_2| \cos 32^\circ, |T_1| \sin 50^\circ + |T_2| \sin 32^\circ \rangle$$

$$-\vec{W} = \langle 0, 100 \rangle$$

sets the overall scale of the problem

$$-|T_1| \cos 50^\circ + |T_2| \cos 32^\circ = 0 \rightarrow |T_2| = |T_1| \frac{\cos 50^\circ}{\cos 32^\circ}$$

$$|T_1| \sin 50^\circ + |T_2| \sin 32^\circ = 100$$

$$|T_1| \sin 50^\circ + |T_1| \frac{\cos 50^\circ \sin 32^\circ}{\cos 32^\circ} = 100$$

$$|T_1| (\sin 50^\circ + \cos 50^\circ \tan 32^\circ) = 100$$

$$|T_1| = \frac{100}{\sin 50^\circ + \cos 50^\circ \tan 32^\circ}$$

$$|T_2| = |T_1| \frac{\cos 50^\circ}{\cos 32^\circ}$$

use technology to evaluate
final numbers
[see Maple]

(pen fading
contrast messes
upscale!)

Remember angles in math are assumed to be in radians NOT DEGREES!
Convert in Maple, multiply by $\frac{\pi \text{ rad}}{180^\circ}$ (neither is a "physical" unit →
these are pure numbers!)

12.2b

Plane vectors and trig

④

$$W=100, \alpha=50^\circ, \beta=32^\circ$$

act like placeholders for arbitrary **parameter** values.

DO NOT plug in numerical values for any of these numbers in your formulas
UNTIL final evaluation.

The formulas solve **ALL** possible problems of this type
for allowable values of α, β, W

For **numerical final results** to a certain **precision**:

n significant digits or n decimal places

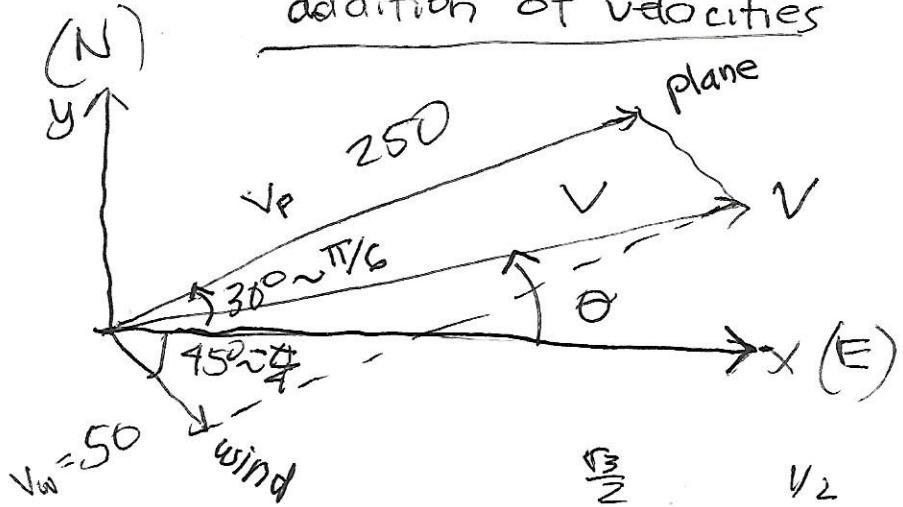
use maximum default # digits on your technology device
for all intermediate numerical evaluations,

round off final number to desired accuracy.

12.2b

Plane vectors and trig

5

Addition of velocities

$$V_p = 250 \left\langle \cos \frac{\pi}{6}, \sin \frac{\pi}{6} \right\rangle = 250 \left\langle \frac{\sqrt{3}}{2}, \frac{1}{2} \right\rangle$$

$$V_w = 50 \left\langle \cos \frac{\pi}{4}, -\sin \frac{\pi}{4} \right\rangle = 50 \left\langle \frac{1}{\sqrt{2}}, -\frac{1}{\sqrt{2}} \right\rangle$$

$$\begin{aligned} V = V_p + V_w &= \left\langle 250 \frac{\sqrt{3}}{2}, 250 \frac{1}{2} \right\rangle \\ &\quad + \left\langle \frac{50}{\sqrt{2}}, -\frac{50}{\sqrt{2}} \right\rangle \end{aligned}$$

$$= \left\langle \frac{250\sqrt{3}}{2} + \frac{50}{\sqrt{2}}, \frac{250}{2} - \frac{50}{\sqrt{2}} \right\rangle \text{ now approximate}$$

$$\approx \langle 251.86, 89.645 \rangle \approx \langle 251.9, 89.6 \rangle$$

ground speed $|V| = \sqrt{V_1^2 + V_2^2} \stackrel{\text{tech}}{=} 267.32 \approx 267.3$

$$\tan \theta = \frac{V_2}{V_1} \rightarrow \theta = \arctan \frac{V_2}{V_1} \stackrel{\text{tech}}{\approx} 0.3410 \approx 19.6^\circ$$

The # of significant figures we keep depends on how serious we take the numbers in the problem. We shouldn't keep too many more. We could probably round off to the nearest mph and degree here.