

FIGURE 3-1 Car traveling on a road. The green arrows represent the velocity vector at each position.

FIGURE 3-2 Combining vectors in one dimension.

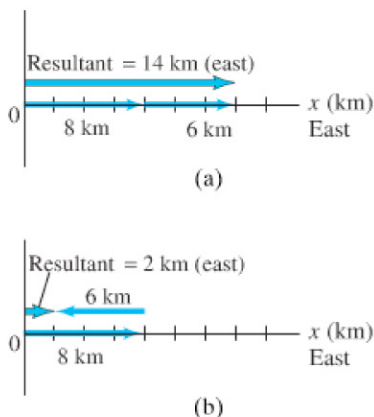
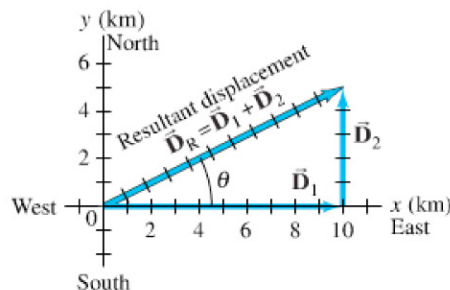


FIGURE 3-3 A person walks 10.0 km east and then 5.0 km north. These two displacements are represented by the vectors \vec{D}_1 and \vec{D}_2 , which are shown as arrows. The resultant displacement vector, \vec{D}_R , which is the vector sum of \vec{D}_1 and \vec{D}_2 , is also shown. Measurement on the graph with ruler and protractor shows that \vec{D}_R has a magnitude of 11.2 km and points at an angle $\theta = 27^\circ$ north of east.



Drawing a diagram of a particular physical situation is always helpful in physics, and this is especially true when dealing with vectors. On a diagram, each vector is represented by an arrow. The arrow is always drawn so that it points in the direction of the vector quantity it represents. The length of the arrow is drawn proportional to the magnitude of the vector quantity. For example, in Fig. 3-1, green arrows have been drawn representing the velocity of a car at various places as it rounds a curve. The magnitude of the velocity at each point can be read off Fig. 3-1 by measuring the length of the corresponding arrow and using the scale shown (1 cm = 90 km/h).

When we write the symbol for a vector, we will always use boldface type, with a tiny arrow over the symbol. Thus for velocity we write \vec{v} . If we are concerned only with the magnitude of the vector, we will write simply v , in italics, as we do for other symbols.

3-2 Addition of Vectors—Graphical Methods

Because vectors are quantities that have direction as well as magnitude, they must be added in a special way. In this Chapter, we will deal mainly with displacement vectors, for which we now use the symbol \vec{D} , and velocity vectors, \vec{v} . But the results will apply for other vectors we encounter later.

We use simple arithmetic for adding scalars. Simple arithmetic can also be used for adding vectors if they are in the same direction. For example, if a person walks 8 km east one day, and 6 km east the next day, the person will be $8 \text{ km} + 6 \text{ km} = 14 \text{ km}$ east of the point of origin. We say that the *net* or *resultant* displacement is 14 km to the east (Fig. 3-2a). If, on the other hand, the person walks 8 km east on the first day, and 6 km west (in the reverse direction) on the second day, then the person will end up 2 km from the origin (Fig. 3-2b), so the resultant displacement is 2 km to the east. In this case, the resultant displacement is obtained by subtraction: $8 \text{ km} - 6 \text{ km} = 2 \text{ km}$.

But simple arithmetic cannot be used if the two vectors are not along the same line. For example, suppose a person walks 10.0 km east and then walks 5.0 km north. These displacements can be represented on a graph in which the positive y axis points north and the positive x axis points east, Fig. 3-3. On this graph, we draw an arrow, labeled \vec{D}_1 , to represent the displacement vector of the 10.0-km displacement to the east. Then we draw a second arrow, \vec{D}_2 , to represent the 5.0-km displacement to the north. Both vectors are drawn to scale, as in Fig. 3-3.

After taking this walk, the person is now 10.0 km east and 5.0 km north of the point of origin. The **resultant displacement** is represented by the arrow labeled \vec{D}_R in Fig. 3-3. Using a ruler and a protractor, you can measure on this diagram that the person is 11.2 km from the origin at an angle $\theta = 27^\circ$ north of east. In other words, the resultant displacement vector has a magnitude of 11.2 km and makes an angle $\theta = 27^\circ$ with the positive x axis. The magnitude (length) of \vec{D}_R can also be obtained using the theorem of Pythagoras in this case, since D_1 , D_2 , and D_R form a right triangle with D_R as the hypotenuse. Thus

$$D_R = \sqrt{D_1^2 + D_2^2} = \sqrt{(10.0 \text{ km})^2 + (5.0 \text{ km})^2} = \sqrt{125 \text{ km}^2} = 11.2 \text{ km}.$$

You can use the Pythagorean theorem, of course, only when the vectors are *perpendicular* to each other.