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1 VECTORS AND KINEMATICS

1.1 Vector algebra 1

$$\mathbf{A} = (2\hat{\mathbf{i}} - 3\hat{\mathbf{j}} + 7\hat{\mathbf{k}}) \quad \mathbf{B} = (5\hat{\mathbf{i}} + \hat{\mathbf{j}} + 2\hat{\mathbf{k}})$$

$$(a) \quad \mathbf{A} + \mathbf{B} = (2 + 5)\hat{\mathbf{i}} + (-3 + 1)\hat{\mathbf{j}} + (7 + 2)\hat{\mathbf{k}} = 7\hat{\mathbf{i}} - 2\hat{\mathbf{j}} + 9\hat{\mathbf{k}}$$

$$(b) \quad \mathbf{A} - \mathbf{B} = (2 - 5)\hat{\mathbf{i}} + (-3 - 1)\hat{\mathbf{j}} + (7 - 2)\hat{\mathbf{k}} = -3\hat{\mathbf{i}} - 4\hat{\mathbf{j}} + 5\hat{\mathbf{k}}$$

$$(c) \quad \mathbf{A} \cdot \mathbf{B} = (2)(5) + (-3)(1) + (7)(2) = 21$$

$$(d) \quad \mathbf{A} \times \mathbf{B} = \begin{vmatrix} \hat{\mathbf{i}} & \hat{\mathbf{j}} & \hat{\mathbf{k}} \\ 2 & -3 & 7 \\ 5 & 1 & 2 \end{vmatrix}$$

$$= -13\hat{\mathbf{i}} + 31\hat{\mathbf{j}} + 17\hat{\mathbf{k}}$$

1.2 Vector algebra 2

$$\mathbf{A} = (3\hat{\mathbf{i}} - 2\hat{\mathbf{j}} + 5\hat{\mathbf{k}}) \quad \mathbf{B} = (6\hat{\mathbf{i}} - 7\hat{\mathbf{j}} + 4\hat{\mathbf{k}})$$

$$(a) \quad A^2 = \mathbf{A} \cdot \mathbf{A} = 3^2 + (-2)^2 + 5^2 = 38$$

$$(b) \quad B^2 = \mathbf{B} \cdot \mathbf{B} = 6^2 + (-7)^2 + 4^2 = 101$$

$$(c) \quad (\mathbf{A} \cdot \mathbf{B})^2 = [(3)(6) + (-2)(-7) + (5)(4)]^2 = [18 + 14 + 20]^2 = 52^2 = 2704$$

1.3 Cosine and sine by vector algebra

$$\mathbf{A} = (3\hat{\mathbf{i}} + \hat{\mathbf{j}} + \hat{\mathbf{k}}) \quad \mathbf{B} = (-2\hat{\mathbf{i}} + \hat{\mathbf{j}} + \hat{\mathbf{k}})$$

(a)

$$\begin{aligned} \mathbf{A} \cdot \mathbf{B} &= A B \cos(\mathbf{A}, \mathbf{B}) \\ \cos(\mathbf{A}, \mathbf{B}) &= \frac{\mathbf{A} \cdot \mathbf{B}}{A B} \\ &= \frac{(-6 + 1 + 1)}{\sqrt{(9 + 1 + 1)} \sqrt{(4 + 1 + 1)}} = \frac{-4}{\sqrt{11} \sqrt{6}} \approx 0.492 \end{aligned}$$

(b) method 1:

$$\begin{aligned} |\mathbf{A} \times \mathbf{B}| &= A B \sin(\mathbf{A}, \mathbf{B}) \\ \sin(\mathbf{A}, \mathbf{B}) &= \frac{|\mathbf{A} \times \mathbf{B}|}{A B} \\ \mathbf{A} \times \mathbf{B} &= \begin{vmatrix} \hat{\mathbf{i}} & \hat{\mathbf{j}} & \hat{\mathbf{k}} \\ 3 & 1 & 1 \\ -2 & 1 & 1 \end{vmatrix} \\ &= (1 - 1)\hat{\mathbf{i}} - (3 + 2)\hat{\mathbf{j}} + (3 + 2)\hat{\mathbf{k}} = -5\hat{\mathbf{j}} + 5\hat{\mathbf{k}} \\ |\mathbf{A} \times \mathbf{B}| &= \sqrt{5^2 + 5^2} = 5\sqrt{2} \\ \sin(\mathbf{A}, \mathbf{B}) &= \frac{|\mathbf{A} \times \mathbf{B}|}{A B} = \frac{5\sqrt{2}}{\sqrt{11}\sqrt{6}} \approx 0.870 \end{aligned}$$

(c) method 2 (simpler) – use:

$$\begin{aligned} \sin^2 \theta + \cos^2 \theta &= 1 \\ \sin(\mathbf{A}, \mathbf{B}) &= \sqrt{1 - \cos^2(\mathbf{A}, \mathbf{B})} \\ &= \sqrt{1 - (0.492)^2} \quad \text{from (a)} \approx 0.871 \end{aligned}$$

1.4 Direction cosines

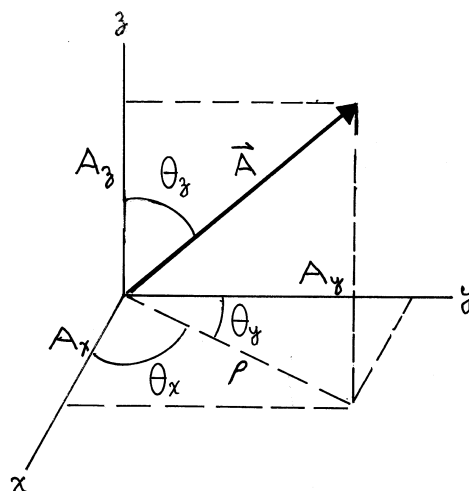
Note that here α, β, γ stand for direction cosines, not for the angles shown in the figure:

$$\theta_x = \cos^{-1} \alpha,$$

$$\theta_y = \cos^{-1} \beta,$$

$$\theta_z = \cos^{-1} \gamma.$$

continued next page $\Rightarrow$



$$\begin{aligned}\mathbf{A} &= A_x \hat{\mathbf{i}} + A_y \hat{\mathbf{j}} + A_z \hat{\mathbf{k}} \\ A_x &= \mathbf{A} \cdot \hat{\mathbf{i}} = A \cos(\mathbf{A}, \hat{\mathbf{i}}) \equiv A \alpha \\ \alpha &= \cos(\mathbf{A}, \hat{\mathbf{i}}) = \cos \theta_x.\end{aligned}$$

Similarly,

$$\begin{aligned}A_y &= A \cos(\mathbf{A}, \hat{\mathbf{j}}) \equiv A \beta \\ \beta &= \cos(\mathbf{A}, \hat{\mathbf{j}}) = \cos \theta_y \\ A_z &= A \cos(\mathbf{A}, \hat{\mathbf{k}}) \equiv A \gamma \\ \gamma &= \cos(\mathbf{A}, \hat{\mathbf{k}}) = \cos \theta_z\end{aligned}$$

Using these results,

$$\begin{aligned}A^2 &= A_x^2 + A_y^2 + A_z^2 \\ &= A^2 (\alpha^2 + \beta^2 + \gamma^2)\end{aligned}$$

from which it follows that

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

Another way to see this is

$$A^2 = \rho^2 + A_z^2 = A_x^2 + A_y^2 + A_z^2 = A^2 (\alpha^2 + \beta^2 + \gamma^2)$$

and it follows as before that

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

1.5 Perpendicular vectors

Given $|\mathbf{A} - \mathbf{B}| = |\mathbf{A} + \mathbf{B}|$ with $\mathbf{A}$ and $\mathbf{B}$ nonzero. Evaluate the magnitudes by squaring.

$$\begin{aligned}A^2 - 2 \mathbf{A} \cdot \mathbf{B} + B^2 &= A^2 + 2 \mathbf{A} \cdot \mathbf{B} + B^2 \\ -2 \mathbf{A} \cdot \mathbf{B} &= +2 \mathbf{A} \cdot \mathbf{B}. \\ \mathbf{A} \cdot \mathbf{B} &= 0\end{aligned}$$

and it follows that $\mathbf{A} \perp \mathbf{B}$.

1.6 Diagonals of a parallelogram

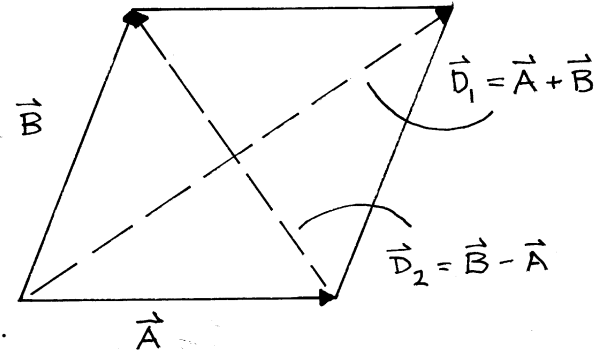
The parallelogram is equilateral, so $A = B$.

$$\mathbf{D}_1 = \mathbf{A} + \mathbf{B}$$

$$\mathbf{D}_2 = \mathbf{B} - \mathbf{A}$$

$$\mathbf{D}_1 \cdot \mathbf{D}_2 = (\mathbf{A} + \mathbf{B}) \cdot (\mathbf{B} - \mathbf{A}) = A^2 - B^2 = 0.$$

Hence $\mathbf{D}_1 \cdot \mathbf{D}_2 = 0$ and it follows that $\mathbf{D}_1 \perp \mathbf{D}_2$.



1.7 Law of sines

The area $\mathcal{A}$ of the triangle is

$$\mathcal{A} = \frac{1}{2} A h = \frac{1}{2} A B \sin \gamma = \frac{1}{2} |\mathbf{A} \times \mathbf{B}|$$

Similarly,

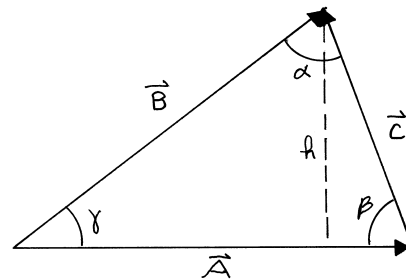
$$\mathcal{A} = \frac{1}{2} |\mathbf{B} \times \mathbf{C}| = \frac{1}{2} B C \sin \alpha$$

$$\mathcal{A} = \frac{1}{2} |\mathbf{C} \times \mathbf{A}| = \frac{1}{2} A C \sin \beta.$$

Hence $AB \sin \gamma = BC \sin \alpha = AC \sin \beta$, from which it follows

$$\frac{\sin \gamma}{C} = \frac{\sin \alpha}{A} = \frac{\sin \beta}{B}$$

Introducing the cross product makes the notation convenient, and emphasizes the relation between the cross product and the area of the triangle, but it is not essential for the proof.



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1.8 Vector proof of a trigonometric identity

Given two unit vectors $\hat{\mathbf{a}} = \cos \theta \hat{\mathbf{i}} + \sin \theta \hat{\mathbf{j}}$ and $\hat{\mathbf{b}} = \cos \phi \hat{\mathbf{i}} + \sin \phi \hat{\mathbf{j}}$, with $a = 1, b = 1$.

First evaluate their scalar product using components:

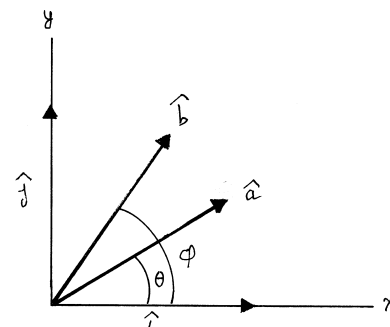
$$\begin{aligned}\mathbf{a} \cdot \mathbf{b} &= ab \cos \theta \cos \phi + ab \sin \theta \sin \phi \\ &= \cos \theta \cos \phi + \sin \theta \sin \phi\end{aligned}$$

then evaluate their scalar product geometrically.

$$\mathbf{a} \cdot \mathbf{b} = ab \cos(\mathbf{a}, \mathbf{b}) = ab \cos(\phi - \theta) = \cos(\phi - \theta)$$

Equating the two results,

$$\cos(\phi - \theta) = \cos \phi \cos \theta + \sin \phi \sin \theta$$



1.9 Perpendicular unit vector

Given $\mathbf{A} = (\hat{\mathbf{i}} + \hat{\mathbf{j}} - \hat{\mathbf{k}})$ and $\mathbf{B} = (2\hat{\mathbf{i}} + \hat{\mathbf{j}} - 3\hat{\mathbf{k}})$, find $\mathbf{C}$ such that $\mathbf{A} \cdot \mathbf{C} = 0$ and $\mathbf{B} \cdot \mathbf{C} = 0$.

$$\begin{aligned}\mathbf{C} &= C_x \hat{\mathbf{i}} + C_y \hat{\mathbf{j}} + C_z \hat{\mathbf{k}} \\ &= C_x (\hat{\mathbf{i}} + (C_y/C_x) \hat{\mathbf{j}} + (C_z/C_x) \hat{\mathbf{k}}) \\ \mathbf{A} \cdot \mathbf{C} &= C_x (1 + (C_y/C_x) - (C_z/C_x)) = 0 \\ \mathbf{B} \cdot \mathbf{C} &= C_x (2 + (C_y/C_x) - 3(C_z/C_x)) = 0\end{aligned}$$

We have two equations for the two unknowns (C_y/C_x) and (C_z/C_x) .

$$\begin{aligned}1 + (C_y/C_x) - (C_z/C_x) &= 0 \\ 2 + (C_y/C_x) - 3(C_z/C_x) &= 0.\end{aligned}$$

The solutions are $(C_y/C_x) = -\frac{1}{2}$ and $(C_z/C_x) = \frac{1}{2}$, so that $\mathbf{C} = C_x (\hat{\mathbf{i}} - \frac{1}{2} \hat{\mathbf{j}} + \frac{1}{2} \hat{\mathbf{k}})$. To evaluate C_x , apply the condition that $\mathbf{C}$ is a unit vector.

$$\begin{aligned}C^2 &= \frac{3}{2} C_x^2 = 1 \\ C_x &= \pm \sqrt{2/3} \\ \hat{\mathbf{C}} &= \pm \sqrt{2/3} (\hat{\mathbf{i}} - \frac{1}{2} \hat{\mathbf{j}} + \frac{1}{2} \hat{\mathbf{k}})\end{aligned}$$

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which can be written

$$\hat{\mathbf{C}} = \pm \frac{1}{\sqrt{6}} (2\hat{\mathbf{i}} - \hat{\mathbf{j}} + \hat{\mathbf{k}})$$

Geometrically, $\mathbf{C}$ can be perpendicular to both $\mathbf{A}$ and $\mathbf{B}$ only if $\mathbf{C}$ is perpendicular to the plane determined by $\mathbf{A}$ and $\mathbf{B}$. From the standpoint of vector algebra, this implies that $\mathbf{C} \propto \mathbf{A} \times \mathbf{B}$. To prove this, evaluate $\mathbf{A} \times \mathbf{B}$.

$$\begin{aligned} \mathbf{A} \times \mathbf{B} &= \begin{vmatrix} \hat{\mathbf{i}} & \hat{\mathbf{j}} & \hat{\mathbf{k}} \\ 1 & 1 & -1 \\ 2 & 1 & -3 \end{vmatrix} \\ &= -2\hat{\mathbf{i}} + \hat{\mathbf{j}} - \hat{\mathbf{k}} \\ &\propto \mathbf{C}. \end{aligned}$$

1.10 Perpendicular unit vectors

Given $\mathbf{A} = 3\hat{\mathbf{i}} + 4\hat{\mathbf{j}} - 4\hat{\mathbf{k}}$, find a unit vector $\hat{\mathbf{B}}$ perpendicular to $\mathbf{A}$.

(a)

$$\mathbf{B} = B_x\hat{\mathbf{i}} + B_y\hat{\mathbf{j}} = B_x[\hat{\mathbf{i}} + (B_y/B_x)\hat{\mathbf{j}}]$$

$$\mathbf{A} \cdot \mathbf{B} = B_x[3 + 4(B_y/B_x)] = 0$$

$$B_y/B_x = -3/4$$

$$\mathbf{B} = B_x[\hat{\mathbf{i}} - \frac{3}{4}\hat{\mathbf{j}}]$$

To evaluate B_x , note that $\mathbf{B}$ is a unit vector, $B^2 = 1$.

$$1 = B_x^2 \left[(1)^2 + \left(\frac{3}{4} \right)^2 \right] = \left(\frac{25}{16} \right) B_x^2$$

which gives

$$B_x = \pm(4/5)$$

$$\hat{\mathbf{B}} = \pm(4/5)(\hat{\mathbf{i}} - (3/4)\hat{\mathbf{j}}) = \pm \frac{1}{5}(4\hat{\mathbf{i}} - 3\hat{\mathbf{j}})$$

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(b)

$$\begin{aligned}\mathbf{C} &= C_x \hat{\mathbf{i}} + C_y \hat{\mathbf{j}} + C_z \hat{\mathbf{k}} \\ &= C_x [\hat{\mathbf{i}} + (C_y/C_x) \hat{\mathbf{j}} + (C_z/C_x) \hat{\mathbf{k}}]\end{aligned}$$

$$\mathbf{A} \cdot \mathbf{C} = 0 \Rightarrow C_x [3 + 4(C_y/C_x) - 4(C_z/C_x)] = 0$$

$$\mathbf{B} \cdot \mathbf{C} = 0 \Rightarrow \frac{1}{5} C_x [4 - 3(C_y/C_x)] = 0$$

$$C_y/C_x = 4/3 \quad C_z/C_x = 25/12$$

To make $\mathbf{C}$ a unit vector,

$$C^2 = C_x^2 \left[(1)^2 + \left(\frac{4}{3}\right)^2 + \left(\frac{25}{12}\right)^2 \right] = 1$$

$$C_x \approx \pm 0.348$$

(c) The vector $\mathbf{B} \times \mathbf{C}$ is perpendicular (normal) to the plane defined by $\mathbf{B}$ and $\mathbf{C}$, so we want to prove

$$\mathbf{A} \propto \mathbf{B} \times \mathbf{C}$$

$$\begin{aligned}\mathbf{B} \times \mathbf{C} &= C_x \begin{vmatrix} \hat{\mathbf{i}} & \hat{\mathbf{j}} & \hat{\mathbf{k}} \\ \frac{4}{5} & -\frac{3}{5} & 0 \\ 1 & \frac{4}{3} & \frac{25}{12} \end{vmatrix} \\ &= C_x \left[-\left(\frac{75}{60}\right) \hat{\mathbf{i}} - \left(\frac{100}{60}\right) \hat{\mathbf{j}} + \left(\frac{25}{15}\right) \hat{\mathbf{k}} \right] \\ &= \left(\frac{5}{12}\right) C_x (-3 \hat{\mathbf{i}} - 4 \hat{\mathbf{j}} + 4 \hat{\mathbf{k}}) \propto \mathbf{A}.\end{aligned}$$

1.11 Volume of a parallelepiped

With reference to the sketch, the height is $A \cos \alpha$, so the frontal area is $AB \cos \alpha$. The depth is $C \sin \beta$, so the volume V is

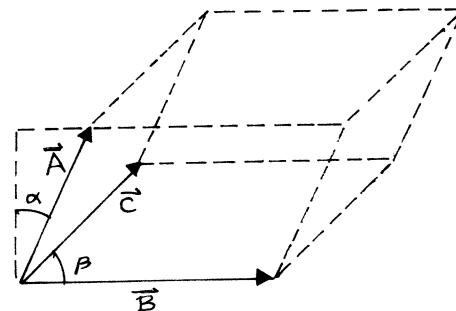
$$V = (AB \cos \alpha)(C \sin \beta) = (A \cos \alpha)(BC \sin \beta) = \mathbf{A} \cdot (\mathbf{B} \times \mathbf{C})$$

The same approach can be used starting with a different face.

$$V = \mathbf{C} \cdot (\mathbf{A} \times \mathbf{B}) \quad V = \mathbf{B} \cdot (\mathbf{C} \times \mathbf{A})$$

Note that $\mathbf{A}$, $\mathbf{B}$, $\mathbf{C}$ are arbitrary vectors. This proves the vector identity

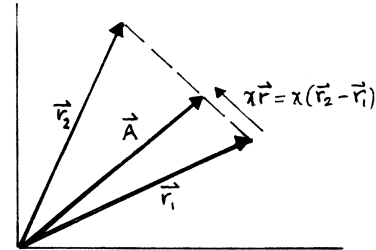
$$\mathbf{A} \cdot (\mathbf{B} \times \mathbf{C}) = \mathbf{C} \cdot (\mathbf{A} \times \mathbf{B}) = \mathbf{B} \cdot (\mathbf{C} \times \mathbf{A})$$



1.12 Constructing a vector to a point

Applying vector addition to the lower triangle in the sketch,

$$\begin{aligned}\mathbf{A} &= \mathbf{r}_1 + x(\mathbf{r}_2 - \mathbf{r}_1) \\ &= (1 - x)\mathbf{r}_1 + x\mathbf{r}_2\end{aligned}$$



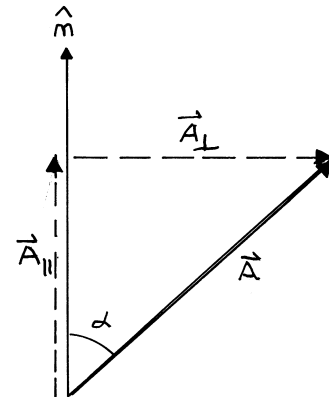
1.13 Expressing one vector in terms of another

We will express vector $\mathbf{A}$ in terms of a unit vector $\hat{\mathbf{n}}$. As shown in the sketch, we can write $\mathbf{A}$ as the vector sum of a vector $\mathbf{A}_{\parallel}$ parallel to $\hat{\mathbf{n}}$ and a vector $\mathbf{A}_{\perp}$ perpendicular to $\hat{\mathbf{n}}$, so that $\mathbf{A} = \mathbf{A}_{\parallel} + \mathbf{A}_{\perp}$.

$$|\mathbf{A}_{\parallel}| = A \cos \alpha$$

The direction of $\mathbf{A}_{\parallel}$ is along $\hat{\mathbf{n}}$, so it follows that

$$\begin{aligned}\mathbf{A}_{\parallel} &= (\mathbf{A} \cdot \hat{\mathbf{n}})\hat{\mathbf{n}}. \\ |\mathbf{A}_{\perp}| &= A \sin \alpha = |\hat{\mathbf{n}} \times \mathbf{A}|\end{aligned}$$



The direction of $(\hat{\mathbf{n}} \times \mathbf{A})$ is into the paper, so taking its cross product with $\hat{\mathbf{n}}$ gives a vector $(\hat{\mathbf{n}} \times \mathbf{A}) \times \hat{\mathbf{n}}$ along $\mathbf{A}_{\perp}$ and with the correct magnitude. Hence

$$\mathbf{A} = (\mathbf{A} \cdot \hat{\mathbf{n}})\hat{\mathbf{n}} + (\hat{\mathbf{n}} \times \mathbf{A}) \times \hat{\mathbf{n}}$$

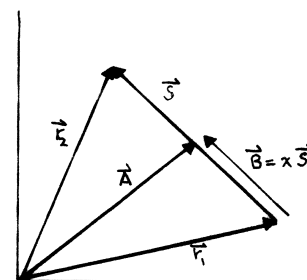
1.14 Two points

$$\mathbf{S} = \mathbf{r}_2 - \mathbf{r}_1 \quad \mathbf{B} = x\mathbf{S} \quad \mathbf{A} = \mathbf{r}_1 + \mathbf{B}$$

$$x = 0 \text{ at } t = 0; x = 1 \text{ at } t = T$$

so that $x = t/T$, linear in t

$$\mathbf{A} = \mathbf{r}_1 + x\mathbf{S} = \mathbf{r}_1 + \frac{t}{T}(\mathbf{r}_2 - \mathbf{r}_1) = \left(1 - \frac{t}{T}\right)\mathbf{r}_1 + \frac{t}{T}\mathbf{r}_2$$



1.15 Great circle

Consider vectors $\mathbf{R}_1$ and $\mathbf{R}_2$ from the center of a sphere of radius R to points on the surface.

To avoid complications, the sketch shows the geometry of a generic vector $\mathbf{R}_i$ ($i = 1$ or 2) making angles λ_i and ϕ_i .

The magnitude of $\mathbf{R}_i$ is R , so $R_1 = R_2 = R$.

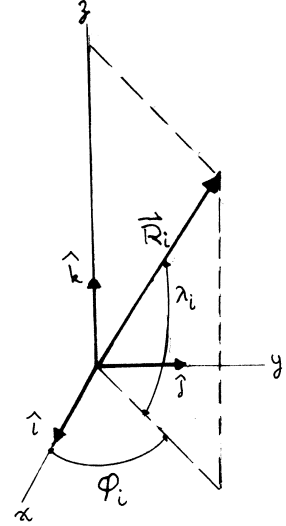
The coordinates of a point on the surface are

$$\mathbf{R}_i = R \cos \lambda_i \cos \phi_i \hat{\mathbf{i}} + R \cos \lambda_i \sin \phi_i \hat{\mathbf{j}} + R \sin \lambda_i \hat{\mathbf{k}}$$

The angle between two points can be found using the dot product.

$$\theta(1, 2) = \arccos \left(\frac{\mathbf{R}_1 \cdot \mathbf{R}_2}{R_1 R_2} \right) = \arccos \left(\frac{\mathbf{R}_1 \cdot \mathbf{R}_2}{R^2} \right)$$

Note that $\theta(1, 2)$ is in radians.



The great circle distance between $\mathbf{R}_1$ and $\mathbf{R}_2$ is $S = R\theta(1, 2)$.

$$\mathbf{R}_1 \cdot \mathbf{R}_2 = R^2 (\cos \lambda_1 \cos \phi_1 \cos \lambda_2 \cos \phi_2 + \cos \lambda_1 \sin \phi_1 \cos \lambda_2 \sin \phi_2 + \sin \lambda_1 \sin \lambda_2)$$

Hence

$$\begin{aligned} S &= R \theta(1, 2) \\ &= R \arccos [\cos \lambda_1 \cos \lambda_2 (\cos \phi_1 \cos \phi_2 + \sin \phi_1 \sin \phi_2) + \sin \lambda_1 \sin \lambda_2] \\ &= R \arccos \left\{ \frac{1}{2} \cos (\lambda_1 + \lambda_2) [\cos (\phi_1 - \phi_2) - 1] + \frac{1}{2} \cos (\lambda_1 - \lambda_2) [\cos (\phi_1 - \phi_2) + 1] \right\} \end{aligned}$$