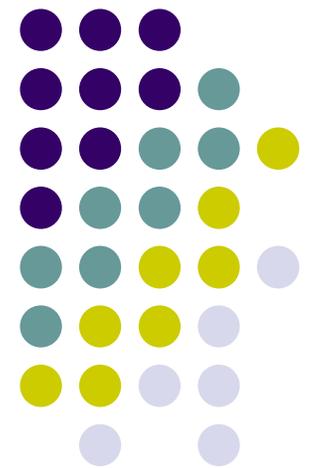
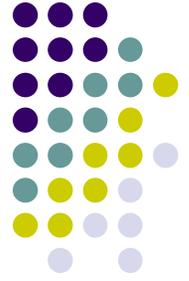


Chapter 2

Vector Algebra
Review

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Vector products

(scalar) (scalar) = scalar, $(a)(b) = ab$
e.g. $2(4 \text{ kg}) = 8 \text{ kg}$

(scalar) (vector) = vector, $k(\vec{A}) = k\vec{A}$
e.g. $5(2\hat{x} + 4\hat{y}) = 10\hat{x} + 20\hat{y}$

(vector) times (vector) = ?

can be scalar (scalar product, or dot product) $\vec{A} \cdot \vec{B}$

or

vector (vector product, or cross product) $\vec{A} \times \vec{B}$

Can you add a vector to a scalar?



The scalar product (dot product)

$$\vec{A} \cdot \vec{B} = AB \cos \theta$$

$$\hat{x} \cdot \hat{x} = 1 = \hat{y} \cdot \hat{y} = \hat{z} \cdot \hat{z}$$

$$\hat{x} \cdot \hat{y} = 0 = \hat{x} \cdot \hat{z} = \hat{y} \cdot \hat{z}$$

$$\vec{A} \cdot \vec{B} = (A_x \hat{x} + A_y \hat{y} + A_z \hat{z}) \cdot (B_x \hat{x} + B_y \hat{y} + B_z \hat{z})$$

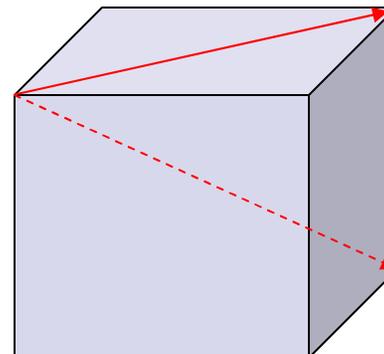
$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$$

e.g. $\vec{A} = 2\hat{x} - 2\hat{y}$

$$\vec{B} = 3\hat{x} + \hat{y}$$

What is $\mathbf{A} \cdot \mathbf{B}$?

e.g.

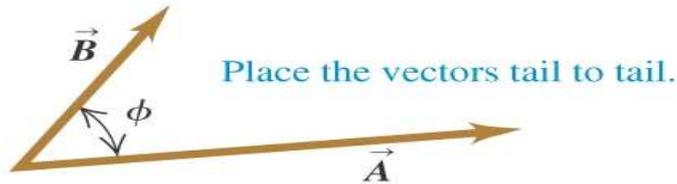


What's the angle between these 2 arrows?



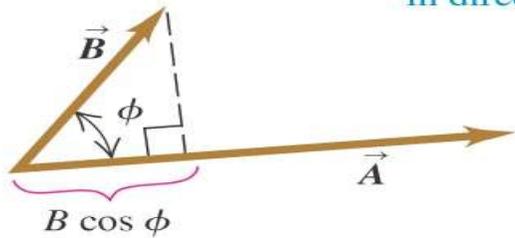
Interpretation - projection

(a)



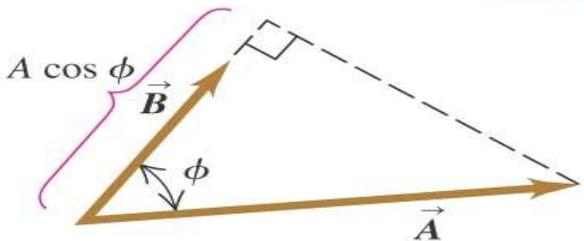
(b) $\vec{A} \cdot \vec{B}$ equals $A(B \cos \phi)$.

(Magnitude of \vec{A}) times (Component of \vec{B} in direction of \vec{A})

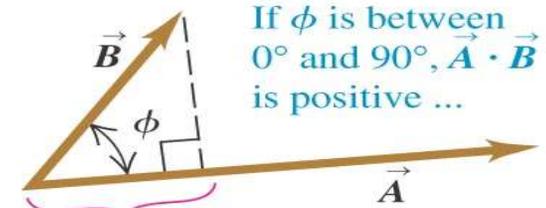


(c) $\vec{A} \cdot \vec{B}$ also equals $B(A \cos \phi)$

(Magnitude of \vec{B}) times (Component of \vec{A} in direction of \vec{B})

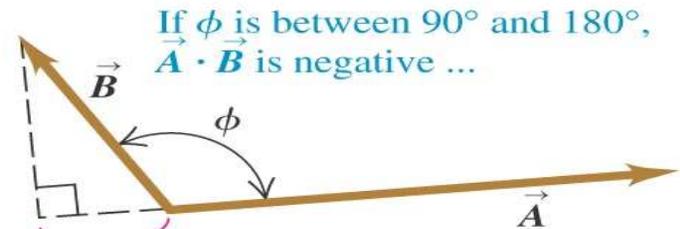


(a)



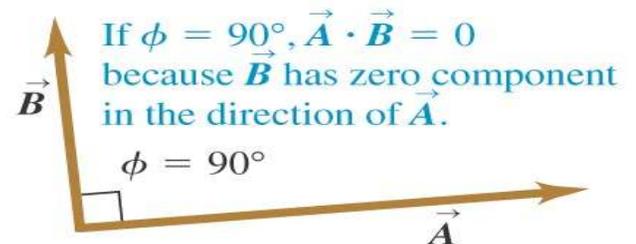
... because $B \cos \phi > 0$.

(b)



... because $B \cos \phi < 0$.

(c)

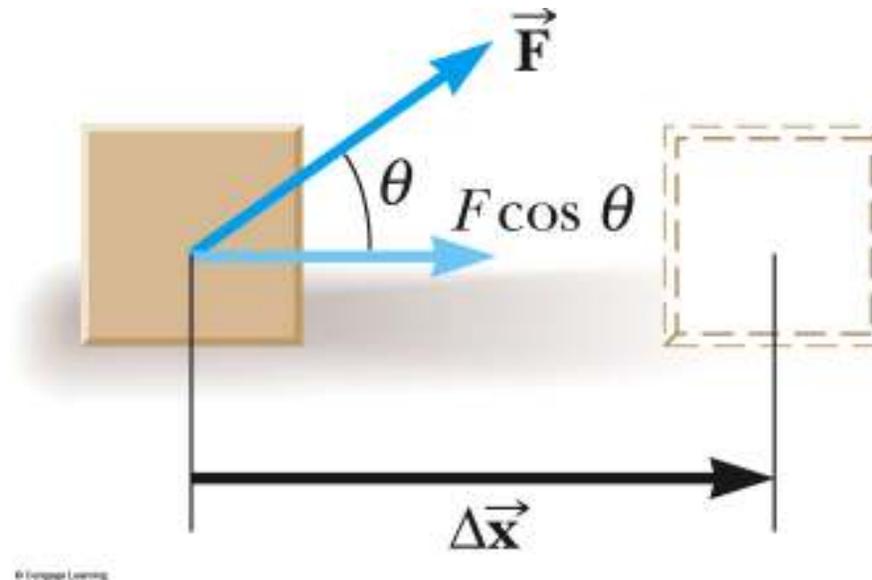




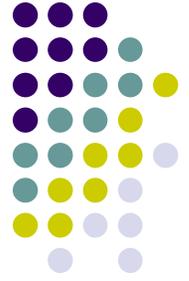
Example - Work

$$W = \vec{F} \cdot \Delta\vec{x}$$

(Projection)



So, is the uplifting force doing anything at all??



The vector product (cross product)

$$|\vec{A} \times \vec{B}| = AB \sin \theta$$

$$\hat{x} \times \hat{x} = 0 = \hat{y} \times \hat{y} = \hat{z} \times \hat{z}$$

$$\hat{x} \times \hat{y} = \hat{z}$$

$$\hat{y} \times \hat{z} = \hat{x}$$

$$\hat{z} \times \hat{x} = \hat{y}$$

$$\hat{y} \times \hat{x} = -\hat{z}$$

$$\hat{z} \times \hat{y} = -\hat{x}$$

$$\hat{x} \times \hat{z} = -\hat{y}$$

right-hand coordinate
cyclic permutation

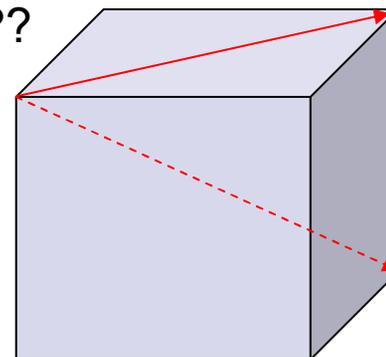
$$\vec{A} \times \vec{B} \equiv \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

e.g. $\vec{A} = 2\hat{x} - 2\hat{y}$

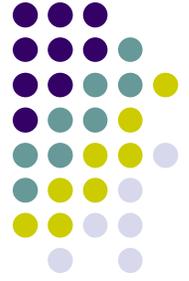
$$\vec{B} = 3\hat{x} + \hat{y}$$

What is $\mathbf{A} \times \mathbf{B}$?

e.g.??

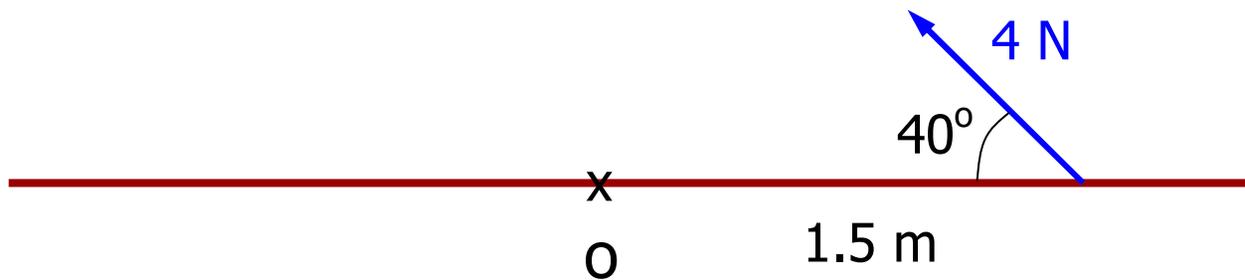


What's the
angle between
these 2 arrows?



Example – calculate torque

$$\vec{\tau} = \vec{r} \times \vec{F}$$

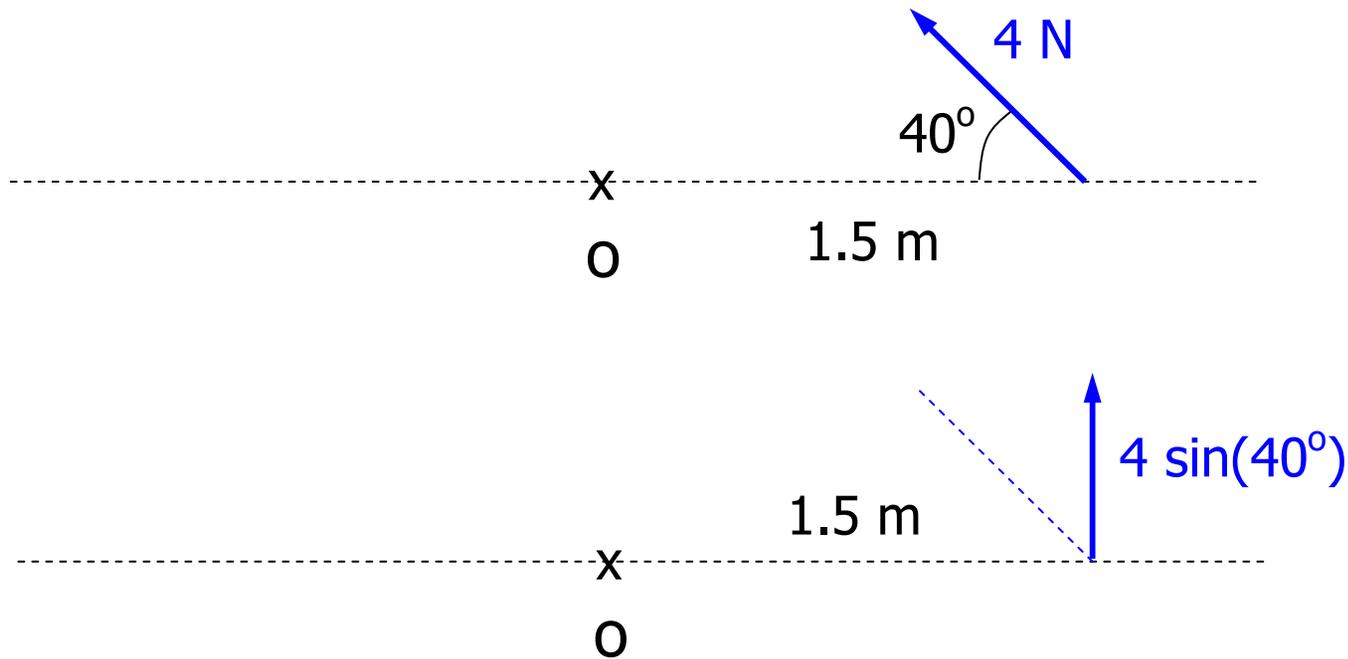


choose "+" = counter-clockwise

$$\begin{aligned}\Sigma\tau_o &= (1.5)(4)\sin(40^\circ) \\ &= 3.86 \text{ N-m (counter-clockwise)}\end{aligned}$$



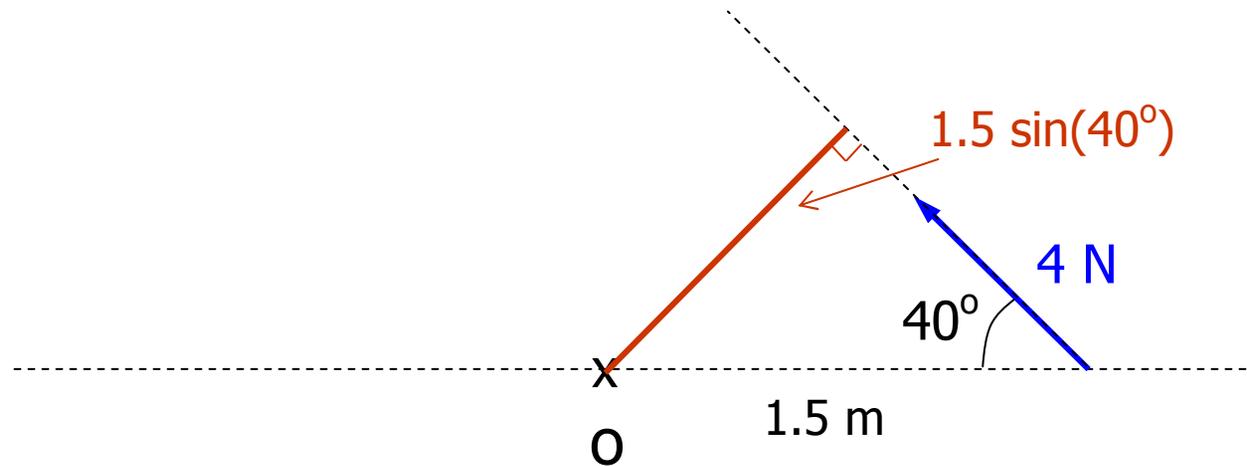
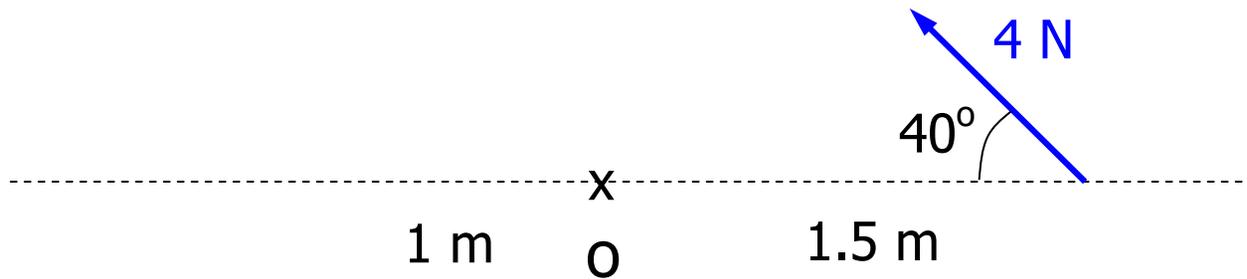
Example – perpendicular F



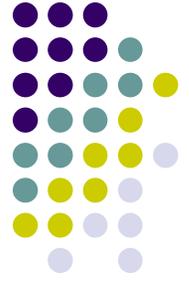
$$\begin{aligned}\Sigma\tau_o &= (1.5)[4 \sin(40^\circ)] \\ &= 3.86 \text{ N-m (counter-clockwise)}\end{aligned}$$



Example – moment arm



$$\begin{aligned} \Sigma \tau_o &= (4)[1.5 \sin(40^\circ)] \\ &= 3.86 \text{ N-m (counter-clockwise)} \end{aligned}$$



Exercise - 1

$$\vec{A} = \hat{x} - 4\hat{z}$$

$$\vec{B} = 2\hat{x} + \hat{y} + \hat{z}$$

Find:

(a) $\vec{A} + \vec{B}$

(b) $\vec{B} - 2\vec{A}$

(c) $\vec{A} \cdot \vec{B}$

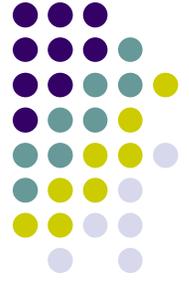
(d) $\vec{A} \times \vec{B}$

(e) $\vec{A} \times \vec{A}$

(f) $\vec{B} \cdot \vec{B}$

(g) Angle between A and B

(h) Find a vector that is perpendicular to A and B ?



Triple vector product

scalar $\vec{A} \cdot (\vec{B} \times \vec{C}) = \begin{vmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \\ C_x & C_y & C_z \end{vmatrix}$

vector $(\vec{A} \times \vec{B}) \times \vec{C} = (\vec{A} \cdot \vec{C})\vec{B} - (\vec{B} \cdot \vec{C})\vec{A} \neq \vec{A} \times (\vec{B} \times \vec{C})$

(homework)



OCC Orthogonal Curvilinear Coordinates

Orthogonal $\hat{e}_i \cdot \hat{e}_j = \delta_{ij}$

Curvilinear – coordinate surfaces can be curved

Cartesian, Cylindrical & Spherical coordinates

- Transformation between coordinates
- Line, Area & Volume integral in each coordinate



Rectangular \Leftrightarrow Polar (2D)

- Polar to rectangular
 - $x = r \cos \theta$
 - $y = r \sin \theta$
- Rectangular to polar
 - $r^2 = x^2 + y^2$ (Pythagorean theorem)
 - $\tan \theta = y/x$ (be certain which angle is θ)



Transformation

Transformation	Coordinate Variables	Unit Vectors	Vector Components
Cartesian to cylindrical	$r = \sqrt{x^2 + y^2}$ $\phi = \tan^{-1}(y/x)$ $z = z$	$\hat{\mathbf{r}} = \hat{\mathbf{x}} \cos \phi + \hat{\mathbf{y}} \sin \phi$ $\hat{\boldsymbol{\phi}} = -\hat{\mathbf{x}} \sin \phi + \hat{\mathbf{y}} \cos \phi$ $\hat{\mathbf{z}} = \hat{\mathbf{z}}$	$A_r = A_x \cos \phi + A_y \sin \phi$ $A_\phi = -A_x \sin \phi + A_y \cos \phi$ $A_z = A_z$
Cylindrical to Cartesian	$x = r \cos \phi$ $y = r \sin \phi$ $z = z$	$\hat{\mathbf{x}} = \hat{\mathbf{r}} \cos \phi - \hat{\boldsymbol{\phi}} \sin \phi$ $\hat{\mathbf{y}} = \hat{\mathbf{r}} \sin \phi + \hat{\boldsymbol{\phi}} \cos \phi$ $\hat{\mathbf{z}} = \hat{\mathbf{z}}$	$A_x = A_r \cos \phi - A_\phi \sin \phi$ $A_y = A_r \sin \phi + A_\phi \cos \phi$ $A_z = A_z$
Cartesian to spherical	$R = \sqrt{x^2 + y^2 + z^2}$ $\theta = \tan^{-1}[\sqrt{x^2 + y^2}/z]$ $\phi = \tan^{-1}(y/x)$	$\hat{\mathbf{R}} = \hat{\mathbf{x}} \sin \theta \cos \phi$ $\quad + \hat{\mathbf{y}} \sin \theta \sin \phi + \hat{\mathbf{z}} \cos \theta$ $\hat{\boldsymbol{\theta}} = \hat{\mathbf{x}} \cos \theta \cos \phi$ $\quad + \hat{\mathbf{y}} \cos \theta \sin \phi - \hat{\mathbf{z}} \sin \theta$ $\hat{\boldsymbol{\phi}} = -\hat{\mathbf{x}} \sin \phi + \hat{\mathbf{y}} \cos \phi$	$A_R = A_x \sin \theta \cos \phi$ $\quad + A_y \sin \theta \sin \phi + A_z \cos \theta$ $A_\theta = A_x \cos \theta \cos \phi$ $\quad + A_y \cos \theta \sin \phi - A_z \sin \theta$ $A_\phi = -A_x \sin \phi + A_y \cos \phi$
Spherical to Cartesian	$x = R \sin \theta \cos \phi$ $y = R \sin \theta \sin \phi$ $z = R \cos \theta$	$\hat{\mathbf{x}} = \hat{\mathbf{R}} \sin \theta \cos \phi$ $\quad + \hat{\boldsymbol{\theta}} \cos \theta \cos \phi - \hat{\boldsymbol{\phi}} \sin \phi$ $\hat{\mathbf{y}} = \hat{\mathbf{R}} \sin \theta \sin \phi$ $\quad + \hat{\boldsymbol{\theta}} \cos \theta \sin \phi + \hat{\boldsymbol{\phi}} \cos \phi$ $\hat{\mathbf{z}} = \hat{\mathbf{R}} \cos \theta - \hat{\boldsymbol{\theta}} \sin \theta$	$A_x = A_R \sin \theta \cos \phi$ $\quad + A_\theta \cos \theta \cos \phi - A_\phi \sin \phi$ $A_y = A_R \sin \theta \sin \phi$ $\quad + A_\theta \cos \theta \sin \phi + A_\phi \cos \phi$ $A_z = A_R \cos \theta - A_\theta \sin \theta$
Cylindrical to spherical	$R = \sqrt{r^2 + z^2}$ $\theta = \tan^{-1}(r/z)$ $\phi = \phi$	$\hat{\mathbf{R}} = \hat{\mathbf{r}} \sin \theta + \hat{\mathbf{z}} \cos \theta$ $\hat{\boldsymbol{\theta}} = \hat{\mathbf{r}} \cos \theta - \hat{\mathbf{z}} \sin \theta$ $\hat{\boldsymbol{\phi}} = \hat{\boldsymbol{\phi}}$	$A_R = A_r \sin \theta + A_z \cos \theta$ $A_\theta = A_r \cos \theta - A_z \sin \theta$ $A_\phi = A_\phi$
Spherical to cylindrical	$r = R \sin \theta$ $\phi = \phi$ $z = R \cos \theta$	$\hat{\mathbf{r}} = \hat{\mathbf{R}} \sin \theta + \hat{\boldsymbol{\theta}} \cos \theta$ $\hat{\boldsymbol{\phi}} = \hat{\boldsymbol{\phi}}$ $\hat{\mathbf{z}} = \hat{\mathbf{R}} \cos \theta - \hat{\boldsymbol{\theta}} \sin \theta$	$A_r = A_R \sin \theta + A_\theta \cos \theta$ $A_\phi = A_\phi$ $A_z = A_R \cos \theta - A_\theta \sin \theta$



Vector operations

	Cartesian Coordinates	Cylindrical Coordinates	Spherical Coordinates
Coordinate variables	x, y, z	r, ϕ, z	R, θ, ϕ
Vector representation, $\mathbf{A} =$	$\hat{x}A_x + \hat{y}A_y + \hat{z}A_z$	$\hat{r}A_r + \hat{\phi}A_\phi + \hat{z}A_z$	$\hat{R}A_R + \hat{\theta}A_\theta + \hat{\phi}A_\phi$
Magnitude of \mathbf{A} , $ \mathbf{A} =$	$\sqrt{A_x^2 + A_y^2 + A_z^2}$	$\sqrt{A_r^2 + A_\phi^2 + A_z^2}$	$\sqrt{A_R^2 + A_\theta^2 + A_\phi^2}$
Position vector $\overrightarrow{OP_1} =$	$\hat{x}x_1 + \hat{y}y_1 + \hat{z}z_1$, for $P(x_1, y_1, z_1)$	$\hat{r}r_1 + \hat{z}z_1$, for $P(r_1, \phi_1, z_1)$	$\hat{R}R_1$, for $P(R_1, \theta_1, \phi_1)$
Base vectors properties	$\hat{x} \cdot \hat{x} = \hat{y} \cdot \hat{y} = \hat{z} \cdot \hat{z} = 1$ $\hat{x} \cdot \hat{y} = \hat{y} \cdot \hat{z} = \hat{z} \cdot \hat{x} = 0$ $\hat{x} \times \hat{y} = \hat{z}$ $\hat{y} \times \hat{z} = \hat{x}$ $\hat{z} \times \hat{x} = \hat{y}$	$\hat{r} \cdot \hat{r} = \hat{\phi} \cdot \hat{\phi} = \hat{z} \cdot \hat{z} = 1$ $\hat{r} \cdot \hat{\phi} = \hat{\phi} \cdot \hat{z} = \hat{z} \cdot \hat{r} = 0$ $\hat{r} \times \hat{\phi} = \hat{z}$ $\hat{\phi} \times \hat{z} = \hat{r}$ $\hat{z} \times \hat{r} = \hat{\phi}$	$\hat{R} \cdot \hat{R} = \hat{\theta} \cdot \hat{\theta} = \hat{\phi} \cdot \hat{\phi} = 1$ $\hat{R} \cdot \hat{\theta} = \hat{\theta} \cdot \hat{\phi} = \hat{\phi} \cdot \hat{R} = 0$ $\hat{R} \times \hat{\theta} = \hat{\phi}$ $\hat{\theta} \times \hat{\phi} = \hat{R}$ $\hat{\phi} \times \hat{R} = \hat{\theta}$
Dot product, $\mathbf{A} \cdot \mathbf{B} =$	$A_x B_x + A_y B_y + A_z B_z$	$A_r B_r + A_\phi B_\phi + A_z B_z$	$A_R B_R + A_\theta B_\theta + A_\phi B_\phi$
Cross product, $\mathbf{A} \times \mathbf{B} =$	$\begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$	$\begin{vmatrix} \hat{r} & \hat{\phi} & \hat{z} \\ A_r & A_\phi & A_z \\ B_r & B_\phi & B_z \end{vmatrix}$	$\begin{vmatrix} \hat{R} & \hat{\theta} & \hat{\phi} \\ A_R & A_\theta & A_\phi \\ B_R & B_\theta & B_\phi \end{vmatrix}$
Differential length, $d\mathbf{l} =$	$\hat{x} dx + \hat{y} dy + \hat{z} dz$	$\hat{r} dr + \hat{\phi} r d\phi + \hat{z} dz$	$\hat{R} dR + \hat{\theta} R d\theta + \hat{\phi} R \sin \theta d\phi$
Differential surface areas	$ds_x = \hat{x} dy dz$ $ds_y = \hat{y} dx dz$ $ds_z = \hat{z} dx dy$	$ds_r = \hat{r} r d\phi dz$ $ds_\phi = \hat{\phi} dr dz$ $ds_z = \hat{z} r dr d\phi$	$ds_R = \hat{R} R^2 \sin \theta d\theta d\phi$ $ds_\theta = \hat{\theta} R \sin \theta dR d\phi$ $ds_\phi = \hat{\phi} R dR d\theta$
Differential volume, $dV =$	$dx dy dz$	$r dr d\phi dz$	$R^2 \sin \theta dR d\theta d\phi$



Homework

Ch.2 - 3, 5, 10, 12, 13, 15, 20, 23, 26, 30,

and prove eqn-2.33 $(\vec{A} \times \vec{B}) \times \vec{C} = (\vec{A} \cdot \vec{C})\vec{B} - (\vec{B} \cdot \vec{C})\vec{A}$

Also prove that $(\vec{A} \times \vec{B}) \cdot (\vec{C} \times \vec{D}) = (\vec{A} \cdot \vec{C})(\vec{B} \cdot \vec{D}) - (\vec{A} \cdot \vec{D})(\vec{B} \cdot \vec{C})$