

9/1/04

P.1

PHY 2048

Announcements

① Stand-alone WebAssign cards

- * still not in — but have until Sept. 6
- * your scores will not be lost!
- * grace period will be extended if necessary
- * please leave your name with me

② Turning to the DARK SIDE ...

- * after PHY 2048-49 \Rightarrow PHY 3101 (Mod. Phys.)
- * physics minor \Rightarrow PHY 3101 & two 3-4000 levels
- * physics major \Rightarrow consider PHY 2060-61

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③ Prof. Hill takes over Friday

- * I'm back Oct 1
- * can still see me for help

④ Exam # 1, Mon., Sept. 13, 8:20-10:20 pm

A-F \Rightarrow FLI 50

G-O \Rightarrow CSE A101

P-Z \Rightarrow FAB 103/105

- * Chapters 1-4 (easy \Rightarrow don't miss it!)
- * one calculator, 1 $8\frac{1}{2} \times 11$ " formula sheet

Vectors vs. Scalars

① Scalars have only magnitude

* Eg distance and speed

② Vectors have magnitude and direction

* Eg displacements, velocity and acceleration

Representing Vectors

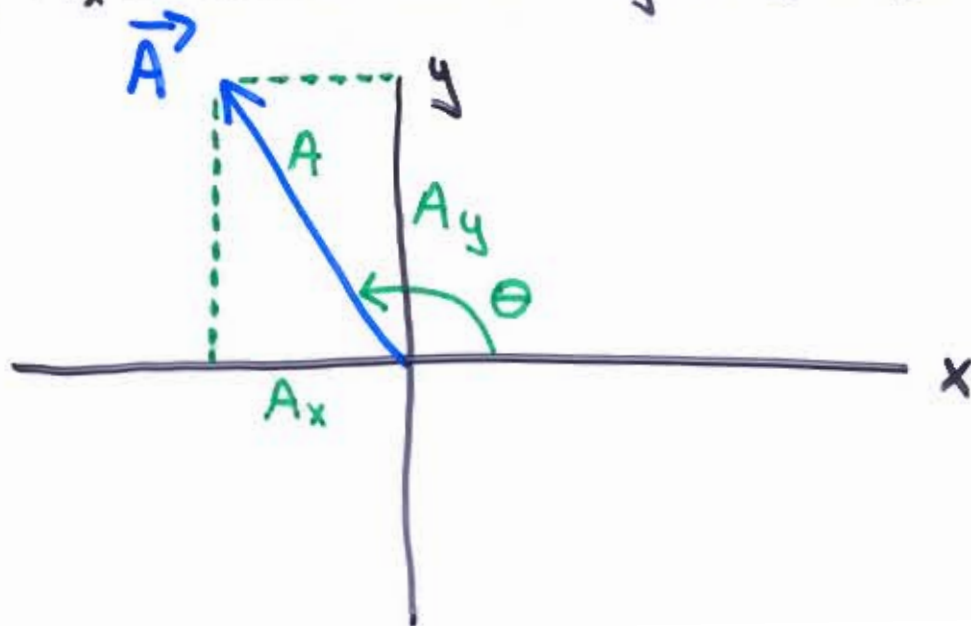
Eg \vec{A}

① Magnitude and direction

* Eg $A = 50$ and $\theta = 128^\circ$

② Components

* Eg $A_x \cong -30.78$ and $A_y \cong +39.40$



Converting

① A and $\theta \Rightarrow A_x = A \cos \theta$ and $A_y = A \sin \theta$

② A_x and $A_y \Rightarrow A = \sqrt{A_x^2 + A_y^2}$

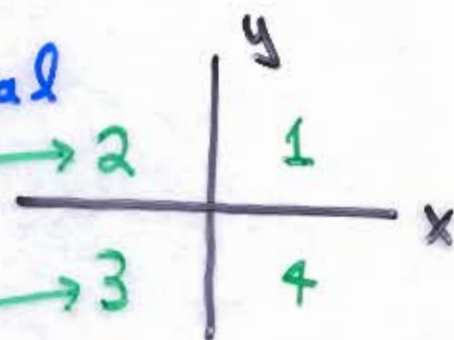
$$\theta = \tan^{-1}\left(\frac{A_y}{A_x}\right) \pm 180^\circ$$

Subtleties

① Quadrants 2 and 3 are special

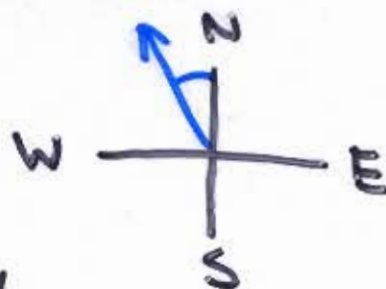
$$\theta = \tan^{-1}\left(\frac{A_y}{A_x}\right) + 180^\circ \rightarrow 2$$

$$\theta = \tan^{-1}\left(\frac{A_y}{A_x}\right) - 180^\circ \rightarrow 3$$



② Can (and WILL) give "direction" w.r.t. different axes

* Eg "30° W of N"



* Eg "120° clockwise of +x"



③ NB distinction between degrees and radians
Know what your calculator is doing!

Vector Arithmetic

① Multiplication by numbers

$$* (\alpha \vec{A})_x = \alpha A_x \text{ and } (\alpha \vec{A})_y = \alpha A_y$$

$$* \text{magnitude} = \alpha A, \text{ direction} = \theta \text{ (no change)}$$

② Addition of vectors

$$* (\vec{A} + \vec{B})_x = A_x + B_x \text{ and } (\vec{A} + \vec{B})_y = A_y + B_y$$

* mag. & dir. not simple!

③ Familiar rules of arithmetic

$$* \vec{A} + \vec{B} = \vec{B} + \vec{A}$$

$$* (\vec{A} + \vec{B}) + \vec{C} = \vec{A} + (\vec{B} + \vec{C})$$

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

Application to Kinematics

$$* \text{velocity } \vec{v}(t) = \vec{v}_0 + \int_0^t dt' \vec{a}(t')$$

$$* \text{position } \vec{q}(t) = \vec{q}_0 + \vec{v}_0 t + \int_0^t dt' \int_0^{t'} dt'' \vec{a}(t'')$$

$$\vec{a}(t) = \vec{a}_0 \Rightarrow \left\{ \begin{array}{l} \vec{v}(t) = \vec{v}_0 + \vec{a}_0 t \\ \vec{q}(t) = \vec{q}_0 + \vec{v}_0 t + \frac{1}{2} \vec{a}_0 t^2 \end{array} \right\}$$

- * \hat{i} has magnitude 1, directed along +x axis
- * \hat{j} " " +y axis
- * \hat{k} " " +z axis

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



Multiplying Vectors

① Scalar Product $\equiv \vec{A} \cdot \vec{B}$

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

* $\vec{A} \cdot \vec{B} = A B \cos(\angle AB)$

* NB $A = \sqrt{\vec{A} \cdot \vec{A}}$ & $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$

② Vector Product $\equiv \vec{A} \times \vec{B}$

* $\vec{A} \times \vec{B} = (A_y B_z - A_z B_y) \hat{i} + (A_z B_x - A_x B_z) \hat{j} + (A_x B_y - A_y B_x) \hat{k}$

* mag = $AB |\sin(\angle AB)|$

* direction = $\perp \vec{A} \text{ \& } \vec{B}$ (right hand rule)

* NB $\vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$

- * $\hat{i} \times \hat{j} = \hat{k}$
- * $\hat{j} \times \hat{k} = \hat{i}$
- * $\hat{k} \times \hat{i} = \hat{j}$

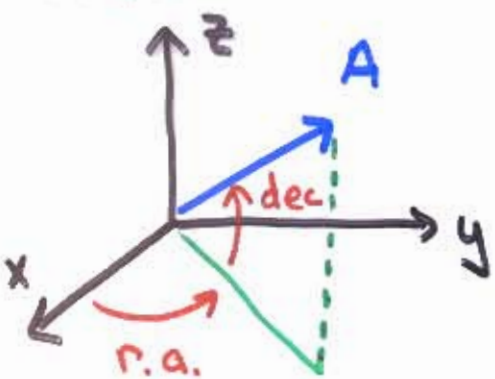
Using Scalar Products

① Distance from \vec{A} to $\vec{B} = \sqrt{(\vec{A}-\vec{B}) \cdot (\vec{A}-\vec{B})}$

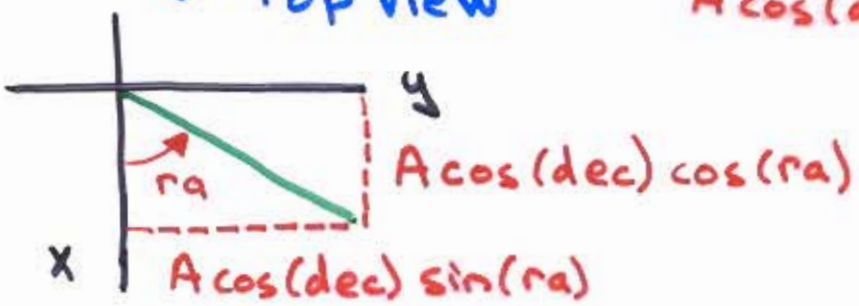
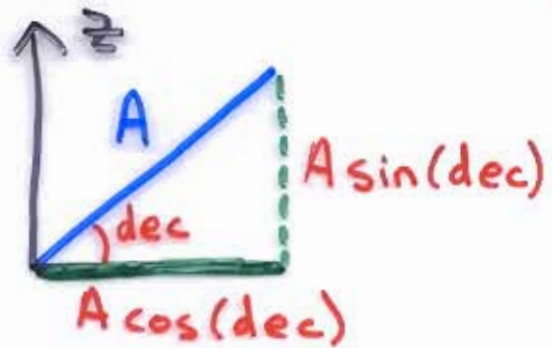
② Angle between \vec{A} and $\vec{B} = \cos^{-1}\left(\frac{\vec{A} \cdot \vec{B}}{AB}\right)$

Eg Stars!

<u>Star</u>	<u>Distance</u>	<u>Declination</u>	<u>Right Ascension</u>
Aldebaran	68.0 ly	$16^\circ 30'$	4h 35.5 min
Altair	16.5 ly	$8^\circ 51'$	19h 50.5 min



⇒ Side View
⇓ Top View



$x = A \cos(dec) \cos(ra)$

$y = A \cos(dec) \sin(ra)$

$z = A \sin(dec)$

<u>Aldebaran</u>	<u>Altair</u>
23.5	7.6
60.8	-14.4
19.3	2.5

* distance $\cong 78.7$ ly

* angle $\cong 125^\circ$