


Copyright statement

- The images and the pictures in this lecture are provided by the CDs accompanied by the books
 1. University Physics, Bauer and Westfall, McGraw-Hill, 2011.
 2. Principles of Physics, Halliday, Resnick, and Walker, Wiley, 8th and 9th Ed.
- The rest is made by me. 

Announcement

- 3월 14일 (목) 휴강
- 보강 시간과 장소는 3월 19(화)에 공지

All about vectors!

1. vector란 무엇인가?

상식적, 수학적, 물리적인 정의

2. vector의 표현방법

기하학적 방법, 대수학적 방법, 단위벡터 이용하기

3. vector의 덧셈

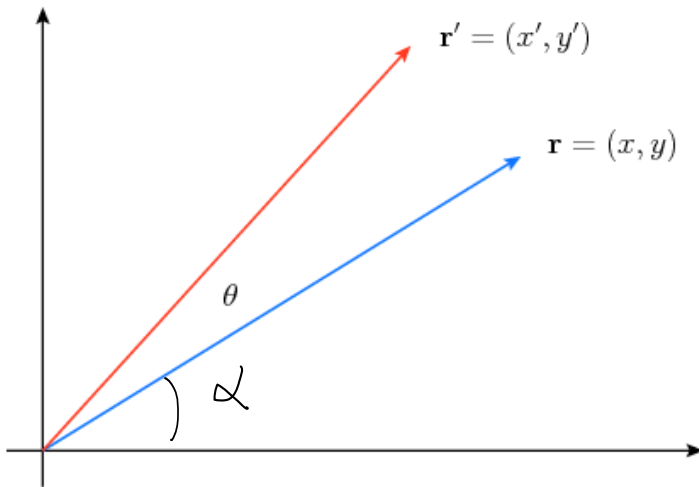
4. vector의 곱셈

- vector와 scalar의 곱셈
- vector와 vector의 곱셈: scalar product, vector product

vector란 무엇인가?

1. 크기와 방향을 갖는 양. N.b. scalar
2. vector 공간 안의 한 점과 일대일 대응을 시킬 수 있다.
3. 엄밀한 정의

Euclid 공간에서 좌표를 회전시켰을 때 좌표성분이 변환하는 것처럼 변하는 숫자들의 집합.



$$x' = x \cos \theta - y \sin \theta$$

$$y' = x \sin \theta + y \cos \theta$$

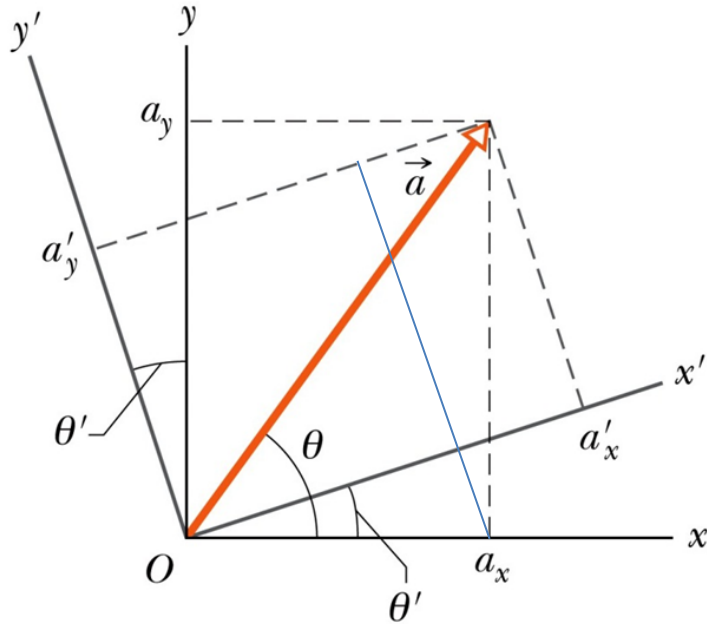
$$x = r \cos \alpha, \quad y = r \sin \alpha$$

$$x' = r \cos(\theta + \alpha)$$

$$= r \cos \alpha \cos \theta - r \sin \alpha \sin \theta$$

$$= x \cos \theta - y \sin \theta$$

Coordinate rotation

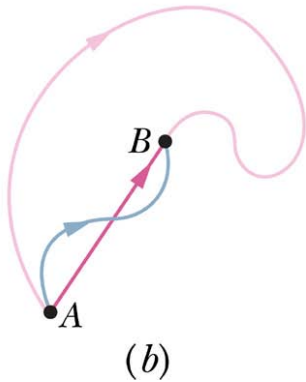
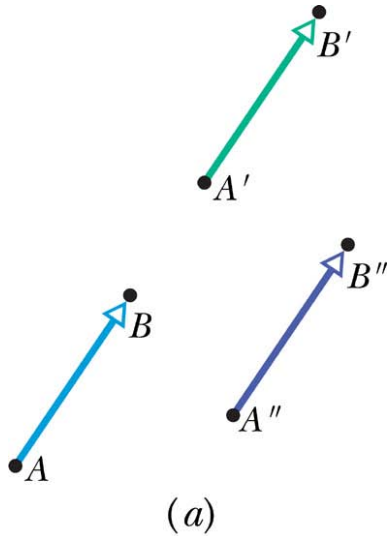


$$a'_x = a_x \cos \theta' + a_y \sin \theta'$$

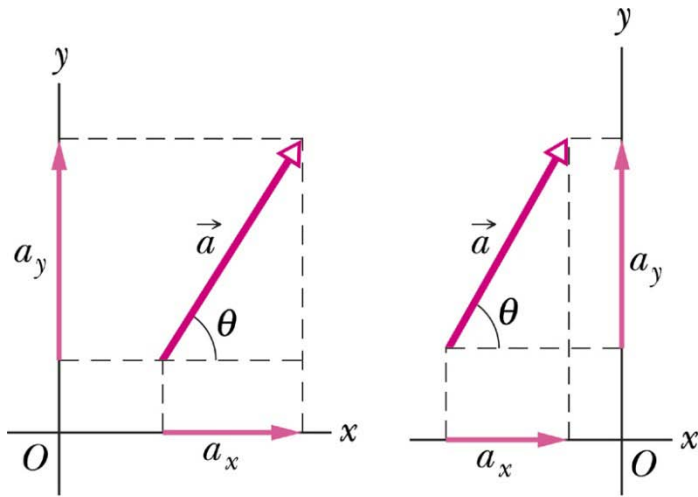
$$a'_y = -a_x \sin \theta' + a_y \cos \theta'$$

Vector의 표현방법

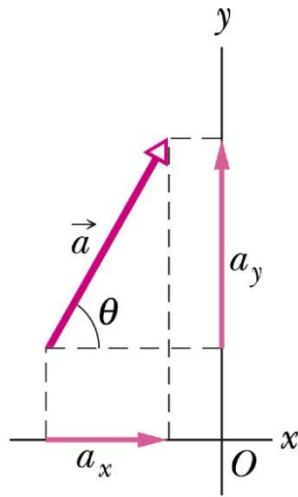
(1) Geometric method



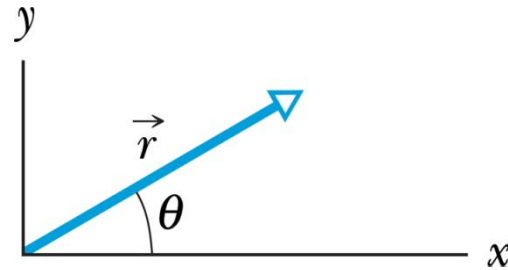
(2) Algebraic method



(a)



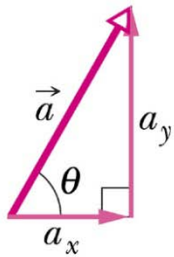
(b)



$$\theta = \tan^{-1} \frac{a_y}{a_x}$$

$$f^{-1} f(\theta) = \theta$$

$$\tan^{-1} \tan \theta = \tan^{-1} \frac{a_y}{a_x}$$

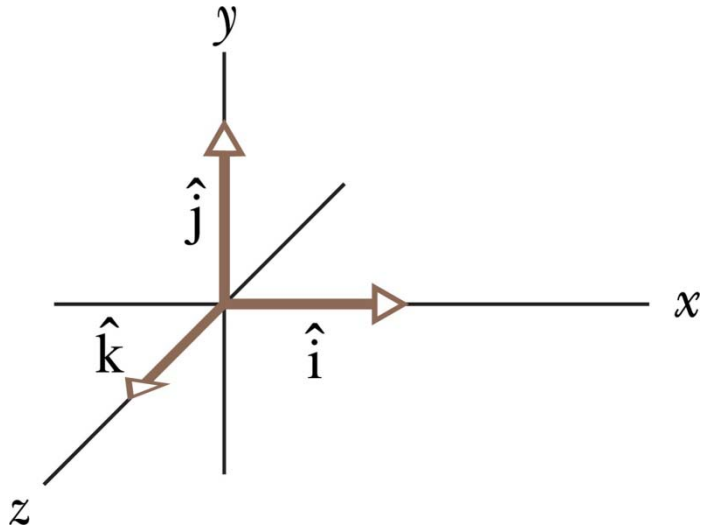


(c)

$$a_x = a \cos \theta \quad \text{and} \quad a_y = a \sin \theta,$$

$$a = \sqrt{a_x^2 + a_y^2} \quad \text{and} \quad \tan \theta = \frac{a_y}{a_x}$$

(3) Unit vectors

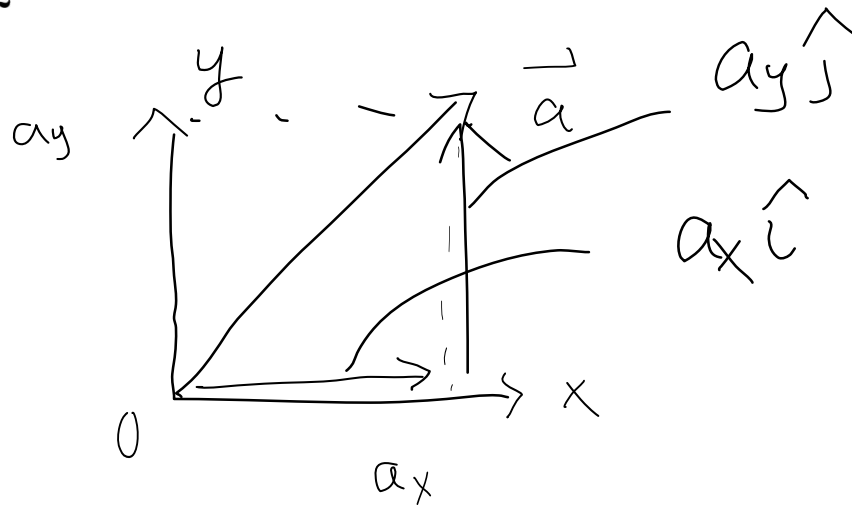


2D

$$\vec{a} = (a_x, a_y) = a_x \hat{i} + a_y \hat{j}$$

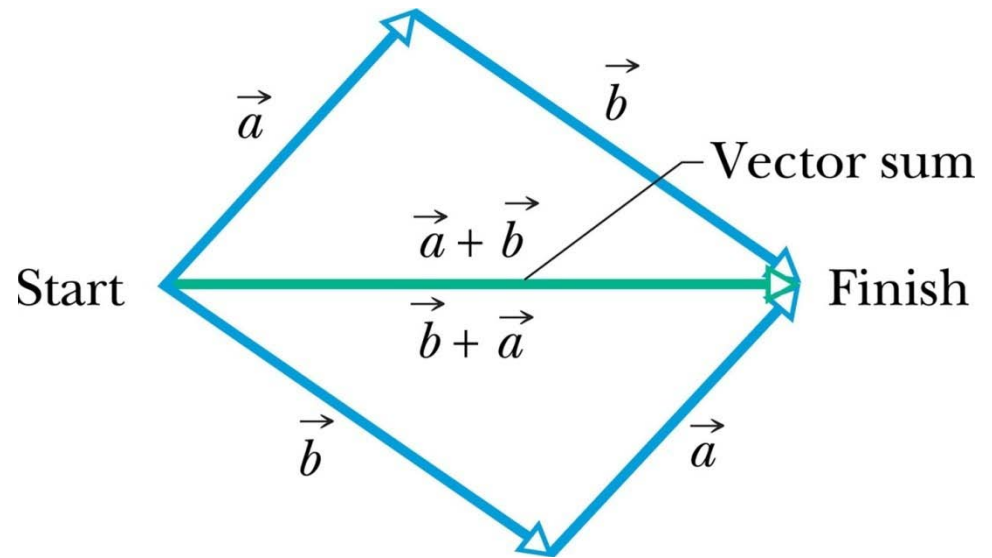
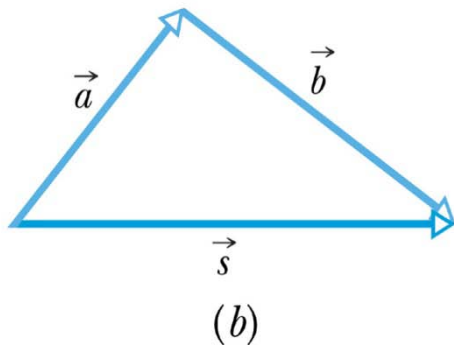
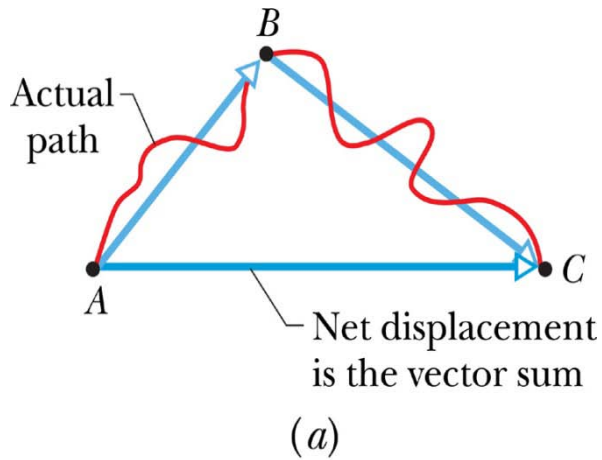
3D

$$\vec{a} = (a_x, a_y, a_z) = a_x \hat{i} + a_y \hat{j} + a_z \hat{k}$$



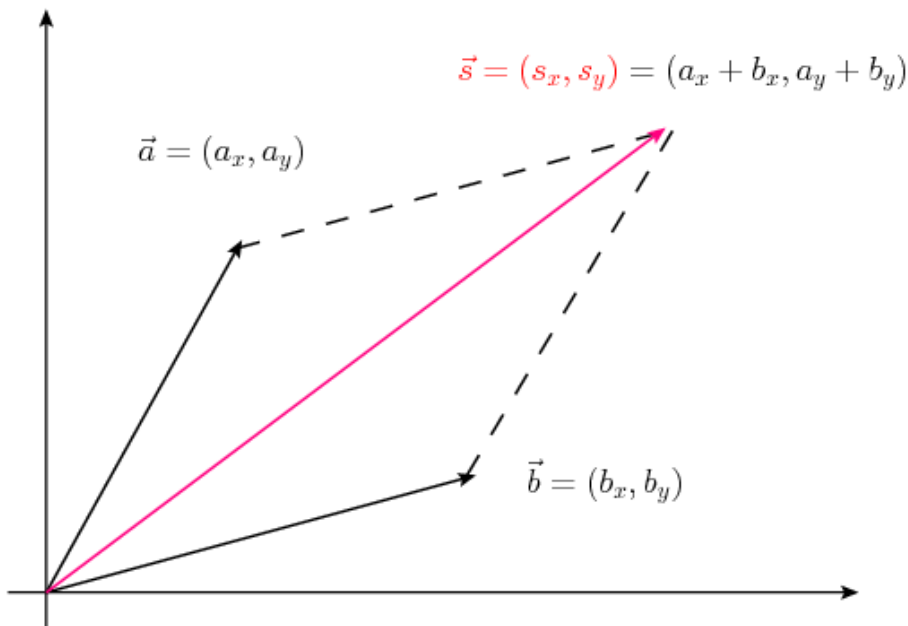
벡터의 덧셈

1. Geometric method, parallelogram method



$$\vec{s} = \vec{a} + \vec{b}$$

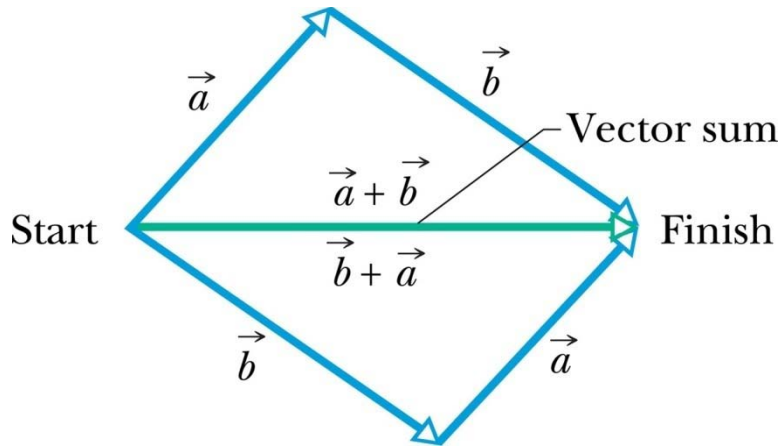
2. Algebraic method, adding components



$$\vec{a} = (a_x, a_y), \quad \vec{b} = (b_x, b_y)$$

$$\vec{s} = (s_x, s_y) = (a_x + b_x, a_y + b_y)$$

vector 덧셈의 성질

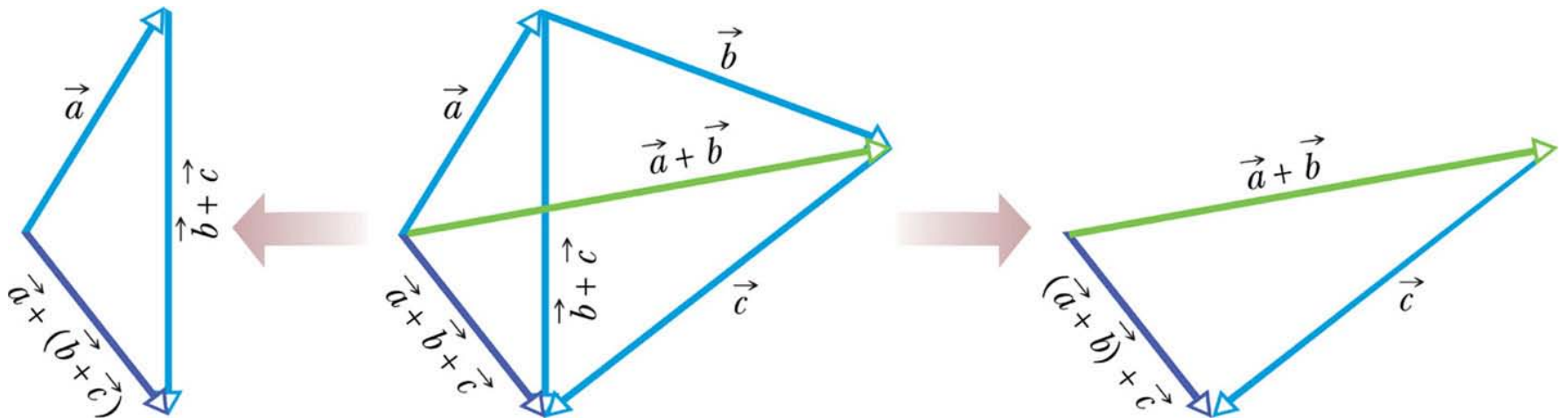


교환법칙

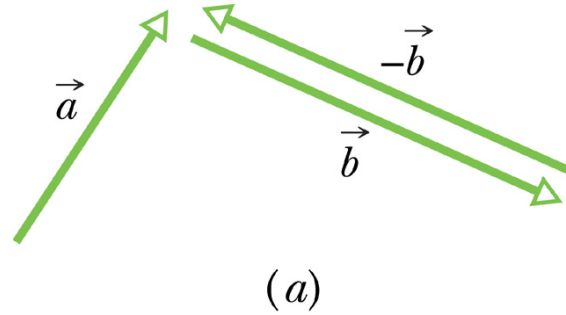
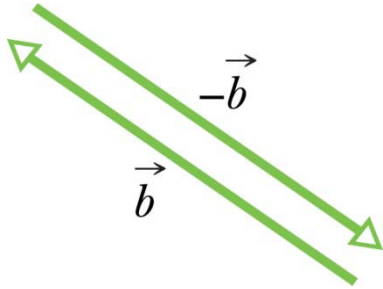
$$\vec{a} + \vec{b} = \vec{b} + \vec{a}$$

결합법칙

$$\vec{a} + (\vec{b} + \vec{c}) = (\vec{a} + \vec{b}) + \vec{c}$$



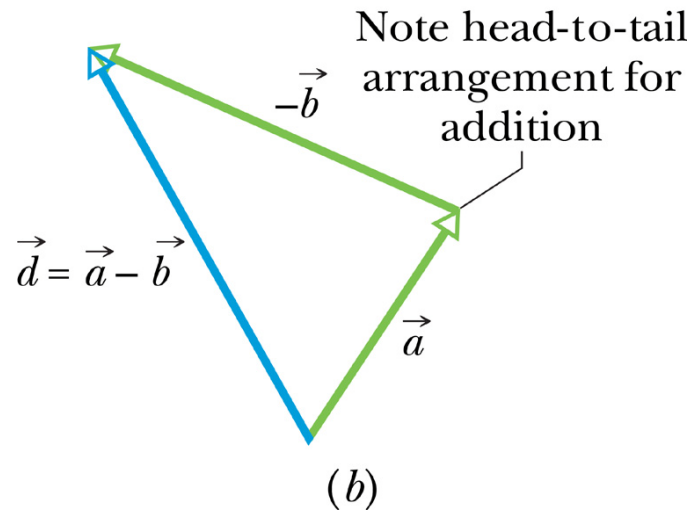
vector의 뺄셈



$$\vec{d} = \vec{a} - \vec{b} = \vec{a} + (-\vec{b})$$

$$\vec{a} + (-\vec{a}) = \vec{0}$$

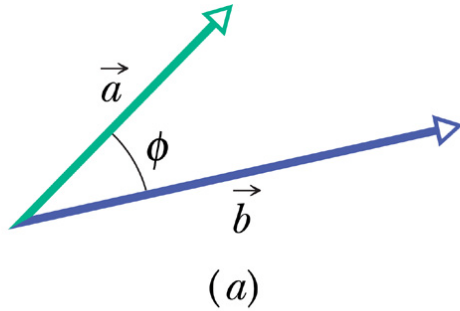
$$\vec{a} + \vec{0} = \vec{a}$$



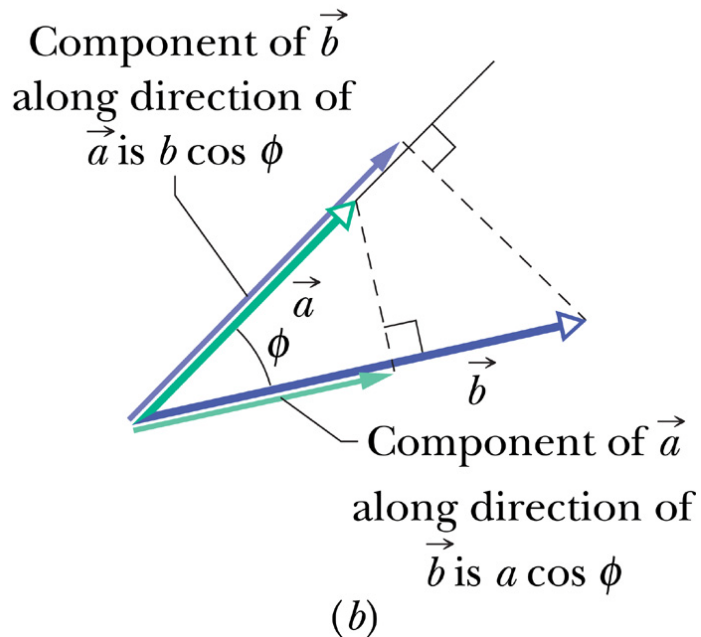
vector에 scalar 곱하기

$$a \times \vec{b} = a\vec{b}$$

vector 곱하기: scalar product

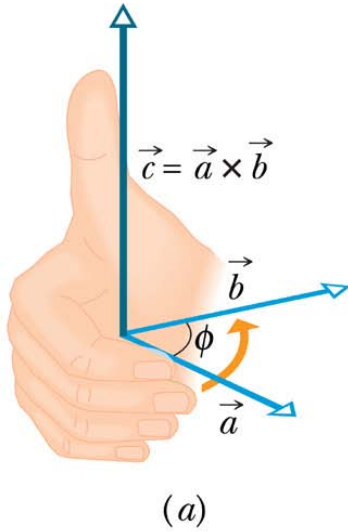


$$\vec{a} \cdot \vec{b} \equiv ab \cos \phi$$

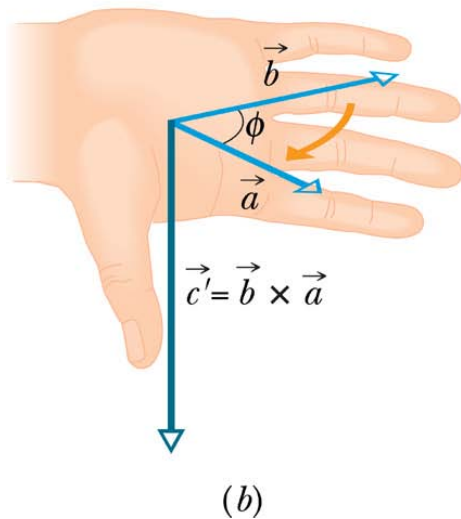
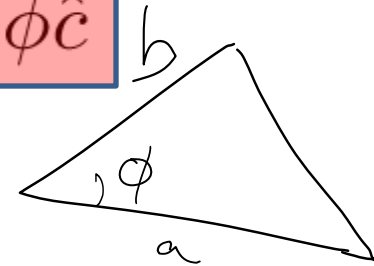


$$\begin{aligned}\vec{a} \cdot \vec{b} &= \vec{b} \cdot \vec{a}, \\ \vec{a} \cdot (\vec{b} + \vec{c}) &= \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}, \\ \vec{a} \cdot (k\vec{b}) &= k(\vec{a} \cdot \vec{b}), \\ \vec{a} \cdot \vec{a} &= a^2.\end{aligned}$$

Vector 곱하기: vector product



$$\vec{a} \times \vec{b} \equiv ab \sin \phi \hat{c}$$

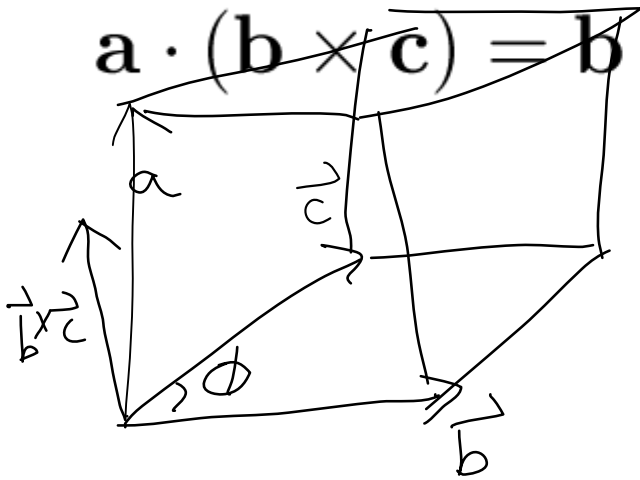


$$\begin{aligned} \vec{a} \times \vec{b} &= -\vec{b} \times \vec{a}, \\ \vec{a} \times (\vec{b} + \vec{c}) &= \vec{a} \times \vec{b} + \vec{a} \times \vec{c}, \\ \vec{a} \times (k\vec{b}) &= k(\vec{a} \times \vec{b}), \\ \vec{a} \times \vec{a} &= 0. \end{aligned}$$

Vector product의 예

$$\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c}) = \mathbf{b} \cdot (\mathbf{c} \times \mathbf{a}) = \mathbf{c} \cdot (\mathbf{a} \times \mathbf{b})$$

Cyclic permutation



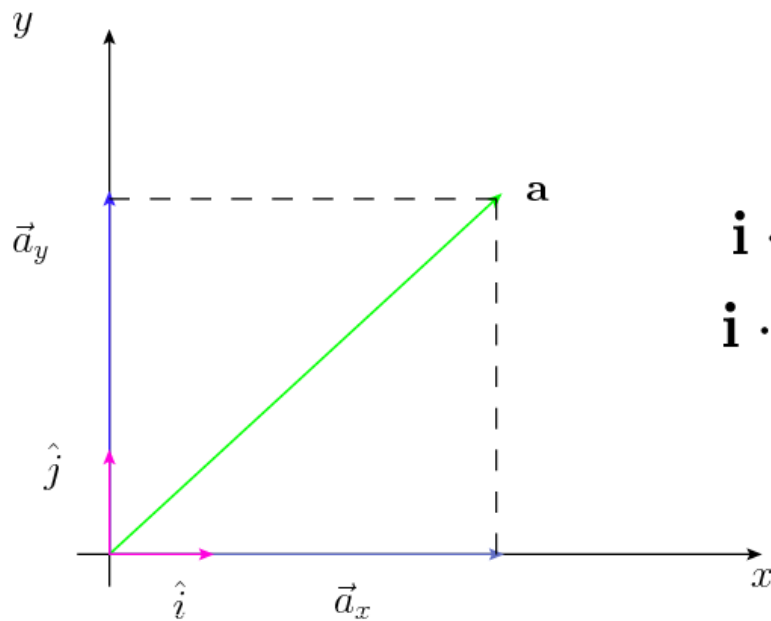
$$\mathbf{a} \times (\mathbf{b} \times \mathbf{c}) = \mathbf{b}(\mathbf{a} \cdot \mathbf{c}) - \mathbf{c}(\mathbf{a} \cdot \mathbf{b})$$

vector의 성분

$$\mathbf{i} = \hat{\mathbf{x}} = (1, 0, 0)$$

$$\mathbf{j} = \hat{\mathbf{y}} = (0, 1, 0)$$

$$\mathbf{k} = \hat{\mathbf{z}} = (0, 0, 1)$$



$$\mathbf{i} \cdot \mathbf{j} = \mathbf{j} \cdot \mathbf{k} = \mathbf{k} \cdot \mathbf{i} = 1 \times 1 \cos 90^\circ = 0$$

$$\mathbf{i} \cdot \mathbf{i} = \mathbf{j} \cdot \mathbf{j} = \mathbf{k} \cdot \mathbf{k} = 1 \times 1 \cos 0^\circ = 1$$

$$\mathbf{i} \times \mathbf{i} = \mathbf{j} \times \mathbf{j} = \mathbf{k} \times \mathbf{k} = 0$$

$$\mathbf{i} \times \mathbf{j} = \mathbf{k}, \mathbf{j} \times \mathbf{k} = \mathbf{i}, \mathbf{k} \times \mathbf{i} = \mathbf{j}$$

$$\mathbf{a} = \mathbf{a}_x + \mathbf{a}_y + \mathbf{a}_z$$

$$\mathbf{a} = a_x \mathbf{i} + a_y \mathbf{j} + a_z \mathbf{k} = (a_x, a_y, a_z)$$

vector의 성분계산

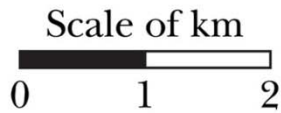
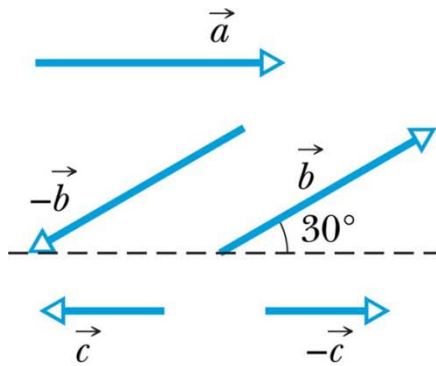
$$\mathbf{a} + \mathbf{b} = (a_x \mathbf{i} + a_y \mathbf{j}) + (b_x \mathbf{i} + b_y \mathbf{j}) = (a_x + b_x) \mathbf{i} + (a_y + b_y) \mathbf{j}$$

$$\begin{aligned} \mathbf{a} \cdot \mathbf{b} &= (a_x \mathbf{i} + a_y \mathbf{j}) \cdot (b_x \mathbf{i} + b_y \mathbf{j}) \\ &= (a_x b_x) \mathbf{i} \cdot \mathbf{i} + (a_x b_y) \mathbf{i} \cdot \mathbf{j} + (a_y b_x) \mathbf{j} \cdot \mathbf{i} + (a_y b_y) \mathbf{j} \cdot \mathbf{j} \\ &= a_x b_x + a_y b_y \end{aligned}$$

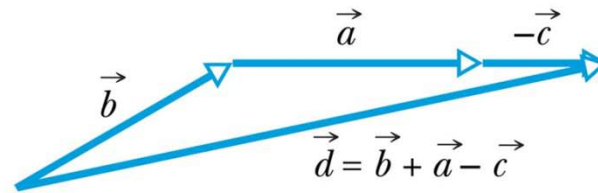
$$\begin{aligned} \mathbf{a} \times \mathbf{b} &= (a_x \mathbf{i} + a_y \mathbf{j}) \times (b_x \mathbf{i} + b_y \mathbf{j}) \\ &= (a_x b_x) \mathbf{i} \times \mathbf{i} + (a_x b_y) \mathbf{i} \times \mathbf{j} + (a_y b_x) \mathbf{j} \times \mathbf{i} + (a_y b_y) \mathbf{j} \times \mathbf{j} \\ &= a_x b_y \mathbf{k} + a_y b_x (-\mathbf{k}) \\ &= (a_x b_y - a_y b_x) \mathbf{k} \end{aligned}$$

$$\begin{aligned}\mathbf{a} \times \mathbf{b} &= (a_y b_z - a_z b_y)\mathbf{i} + (a_z b_x - a_x b_z)\mathbf{j} + (a_x b_y - a_y b_x)\mathbf{k} \\ &= \begin{pmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ a_x & a_y & a_z \\ b_x & b_y & b_z \end{pmatrix}\end{aligned}$$

Sample problem



(a)



(b)

$\mathbf{a} = 2.0\text{km, East}$

$\mathbf{b} = 2.0\text{km, } 30^\circ \text{ North of East}$

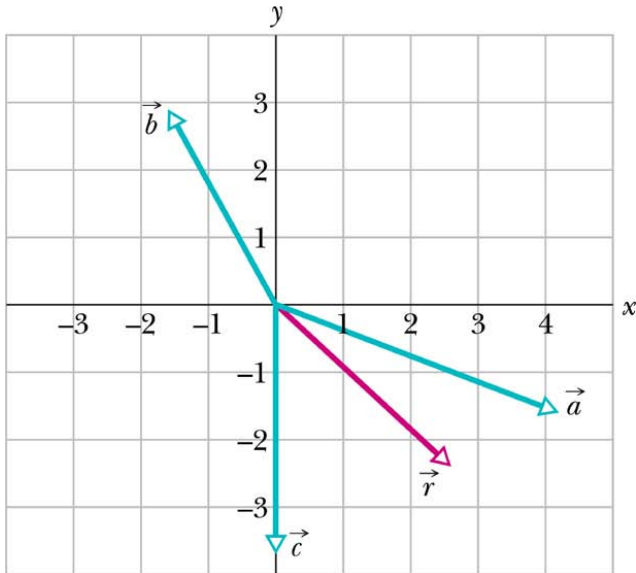
$\mathbf{c} = 1.0\text{km, West}$

$$d_x = a + b \cos 30^\circ - c = 4.732 \approx 4.7 \text{ (km)}$$

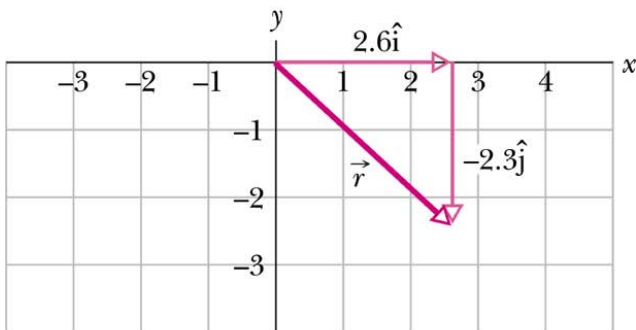
$$d_y = b \sin 30^\circ = 1.0 \text{ km}$$

$$d = \sqrt{d_x^2 + d_y^2} = \sqrt{4.7^2 + 1^2} = 4.8 \text{ (km)}$$

Sample problem



(a)



(b)

$$\mathbf{a} = (4.2 \text{ m})\mathbf{i} - (1.5 \text{ m})\mathbf{j},$$

$$\mathbf{b} = (-1.6 \text{ m})\mathbf{i} + (2.9 \text{ m})\mathbf{j},$$

$$\mathbf{c} = (-3.7 \text{ m})\mathbf{j},$$

$$\mathbf{r} = \mathbf{a} + \mathbf{b} + \mathbf{c} = ?$$

$$r_x = a_x + b_x + c_x = 2.6 \text{ m}$$

$$r_y = a_y + b_y + c_y = -2.3 \text{ m}$$

$$\mathbf{r} = (2.6 \text{ m})\mathbf{i} - (2.3 \text{ m})\mathbf{j}$$

$$r = \sqrt{(2.6)^2 + (-2.3)^2} = 3.5 \text{ m}$$

$$\theta = \tan^{-1} \frac{-2.3}{2.6} = -41^\circ$$

Example

$$\mathbf{a} = 3.0\mathbf{i} - 4.0\mathbf{j}, \mathbf{b} = -2.0\mathbf{i} + 3.0\mathbf{k} : \phi = ?$$

$$\begin{aligned} \mathbf{a} \cdot \mathbf{b} &= ab \cos \phi \\ &= \sqrt{3.0^2 + 4.0^2} \cdot \sqrt{2.0^2 + 3.0^2} \cos \phi \\ &= 18 \cos \phi \end{aligned}$$

$$\begin{aligned} \mathbf{a} \cdot \mathbf{b} &= (3.0\mathbf{i} - 4.0\mathbf{j}) \cdot (-2.0\mathbf{i} + 3.0\mathbf{k}) \\ &= -6.0\mathbf{i} \cdot \mathbf{i} + 9.0\mathbf{i} \cdot \mathbf{k} + 8.0\mathbf{j} \cdot \mathbf{i} - 12.0\mathbf{j} \cdot \mathbf{k} \\ &= -6.0 \end{aligned}$$

$$\phi = \cos^{-1} \frac{-6.0}{18.0} = 109^\circ$$

$$\mathbf{a} = 3.0\mathbf{i} - 4.0\mathbf{j}, \mathbf{b} = -2.0\mathbf{i} + 3.0\mathbf{k} : \mathbf{c} = \mathbf{a} \times \mathbf{b} = ?$$

$$\begin{aligned}\mathbf{a} \times \mathbf{b} &= (3\mathbf{i} - 4\mathbf{j}) \times (-2\mathbf{i} + 3\mathbf{k}) \\ &= -6\mathbf{i} \times \mathbf{i} + 9\mathbf{i} \times \mathbf{k} + 8\mathbf{j} \times \mathbf{i} - 12\mathbf{j} \times \mathbf{k} \\ &= 9(-\mathbf{j}) + 8(-\mathbf{k}) - 12\mathbf{i} \\ &= -12\mathbf{i} - 9\mathbf{j} - 8\mathbf{k}\end{aligned}$$

$$\mathbf{c} \cdot \mathbf{a} = (-12\mathbf{i} - 9\mathbf{j} - 8\mathbf{k}) \cdot (3\mathbf{i} - 4\mathbf{j}) = -36\mathbf{i} \cdot \mathbf{i} + 36\mathbf{j} \cdot \mathbf{j} = 0$$

$$\mathbf{c} \cdot \mathbf{b} = (-12\mathbf{i} - 9\mathbf{j} - 8\mathbf{k}) \cdot (-2\mathbf{i} + 3\mathbf{k}) = 24\mathbf{i} \cdot \mathbf{i} - 24\mathbf{k} \cdot \mathbf{k} = 0$$

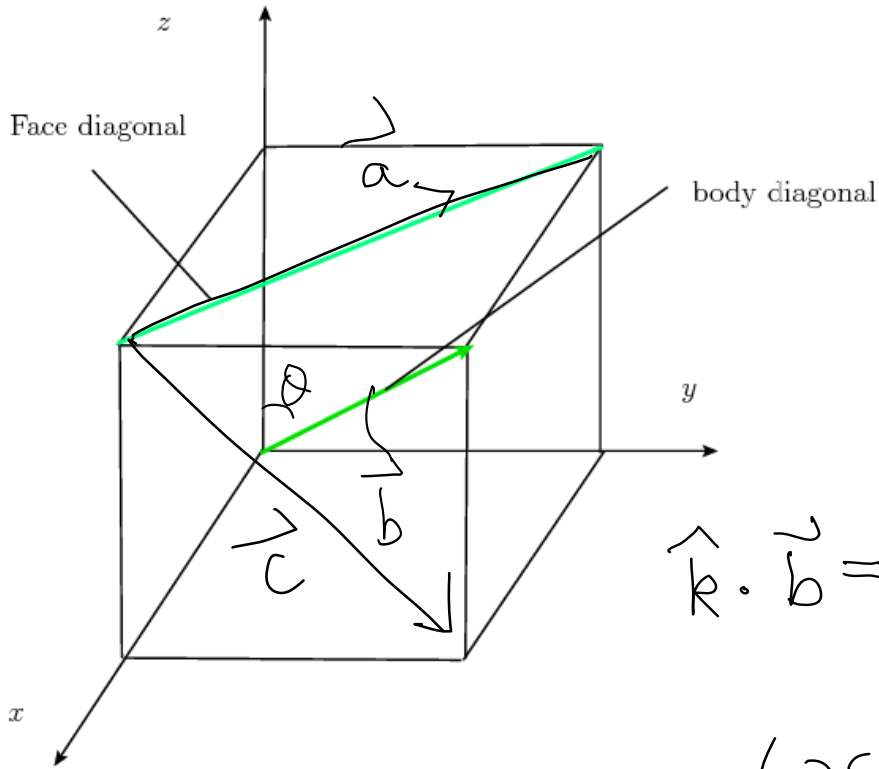
$$\vec{a} = -\hat{i} + \hat{j}$$

$$\vec{b} = \hat{j} - \hat{k}$$

$$\vec{a} \cdot \vec{b} = 2 \cos \alpha$$

Problem

$$= 1 \quad \cos \alpha = \frac{1}{2}$$



(a) Body diagonal, z축 사이의 각도

$$\alpha = 60^\circ$$

$$\vec{b} = \hat{i} + \hat{j} + \hat{k}$$

$$\theta = \cos^{-1} \frac{1}{\sqrt{3}}$$

(b) 이웃한 두 면의 face diagonal 사이의 각도

$$\hat{k} \cdot \vec{b} = b \cos \theta = \sqrt{3} \cos \theta = 1$$

$$\cos \theta = \frac{1}{\sqrt{3}}$$