

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

3D Coordinates

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

3D Coordinates

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

Projection onto x -axis: $(a, 0)$

(drop a line \perp from point to x -axis.)

3D Coordinates

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

Projection onto x -axis: $(a, 0)$

(drop a line \perp from point to x -axis.)

3D Coordinates

Variables: x , y (indep), z (dep)

Axes: x -axis \perp y -axis \perp z -axis



Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

Projection onto x -axis: $(a, 0)$

(drop a line \perp from point to x -axis.)

3D Coordinates

Variables: x , y (indep), z (dep)

Axes: x -axis \perp y -axis \perp z -axis



(right hand rule)

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

Projection onto x -axis: $(a, 0)$

(drop a line \perp from point to x -axis.)

3D Coordinates

Variables: x , y (indep), z (dep)

Axes: x -axis \perp y -axis \perp z -axis



(right hand rule)

Coordinates of a point: (a, b, c)

Go a units in x -dir, b in y , c in z .

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

Projection onto x -axis: $(a, 0)$

(drop a line \perp from point to x -axis.)

3D Coordinates

Variables: x , y (indep), z (dep)

Axes: x -axis \perp y -axis \perp z -axis



(right hand rule)

Coordinates of a point: (a, b, c)

Go a units in x -dir, b in y , c in z .

Projection onto xy -plane: $(a, b, 0)$

(drop a line \perp from point to xy -plane)

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

Projection onto x -axis: $(a, 0)$

(drop a line \perp from point to x -axis.)

Distance from origin: $\sqrt{a^2 + b^2}$

3D Coordinates

Variables: x , y (indep), z (dep)

Axes: x -axis \perp y -axis \perp z -axis



(right hand rule)

Coordinates of a point: (a, b, c)

Go a units in x -dir, b in y , c in z .

Projection onto xy -plane: $(a, b, 0)$

(drop a line \perp from point to xy -plane)

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

Projection onto x -axis: $(a, 0)$

(drop a line \perp from point to x -axis.)

Distance from origin: $\sqrt{a^2 + b^2}$

3D Coordinates

Variables: x , y (indep), z (dep)

Axes: x -axis \perp y -axis \perp z -axis



(right hand rule)

Coordinates of a point: (a, b, c)

Go a units in x -dir, b in y , c in z .

Projection onto xy -plane: $(a, b, 0)$

(drop a line \perp from point to xy -plane)

Distance from origin: $\sqrt{a^2 + b^2 + c^2}$

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

Projection onto x -axis: $(a, 0)$

(drop a line \perp from point to x -axis.)

Distance from origin: $\sqrt{a^2 + b^2}$

First quadrant:

All points (a, b) with $a \geq 0$, $b \geq 0$.

3D Coordinates

Variables: x , y (indep), z (dep)

Axes: x -axis \perp y -axis \perp z -axis



(right hand rule)

Coordinates of a point: (a, b, c)

Go a units in x -dir, b in y , c in z .

Projection onto xy -plane: $(a, b, 0)$

(drop a line \perp from point to xy -plane)

Distance from origin: $\sqrt{a^2 + b^2 + c^2}$

Coordinates, Now with More Dimensions....

2D Coordinates

Variables: x (indep), y (dep)

Axes: x -axis \perp y -axis

Coordinates of a point: (a, b)

Go a units in x -direction, b in y .

Projection onto x -axis: $(a, 0)$

(drop a line \perp from point to x -axis.)

Distance from origin: $\sqrt{a^2 + b^2}$

First quadrant:

All points (a, b) with $a \geq 0$, $b \geq 0$.

3D Coordinates

Variables: x , y (indep), z (dep)

Axes: x -axis \perp y -axis \perp z -axis



(right hand rule)

Coordinates of a point: (a, b, c)

Go a units in x -dir, b in y , c in z .

Projection onto xy -plane: $(a, b, 0)$

(drop a line \perp from point to xy -plane)

Distance from origin: $\sqrt{a^2 + b^2 + c^2}$

First octant:

All points (a, b, c) with $a, b, c \geq 0$

Continued Comparison

2D Equations

Lines:

$x = 2$ defines

3D Equations

Continued Comparison

2D Equations

Lines:

$x = 2$ defines a vertical line.

3D Equations

Continued Comparison

2D Equations

Lines:

$x = 2$ defines a vertical line.

All points $(2, b)$ for any b

3D Equations

Continued Comparison

2D Equations

Lines:

$x = 2$ defines a vertical line.

All points $(2, b)$ for any b

$y = 3$ defines a horizontal line.

All points $(a, 3)$ for any a

3D Equations

Continued Comparison

2D Equations

Lines:

$x = 2$ defines a vertical line.

All points $(2, b)$ for any b

$y = 3$ defines a horizontal line.

All points $(a, 3)$ for any a

3D Equations

Planes:

$x = 2$ is

Continued Comparison

2D Equations

Lines:

$x = 2$ defines a vertical line.

All points $(2, b)$ for any b

$y = 3$ defines a horizontal line.

All points $(a, 3)$ for any a

3D Equations

Planes:

$x = 2$ is a plane parallel to the yz -plane.

All points $(2, b, c)$ for any b, c .

Continued Comparison

2D Equations

Lines:

$x = 2$ defines a vertical line.

All points $(2, b)$ for any b

$y = 3$ defines a horizontal line.

All points $(a, 3)$ for any a

3D Equations

Planes:

$x = 2$ is a plane parallel to the yz -plane.

All points $(2, b, c)$ for any b, c .

$x = y$ defines a plane too.

All points (a, a, c) for any a, c .

Continued Comparison

2D Equations

Lines:

$x = 2$ defines a vertical line.

All points $(2, b)$ for any b

$y = 3$ defines a horizontal line.

All points $(a, 3)$ for any a

Circles:

All points distance r from (h, k) :

$$x^2 + y^2 = r^2$$

3D Equations

Planes:

$x = 2$ is a plane parallel to the yz -plane.

All points $(2, b, c)$ for any b, c .

$x = y$ defines a plane too.

All points (a, a, c) for any a, c .

Continued Comparison

2D Equations

Lines:

$x = 2$ defines a vertical line.

All points $(2, b)$ for any b

$y = 3$ defines a horizontal line.

All points $(a, 3)$ for any a

Circles:

All points distance r from (h, k) :

$$x^2 + y^2 = r^2$$

$$(x - h)^2 + (y - k)^2 = r^2$$

3D Equations

Planes:

$x = 2$ is a plane parallel to the yz -plane.

All points $(2, b, c)$ for any b, c .

$x = y$ defines a plane too.

All points (a, a, c) for any a, c .

Continued Comparison

2D Equations

Lines:

$x = 2$ defines a vertical line.

All points $(2, b)$ for any b

$y = 3$ defines a horizontal line.

All points $(a, 3)$ for any a

Circles:

All points distance r from (h, k) :

$$x^2 + y^2 = r^2$$

$$(x - h)^2 + (y - k)^2 = r^2$$

3D Equations

Planes:

$x = 2$ is a plane parallel to the yz -plane.

All points $(2, b, c)$ for any b, c .

$x = y$ defines a plane too.

All points (a, a, c) for any a, c .

Spheres:

All points distance r from (h, k, ℓ) :

$$x^2 + y^2 + z^2 = r^2$$

$$(x - h)^2 + (y - k)^2 + (z - \ell)^2 = r^2$$

Vectors

Definition: A **vector** is a quantity that has both magnitude and direction, often represented by an arrow. We'll use either \mathbf{v} , \vec{v} , or $\vec{\mathbf{v}}$.

Vectors

Definition: A **vector** is a quantity that has both magnitude and direction, often represented by an arrow. We'll use either \mathbf{v} , \vec{v} , or $\vec{\mathbf{v}}$.

- ▶ Think of them as a generalization of a single number.

Vectors

Definition: A **vector** is a quantity that has both magnitude and direction, often represented by an arrow. We'll use either \mathbf{v} , \vec{v} , or $\vec{\mathbf{v}}$.

- ▶ Think of them as a generalization of a single number.
- ▶ They do not have a fixed position.

Vectors

Definition: A **vector** is a quantity that has both magnitude and direction, often represented by an arrow. We'll use either \mathbf{v} , \vec{v} , or $\vec{\mathbf{v}}$.

- ▶ Think of them as a generalization of a single number.
- ▶ They do not have a fixed position.
- ▶ Can have any number of dimensions.

What can we do with vectors?

We can add vectors.

What can we do with vectors?

We can add vectors.

Place the tail of \vec{v} at the head of \vec{u} .

What can we do with vectors?

We can add vectors.

Place the tail of \vec{v} at the head of \vec{u} .

Define $\vec{u} + \vec{v}$ to be the vector starting at the tail of \vec{u} and ending at the head of \vec{v} .

What can we do with vectors?

We can add vectors.

Place the tail of \vec{v} at the head of \vec{u} .

Define $\vec{u} + \vec{v}$ to be the vector starting at the tail of \vec{u} and ending at the head of \vec{v} .

Properties: $\vec{u} + \vec{0} = \vec{u}$

$\vec{u} + \vec{v} = \vec{v} + \vec{u}$. (Parallelogram!)

What can we do with vectors?

We can add vectors.

Place the tail of \vec{v} at the head of \vec{u} .

Define $\vec{u} + \vec{v}$ to be the vector starting at the tail of \vec{u} and ending at the head of \vec{v} .

Properties: $\vec{u} + \vec{0} = \vec{u}$

$\vec{u} + \vec{v} = \vec{v} + \vec{u}$. (Parallelogram!)

We can stretch vectors

by a constant factor (a **scalar**).

What can we do with vectors?

We can add vectors.

Place the tail of \vec{v} at the head of \vec{u} .

Define $\vec{u} + \vec{v}$ to be the vector starting at the tail of \vec{u} and ending at the head of \vec{v} .

Properties: $\vec{u} + \vec{0} = \vec{u}$

$\vec{u} + \vec{v} = \vec{v} + \vec{u}$. (Parallelogram!)

We can stretch vectors

by a constant factor (a **scalar**).

Zero Properties:

$$0 \cdot \vec{v} = \vec{0} \quad \text{and} \quad c \cdot \vec{0} = \vec{0}$$

What can we do with vectors?

We can add vectors.

Place the tail of \vec{v} at the head of \vec{u} .

Define $\vec{u} + \vec{v}$ to be the vector starting at the tail of \vec{u} and ending at the head of \vec{v} .

Properties: $\vec{u} + \vec{0} = \vec{u}$

$\vec{u} + \vec{v} = \vec{v} + \vec{u}$. (Parallelogram!)

We can stretch vectors

by a constant factor (a **scalar**).

Zero Properties:

$$0 \cdot \vec{v} = \vec{0} \quad \text{and} \quad c \cdot \vec{0} = \vec{0}$$

So we can subtract vectors,

because $\vec{u} - \vec{v} = \vec{u} + (-1)\vec{v}$.

What can we do with vectors?

We can add vectors.

Place the tail of \vec{v} at the head of \vec{u} .

Define $\vec{u} + \vec{v}$ to be the vector starting at the tail of \vec{u} and ending at the head of \vec{v} .

Properties: $\vec{u} + \vec{0} = \vec{u}$

$\vec{u} + \vec{v} = \vec{v} + \vec{u}$. (Parallelogram!)

We can stretch vectors

by a constant factor (a **scalar**).

Zero Properties:

$$0 \cdot \vec{v} = \vec{0} \quad \text{and} \quad c \cdot \vec{0} = \vec{0}$$

So we can subtract vectors,

because $\vec{u} - \vec{v} = \vec{u} + (-1)\vec{v}$.

Distributive laws:

$$(a + b) \cdot \vec{v} = a \cdot \vec{v} + b \cdot \vec{v}$$

$$c \cdot (\vec{u} + \vec{v}) = c \cdot \vec{u} + c \cdot \vec{v}$$

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

▶ $\vec{u} = \langle 1, 4, 3 \rangle,$

▶ $\vec{v} = \langle 0, -1, -3 \rangle,$

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

▶ $\vec{u} = \langle 1, 4, 3 \rangle$,

▶ $\vec{v} = \langle 0, -1, -3 \rangle$,

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle$, $\vec{j} = \langle 0, 1, 0 \rangle$, $\vec{k} = \langle 0, 0, 1 \rangle$.

standard basis vectors

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

▶ $\vec{u} = \langle 1, 4, 3 \rangle,$

▶ $\vec{v} = \langle 0, -1, -3 \rangle,$

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle, \vec{j} = \langle 0, 1, 0 \rangle, \vec{k} = \langle 0, 0, 1 \rangle.$

▶ Alternate form: $\vec{u} = \vec{i} + 4\vec{j} + 3\vec{k}.$ **standard basis vectors**

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

- ▶ $\vec{u} = \langle 1, 4, 3 \rangle$,
- ▶ $\vec{v} = \langle 0, -1, -3 \rangle$,

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle$, $\vec{j} = \langle 0, 1, 0 \rangle$, $\vec{k} = \langle 0, 0, 1 \rangle$.

- ▶ Alternate form: $\vec{u} = \vec{i} + 4\vec{j} + 3\vec{k}$. **standard basis vectors**

We add vectors componentwise. And multiply scalars componentwise.

- ▶ $\vec{u} + \vec{v} = \langle 1 + 0, 4 + (-1), 3 + (-3) \rangle = \langle 1, 3, 0 \rangle$

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

- ▶ $\vec{u} = \langle 1, 4, 3 \rangle$,
- ▶ $\vec{v} = \langle 0, -1, -3 \rangle$,

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle$, $\vec{j} = \langle 0, 1, 0 \rangle$, $\vec{k} = \langle 0, 0, 1 \rangle$.

- ▶ Alternate form: $\vec{u} = \vec{i} + 4\vec{j} + 3\vec{k}$. **standard basis vectors**

We add vectors componentwise. And multiply scalars componentwise.

- ▶ $\vec{u} + \vec{v} = \langle 1 + 0, 4 + (-1), 3 + (-3) \rangle = \langle 1, 3, 0 \rangle$
- ▶ $\pi\vec{u} = \pi\langle 1, 4, 3 \rangle = \langle \pi, 4\pi, 3\pi \rangle$

Stretch it!

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

- ▶ $\vec{u} = \langle 1, 4, 3 \rangle$,
- ▶ $\vec{v} = \langle 0, -1, -3 \rangle$,

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle$, $\vec{j} = \langle 0, 1, 0 \rangle$, $\vec{k} = \langle 0, 0, 1 \rangle$.

- ▶ Alternate form: $\vec{u} = \vec{i} + 4\vec{j} + 3\vec{k}$. **standard basis vectors**

We add vectors componentwise. And multiply scalars componentwise.

- ▶ $\vec{u} + \vec{v} = \langle 1 + 0, 4 + (-1), 3 + (-3) \rangle = \langle 1, 3, 0 \rangle$
- ▶ $\pi\vec{u} = \pi\langle 1, 4, 3 \rangle = \langle \pi, 4\pi, 3\pi \rangle$ Stretch it!

Magnitude is a synonym for **length**, written $|\vec{v}|$ or $\|\vec{v}\|$.

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

- ▶ $\vec{u} = \langle 1, 4, 3 \rangle$, then $|\vec{u}| = \sqrt{1^2 + 4^2 + 3^2} = \sqrt{26}$.
- ▶ $\vec{v} = \langle 0, -1, -3 \rangle$,

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle$, $\vec{j} = \langle 0, 1, 0 \rangle$, $\vec{k} = \langle 0, 0, 1 \rangle$.

- ▶ Alternate form: $\vec{u} = \vec{i} + 4\vec{j} + 3\vec{k}$. **standard basis vectors**

We add vectors componentwise. And multiply scalars componentwise.

- ▶ $\vec{u} + \vec{v} = \langle 1 + 0, 4 + (-1), 3 + (-3) \rangle = \langle 1, 3, 0 \rangle$
- ▶ $\pi\vec{u} = \pi\langle 1, 4, 3 \rangle = \langle \pi, 4\pi, 3\pi \rangle$ Stretch it!

Magnitude is a synonym for **length**, written $|\vec{v}|$ or $\|\vec{v}\|$.

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

▶ $\vec{u} = \langle 1, 4, 3 \rangle$, then $|\vec{u}| = \sqrt{1^2 + 4^2 + 3^2} = \sqrt{26}$.

▶ $\vec{v} = \langle 0, -1, -3 \rangle$, then $|\vec{v}| = \sqrt{0^2 + (-1)^2 + (-3)^2} = \sqrt{10}$.

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle$, $\vec{j} = \langle 0, 1, 0 \rangle$, $\vec{k} = \langle 0, 0, 1 \rangle$.

▶ Alternate form: $\vec{u} = \vec{i} + 4\vec{j} + 3\vec{k}$. **standard basis vectors**

We add vectors componentwise. And multiply scalars componentwise.

▶ $\vec{u} + \vec{v} = \langle 1 + 0, 4 + (-1), 3 + (-3) \rangle = \langle 1, 3, 0 \rangle$

▶ $\pi\vec{u} = \pi\langle 1, 4, 3 \rangle = \langle \pi, 4\pi, 3\pi \rangle$ Stretch it!

Magnitude is a synonym for **length**, written $|\vec{v}|$ or $\|\vec{v}\|$.

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

▶ $\vec{u} = \langle 1, 4, 3 \rangle$, then $|\vec{u}| = \sqrt{1^2 + 4^2 + 3^2} = \sqrt{26}$.

▶ $\vec{v} = \langle 0, -1, -3 \rangle$, then $|\vec{v}| = \sqrt{0^2 + (-1)^2 + (-3)^2} = \sqrt{10}$.

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle$, $\vec{j} = \langle 0, 1, 0 \rangle$, $\vec{k} = \langle 0, 0, 1 \rangle$.

▶ Alternate form: $\vec{u} = \vec{i} + 4\vec{j} + 3\vec{k}$. **standard basis vectors**

We add vectors componentwise. And multiply scalars componentwise.

▶ $\vec{u} + \vec{v} = \langle 1 + 0, 4 + (-1), 3 + (-3) \rangle = \langle 1, 3, 0 \rangle$

▶ $\pi\vec{u} = \pi\langle 1, 4, 3 \rangle = \langle \pi, 4\pi, 3\pi \rangle$ Stretch it!

Magnitude is a synonym for **length**, written $|\vec{v}|$ or $\|\vec{v}\|$.

You may need to find the **unit vector** in the same direction as \vec{u} .

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

▶ $\vec{u} = \langle 1, 4, 3 \rangle$, then $|\vec{u}| = \sqrt{1^2 + 4^2 + 3^2} = \sqrt{26}$.

▶ $\vec{v} = \langle 0, -1, -3 \rangle$, then $|\vec{v}| = \sqrt{0^2 + (-1)^2 + (-3)^2} = \sqrt{10}$.

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle$, $\vec{j} = \langle 0, 1, 0 \rangle$, $\vec{k} = \langle 0, 0, 1 \rangle$.

▶ Alternate form: $\vec{u} = \vec{i} + 4\vec{j} + 3\vec{k}$. **standard basis vectors**

We add vectors componentwise. And multiply scalars componentwise.

▶ $\vec{u} + \vec{v} = \langle 1 + 0, 4 + (-1), 3 + (-3) \rangle = \langle 1, 3, 0 \rangle$

▶ $\pi\vec{u} = \pi\langle 1, 4, 3 \rangle = \langle \pi, 4\pi, 3\pi \rangle$ Stretch it!

Magnitude is a synonym for **length**, written $|\vec{v}|$ or $\|\vec{v}\|$.

You may need to find the **unit vector** in the same direction as \vec{u} .

▶ Find the length of \vec{u} and divide by it!

Grasping the magnitude of the situation

To write a vector in coordinates, place the tail at the origin and find the coordinates of the head.

▶ $\vec{u} = \langle 1, 4, 3 \rangle$, then $|\vec{u}| = \sqrt{1^2 + 4^2 + 3^2} = \sqrt{26}$.

▶ $\vec{v} = \langle 0, -1, -3 \rangle$, then $|\vec{v}| = \sqrt{0^2 + (-1)^2 + (-3)^2} = \sqrt{10}$.

Three special vectors: $\vec{i} = \langle 1, 0, 0 \rangle$, $\vec{j} = \langle 0, 1, 0 \rangle$, $\vec{k} = \langle 0, 0, 1 \rangle$.

▶ Alternate form: $\vec{u} = \vec{i} + 4\vec{j} + 3\vec{k}$. **standard basis vectors**

We add vectors componentwise. And multiply scalars componentwise.

▶ $\vec{u} + \vec{v} = \langle 1 + 0, 4 + (-1), 3 + (-3) \rangle = \langle 1, 3, 0 \rangle$

▶ $\pi\vec{u} = \pi\langle 1, 4, 3 \rangle = \langle \pi, 4\pi, 3\pi \rangle$ Stretch it!

Magnitude is a synonym for **length**, written $|\vec{v}|$ or $\|\vec{v}\|$.

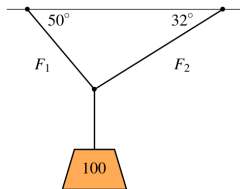
You may need to find the **unit vector** in the same direction as \vec{u} .

▶ Find the length of \vec{u} and divide by it!

▶ **Example.** Unit vector of $\langle 2, -1, -2 \rangle$ is

Vectors are the best way to understand Physics

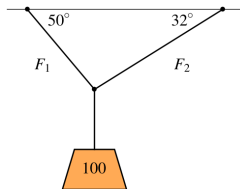
Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?



Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?

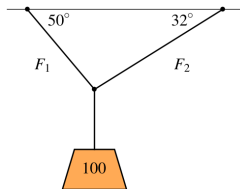
Answer: The forces must be in equilibrium.



Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?

Answer: The forces must be in equilibrium. This means that the sum of all the forces equals $\vec{0}$.

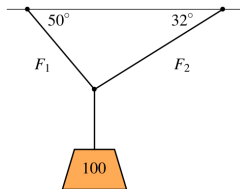


Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?

Answer: The forces must be in equilibrium. This means that the sum of all the forces equals $\vec{0}$.

- ▶ Set up a coordinate system centered at the rope meeting place.



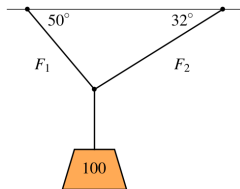
Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?

Answer: The forces must be in equilibrium.

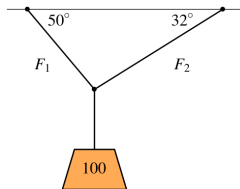
This means that the sum of all the forces equals $\vec{0}$.

- ▶ Set up a coordinate system centered at the rope meeting place.
- ▶ Find the force vector on each rope.



Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?



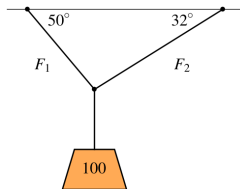
Answer: The forces must be in equilibrium.

This means that the sum of all the forces equals $\vec{\mathbf{0}}$.

- ▶ Set up a coordinate system centered at the rope meeting place.
- ▶ Find the force vector on each rope.
 - ▶ The weight down gives $\vec{\mathbf{W}} = \langle 0, -100 \rangle$.

Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?



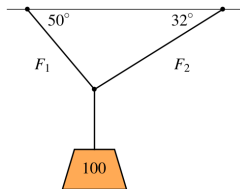
Answer: The forces must be in equilibrium.

This means that the sum of all the forces equals $\vec{\mathbf{0}}$.

- ▶ Set up a coordinate system centered at the rope meeting place.
- ▶ Find the force vector on each rope.
 - ▶ The weight down gives $\vec{\mathbf{W}} = \langle 0, -100 \rangle$.
 - ▶ The first force $\vec{\mathbf{F}}_1 = F_1 \langle \underline{\hspace{2cm}} \rangle$

Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?



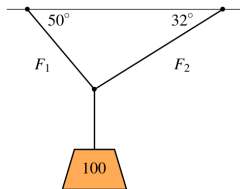
Answer: The forces must be in equilibrium.

This means that the sum of all the forces equals $\vec{\mathbf{0}}$.

- ▶ Set up a coordinate system centered at the rope meeting place.
- ▶ Find the force vector on each rope.
 - ▶ The weight down gives $\vec{\mathbf{W}} = \langle 0, -100 \rangle$.
 - ▶ The first force $\vec{\mathbf{F}}_1 = F_1 \langle \text{_____} \rangle$ (magnitude \cdot direction)

Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?



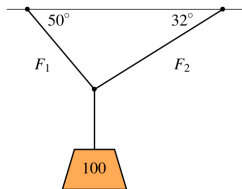
Answer: The forces must be in equilibrium.

This means that the sum of all the forces equals $\vec{\mathbf{0}}$.

- ▶ Set up a coordinate system centered at the rope meeting place.
- ▶ Find the force vector on each rope.
 - ▶ The weight down gives $\vec{\mathbf{W}} = \langle 0, -100 \rangle$.
 - ▶ The first force $\vec{\mathbf{F}}_1 = F_1 \langle \underline{\hspace{2cm}} \rangle$ (magnitude \cdot direction)
 - ▶ The second force $\vec{\mathbf{F}}_2 = F_2 \langle \underline{\hspace{2cm}} \rangle$

Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?



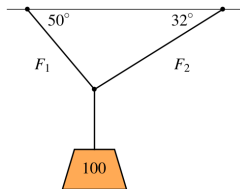
Answer: The forces must be in equilibrium.

This means that the sum of all the forces equals $\vec{\mathbf{0}}$.

- ▶ Set up a coordinate system centered at the rope meeting place.
- ▶ Find the force vector on each rope.
 - ▶ The weight down gives $\vec{\mathbf{W}} = \langle 0, -100 \rangle$.
 - ▶ The first force $\vec{\mathbf{F}}_1 = F_1 \langle \underline{\hspace{2cm}} \rangle$ (magnitude · direction)
 - ▶ The second force $\vec{\mathbf{F}}_2 = F_2 \langle \underline{\hspace{2cm}} \rangle$
- ▶ Use equilibrium to get a system of equations, solve.

Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?



Answer: The forces must be in equilibrium.

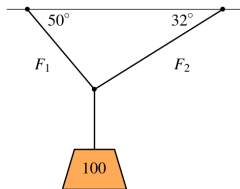
This means that the sum of all the forces equals $\vec{\mathbf{0}}$.

- ▶ Set up a coordinate system centered at the rope meeting place.
- ▶ Find the force vector on each rope.
 - ▶ The weight down gives $\vec{\mathbf{W}} = \langle 0, -100 \rangle$.
 - ▶ The first force $\vec{\mathbf{F}}_1 = F_1 \langle \underline{\hspace{2cm}} \rangle$ (magnitude · direction)
 - ▶ The second force $\vec{\mathbf{F}}_2 = F_2 \langle \underline{\hspace{2cm}} \rangle$
- ▶ Use equilibrium to get a system of equations, solve.

$$-\cos 50 F_1 + \cos 32 F_2 = 0$$

Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?



Answer: The forces must be in equilibrium.

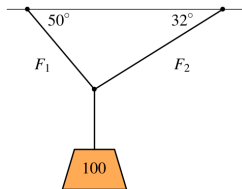
This means that the sum of all the forces equals $\vec{\mathbf{0}}$.

- ▶ Set up a coordinate system centered at the rope meeting place.
- ▶ Find the force vector on each rope.
 - ▶ The weight down gives $\vec{\mathbf{W}} = \langle 0, -100 \rangle$.
 - ▶ The first force $\vec{\mathbf{F}}_1 = F_1 \langle \underline{\hspace{2cm}} \rangle$ (magnitude · direction)
 - ▶ The second force $\vec{\mathbf{F}}_2 = F_2 \langle \underline{\hspace{2cm}} \rangle$
- ▶ Use equilibrium to get a system of equations, solve.

$$-\cos 50 F_1 + \cos 32 F_2 = 0 \quad \text{and} \quad \sin 50 F_1 + \sin 32 F_2 - 100 = 0$$

Vectors are the best way to understand Physics

Example. A 100 lb weight hangs from the ceiling. How much force is held by each rope?



Answer: The forces must be in equilibrium.

This means that the sum of all the forces equals $\vec{\mathbf{0}}$.

- ▶ Set up a coordinate system centered at the rope meeting place.
- ▶ Find the force vector on each rope.
 - ▶ The weight down gives $\vec{\mathbf{W}} = \langle 0, -100 \rangle$.
 - ▶ The first force $\vec{\mathbf{F}}_1 = F_1 \langle \underline{\hspace{2cm}} \rangle$ (magnitude \cdot direction)
 - ▶ The second force $\vec{\mathbf{F}}_2 = F_2 \langle \underline{\hspace{2cm}} \rangle$
- ▶ Use equilibrium to get a system of equations, solve.

$$-\cos 50 F_1 + \cos 32 F_2 = 0 \quad \text{and} \quad \sin 50 F_1 + \sin 32 F_2 - 100 = 0$$

Solving gives $F_1 \approx 85$ lb and $F_2 \approx 65$ lb.