

12.2 Addition and Subtraction of Vectors

Objectives:

- Add and subtract vectors in rectangular form
- Use the zero vector to determine equilibrium
- Use vectors to deduce geometric results

Definitions: Vector addition corresponds to combined or net effects.

For example, if \mathbf{v} and \mathbf{w} are force vectors, then the resultant vector $\mathbf{v} + \mathbf{w}$ represents net force. Vector subtraction would be defined as $\mathbf{v} - \mathbf{w}$ or as adding a negative vector $\mathbf{v} + (-\mathbf{w})$.

Arithmetically: Given the vectors $\mathbf{v} = 3\mathbf{i} + 4\mathbf{j}$ and $\mathbf{w} = -2\mathbf{i} + 5\mathbf{j}$, find the following...

| | | |
|--|--|---|
| $\mathbf{v} + \mathbf{w}$ | $\mathbf{v} - \mathbf{w}$ | $2\mathbf{v} + \mathbf{w}$ |
| $(3\mathbf{i} + 4\mathbf{j}) + (-2\mathbf{i} + 5\mathbf{j})$ | $(3\mathbf{i} + 4\mathbf{j}) - (-2\mathbf{i} + 5\mathbf{j})$ | $2(3\mathbf{i} + 4\mathbf{j}) + (-2\mathbf{i} + 5\mathbf{j})$ |
| $\mathbf{i} + 9\mathbf{j}$ | $5\mathbf{i} - \mathbf{j}$ | $(6\mathbf{i} + 8\mathbf{j}) + (-2\mathbf{i} + 5\mathbf{j})$ |
| | | $4\mathbf{i} + 13\mathbf{j}$ |

Geometrically: Vector addition can be thought of as first move along vector \mathbf{v} followed by move along vector \mathbf{w} . This is the triangle law. This is good for representing sequential effects and displacements. Because vector addition is commutative ($\mathbf{v} + \mathbf{w} = \mathbf{w} + \mathbf{v}$), it also gives rise to the parallelogram law. This is better for representing simultaneous effects and net force.

Triangle Law



Parallelogram Law

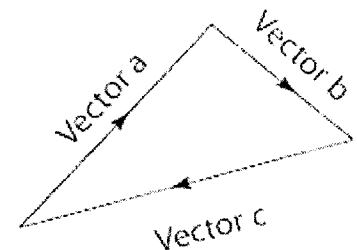


The Zero Vector: In the figure at the right, $\mathbf{a} + \mathbf{b} = \mathbf{c}$. Since the overall journey results in returning to the starting position, the resultant vector \mathbf{c} must equal $\mathbf{0}$. This would be written as $\mathbf{a} + \mathbf{b} + \mathbf{c} = \mathbf{0}$

Equilibrium is the state where a number of forces are in balance. This would be an example of a resultant vector of $\mathbf{0}$.

The zero vector is written as such

$$\mathbf{0} = \begin{pmatrix} 0 \\ 0 \end{pmatrix} \text{ in two dimensions and } \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix} \text{ in three dimensions}$$



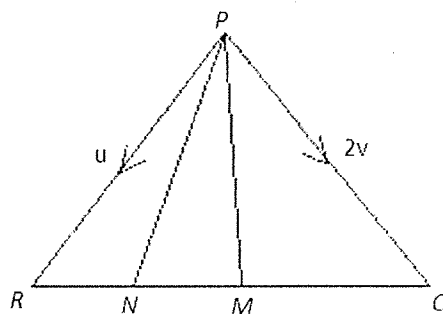
Resultant Vector = $\mathbf{0}$

Geometrical Proofs: Using vector addition, subtraction, and scalar multiples to deduce some geometrical results.

Example: In the diagram at the right,

$$\vec{PR} = \mathbf{u} \text{ and } \vec{PQ} = 2\mathbf{v} \text{ and}$$

M is the midpoint of RQ and N is the midpoint RM .



Find the following in terms of \mathbf{u} and \mathbf{v} .

a) \vec{RQ}

b) \vec{RN}

c) \vec{PN}

Solutions:

$$\begin{aligned} \text{a) } \vec{RQ} &= \vec{RP} + \vec{PQ} && \text{Triangle Law of Vector Addition} \\ &= \vec{-PR} + \vec{PQ} && \text{Substitute a negative vector} \\ &= -\mathbf{u} + 2\mathbf{v} && \text{Substitute} \\ &= 2\mathbf{v} - \mathbf{u} \end{aligned}$$

$$\begin{aligned} \text{b) } \vec{RN} &= \frac{1}{4} \vec{RQ} \\ &= \frac{1}{4} (2\mathbf{v} - \mathbf{u}) \\ &= \frac{1}{2} \mathbf{v} - \frac{1}{4} \mathbf{u} \end{aligned}$$

$$\begin{aligned} \text{c) } \vec{PN} &= \vec{PR} + \vec{RN} \\ &= \mathbf{u} + \left(\frac{1}{2} \mathbf{v} - \frac{1}{4} \mathbf{u} \right) \\ &= \frac{3}{4} \mathbf{u} + \frac{1}{2} \mathbf{v} \end{aligned}$$

Homework H