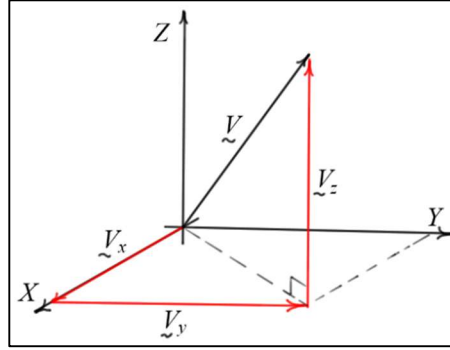


Elementary Statics

Equation Sheet #2: Three Dimensional (3D) Vectors, Dot Product, and Resultant Force

1. 3D vector components:

$$\begin{aligned}\underline{\tilde{V}} &= \underline{\tilde{V}}_x + \underline{\tilde{V}}_y + \underline{\tilde{V}}_z \\ &= V_x \underline{\tilde{i}} + V_y \underline{\tilde{j}} + V_z \underline{\tilde{k}} \\ &= (V \cos(\theta_x)) \underline{\tilde{i}} + (V \cos(\theta_y)) \underline{\tilde{j}} + (V \cos(\theta_z)) \underline{\tilde{k}} \\ &= V (\cos(\theta_x) \underline{\tilde{i}} + \cos(\theta_y) \underline{\tilde{j}} + \cos(\theta_z) \underline{\tilde{k}}) \\ &= V \underline{\tilde{u}}_V\end{aligned}$$

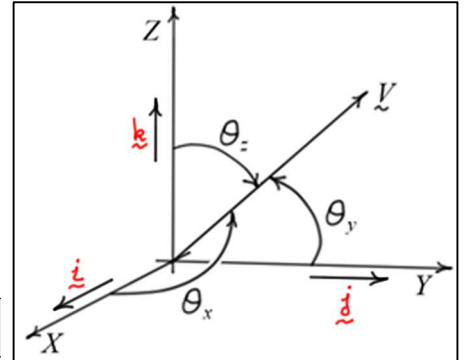


2. Unit vector along $\underline{\tilde{V}}$: $\underline{\tilde{u}}_V = \cos(\theta_x) \underline{\tilde{i}} + \cos(\theta_y) \underline{\tilde{j}} + \cos(\theta_z) \underline{\tilde{k}}$

3. Trigonometric identity: $\cos^2(\theta_x) + \cos^2(\theta_y) + \cos^2(\theta_z) = 1$

4. Magnitude: $V = |\underline{\tilde{V}}| = \sqrt{V_x^2 + V_y^2 + V_z^2}$

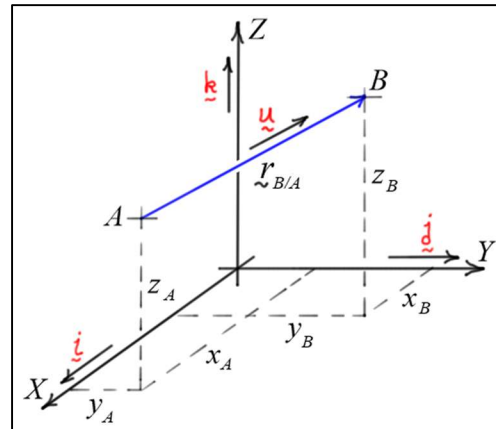
5. Vector addition: $\underline{\tilde{V}} = \underline{\tilde{V}}_1 + \underline{\tilde{V}}_2 = (V_{1x} + V_{2x}) \underline{\tilde{i}} + (V_{1y} + V_{2y}) \underline{\tilde{j}} + (V_{1z} + V_{2z}) \underline{\tilde{k}}$



6. Position vector:

$$\underline{\tilde{r}}_{B/A} = \underline{\tilde{r}}_B - \underline{\tilde{r}}_A = (x_B - x_A) \underline{\tilde{i}} + (y_B - y_A) \underline{\tilde{j}} + (z_B - z_A) \underline{\tilde{k}}$$

7. Unit vector: $\underline{\tilde{u}} = \frac{\underline{\tilde{r}}_{B/A}}{|\underline{\tilde{r}}_{B/A}|}$



Dot Product

1. Geometric definition: $\underline{\tilde{A}} \cdot \underline{\tilde{B}} = |\underline{\tilde{A}}| |\underline{\tilde{B}}| \cos(\theta)$

2. Calculation: $\underline{\tilde{A}} \cdot \underline{\tilde{B}} = (a_x \underline{\tilde{i}} + a_y \underline{\tilde{j}} + a_z \underline{\tilde{k}}) \cdot (b_x \underline{\tilde{i}} + b_y \underline{\tilde{j}} + b_z \underline{\tilde{k}}) = a_x b_x + a_y b_y + a_z b_z$

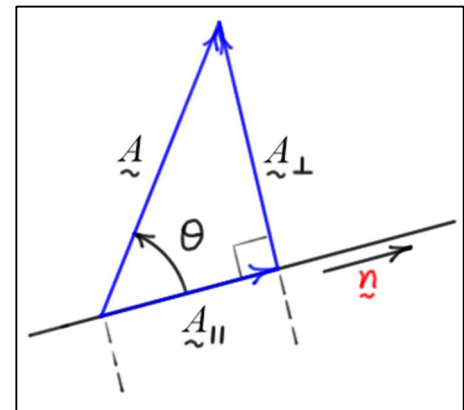
3. Components along and perpendicular to $\underline{\tilde{n}}$:

$$\underline{\tilde{A}}_{\parallel} = (\underline{\tilde{A}} \cdot \underline{\tilde{n}}) \underline{\tilde{n}} \quad \text{and} \quad \underline{\tilde{A}}_{\perp} = \underline{\tilde{A}} - \underline{\tilde{A}}_{\parallel}$$

4. Product is **commutative**: $\underline{\tilde{A}} \cdot \underline{\tilde{B}} = \underline{\tilde{B}} \cdot \underline{\tilde{A}}$

5. Product is **distributive** over addition: $\underline{\tilde{A}} \cdot (\underline{\tilde{B}} + \underline{\tilde{C}}) = (\underline{\tilde{A}} \cdot \underline{\tilde{B}}) + (\underline{\tilde{A}} \cdot \underline{\tilde{C}})$

6. Multiplication by a **scalar** α : $\alpha (\underline{\tilde{A}} \cdot \underline{\tilde{B}}) = (\alpha \underline{\tilde{A}}) \cdot \underline{\tilde{B}} = \underline{\tilde{A}} \cdot (\alpha \underline{\tilde{B}})$



Resultant Force: $\underline{\tilde{F}}_R = \sum_i \underline{\tilde{F}}_i$