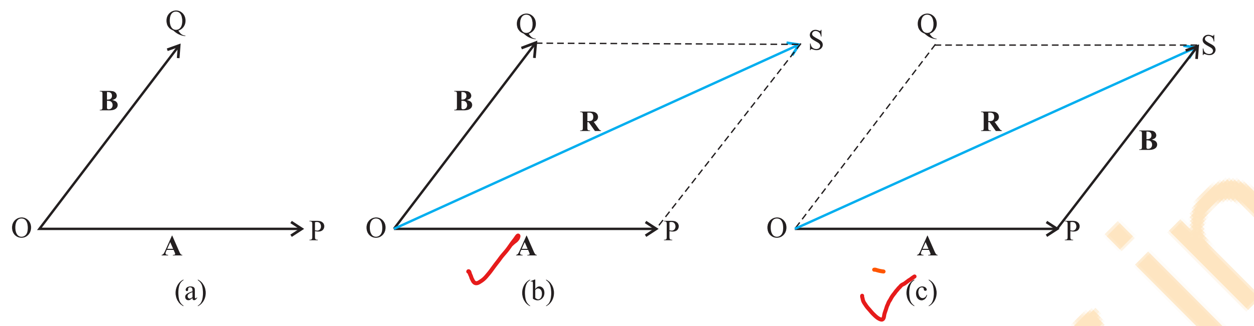


Fig. 4.6 (a) *Two vectors* **A** *and* **B** *with their tails brought to a common origin.* (b) *The sum* **A** + **B** *obtained using the parallelogram method.* (c) *The parallelogram method of vector addition is equivalent to the triangle method.*

> **Example 4.1** Rain is falling vertically with a speed of 35 m s^{-1}. Winds starts blowing after sometime with a speed of 12 m s^{-1} in east to west direction. In which direction should a boy waiting at a bus stop hold his umbrella ?

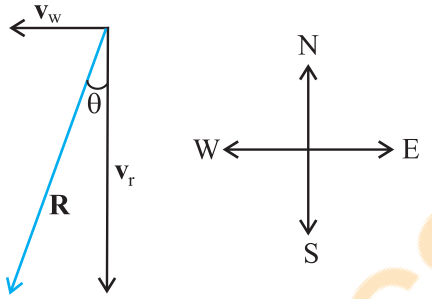


Fig. 4.7

Answer The velocity of the rain and the wind are represented by the vectors $\mathbf{v}_r$ and $\mathbf{v}_w$ in Fig. 4.7 and are in the direction specified by the problem. Using the rule of vector addition, we see that the resultant of $\mathbf{v}_r$ and $\mathbf{v}_w$ is **R** as shown in the figure. The magnitude of **R** is

$$R = \sqrt{v_r^2 + v_w^2} = \sqrt{35^2 + 12^2}\ \text{m s}^{-1} = 37\ \text{m s}^{-1}$$

The direction θ that R makes with the vertical is given by

$$\tan\theta = \frac{v_w}{v_r} = \frac{12}{35} = 0.343$$

Or, $\theta = \tan^{-1}(0.343) = 19^\circ$

Therefore, the boy should hold his umbrella in the vertical plane at an angle of about 19° with the vertical towards the east. ◀

4.5 RESOLUTION OF VECTORS

Let **a** and **b** be any two non-zero vectors in a plane with different directions and let **A** be another vector in the same plane(Fig. 4.8). **A** can be expressed as a sum of two vectors — one obtained by multiplying **a** by a real number and the other obtained by multiplying **b** by another real number. To see this, let O and P be the tail and head of the vector **A**. Then, through O, draw a straight line parallel to **a**, and through P, a straight line parallel to **b**. Let them intersect at Q. Then, we have

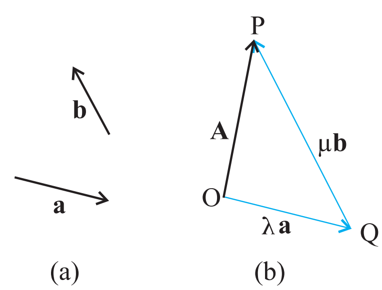
$$\mathbf{A} = \mathbf{OP} = \mathbf{OQ} + \mathbf{QP} \tag{4.6}$$

But since **OQ** is parallel to **a**, and **QP** is parallel to **b**, we can write :

$$\mathbf{OQ} = \lambda\,\mathbf{a}, \text{ and } \mathbf{QP} = \mu\,\mathbf{b} \tag{4.7}$$

where λ and μ are real numbers.

Therefore, $\mathbf{A} = \lambda\,\mathbf{a} + \mu\,\mathbf{b}$ (4.8)



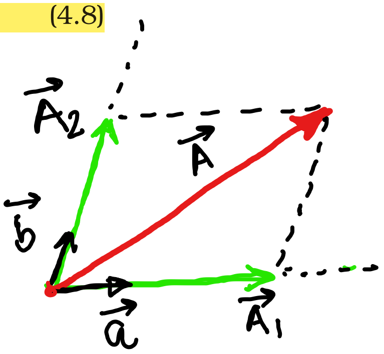


Fig. 4.8 (a) *Two non-colinear vectors* **a** *and* **b**. (b) *Resolving a vector* **A** *in terms of vectors* **a** *and* **b**.

$\vec{A} = \vec{A}_1 + \vec{A}_2$
$\vec{A}_1 = \lambda\vec{a}$
$\vec{A}_2 = \mu\vec{b}$

We say that **A** has been resolved into two component vectors $\lambda\,\mathbf{a}$ and $\mu\,\mathbf{b}$ along **a** and **b** respectively. Using this method one can resolve

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$\vec{A} = \lambda\vec{a} + \mu\vec{b}$