

## Vector Addition

Vectors can be described by specifying either their magnitude and direction (polar coordinates) or their x and y components (rectangular, or Cartesian, coordinates). Consider a vector **A** (we use **boldface** to denote a vector) that has a length (or magnitude)  $A$  and makes an angle  $\theta$  with the x-axis. The rectangular coordinates of **A** obey these formulae:

$$A_x = A \cos \theta \quad (1)$$

$$A_y = A \sin \theta \quad (2)$$

$$\text{Magnitude of } \mathbf{A} = |\mathbf{A}| = A = \sqrt{(A_x^2 + A_y^2)} \quad (3)$$

$$\text{Direction of } \mathbf{A} = \theta = \tan^{-1} (A_y/A_x) \quad (4)$$

Vectors are not added in the same way as ordinary numbers. Vector addition can be done in two ways: *graphically* or *analytically*. Each method involves a specific procedure that must be followed.

For **Graphical Addition**, please review the applets listed below. It is necessary to use graph paper and a protractor to ensure that vectors are drawn to scale and at appropriate angles.

<https://www.msu.edu/~brechtjo/physics/vectorAdd/vectorAdd.html>

<http://www.phy.ntnu.edu.tw/ntnujava/index.php?topic=51>

<http://www.walter-fendt.de/ph14e/resultant.htm>

<http://comp.uark.edu/~jgeabana/java/VectorCalc.html>

For **Analytical Addition**, use the following rule:

*“The component of the sum equals the sum of the components.”*

That is, if  $\mathbf{C} = \mathbf{A} + \mathbf{B}$ , then

$$C_x = A_x + B_x \quad \text{and} \quad C_y = A_y + B_y \quad (5)$$

The magnitude and direction of **C** are then defined as follows:

$$\text{Magnitude of } \mathbf{C} = |\mathbf{C}| = C = \sqrt{(C_x^2 + C_y^2)} \quad (6)$$

$$\text{Direction of } \mathbf{C} = \tan^{-1} (C_y/C_x) \quad (7)$$

**EXAMPLE:**

Suppose  $\mathbf{A} = 3\mathbf{i} + 5\mathbf{j}$  and  $\mathbf{B} = 4\mathbf{i} - 2\mathbf{j}$ . If  $\mathbf{C} = \mathbf{A} + \mathbf{B}$ , determine the magnitude and direction of  $\mathbf{C}$ .

**STEP 1: Identify the components of the individual vectors**

$$A_x = 3 \quad A_y = 5 \quad B_x = 4 \quad B_y = -2$$

**STEP 2: Use equation (5) to compute the x and y components of the sum**

$$C_x = A_x + B_x = 3 + 4 = 7 \quad C_y = A_y + B_y = 5 + (-2) = 3$$

**STEP 3: Use equation (6) to compute the magnitude of the sum**

$$\text{Magnitude of } \mathbf{C} = \sqrt{(7^2 + 3^2)} = \sqrt{49 + 9} = \sqrt{58} = 7.62$$

**STEP 4: Use equation (7) to compute the direction of the sum**

$$\text{Direction of } \mathbf{C} = \tan^{-1}(3/7) = 23.2^\circ$$

Three or more vectors are added just as easily as two. When doing the addition analytically, just add up all the x components to find the total x component, and likewise for y. When doing the addition graphically, the only difference is that you add the vectors two at a time. In other words, add the first two and find the resultant; then add the third vector to this resultant to find a new resultant; then repeat the process until finished.

The *equilibrant* of a vector is the one that cancels it out – that is, the vector that when added to your original vector gives a resultant (sum) of zero. The equilibrant of any vector has the same magnitude but the opposite direction. Sometimes in vector algebra, you may see the equilibrant referred to as the *negative* of a vector. If you have a vector  $\mathbf{A}$ , then the equilibrant may be written as  $-\mathbf{A}$ .

So if  $\mathbf{A}$  has components  $A_x$  and  $A_y$ , then the equilibrant  $-\mathbf{A}$  has components  $-A_x$  and  $-A_y$ .