

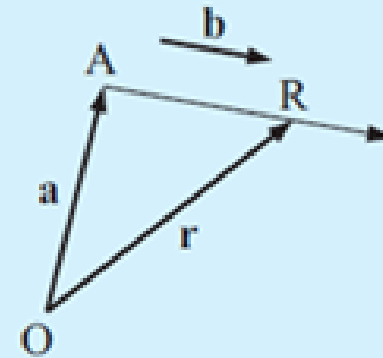
13D – Constant Velocity Problems

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If an object has initial position vector \mathbf{a} and moves with constant velocity \mathbf{b} , its position at time t is given by

$$\mathbf{r} = \mathbf{a} + t\mathbf{b} \quad \text{for } t \geq 0.$$

The speed of the object is $|\mathbf{b}|$.



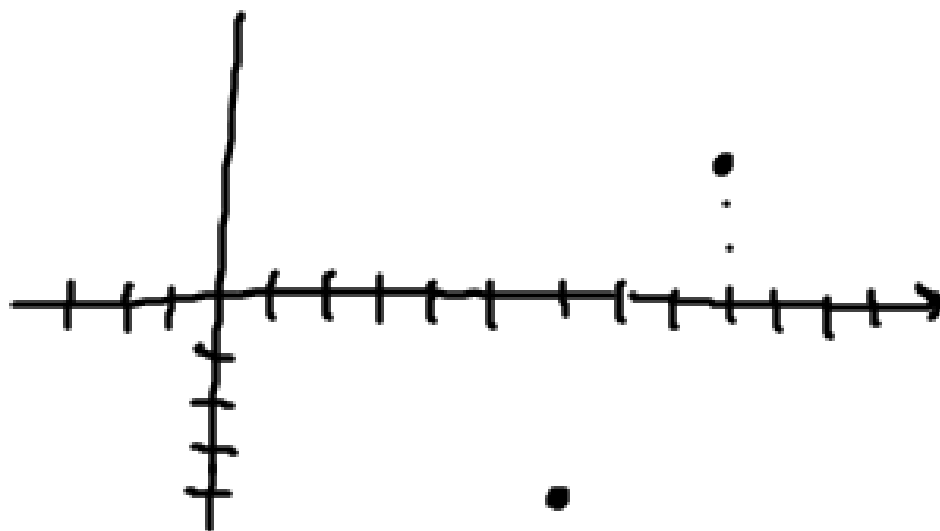
Example: $\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 6 \\ -4 \end{pmatrix} + t \begin{pmatrix} 3 \\ 7 \end{pmatrix}$ is the vector equation of the path of an object where $t \geq 0$, t is in seconds. Distance units are metres.

(a) Find the object's initial position. $t = 0$

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 6 \\ -4 \end{pmatrix}$$

(b) Plot the path of the object for $t = 0, 1, 2$.

$$\begin{array}{cc} \underline{t=1} & \underline{t=2} \\ \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 9 \\ 3 \end{pmatrix} & \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 12 \\ 10 \end{pmatrix} \end{array}$$



(c) Find the velocity vector of the object.

$$\begin{pmatrix} 3 \\ 7 \end{pmatrix}$$

(d) Find the object's speed.

$$\begin{aligned} \text{speed} &= \sqrt{(3)^2 + (7)^2} = \sqrt{9+49} \\ &= \sqrt{58} \text{ m/s} \end{aligned}$$

Example: An object is initially at $(-3, 8)$ and moves with the velocity vector $2\mathbf{i} + \mathbf{j}$

Find:

(a) the position of the object at any time t

$$\vec{r} = \vec{a} + t\vec{b}$$
$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -3 \\ 8 \end{pmatrix} + t \begin{pmatrix} 2 \\ 1 \end{pmatrix}$$

(b) the speed of the object

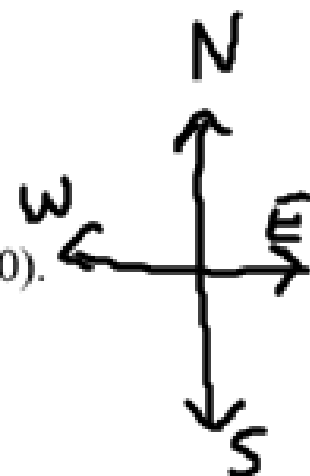
$$\text{speed} = \sqrt{2^2 + 1^2}$$
$$= \sqrt{5}$$

(c) the position at $t = 3$

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -3 \\ 8 \end{pmatrix} + 3 \begin{pmatrix} 2 \\ 1 \end{pmatrix}$$
$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 3 \\ 11 \end{pmatrix}$$

(d) the time when the object is due North of $(0, 0)$.

$$x = 0$$
$$x = -3 + 2t$$
$$0 = -3 + 2t$$
$$\frac{3}{2} = t$$



13E – The Shortest Distance from a Line to a Point

The shortest distance from a point to a line is the perpendicular distance.

Example:

A line has vector equation $\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \end{pmatrix} + t \begin{pmatrix} 3 \\ -1 \end{pmatrix}, \quad t \in \mathbb{R}.$

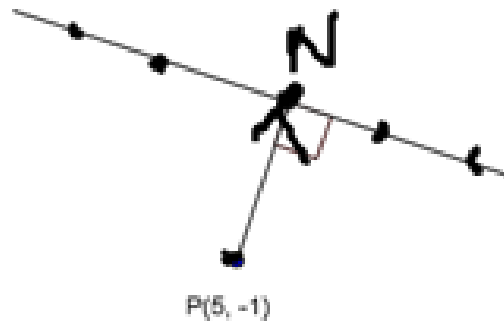
← direction vector

Let P be the point (5, -1). Find exactly the shortest distance from P to the line.

let N be the closest point on the line to P

N has coord $P^T (1+3t, 2-t)$

$$\text{vector } \vec{PN} = \begin{pmatrix} (1+3t) - 5 \\ (2-t) - (-1) \end{pmatrix} = \begin{pmatrix} 3t - 4 \\ 3 - t \end{pmatrix}$$



We know $\vec{PN} \cdot \begin{pmatrix} 3 \\ -1 \end{pmatrix} = 0$ if they are perpendicular

$$\begin{pmatrix} 3t-4 \\ 3-t \end{pmatrix} \cdot \begin{pmatrix} 3 \\ -1 \end{pmatrix} = 0$$

$$(3t-4)(3) + (3-t)(-1) = 0$$

$$9t - 12 + t - 3 = 0$$

$$10t - 15 = 0$$

$$10t = 15$$

$$t = \frac{15}{10} = \frac{3}{2}$$

we know

$$\begin{aligned} \vec{PN} &= \begin{pmatrix} 3t-4 \\ 3-t \end{pmatrix} = \begin{pmatrix} 3\left(\frac{3}{2}\right) - 4 \\ 3 - \frac{3}{2} \end{pmatrix} \\ &= \begin{pmatrix} \frac{1}{2} \\ \frac{3}{2} \end{pmatrix} \\ &= \frac{1}{2} \begin{pmatrix} 1 \\ 3 \end{pmatrix} \end{aligned}$$

$$\begin{aligned} |\vec{PN}| &= \frac{1}{2} \sqrt{(1)^2 + (3)^2} \\ &= \frac{1}{2} \sqrt{10} \end{aligned}$$

2 An ocean liner is at $(6, -6)$, cruising at 10 km h^{-1} in the direction $\begin{pmatrix} -3 \\ 4 \end{pmatrix}$.

← direction vector

A fishing boat is anchored at $(0, 0)$. Distances are in kilometres.

- Find, in terms of \mathbf{i} and \mathbf{j} , the initial position vector of the liner from the fishing boat.
- Write an expression for the position vector of the liner at any time t hours after it has sailed from $(6, -6)$.
- When will the liner be due east of the fishing boat?
- Find the time and position of the liner when it is nearest to the fishing boat.

A) $6\mathbf{i} - 6\mathbf{j}$ ← velocity vector

B) $\vec{r} = \vec{a} + t\vec{b}$ ← vector

$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 6 \\ -6 \end{pmatrix} + t \begin{pmatrix} -3 \\ 4 \end{pmatrix}$

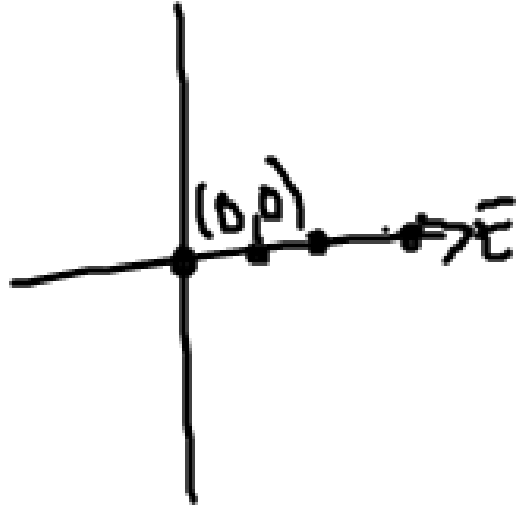
length of direction vector = $\sqrt{(-3)^2 + 4^2}$

$= \sqrt{25}$

$= 5$

*the velocity is 2 times the length of the direction vector

c) Due east $y=0$



par. $y = -6 + 8t$

$$0 = -6 + 8t$$

$$8t = 6$$

$$t = \frac{3}{4} \text{ hr}$$



$$(6-6t, -6+8t)$$

$$\vec{BN} = \begin{pmatrix} 6-6t \\ -6+8t \end{pmatrix}$$

$$\vec{BN} \cdot \begin{pmatrix} -3 \\ 4 \end{pmatrix} = 0 \quad \leftarrow \text{direction vector}$$

$$\begin{pmatrix} 6-6t \\ -6+8t \end{pmatrix} \cdot \begin{pmatrix} -3 \\ 4 \end{pmatrix} = 0$$

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 6 \\ -6 \end{pmatrix} + t \begin{pmatrix} -6 \\ 8 \end{pmatrix}$$

$$(6-6t)(-3) + (-6+8t)(4) = 0$$

$$-18 + 18t - 24 + 32t = 0$$

$$50t - 42 = 0$$

$$50t = 42$$

$$t = \frac{42}{50}$$

$$N \left(6 - 6 \left(\frac{42}{50} \right), -6 + 8 \left(\frac{42}{50} \right) \right)$$

$$N(0.96, 0.72)$$

13F – Intersecting Lines

Vector equations of two lines can be solved to find the point of intersection.

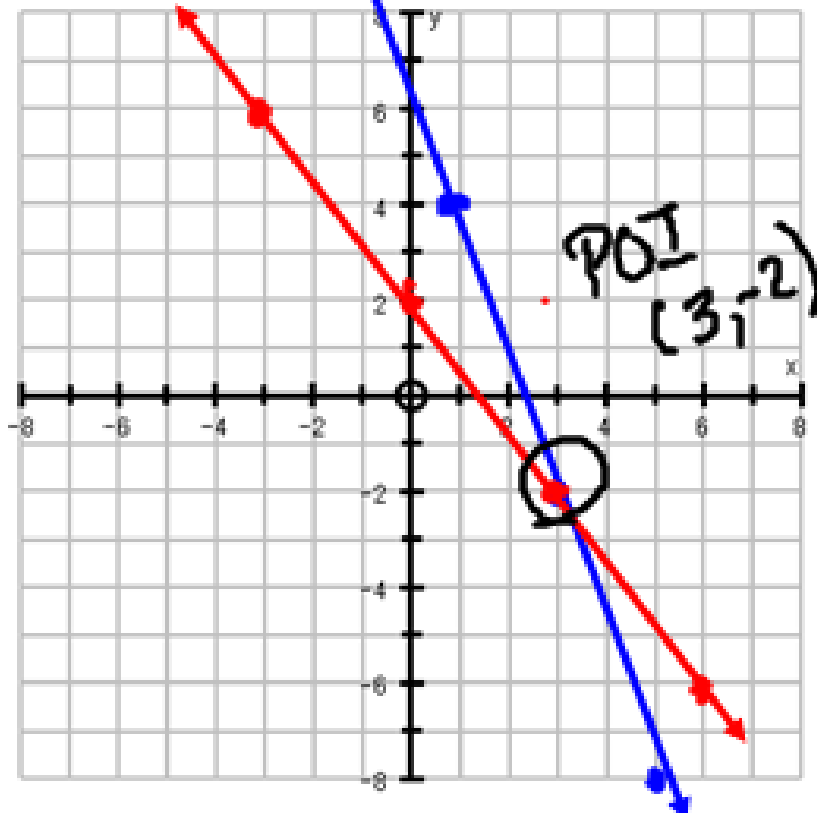
Example:

Line 1 has vector equation $\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} 1 \\ 4 \end{pmatrix} + s \begin{pmatrix} 2 \\ -6 \end{pmatrix}$

Line 2 has vector equation $\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} -3 \\ 6 \end{pmatrix} + t \begin{pmatrix} 3 \\ -4 \end{pmatrix}$ (s and t are scalars)

The two lines meet at E.

Use vector methods to find the coordinates of E.



$$\begin{pmatrix} 1 \\ 4 \end{pmatrix} + s \begin{pmatrix} 2 \\ -6 \end{pmatrix} = \begin{pmatrix} -3 \\ 6 \end{pmatrix} + t \begin{pmatrix} 3 \\ -4 \end{pmatrix}$$

Param form

$$1 + 2s = -3 + 3t \Rightarrow 4 = -2s + 3t \quad \textcircled{1}$$

$$4 - 6s = 6 - 4t \Rightarrow -2 = 6s - 4t \quad \textcircled{2}$$

sub/elim
mult. eqn ① by 3

$$\begin{array}{r} 12 = -6s + 9t \\ + \quad -2 = 6s - 4t \\ \hline 10 = 5t \\ 2 = t \end{array}$$

$$\begin{aligned} \begin{pmatrix} x \\ y \end{pmatrix} &= \begin{pmatrix} -3 \\ 6 \end{pmatrix} + t \begin{pmatrix} 3 \\ -4 \end{pmatrix} \\ \begin{pmatrix} x \\ y \end{pmatrix} &= \begin{pmatrix} -3 \\ 6 \end{pmatrix} + 2 \begin{pmatrix} 3 \\ -4 \end{pmatrix} \\ &= \begin{pmatrix} 3 \\ -2 \end{pmatrix} \end{aligned}$$

$$\underline{s=1}$$