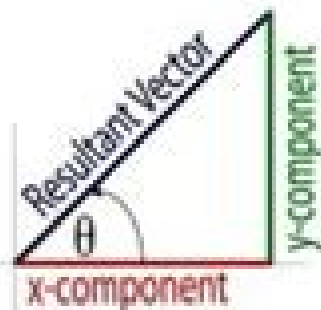
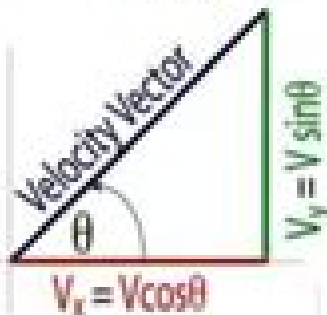


# Chapter 3: Two Dimensional Motion

## Vectors in Physics



$$\vec{V} = \vec{V}_x + \vec{V}_y$$



$$\vec{F} = \vec{F}_x + \vec{F}_y$$



Pythagorean's Theorem

$$V^2 = V_x^2 + V_y^2$$

magnitude of resultant

$$V = \sqrt{V_x^2 + V_y^2}$$

direction of resultant

$$\theta = \tan^{-1} \left( \frac{y}{x} \right)$$

Random Vectors

$$\vec{A} = 7.7\hat{x} + 4.5\hat{y}$$

$$\vec{B} = -9.6\hat{x} + 3.0\hat{y}$$

$$\vec{C} = -9.3\hat{x} + -10.5\hat{y}$$

Analytical

Component Addition

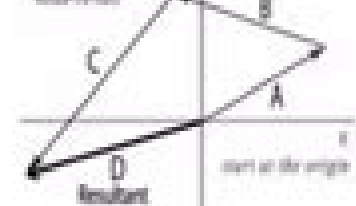
$$\vec{A} = 7.7\hat{x} + 4.5\hat{y}$$

$$\vec{B} = -9.6\hat{x} + 3.0\hat{y}$$

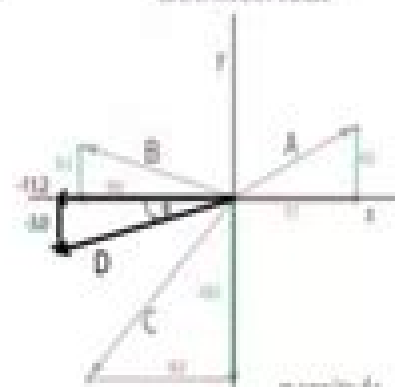
$$\vec{C} = -9.3\hat{x} + -10.5\hat{y}$$

$$\vec{D} = -11.2\hat{x} + -3.0\hat{y}$$

using a ruler and a protractor  
place the vectors  
"head-to-tail"



Geometrical



$$|D| = \sqrt{(-11.2)^2 + (-3.0)^2} = 11.6$$

$$\text{direction } \theta = \tan^{-1} \left( \frac{-3.0}{-11.2} \right) = 15^\circ$$

## Section 1: Vectors

# Chapter3 Two Dimensional Motion And Vectors

**Paul A. Tipler, Gene Mosca**



## **Chapter3 Two Dimensional Motion And Vectors:**

Physlet Physics 3E Volume I Wolfgang Christian and Mario Belloni,2019-07-11 Physlet Physics 3E Volume I contains a collection of exercises spanning the introductory physics sequence These exercises use computer animations generated in JavaScript applets to show physics content on desktop and laptop computers We call these Java applets Physlets Physics content simulated with JavaScript applets written at Davidson College Every chapter of Physlet Physics contains three quite different Physlet based exercises Illustrations Explorations and Problems Illustrations are designed to demonstrate physical concepts Explorations are tutorial in nature Problems are interactive versions of the kind of exercises typically assigned for homework This electronic book contains the narrative to all 800 exercises and links to the interactive content The interactive content requires a desktop laptop tablet or phone and a JavaScript enabled browser to run The first edition of Physlet Physics was an interactive book and CD for the teaching of introductory modern physics and quantum mechanics on the college level Physlet Physics was originally published as part of Prentice Hall s Series in Educational Innovation The second edition of Physlet Physics represented a major change in how the 800 Physlet based interactive materials were delivered to teachers and students alike Instead of accessing materials off of the CD that came with the first edition accessed the Physlet Physics 2E AAPT ComPADRE site via a Java enabled browser on desktop and laptop computers For the third edition of Physlet Physics all applets are now JavaScript and can be accessed on any device and browser via links in this book or directly at <http://compadre.org/physlets> The JavaScript based materials described in this book run on tablets and phones as well as desktop and laptop computers

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**Physics** Holt Rinehart & Winston,2000-12      *Holt Physics* Raymond A. Serway,2002      **Holt Physics** ,2000-12

Motion Estimation Algorithms for Video Compression Borko Furht,Joshua Greenberg,Raymond Westwater,2012-12-06 Video technology promises to be the key for the transmission of motion video A number of video compression techniques and standards have been introduced in the past few years particularly the MPEG 1 and MPEG 2 for interactive multimedia and for digital NTSC and HDTV applications and H 2611H 263 for video telecommunications These techniques use motion estimation techniques to reduce the amount of data that is stored and transmitted for each frame This book is about these motion estimation algorithms their complexity implementations advantages and drawbacks First we present an overview of

video compression techniques with an emphasis to techniques that use motion estimation such as MPEG and H 2611H 263 Then we give a survey of current motion estimation search algorithms including the exhaustive search and a number of fast search algorithms An evaluation of current search algorithms based on a number of experiments on several test video sequences is presented as well The theoretical framework for a new fast search algorithm Densely Centered Uniform P Search DCUPS is developed and presented in the book The complexity of the DCUPS algorithm is comparable to other popular motion estimation techniques however the algorithm shows superior results in terms of compression ratios and video qQuality We should stress out that these new results presented in Chapters 4 and 5 have been developed by Joshua Greenberg as part of his M Sc thesis entitled Densely Centered Uniform P Search A Fast Motion Estimation Algorithm FAU 1996

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