**Navigation Vectors** 

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These are situations where vectors are used in river crossing and airplane navigation.

**River Crossing Problems:** 





Getting Straight Across:

To do this the boat (swimmer or duck) has to aim upstream and let the current push it into a straight resultant The resultant should be straight across the river



the current is 1.30 m/s tind cosultant ŝ Sint Sin Airplane Navigation: very similar to river navigation: θ boat Velocity of Boat + velocity of current = Velocity from shore Resultant Velocity from short B COMPONENTS Vplane + Vwind = Vground X Vp + Vw = VgVelocity of plane + velocity of wind = velocity seen from ground Airspeed + wind speed = ground speed 2 The big challenge: rivers usually have Vc and Vb at 90°, Vp and Vw are almost never at 90°. How do you add vectors that not 90° to each other? COMPONENTS 1) **Xtotal Ytotal** 2. Draw tip-to-tail, with resultant \/w.~d Pythag Tan <sup>-1</sup> anl A plane has airspeed 50 m/s at 30° N of tencounters a wind of speed 25 m/s at 15° E of S, what is the ground speed? SOP -92 300 X=433 :24 = 6.5 503 J=o= 25 ↑+ 24J= 0  $\Theta = 7_{\alpha m}^{-1} \left(\frac{1}{50}\right) = 1^{\circ} N$  from b

