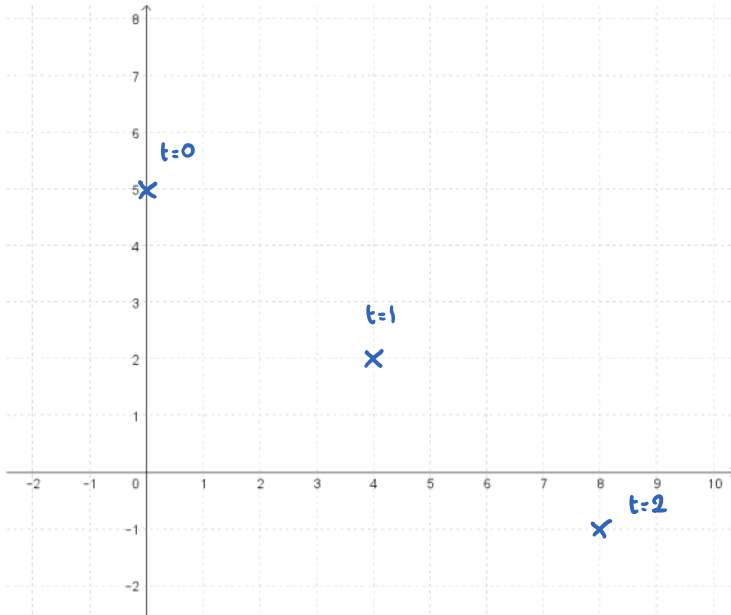


Velocity Vectors

The position, in metres, of a submarine is given by

$$\mathbf{r} = \begin{pmatrix} 0 \\ 5 \end{pmatrix} + t \begin{pmatrix} 4 \\ -3 \end{pmatrix}$$

where t is given in seconds

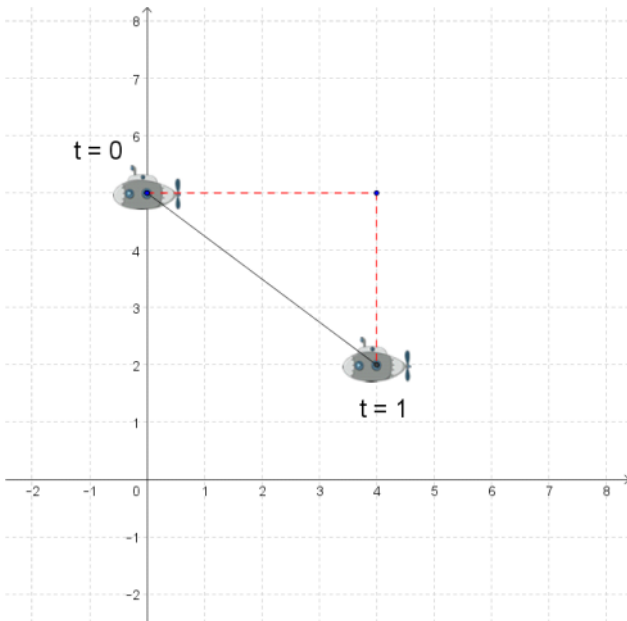


$$\mathbf{r} = \begin{pmatrix} 0 \\ 5 \end{pmatrix} + t \begin{pmatrix} 4 \\ -3 \end{pmatrix}$$

$$\text{When } t = 0, \quad \mathbf{r} = \begin{pmatrix} 0 \\ 5 \end{pmatrix} + 0 \begin{pmatrix} 4 \\ -3 \end{pmatrix} = \begin{pmatrix} 0 \\ 5 \end{pmatrix}$$

$$\text{When } t = 1, \quad \mathbf{r} = \begin{pmatrix} 0 \\ 5 \end{pmatrix} + 1 \begin{pmatrix} 4 \\ -3 \end{pmatrix} = \begin{pmatrix} 4 \\ 2 \end{pmatrix}$$

$$\text{When } t = 2, \quad \mathbf{r} = \begin{pmatrix} 0 \\ 5 \end{pmatrix} + 2 \begin{pmatrix} 4 \\ -3 \end{pmatrix} = \begin{pmatrix} 8 \\ -1 \end{pmatrix}$$



$$\mathbf{r} = \begin{pmatrix} 0 \\ 5 \end{pmatrix} + t \begin{pmatrix} 4 \\ -3 \end{pmatrix}$$

$$\text{Velocity} = \begin{pmatrix} 4 \\ -3 \end{pmatrix} \text{ms}^{-1}$$

$$\text{Speed} = \sqrt{4^2 + (-3)^2} = 5 \text{ms}^{-1}$$

Example

A submarine is initially positioned at (0, 5) travels with velocity $\begin{pmatrix} 4 \\ -3 \end{pmatrix} \text{ms}^{-1}$.

One second later a torpedo is fired from (3, 0) with velocity $\begin{pmatrix} 5 \\ 1 \end{pmatrix} \text{ms}^{-1}$.

Does the torpedo manage to shoot the submarine?

$$\text{Submarine: } \mathbf{r}_s = \begin{pmatrix} 0 \\ 5 \end{pmatrix} + t \begin{pmatrix} 4 \\ -3 \end{pmatrix}$$

$$\text{Torpedo: } \mathbf{r}_t = \begin{pmatrix} 3 \\ 0 \end{pmatrix} + (t - 1) \begin{pmatrix} 5 \\ 1 \end{pmatrix}, \quad t > 1$$

The directions are not parallel $\begin{pmatrix} 4 \\ -3 \end{pmatrix} \neq k \begin{pmatrix} 5 \\ 1 \end{pmatrix}$

This means that their paths cross.

For a collision to take place, they need to have the same position **at the same time**

$$\begin{pmatrix} x_s \\ y_s \end{pmatrix} = \begin{pmatrix} 0 \\ 5 \end{pmatrix} + t \begin{pmatrix} 4 \\ -3 \end{pmatrix}$$

$$\begin{aligned} x_s &= 0 + 4t \\ y_s &= 5 - 3t \end{aligned}$$

$$\begin{pmatrix} x_t \\ y_t \end{pmatrix} = \begin{pmatrix} 3 \\ 0 \end{pmatrix} + (t - 1) \begin{pmatrix} 5 \\ 1 \end{pmatrix}$$

$$\begin{aligned} x_t &= 3 + 5(t - 1) \\ y_t &= 0 + 1(t - 1) \end{aligned}$$

Find the time when the x positions are equal

$$\begin{aligned} 0 + 4t &= 3 + 5(t - 1) \\ 4t &= 3 + 5t - 5 \\ 4t &= -2 + 5t \\ 2 &= t \end{aligned}$$

Find the y positions at this time

$$\begin{aligned} y_s &= 5 - 3 \times 2 = -1 \\ y_t &= 0 + 1(2 - 1) = 1 \end{aligned}$$

Since the y positions are not equal, they do not collide.