

12.2 Vectors

Def A vector is an object that has magnitude (length) and direction.

Ex Velocity, acceleration, force etc.

terminal
point

\vec{u}

B

starting
point

$\vec{u} = \vec{AB}$

D

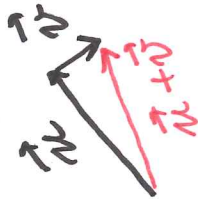
\vec{v}

C

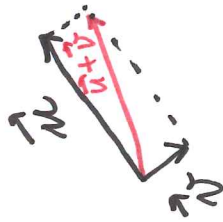
Vectors \vec{u} and \vec{v} are the same, i.e. $\vec{u} = \vec{v}$, if they have the same magnitude and direction.

Combining Vectors

Addition: $\vec{u} + \vec{v}$

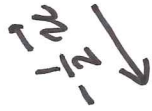


Triangle Law



Parallelogram Law

Def Let \vec{u} be a vector, c be a real number. Then $c\vec{u}$ is a vector whose length is $|c|$ times length of \vec{u} and direction is the same as of \vec{u} if $c > 0$ and opposite if $c < 0$.

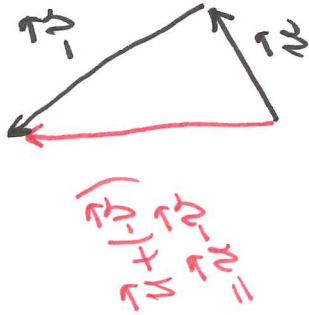
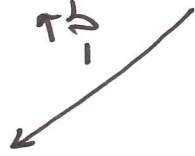
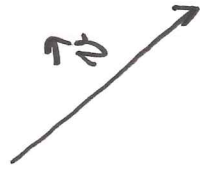


University of Idaho

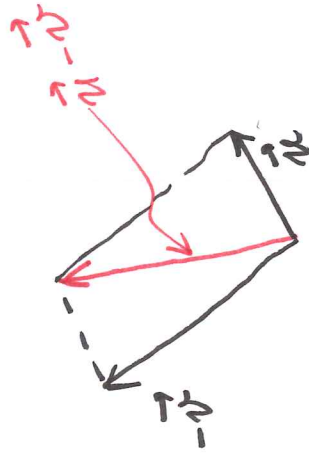
If $c=0$ or $\vec{u}=\vec{0} \Rightarrow c \cdot \vec{u} = \vec{0}$

$\vec{0}$: zero vector has length 0 but no direction

Difference: $\vec{u} - \vec{v} = \vec{u} + (-1) \cdot \vec{v}$



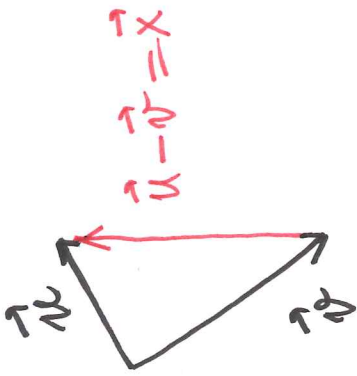
Triangle Law



Parallelogram Law

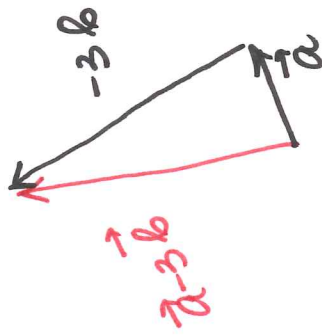
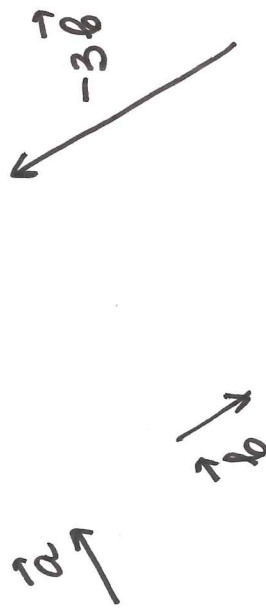
Note

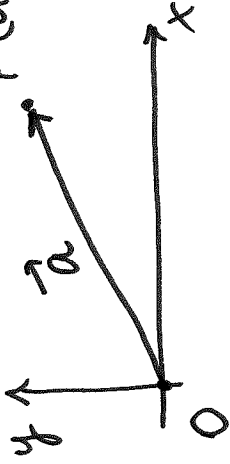
$$\vec{u} - \vec{v} = \vec{x} \quad \Rightarrow \quad \vec{v} + \vec{x} = \vec{u}$$



$$\vec{a} - 3\vec{b} = \vec{a} + (-3)\vec{b}$$

Ex Draw



Components $P(a_1, a_2)$ 

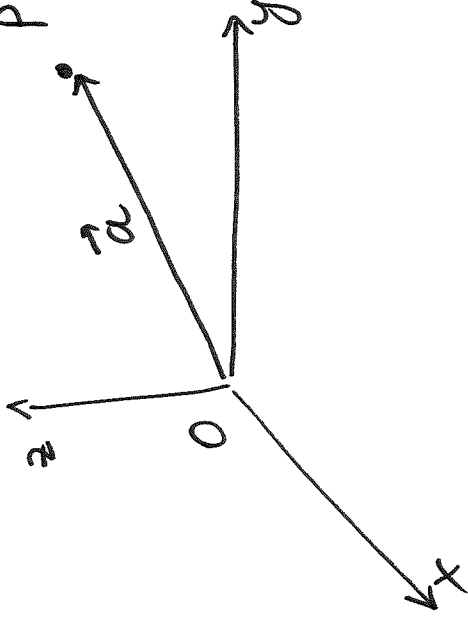
$$\vec{a} = \vec{OP} = \langle a_1, a_2 \rangle$$

Vector \vec{a} starts at the origin and terminates at pt $P(a_1, a_2)$.

We say that \vec{a} has components a_1 and a_2 and

write

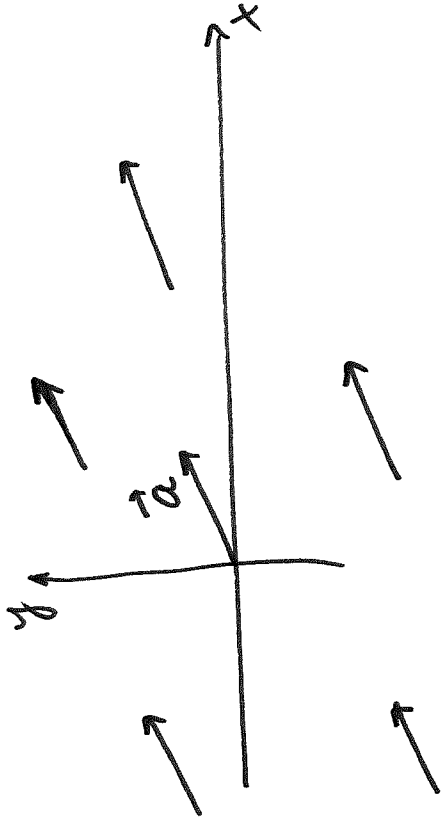
$$\vec{a} = \langle a_1, a_2 \rangle$$

 $P(a_1, a_2, a_3)$ 

$$\vec{a} = \langle a_1, a_2, a_3 \rangle$$

\ / \ ' components of \vec{a}

3D



All these vectors are representations of \vec{a} . They have the same length and the same direction as \vec{a} .

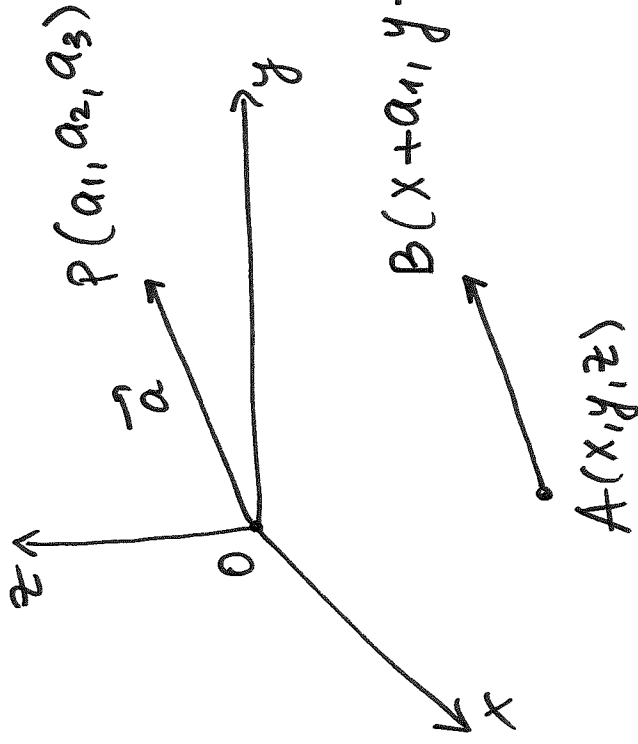
Vector \vec{a} that starts at the origin is called a position vector.

Similarly in 3D.

$B(x_2, y_2, z_2)$



We define $\vec{AB} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle$

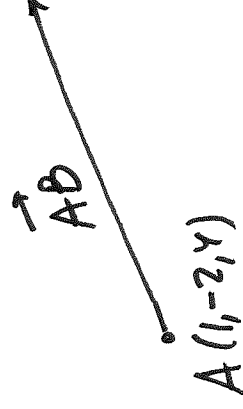


$$\vec{a} = \langle a_1, a_2, a_3 \rangle$$

$$\vec{AB} = \vec{a}$$

Ex Find the vector represented by the directed line segment with initial point $A(1, -2, 4)$ and terminal point $B(0, 7, -5)$.

$$\vec{AB} = \langle 0-1, 7-(-2), -5-4 \rangle = \langle -1, 9, -9 \rangle$$



Def Length or magnitude of vector $\vec{a} = \langle a_1, a_2, a_3 \rangle$ is

$$|\vec{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2}$$

or $\|\vec{a}\|$

Properties of vectors

Let $\vec{a}, \vec{b}, \vec{c}$ be vectors and α, β scalars. Then

1. $\vec{a} + \vec{b} = \vec{b} + \vec{a}$
2. $(\vec{a} + \vec{b}) + \vec{c} = \vec{a} + (\vec{b} + \vec{c})$
3. $\vec{a} + \vec{0} = \vec{a}$
4. $\vec{a} + (-\vec{a}) = \vec{0}$
5. $\alpha(\vec{a} + \vec{b}) = \alpha\vec{a} + \alpha\vec{b}$
6. $(\alpha + \beta)\vec{a} = \alpha\vec{a} + \beta\vec{a}$

$$7. \alpha(\beta \vec{a}) = (\alpha\beta) \vec{a}$$

$$8. 1 \cdot \vec{a} = \vec{a}$$

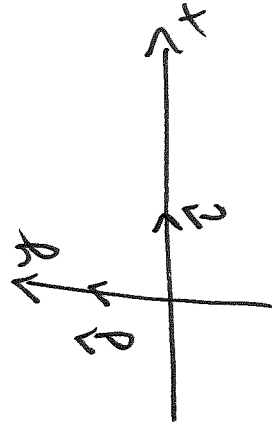
Componentwise addition and multiplication by a constant:

$$\vec{a} = \langle a_1, a_2, a_3 \rangle, \quad \vec{b} = \langle b_1, b_2, b_3 \rangle \quad \alpha: \text{scalar}$$

$$\vec{a} + \vec{b} = \langle a_1 + b_1, a_2 + b_2, a_3 + b_3 \rangle$$

$$\alpha \vec{a} = \langle \alpha a_1, \alpha a_2, \alpha a_3 \rangle$$

Def Unit vector is a vector whose length equals 1.

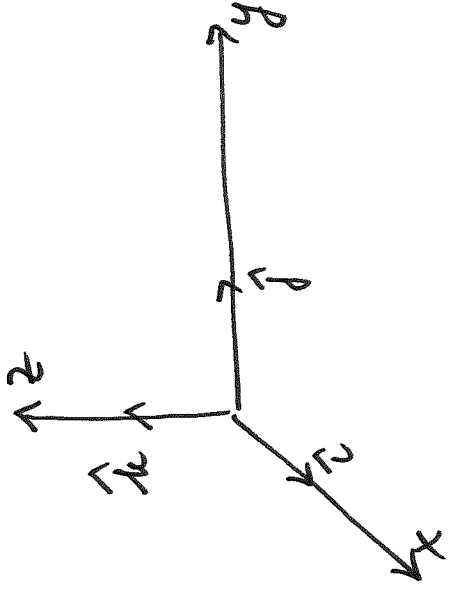


$$\hat{i} = \langle 1, 0 \rangle$$

$$\hat{j} = \langle 0, 1 \rangle$$

\hat{i}, \hat{j} are orthogonal and are unit vectors

special vectors



mutually
orthogonal special
unit vectors

$$\hat{i} = \langle 1, 0, 0 \rangle$$

$$\hat{j} = \langle 0, 1, 0 \rangle$$

$$\hat{k} = \langle 0, 0, 1 \rangle$$

Given a non-zero vector \vec{a} , we can get a unit vector \vec{u} that has the same direction as \vec{a} :

$$\vec{u} = \frac{1}{|\vec{a}|} \vec{a}$$

$$\begin{aligned} \text{Note} \quad \vec{a} &= \langle a_1, a_2, a_3 \rangle = \langle a_1, 0, 0 \rangle + \langle 0, a_2, 0 \rangle + \langle 0, 0, a_3 \rangle = \\ &= a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{k} \end{aligned}$$

Ex Given $\vec{a} = 2\vec{i} - 3\vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 2\vec{j} + 4\vec{k}$, find $2\vec{a} - 3\vec{b}$.

$$2\vec{a} - 3\vec{b} = 2(2\vec{i} - 3\vec{j} + \vec{k}) - 3(\vec{i} + 2\vec{j} + 4\vec{k}) =$$

$$= \underline{4\vec{i} - 6\vec{j} + 2\vec{k}} - \underline{3\vec{i} - 6\vec{j} - 12\vec{k}} = \underline{4\vec{i} - 12\vec{j} - 10\vec{k}}$$

or

$$2\vec{a} - 3\vec{b} = 2\langle 2, -3, 1 \rangle - 3\langle 1, 2, 4 \rangle = \langle 4, -6, 2 \rangle$$

$$= \langle 3, 6, 12 \rangle = \langle 4-3, -6-6, 2-12 \rangle = \langle 1, -12, -10 \rangle = \underline{\underline{1\vec{i} - 12\vec{j} - 10\vec{k}}}$$

Note $\vec{a} = \langle a_1, a_2, a_3 \rangle \Rightarrow |\vec{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2}$

$$\vec{u} = \frac{1}{|\vec{a}|} \langle a_1, a_2, a_3 \rangle = \left\langle \frac{a_1}{|\vec{a}|}, \frac{a_2}{|\vec{a}|}, \frac{a_3}{|\vec{a}|} \right\rangle$$

unit vector
in the direction
of \vec{a}