

Vectors

Properties

• $\hat{i} \cdot \hat{i} = 1, \hat{j} \cdot \hat{j} = 1, \hat{k} \cdot \hat{k} = 1$ (Similar dot product = 0)

• $\hat{i} \cdot \hat{j} = 0, \hat{j} \cdot \hat{k} = 0, \hat{k} \cdot \hat{i} = 0$ (Unsimilar dot product = 0)

• $\hat{i} \times \hat{i} = 0, \hat{j} \times \hat{j} = 0, \hat{k} \times \hat{k} = 0$ (Similar cross-product)

• $\hat{i} \times \hat{k} = \hat{j}, \hat{j} \times \hat{k} = \hat{i}, \hat{i} \times \hat{j} = \hat{k}$ (Unsimilar cross-product)

• $\vec{A} \times \vec{B} = 0 \rightarrow$ then vectors are parallel / antiparallel

• $\vec{A} \cdot \vec{B} = 0 \rightarrow$ then vectors are perpendicular

• $\vec{A} \cdot \vec{B} = \vec{A} \times \vec{B} \rightarrow$ when $\theta = 45^\circ$

Q- If $r_1 = 3i - 2j + k$, $r_2 = 2i - 4j - 3k$ and $r_3 = -i + 2j + 2k$. Find $|2r_1 - 3r_2 - 5r_3|$

$$2(3i - 2j + k) - 3(2i - 4j - 3k) - 5(-i + 2j + 2k)$$

$$= 6i - 4j + 2k - 6i + 12j + 9k + 5i - 10j - 10k$$

$$= 5i - 2j + k$$

$$\text{mag.} = \sqrt{5^2 + (-2)^2 + 1^2}$$
$$= \sqrt{25 + 4 + 1} = \sqrt{30}$$

Q- $\vec{A} = 3i - j - 4k$, $\vec{B} = -2i + 4j - 3k$, $\vec{C} = i + 2j - k$. Find $|3A - 2B + 4C|$

$$3(3i - j - 4k) - 2(-2i + 4j - 3k) + 4(i + 2j - k)$$

$$= 9i - 3j - 12k + 4i - 8j + 6k + 4i + 8j - 4k$$

$$= 17i - 3j - 10k$$

$$\text{mag.} = \sqrt{17^2 + (-3)^2 + (-10)^2}$$
$$= \sqrt{289 + 9 + 100}$$

Dot Product

* Dot product always gives a scalar quantity

$$\cdot \vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos\theta$$

$$\rightarrow \cos\theta = \frac{\vec{A} \cdot \vec{B}}{|\vec{A}| |\vec{B}|}$$

* cross product always gives a vector quantity

Q- Find the angle b/w $\vec{A} = 2i + 2j - k$ and $\vec{B} = 6i - 3j + 2k$

$$\theta = \cos^{-1} \left(\frac{\vec{A} \cdot \vec{B}}{|\vec{A}| |\vec{B}|} \right)$$

$$\vec{A} \cdot \vec{B} = (2i + 2j - k) \cdot (6i - 3j + 2k)$$

$$= 12 - 6 - 2$$

$$= 4$$

$$|\vec{A}| |\vec{B}| = \sqrt{2^2 + 2^2 + (-1)^2} \cdot \sqrt{6^2 + (-3)^2 + 2^2}$$

$$= \sqrt{4+4+1} \cdot \sqrt{36+9+4}$$

$$= 3 \cdot 7 = 21$$

$$\theta = \cos^{-1} \left(\frac{4}{21} \right)$$

Q- The value of a , so that $\vec{A} = 2\mathbf{i} + a\mathbf{j} + \mathbf{k}$, $\vec{B} = 6\mathbf{i} - 3\mathbf{j} + 2\mathbf{k}$ are perpendicular

$$(2\mathbf{i} + a\mathbf{j} + \mathbf{k}) \cdot (6\mathbf{i} - 3\mathbf{j} + 2\mathbf{k}) = 0$$

$$12 - 3a + 2 = 0$$

$$3a = 14$$

$$a = \frac{14}{3}$$

If perpendicular use dot-product

If parallel use cross-product

$|\vec{A} \times \vec{B}|$ max when perpendicular

Q- The value of a , so that $\vec{A} = 3\mathbf{i} + 2\mathbf{j} - 6\mathbf{k}$, $\vec{B} = 4\mathbf{i} - 3\mathbf{j} + a\mathbf{k}$ are perpendicular

$$(3\mathbf{i} + 2\mathbf{j} - 6\mathbf{k}) \cdot (4\mathbf{i} - 3\mathbf{j} + a\mathbf{k}) = 0$$

$$12 - 6 - 6a = 0$$

$$6a = 6$$

$$\underline{a = 1}$$

Cross-Product

$$\vec{A} \times \vec{B} = |\vec{A}| |\vec{B}| \sin\theta \times \hat{n} \quad \text{where } \hat{n} = \hat{i}, \hat{j}, \hat{k}, \quad \theta \text{ is the smaller of the two angles}$$

clockwise -ve, anticlockwise +ve, using RHL

Q- If $\vec{A} = 2\hat{i} - 3\hat{j} - \hat{k}$ and $\vec{B} = \hat{i} + 4\hat{j} - 2\hat{k}$. Find the cross-product magnitude

$$\vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & -3 & -1 \\ 1 & 4 & -2 \end{vmatrix}$$

$$= \hat{i}(6+4) - \hat{j}(-4+1) + \hat{k}(8+3)$$

$$= 10\hat{i} + 3\hat{j} + 11\hat{k}$$

Additional

- Vector addition is associative. e.g: $(\vec{a} + \vec{b}) + \vec{c} = \vec{a} + (\vec{b} + \vec{c})$
- Vector addition is commutative e.g: $\vec{a} + \vec{b} = \vec{b} + \vec{a}$
- Negative sign reverses vector direction. $\vec{b} \uparrow \downarrow -\vec{b}$ e.g: $\vec{b} + (-\vec{b}) = 0$ (Null vector form)
- Only vectors of the same kind can be added
- The process of finding components of vector is called resolving the vector

⑦

- Note: always take angle from +ve x-axis. If going clockwise, place -ve sign with angle.
 - $\vec{a}_n = a_x \cos \theta, \vec{a}_y = a_x \sin \theta$
 - $|a| = \sqrt{a_x^2 + a_y^2 + a_z^2} ; \theta = \tan^{-1} \left(\frac{a_y}{a_x} \right)$
 - (a_x, a_y, a_z) ; where a_x, a_y, a_z are only scalar components
 - i, j, k form is also called unit vector form
 - Sample Problems: 3.02, 3.03, 3.04, 3.05, ^{*}3.07
 - Exercise Problems: 1, 2, 3, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 34, 35, 36, 37, 38, 39, 40
- Note: Always give vector in unit vector form with magnitude and with direction from +ve x-axis counter clockwise.