

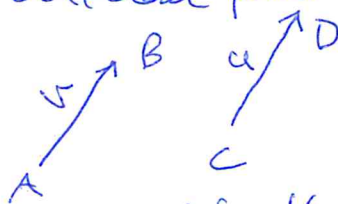
## Section 12.2 Vectors

scalar - magnitude, temp, pressure, speed

vector - magnitude, direction  
velocity

For a vector, we have an initial pt A and a terminal pt B  
tail, head tip

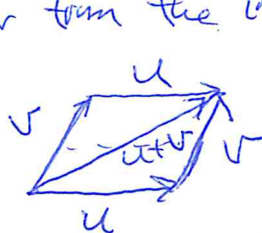
Two vectors are equal iff they have the same magnitude and direction, even if they are in different positions



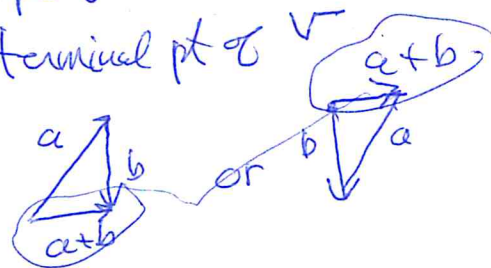
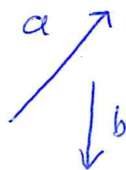
The zero vector  $\vec{0}$  is a vector of length 0. The zero vector is the only vector without a direction.

### Combining Vectors

We add  $u$  and  $v$  to form the vector  $u+v$  by placing the initial pt of  $v$  at the terminal pt of  $u$ . This is the vector from the initial pt of  $u$  to the terminal pt of  $v$ .



Ex



### Scalar Multiplication

Let  $c$  be a scalar and  $v$  a vector,  $c > 0$   
Then the scalar multiple  $cv$  is a vector in the direction of  $v$  and whose length is  $|cv| = |c||v|$

Note if  $c < 0$ , the direction of  $cv$  is opposite of the direction of  $v$

Now  $(-1)V = -V$  is the vector whose length is the same as the length of  $V$ , but the direction is opposite.



We have  $u + (-V) = u - V$

ex so this is  $-V$

so  $u - V =$

Vectors in terms of components

The components of a vector in a coordinate system, are the coordinates of the tip when the initial pt of the vector has been moved to  $\langle 0, 0, 0 \rangle$

When the initial pt of the vector is  $\langle 0, 0, 0 \rangle$ , we have the position vector

Ex If the tail, (initial point) of a vector is  $\langle 3, -4, 2 \rangle$   
and the terminal point, (tip) is  $\langle 0, 14, 5 \rangle$   
the position vector is  $\langle 0 - 3, 14 - (-4), 5 - 2 \rangle = \langle -3, 18, 3 \rangle$

The magnitude of the position vector, also called the norm or length is  $|a| = \sqrt{a_1^2 + a_2^2 + a_3^2} = \|a\| = |a|$

The magnitude of a general vector is the magnitude of its position vector.

Operations let  $a = \langle a_1, a_2, a_3 \rangle$ ,  $b = \langle b_1, b_2, b_3 \rangle$

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

$$\text{and } ca = \langle ca_1, ca_2, ca_3 \rangle$$

## Properties of Vectors

Let  $a, b, c$  be vectors and let  $d, e$  be scalars.

Then 1)  $a+b=b+a$  (commutativity)

2)  $a+(b+c)=(a+b)+c$  (associativity)

3)  $a+\vec{0}=a$

4)  $a+(-a)=\vec{0}$

5)  $e(a+b)=ea+eb$

6)  $(a+b)d=ad+bd$

7)  $(ed)a=e(da)$

8)  $1 \cdot a = a$

prove these by using components

Ex Proof of 5) Let  $a = \langle a_1, a_2, a_3 \rangle$   
 $b = \langle b_1, b_2, b_3 \rangle$

$$\begin{aligned}
 e(a+b) &= e(\langle a_1, a_2, a_3 \rangle + \langle b_1, b_2, b_3 \rangle) \\
 &= e\langle a_1+b_1, a_2+b_2, a_3+b_3 \rangle \\
 &= \langle e(a_1+b_1), e(a_2+b_2), e(a_3+b_3) \rangle \\
 &= \langle ea_1+eb_1, ea_2+eb_2, ea_3+eb_3 \rangle \\
 &= \langle ea_1, ea_2, ea_3 \rangle + \langle eb_1, eb_2, eb_3 \rangle \\
 &= e\langle a_1, a_2, a_3 \rangle + e\langle b_1, b_2, b_3 \rangle \\
 &= ea+eb
 \end{aligned}$$



Standard Basis,

In  $\mathbb{R}^3$ , there are three very important vectors

The standard basis vectors, also called  
" " " " " " unit " " " "

$$\vec{i} = \langle 1, 0, 0 \rangle, \quad \vec{j} = \langle 0, 1, 0 \rangle, \quad \vec{k} = \langle 0, 0, 1 \rangle$$

Note  $|\vec{i}| = \sqrt{1^2 + 0^2 + 0^2} = \sqrt{1^2} = 1$

$$|\vec{j}| = 1, \quad |\vec{k}| = 1.$$

Any vector that has a length of 1, is called a unit vector.

Important property

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

can be written as ~~the~~

$$\vec{a} = a_1\vec{i} + a_2\vec{j} + a_3\vec{k}$$

pf  $a_1\vec{i} + a_2\vec{j} + a_3\vec{k}$

$$= a_1\langle 1, 0, 0 \rangle + a_2\langle 0, 1, 0 \rangle + a_3\langle 0, 0, 1 \rangle$$

$$= \langle a_1, 0, 0 \rangle + \langle 0, a_2, 0 \rangle + \langle 0, 0, a_3 \rangle$$

$$= \langle a_1 + 0 + 0, 0 + a_2 + 0, 0 + 0 + a_3 \rangle$$

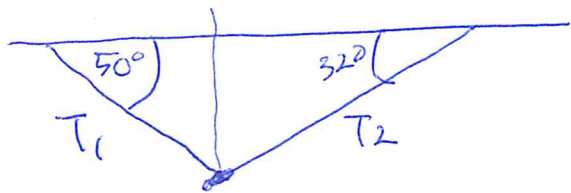
$$= \langle a_1, a_2, a_3 \rangle$$

Find a unit vector (length 1) in the direction of  
 $\vec{v} = 3\vec{i} - 4\vec{j} + \vec{k}$ . Idea: set  $\vec{u} = \frac{\vec{v}}{|\vec{v}|}$

Solution  $|\vec{v}| = \sqrt{3^2 + (-4)^2 + 1^2} = \sqrt{26}$

$$\text{set } \vec{u} = \frac{1}{\sqrt{26}} \langle 3, -4, 1 \rangle = \left\langle \frac{3}{\sqrt{26}}, \frac{-4}{\sqrt{26}}, \frac{1}{\sqrt{26}} \right\rangle$$

Ex A 100 ~~lb~~ lb weight hangs from 2 wires as shown



Find the tension in each wire and their directions,  
use  $i = \langle 1, 0 \rangle$ ,  $j = \langle 0, 1 \rangle$

Solution

First note that:  $T_1 = -|T_1| \cos 50^\circ i + |T_1| \sin 50^\circ j$ ,  
 $T_2 = |T_2| \cos 32^\circ i + |T_2| \sin 32^\circ j$

The weight is not moving, so the sum of the forces on the weight adds to 100

so  $T_1 + T_2 = -w = 100j$ , Hence

$$(-|T_1| \cos 50^\circ + |T_2| \cos 32^\circ)i + (|T_1| \sin 50^\circ + |T_2| \sin 32^\circ)j = 100j$$

so a)  $-|T_1| \cos 50^\circ + |T_2| \cos 32^\circ = 0$

b)  $|T_1| \sin 50^\circ + |T_2| \sin 32^\circ = 100$

Now, in a) solve for  $T_2$  in terms of  $T_1$  and substitute into b)

$$|T_1| \sin 50^\circ + \frac{|T_1| \cos 50^\circ}{\cos 32^\circ} \sin 32^\circ = 100$$

$T_2$

$$|T_1| \approx 85.64 \text{ lbs}$$

$$|T_2| \approx 64.91 \text{ lbs}$$

$$T_1 \approx -55.05i + 65.60j$$

$$T_2 \approx 55.05i + 34.40j$$

## Sec 2.3 The Dot Product

$$\text{Let } a = \langle a_1, a_2, a_3 \rangle, \quad b = \langle b_1, b_2, b_3 \rangle$$

The dot product of  $a$  and  $b$  is

$$a \cdot b = a_1 b_1 + a_2 b_2 + a_3 b_3$$

$$\text{Ex } a = \langle 3, -1, 0 \rangle, \quad b = \langle 2, -6, -4 \rangle$$

$$a \cdot b = 3 \cdot 2 + (-1)(-6) + 0(-4) \\ = 6 + 6 + 0 = 12$$

Properties of the dot product

Let  $a, b, c$  be vectors in  $\mathbb{R}^3$ , let  $d$  be a scalar, then

$$1) a \cdot a = |a|^2$$

$$2) a \cdot b = b \cdot a$$

$$3) a \cdot (b + c) = a \cdot b + a \cdot c$$

$$4) (da) \cdot b = d(a \cdot b) = a \cdot (db)$$

$$5) \vec{0} \cdot \vec{a} = 0$$

vector 0  $\rightarrow$  number 0

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

$$1) \text{  ~~$a \cdot a = a_1^2 + a_2^2 + a_3^2$~~ }$$

$$a \cdot a = a_1 \cdot a_1 + a_2 \cdot a_2 + a_3 \cdot a_3 \\ = a_1^2 + a_2^2 + a_3^2$$

$$a \cdot a = |a|^2$$

Then If  $\theta$  is the acute angle between non-zero vectors  $a$  and  $b$

$$\text{Then } a \cdot b = |a||b|\cos\theta, \text{ so } \cos\theta = \frac{a \cdot b}{|a||b|}, \quad \theta = \cos^{-1} \frac{a \cdot b}{|a||b|}$$