

# 12.1 3-D Coordinate Systems

## Definitions

The 3-D coordinate system, denoted  $\mathbb{R}^3$ , is the set of points

$$\mathbb{R}^3 = \{(x, y, z) : x, y, z \in \underline{\mathbb{R}}\}$$

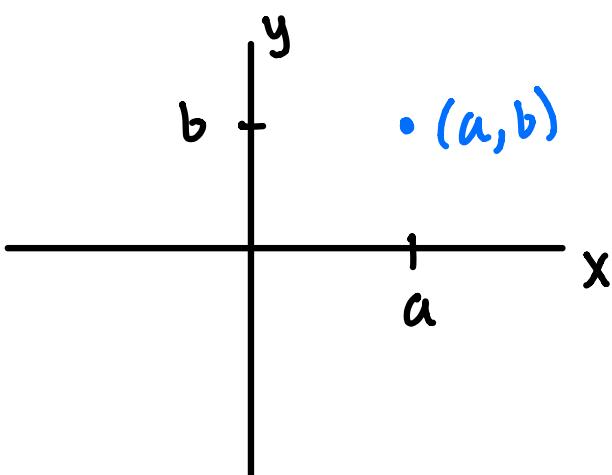
"in the set of real numbers"

The 2-D Cartesian coordinate system is denoted  $\mathbb{R}^2$ .

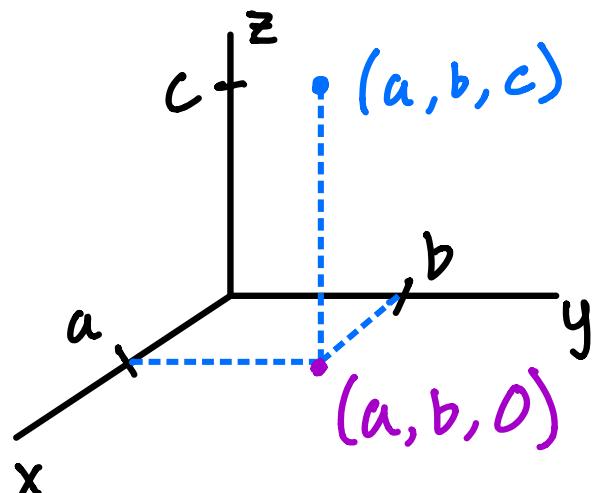
An equation involving  $x, y$  in  $\mathbb{R}^2$  is called a curve.

An equation involving  $x, y, z$  in  $\mathbb{R}^3$  is called a surface.

Point  $(a, b)$  in  $\mathbb{R}^2$ :



Point  $(a, b, c)$  in  $\mathbb{R}^3$ :



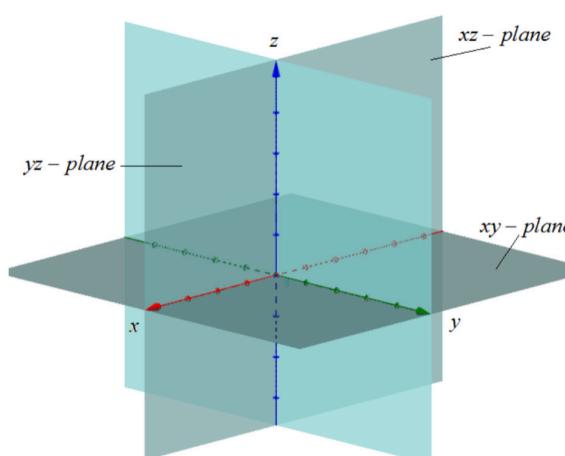
## Coordinate Planes

Notice when  $z=0$  in  $\mathbb{R}^3$  we get the  $xy$ -plane.

Similarly,  $x=0 \Rightarrow yz$ -plane

$y=0 \Rightarrow xz$ -plane

These are called the coordinate planes.



# Distance and Midpoint in $\mathbb{R}^3$

Let  $P(x_1, y_1, z_1), Q(x_2, y_2, z_2) \in \mathbb{R}^3$ .

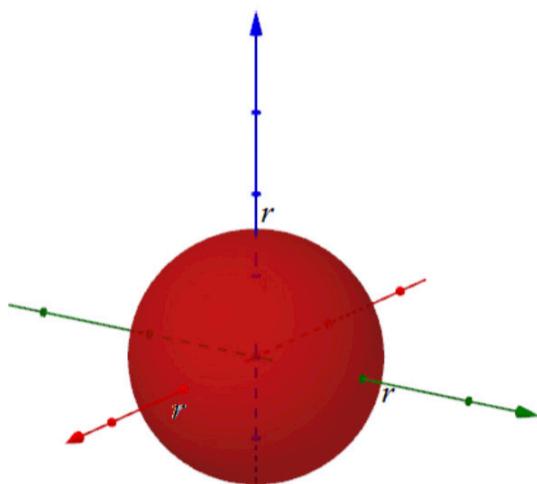
Distance:

$$|PQ| = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}$$

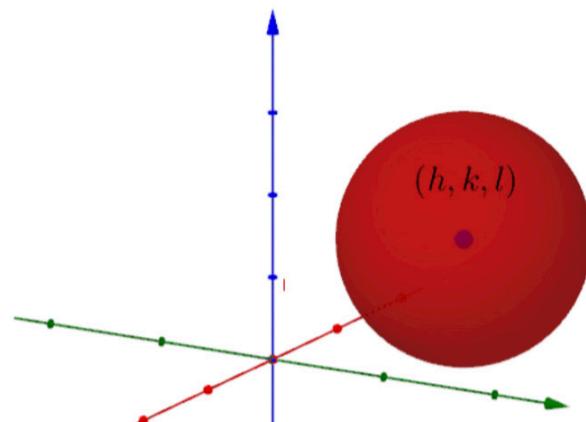
Midpoint:

$$\text{Mid}(PQ) = \left( \frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2}, \frac{z_1 + z_2}{2} \right)$$

Equation of a sphere



$$x^2 + y^2 + z^2 = r^2$$

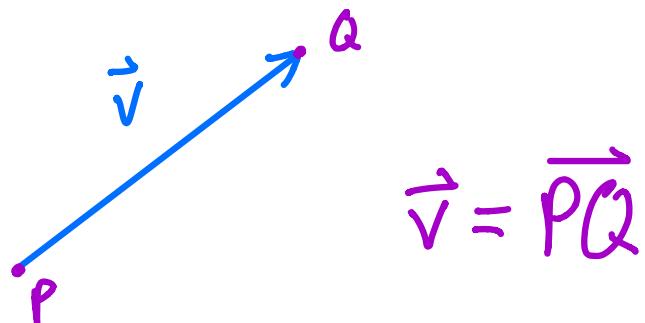


$$(x - h)^2 + (y - k)^2 + (z - l)^2 = r^2$$

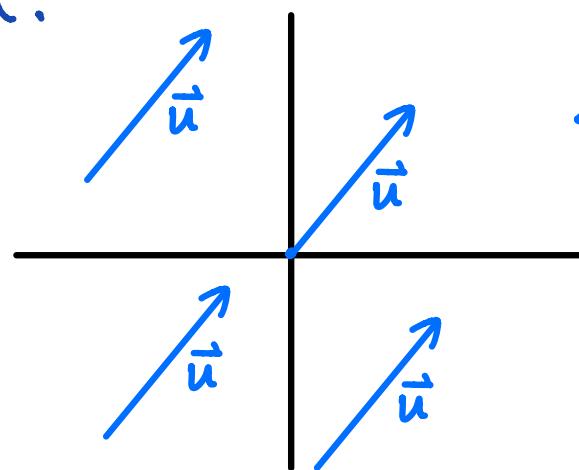
## 12.2 Vectors

### Def (Vector)

A quantity with both a direction and a magnitude (length).



A vector is defined only by length and direction, so its position is not determined.

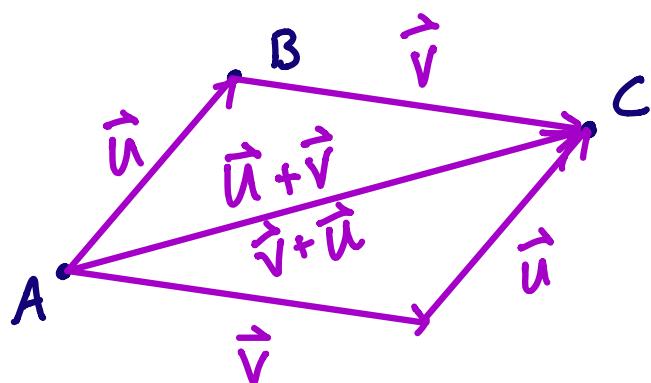


These are all  
the same  
vector  $\vec{u}$

The vector with initial point at the origin is called the position vector.

## Vector Addition

Let  $\vec{u} = \overrightarrow{AB}$  and  $\vec{v} = \overrightarrow{BC}$ .



$$\text{Then } \vec{u} + \vec{v} = \overrightarrow{AB} + \overrightarrow{BC} = \overrightarrow{AC}$$

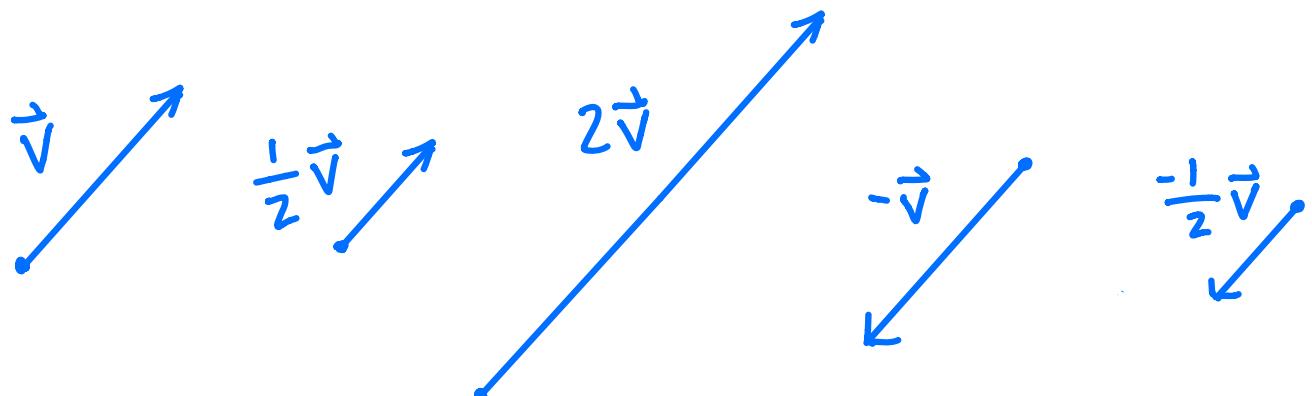
Notice how the picture above forms a parallelogram. This implies that  $\vec{u} + \vec{v} = \vec{v} + \vec{u}$ .

## Scalar mult./Subtraction

Multiplying a vector  $\vec{v}$  by a scalar  $c$  will stretch or compress the vector.

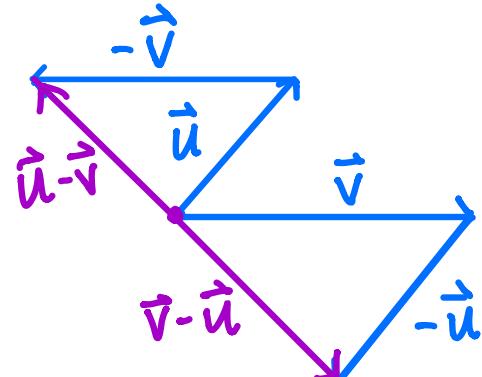
If  $c > 0$ , then  $c\vec{v}$  keeps the same direction.

If  $c < 0$ , then  $c\vec{v}$  points in the opposite direction of  $\vec{v}$ .



## Vector Subtraction

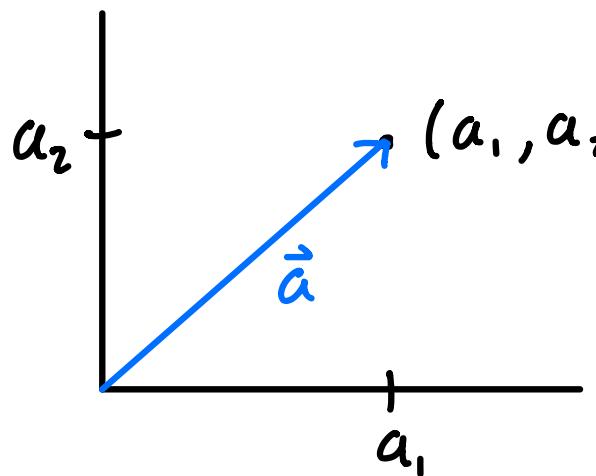
$$\vec{u} - \vec{v} = \vec{u} + (-\vec{v})$$



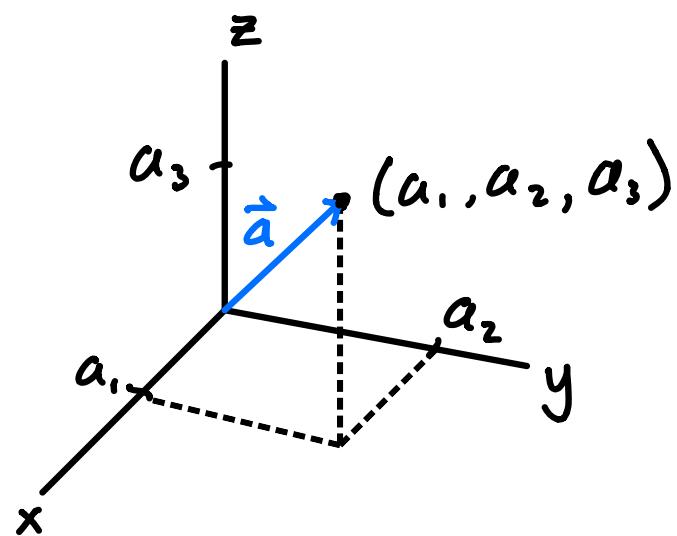
# Vector Components

Let  $\vec{a}$  be defined by  $\vec{a} = \langle a_1, a_2 \rangle$

or  $\vec{a} = \langle a_1, a_2, a_3 \rangle$ .  $a_1, a_2, a_3$  are called the components of vector  $\vec{a}$ .

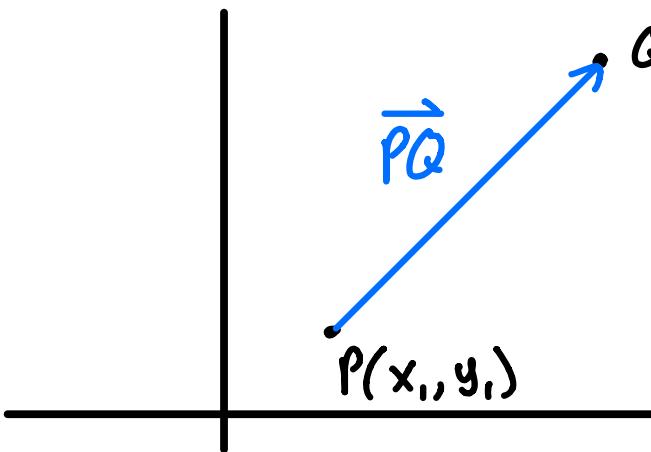


$$\vec{a} = \langle a_1, a_2 \rangle$$



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

The components are the displacement from the initial point.



$$\vec{PQ} = \langle x_2 - x_1, y_2 - y_1 \rangle$$

## Vector Magnitude (length)

Let  $\vec{a} = \langle a_1, a_2 \rangle$ , then the magnitude is

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

Let  $\vec{a} = \langle a_1, a_2, a_3 \rangle$ , then the magnitude is

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

## Vector Operations

Let  $\vec{a} = \langle a_1, a_2 \rangle$ ,  $\vec{b} = \langle b_1, b_2 \rangle$ , and  $c$  be a scalar. Then

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

ii)  $\vec{a} - \vec{b} = \langle a_1 - b_1, a_2 - b_2 \rangle$

iii)  $c\vec{a} = \langle ca_1, ca_2 \rangle$

Works similarly in 3-D coordinates.

Ex 1 Let  $\vec{a} = \langle 4, 0, 3 \rangle$ ,  $\vec{b} = \langle -2, 1, 5 \rangle$ .

Find  $\vec{a} + \vec{b}$ ,  $\vec{a} - \vec{b}$ ,  $3\vec{b}$ ,  $|\vec{a}|$ ,  $|\vec{b} - \vec{a}|$ , and  $2\vec{a} + 4\vec{b}$ .

Sol

$$\cdot \vec{a} + \vec{b} = \langle 4, 0, 3 \rangle + \langle -2, 1, 5 \rangle = \langle 2, 1, 8 \rangle$$

$$\cdot \vec{a} - \vec{b} = \langle 4, 0, 3 \rangle - \langle -2, 1, 5 \rangle = \langle 6, -1, -2 \rangle$$

$$\cdot 3\vec{b} = 3 \langle -2, 1, 5 \rangle = \langle -6, 3, 15 \rangle$$

$$\cdot |\vec{a}| = |\langle 4, 0, 3 \rangle| = \sqrt{4^2 + 0^2 + 3^2} = \sqrt{25} = 5$$

$$\cdot |\vec{b} - \vec{a}| = |\langle -2, 1, 5 \rangle - \langle 4, 0, 3 \rangle|$$

$$= |\langle -6, 1, 2 \rangle| = \sqrt{(-6)^2 + 1^2 + 2^2} = \sqrt{41}$$

$$\cdot 2\vec{a} + 4\vec{b} = 2\langle 4, 0, 3 \rangle + 4\langle -2, 1, 5 \rangle$$

$$= \langle 8, 0, 6 \rangle + \langle -8, 4, 20 \rangle = \langle 0, 4, 26 \rangle$$

## Standard Base Vectors

$$i = \langle 1, 0, 0 \rangle, j = \langle 0, 1, 0 \rangle, k = \langle 0, 0, 1 \rangle$$

(in 2D they are  $i = \langle 1, 0 \rangle, j = \langle 0, 1 \rangle$ )

Any vector  $\vec{a} = \langle a_1, a_2, a_3 \rangle$  can be written as  $\vec{a} = a_1 i + a_2 j + a_3 k$ .

For example,

$$\vec{a} = \langle 2, 1, -3 \rangle = 2i + j - 3k$$

$$\vec{b} = \langle 4, 2 \rangle = 4i + 2j$$

## Unit Vector

A unit vector is any vector with length (magnitude) 1. The standard base vectors are unit vectors.

In general, if  $\vec{a}$  is any vector then

$\frac{\vec{a}}{|\vec{a}|}$  is the unit vector in the direction  
of  $\vec{a}$ .

Ex 2 Let  $\vec{a} = \langle 2, -1, 2 \rangle$ . Find the  
unit vector in the direction of  $\vec{a}$ .

Sol

First step is to find the magnitude:

$$|\vec{a}| = \sqrt{2^2 + (-1)^2 + 2^2} = \sqrt{9} = 3$$

The unit vector is

$$\vec{u} = \frac{\vec{a}}{|\vec{a}|} = \frac{1}{3} \vec{a} = \frac{1}{3} \langle 2, -1, 2 \rangle = \left\langle \frac{2}{3}, -\frac{1}{3}, \frac{2}{3} \right\rangle$$

## Practice Problems

1) Let  $P(1, 2, 3), Q(-3, 0, 4) \in \mathbb{R}^3$ .

Find  $\vec{PQ}$  and  $|\vec{PQ}|$ .

2) Let  $\vec{a} = \langle 6, -4, 1 \rangle, \vec{b} = \langle 0, 2, -3 \rangle$ .

i) Find  $\vec{a} + \vec{b}$  and  $3\vec{b} - 2\vec{a}$ .

ii) Find the unit vector in the direction of  $\vec{b}$ .

## Solutions

1)  $P(1, 2, 3), Q(-3, 0, 4)$

$$\overrightarrow{PQ} = \langle -3 - 1, 0 - 2, 4 - 3 \rangle = \underline{\langle -4, -2, 1 \rangle}$$

$$|\overrightarrow{PQ}| = |\langle -4, -2, 1 \rangle| = \sqrt{(-4)^2 + (-2)^2 + 1^2}$$
$$= \underline{\sqrt{21}}$$

2)  $\vec{a} = \langle 6, -4, 1 \rangle, \vec{b} = \langle 0, 2, -3 \rangle$

i)  $\vec{a} + \vec{b} = \langle 6, -4, 1 \rangle + \langle 0, 2, -3 \rangle$   
 $= \underline{\langle 6, -2, -2 \rangle}$

$$3\vec{b} - 2\vec{a} = 3\langle 0, 2, -3 \rangle - 2\langle 6, -4, 1 \rangle$$
$$= \underline{\langle -12, 14, -11 \rangle}$$

ii) Unit vector in the dir. of  $\vec{b} = \langle 0, 2, -3 \rangle$ :

$$\frac{\vec{b}}{|\vec{b}|} = \frac{\vec{b}}{\sqrt{0^2 + 2^2 + (-3)^2}} = \frac{1}{\sqrt{13}} \vec{b} = \underline{\underline{\langle 0, \frac{2}{\sqrt{13}}, \frac{-3}{\sqrt{13}} \rangle}}$$

Suggested Textbook Exc.

12.1 (5, 8, 13, 26, 31, 36)

12.2 (17, 19, 22, 23, 25, 26, 27)

