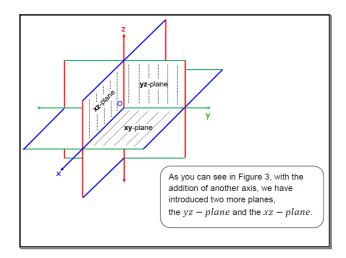
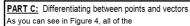
Lesson 4 - Vectors in R2 and R3 PART A: R2 and R3 We will now be looking at representations of vectors in two-dimensional and threedimensional space. R^2 - refers to the coordinate system for two dimensions R3 - refers to the coordinate system for three dimensions Note: \mathbb{R}^n refers to the coordinate system for the nth dimension, where n is a positive integer value. Our studies will be limited to two and three dimensions, but just keep in mind that the universe is not so limited. PART B: A "new" axis We now introduce a "new" axis, the z-axis, which gives us the third dimension. As you can see below, we will be using the right-handed system of coordinates (figure 1), in which the positive direction for the x, y and z axes are denoted by the bold lines and labeled in figure 2.

positive z-axis Figure 1 positive x-axis

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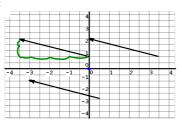


directed line segments represent the same vector, which starts at a certain point and moves 3.5 units to the left and 1.5 units up.

The notation we will use for this vector is:

$$\vec{v} = [-3.5, 1.5]$$

Each of the vectors in the sketch, are called representations of this ector



Note: we will distinguish between vector notation and the notation used for coordinates of points by using square brackets for vectors and round for coordinates of points.

A representation of the vector $\vec{v} = [a_1, a_2]$ in two dimensional space is any directed line segment, \overrightarrow{AB} , from the point A = (x, y) to the point $B = (x + a_1, y + a_2)$.

Likewise a representation of the vector $\vec{v} = [a_1, a_2, a_3]$ in three dimensional space is any directed line segment, \overrightarrow{AB} , from the point A = (x, y, z) to the point $B = (x + a_1, y + a_2, z + a_3).$

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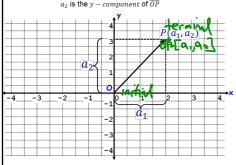
PART D: The position vector

The representation of the vector $\vec{v} = [a_1, a_2, a_3]$ that starts at the point A = (0,0,0) and ends at the point $B = (a_1, a_2, a_3)$ is called the **position vector** of the point (a_1, a_2, a_3) . So, when we talk about position vectors we are specifying the initial and final point of the vector.

Figure 5 shows vector \overline{OP} , which in component form is represented by $[a_1,a_2]$. This is a vector with its tail at O(0,0), and its head at $P(a_1,a_2)$.

 a_1 is the x-component, and

 a_2 is the y-component of \overline{OP}



PART E: Generating a vector given initial and final points

Given two points, $A = (a_1, a_2, a_3)$ and $B = (b_1, b_2, b_3)$, the vector with the representation \overrightarrow{AB}

$$\overrightarrow{AB} = [b_1 - a_1, b_2 - a_2, b_3 - a_3]$$

 $\underline{\text{Direction}}$ is very important here! The vector above, starts at A and ends at B. Be sure to subtract the initial point from the terminal point.

Example 1: Give the vector for each of the following:

a) The vector from (1, -3, -5) to (2, -7, 0).

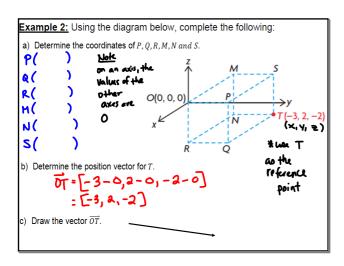
 \overrightarrow{AB} = [2 -1, -7 + 3, 0 + 5] = [1, -4, 5]

b) The vector from (2, -7, 0) to (1, -3, -5). $\overrightarrow{CD} = [1 - 2, -3+7, -5 - 0] = [-1, 4, -5]$

c) The position vector for (-90, 4)

OP = [-90 - 0, 4 - 0] = [-90, 4]

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PART F: Summary

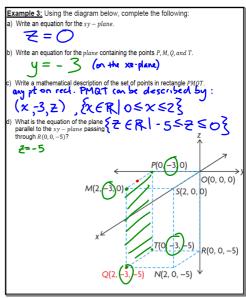
Key Idea

 In R² or R³ the location of every point is unique. As a result, every vector drawn with its tail at the origin and its head at a point is also unique. These type of vectors are called position vectors.

Need to Know

- In R², P(a, b) is a point that is a units from O(0, 0) along the x-axis and b
 units parallel to the y-axis.
- The position vector \overrightarrow{OP} has its tail located at (0, 0) and its head at P(a, b).
- In R^3 , P(a,b,c) is a point that is a units from O(0,0,0) along the x-axis, b units parallel to the y-axis, and c units parallel to the z-axis. The position vector \overrightarrow{OP} has its tail located at (0,0,0) and its head at P(a,b,c). $\overrightarrow{OP} = (a,b,c)$.
- In R^3 , the three mutually perpendicular axes form a *right-handed* system.

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