

3D

A vector \vec{x} in 3D is defined as

$$\vec{x} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

Set of all vectors in 3D space: \mathbb{R}^3

2D space: \mathbb{R}^2

* Suppose $\vec{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix}$ & $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix}$

Vector Addition: $\vec{w} = \vec{u} + \vec{v}$

$$\vec{w} = \vec{u} + \vec{v} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix} + \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix}$$

$$\vec{w} = \begin{pmatrix} w_1 \\ w_2 \\ w_3 \end{pmatrix} = \begin{pmatrix} u_1 + v_1 \\ u_2 + v_2 \\ u_3 + v_3 \end{pmatrix}$$

Scalar Multiplication:

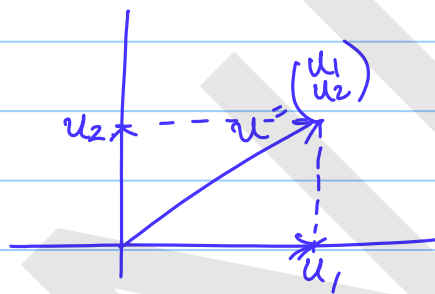
Suppose c is a scalar, then

$$\vec{z} = c\vec{u} = c \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix} = \begin{pmatrix} cu_1 \\ cu_2 \\ cu_3 \end{pmatrix}$$

In 2D we expressed

any vector

$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} = u_1 \begin{pmatrix} 1 \\ 0 \end{pmatrix} + u_2 \begin{pmatrix} 0 \\ 1 \end{pmatrix} \\ \Rightarrow u_1 \vec{e}_1 + u_2 \vec{e}_2$$



In 3D:

$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix} = u_1 \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + u_2 \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + u_3 \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

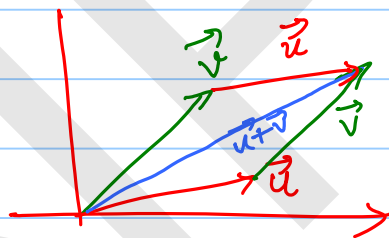
$$= u_1 \vec{e}_1 + u_2 \vec{e}_2 + u_3 \vec{e}_3 \\ \vec{e}_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \quad \vec{e}_2 = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \times \vec{e}_3 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

2D

$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix} \quad \& \quad \vec{v} = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

$$\vec{w} = \vec{u} + \vec{v} = \begin{pmatrix} u_1 + v_1 \\ u_2 + v_2 \end{pmatrix}$$

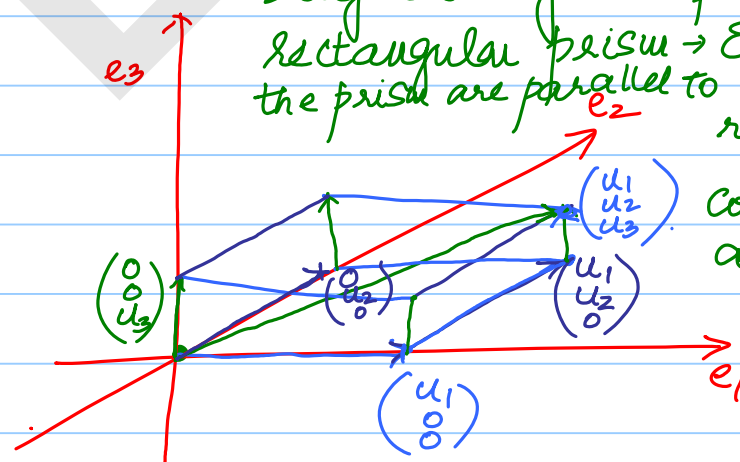
Diagonal of the parallelogram formed by \vec{u}, \vec{v}



3D

$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix} = u_1 \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + u_2 \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + u_3 \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

Diagonal segment of a rectangular prism \rightarrow Edges of the prism are parallel to the reference or coordinate axes.



Linear Combination of vectors in 3D

$$\vec{w} = \alpha_1 \vec{u} + \alpha_2 \vec{v} \quad \alpha_1, \alpha_2 \text{ are scalars}$$

$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix} \text{ \& } \vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix}$$

\vec{w} : LC of vectors \vec{u} & \vec{v} for
some real scalars α .

If \vec{u} & \vec{v} are in \mathbb{R}^3 , then \vec{u} & \vec{v} are
linearly dep if $\vec{u} = k\vec{v}$ for some
scalar k .

If \vec{u} , \vec{v} and \vec{w} are vectors in \mathbb{R}^3 ,
then they are linearly dep if
one of them is a linear combination
of the other two.

Ex 1: $\vec{u} = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}$ $\vec{v} = \begin{pmatrix} 2 \\ 4 \\ 6 \end{pmatrix}$, $\vec{w} = \begin{pmatrix} 3 \\ 6 \\ 9 \end{pmatrix}$

$$\vec{v} = 2\vec{u}, \quad \vec{w} = 3\vec{u}$$

$\vec{u}, \vec{v} \times \vec{w}$ are linearly dep.

We see that the vectors

$$e_1 = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \quad e_2 = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \times e_3 = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

are linearly indep. vectors.

Ex 2:

$$\vec{u} = \begin{pmatrix} 2 \\ 1 \\ 3 \end{pmatrix}, \quad \vec{v} = \begin{pmatrix} 1 \\ 4 \\ 2 \end{pmatrix}, \quad \vec{w} = \begin{pmatrix} 5 \\ 13 \\ 9 \end{pmatrix}$$

$$\vec{u} + 3\vec{v} = \vec{w} \quad \Rightarrow \quad \begin{pmatrix} 2 \\ 1 \\ 3 \end{pmatrix} + \begin{pmatrix} 3 \\ 12 \\ 6 \end{pmatrix} = \begin{pmatrix} 5 \\ 13 \\ 9 \end{pmatrix}$$

For a vector $\vec{u} = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix}$

$$\|\vec{u}\| = \sqrt{u_1^2 + u_2^2}$$

Analogously for a vector $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix}$

$$\|\vec{v}\| = \sqrt{v_1^2 + v_2^2 + v_3^2} = \sqrt{v^T v} = \sqrt{v \cdot v}$$

If \vec{u} & \vec{v} are 2 vectors, then

$$\vec{u} \cdot \vec{v} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix} \cdot \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix} = u_1 v_1 + u_2 v_2 + u_3 v_3$$

$$= \|\vec{u}\| \|\vec{v}\| \cos \theta$$

If $\cos \theta = 0$, \vec{u} and \vec{v} are Orthogonal.

$$\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$$