

# Lecture 4

Thursday 6<sup>th</sup> November, 2014

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# 1 Vectors

## 1.1 Notation

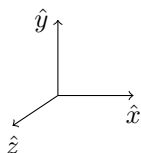
$$A = |\vec{A}| = \|\vec{A}\|$$

$$\hat{A} \doteq \frac{\vec{A}}{A}$$

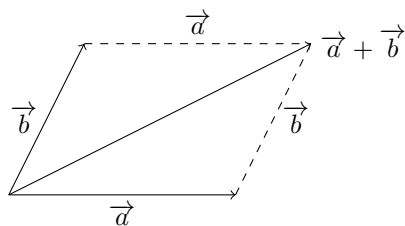
$$\hat{z} \doteq \hat{x} \times \hat{y}$$

$$\vec{r} = x\hat{x} + y\hat{y} + z\hat{z}$$

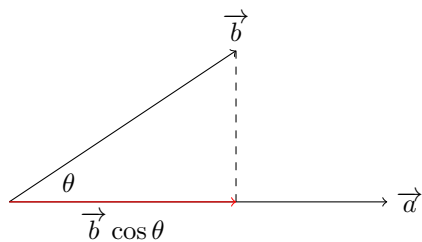
$$r = \sqrt{x^2 + y^2 + z^2}$$



## 1.2 Vector Addition



## 1.3 Scalar Product/ Dot Product



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

### 1.3.1 Properties

$$\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$$

$$\vec{A} \cdot (\vec{B} + \vec{C}) = \vec{A} \cdot \vec{B} + \vec{A} \cdot \vec{C}$$

If

$$\begin{aligned} r_1 &= (x_1\hat{x} + y_1\hat{y} + z_1\hat{z}) \\ r_2 &= (x_2\hat{x} + y_2\hat{y} + z_2\hat{z}) \end{aligned}$$

$$\begin{aligned} \vec{r}_1 \cdot \vec{r}_2 &= (x_1\hat{x} + y_1\hat{y} + z_1\hat{z}) \cdot (x_2\hat{x} + y_2\hat{y} + z_2\hat{z}) \\ &= x_1x_2 + y_1y_2 + z_1z_2 \end{aligned}$$

### 1.3.2 Projection of Vectors

The projection of  $\vec{B}$  on  $\vec{A}$  is denoted by  $\vec{B}_{\vec{A}}$

$$\begin{aligned} \vec{B}_{\vec{A}} &= \left( \frac{\vec{B} \cdot \vec{A}}{A} \right) \cdot \hat{A} \\ &= \left( \frac{\vec{B} \cdot \vec{A}}{A} \right) \cdot \frac{\vec{A}}{A} \\ &= \left( \frac{\vec{B} \cdot \vec{A}}{A^2} \right) \cdot \vec{A} \end{aligned}$$

## 1.4 Vector Product/ Cross Product

$$\vec{A} \times \vec{B} = AB \sin \theta \hat{r}; \hat{r} \perp \vec{A}, \hat{r} \perp \vec{B}$$

$$\|\vec{A} \times \vec{B}\| = AB \sin \theta = \text{Area of parallelogram formed by } \vec{A} \text{ and } \vec{B}$$

### 1.4.1 Properties

$$\begin{aligned} \vec{A} \times \vec{B} &= -\vec{B} \times \vec{A} \\ \vec{A} \times (\vec{B} + \vec{C}) &= \vec{A} \times \vec{B} + \vec{A} \times \vec{C} \end{aligned}$$

If

$$\begin{aligned} r_1 &= (x_1\hat{x} + y_1\hat{y} + z_1\hat{z}) \\ r_2 &= (x_2\hat{x} + y_2\hat{y} + z_2\hat{z}) \end{aligned}$$

$$\begin{aligned} \vec{r}_1 \times \vec{r}_2 &= (x_1\hat{x} + y_1\hat{y} + z_1\hat{z}) \times (x_2\hat{x} + y_2\hat{y} + z_2\hat{z}) \\ &= \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ x_1 & y_1 & z_1 \\ x_2 & y_2 & z_2 \end{vmatrix} \end{aligned}$$

## 2 Derivatives of Vectors

$$\begin{aligned}\vec{v} &= \frac{d\vec{r}}{dt} \\ &= \lim_{\Delta t \rightarrow 0} \frac{\vec{r}(t + \Delta t) - \vec{r}(t)}{\Delta t} \\ \vec{a} &= \frac{d\vec{v}}{dt} = \dot{\vec{v}} = \ddot{\vec{r}}\end{aligned}$$

### 2.1 Properties

$$\frac{d}{dt}(\vec{A} \times \vec{B}) = \frac{d\vec{A}}{dt} \times \vec{B} + \vec{A} \times \frac{d\vec{B}}{dt}$$