

Vector

$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$$

How to math vectors:

Adding

$$\begin{aligned} \vec{A} + \vec{B} &= (A_x \hat{i} + A_y \hat{j} + A_z \hat{k}) \\ &\quad + (B_x \hat{i} + B_y \hat{j} + B_z \hat{k}) \\ &= A_x \hat{i} + B_x \hat{i} + A_y \hat{j} + B_y \hat{j} \\ &\quad + A_z \hat{k} + B_z \hat{k} \\ &= \underbrace{(A_x + B_x)}_{\substack{\uparrow \\ \text{the } x\text{-component of } \vec{A} + \vec{B} \\ \text{is } A_x + B_x}} \hat{i} + (A_y + B_y) \hat{j} \\ &\quad + (A_z + B_z) \hat{k} \end{aligned}$$

the x -component of $\vec{A} + \vec{B}$
is $A_x + B_x$

Same rule as

$$\begin{aligned} (A_x, A_y, A_z) + (B_x, B_y, B_z) \\ = (A_x + B_x, A_y + B_y, A_z + B_z) \end{aligned}$$

Multiply a vector by a scalar

(A number without components)

$$c\vec{A} = c(A_x\hat{i} + A_y\hat{j} + A_z\hat{k})$$
$$= cA_x\hat{i} + cA_y\hat{j} + \underbrace{cA_z}_{\substack{\uparrow \\ \text{z-component of } c\vec{A}}}}\hat{k}$$

z-component of $c\vec{A}$

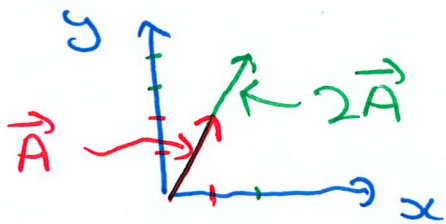
Multiply all components by same scalar.

Geometric picture ($A_z = B_z = 0$)

$$\left. \begin{aligned} \vec{A} &= 3\hat{i} + 4\hat{j} \\ \vec{B} &= -1\hat{i} + 1\hat{j} \end{aligned} \right\} \vec{A} + \vec{B} = 2\hat{i} + 5\hat{j}$$

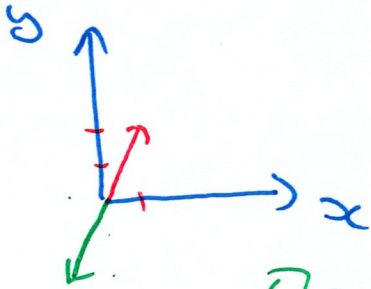


Suppose $\vec{A} = 1\hat{i} + 2\hat{j}$, $c = 2$



$$c\vec{A} = 2\hat{i} + 4\hat{j}$$

What is $\vec{A} = 1\hat{i} + 2\hat{j}$, $c = -1$



$$c\vec{A} = -1\hat{i} - 2\hat{j}$$

Opposite direction,
same length

Subtraction

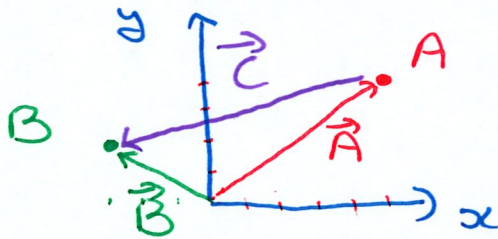
$$\begin{aligned}\vec{A} - \vec{B} &= \vec{A} + (-1\vec{B}) \\ &= (A_x - B_x)\hat{i} + (A_y - B_y)\hat{j} \\ &\quad + (A_z - B_z)\hat{k}\end{aligned}$$

1-6-Example-Vectors III

Vectors - III

Point A is at location $5m\hat{i} + 4m\hat{j}$. Point B is at location $-3m\hat{i} + 2m\hat{j}$.

- What is the vector *from A to B* expressed in components?
- What is the length of the vector from A to B?
- What is the angle between the vector from A to B and the positive x-axis?
- What angle does the vector from A to B make *measured counterclockwise from the positive x-axis*?



$$\vec{A} = 5m\hat{i} + 4m\hat{j}$$

$$\vec{B} = 5m\hat{i} + 4m\hat{j} - 3m\hat{i} + 2m\hat{j}$$

\vec{C} = "vector from A to B"



$$\vec{B} = \vec{A} + \vec{C}$$

$$\vec{B} - \vec{A} = \vec{C}$$

\uparrow \uparrow $\underbrace{\hspace{1cm}}$
 know want

$$\begin{aligned}
 \vec{C} &= \vec{B} - \vec{A} \\
 &= (-3m\hat{i} + 2m\hat{j}) + (-5m\hat{i} - 4m\hat{j}) \\
 &= -8m\hat{i} - 2m\hat{j} \\
 &\quad \text{Vector } \vec{A} \text{ to } \vec{B}
 \end{aligned}$$

in general (end up) - (start)

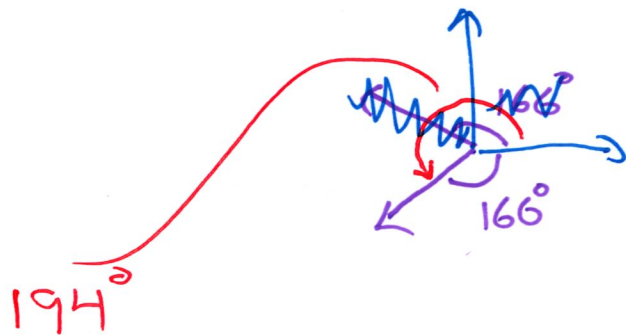
$$\begin{aligned}
 |\vec{C}| &= \sqrt{C_x^2 + C_y^2 + C_z^2} = \sqrt{(-8m)^2 + (-2m)^2 + (0m)^2} \\
 &= 8.25m
 \end{aligned}$$

$$C_n = |\vec{C}| \cos \Theta \quad \leftarrow \text{angle between } \vec{C} \text{ \& } \hat{i}$$

$$C_x = |\vec{C}| \cos \Theta \quad \leftarrow \text{we want}$$

$$-8m = 8.25m \cos \Theta$$

$$\Theta = 166^\circ$$



Ways to multiply vectors.

Dot product (AKA "Inner Product" or "Scalar Product")

Takes two vectors gives a number (scalar)

$$\underbrace{\vec{A} \cdot \vec{B}}_{\text{"}\vec{A} \text{ dot } \vec{B}\text{"}} = |\vec{A}| |\vec{B}| \cos \Theta$$

$\uparrow \quad \uparrow$
 magnitudes of \vec{A} & \vec{B}

\nwarrow angle between \vec{A} & \vec{B}

How it works for unit vectors:

$$\begin{aligned} \hat{i} \cdot \hat{i} &= (1\hat{i} + 0\hat{j} + 0\hat{k}) \cdot (1\hat{i} + 0\hat{j} + 0\hat{k}) \\ &= \underbrace{1\hat{i}}_{\sqrt{1^2 + 0^2 + 0^2}} \cdot 1\hat{i} \cos 0 \end{aligned}$$

$\Rightarrow \hat{i}$

$$\begin{aligned} \hat{i} \cdot \hat{i} &= 1 \\ \hat{j} \cdot \hat{j} &= |\hat{j}| |\hat{j}| \cos 0 = 1 \\ \hat{k} \cdot \hat{k} &= \dots = 1 \end{aligned}$$

$\nwarrow \sqrt{0^2 + 1^2 + 0^2}$

$$\hat{i} \cdot \hat{j} = |\hat{i}| |\hat{j}| \cos 90^\circ$$

$$= 0$$

$$\hat{i} \cdot \hat{k} = 0$$

$$\hat{j} \cdot \hat{k} = 0$$



$$\vec{A} \cdot \vec{A} = |\vec{A}| |\vec{A}| \cos 0$$

$$= |\vec{A}|^2$$



$$\vec{A} \cdot \vec{A} = (A_x \hat{i} + A_y \hat{j} + A_z \hat{k}) \cdot (A_x \hat{i} + A_y \hat{j} + A_z \hat{k})$$

$$= (A_x \hat{i}) \cdot (A_x \hat{i}) + (A_y \hat{j}) \cdot (A_x \hat{i}) + (A_z \hat{k}) \cdot (A_x \hat{i})$$

$$+ (A_x \hat{i}) \cdot (A_y \hat{j}) + (A_y \hat{j}) \cdot (A_y \hat{j}) + (A_z \hat{k}) \cdot (A_y \hat{j})$$

$$+ (A_x \hat{i}) \cdot (A_z \hat{k}) + (A_y \hat{j}) \cdot (A_z \hat{k}) + (A_z \hat{k}) \cdot (A_z \hat{k})$$

$$= (A_x \hat{i}) \cdot (A_x \hat{i}) + \cancel{(A_z \hat{k}) \cdot (A_y \hat{j})} + \cancel{(A_x \hat{i}) \cdot (A_z \hat{k})}$$

$$+ \cancel{(A_y \hat{j}) \cdot (A_x \hat{i})} + (A_y \hat{j}) \cdot (A_y \hat{j}) + \cancel{(A_y \hat{j}) \cdot (A_z \hat{k})}$$

$$+ \cancel{(A_z \hat{k}) \cdot (A_x \hat{i})} + \cancel{(A_z \hat{k}) \cdot (A_y \hat{j})} + (A_z \hat{k}) \cdot (A_z \hat{k})$$

$$= A_x^2 + A_y^2 + A_z^2$$

Same analysis

$$\begin{aligned}\vec{A} \cdot \vec{B} &= |\vec{A}| |\vec{B}| \cos \Theta \\ &= A_x B_x + A_y B_y + A_z B_z\end{aligned}$$

Components:

$$\vec{A} \cdot \hat{i} = |\vec{A}| |\hat{i}| \cos \Theta \quad \swarrow \text{between } \vec{A} \text{ \& } \hat{i}$$

$$\begin{aligned}&= (A_x \hat{i} + A_y \hat{j} + A_z \hat{k}) \cdot \hat{i} \\ &= A_x 1 + A_y 0 + A_z 0 \\ &= A_x\end{aligned}$$

$$\vec{A} \cdot \hat{n} = \text{component of } \vec{A} \text{ in direction } \hat{n}$$

\hat{n} Use ^ to indicate unit vector $|\hat{n}| = 1$