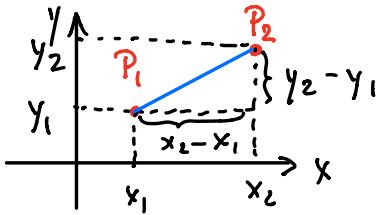


12.1.

## DISTANCES AND SPHERES

Recall: In  $\mathbb{R}^2$ , the distance between  $P_1(x_1, y_1)$  and  $P_2(x_2, y_2)$ :

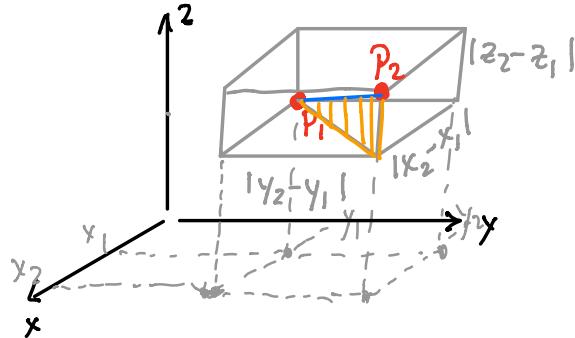


$$|P_1 P_2| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

In  $\mathbb{R}^3$ , similarly:

$$|P_1 P_2| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

Rectangular box with sides:  $|x_2 - x_1|$ ,  $|y_2 - y_1|$ ,  $|z_2 - z_1|$



EXAMPLE: Find an equation of a sphere with radius  $r$  and center  $C(h, k, l)$ .

Answer: By definition, a sphere is a set of all points  $P(x, y, z)$  such that the distance  $|PC| = r$ .

Using the distance formula  $\Rightarrow \sqrt{(x-h)^2 + (y-k)^2 + (z-l)^2} = r$

Squaring both sides  $\Rightarrow$

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

Recommended: Do EXAMPLE 6 on page 796!!!

EXAMPLE: What region in  $\mathbb{R}^3$  is represented by the following inequalities:

$$\begin{cases} 1 \leq x^2 + y^2 + z^2 \leq 9 \\ z \leq 0 \end{cases}$$

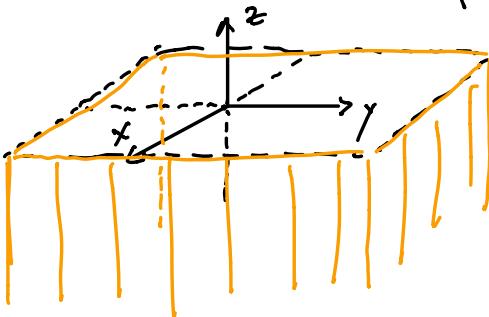
Solution: 1. Recall  $x^2 + y^2 + z^2 = 9$  is a sphere of radius 3  
 $x^2 + y^2 + z^2 = 1$  is a sphere of radius 1

2.  $x^2 + y^2 + z^2 \leq 9$  is the sphere of radius 3 **PLUS** the **INTERIOR** of the sphere

$x^2 + y^2 + z^2 \geq 1$  is the sphere of radius 1 **PLUS** the **EXTERIOR** of the sphere

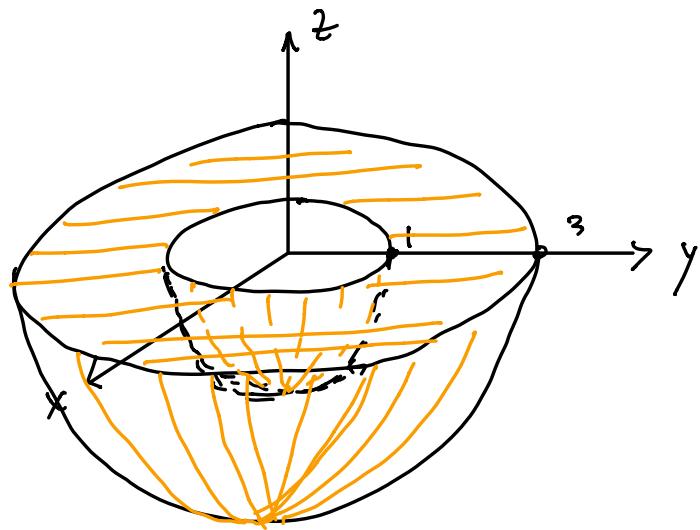
3.  $1 \leq x^2 + y^2 + z^2 \leq 9$  contains the points that lie **BOTH** in the interior of the sphere of radius 3, and the exterior of the sphere of radius 1.

4.  $z \leq 0$  describes the half space where  $z \leq 0$



5. Thus:  $\left\{ \begin{array}{l} 1 \leq x^2 + y^2 + z^2 \leq 9 \\ z \leq 0 \end{array} \right\}$  contains all

the points inside the sphere with  $r=3$ , outside the sphere with  $r=1$ , and below the  $xy$  plane:



MOVING ON !

## 12.2. VECTORS

**VECTOR** is a quantity that has both:

- MAGNITUDE (LENGTH) and
- DIRECTION

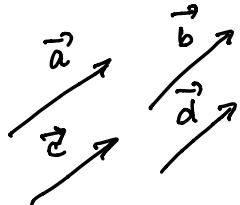
Examples: velocity, force, displacement, ...

REPRESENTATION OF VECTORS: ARROWS, or A DIRECTED LINE SEGMENT

DENOTING VECTORS: bold letters, or an arrow above letter



EQUIVALENT VECTORS: VECTORS WITH THE SAME LENGTH AND DIRECTION ARE CALLED **EQUIVALENT** (OR EQUAL)



How many vectors?

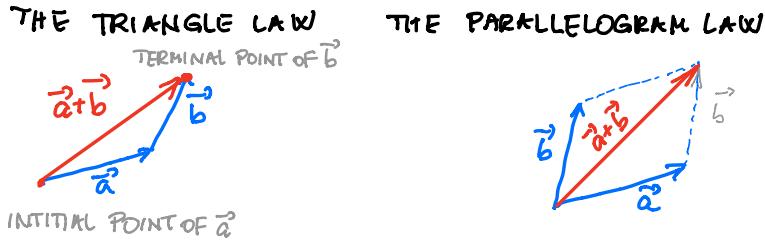
( $\vec{a} = \vec{b} = \vec{c} = \vec{d}$ ; ONE VECTOR REPRESENTED BY FOR LINE SEGMENTS)

WE CAN DO LOTS WITH VECTORS



- ADDITION
- SUBTRACTION
- MULTIPLICATION BY A NUMBER  
*etc*

### VECTOR ADDITION:



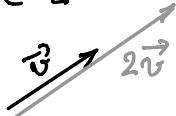
SUBTRACTION: What is  $\vec{a} - \vec{b}$ ?

$$\vec{a} - \vec{b} = \vec{a} + (-1)\underbrace{\vec{b}}_?$$

### SCALAR MULTIPLICATION:

Multiplication of a vector by a real number, also called a **scalar** (to distinguish it from a vector)

$c=2$



If  $c$  is a scalar and  $\vec{v}$  a vector, then the SCALAR MULTIPLE  $c\vec{v}$  is a vector such that

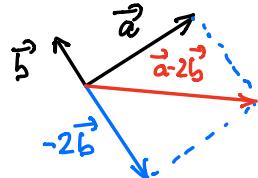
- LENGTH OF  $c\vec{v}$  =  $|c|$  times the length of  $\vec{v}$
- DIRECTION OF  $c\vec{v}$ :  $\begin{cases} \text{SAME as direction of } \vec{v} \text{ if } c > 0 \\ \text{OPPOSITE DIRECTION of } \vec{v} \text{ if } c < 0 \end{cases}$
- IF  $c=0$  THEN  $c\vec{v}=\vec{0}$  (THE ZERO VECTOR)

EXAMPLE: What is  $\vec{a} - 2\vec{b}$  if



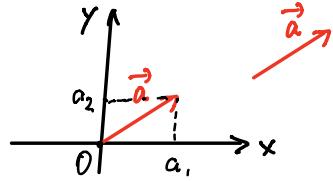
:

Solution:



## VECTOR COMPONENTS

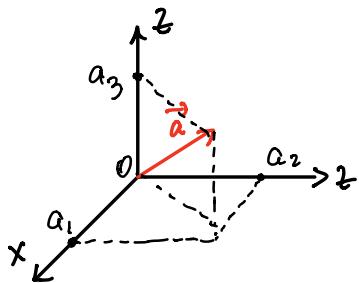
- describing vectors in a coordinate system



- Place the initial point of  $\vec{a}$  at the origin  $O$
- Then the terminal point of  $\vec{a}$  defines a point with coordinates

$$(a_1, a_2) \text{ in } \mathbb{R}^2$$

$$(a_1, a_2, a_3) \text{ in } \mathbb{R}^3$$

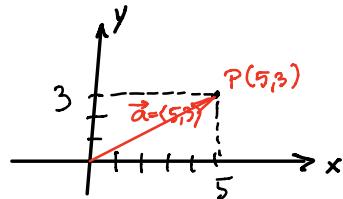


- These coordinates define **COMPONENTS** of  $\vec{a}$ , and we write:

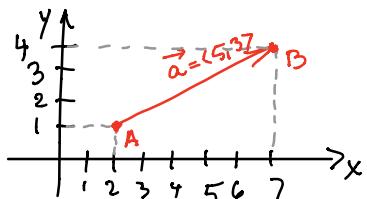
$$\vec{a} = \langle a_1, a_2 \rangle \text{ in } \mathbb{R}^2$$

$$\vec{a} = \langle a_1, a_2, a_3 \rangle \text{ in } \mathbb{R}^3$$

EXAMPLE: Sketch  $\vec{a} = \langle 5, 3 \rangle$



ANY OTHER REPRESENTATION OF  $\vec{a} = \langle 5, 3 \rangle$ ?



GIVEN THE POINTS  $A(x_1, y_1, z_1)$  and  $B(x_2, y_2, z_2)$

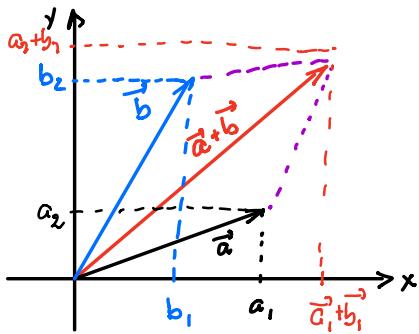
THE VECTOR  $\vec{a}$  WITH REPRESENTATION  
 $\vec{AB}$  IS:

$$\vec{AB} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle$$

LENGTH: In  $\mathbb{R}^2$ :  $\vec{a} = \langle a_1, a_2 \rangle$ ,  $|\vec{a}| = \sqrt{a_1^2 + a_2^2}$

In  $\mathbb{R}^3$ :  $\vec{a} = \langle a_1, a_2, a_3 \rangle$ ,  $|\vec{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2}$

## ADDING VECTORS ALGEBRAICALLY



If  $\vec{a} = \langle a_1, a_2 \rangle$ ,  $\vec{b} = \langle b_1, b_2 \rangle$  then:

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

If c is a scalar, then:

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

NOTATION:  $V_2$  - set of all two-dimensional vectors

$V_3$  - set of all three-dimensional vectors

$V$  - set of all n-dimensional vectors  $\vec{v} = \langle v_1, v_2, \dots, v_n \rangle$

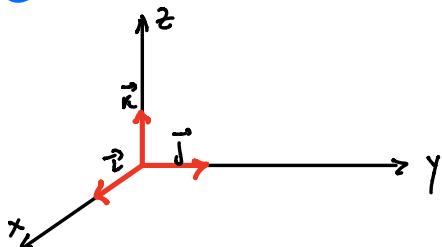
## PROPERTIES OF VECTORS

If  $\vec{a}, \vec{b}, \vec{c}$  are vectors in  $V_n$ , and c and d are scalars. Then:

- |   |  |
|---|--|
| 1. $\vec{a} + \vec{b} = \vec{b} + \vec{a}$      | 2. $\vec{a} + (\vec{b} + \vec{c}) = (\vec{a} + \vec{b}) + \vec{c}$ |
| 3. $\vec{a} + \vec{0} = \vec{a}$                | 4. $\vec{a} + (-\vec{a}) = \vec{0}$                                |
| 5. $c(\vec{a} + \vec{b}) = c\vec{a} + c\vec{b}$ | 6. $(c+d)\vec{a} = c\vec{a} + d\vec{a}$                            |
| 7. $(cd)\vec{a} = c(d\vec{a})$                  |  |

Easily verified geometrically.

## SPECIAL VECTORS: THE STANDARD BASIS VECTORS

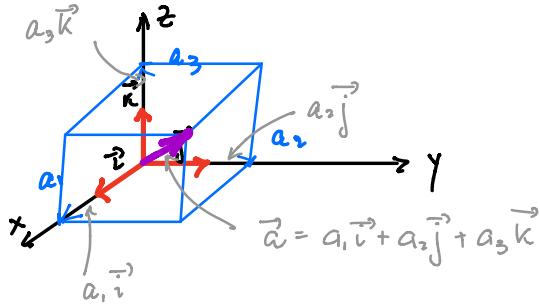


$$\begin{aligned}\vec{i} &= \langle 1, 0, 0 \rangle \\ \vec{j} &= \langle 0, 1, 0 \rangle \\ \vec{k} &= \langle 0, 0, 1 \rangle\end{aligned}$$

ANY VECTOR CAN BE REPRESENTED  
IN TERMS OF  $\vec{i}$ ,  $\vec{j}$ ,  $\vec{k}$

EXAMPLE:  $\vec{a} = \langle a_1, a_2, a_3 \rangle$  can be represented as:

$$\vec{a} = a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}$$



EXAMPLE:  $\vec{a} = \vec{i} + 3\vec{j} - 5\vec{k}$ ,  $\vec{b} = 2\vec{j} + \vec{k}$ . Express  $\vec{a} + 2\vec{b}$  in terms of  $\vec{i}, \vec{j}, \vec{k}$ .

Solution:

$$\begin{aligned}\vec{a} + 2\vec{b} &= \vec{i} + 3\vec{j} - 5\vec{k} + 2(2\vec{j} + \vec{k}) = \vec{i} + 3\vec{j} - 5\vec{k} + 4\vec{j} + 2\vec{k} = \\ &= \vec{i} + (3+4)\vec{j} + (-5+2)\vec{k} = \vec{i} + 7\vec{j} - 3\vec{k}\end{aligned}$$

## UNIT VECTOR

= a vector of length 1

If  $\vec{a} \neq \vec{0}$ , then the unit vector that has the SAME DIRECTION as  $\vec{a}$  is:

$$\boxed{\vec{u} = \frac{\vec{a}}{|\vec{a}|} = \underbrace{\frac{1}{|\vec{a}|}}_{\text{scalar}} \vec{a}}$$

EXAMPLE: Find the unit vector in the direction of  $\vec{a} = 2\vec{i} - \vec{j} - 2\vec{k}$ .

Solution:  $\vec{u} = \frac{1}{|\vec{a}|} \vec{a}$ ,  $|\vec{a}| = \sqrt{2^2 + (-1)^2 + (-2)^2} = \sqrt{59}$

$$\vec{u} = \frac{1}{\sqrt{59}} (2\vec{i} - \vec{j} - 2\vec{k}) = \frac{2}{\sqrt{59}} \vec{i} - \frac{1}{\sqrt{59}} \vec{j} - \frac{2}{\sqrt{59}} \vec{k}$$

# MULTIPLICATION OF VECTORS

THE DOT PRODUCT  
(Section 12.3)

THE CROSS PRODUCT  
(Section 12.4)

## THE DOT PRODUCT

### Definition

If  $\vec{a} = \langle a_1, a_2, a_3 \rangle$  and  $\vec{b} = \langle b_1, b_2, b_3 \rangle$ , then  
THE DOT PRODUCT OF  $\vec{a}$  AND  $\vec{b}$  is a number  
 $\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$

Since the result is NOT A VECTOR, but a scalar, the dot product is sometimes called the SCALAR PRODUCT or INNER PRODUCT.

Example:  $\vec{a} = \vec{i} + \vec{j}$ ,  $\vec{b} = \vec{j} + 3\vec{k}$ .  $\vec{a} \cdot \vec{b} = ?$

Solution:  $\vec{a} \cdot \vec{b} = 1 \cdot 0 + 1 \cdot 1 + 0 \cdot 3 = 1$

Notice:  
 $\vec{a} = \vec{i} + \vec{j}$  in  $\mathbb{R}^3$  is  
 $\vec{a} = \vec{i} + \vec{j} + 0\vec{k}$

Example:  $\vec{a} = \vec{i} + \vec{j}$ . What is  $\vec{a} \cdot \vec{a}$ ?

Solution:  $\vec{a} \cdot \vec{a} = 1 \cdot 1 + 1 \cdot 1 = 2$

In general:  $\vec{a} = \langle a_1, a_2, a_3 \rangle$ ,  $\vec{a} \cdot \vec{a} = (a_1)^2 + (a_2)^2 + (a_3)^2 = |\vec{a}|^2$

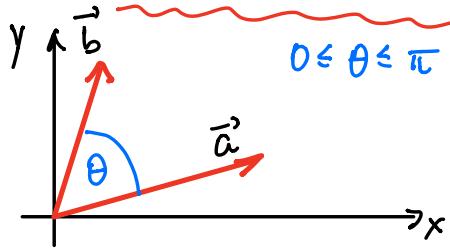
$$\boxed{\vec{a} \cdot \vec{a} = |\vec{a}|^2}$$

## PROPERTIES OF THE DOT PRODUCT

- |  |   |
|--|---|
| 1. $\vec{a} \cdot \vec{a} =  \vec{a} ^2$   | 2. $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$                                  |
| 3. $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$ | 4. $(c\vec{a}) \cdot \vec{b} = c(\vec{a} \cdot \vec{b}) = \vec{a} \cdot (c\vec{b})$ |
| 5. $\vec{0} \cdot \vec{a} = \vec{0}$   |   |

For fun, prove these properties for vectors in  $\mathbb{R}^2$ !

## GEOMETRIC INTERPRETATION



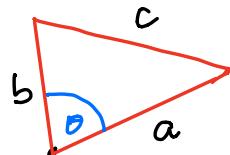
THEOREM: If  $\theta$  is the angle between vectors  $\vec{a}$  and  $\vec{b}$ , then

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$$

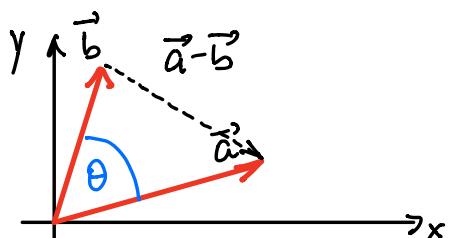
Proof: THE LAW OF COSINES:

$$c^2 = a^2 + b^2 - 2ab \cos \theta$$

SIDE OPPOSITE TO  $\theta$



- EXPRESS THE LAW OF COSINES IN TERMS OF VECTORS:



$$a^2 = |\vec{a}|^2, \quad b^2 = |\vec{b}|^2$$

$$c^2 = ?$$

$$c^2 = |\vec{a} - \vec{b}|^2$$

So:  $|\vec{a} - \vec{b}|^2 = |\vec{a}|^2 + |\vec{b}|^2 - 2|\vec{a}||\vec{b}| \cos \theta$  (★)

- Using the properties of the dot product we calculate:

$$\begin{aligned}
 |\vec{a} - \vec{b}|^2 &= (\vec{a} - \vec{b}) \cdot (\vec{a} - \vec{b}) = (\vec{a} - \vec{b}) \cdot \vec{a} - (\vec{a} - \vec{b}) \cdot \vec{b} = \\
 &\quad \uparrow \qquad \qquad \qquad \uparrow \\
 &\text{PROPERTY 1} \qquad \qquad \text{PROPERTY 3} \\
 &= \vec{a} \cdot \vec{a} - \vec{b} \cdot \vec{a} - \vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{b} = \vec{a} \cdot \vec{a} - \vec{a} \cdot \vec{b} - \vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{b} \\
 &\qquad \qquad \qquad \uparrow \\
 &\qquad \qquad \qquad \text{PROPERTY 2} \\
 &= |\vec{a}|^2 - 2 \vec{a} \cdot \vec{b} + |\vec{b}|^2 \\
 &\qquad \qquad \qquad \uparrow \\
 &\qquad \qquad \qquad \text{PROPERTY 1}
 \end{aligned}$$

- GOING BACK TO EQUATION  $\star$ :

$$|\vec{a}|^2 - 2 \vec{a} \cdot \vec{b} + |\vec{b}|^2 = |\vec{a}|^2 + |\vec{b}|^2 - 2 |\vec{a}| |\vec{b}| \cos \theta$$

THUS:

$$\begin{aligned}
 -2 \vec{a} \cdot \vec{b} &= -2 |\vec{a}| |\vec{b}| \cos \theta \quad | \div (-2) \\
 \Rightarrow \boxed{\vec{a} \cdot \vec{b}} &= |\vec{a}| |\vec{b}| \cos \theta
 \end{aligned}$$



CONSEQUENCE: For  $\vec{a} \neq \vec{0}$ ,  $\vec{b} \neq \vec{0}$  we have

$$\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|}$$

EXAMPLE: Let  $\vec{a} = \vec{i}$ ,  $\vec{b} = \vec{i} + \vec{j}$ . What is the angle between  $\vec{a}$  and  $\vec{b}$ ?

Solution:  $\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|} = \frac{\vec{i} \cdot (\vec{i} + \vec{j})}{\sqrt{1} \sqrt{2}} = \frac{\vec{i} \cdot \vec{i} + \vec{i} \cdot \vec{j}}{\sqrt{2}} = \frac{1+0}{\sqrt{2}} = \frac{\sqrt{2}}{2} \Rightarrow \theta = \frac{\pi}{4} //$

## PERPENDICULAR OR ORTHOGONAL VECTORS

Definition: If  $\vec{a} \neq \vec{0}$ ,  $\vec{b} \neq \vec{0}$ ,  $\vec{a}$  is PERPENDICULAR TO  $\vec{b}$  if  $\theta = \frac{\pi}{2}$ .

In terms of the dot product:

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \frac{\pi}{2} = 0$$

The  $\vec{0}$ -vector is perpendicular to all vectors.

THUS:

TWO VECTORS  $\vec{a}$  AND  $\vec{b}$  ARE ORTHOGONAL IF AND ONLY IF

$$\vec{a} \cdot \vec{b} = 0$$

EXAMPLE: Are  $\vec{a} = 2\vec{i} + 2\vec{j} - \vec{k}$  and  $\vec{b} = 5\vec{i} - 4\vec{j} + 2\vec{k}$  perpendicular?

Solution:  $\vec{a} \cdot \vec{b} = \langle 2, 2, -1 \rangle \cdot \langle 5, -4, 2 \rangle = 10 - 8 - 2 = 0 //$   
YES!