Basic Operations

Addition: $\vec{v} + \vec{w}$ $\begin{bmatrix}1\\2\end{bmatrix} + \begin{bmatrix}3\\1\end{bmatrix} = \begin{bmatrix}4\\3\end{bmatrix}$

Subtraction: $\vec{w} + (\vec{v} - \vec{w}) = \vec{v}$ $\begin{bmatrix}3\\1\end{bmatrix} + (\begin{bmatrix}1\\2\end{bmatrix} - \begin{bmatrix}3\\1\end{bmatrix}) = \begin{bmatrix}1\\2\end{bmatrix}$

$\begin{bmatrix}3\\1\end{bmatrix} + \begin{bmatrix}-2\\1\end{bmatrix} = \begin{bmatrix}1\\2\end{bmatrix}$

Scalar Multiplication

$(\vec{v} \cdot \vec{w})$ $2\begin{bmatrix}1\\2\end{bmatrix} = \begin{bmatrix}2\\4\end{bmatrix}$

$-1/2\begin{bmatrix}3\\2\\1\end{bmatrix} = \begin{bmatrix}-3/2\\-1\\-1/2\end{bmatrix}$

Magnitude & Direction

2 Dimensions $\|\vec{v}\|^2 = {v_x}^2 + {v_y}^2$ $\|\vec{v}\| = \sqrt{{v_x}^2 + {v_y}^2}$

3 Dimensions $\|\vec{v}\| = \sqrt{{v_x}^2 + {v_y}^2 + {v_z}^2}$

n Dimensions $\|\vec{v}\| = \sqrt{{v_1}^2 + {v_2}^2 + \cdots + {v_n}^2}$

Normalization - *Process of finding a unit vector in the same direction as a given vector*

Unit vector in direction of $\vec{v}$ $\frac{1}{\|\vec{v}\|} = \vec{v}$

Normalize $\vec{v} = \begin{bmatrix}1\\1\\1\end{bmatrix}$

Magnitude $\|\vec{v}\| = \sqrt{-1^2 + 1^2 + 1^2} = \sqrt{3}$

$\vec{u} = \frac{1}{\|\vec{v}\|}\vec{v} = \frac{1}{\sqrt{3}}\begin{bmatrix}1\\1\\1\end{bmatrix} = \begin{bmatrix}-1/\sqrt{3}\\1/\sqrt{3}\\1/\sqrt{3}\end{bmatrix}$

Verify unit vector of u is 1 $\|\vec{v}\| = \sqrt{\frac{-1}{\sqrt{3}}^2 + \frac{1}{\sqrt{3}}^2 + \frac{1}{\sqrt{3}}^2} = 1$

Zero Vector $\vec{0} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$

Magnitude of 0 Vector is 0 $\|\vec{0}\| = 0$

Cannot be normalized, has no direction $\frac{1}{\|\vec{0}\|} = undefined$

Dot Products

Inner product: angle between 2 vectors $\vec{v} = \|\vec{v}\| \cdot \|\vec{w}\| \cdot \cos\theta$

Solve for the angle using inverse function $\theta = \arccos\left(\frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\| \cdot \|\vec{w}\|}\right)$

$= \arccos\left(\frac{1}{\|\vec{v}\|}\vec{v} \cdot \frac{1}{\|\vec{w}\|}\vec{w}\right)$

Shorter formula: $(\vec{v} \cdot \vec{w}) = v_1 w_1 + v_2 w_2 + \cdots + v_{n1} w_n$

$$\begin{bmatrix} 1 \\ 2 \\ -1 \end{bmatrix} \cdot \begin{bmatrix} 3 \\ 1 \\ 10 \end{bmatrix} = 1 \cdot 3 + 2 \cdot 1 \cdot -1 \cdot 0 = 5$$

Angle between 2 vectors:

$\theta = \arccos\left(\frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\| \cdot \|\vec{w}\|}\right)$

$\theta = \arccos\left(\frac{5}{\sqrt{6}\sqrt{10}}\right)$

$\approx .87\ radians$

$\approx 50°$

Same direction: $\vec{v} \cdot \vec{w} = \|\vec{v}\| \cdot \|\vec{w}\|$ $\cos\theta$ = 1

θ = 0 & radians, 0 degrees

Opposite direction: $\vec{v} \cdot \vec{w} = -\|\vec{v}\| \cdot \|\vec{w}\|$ $\cos\theta$ = -1

θ = π radians, 180 degrees

Right angle: $\vec{v} \cdot \vec{w} = 0$ $\cos\theta$ = 0

θ = $\frac{\pi}{2}$ radians, 90 degrees

Of a vector: $\vec{v} \cdot \vec{v} = \|\vec{v}\| \cdot \|\vec{v}\| \cos 0$ $\cos 0$ = 1

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

$\|\vec{v}\| = \sqrt{\vec{v} \cdot \vec{v}}$

Parallel & Orthogonal Vectors

Parallel: $\vec{v}$ *and* $\overrightarrow{w}$ $are\ parallel\ if\ one\ is\ a\ scalar\ multiple\ of\ the\ other$

$$\vec{v}\ is\ parallel\ to:\ 2\vec{v}, \frac{1}{2\vec{v}}, -\vec{v}$$

Orthogonal: $\vec{v}\ and\ \overrightarrow{w}\ are\ orthogonal\ if\ \vec{v} \cdot \overrightarrow{w} = 0$

$Case\ 1$: $\vec{v} = \vec{0}$, or

$Case\ 2$: $\overrightarrow{w} = \vec{0}$, or

$Case\ 3$: $\vec{v} \cdot \overrightarrow{w} = 0, the\ lines\ are\ perpendicular$

Special case: $\vec{0}$, is the only vector orthogonal to itself.