

Edexcel A Level Maths: Pure



11.2 Vectors in 3 Dimensions

Contents

- * 11.2.1 Vectors in 3 Dimensions
- * 11.2.2 Problem Solving using 3D Vectors

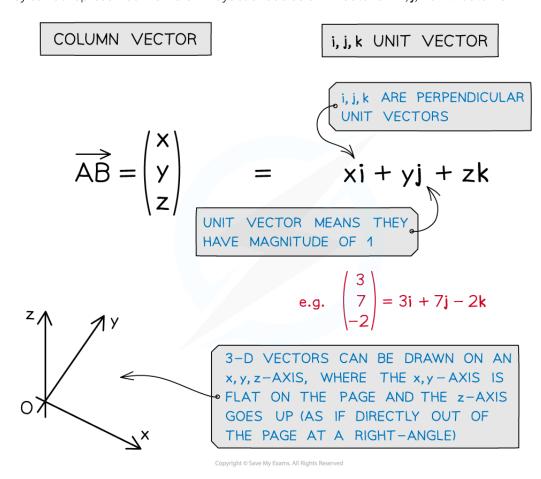
11.2.1 Vectors in 3 Dimensions

Your notes

Vectors in 3 Dimensions

What is a 3-D vector?

- Vectors represent a movement of a certain magnitude (size) in a given direction
 You should have already come across (2D) vectors at AS (see Basic Vectors)
- 3-D vectors describe the **position of a point** in a 3-D space in relation to the origin
- They can be represented in different ways such as a column vector or in i, j, k unit vector form

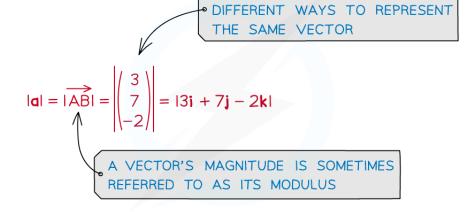


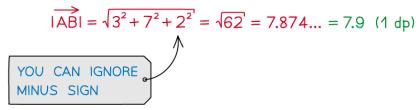
Magnitude of a 3-D vector

- The magnitude of a 3-D vector is simply its size
- Like 2-D vectors we can find the **magnitude** using Pythagoras' theorem (see Magnitude Direction)



MAGNITUDE
$$|\mathbf{d}| = |x\mathbf{i} + y\mathbf{j} + z\mathbf{k}| = \begin{vmatrix} x \\ y \\ z \end{vmatrix} = \sqrt{x^2 + y^2 + z^2}$$
REMEMBER THERE ARE LOTS OF





Copyright © Save My Exams. All Rights Reserved

- For 3-D **position vectors** we can find the distance between two points
- By using the respective co-ordinates we can calculate the magnitude of the vector between them:



DISTANCE BETWEEN TWO POINTS FROM POSITION VECTORS



$$(x_1, y_1, z_1)$$
 AND $(x_2, y_2, z_2) = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}$

WHERE x, y, z ARE FROM POSITION VECTORS xi + yj + zk

e.g. FIND
$$\overrightarrow{IABI}$$
 FOR POSITION VECTORS A AND B, $5\mathbf{i} + 3\mathbf{j} - 7\mathbf{k}$ AND $3\mathbf{i} - 6\mathbf{j} + 5\mathbf{k}$ RESPECTIVELY

A HAS CO-ORDINATES (5, 3, -7)
B HAS CO-ORDINATES (3, -6, 5)

$$|\overrightarrow{AB}| = \sqrt{(5-3)^2 + (3-6)^2 + (-7-5)^2} = \sqrt{4+81+144}$$

= $\sqrt{229} = 15.1$ UNITS (1 dp)

Copyright © Save My Exams. All Rights Reserve

3-D vector addition, scalars, parallel vectors and unit vectors

- 3-D vectors work in the same way as 2-D vectors, just in three dimensions rather than two
- **Vector addition** and subtraction and scalar multiplication can be carried out in exactly the same way, this time involving **i**, **j** and **k** or x, y and z
- 3-D vectors are also **parallel** if one is a **multiple** of the other

COLUMN VECTOR

$$\mathbf{a} = \begin{pmatrix} 2 \\ 6 \\ -4 \end{pmatrix} \qquad \mathbf{b} = \begin{pmatrix} -3 \\ 7 \\ 4 \end{pmatrix}$$

$$2\mathbf{a} - 3\mathbf{b} = 2 \times \begin{pmatrix} 2 \\ 6 \\ -4 \end{pmatrix} - 3 \times \begin{pmatrix} -3 \\ 7 \\ 4 \end{pmatrix}$$

$$= \begin{pmatrix} 4 \\ 12 \\ -8 \end{pmatrix} - \begin{pmatrix} -9 \\ 21 \\ 12 \end{pmatrix} = \begin{pmatrix} 13 \\ -9 \\ -20 \end{pmatrix}$$

i, j, k NOTATION

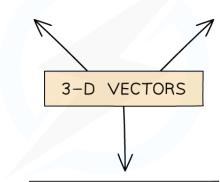
$$a = -3\mathbf{i} + 9\mathbf{j} + 2\mathbf{k}$$

$$b = 8i - 6j + 4k$$

$$2\mathbf{a} + \frac{1}{2}\mathbf{b} = 2(-3\mathbf{i} + 9\mathbf{j} + 2\mathbf{k}) + \frac{1}{2}(8\mathbf{i} - 6\mathbf{j} + 4\mathbf{k})$$

$$= (-6i + 18j + 4k) + (4i - 3j + 2k)$$

$$= -2i + 15j + 6k$$



PARALLEL VECTORS

$$\mathbf{a} = \begin{pmatrix} 9 \\ -6 \\ 3 \end{pmatrix} \qquad \mathbf{b} = \begin{pmatrix} 6 \\ -4 \\ 2 \end{pmatrix}$$

a IS PARALLEL TO b AS

$$\mathbf{b} = \frac{2}{3}\mathbf{a} \qquad \qquad \frac{2}{3} \begin{pmatrix} 9 \\ -6 \\ 3 \end{pmatrix} = \begin{pmatrix} 6 \\ -4 \\ 2 \end{pmatrix}$$

Copyright © Save My Exams. All Rights Reserved

• Unit vectors in 3-D are found in exactly the same way as in 2-D





Head to www.savemyexams.com for more awesome resources

TO FIND THE UNIT VECTOR IN THE SAME DIRECTION AS A GIVEN VECTOR, SIMPLY DIVIDE THE VECTOR BY ITS MAGNITUDE



- THE UNIT VECTOR IN THE SAME DIRECTION AS VECTOR \overrightarrow{AB} IS $\frac{\overrightarrow{AB}}{|\overrightarrow{AB}|}$
- THE UNIT VECTOR IN THE SAME DIRECTION AS VECTOR \mathbf{a} IS $\frac{\mathbf{a}}{|\mathbf{a}|}$

Copyright © Save My Exams. All Rights Reserved

e.g. FIND THE UNIT VECTOR IN THE SAME DIRECTION AS THE VECTOR $\mathbf{a} = 3\mathbf{i} - 4\mathbf{j} + 5\mathbf{k}$

$$|\mathbf{q}| = \sqrt{3^2 + (-4)^2 + 5^2} = 5\sqrt{2}$$

UNIT VECTOR =
$$\frac{\mathbf{a}}{|\mathbf{a}|} = \frac{3\mathbf{i} - 4\mathbf{j} + 5\mathbf{k}}{5\sqrt{2}} = \frac{1}{5\sqrt{2}} (3\mathbf{i} - 4\mathbf{j} + 5\mathbf{k})$$

Copyright © Save My Exams. All Rights Reserved



| ✓ Worked example | |
|------------------|----|
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | li |



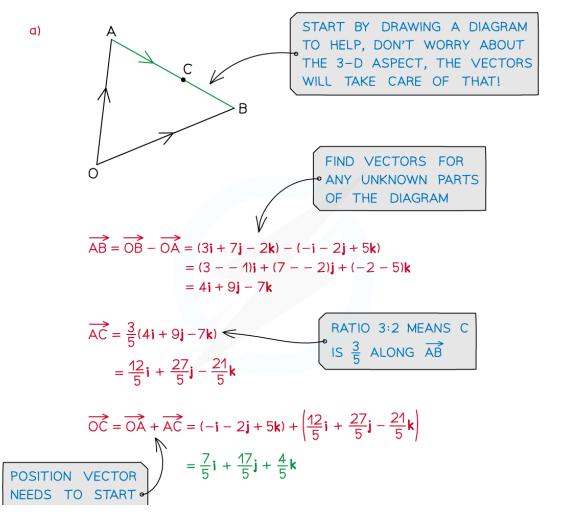


2

Points A and B have position vectors $-\mathbf{i} - 2\mathbf{j} + 5\mathbf{k}$ and $3\mathbf{i} + 7\mathbf{j} - 2\mathbf{k}$ respectively.

Point C divides the line AB in the ratio 3:2.

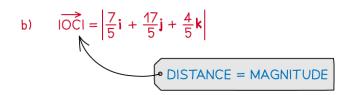
- a) Find the position vector of C.
- b) Calculate the distance of C from the origin. Give your answer to 2 decimal places.



Page 8 of 18



FROM ORIGIN



$$|\overrightarrow{OC}| = \sqrt{\left(\frac{7}{5}\right)^2 + \left(\frac{17}{5}\right)^2 + \left(\frac{4}{5}\right)^2} = \frac{\sqrt{354}}{5}$$

= 3.76 UNITS (2 dp)

Copyright © Save My Exams, All Rights Reserve







Head to www.savemyexams.com for more awesome resources

11.2.2 Problem Solving using 3D Vectors

Your notes

Problem Solving using 3D Vectors

Problem-solving with 3-D vectors

- 3-D vector problems can be solved using the same principles as 2-D vector problems (see Problem Solving using Vectors)
- Vectors can be used to prove two lines are **parallel**, to show points are **collinear** (lie on the same straight line) or to find missing vertices of a given shape

VECTORS ARE PARALLEL IF ONE IS A SCALAR **MULTIPLE** OF THE OTHER

PARALLEL VECTORS

$$\mathbf{d} = \begin{pmatrix} 9 \\ -6 \\ 3 \end{pmatrix} \qquad \mathbf{b} = \begin{pmatrix} 6 \\ -4 \\ 2 \end{pmatrix}$$

a IS PARALLEL TO b AS

$$\mathbf{b} = \frac{2}{3}\mathbf{a} \qquad \qquad \frac{2}{3} \begin{pmatrix} 9 \\ -6 \\ 3 \end{pmatrix} = \begin{pmatrix} 6 \\ -4 \\ 2 \end{pmatrix}$$

USE COORDINATES TO GIVE POSITION VECTORS THEN FIND AB AND AC • TO PROVE THEY ARE COLLINEAR THREE POINTS P, Q, R ARE COLLINEAR IF PQ AND PR ARE PARALLEL

SHOW THAT POINTS A(1, 2, 3) B(3, 8, 1) AND C(7, 20, -3) ARE COLLINEAR

$$\overrightarrow{AB} = \begin{pmatrix} 3 \\ 8 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = \begin{pmatrix} 2 \\ 6 \\ -2 \end{pmatrix}$$

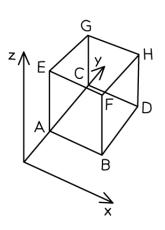
$$\overrightarrow{AC} = \begin{pmatrix} 7 \\ 20 \\ -3 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = \begin{pmatrix} 6 \\ 18 \\ -6 \end{pmatrix}$$

 $\overrightarrow{AC} = 3 \overrightarrow{AB}$ SO \overrightarrow{AC} IS PARALLEL TO \overrightarrow{AB} .

. ABC ARE COLLINEAR

3-D VECTOR PROBLEMS

PARALLEL SIDES OF A SHAPE SUCH AS A CUBOID HAVE THE SAME VECTOR



A CUBOID HAS POINTS B AND G SUCH THAT B HAS POSITION VECTOR 5i+3j AND G HAS POSITION VECTOR 7j+6k.

FIND THE POSITION VECTOR OF POINT H
IN UNIT VECTOR FORM

$$H = \begin{pmatrix} 5 \\ 7 \\ 6 \end{pmatrix} = 5\mathbf{i} + 7\mathbf{j} + 6\mathbf{k}$$

Page 11 of 18

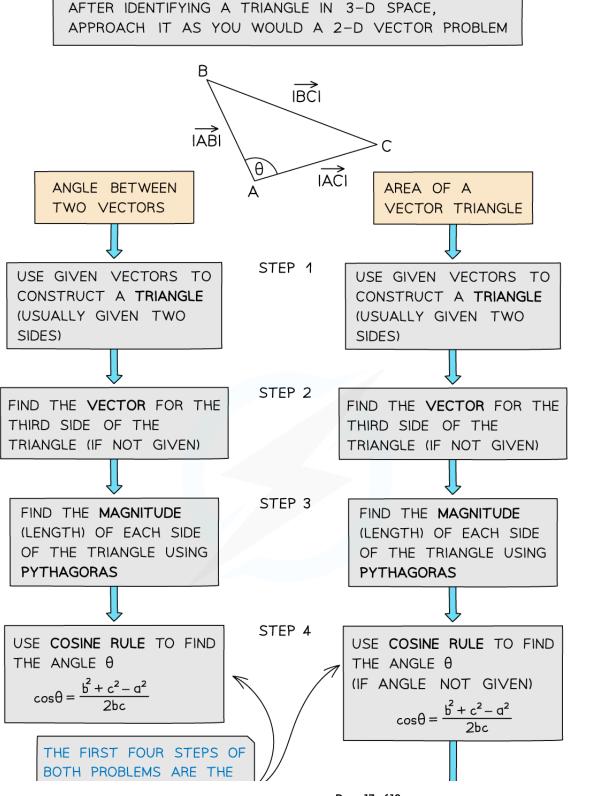


Copyright © Save My Exams. All Rights Reserved

Your notes

Using trig in 3-D vector problems

- 3-D vector problems can also involve using trigonometry to:
 - find the angle between two vectors using Cosine Rule
 - find the area of a triangle using a variation of Area Formula





Page 13 of 18



Head to www.savemyexams.com for more awesome resources

SAME AS BOTH REQUIRE SIDE LENGTHS AND ANGLE TO BE CALCULATED

STEP 5

USE VECTOR AREA FORMULA AREA = $\frac{1}{2}$ db sin θ



Copyright © Save My Exams. All Rights Reserved

 You can find the angle between a vector and any one of the coordinate axes by using the following formulae

IF θ_x , θ_y and θ_z are respectively the angles that the vector ${\bf d}=x{\bf i}+y{\bf j}+z{\bf k}$ makes with the x-, y- and z-axes, then

$$\cos\theta_{x} = \frac{x}{|\mathbf{a}|}$$

$$\cos \theta_{y} = \frac{y}{|\mathbf{q}|}$$

$$\cos \theta_{z} = \frac{z}{|\mathbf{a}|}$$

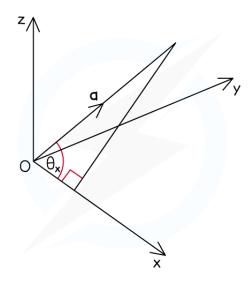
Copyright © Save My Exams. All Rights Reserved



Head to www.savemyexams.com for more awesome resources

THESE FORMULAE COME FROM APPLYING SOHCAHTOA (SPECIFICALLY CAH) TO A RIGHT-TRIANGLE FORMED BY THE VECTOR AND ONE OF THE COORDINATE AXES.





IN THE DIAGRAM ABOVE FOR EXAMPLE, THE LENGTH OF THE SIDE ADJACENT TO ANGLE θ_x is simply the x component of the vector $\mathbf{a}=x\mathbf{i}+y\mathbf{j}+z\mathbf{k}$, while the length of the hypotenuse is IaI.

Copyright © Save My Exams. All Rights Reserved

- These formulae are not in the exam formulae book
- However, they may be derived using SOHCAHTOA as shown in the diagram
- The formulae also work for vectors in two dimensions

Examiner Tip

• If there is a diagram, labelling all known vectors and quantities will help, and don't worry about trying to make your diagram 3–D, as long as you label it well.



| Worked example | |
|----------------|----|
| | |
| | |
| | li |
| | H |
| | |
| | |
| | |
| | |
| | |
| | |
| | li |
| | H |
| | li |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | H |







The points A, B and C are such that $\overrightarrow{AB} = 5\mathbf{i} + 6\mathbf{j} - 2\mathbf{k}$ and $\overrightarrow{BC} = 2\mathbf{i} - 6\mathbf{j} + 6\mathbf{k}$.

Show that ABC is an isosceles triangle.

