

Magnitude in Component Form:

$$\hat{r} = \frac{r}{|r|} = \frac{xi + yj + zk}{\sqrt{x^2 + y^2 + z^2}}$$

'r hat'

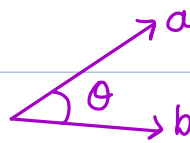
$$= \frac{x}{\sqrt{x^2 + y^2 + z^2}} i + \frac{y}{\sqrt{x^2 + y^2 + z^2}} j + \frac{z}{\sqrt{x^2 + y^2 + z^2}} k$$

Scalar (λ)

- Parallel when $a = \lambda b$ ie $\lambda > 0$ parallel
- Antiparallel when $a = -\lambda b$ $\lambda < 0$ antiparallel

Scalar (inner, dot) product:

$$a \cdot b = |a| |b| \cos \theta$$



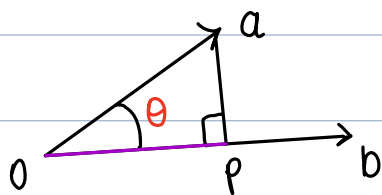
$$= a_1 b_1 + a_2 b_2 + a_3 b_3$$

If a and b perpendicular, $a \cdot b = 0$

$$\rightarrow i \cdot i + j \cdot j + k \cdot k = 0$$

$$a \cdot a = |a|^2$$

Projection of one vector onto another :



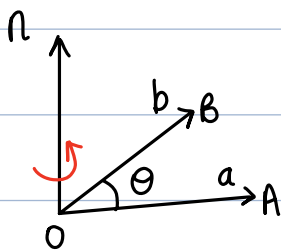
Component of a in direction of b

$$|\overrightarrow{OP}| = |a| \cos \theta$$

also, $a \cdot b = |a||b| \cos \theta \quad \therefore$

$$|\overrightarrow{OP}| = \frac{a \cdot b}{|b|}$$

Cross Product :



$$a \times b = |a||b| \sin \theta \hat{n}$$

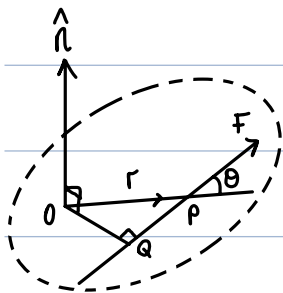
cross not multiply

\perp to both vectors

\hat{n} perpendicular to a, b plane and direction given by right-handed / screw rule.

→ put screw perp. and rotate $a \rightarrow b$

↳ this example CCW so up.



$$M = r \times F = |r||F| \sin \theta \hat{n} = OQ |F| \hat{n}$$

Cover up approach

$$a \times b = \begin{vmatrix} i & j & k \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

i. $\begin{vmatrix} i & j & k \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$

Cover i column, cross multiply:
 $(a_2 b_3 - a_3 b_2) i$

j. $\begin{vmatrix} i & j & k \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$

For j, cross multiply reversed:
 $(a_3 b_1 - a_1 b_3) j$

k. $\begin{vmatrix} i & j & k \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$

For k, do as i:
 $(a_1 b_2 - a_2 b_1) k$

Learn:

$$\lambda(a \times b) = \lambda a \times b = a \times \lambda b$$

$$a \times (b + c) = (a \times b) + (a \times c)$$

$$a \times b = 0 \text{ is equivalent to } a \parallel b$$

$$a \times a = 0$$

$$a \times b = -b \times a$$

$$a \cdot b = b \cdot a$$

$$a \cdot \lambda b = \lambda a \cdot b = \lambda(a \cdot b)$$

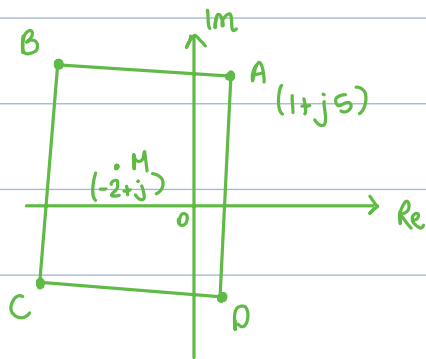
$$a \cdot (b + c) = a \cdot b + a \cdot c$$

$$a \cdot a = a_1^2 + a_2^2 + a_3^2 = |a|^2$$

Complex Numbers as Vectors:

- Represented similarly to cartesian vectors, but just in real and imaginary axes.

M is the centre of square with vertices A, B, C, D taken anticlockwise in order. If, in the Argand diagram, M and A are represented by the complex numbers $-2+j$ and $1+j5$ respectively, find the complex numbers represented by B, C and D:



$$\begin{aligned}\vec{MA} &= \vec{OA} - \vec{OM} \\ &= \begin{pmatrix} 1 \\ 5j \end{pmatrix} - \begin{pmatrix} -2 \\ j \end{pmatrix} = \begin{pmatrix} 3 \\ 4j \end{pmatrix}\end{aligned}$$

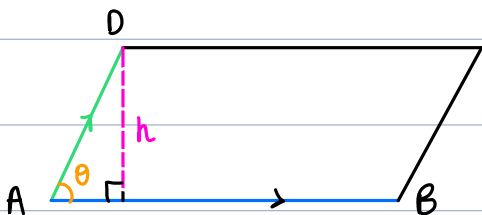
$$\text{angle between} = \frac{2\pi}{4} = \frac{\pi}{2}$$

Multiplying a complex number by j rotates it through $\frac{\pi}{2}$ radians in anticlockwise direction:

$$\begin{aligned}\therefore \vec{MB} &= j \vec{MA} = j \begin{pmatrix} 3 \\ 4j \end{pmatrix} = -4 + 3j \\ \vec{OB} &= \vec{OM} + \vec{MB} = \begin{pmatrix} -2 \\ j \end{pmatrix} + \begin{pmatrix} -4 \\ 3j \end{pmatrix} = \begin{pmatrix} -6 \\ j4 \end{pmatrix}\end{aligned}$$

etc. for rest.

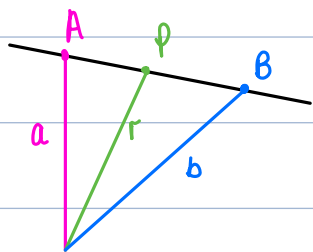
Area of Parallelogram: $h |\vec{AB}| = |\vec{AD}| \sin \theta |\vec{AB}| = |\vec{AD} \times \vec{AB}|$



Area of Triangle ABD:

$$\frac{1}{2} (AD)(AB) \sin \theta$$

Vector Equation of Line :



scalar along line

$$\begin{aligned} \vec{r} &= \vec{a} + t \vec{AB} = \vec{a} + t(\vec{b} - \vec{a}) \\ \vec{r} &= (1-t)\vec{a} + t\vec{b} \end{aligned}$$

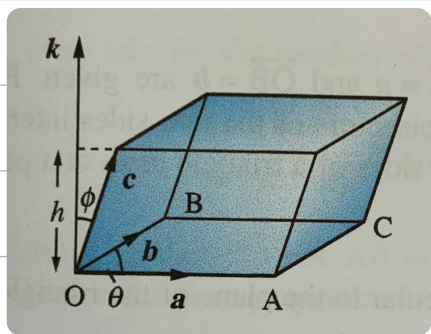
* $\vec{b} - \vec{a} = \vec{c}$

Cartesian: $\vec{r} = \vec{a} + t\vec{c}$

$$\frac{x - a_1}{c_1} = \frac{y - a_2}{c_2} = \frac{z - a_3}{c_3} \quad (=t)$$

e.g. $c_1 = b_1 - a_1$

Triple Scalar Product : $(\vec{a} \times \vec{b}) \cdot \vec{c}$

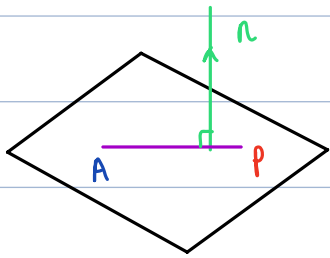


$$\begin{aligned} \vec{a} \times \vec{b} &= |\vec{a}| |\vec{b}| \sin \theta \vec{k} \\ &= (\text{Area of parallelogram OACB}) \vec{k} \end{aligned}$$

$$\begin{aligned} (\vec{a} \times \vec{b}) \cdot \vec{c} &= (\text{area OACB}) \vec{k} \cdot \vec{c} \\ &= (\text{area OACB}) |\vec{k}| |\vec{c}| \cos \phi \\ &= (\text{area OACB}) h \\ &= \text{Volume of parallelepiped} \end{aligned}$$

$$\begin{aligned} \therefore (\vec{a} \times \vec{b}) \cdot \vec{a} &= 0, \quad (\vec{a} \times \vec{b}) \cdot \vec{b} = 0 \\ \text{if 3 vectors coplanar } (\vec{a} \times \vec{b}) \cdot \vec{c} &= 0 \end{aligned} \quad \left. \vphantom{\begin{aligned} \therefore (\vec{a} \times \vec{b}) \cdot \vec{a} &= 0, \quad (\vec{a} \times \vec{b}) \cdot \vec{b} = 0 \\ \text{if 3 vectors coplanar } (\vec{a} \times \vec{b}) \cdot \vec{c} &= 0 \end{aligned}} \right\} \text{parallelepiped 'collapsed'}$$

Vector Equation of a Plane:



vector $n \perp$ to plane

A and P lie on plane

↓
position vector of any point
 P on plane given by r

$$\therefore \vec{AP} = r - a$$

so the dot product of $(r - a)$ and n is 0 ($\cos 90^\circ$)

$$(r - a) \cdot n = 0$$

so

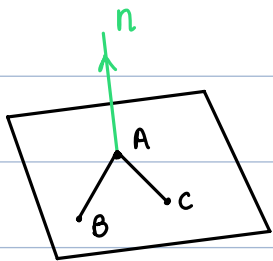
$$r \cdot n = a \cdot n$$

(both \perp)

$$\text{or } r \cdot n = p$$

↖
perp. distance from
origin to plane

e.g find plane passing through $A(1,1,1)$, $B(0,1,2)$, $C(-1,1,-1)$



$$a - b \text{ in plane} = (1, 0, -1)$$

$$a - c \text{ in plane} = (2, 0, 2)$$

\therefore cross product = vector n perp.

$$= \begin{vmatrix} 1 & 0 & -1 \\ 2 & 0 & 2 \end{vmatrix} = (0, -4, 0)$$

using $r \cdot n = a \cdot n \Rightarrow r \cdot (0, -4, 0) = (1, 1, 1) \cdot (0, -4, 0)$

$$= r \cdot (0, -4, 0) = -4$$

$$= (x, y, z) \cdot (0, -4, 0) = -4 \Rightarrow y = 1$$