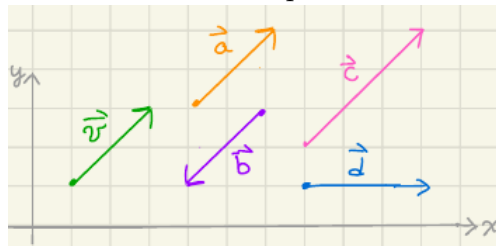


1. A vector represents a quantity (eg, displacement, velocity, or force) that has both a
 1. magnitude (ie, length)
 2. direction.

2. A vector \vec{v} sitting in \mathbb{R}^n is drawn/represented by a directed line segment which goes from an initial (or start/tail) point $A \in \mathbb{R}^n$ to a terminal (or end/head) point $B \in \mathbb{R}^n$. Write: $\vec{v} = \overrightarrow{AB}$
 The magnitude (or length) of the vector \vec{v} is the length of the line segment from A to B .
 The direction of the vector \vec{v} is the direction of the directed line segment from A to B .
 The vector above with the name of the letter “v” is written: \vec{v} (arrow above) or \mathbf{v} (boldface) or \overrightarrow{AB} .
 - ⚠ $\vec{v} \neq v$!!! Do not forget your (needed) arrow above.

3. Two vectors are equal if and only if they have the same magnitude and direction.
 - ⚠ So if vectors $\vec{v} = \overrightarrow{AB}$ and $\vec{u} = \overrightarrow{CD}$ have the same length and direction, then $\vec{v} = \vec{u}$ (even if the initial points of \vec{v} and \vec{u} are different and their terminal points are different).

Ex1. (Working in the Cartesian plane \mathbb{R}^2 .) Which vectors are equal to the vector \vec{v} ? Soln: $\vec{v} =$ _____.

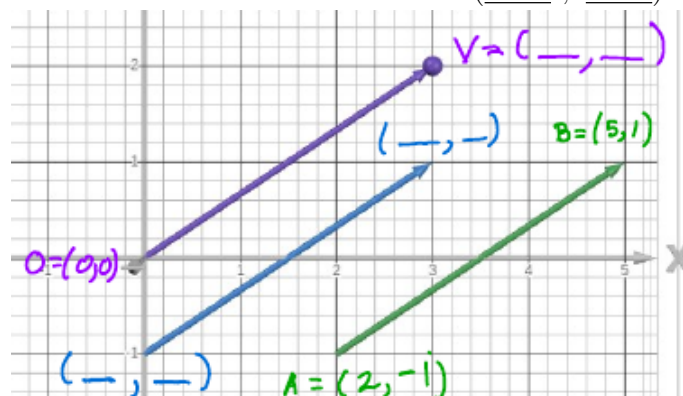


Def. Given a point $V = (x_V, y_V, z_V)$, the vector $\langle x_V, y_V, z_V \rangle \stackrel{\text{def}}{=} \overrightarrow{OV}$. ⚠ Notice diff. btw: $()$ and $\langle \rangle$.
 The component form of a vector is: $\langle x, y, x \rangle$ for \mathbb{R}^3 and $\langle x, y \rangle$ for \mathbb{R}^2 .

Def. The standard position of \overrightarrow{AB} is \overrightarrow{OV} where O is the origin and $\overrightarrow{AB} = \overrightarrow{OV}$.

Ex2a. Given points $A = (2, -1)$ and $B = (5, 1)$ and $O = (0, 0)$ in \mathbb{R}^2 .

Find the point $V \in \mathbb{R}^2$ so that $\overrightarrow{AB} = \overrightarrow{OV}$. Soln: $V = (\underline{\quad}, \underline{\quad})$.



Ex2b. Given points $A = (2, -1, -1)$ and $B = (5, 1, 2)$ and $O = (0, 0, 0)$ in \mathbb{R}^3 .

Find the point $V \in \mathbb{R}^3$ so that $\overrightarrow{AB} = \overrightarrow{OV}$. Let's go to Desmos 12.2.1. Soln: $V = (\underline{\quad}, \underline{\quad}, \underline{\quad})$.

4. Take away from Desmos 12.2.1. When in \mathbb{R}^2 just do not write the z coord and geometrically think of as in \mathbb{R}^3 with $z = 0$.
- o. If $A = (x_A, y_A, z_A)$ and $B = (x_B, y_B, z_B)$ and the origin $O = (0, 0, 0)$ and V are points in \mathbb{R}^3 , then the vectors $\overrightarrow{AB} = \overrightarrow{OV}$ when the point $V = (x_B - x_A, y_B - y_A, z_B - z_A)$, in which case $\overrightarrow{OV} \stackrel{\text{def}}{=} \langle x_B - x_A, y_B - y_A, z_B - z_A \rangle$ and so $\overrightarrow{AB} = \langle x_B - x_A, y_B - y_A, z_B - z_A \rangle$.
 - o. For points the origin $O = (0, 0, 0)$ and

$$A = (x_A, y_A, z_A) \quad \text{and} \quad B = (x_B, y_B, z_B) \quad \text{and} \quad V = (x_V, y_V, z_V) \tag{1}$$

we get that $\overrightarrow{AB} = \overrightarrow{OV}$ if and only if

$$\begin{aligned} x_V &= x_B - x_A \\ y_V &= y_B - y_A \\ z_V &= z_B - z_A, \end{aligned} \tag{2}$$

in which case, since the length of a vector is the distance btw. its endpoints, the length of \overrightarrow{AB} , denoted $|\overrightarrow{AB}|$, is

$$\begin{aligned} |\overrightarrow{AB}| &\stackrel{\text{def}}{=} d(A, B) \stackrel{\S 12.1}{=} \sqrt{|x_B - x_A|^2 + |y_B - y_A|^2 + |z_B - z_A|^2} \\ &\stackrel{\text{by (2)}}{=} \sqrt{|x_V|^2 + |y_V|^2 + |z_V|^2} \stackrel{(1)}{\S 12.1} d(O, V) \stackrel{\text{def}}{=} |\overrightarrow{OV}| = |\langle x_V, y_V, z_V \rangle|. \end{aligned}$$

5. Note: $|\vec{v}| = 0 \iff \vec{v} = \langle 0, 0, 0 \rangle$. Notation: $\langle 0, 0, 0 \rangle = \vec{0}$. Similarly in \mathbb{R}^2 .

6. Def. Vector Addition, Scalar Multiplication, and Vector Subtraction.

Consider the vectors: $\vec{u} = \langle u_1, u_2, u_3 \rangle$ and $\vec{v} = \langle v_1, v_2, v_3 \rangle$ in \mathbb{R}^3 .

Consider the scalar $k \in \mathbb{R}$. (Def. A scalar is a real number.)

- $\vec{u} + \vec{v} \stackrel{\text{def}}{=} \langle u_1 + v_1, u_2 + v_2, u_3 + v_3 \rangle$ (Vector Addition)
- $k\vec{u} \stackrel{\text{def}}{=} \langle ku_1, ku_2, ku_3 \rangle$ (Scalar Multiplication)

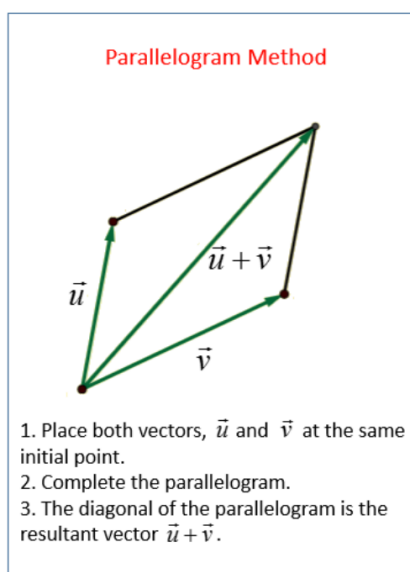
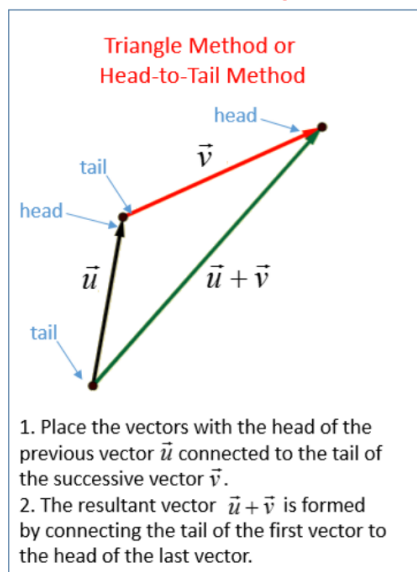
And for Vector Subtraction

- $\vec{u} - \vec{v} \stackrel{\text{def}}{=} \vec{u} + ((-1)\vec{v}) \stackrel{\text{so}}{=} \langle u_1, u_2, u_3 \rangle + \langle -v_1, -v_2, -v_3 \rangle \stackrel{\text{so}}{=} \langle u_1 - v_1, u_2 - v_2, u_3 - v_3 \rangle$

⚠ Note: can NOT multiple two vectors!

- o. When in \mathbb{R}^2 , as above, just do not write the z coordinate and geometrically think of as in \mathbb{R}^3 with $z = 0$ (so in xy -plane).
- o. Algebraically: just *work component-wise*.
- o. Geometrically: to add two vectors, put the vectors *head-to-tail*.

Graphical Methods for Vector Addition



Ex. Let $\vec{u} = \langle 4, 3 \rangle$ and $\vec{v} = \langle 1, -2 \rangle$. Find the following vectors. Express answer in component form.

o. $\frac{1}{2}\vec{u} =$ _____

o. $-\vec{v} =$ _____

o. $\vec{u} + \vec{v} =$ _____

o. $\vec{u} - \vec{v} =$ _____

o. $\vec{u} \vec{v} =$ _____ Silly Prof.! We can NOT multiply vectors !!

Ex. Let $\vec{u} = \langle 2, 2, 1 \rangle$ and $\vec{v} = \langle -2, -1, 1 \rangle$. Find the following vectors. Express answer component form.

o. $\frac{1}{2}\vec{u} =$ _____

o. $-\vec{v} =$ _____

o. $\vec{u} + \vec{v} =$ _____

o. $\vec{u} - \vec{v} =$ _____

7. Def. The vector \vec{v} is a unit vector if and only if $|\vec{v}| = 1$.

8. Def. Standard unit (basis) vectors

\mathbb{R}^3 . In \mathbb{R}^3 , the standard unit vectors are:

$$\vec{i} \stackrel{\text{def}}{=} \langle 1, 0, 0 \rangle \quad \text{and} \quad \vec{j} \stackrel{\text{def}}{=} \langle 0, 1, 0 \rangle \quad \text{and} \quad \vec{k} \stackrel{\text{def}}{=} \langle 0, 0, 1 \rangle.$$

Any vector $\vec{v} = \langle v_1, v_2, v_3 \rangle$ can be written as a linear combination of the standard unit vectors as follows:

$$\begin{aligned} \vec{v} &= \langle v_1, v_2, v_3 \rangle \\ &= \langle v_1, 0, 0 \rangle + \langle 0, v_2, 0 \rangle + \langle 0, 0, v_3 \rangle \\ &= v_1 \langle 1, 0, 0 \rangle + v_2 \langle 0, 1, 0 \rangle + v_3 \langle 0, 0, 1 \rangle \\ &= v_1 \vec{i} + v_2 \vec{j} + v_3 \vec{k} \end{aligned}$$

with $v_1, v_2, v_3 \in \mathbb{R}$. The scalar v_1 is the i-component of \vec{v} , scalar v_2 is the j-component of \vec{v} , and scalar v_3 is the k-component of \vec{v} ,

\mathbb{R}^2 . Similarly, in \mathbb{R}^2 , the standard unit vectors are:

$$\vec{i} \stackrel{\text{def}}{=} \langle 1, 0 \rangle \quad \text{and} \quad \vec{j} \stackrel{\text{def}}{=} \langle 0, 1 \rangle.$$

and any vector in \mathbb{R}^2 is a linear combination of the standard unit vectors: $\vec{v} = \langle v_1, v_2 \rangle = v_1 \vec{i} + v_2 \vec{j}$.

9. If $|\vec{v}| \neq 0$, it is often helpful to write/think-of \vec{v} as:

$$\vec{v} = \underbrace{|\vec{v}|}_{\substack{\text{the length of } \vec{v} \\ \boxed{\text{a unit vector in the direction of } \vec{v}}}} \underbrace{\frac{\vec{v}}{|\vec{v}|}}_{\substack{\text{a unit vector in the direction of } \vec{v}}} \quad (3)$$

Ex. Find the direction of the vector \overrightarrow{AB} where the point $A = (1, 2, 3)$ and the point $B = (6, 5, 4)$. Express your answer as a linear combination of the standard unit vectors.

Soln: The direction of \overrightarrow{AB} is

The direction of the vector \overrightarrow{AB} is the unit vector in the same direction as \overrightarrow{AB} , which is $\frac{\overrightarrow{AB}}{|\overrightarrow{AB}|}$ by (3).

Note $\overrightarrow{AB} = \langle 6 - 1, 5 - 2, 4 - 3 \rangle = \langle 5, 3, 1 \rangle$. So $|\overrightarrow{AB}| = \sqrt{5^2 + 3^2 + 1^2} = \sqrt{25 + 9 + 1} = \sqrt{35}$.

$$\text{So } \frac{\overrightarrow{AB}}{|\overrightarrow{AB}|} = \frac{\langle 5, 3, 1 \rangle}{\sqrt{35}} = \frac{1}{\sqrt{35}} \langle 5, 3, 1 \rangle = \left\langle \frac{5}{\sqrt{35}}, \frac{3}{\sqrt{35}}, \frac{1}{\sqrt{35}} \right\rangle = \frac{5}{\sqrt{35}} \vec{i} + \frac{3}{\sqrt{35}} \vec{j} + \frac{1}{\sqrt{35}} \vec{k}$$

10. Properties of Vector Operations.

Let \vec{u} , \vec{v} , and \vec{w} be vectors. Let a and b be scalars (i.e., real numbers).

- | | |
|---|--|
| (1) $\vec{u} + \vec{v} = \vec{v} + \vec{u}$ | (5) $0 \vec{u} = \vec{0}$ |
| (2) $(\vec{u} + \vec{v}) + \vec{w} = \vec{u} + (\vec{v} + \vec{w})$ | (6) $1 \vec{u} = \vec{u}$ |
| (3) $\vec{u} + \vec{0} = \vec{u}$ | (7) $a(b\vec{u}) = (ab)\vec{u}$ |
| (4) $\vec{u} + (-\vec{u}) = \vec{0}$ | (8) $a(\vec{u} + \vec{v}) = a\vec{u} + a\vec{v}$ |
| and | (9) $(a + b)\vec{u} = a\vec{u} + b\vec{u}$ |