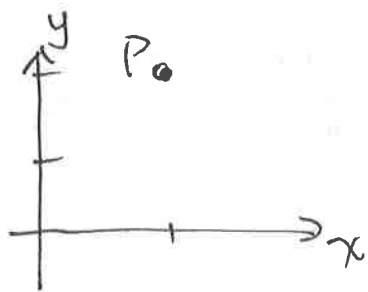


Math 1497 - Calc 2

Briggs Chapter 11 - Vector and Geometry in 3D

Consider $P(1, 2)$ this is a point in 2-D



Suppose that I walked from the origin to the pt P I would walk in a certain

direction and a certain amount.

This is the concept of a vector.

- magnitude & direction

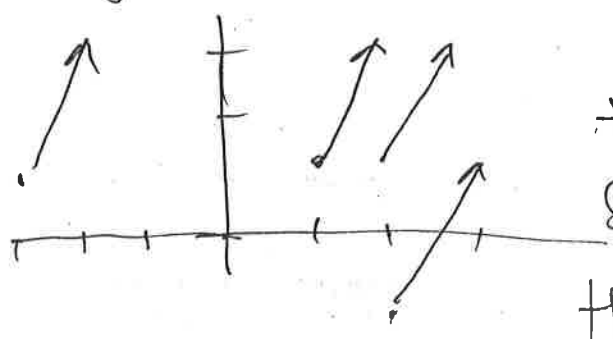
To denote the particular vector we use angle brackets $\langle \cdot, \cdot \rangle$ with 2 components a movement in the x direction & y direction

How this would be

$$\vec{u} = \langle 1, 2 \rangle$$

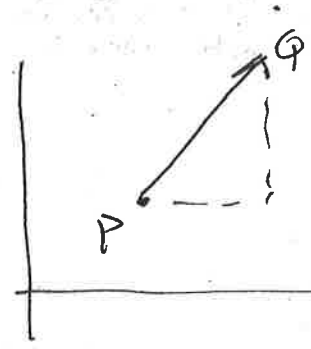
1 unit x dir., 2 units y direction

consider starting at a different point
say (1,1) (2,1) (-3,2) (+2,-1)



these all represent the same direction & have the same magnitude

Magnitude



$$\vec{PQ} = \langle u_1, u_2 \rangle$$

← right angled triangle

$$\text{so } \|\vec{PQ}\| = \sqrt{u_1^2 + u_2^2}$$

~~Consider~~ Consider

$$P(1,1) \quad Q(3,2) \quad R(-2,-1) \quad S(0,2)$$

$$\begin{aligned} \vec{PQ} &= \langle 3-1, 2-1 \rangle \\ &= \langle 2, 1 \rangle \end{aligned}$$

$$\begin{aligned} \vec{RS} &= \langle 0-(-2), 2-(-1) \rangle \\ &= \langle 2, 3 \rangle \end{aligned}$$

$$\text{is } \vec{PQ} = \vec{RS}$$

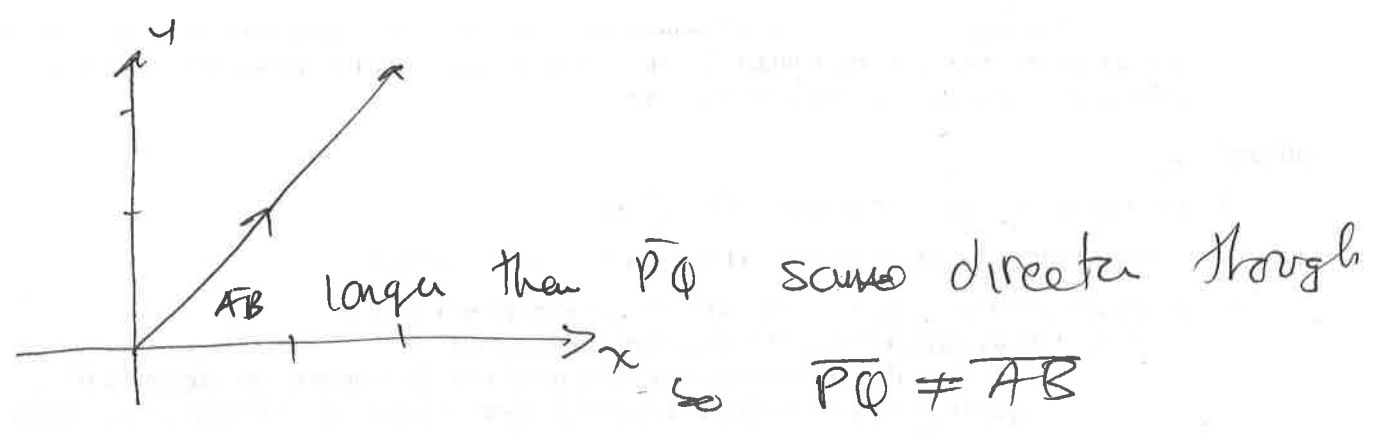
Yes!

How about \vec{PQ} with $M(-2, 0)$ $N(-1, 1)$

$$\begin{aligned} \vec{MN} &= \langle -1 - (-2), 1 - 0 \rangle \\ &= \langle 1, 1 \rangle \quad \text{yes} \quad \text{same dir} \\ &\quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \quad \text{d. magnitude} \end{aligned}$$

How about \vec{PQ} $A(2, 3)$ $B(4, 5)$

$$\begin{aligned} \vec{AB} &= \langle 4 - 2, 5 - 3 \rangle = \langle 2, 2 \rangle \\ &= 2 \langle 1, 1 \rangle \end{aligned}$$

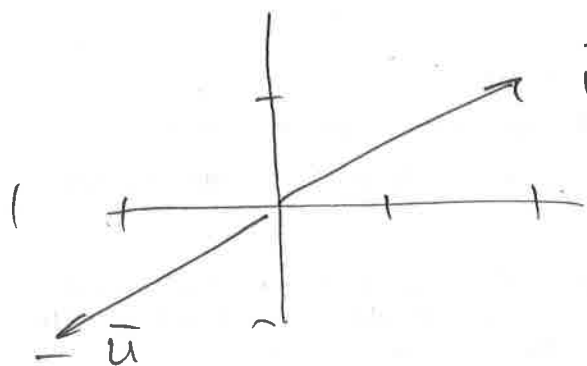


ZERO VECTOR $\vec{u} = \langle 0, 0 \rangle$

Scalars

$$c\vec{u} = c \langle u_1, u_2 \rangle = \langle cu_1, cu_2 \rangle$$

if $\vec{u} = \langle 2, 1 \rangle$ then $-\vec{u} = -\langle 2, 1 \rangle$
 $= \langle -2, -1 \rangle$

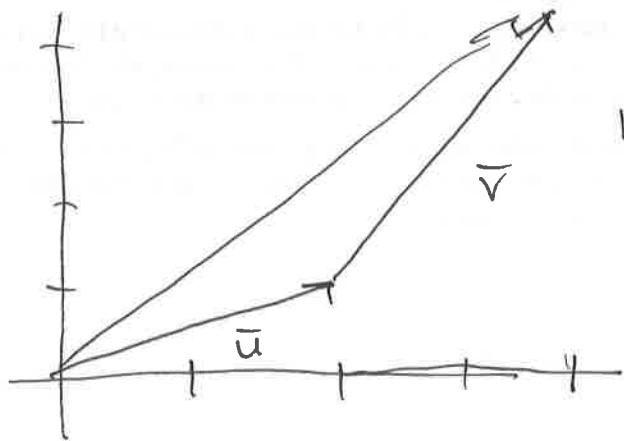


Send the vector in the other direction

Vector Addition / Subtraction

Consider

$$\vec{u} = \langle 2, 1 \rangle \quad \vec{v} = \langle 2, 3 \rangle$$



looks like $\langle 4, 4 \rangle$

note $\vec{u} + \vec{v}$

$$= \langle 2, 1 \rangle + \langle 2, 3 \rangle$$

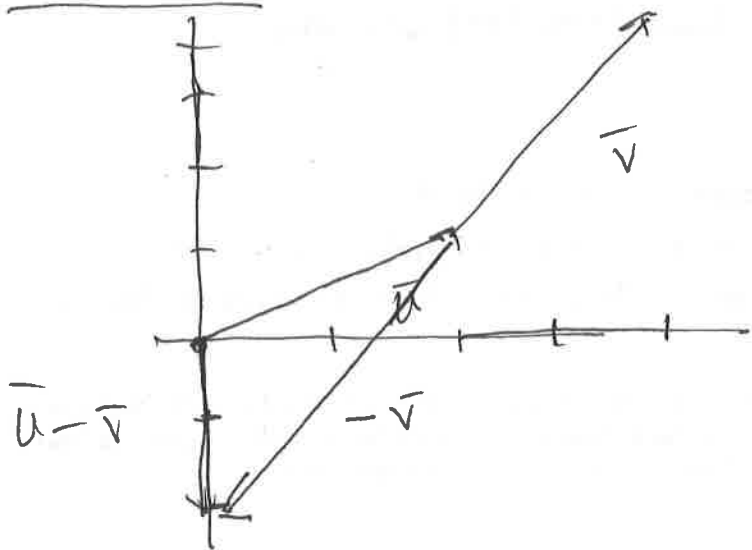
$$= \langle 2+2, 1+3 \rangle$$

$$= \langle 4, 4 \rangle$$

so we just add 1st & 2nd components.

note: order doesn't matter $\vec{u} + \vec{v} = \vec{v} + \vec{u}$

subtraction



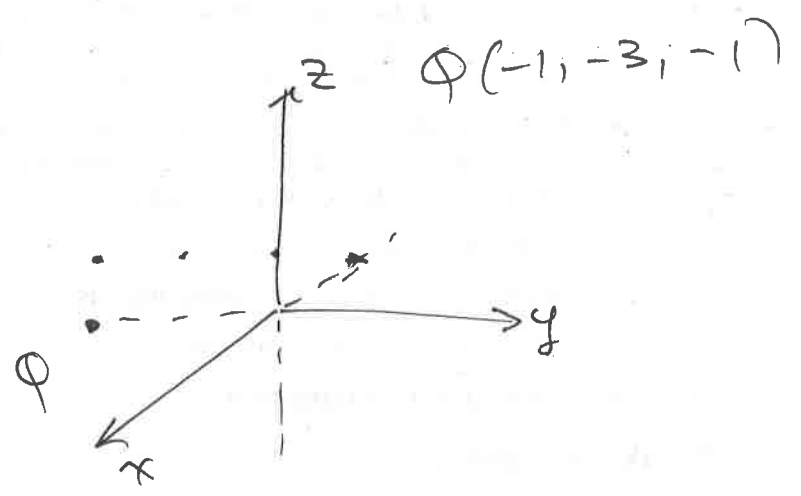
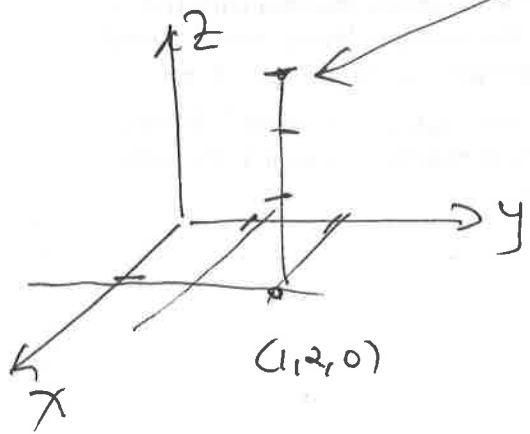
looks like $\langle 0, -2 \rangle$
 $\vec{u} - \vec{v} = \langle 2, 1 \rangle - \langle 2, 3 \rangle$
 $= \langle 2-2, 1-3 \rangle$
 $= \langle 0, -2 \rangle \checkmark$

so with subtraction - subtract components

3-D Easily Extends

Points (x, y, z)

ex $P(1, 2, 3)$



Distance Formula

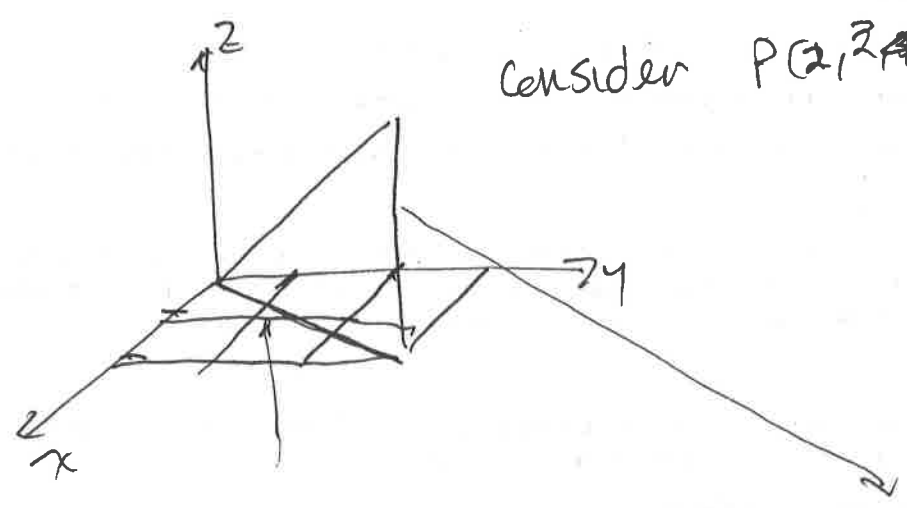
Analogous to 2D

$$\sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

There is a formula for

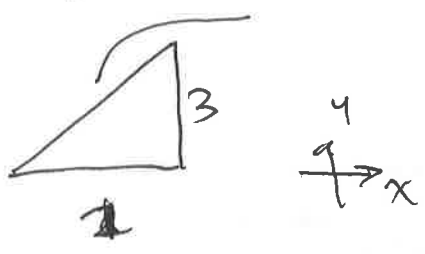
$P(x_1, y_1, z_1)$ $Q(x_2, y_2, z_2)$

consider $P(2, 3, 4)$

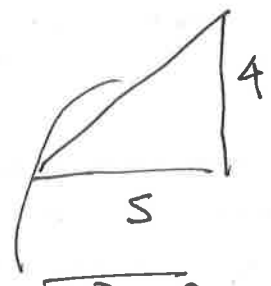


and here

triangle here



$s = \sqrt{2^2 + 3^2}$



distance $\sqrt{s^2 + 4^2} = \sqrt{2^2 + 3^2 + 4^2}$

in general $\|PQ\| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$

Unit Vectors

Vectors of unit length

$\hat{u} = \langle \frac{1}{2}, \frac{\sqrt{3}}{2} \rangle$ $\|\hat{u}\| = \sqrt{(\frac{1}{2})^2 + (\frac{\sqrt{3}}{2})^2} = \sqrt{\frac{1}{4} + \frac{3}{4}} = \sqrt{1} = 1 \checkmark$

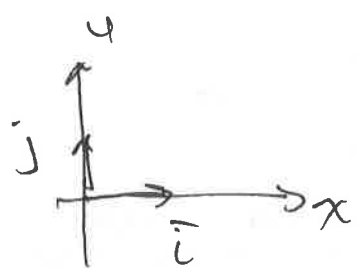
If a vector is not of unit length, ~~we divide~~ ⁽⁷⁾
by magnitude to make it unit

Ex $\vec{u} = \langle 3, 4, 12 \rangle$

$$\|\vec{u}\| = \sqrt{3^2 + 4^2 + 12^2} = \sqrt{25 + 144} = \sqrt{169} = 13$$

Unit vector $\frac{\vec{u}}{\|\vec{u}\|} = \frac{1}{13} \langle 3, 4, 12 \rangle = \left\langle \frac{3}{13}, \frac{4}{13}, \frac{12}{13} \right\rangle$

Standard Vectors (Base Vectors)



$$\vec{i} = \langle 1, 0 \rangle, \quad \vec{j} = \langle 0, 1 \rangle$$



$$\vec{i} = \langle 1, 0, 0 \rangle, \quad \vec{j} = \langle 0, 1, 0 \rangle, \quad \vec{k} = \langle 0, 0, 1 \rangle$$

All vectors are linear combinations of these

Ex. $\langle 1, 2, 3 \rangle = \langle 1, 0, 0 \rangle + \langle 0, 2, 0 \rangle + \langle 0, 0, 3 \rangle$
 $= \langle 1, 0, 0 \rangle + 2\langle 0, 1, 0 \rangle + 3\langle 0, 0, 1 \rangle$
 $= \vec{i} + 2\vec{j} + 3\vec{k}$