

# Vectors: Introduction

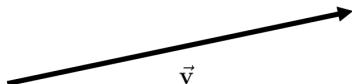
Calculus II

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TTU

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# Vectors & Scalars (Definition)



## Definition

A **vector**  $\vec{v}$  is a quantity that bears **both magnitude and direction**.

Examples of vectors: displacement, velocity, force, angular momentum, ...

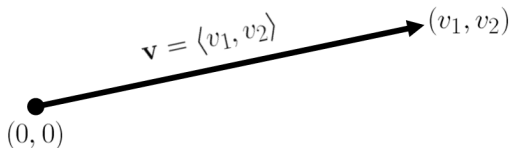
## Definition

A **scalar**  $t$  is a quantity that bears **only magnitude**.

Examples of scalars: time, temperature, distance, speed, area, volume, ...

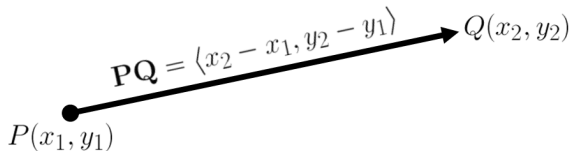
## 2D Vector (Definition)

Vector  $\mathbf{v}$  with **horizontal component**  $v_1$  and **vertical component**  $v_2$ :



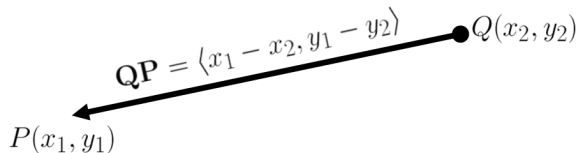
## 2D Vector (Definition)

Vector **PQ** with **initial point**  $P$  and **terminal point**  $Q$ :



## 2D Vector (Definition)

Vector  $\mathbf{QP}$  with **initial point**  $Q$  and **terminal point**  $P$ :



# 2D Vector (Representation)

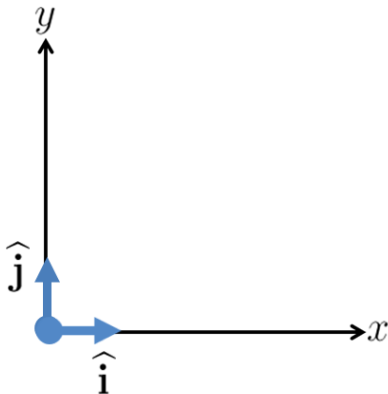
2D Space:  $\mathbb{R}^2$

(say "R-Two")

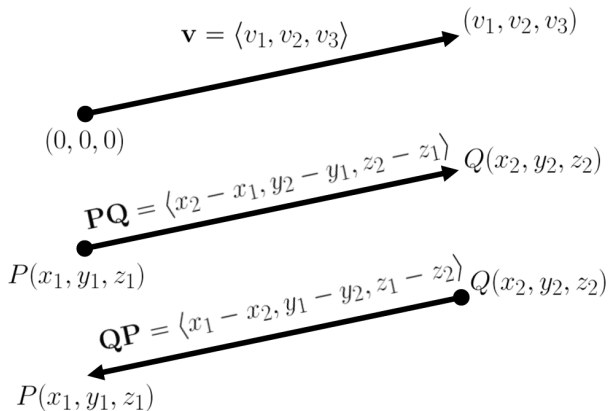
Component Form:  $\mathbf{v} = \langle v_1, v_2 \rangle$

Basis Form:  $\mathbf{v} = v_1 \hat{\mathbf{i}} + v_2 \hat{\mathbf{j}}$

[Basis Vectors  $\hat{\mathbf{i}} := \langle 1, 0 \rangle, \hat{\mathbf{j}} := \langle 0, 1 \rangle$ ]



# 3D Vector (Definition)



# 3D Vector (Representation)

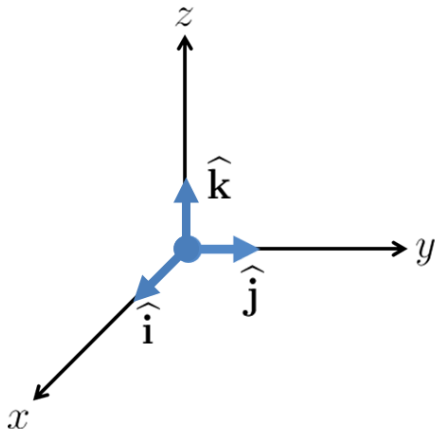
3D Space:  $\mathbb{R}^3$

(say "R-Three")

Component Form:  $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$

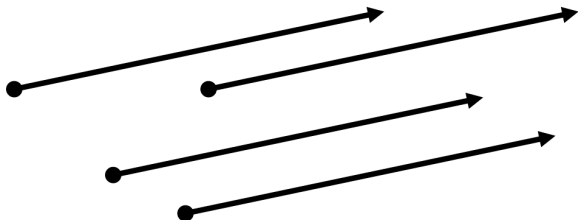
Basis Form:  $\mathbf{v} = v_1 \hat{\mathbf{i}} + v_2 \hat{\mathbf{j}} + v_3 \hat{\mathbf{k}}$

[ Basis Vectors  $\hat{\mathbf{i}} := \langle 1, 0, 0 \rangle, \hat{\mathbf{j}} := \langle 0, 1, 0 \rangle, \hat{\mathbf{k}} := \langle 0, 0, 1 \rangle$  ]



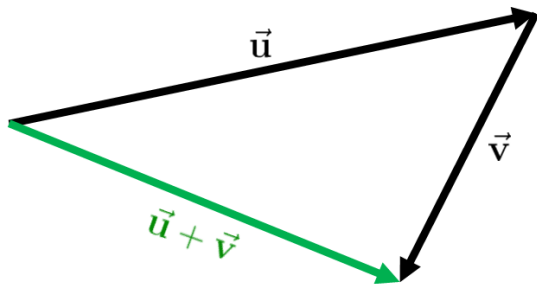


# Vectors (Translation Invariance)

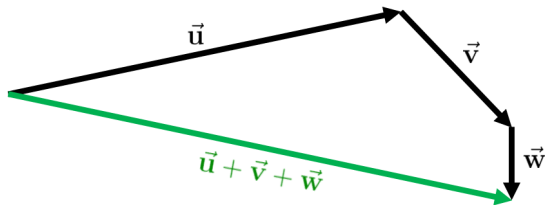


- Two vectors are **equal**  $\iff$  their components are equal  $\iff$  they both bear the same magnitude & same direction.
- Merely **translating a vector** (as illustrated above) **does not change it**.

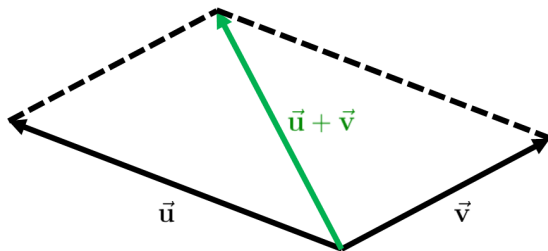
# Vector Algebra (Addition)



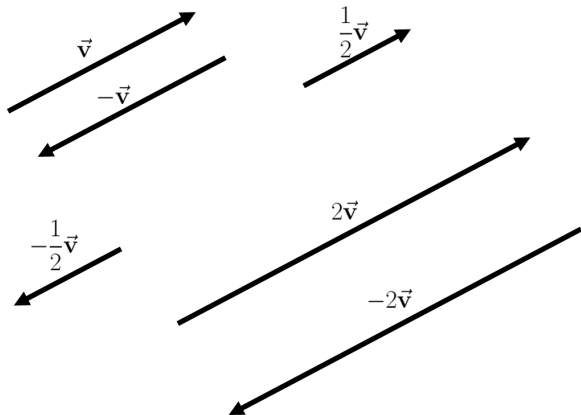
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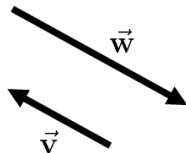
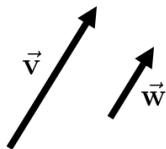
# Vector Algebra (Addition)



# Vector Algebra (Scalar Multiplication)



# Parallel Vectors (Definition)

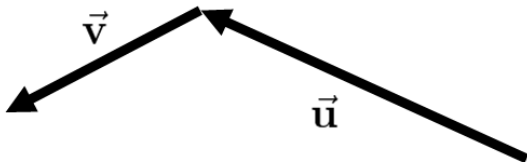


## Definition

Nonzero Vectors  $\vec{v}$ ,  $\vec{w}$  are **parallel**  $\iff \vec{v} \parallel \vec{w} \iff \vec{v} = k\vec{w}$  for some  $k \in \mathbb{R}$ .

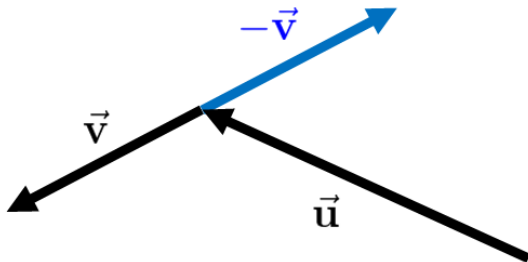
# Vector Algebra (Subtraction)

Find  $\mathbf{u} - \mathbf{v}$ .



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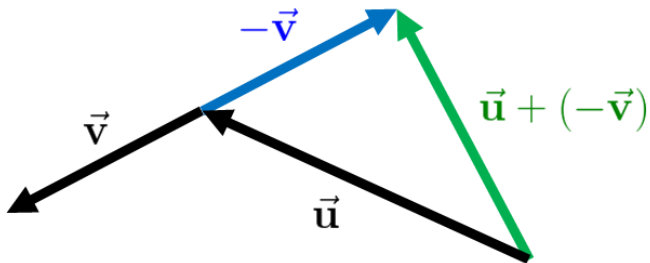
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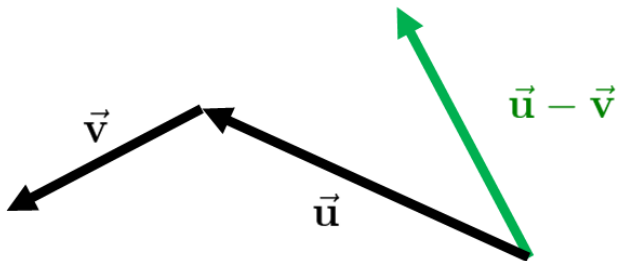
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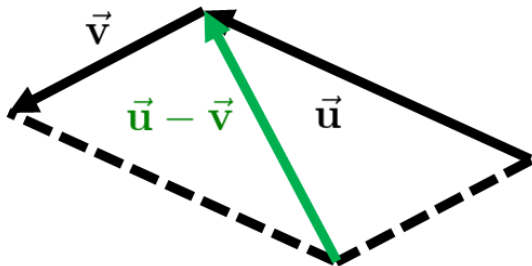
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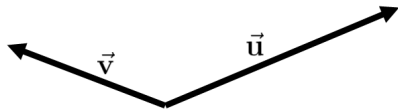
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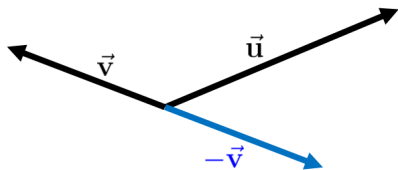
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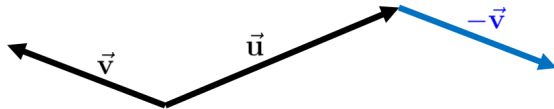
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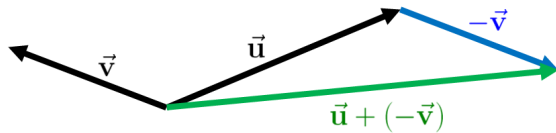
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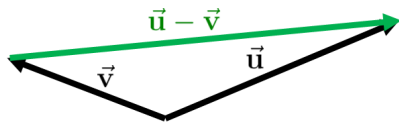
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# Vector Algebra (Operations)

Let vectors  $\mathbf{u}, \mathbf{v} \in \mathbb{R}^2$  and scalar  $k \in \mathbb{R}$ . Then:

- $\mathbf{u} + \mathbf{v} = \langle u_1, u_2 \rangle + \langle v_1, v_2 \rangle = \langle u_1 + v_1, u_2 + v_2 \rangle$
- $\mathbf{u} - \mathbf{v} = \langle u_1, u_2 \rangle - \langle v_1, v_2 \rangle = \langle u_1 - v_1, u_2 - v_2 \rangle$
- $k\mathbf{v} = k\langle v_1, v_2 \rangle = \langle kv_1, kv_2 \rangle$

Let vectors  $\mathbf{u}, \mathbf{v} \in \mathbb{R}^3$  and scalar  $k \in \mathbb{R}$ . Then:

- $\mathbf{u} + \mathbf{v} = \langle u_1, u_2, u_3 \rangle + \langle v_1, v_2, v_3 \rangle = \langle u_1 + v_1, u_2 + v_2, u_3 + v_3 \rangle$
- $\mathbf{u} - \mathbf{v} = \langle u_1, u_2, u_3 \rangle - \langle v_1, v_2, v_3 \rangle = \langle u_1 - v_1, u_2 - v_2, u_3 - v_3 \rangle$
- $k\mathbf{v} = k\langle v_1, v_2, v_3 \rangle = \langle kv_1, kv_2, kv_3 \rangle$

Zero Vector:

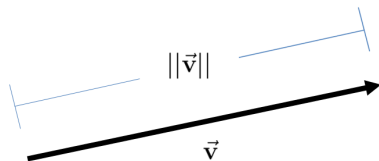
- $\vec{\mathbf{0}} := \langle 0, 0 \rangle$
- $\vec{\mathbf{0}} := \langle 0, 0, 0 \rangle$

# Vector Algebra (Properties)

Let vectors  $\mathbf{u}, \mathbf{v}, \mathbf{w} \in \{\mathbb{R}^2, \mathbb{R}^3\}$  and scalars  $s, t \in \mathbb{R}$ . Then:

- $\mathbf{u} + \mathbf{v} = \mathbf{v} + \mathbf{u}$
- $(\mathbf{u} + \mathbf{v}) + \mathbf{w} = \mathbf{u} + (\mathbf{v} + \mathbf{w})$
- $(st)\mathbf{u} = s(t\mathbf{u}) = t(s\mathbf{u})$
- $\mathbf{u} + \vec{\mathbf{0}} = \mathbf{u}$
- $\mathbf{u} - \mathbf{u} = \mathbf{u} + (-\mathbf{u}) = \vec{\mathbf{0}}$
- $(s + t)\mathbf{u} = s\mathbf{u} + t\mathbf{u}$
- $s(\mathbf{u} + \mathbf{v}) = s\mathbf{u} + s\mathbf{v}$

# Vectors (Norm)



## Definition

The **norm** of a 2D vector  $\mathbf{v} = \langle v_1, v_2 \rangle$  is defined to be

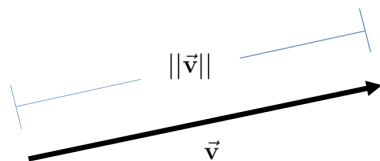
$$\|\mathbf{v}\| := \sqrt{v_1^2 + v_2^2}$$

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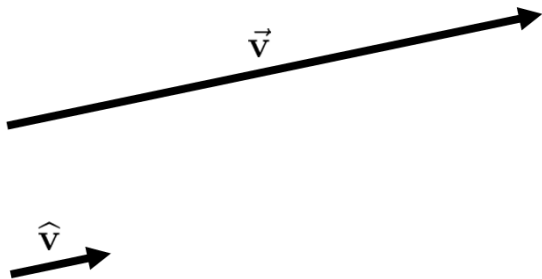
## Definition

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**PROOF:** Use Pythagorean's Theorem.

# Unit Vectors & Direction Vectors



## Definition

A **unit vector**  $\hat{v}$  is a vector with **norm one**.  
A **direction vector** for vector  $\mathbf{v}$  is defined to be

$$\hat{v} := \frac{\mathbf{v}}{\|\mathbf{v}\|}$$

Fin

Fin.