

Vectors: Introduction

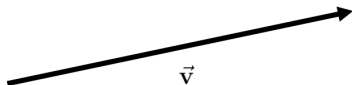
Calculus III

Josh Engwer

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, ...

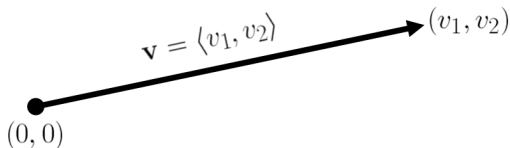
Definition

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

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

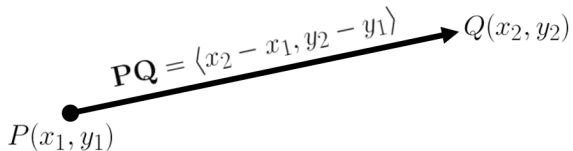
2D Vector (Definition)

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



2D Vector (Definition)

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

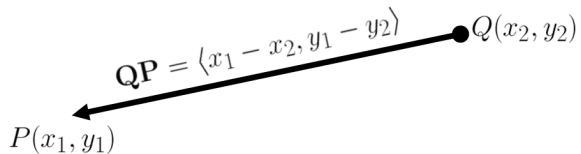


$\mathbf{PQ} = \langle x_2 - x_1, y_2 - y_1 \rangle$

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

2D Vector (Definition)

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

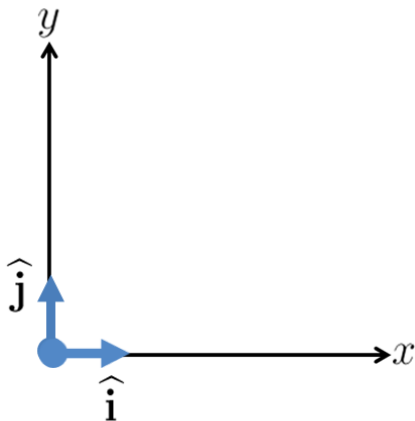


2D Vector (Representation)

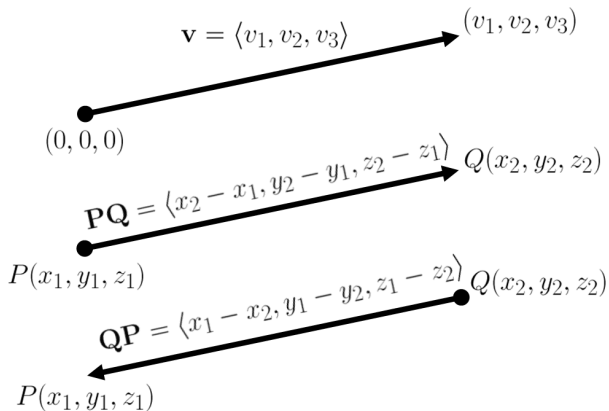
Component Form: $\mathbf{v} = \langle v_1, v_2 \rangle$

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)

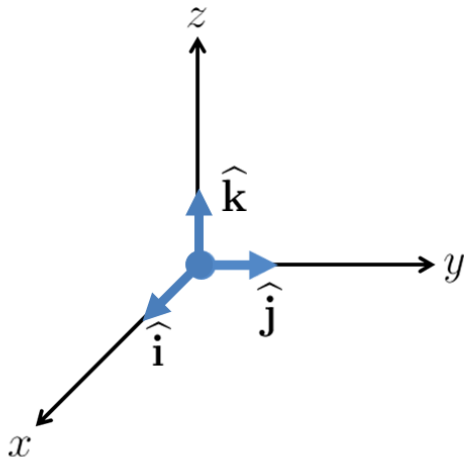


3D Vector (Representation)

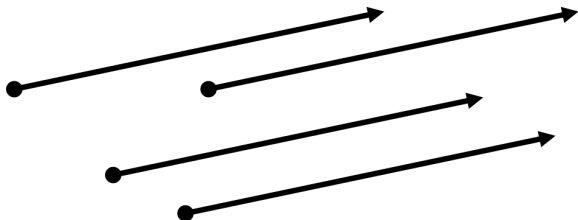
Component Form: $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$

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

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

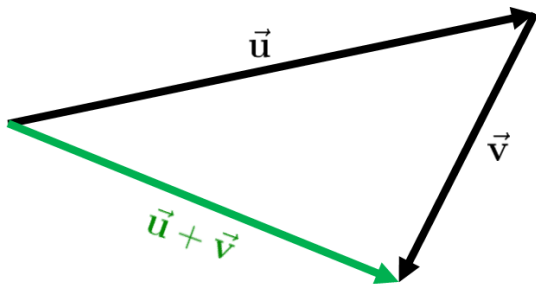


Vectors (Translation Invariance)

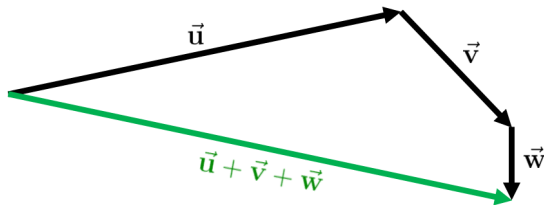


- Two vectors are **equal** \iff their components are equal \iff they both bear the same magnitude & same direction.
- Merely **translating a vector** (as illustrated above) **does not change it**.

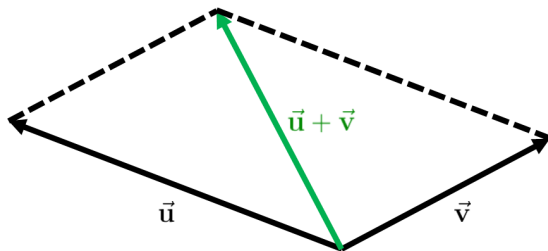
Vector Algebra (Addition)



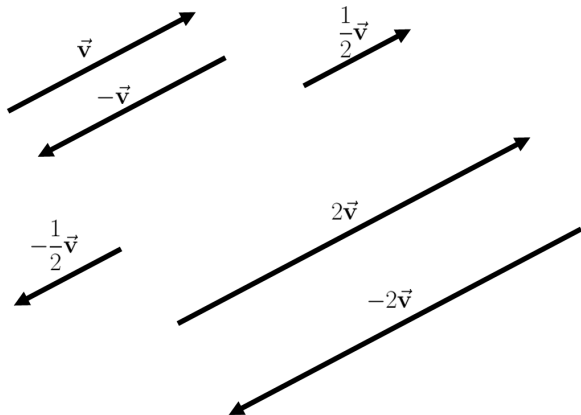
Vector Algebra (Addition)



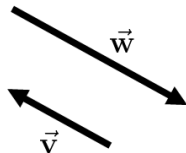
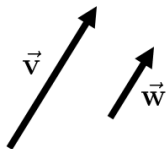
Vector Algebra (Addition)



Vector Algebra (Scalar Multiplication)



Parallel Vectors (Definition)

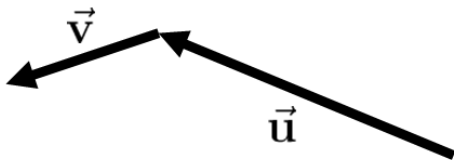


Definition

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

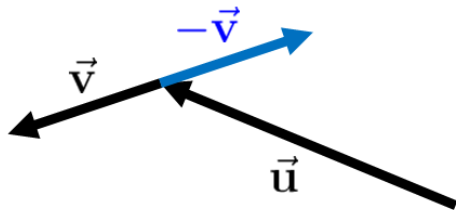
Vector Algebra (Subtraction)

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



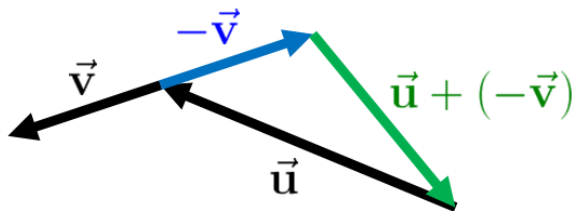
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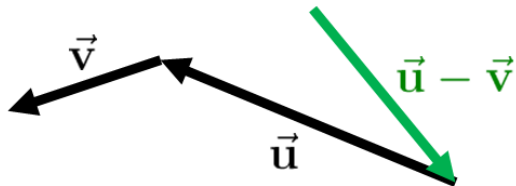
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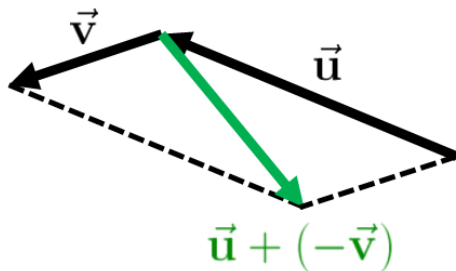
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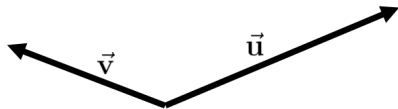
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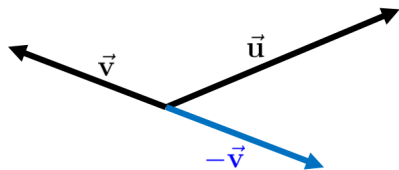
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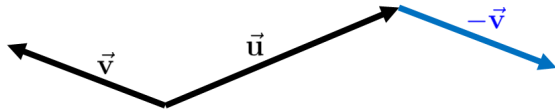
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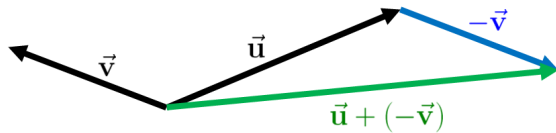
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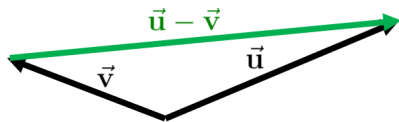
Vector Algebra (Subtraction)

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Vector Algebra (Subtraction)

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



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:

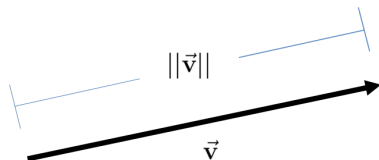
- $\vec{\mathbf{0}} := \langle 0, 0 \rangle$
- $\vec{\mathbf{0}} := \langle 0, 0, 0 \rangle$

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

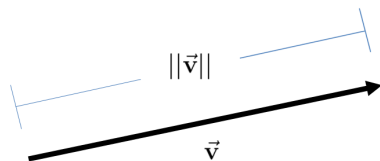
$$\|\mathbf{v}\| := \sqrt{v_1^2 + v_2^2}$$

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Vectors (Norm)



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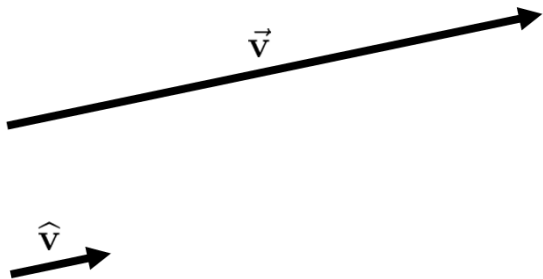
Definition

The **norm** of a 3D vector $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$ is defined to be

$$\|\mathbf{v}\| := \sqrt{v_1^2 + v_2^2 + v_3^2}$$

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.