# Math 213 - Vectors

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August 23, 2023

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# Unit A: Vectors, Curves, and Surfaces

- August 21 Points
- August 23 Vectors
- August 25 Dot Product
- August 28 Cross Product
- August 30 Equations of Planes
- September 1 Equations of Lines
- September 6 Curves
- September 8 Integrating Along Curves
- September 11 Integrating Along Curves
- September 13 Sketching Surfaces
- September 15 Cylinders and Quadric Surfaces



# **Right-Handed Coordinate Systems**

The *xyz* coordinate system we are using is a *right-handed* coordinate system as the pictures below show:



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### Vectors

A *vector* is a quantity with magnitude and direction. It specifies a displacement from one point to another.



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#### Vectors

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## Vectors

A vector can also specify a displacement from one nonzero point to another





# Vector Notation

Vectors in two dimensions are denoted  $\mathbf{v} = \langle a, b \rangle$  where:

*a* is the displacement in the *x* direction *b* is the displacement in the *y* direction

Vectors in three dimensions are denoted  $\mathbf{w} = \langle a, b, c \rangle$  where:

*a* is the displacement in the *x* direction *b* is the displacement in the *y* direction *c* is the displacement in the *z* direction

**Pro Tip:** A point in the *xy* plane is denoted (a, b). A vector in the *xy* plane is denoted  $\langle a, b \rangle$ .

Similarly, a point in the *xyz* plane is denoted (a, b, c). A vector in the *xyz* plane is denoted by  $\langle a, b, c \rangle$ .



### Vector Notation



In this picture, the vector

$$\mathbf{v} = \langle 5, -4 \rangle$$

goes from the point  $P_1(-3,2)$  to the point  $P_2(2,-2)$ 

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# Vector Addition

If **v** and **w** are vectors, representing displacements, the net result of those two displacements is the *vector sum*  $\mathbf{v} + \mathbf{w}$ .



## The Parallelogram Law of Vector Addition



This diagram shows the vector sum  $\mathbf{v} + \mathbf{w}$ . What happens if we reverse the order?

# The Parallelogram Law of Vector Addition

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## The Parallelogram Law of Vector Addition



We see that *vector addition commutes*, that is

 $\mathbf{v} + \mathbf{w} = \mathbf{w} + \mathbf{v}$ 

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for any vectors **v** and **w** 



### **Vector Subtraction**

If **v** is a vector, then  $-\mathbf{v}$  is a vector with the same magnitude but in the opposite direction



The difference of two vectors is

$$\mathbf{v} - \mathbf{w} = \mathbf{v} + (-\mathbf{w})$$



# Vector Subtraction



Which of the two dashed vectors is  $\mathbf{v} + \mathbf{w}$ ?

Which is  $\mathbf{v} - \mathbf{w}$ ?

Find  $\mathbf{v} + \mathbf{w}$  and  $\mathbf{v} - \mathbf{w}$  if

 $\mathbf{v} = \langle 2, 1 \rangle$ 

and

$$\mathbf{w} = \langle 1, 3 \rangle$$

$$\mathbf{v} + \mathbf{w} = \langle 2 + 1, 1 + 3 \rangle = \langle 3, 4 \rangle$$
$$\mathbf{v} - \mathbf{w} = \langle 2 - 1, 1 - 3 \rangle = \langle 1, -2 \rangle$$

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# Scalar Multiplication

We can multiply a vector **v** by a scalar (that is, a real number) *s* and get a new vector *cv*.



# Addition and Scalar Mutiplication

If 
$$v = \langle 2, -1, 3 \rangle$$
 and  $w = \langle -1, 0, 1 \rangle$ , find:  
1  $2v + 3w$   
2  $v - 3w$ 

$$\begin{aligned} 2\mathbf{v} + 3\mathbf{w} &= \langle 4, -2, 6 \rangle + \langle -3, 0, 3 \rangle & \text{scalar multiply first!} \\ &= \langle 1, -2, 9 \rangle & \text{add components} \end{aligned}$$

$$\mathbf{v} - 3\mathbf{w} = \langle 2, -1, 3 \rangle - \langle -3, 0, 3 \rangle$$
$$= \langle 2, -1, 3 \rangle + \langle 3, 0, -3 \rangle$$
$$= \langle 5, -1, 0 \rangle$$

scalar multiply first multiply by -1 add components

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Properties of Addition and Scalar Multiplication

**0** is the zero vector (< 0, 0 > or < 0, 0, 0 >)

- $\mathbf{a} + \mathbf{b} = \mathbf{b} + \mathbf{a}$ (1)
- (3) a + 0 = a

(7)

(5)  $s(\mathbf{a} + \mathbf{b}) = s\mathbf{a} + s\mathbf{b}$  $(st)\mathbf{a} = s(t\mathbf{a})$ 

(2) 
$$\mathbf{a} + (\mathbf{b} + \mathbf{c}) = (\mathbf{a} + \mathbf{b}) + \mathbf{c}$$
  
(4)  $\mathbf{a} + (-\mathbf{a}) = 0$   
(6)  $(s+t)\mathbf{a} = s\mathbf{a} + t\mathbf{a}$   
(8)  $1\mathbf{a} = \mathbf{a}$ 

These properties are about the...

- (1)commutative law
- (3)additive identity
- (5) distributive law
- (7)associative law ( $\times$ )
- (2) associative law (+)

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- (4) additive inverse
- (6) distributive law
- (8) scalar identity



Reminders •000000

### Length of a Vector



The length of  $\mathbf{v}$ , denoted  $|\mathbf{v}|$ , is the length of the hypoteneuse *c* so

$$|\mathbf{v}| = \sqrt{a^2 + b^2}$$

If

$$\mathbf{v}=\langle 3,1\rangle$$

what are the lengths of  $\mathbf{v}$ ,  $2\mathbf{v}$ ,  $-2\mathbf{v}$ , and  $\frac{1}{2}\mathbf{v}$ ?

What is the length of a vector  $\mathbf{v} = \langle a, b, c \rangle$ ?  $|\mathbf{v}| = \sqrt{a^2 + b^2 + c^2}$ 

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### Puzzler #1

Suppose 
$$\mathbf{a} = \langle -1, 0, 1 \rangle$$
. What is  $|\mathbf{a}|$ ?

What is  $\mathbf{b} = \frac{1}{|\mathbf{a}|}\mathbf{a}$ ?

What is the length of **b**?

$$\begin{aligned} |\mathbf{a}| &= \sqrt{1+0+1} = \sqrt{2} \\ \mathbf{b} &= \frac{1}{\sqrt{2}} \langle -1, 0, 1 \rangle = \left\langle -\frac{1}{\sqrt{2}}, 0, \frac{1}{\sqrt{2}} \right\rangle \end{aligned}$$

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### Puzzler #1

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Moral: If a is a nonzero vector, the vector

$$\mathbf{b} = \frac{1}{|\mathbf{a}|}\mathbf{a}$$

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is a vector of length 1 in the same direction as **a** 



#### **Unit Vectors**

A *unit vector* is a vector with length 1.

Suppose that  $\mathbf{v} = \langle 2, -1, 2 \rangle$ . Find a unit vector in the direction of  $\mathbf{v}$ .

First,

$$|\mathbf{v}| = \sqrt{2^2 + 1^2 + 2^2} = 3$$

Next, a unit vector in the direction of **v** is

$$\frac{1}{|\mathbf{v}|}\mathbf{v} = \frac{1}{3}\langle 2, -1, 2 \rangle = \left\langle \frac{2}{3}, -\frac{1}{3}, \frac{2}{3} \right\rangle$$

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### **Unit Vectors**

A *unit vector* is a vector of length 1.





$$\label{eq:interm} \begin{split} \mathbf{i} &= \langle 1, 0 \rangle \\ \mathbf{j} &= \langle 0, 1 \rangle \end{split}$$

are standard basis vectors in two dimensions

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### **Unit Vectors**

A *unit vector* is a vector of length 1.



The vectors

$$\begin{split} \mathbf{i} &= \langle 1, 0, 0 \rangle \\ \mathbf{j} &= \langle 0, 1, 0 \rangle \\ \mathbf{k} &= \langle 0, 0, 1 \rangle \end{split}$$

are standard basis vectors in three dimensions

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## **Representing Vectors**



Using the unit vectors

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

we can represent any vector in the plane as a sum:

< 3, 2 >= 3i + 2j

or more generally

$$\langle a, b \rangle = a\mathbf{i} + b\mathbf{j}$$

erview Vectors Addition, Subtraction Multiplication

Unit Vectors

Reminder: 0000000

# **Representing Vectors**

Using the unit vectors



we can represent any vector in space as a sum:

 $\langle 3, 2, 3 \rangle = 3\mathbf{i} + 2\mathbf{j} + 3\mathbf{k}$ 

or more generally

 $\langle a, b, c \rangle = a\mathbf{i} + b\mathbf{j} + c\mathbf{k}$ 





#### Parallel Vectors

Two vectors **a** and **b** 

- are *parallel* if **a** = *s***b** for some nonzero real number *s*
- are *in the same direction* if **a** = *s***b** for some number *s* > 0

Suppose that

$$\mathbf{v} = \langle 2, -1, 3 \rangle.$$

Which of the following vectors are parallel to **v**? Which are in the same direction?

 $\mathbf{a} = \langle -2, 1, -3 \rangle$ parallel $\mathbf{b} = \langle 1, 0, -2 \rangle$ not parallel $\mathbf{c} = \langle 6, -3, 9 \rangle$ parallel, same direction



### Parallel Vectors

Suppose that  $\mathbf{v} = \langle 2, -2, 2 \rangle$ .

What are all the unit vectors parallel to v?

What are all the unit vectors in the same direction as v?

Since  $|\mathbf{v}| = \sqrt{4+4+4} = \sqrt{12} = 2\sqrt{3}$ , a unit vector in the direction of  $\mathbf{v}$  is

$$\mathbf{u} = \frac{1}{2\sqrt{3}} \langle 2, -2, 2 \rangle = \left\langle \frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}} \right\rangle$$

This vector points in the same direction as **v**. Another vector parallel to **v** but in the opposite direction is

$$-\mathbf{u} = \left\langle -\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}} \right\rangle$$

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These two vectors are the only unit vectors parallel to v.



Reminders for the Week of August 21-25

- Thursday 8/24 Recitation on CLP3 1.2-Vectors
- Friday 8/25 Read CLP3 1.2 on Dot Products before class

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• Friday 8/25 - Webwork A1 due at 11:59 PM