


12.2 Vectors

- **Scalar** - A quantity having magnitude(size) but no direction, e.g., mass, length, time, temperature, speed.
 - **Vector** - A quantity having both magnitude and direction, e.g., displacement, velocity, force, acceleration.
- ① A vector is represented by a directed line segment. Consider a vector \overrightarrow{AB} with initial point A and terminal point B .
 - ② $|\overrightarrow{AB}|$: The length (magnitude, size) of the vector \overrightarrow{AB} .

Definition

$\overrightarrow{AB} = \overrightarrow{CD}$ if they have **the same length(size) and direction**.

- Several notation of vectors
- ① \overrightarrow{AB} with initial point A and terminal point B
 - ② **a** using lowercase, bold face letter
 - ③ \vec{a} using lowercase and putting an arrow above the letter
- The zero vector, denoted by $\mathbf{0}$ has length 0 without directions. 

- **Vector + (addition)**: we can **add** two vectors by the **Triangle Law** or the **Parallelogram Law**.
- **Scalar multiplication**: for a scalar c and a vector \mathbf{u} the scalar multiple $c\mathbf{u}$ is the vector
 - 1 whose length is $|c|$ times
 - 2 whose direction is the same as \mathbf{u} if $c > 0$
 - 3 whose direction is opposite to \mathbf{u} if $c < 0$Note that $c\mathbf{u} = \mathbf{0}$ if $c = 0$ or $\mathbf{u} = \mathbf{0}$.
- **Vector difference**: we regard the difference of vectors as the sum of vectors, i.e.,

$$\mathbf{u} - \mathbf{v} = \mathbf{u} + (-\mathbf{v}),$$

where $-\mathbf{v}$ is called the negative of \mathbf{v} .

Components

- If the lowercase letter \mathbf{u} (\vec{u}) is used, the initial point of \mathbf{u} is at the origin and \mathbf{u} is called to be in standard position.
For example, $\mathbf{u} = \vec{OP} = \langle u_1, u_2, u_3 \rangle$ is the (standard) position vector of the point $P(u_1, u_2, u_3)$.

Definition

1. The component form of \mathbf{v} is $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$, where the initial point is at the origin and terminal point is at (v_1, v_2, v_3) .
2. Consider a vector \vec{PQ} with the point $P(x_1, y_1, z_1)$ and point $Q(x_2, y_2, z_2)$. Then if the standard position vector $\mathbf{v} = \vec{PQ}$,
 $\mathbf{v} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle$.
3. The magnitude or length of the vector $\mathbf{v} = \vec{PQ}$ is

$$\begin{aligned} |\mathbf{v}| = |\vec{PQ}| &= \sqrt{v_1^2 + v_2^2 + v_3^2} \\ &= \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2} \end{aligned}$$

Example 1

Find the component form and length of the vector with initial point $P(3,2,1)$ and terminal point $Q(-5,2,2)$.

Definition

Addition(difference) of position vectors and multiplication of a position vector by a scalar.

Let $\mathbf{u} = \langle u_1, u_2, u_3 \rangle$ and $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$ be vectors with a scalar c .

1. $+$: $\mathbf{u} + \mathbf{v} = \langle u_1 + v_1, u_2 + v_2, u_3 + v_3 \rangle$

$-$: $\mathbf{u} - \mathbf{v} = \mathbf{u} + (-\mathbf{v}) = \langle u_1 - v_1, u_2 - v_2, u_3 - v_3 \rangle$

2. Scalar multiplication: $k\mathbf{u} = \langle ku_1, ku_2, ku_3 \rangle$

- The magnitude of $k\mathbf{u}$ is $|k\mathbf{u}| = |k||\mathbf{u}|$. $-\mathbf{u}$ has the same magnitude as \mathbf{u} but has the opposite direction.

Example 2

Let $\mathbf{u} = \langle 1, -3, 2 \rangle$ $\mathbf{v} = \langle 4, 5, 1 \rangle$. Then find

(1) $2\mathbf{u}$ (2) $3\mathbf{v}$ (3) $2\mathbf{u} + \mathbf{v}$ (4) $2\mathbf{u} - 3\mathbf{v}$ (5) $|\frac{1}{2}\mathbf{u}|$

- **Properties of vectors**

① Let \mathbf{u} , \mathbf{v} , \mathbf{w} be vectors and a , b be scalars.

② $\mathbf{u} + \mathbf{v} = \mathbf{v} + \mathbf{u}$

③ $(\mathbf{u} + \mathbf{v}) + \mathbf{w} = \mathbf{v} + (\mathbf{u} + \mathbf{w})$

④ $\mathbf{u} + \mathbf{0} = \mathbf{0} + \mathbf{u}$ and $\mathbf{u} + (-\mathbf{u}) = \mathbf{0}$

⑤ $0\mathbf{u} = \mathbf{0}$ and $1\mathbf{u} = \mathbf{u}$

⑥ $a(\mathbf{u} + \mathbf{v}) = a\mathbf{u} + a\mathbf{v}$ and $(a + b)\mathbf{u} = a\mathbf{u} + b\mathbf{u}$

- A **unit vector** is a vector whose length is 1.

If $|\mathbf{u}| = 1$, \mathbf{u} is a unit vector. For example, $\mathbf{u} = \left\langle \frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2}, 0 \right\rangle \dots$

Whenever $\mathbf{v} \neq \mathbf{0}$, we have

$$\left| \frac{1}{|\mathbf{v}|} \mathbf{v} \right| = \left| \frac{1}{|\mathbf{v}|} \right| |\mathbf{v}| = \frac{1}{|\mathbf{v}|} |\mathbf{v}| = 1,$$

which implies that we can change any vector \mathbf{v} into unit vector $\frac{\mathbf{v}}{|\mathbf{v}|}$ in the direction of \mathbf{v} . $\frac{\mathbf{v}}{|\mathbf{v}|}$ is called the direction of \mathbf{v} .

Definition

Standard unit(basis) vectors: $\mathbf{i} = \langle 1, 0, 0 \rangle$ $\mathbf{j} = \langle 0, 1, 0 \rangle$ $\mathbf{k} = \langle 0, 0, 1 \rangle$

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

$$\mathbf{v} = \langle v_1, v_2, v_3 \rangle = \langle v_1, 0, 0 \rangle + \langle 0, v_2, 0 \rangle + \langle 0, 0, v_3 \rangle = v_1\mathbf{i} + v_2\mathbf{j} + v_3\mathbf{k}.$$

Consider a vector \overrightarrow{PQ} with the point $P(x_1, y_1, z_1)$ and point $Q(x_2, y_2, z_2)$. Then \overrightarrow{PQ} can be expressed by

$$\overrightarrow{PQ} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle = (x_2 - x_1)\mathbf{i} + (y_2 - y_1)\mathbf{j} + (z_2 - z_1)\mathbf{k}$$

Example 3

- If $\mathbf{u} = \langle 1, -2, 3 \rangle$ $\mathbf{v} = \langle 0, 2, -1 \rangle$, express the vector $3\mathbf{u} - 3\mathbf{v}$ in terms of the standard unit(basis) vectors.
- Find the unit vector in the direction of the vector $\mathbf{i} - 2\mathbf{j} + 2\mathbf{k}$.
- Find a unit vector in the direction of the vector from $P(1, 0, 2)$ to $Q(3, 2, 0)$.