

# Math 105, Section 204

Pieces:

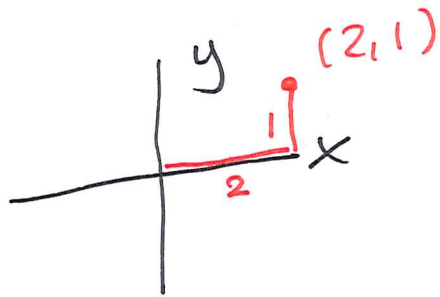
Integration }  
Series }

traditional 2<sup>nd</sup>-sem calculus

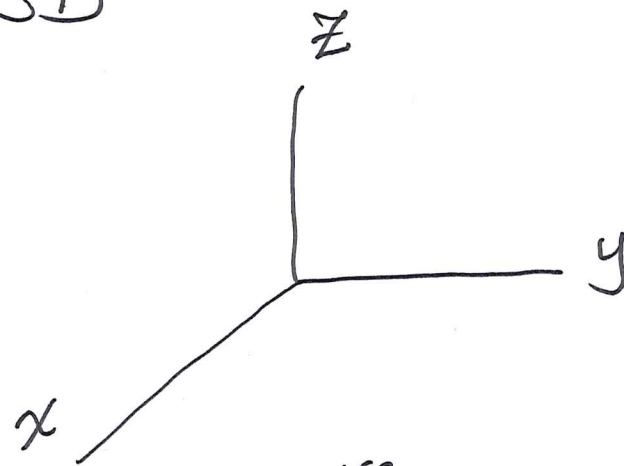
Vectors  
Probability (continuous)  
Deriv in multiple variables

} 3<sup>rd</sup>-sem calculus

# Drawing vectors in 3D

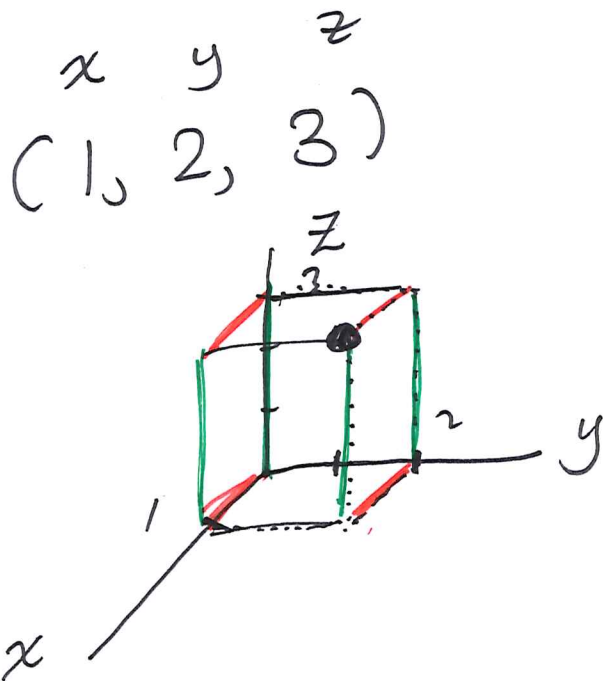


plane  $\mathbb{R}^2$

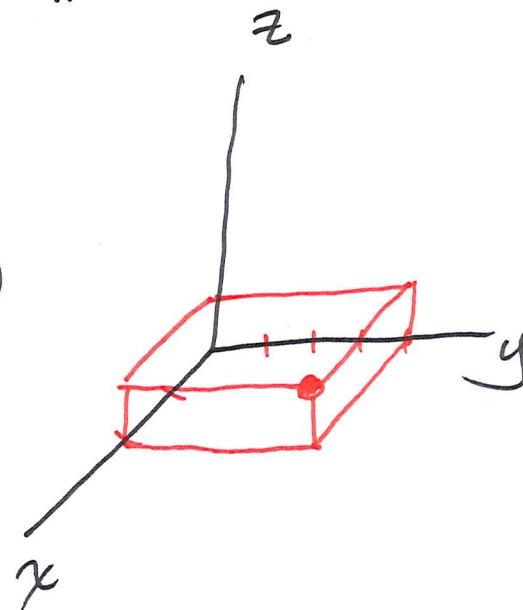


space  $\mathbb{R}^3$

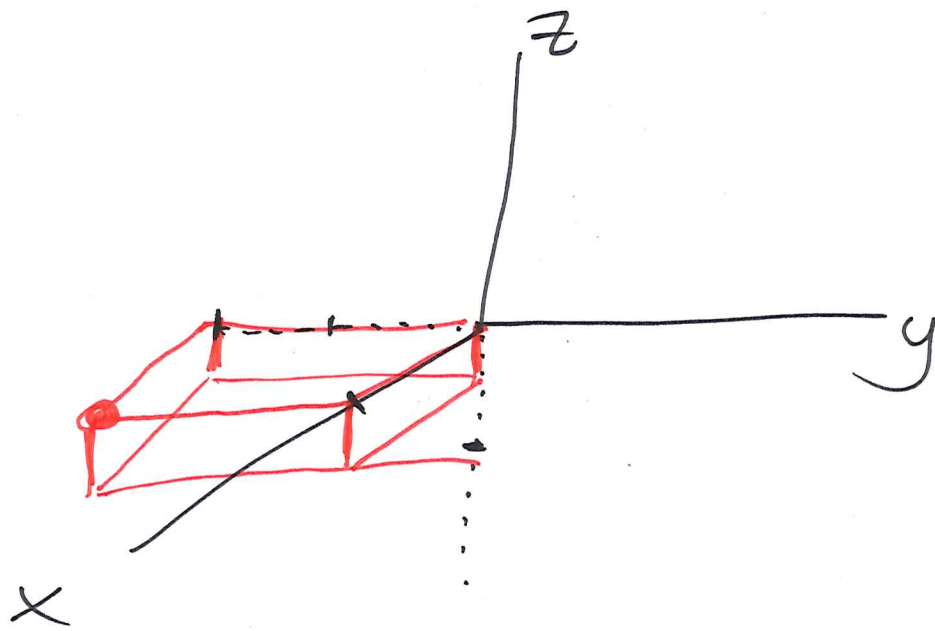
eg



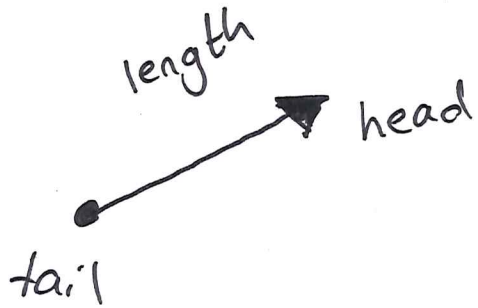
eg  
 $(2, 4, 1)$



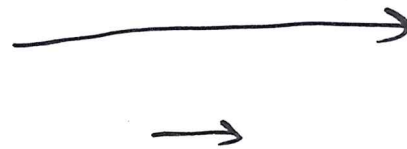
eg  $(1, -2, -1)$



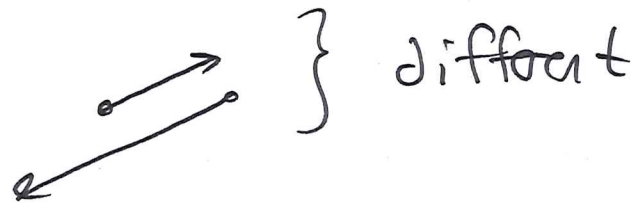
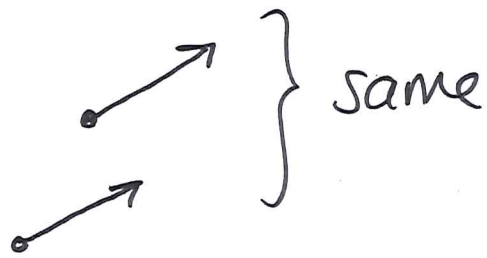
Vector has: }  
length  
direction



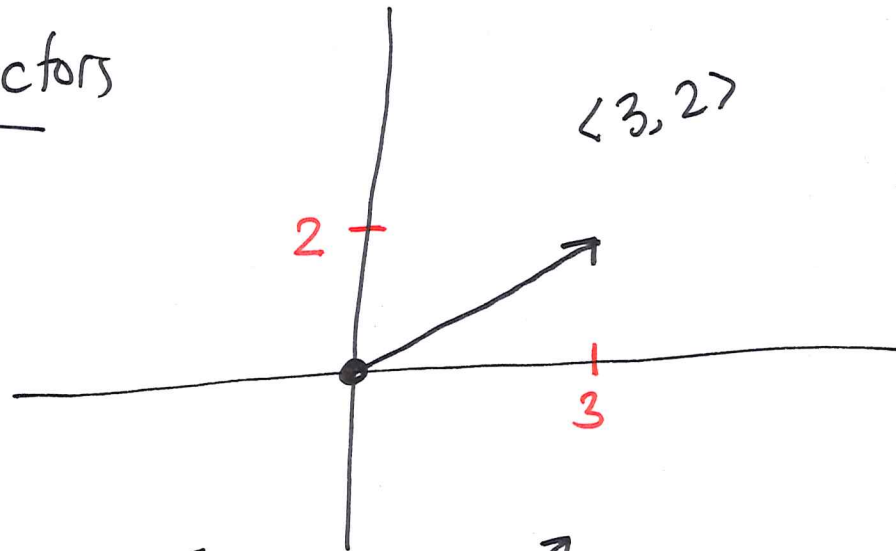
Physics:



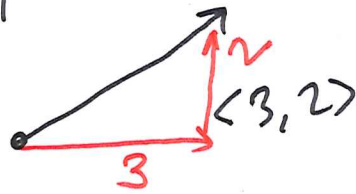
big push right  
small " "



## Naming Vectors

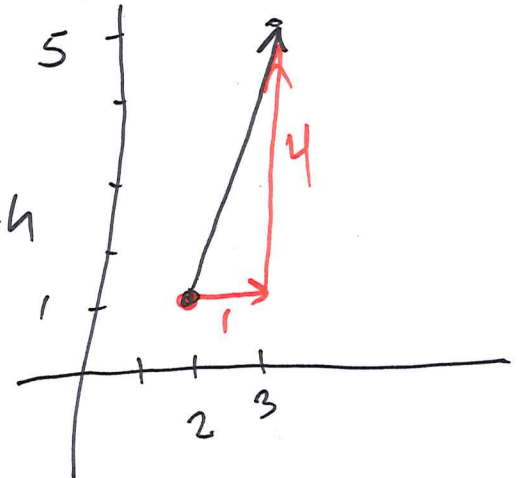


Drag tail to origin  
Coordinates of head become name



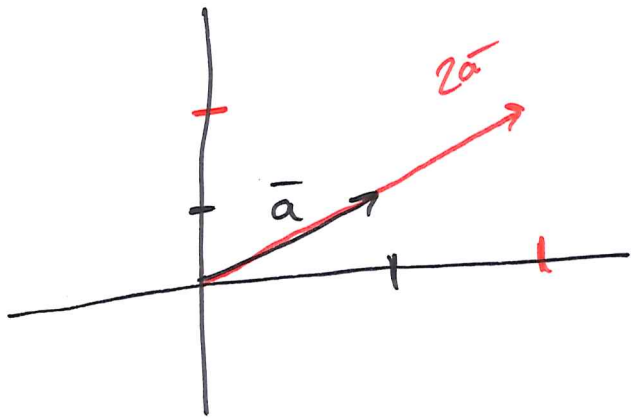
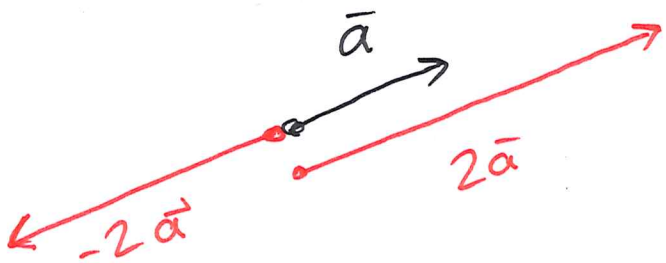
Q: What is the name of the vector with tail at  $(2, 1)$  and head at  $(3, 5)$ ?

Name:  $\langle 1, 4 \rangle$



# Multiplying Vectors + Scalars ↑ real number $\mathbb{R}$

If we multiply a vector by a scalar, the result is a vector whose length is scaled and direction is parallel (same: + scalar)  
opp: - scalar



eg say  $b = \langle 1, -1 \rangle$   
then  $\frac{1}{2}b = \langle \frac{1}{2}, -\frac{1}{2} \rangle$

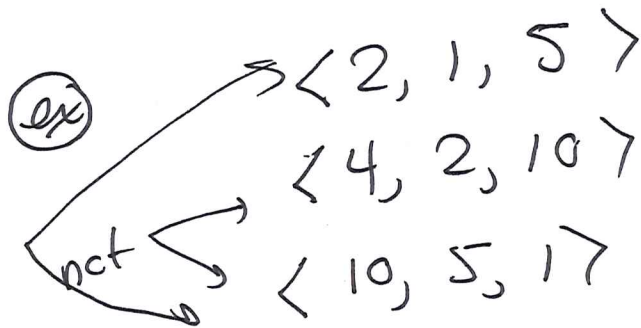
Say  $\vec{a} = \langle 5, 2 \rangle$   
then  $2\vec{a} = \langle 10, 4 \rangle$

If two vectors are parallel, then they're scalar multiples of each other

$\mathbb{R}$

Which are parallel?

$$2\langle 2, 1, 5 \rangle = \langle 4, 2, 10 \rangle$$

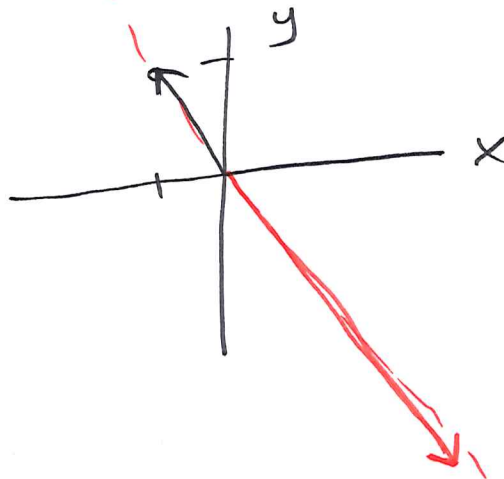


(ex) Calculate and draw  $-3\langle -1, 2 \rangle$

Algebraic:

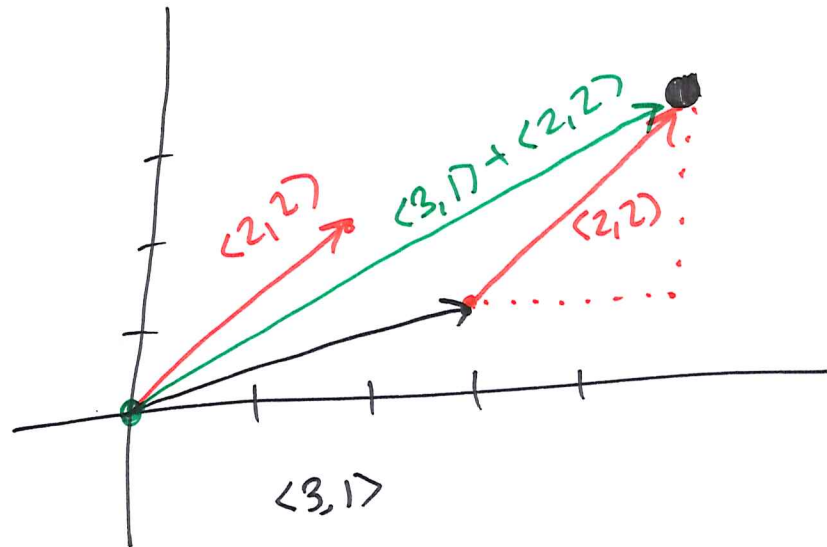
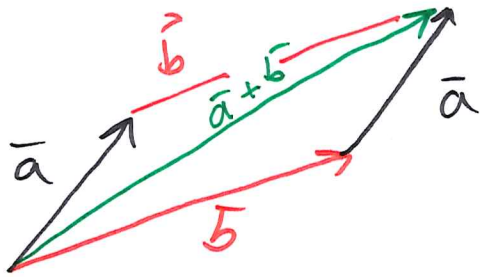
$$-3\langle -1, 2 \rangle = \langle 3, -6 \rangle$$

Geometric:



# Adding Vectors

Graphically, to add  $\vec{a} + \vec{b}$  :  
place them head-to-tail



Geometric

ex  $\langle 1, 2, 17 \rangle + \langle -10, 3, 0 \rangle$   
 $= \langle -9, 5, 17 \rangle$

$$\langle 3, 1 \rangle + \langle 2, 2 \rangle = \langle 3+2, 1+2 \rangle = \langle 5, 3 \rangle$$