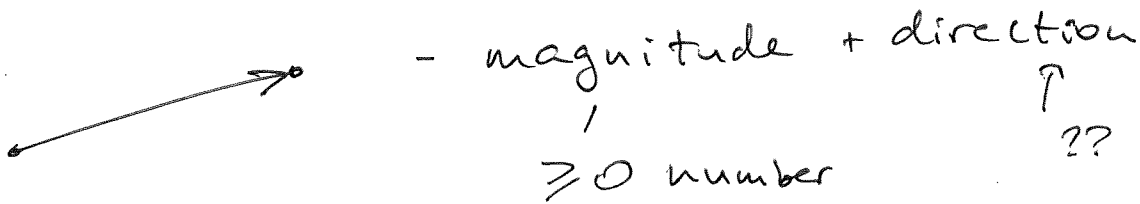


# Lecture 3

Off. hrs Mon 1-2  
 Wed 9:30 - 10:30  
 + appointments

## Vectors

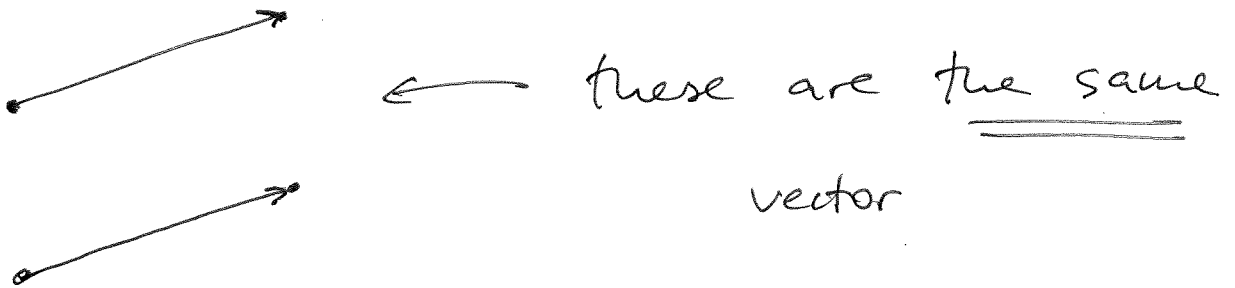
• What is a vector?



Equivalence class of arrows

↑  
identify (say are the same)

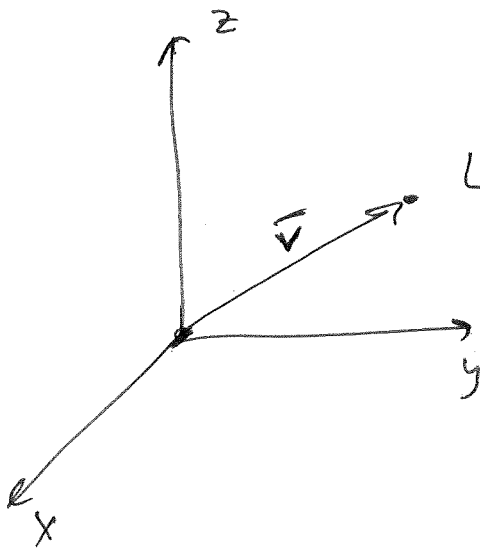
any two segments of the same magnitude  
 and same direction ← works on  $\mathbb{R}^2$   
 in  $\mathbb{R}^3$



• want to describe it algebraically

Recall we have coordinate system in space.

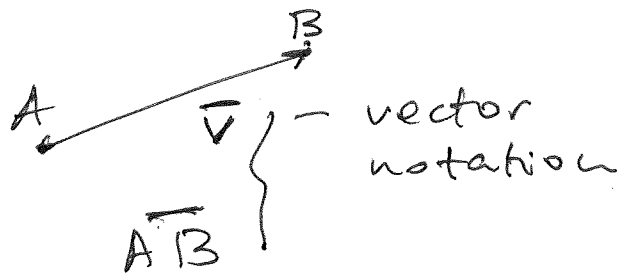
Any vector can be placed so that its starting point is at  $(0,0,0)$



Let  $(a,b,c)$  be the coordinates of the end point.

Then  $\vec{v} = \langle a, b, c \rangle$

" $\vec{v}$  has components  $a, b, c$ "



$\overleftarrow{BA}$  ← opposite to  $\overrightarrow{AB}$

Another way to think of a vector in  $\mathbb{R}^3$   
is: just a collection of 3 numbers

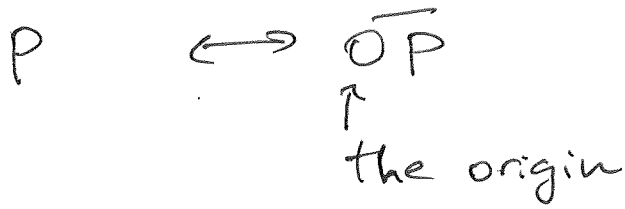
$\langle a, b, c \rangle$ .

Note: Points:  $P = (a, b, c)$

vectors  $\vec{v} = \langle a, b, c \rangle$

There is one-to-one correspondence

between points and vectors:



The difference is in what we can do  
with vectors and points.

Points just are there. Cannot add two  
points.

The thing we do with points is

ask questions:

does A belong  
to a given plane?  
etc.



• form vector  $\overrightarrow{AB}$

With vectors, will have a lot of operations.

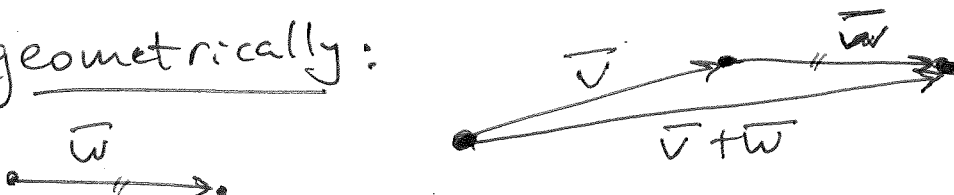
• Addition

①  $\vec{v} = \langle a_1, b_1, c_1 \rangle$

$\vec{w} = \langle a_2, b_2, c_2 \rangle$

can define  $\vec{v} + \vec{w} = \langle a_1 + a_2, b_1 + b_2, c_1 + c_2 \rangle$

② geometrically:



Have to prove that these definitions are the same.

Please read the proof in 10.2.  
(better: come up with it!).

To prove:



↑ compute the components of this vector. )

• Multiplication by a scalar

$t \in \mathbb{R}$  - scalar

$\vec{v}$  - vector

$t \cdot \vec{v}$  = another vector, same direction as  $\vec{v}$ ,  
magnitude equals  $|t| \cdot |\vec{v}|$

↑  
magnitude of  $\vec{v}$

In terms of components: (to prove)

$$\vec{v} = \langle a, b, c \rangle$$

$$t \cdot \vec{v} = \langle ta, tb, tc \rangle$$

• Some basic notes:

•  $\vec{0}$  = the zero vector =  $\langle 0, 0, 0, \dots, 0 \rangle$

• Vectors in  $n$  dimensions:

$\vec{v} = \langle a_1, \dots, a_n \rangle$  - a collection (ordered) of  $n$  numbers.

same operations:

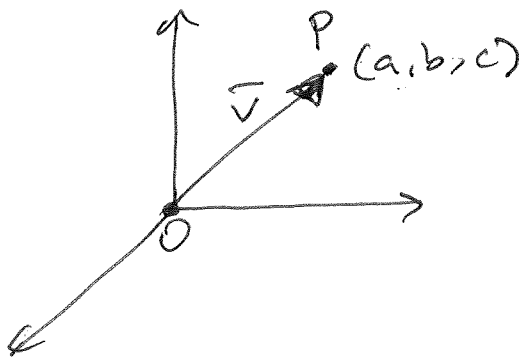
$$\langle \del a_1, \dots, a_n \rangle + \langle b_1, \dots, b_n \rangle$$

$$\stackrel{\text{def}}{=} \langle a_1 + b_1, \dots, a_n + b_n \rangle.$$

same for multiplication by scalar.

• Magnitude:  $\vec{v} = \langle a, b, c \rangle$

$$|\vec{v}| = \sqrt{a^2 + b^2 + c^2} \quad \text{Proof:}$$



$$\vec{v} = \langle a, b, c \rangle$$

$\parallel$   
 $\vec{OP}$  where  $P = (a, b, c)$

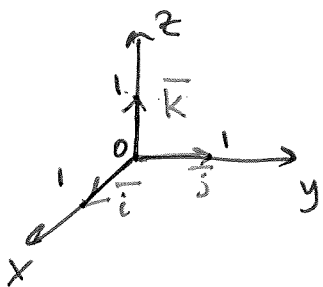
$|\vec{v}|$  = distance between  
O and P

$$= \sqrt{a^2 + b^2 + c^2}$$

by last class.

•  $\vec{v}$  is called a unit vector if  $|\vec{v}| = 1$ .

• unit vectors of the axes:  $\vec{i}, \vec{j}, \vec{k}$



$$\vec{i} = \langle 1, 0, 0 \rangle$$

$$\vec{j} = \langle 0, 1, 0 \rangle$$

$$\vec{k} = \langle 0, 0, 1 \rangle$$

} standard  
basis

- Writing vectors as linear combination of ~~the~~ the standard basis:

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

(by definitions.)

- Summary: 3 ways to think of a vector: in  $\mathbb{R}^3$

- collection of 3 components (numbers)

- magnitude + direction 

- a combination of the basis vectors  $\vec{i}, \vec{j}, \vec{k}$ .

- Vector in n dimensions:

ex vector of all final exam marks  
(in this class, it will live in  $\mathbb{R}^{66}$ ).

(excel works like this)

Your mark:  $\vec{m}_1$  = midterm 1 marks

$\vec{m}_2$  = midterm 2 marks

$\vec{f}$  = final exam --

$\vec{h}$  = homework

$$\vec{F} = 0.15\vec{h} + 0.175(\vec{m}_1, \vec{m}_2) + 0.5\vec{f}$$

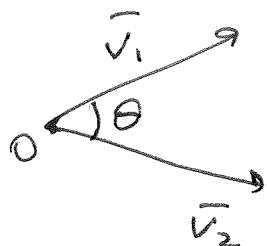
$\vec{F}$  = final mark

## Dot product

$$\text{in } \mathbb{R}^n: \quad \langle a_1, \dots, a_n \rangle = \vec{v}_1 \\ \langle b_1, \dots, b_n \rangle = \vec{v}_2$$

Def:  $\vec{v}_1 \cdot \vec{v}_2 = a_1 b_1 + a_2 b_2 + \dots + a_n b_n$   
a number

## Geometrically



set them to start at the same point  
Then there is a plane containing them.

$$\boxed{\vec{v}_1 \cdot \vec{v}_2 = |\vec{v}_1| \cdot |\vec{v}_2| \cdot \cos \theta}$$

- only need  
to prove  
this in  $\mathbb{R}^2$ .

proving this relies on  
the law of cosines! (see 10.2)

### Projections

- Unit vector in a given direction

$\vec{v}$  - vector

Task: make  $\vec{u}$  - another vector, same  
direction as  $\vec{v}$ , but unit.

Answer :

$$\vec{u} = \cancel{\vec{v}} \cdot \overbrace{\frac{1}{|\vec{v}|} \cdot \vec{v}}^{\text{vector.}}$$

↑  
number  
(scalar)

↑  
not dot product  
this is multiplication  
by scalar.