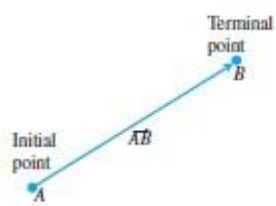
Vectors

Some of the things we measure are determined simply by their magnitudes. To record mass, length, or time, for example, we need only write down a number and name an appropriate unit of measure. We need more information to describe a force, displacement, or velocity. To describe a force, we need to record the direction in which it acts as well as how large it is. To describe a body's displacement, we have to say in what direction it moved as well as how far. To describe a body's velocity, we have to know where the body is headed as well as how fast it is going. In this section we show how to represent things that have both magnitude and direction in the plane or .in space



DEFINITIONS The vector represented by the directed line segment $\overrightarrow{AB}$ has **initial point** A and **terminal point** B and its **length** is denoted by $|\overrightarrow{AB}|$. Two vectors are **equal** if they have the same length and direction.

DEFINITION

If $\mathbf{v}$ is a **two-dimensional** vector in the plane equal to the vector with initial point at the origin and terminal point (v_1, v_2), then the **component form** of $\mathbf{v}$ is

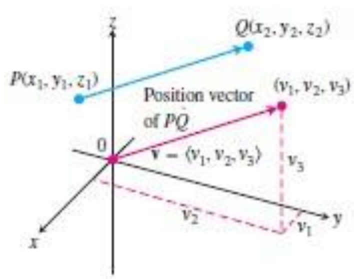
$$\mathbf{v} = \langle v_1, v_2 \rangle.$$

If $\mathbf{v}$ is a **three-dimensional** vector equal to the vector with initial point at the origin and terminal point (v_1, v_2, v_3), then the **component form** of $\mathbf{v}$ is

$$\mathbf{v} = \langle v_1, v_2, v_3 \rangle.$$

The **magnitude** or **length** of the vector $\mathbf{v} = \overrightarrow{PQ}$ is the nonnegative number

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

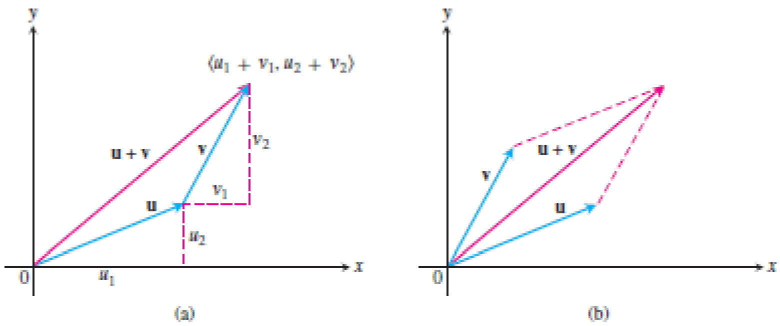


Vector Algebra Operations

DEFINITIONS 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 k a scalar.

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

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



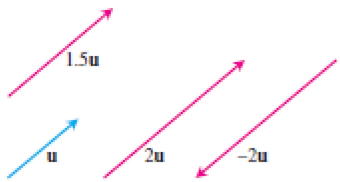
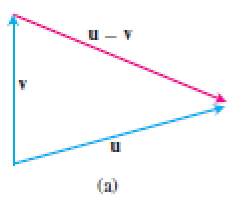


FIGURE Scalar multiples of **u**.



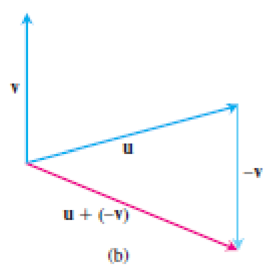


FIGURE : (a) The vector $\mathbf{u} - \mathbf{v}$, when added to $\mathbf{v}$, gives $\mathbf{u}$. (b) $\mathbf{u} - \mathbf{v} = \mathbf{u} + (-\mathbf{v})$.

EXAMPLE Let $\mathbf{u} = \langle -1, 3, 1\rangle$ and $\mathbf{v} = \langle 4, 7, 0\rangle$. Find the components of

(a) $2\mathbf{u} + 3\mathbf{v}$ **(b)** $\mathbf{u} - \mathbf{v}$ **(c)** $\left|\frac{1}{2}\mathbf{u}\right|$.

Solution

(a) $2\mathbf{u} + 3\mathbf{v} = 2\langle -1, 3, 1\rangle + 3\langle 4, 7, 0\rangle = \langle -2, 6, 2\rangle + \langle 12, 21, 0\rangle = \langle 10, 27, 2\rangle$

(b) $\mathbf{u} - \mathbf{v} = \langle -1, 3, 1\rangle - \langle 4, 7, 0\rangle = \langle -1 - 4, 3 - 7, 1 - 0\rangle = \langle -5, -4, 1\rangle$

(c) $\left|\frac{1}{2}\mathbf{u}\right| = \left|\left\langle -\frac{1}{2}, \frac{3}{2}, \frac{1}{2}\right\rangle\right| = \sqrt{\left(-\frac{1}{2}\right)^2 + \left(\frac{3}{2}\right)^2 + \left(\frac{1}{2}\right)^2} = \frac{1}{2}\sqrt{11}.$

Properties of Vector Operations

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

1. $\mathbf{u} + \mathbf{v} = \mathbf{v} + \mathbf{u}$
2. $(\mathbf{u} + \mathbf{v}) + \mathbf{w} = \mathbf{u} + (\mathbf{v} + \mathbf{w})$
3. $\mathbf{u} + \mathbf{0} = \mathbf{u}$
4. $\mathbf{u} + (-\mathbf{u}) = \mathbf{0}$
5. $0\mathbf{u} = \mathbf{0}$
6. $1\mathbf{u} = \mathbf{u}$
7. $a(b\mathbf{u}) = (ab)\mathbf{u}$
8. $a(\mathbf{u} + \mathbf{v}) = a\mathbf{u} + a\mathbf{v}$
9. $(a + b)\mathbf{u} = a\mathbf{u} + b\mathbf{u}$

Unit Vectors

A vector $\mathbf{v}$ of length 1 is called a **unit vector**. The **standard unit vectors** are

$$\mathbf{i} = \langle 1, 0, 0\rangle, \qquad \mathbf{j} = \langle 0, 1, 0\rangle, \qquad \text{and} \quad \mathbf{k} = \langle 0, 0, 1\rangle.$$

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

$$\begin{aligned}\mathbf{v} = \langle v_1, v_2, v_3\rangle &= \langle v_1, 0, 0\rangle + \langle 0, v_2, 0\rangle + \langle 0, 0, v_3\rangle \\ &= v_1\langle 1, 0, 0\rangle + v_2\langle 0, 1, 0\rangle + v_3\langle 0, 0, 1\rangle \\ &= v_1\mathbf{i} + v_2\mathbf{j} + v_3\mathbf{k}.\end{aligned}$$

We call the scalar (or number) v_1 the **i-component** of the vector $\mathbf{v}$, v_2 the **j-component**, and v_3 the **k-component**. In component form, the vector from $P_1(x_1, y_1, z_1)$ to $P_2(x_2, y_2, z_2)$ is

$$\overrightarrow{P_1P_2} = (x_2 - x_1)\mathbf{i} + (y_2 - y_1)\mathbf{j} + (z_2 - z_1)\mathbf{k}$$

Whenever $\mathbf{v} \neq \mathbf{0}$, its length $|\mathbf{v}|$ is not zero and

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

That is, $\mathbf{v}/|\mathbf{v}|$ is a unit vector in the direction of $\mathbf{v}$, called **the direction** of the nonzero vector $\mathbf{v}$.

EXAMPLE Find a unit vector **u** in the direction of the vector from $P_1(1, 0, 1)$ to $P_2(3, 2, 0)$.

Solution We divide $\overrightarrow{P_1P_2}$ by its length:

$$\overrightarrow{P_1P_2} = (3-1)\mathbf{i} + (2-0)\mathbf{j} + (0-1)\mathbf{k} = 2\mathbf{i} + 2\mathbf{j} - \mathbf{k}$$

$$|\overrightarrow{P_1P_2}| = \sqrt{(2)^2 + (2)^2 + (-1)^2} = \sqrt{4+4+1} = \sqrt{9} = 3$$

$$\mathbf{u} = \frac{\overrightarrow{P_1P_2}}{|\overrightarrow{P_1P_2}|} = \frac{2\mathbf{i} + 2\mathbf{j} - \mathbf{k}}{3} = \frac{2}{3}\mathbf{i} + \frac{2}{3}\mathbf{j} - \frac{1}{3}\mathbf{k}.$$

The unit vector **u** is the direction of $\overrightarrow{P_1P_2}$. ■

EXAMPLE If $\mathbf{v} = 3\mathbf{i} - 4\mathbf{j}$ is a velocity vector, express **v** as a product of its speed times a unit vector in the direction of motion.

Solution Speed is the magnitude (length) of **v**:

$$|\mathbf{v}| = \sqrt{(3)^2 + (-4)^2} = \sqrt{9+16} = 5.$$

The unit vector $\mathbf{v}/|\mathbf{v}|$ has the same direction as **v**:

$$\frac{\mathbf{v}}{|\mathbf{v}|} = \frac{3\mathbf{i} - 4\mathbf{j}}{5} = \frac{3}{5}\mathbf{i} - \frac{4}{5}\mathbf{j}.$$

The Dot Product

If a force **F** is applied to a particle moving along a path, we often need to know the magnitude of the force in the direction of motion. If **v** is parallel to the tangent line to the path at the point where shows that the 12.19 **F** is applied, then we want the magnitude of **F** in the direction of **v**. Figure scalar quantity we seek is the length where is the angle between the two vectors **F** and **v**. In this section we show how to calculate easily the angle between two vectors directly from their components. A key part of the calculation is an expression called the *dot product*. Dot products are also called *inner* or *scalar* products because the product results in a scalar, not a vector. After investigating the dot product, we apply it to finding the projection of one vector onto another (as displayed in Figure below) and to finding the work done by a constant force acting through a .displacement

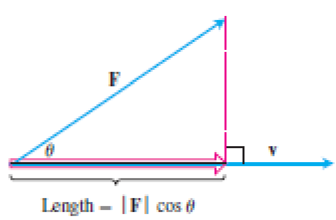
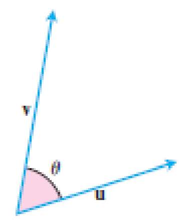


FIGURE The magnitude of the force **F** in the direction of vector **v** is the length $|\mathbf{F}|\cos\theta$ of the projection of **F** onto **v**.

Angle Between Vectors **

THEOREM 1—Angle Between Two Vectors The angle θ between two nonzero vectors $\mathbf{u} = \langle u_1, u_2, u_3 \rangle$ and $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$ is given by

$$\theta = \cos^{-1}\left(\frac{u_1 v_1 + u_2 v_2 + u_3 v_3}{|\mathbf{u}||\mathbf{v}|}\right).$$



EXAMPLE 1

(a) $\langle 1, -2, -1 \rangle \cdot \langle -6, 2, -3 \rangle = (1)(-6) + (-2)(2) + (-1)(-3)$
$= -6 - 4 + 3 = -7$

(b) $\left(\frac{1}{2}\mathbf{i} + 3\mathbf{j} + \mathbf{k}\right) \cdot (4\mathbf{i} - \mathbf{j} + 2\mathbf{k}) = \left(\frac{1}{2}\right)(4) + (3)(-1) + (1)(2) = 1$ ■

The dot product of a pair of two-dimensional vectors is defined in a similar fashion:

$$\langle u_1, u_2 \rangle \cdot \langle v_1, v_2 \rangle = u_1 v_1 + u_2 v_2.$$

We will see throughout the remainder of the book that the dot product is a key tool for many important geometric and physical calculations in space (and the plane), not just for finding the angle between two vectors.

DEFINITION The **dot product** $\mathbf{u} \cdot \mathbf{v}$ ("**u** dot **v**") of vectors $\mathbf{u} = \langle u_1, u_2, u_3 \rangle$ and $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$ is

$$\mathbf{u} \cdot \mathbf{v} = u_1 v_1 + u_2 v_2 + u_3 v_3.$$

In the notation of the dot product, the angle between two vectors **u** and **v** is

$$\theta = \cos^{-1}\left(\frac{\mathbf{u} \cdot \mathbf{v}}{|\mathbf{u}||\mathbf{v}|}\right).$$

EXAMPLE 2 Find the angle between $\mathbf{u} = \mathbf{i} - 2\mathbf{j} - 2\mathbf{k}$ and $\mathbf{v} = 6\mathbf{i} + 3\mathbf{j} + 2\mathbf{k}$.

Solution We use the formula above:

$$\mathbf{u} \cdot \mathbf{v} = (1)(6) + (-2)(3) + (-2)(2) = 6 - 6 - 4 = -4$$

$$|\mathbf{u}| = \sqrt{(1)^2 + (-2)^2 + (-2)^2} = \sqrt{9} = 3$$

$$|\mathbf{v}| = \sqrt{(6)^2 + (3)^2 + (2)^2} = \sqrt{49} = 7$$

$$\theta = \cos^{-1}\left(\frac{\mathbf{u} \cdot \mathbf{v}}{|\mathbf{u}||\mathbf{v}|}\right) = \cos^{-1}\left(\frac{-4}{(3)(7)}\right) \approx 1.76 \text{ radians.}$$

The angle formula applies to two-dimensional vectors as well.

EXAMPLE 3 Find the angle θ in the triangle ABC determined by the vertices $A = (0, 0)$, $B = (3, 5)$, and $C = (5, 2)$ (Figure 12.22).

Solution The angle θ is the angle between the vectors $\overrightarrow{CA}$ and $\overrightarrow{CB}$. The component forms of these two vectors are

$$\overrightarrow{CA} = \langle -5, -2 \rangle \quad \text{and} \quad \overrightarrow{CB} = \langle -2, 3 \rangle.$$

First we calculate the dot product and magnitudes of these two vectors.

$$\overrightarrow{CA} \cdot \overrightarrow{CB} = (-5)(-2) + (-2)(3) = 4$$

$$|\overrightarrow{CA}| = \sqrt{(-5)^2 + (-2)^2} = \sqrt{29}$$

$$|\overrightarrow{CB}| = \sqrt{(-2)^2 + (3)^2} = \sqrt{13}$$

Then applying the angle formula, we have

$$\begin{aligned}\theta &= \cos^{-1}\left(\frac{\overrightarrow{CA} \cdot \overrightarrow{CB}}{|\overrightarrow{CA}||\overrightarrow{CB}|}\right) \\ &= \cos^{-1}\left(\frac{4}{(\sqrt{29})(\sqrt{13})}\right) \\ &\approx 78.1^\circ \quad \text{or} \quad 1.36 \text{ radians.}\end{aligned}$$