

Chapter 8: Vectors

8.4 Vectors

A number by itself is called a **scalar**.

A **vector** is a line segment with a direction assigned to it. Vectors consist of both magnitude and direction.

Vectors are denoted by boldface letters: **u**. However, since you cannot write boldface, we also denote vectors by \vec{u} .

The **magnitude** of a vector is its length, denoted $|\mathbf{u}|$.

If a vector starts at a point A and ends at a point B , we say A is the **initial point** and B is the **terminal point**. We would denote this by $\mathbf{u} = \overrightarrow{AB}$.

Multiplying a vector by a scalar (number) changes the magnitude of the vector by this factor. A negative scalar changes the magnitude and also reverses the direction.

Two vectors are equal if they have the same magnitude and direction. So, it doesn't matter *where* they are as long as they have the same magnitude and direction (the same displacement).

If $\mathbf{u} = \overrightarrow{AB}$ and $\mathbf{v} = \overrightarrow{BC}$, then $\mathbf{u} + \mathbf{v}$ is the vector \overrightarrow{AC} . This, as well as $\mathbf{u} - \mathbf{v}$, can be shown graphically as follows.

Usually, instead of writing a vector as $\mathbf{v}=\overrightarrow{AB}$, it is more descriptive to write the vector in terms of its horizontal and vertical components.

We write $\mathbf{v}=\langle a, b \rangle$, where a is the horizontal component and b is the vertical component.

If \mathbf{v} is a vector with initial point $P(x_1, y_1)$ and terminal point $Q(x_2, y_2)$, then we write

$$\mathbf{v} = \langle x_2 - x_1, y_2 - y_1 \rangle$$

The zero vector, $\mathbf{0}$, is the vector $\langle 0, 0 \rangle$.

For two vectors to be equal, they must have the same vertical and horizontal components.

Example: Find the component form of the vector \mathbf{u} with initial point $(-1, 3)$ and terminal point $(-6, 1)$.

The magnitude (or length) of a vector $\mathbf{v}=\langle a, b \rangle$ is

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

Why?

Find the magnitude of the vector \mathbf{u} found in the above example.

To add or subtract vectors, we just add or subtract their corresponding horizontal and vertical components. To multiply a vector by a scalar, we multiply both the horizontal and vertical components by this scalar.

Example: Let $\mathbf{u}=\langle -2, 5 \rangle$ and $\mathbf{v}=\langle 2, -8 \rangle$. Calculate $-5\mathbf{v}$, $\mathbf{u}+\mathbf{v}$, and $-\mathbf{u}+3\mathbf{v}$.

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

If we have a vector \mathbf{v} and we want a unit vector pointing in the direction of \mathbf{v} , all we do is calculate $\frac{\mathbf{v}}{|\mathbf{v}|}$.
 Example: If $\mathbf{v} = \langle -2, 3 \rangle$, find a unit vector in the direction of \mathbf{v} .

There are two special unit vectors that we use all the time:

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

\mathbf{i} is the unit vector in the horizontal (x) direction, and \mathbf{j} is the unit vector in the vertical (y) direction.

EVERY vector $\mathbf{v} = \langle a, b \rangle$ can be written in terms of these unit vectors by

$$\mathbf{v} = a\mathbf{i} + b\mathbf{j}$$

Example: Write the vectors $\mathbf{u} = \langle -6, 6 \rangle$ and $\mathbf{v} = \langle 2, 1 \rangle$ in terms of \mathbf{i} and \mathbf{j} . Then, find $2\mathbf{u} - 4\mathbf{v}$ (in terms of \mathbf{i} and \mathbf{j}), and calculate $|2\mathbf{u} - 4\mathbf{v}|$.

The direction of a vector is the positive angle θ formed by the positive x -axis and the vector.

Suppose that we have a vector \mathbf{v} where we know the magnitude $|\mathbf{v}|$ and direction θ of the vector. Then $\mathbf{v} = \langle a, b \rangle = a\mathbf{i} + b\mathbf{j}$, where

$$a = |\mathbf{v}| \cos \theta \text{ and } b = |\mathbf{v}| \sin \theta$$

Example: Suppose I have a vector \mathbf{v} where $|\mathbf{v}| = 4$ and $\theta = 60^\circ$. Find the horizontal and vertical components and write the vector in terms of \mathbf{i} and \mathbf{j} .

8.5 The Dot Product

If $\mathbf{u} = \langle x_1, y_1 \rangle$ and $\mathbf{v} = \langle x_2, y_2 \rangle$, then the **dot product** of these vectors, denoted by $\mathbf{u} \cdot \mathbf{v}$, is defined to be

$$\mathbf{u} \cdot \mathbf{v} = x_1x_2 + y_1y_2$$

Note that the dot product is NOT a vector, it is a scalar.

Example: If $\mathbf{u} = \langle 3, -2 \rangle$ and $\mathbf{v} = \langle 1, 2 \rangle$, find $\mathbf{u} \cdot \mathbf{v}$.

Properties of the Dot Product

1. $\mathbf{u} \cdot \mathbf{v} = \mathbf{v} \cdot \mathbf{u}$
2. $(a\mathbf{u}) \cdot \mathbf{v} = a(\mathbf{u} \cdot \mathbf{v}) = \mathbf{u} \cdot (a\mathbf{v})$
3. $(\mathbf{u} + \mathbf{v}) \cdot \mathbf{w} = \mathbf{u} \cdot \mathbf{w} + \mathbf{v} \cdot \mathbf{w}$
4. $|\mathbf{u}|^2 = \mathbf{u} \cdot \mathbf{u}$

Show that the last property is true for a general vector $\mathbf{u} = \langle a, b \rangle$.

The dot product is helpful in determining the angle between two nonzero vectors.

If θ is the angle between two nonzero vectors \mathbf{u} and \mathbf{v} , then

$$\mathbf{u} \cdot \mathbf{v} = |\mathbf{u}||\mathbf{v}| \cos \theta$$

Example: If \mathbf{u} has length 3, \mathbf{v} has length 5, and the angle between \mathbf{u} and \mathbf{v} is 60° , find $\mathbf{u} \cdot \mathbf{v}$.

This leads immediately to the fact that if θ is the angle between two nonzero vectors, then

$$\cos \theta = \frac{\mathbf{u} \cdot \mathbf{v}}{|\mathbf{u}||\mathbf{v}|}$$

Example: If $\mathbf{u} = 2\mathbf{i} + \mathbf{j}$ and $\mathbf{v} = 3\mathbf{i} - 2\mathbf{j}$, find the angle between the vectors \mathbf{u} and \mathbf{v} .

Two nonzero vectors \mathbf{u} and \mathbf{v} are **perpendicular** or **orthogonal** if and only if $\mathbf{u} \cdot \mathbf{v} = 0$.

Why? Because two vectors are orthogonal when the angle between them is $\frac{\pi}{2}$ and $\cos \frac{\pi}{2} = 0$.

Example: Determine whether the vectors $\mathbf{u} = \langle -2, 6 \rangle$ and $\mathbf{v} = \langle 4, 2 \rangle$ are orthogonal.