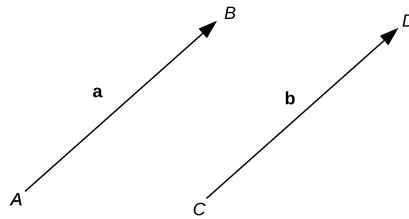


Section 12.2 Vectors.

The term **vector** indicates a quantity that has both direction and magnitude. A vector is represented by an arrow or a directed line segment.



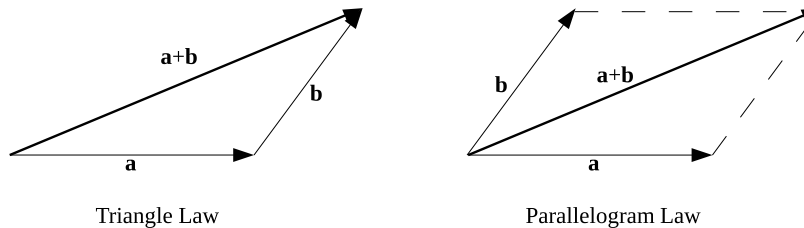
If a particle moves from a point A to a point B , then the corresponding displacement vector \mathbf{a} has **initial point** A and **terminal point** B and we write $\mathbf{a} = \overrightarrow{AB}$. The directed line segment \overrightarrow{AB} is a **representation** of the vector \mathbf{a} .

Two vectors that have the same length and direction are called **equivalent** or **equal** even if they have different initial and terminal points. Since $|AB| = |CD|$ and both segments have the same direction, $\mathbf{a} = \mathbf{b}$.

The only vector with length 0 is the **zero vector** $\mathbf{0}$. This vector is the only vector with no specific direction.

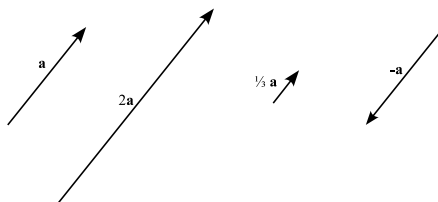
Vector addition.

If two vectors \mathbf{a} and \mathbf{b} are positioned so the initial point of \mathbf{b} is at the terminal point of \mathbf{a} , then the **sum** $\mathbf{a} + \mathbf{b}$ is the vector from the initial point of \mathbf{a} to the terminal point of \mathbf{b} .



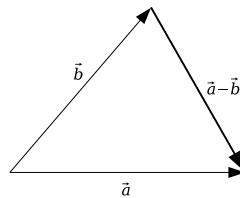
Scalar multiplication.

If c is a scalar and \mathbf{a} is a vector, then $c\mathbf{a}$ is a vector whose length is $|c|$ times the length of \mathbf{a} and has the same direction as \mathbf{a} ($c > 0$) or the opposite direction to \mathbf{a} ($c < 0$). If either $c = 0$ or $\mathbf{a} = \mathbf{0}$, then $c\mathbf{a} = \mathbf{0}$.



Two vectors \mathbf{a} and \mathbf{b} are called **parallel** if $\mathbf{b} = c\mathbf{a}$ for some scalar c .

Vector difference. $\mathbf{a} - \mathbf{b} = \mathbf{a} + (-1)\mathbf{b}$



The **magnitude (length)** $|\mathbf{a}|$ of \mathbf{a} is the length of any its representation.

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

A vector $\mathbf{u} = \frac{1}{|\mathbf{a}|}\mathbf{a}$ is a unit vector in the direction of \mathbf{a} .

Properties of vectors

If \mathbf{a} , \mathbf{b} , and \mathbf{c} are vectors and k and m are scalars, then

1. $\mathbf{a} + \mathbf{b} = \mathbf{b} + \mathbf{a}$
2. $\mathbf{a} + (\mathbf{b} + \mathbf{c}) = (\mathbf{a} + \mathbf{b}) + \mathbf{c}$
3. $\mathbf{a} + \mathbf{0} = \mathbf{a}$
4. $\mathbf{a} + (-\mathbf{a}) = \mathbf{0}$
5. $k(\mathbf{a} + \mathbf{b}) = k\mathbf{a} + k\mathbf{b}$
6. $(k + m)\mathbf{a} = k\mathbf{a} + m\mathbf{a}$
7. $(km)\mathbf{a} = k(m\mathbf{a})$
8. $1\mathbf{a} = \mathbf{a}$

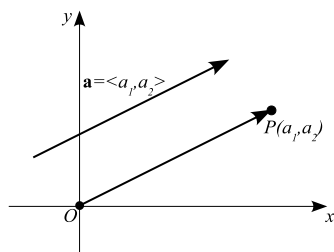
Components.

2D

A **two-dimensional vector** is an ordered pair $\mathbf{a} = \langle a_1, a_2 \rangle$ of real numbers. The numbers a_1 and a_2 are called the **components** of \mathbf{a} .

A **representation** of the vector $\mathbf{a} = \langle a_1, a_2 \rangle$ is a directed line segment \overrightarrow{AB} from any point $A(x, y)$ to the point $B(x + a_1, y + a_2)$.

A particular representation of $\mathbf{a} = \langle a_1, a_2 \rangle$ is the directed line segment \overrightarrow{OP} from the origin to the point $P(a_1, a_2)$, and $\mathbf{a} = \langle a_1, a_2 \rangle$ is called the **position vector** of the point $P(a_1, a_2)$.



If $A(x_1, y_1)$ and $B(x_2, y_2)$, then

$$\overrightarrow{AB} = \langle x_2 - x_1, y_2 - y_1 \rangle$$

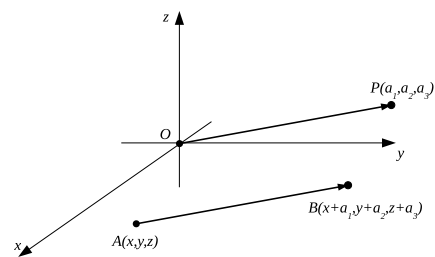
$$|\mathbf{a}| = \sqrt{a_1^2 + a_2^2}$$

3D

A **three-dimensional vector** is an ordered triple $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$ of real numbers. The numbers a_1 , a_2 , and a_3 are called the **components** of \mathbf{a} .

A **representation** of the vector $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$ is a directed line segment \overrightarrow{AB} from any point $A(x, y, z)$ to the point $B(x + a_1, y + a_2, z + a_3)$.

A particular representation of $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$ is the directed line segment \overrightarrow{OP} from the origin to the point $P(a_1, a_2, a_3)$, and $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$ is called the **position vector** of the point $P(a_1, a_2, a_3)$.



If $A(x_1, y_1, z_1)$ and $B(x_2, y_2, z_2)$, then

$$\overrightarrow{AB} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle$$

$$|\mathbf{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2}$$

2D

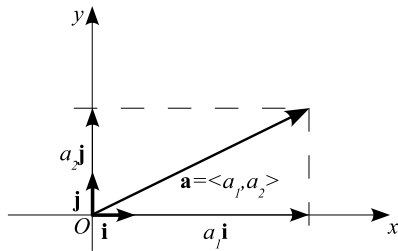
$$\mathbf{a} + \mathbf{b} = \langle a_1 + b_1, a_2 + b_2 \rangle$$

$$c\mathbf{a} = \langle ca_1, ca_2 \rangle$$

$$\mathbf{a} - \mathbf{b} = \langle a_1 - b_1, a_2 - b_2 \rangle$$

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

$$\mathbf{a} = \langle a_1, a_2 \rangle = a_1\mathbf{i} + a_2\mathbf{j}$$



3D

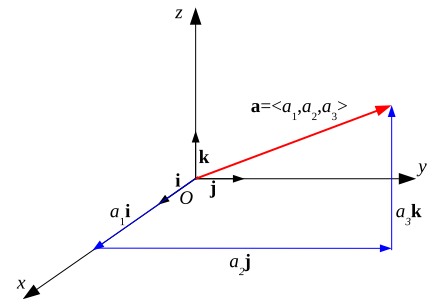
$$\mathbf{a} + \mathbf{b} = \langle a_1 + b_1, a_2 + b_2, a_3 + b_3 \rangle$$

$$c\mathbf{a} = \langle ca_1, ca_2, ca_3 \rangle$$

$$\mathbf{a} - \mathbf{b} = \langle a_1 - b_1, a_2 - b_2, a_3 - b_3 \rangle$$

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

$$\mathbf{a} = \langle a_1, a_2, a_3 \rangle = a_1\mathbf{i} + a_2\mathbf{j} + a_3\mathbf{k}$$



Example 1. Find $|2\mathbf{a} - 5\mathbf{b}|$ if

1. $\mathbf{a} = \langle -1, 2 \rangle, \mathbf{b} = \langle -2, -1 \rangle$

2. $\mathbf{a} = \langle 3, -1, 2 \rangle, \mathbf{b} = \langle 4, 2, -1 \rangle$

Example 2. Find the unit vector in the direction of the given vector.

1. $\mathbf{a} = 5\mathbf{i} - 3\mathbf{j}$

2. $\mathbf{b} = \mathbf{i} - 2\mathbf{j} + 2\mathbf{k}$.