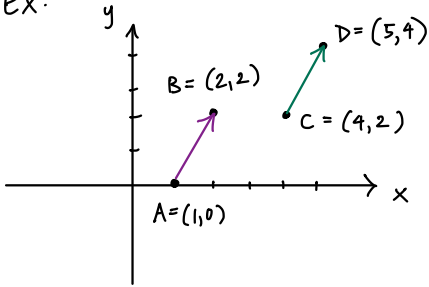


13.1 2D Vectors in the plane

Def (vector)

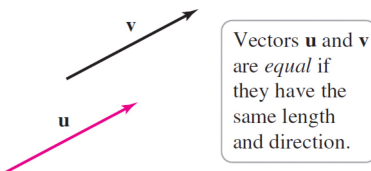
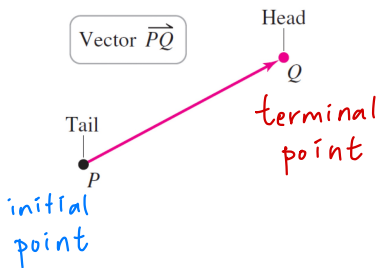
A vector is a quantity with length (magnitude) and direction.

Ex:



- The vectors \vec{AB} and \vec{CD} are equal
- The zero vector, denoted $\mathbf{0}$ or $\vec{0}$, has length zero and no direction.

bold text



Vectors \mathbf{u} and \mathbf{v} are equal if they have the same length and direction.

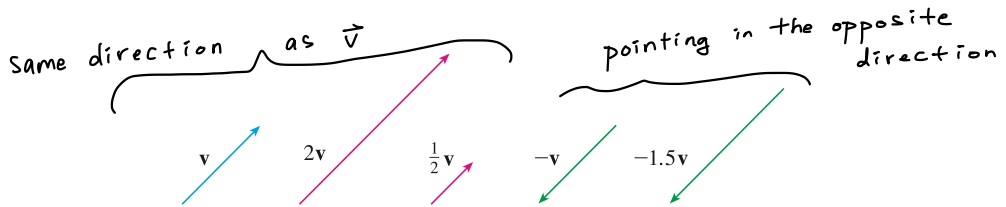
Def (scalar multiplication)

Def A scalar is a number

Def If \vec{v} is a vector and c is a number, the scalar multiple $c\vec{v}$ is a vector with...

- length $|c|$ times length of \vec{v}
- (if $c > 0$) same direction as \vec{v}
(if $c < 0$) opposite direction to \vec{v}
- If $c = 0$ or $\vec{v} = \vec{0}$, then $c\vec{v} = \vec{0}$.

Scalar multiples of \vec{v}



The numbers $1, 2, \frac{1}{2}, -1, -1.5$ "scale" the vector \vec{v} .

That's why they are called scalars.

Note: Two vectors are parallel (having the same or opposite direction) if they are scalar multiples of one another.

Def (vector addition)

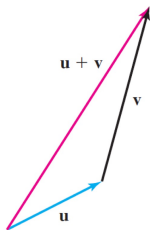
To get the vector $\vec{u} + \vec{v}$,

put the initial point of v at the terminal point of u .

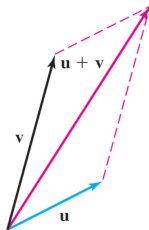
To add u and v ,
use the ...



Triangle Rule



or the Parallelogram Rule



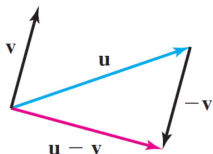
Then $\vec{u} + \vec{v}$ is the vector from the initial point of \vec{u} to the terminal point of \vec{v}

Fact: $\vec{u} + \vec{v} = \vec{v} + \vec{u}$

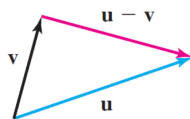
Vector

subtraction:

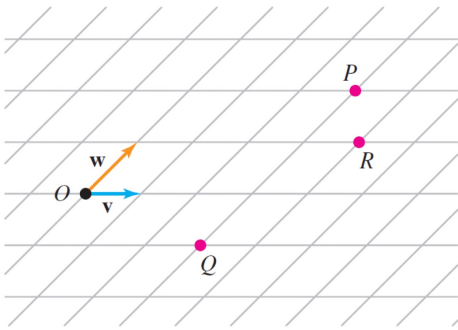
Finding $u - v = u + (-v)$
by Triangle Rule



Finding $u - v$ directly

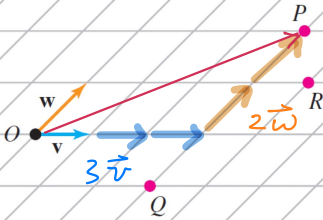


Ex: Write the vectors
 a) \vec{OP} , b) \vec{OQ} , c) \vec{QR}
 as sums of scalar multiples
 (linear combinations) of
 \vec{v} and \vec{w} .

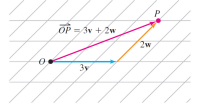


Sol:

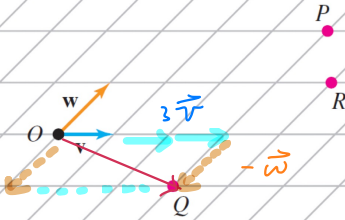
a)



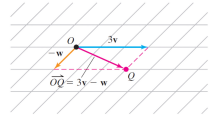
$$\vec{OP} = 3\vec{v} + 2\vec{w}$$



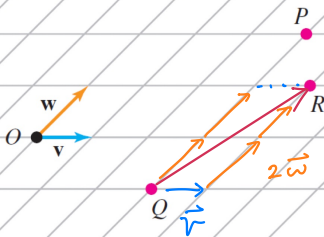
b)



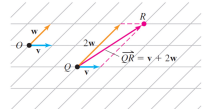
$$\vec{OQ} = 3\vec{v} - \vec{w}$$



c)



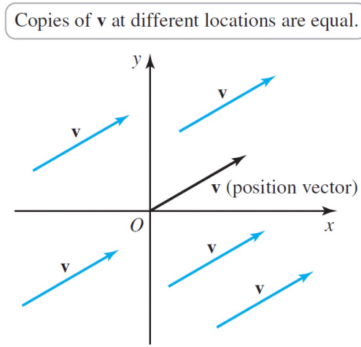
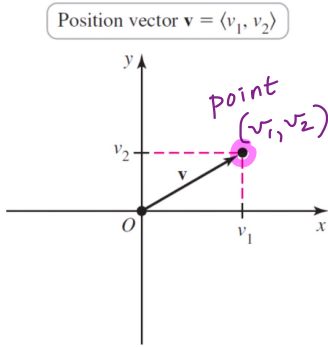
$$\vec{QR} = \vec{v} + 2\vec{w}$$



Vector Components

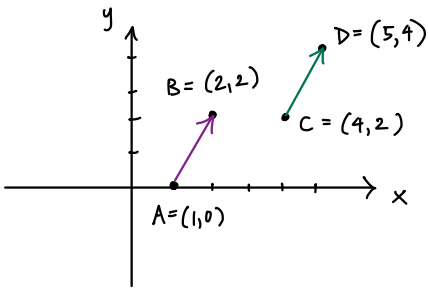
A vector \vec{v} with its tail at the origin and head at the point (a, b) is called a position vector and is written $\langle a, b \rangle$.

x-component of \vec{v} y-component of \vec{v}



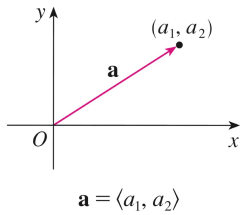
Ex:

Find a vector with representation given by \overrightarrow{CD}



Answer $\langle 5-4, 4-2 \rangle$
 $= \langle 1, 2 \rangle$

Magnitude or length of a vector



The length of the two-dimensional vector $\mathbf{a} = \langle a_1, a_2 \rangle$ is
(or magnitude)

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

Ex: Given the points $P(-3, 4)$ and $Q(6, 5)$,
find the components and magnitude of
the vector \overrightarrow{PQ} .

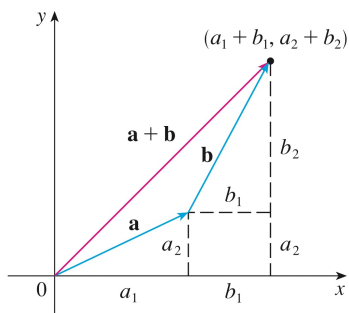
Sol: a) $\overrightarrow{PQ} = \langle 6 - (-3), 5 - 4 \rangle = \langle 9, 1 \rangle$

x-component is 9

y-component is 1

b) Magnitude $|\overrightarrow{PQ}|$ is $\sqrt{9^2 + 1^2} = \sqrt{82}$

Adding vectors using algebra



If $\mathbf{a} = \langle a_1, a_2 \rangle$ and $\mathbf{b} = \langle b_1, b_2 \rangle$, then

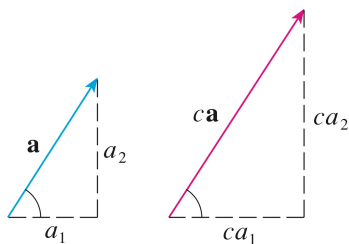
$$\mathbf{a} + \mathbf{b} = \langle a_1 + b_1, a_2 + b_2 \rangle$$

Add each component
of \vec{a} and \vec{b}

Ex: If $\mathbf{a} = \langle 4, 0 \rangle$ and $\mathbf{b} = \langle -2, 1 \rangle$,

$$\begin{aligned}\mathbf{a} + \mathbf{b} &= \langle 4, 0 \rangle + \langle -2, 1 \rangle \\ &= \langle 4 + (-2), 0 + 1 \rangle = \langle 2, 1 \rangle\end{aligned}$$

Scaling vector using algebra



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

Multiply each
Component of \vec{a} by c

Ex: If $\mathbf{a} = \langle 4, 0 \rangle$ and $\mathbf{b} = \langle -2, 1 \rangle$,

$$\begin{aligned}2\mathbf{a} + 5\mathbf{b} &= 2\langle 4, 0 \rangle + 5\langle -2, 1 \rangle \\ &= \langle 8, 0 \rangle + \langle -10, 5 \rangle = \langle -2, 5 \rangle\end{aligned}$$

MML Problem 16

Let $\vec{u} = \langle 1, 1 \rangle$, $\vec{v} = \langle 5, -1 \rangle$, and $\vec{w} = \langle -4, 0 \rangle$. Find the vector \vec{x} that satisfies

$$10\vec{u} - \vec{v} + \vec{x} = 8\vec{x} + \vec{w}.$$

Answer:

$$10\vec{u} - \vec{v} - \vec{w} = 7\vec{x}$$

$$\frac{1}{7}(10\vec{u} - \vec{v} - \vec{w}) = \vec{x}$$

$$\vec{x} = \frac{1}{7}(\langle 10, 10 \rangle - \langle 5, -1 \rangle - \langle -4, 0 \rangle)$$

$$= \frac{1}{7}(\langle 10 - 5 + 4, 10 + 1 \rangle)$$

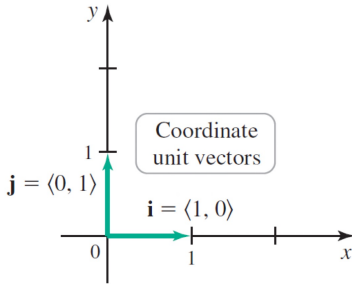
$$= \frac{1}{7}\langle 9, 11 \rangle$$

$$= \left\langle \frac{9}{7}, \frac{11}{7} \right\rangle$$

Unit Vectors

Any vector with length 1 is a unit vector.

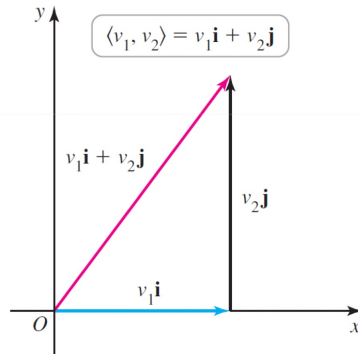
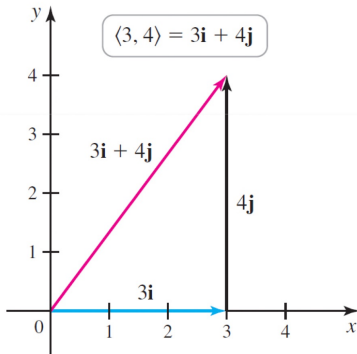
Ex: Coordinate unit vectors $\hat{i} = \langle 1, 0 \rangle$ and $\hat{j} = \langle 0, 1 \rangle$
(also called standard basis vectors)



Any 2D vector can be written as a linear combination $a\hat{i} + b\hat{j}$ of \hat{i} and \hat{j} :

Ex:

In general:



Ex: Consider the points $P(1, -2)$ and $Q(6, 10)$.

a.) Find two unit vectors parallel to \vec{PQ} .

$$\text{Sol: } \vec{PQ} = \langle 6-1, 10-(-2) \rangle = \langle 5, 12 \rangle \text{ or } 5\hat{i} + 12\hat{j}$$

$$\text{Length of } \vec{PQ} \text{ is } |\vec{PQ}| = \sqrt{5^2 + 12^2} = \sqrt{25 + 144} = \sqrt{169} = 13$$

• The unit vector pointing in the same direction

$$\text{as } \vec{PQ} \text{ is } \frac{\vec{PQ}}{|\vec{PQ}|} = \frac{1}{13} \langle 5, 12 \rangle = \left\langle \frac{5}{13}, \frac{12}{13} \right\rangle$$

$$\text{or } \frac{5}{13}\hat{i} + \frac{12}{13}\hat{j}$$

• The unit vector parallel to \vec{PQ} with the opposite

$$\text{direction is } -\frac{\vec{PQ}}{|\vec{PQ}|} = \left\langle -\frac{5}{13}, -\frac{12}{13} \right\rangle$$

b.) Find two vectors of length 2 parallel to \vec{PQ}

Sol: Multiply the two unit vectors above by 2:

$$2\left(\frac{5}{13}\hat{i} + \frac{12}{13}\hat{j}\right) = \frac{10}{13}\hat{i} + \frac{24}{13}\hat{j}$$

$$2\left(-\frac{5}{13}\hat{i} - \frac{12}{13}\hat{j}\right) = -\frac{10}{13}\hat{i} - \frac{24}{13}\hat{j}$$