



# Intermediate Math Circles

## Wednesday March 09, 2016

### Introduction to Vectors III

#### Review

If  $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \end{bmatrix}$  and  $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \end{bmatrix}$ , then we have the following properties:

1. Vector Addition:  $\vec{u} + \vec{v} = \begin{bmatrix} u_1 \\ u_2 \end{bmatrix} + \begin{bmatrix} v_1 \\ v_2 \end{bmatrix} = \begin{bmatrix} u_1 + v_1 \\ u_2 + v_2 \end{bmatrix}$

2. Scalar Multiplication:  $t\vec{v} = t \begin{bmatrix} v_1 \\ v_2 \end{bmatrix} = \begin{bmatrix} tv_1 \\ tv_2 \end{bmatrix}, t \in \mathbb{R}$

3. Norm/Length of a Vector:  $\|\vec{v}\| = \sqrt{(v_1)^2 + (v_2)^2}$

4. Unit Vector:  $\hat{v} = \frac{1}{\|\vec{v}\|} \vec{v}$

5. Dot Product:  $\vec{u} \cdot \vec{v} = u_1v_1 + u_2v_2$

6. Cross Product:  $\vec{u} \times \vec{v} = u_1v_2 - u_2v_1$

**Example** Let  $\vec{u} = \begin{bmatrix} -1 \\ -1 \end{bmatrix}$  and  $\vec{v} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$ , find  $\|\vec{u} \times \vec{v}\|$  using the formula

$$\|\vec{u} \times \vec{v}\| = \|\vec{u}\| \|\vec{v}\| \sqrt{1 - (\hat{u} \cdot \hat{v})^2}$$

#### Solution

Start by finding some results:

$$\|\vec{u}\| = \sqrt{(-1)^2 + (-1)^2} = \sqrt{2}$$

and

$$\|\vec{v}\| = \sqrt{3^2 + 4^2} = 5$$

Therefore,  $\hat{u} = \frac{1}{\sqrt{2}} \begin{bmatrix} -1 \\ -1 \end{bmatrix}$  and  $\hat{v} = \frac{1}{5} \begin{bmatrix} 3 \\ 4 \end{bmatrix}$ .

$$\begin{aligned} \hat{u} \cdot \hat{v} &= \left( \frac{1}{\sqrt{2}} \right) \left( \frac{1}{5} \right) [(-1)(3) + (-1)(4)] \\ &= \frac{1}{5\sqrt{2}}(-7) \\ &= -\frac{7}{\sqrt{(25)(2)}} \\ &= -\frac{7}{\sqrt{50}} \end{aligned}$$



Therefore,

$$\begin{aligned}(\hat{u} \cdot \hat{v})^2 &= \left(\frac{-7}{\sqrt{50}}\right)^2 \\ &= \frac{49}{50}\end{aligned}$$

$$\begin{aligned}\|\vec{u} \times \vec{v}\| &= \|\vec{u}\| \|\vec{v}\| \sqrt{1 - (\hat{u} \cdot \hat{v})^2} \\ &= 5\sqrt{2} \sqrt{1 - \frac{49}{50}} \\ &= \sqrt{50} \sqrt{\frac{1}{50}} \\ &= \sqrt{50} \frac{\sqrt{1}}{\sqrt{50}} \\ &= 1\end{aligned}$$

Notice from the cross product formula

$$\vec{u} \times \vec{v} = (-1)(4) - (-1)(3) = -1$$

**Example** Prove  $\vec{u} \cdot \vec{u} = 0$  only if  $\vec{u} = \vec{0}$ .

**Solution**

Suppose  $\vec{u} = \begin{bmatrix} a \\ b \end{bmatrix}$ . Using the definition of the dot product

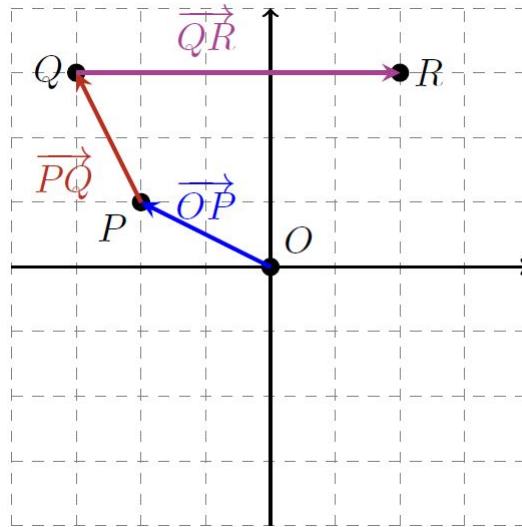
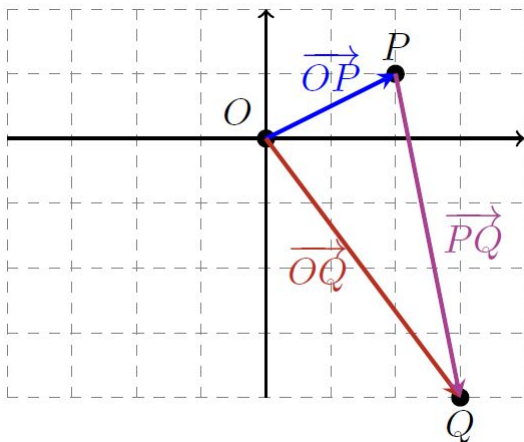
$$\begin{aligned}\vec{u} \cdot \vec{u} &= 0 \\ (a)(a) + (b)(b) &= 0 \\ a^2 + b^2 &= 0 \\ a^2 &= -b^2\end{aligned}$$

But  $a^2$  and  $b^2$  are always positive.

The only way both sides can be equal ( $LHS = RHS$ ) is if  $a = b = 0$ . That is,  $\vec{u} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} = \vec{0}$ .



### Tip to Tail

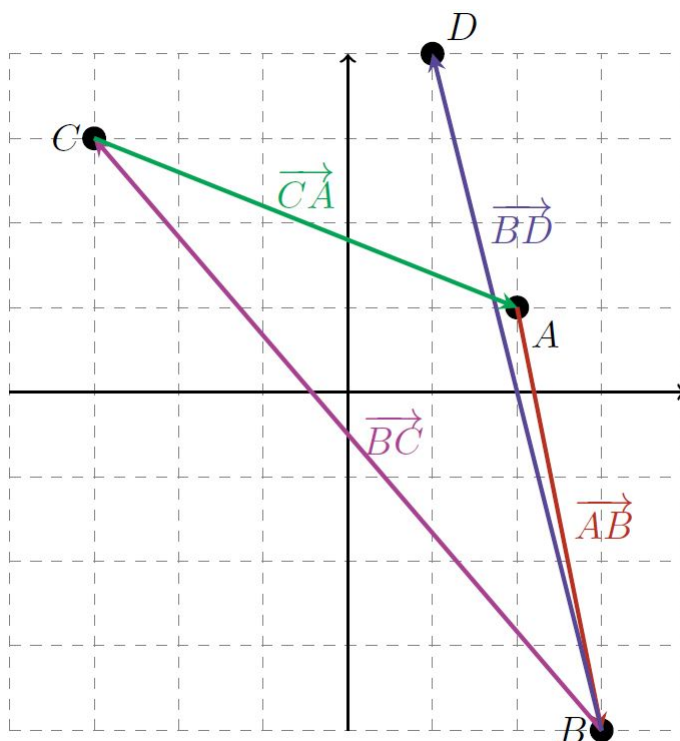


**Definition** The **directed line segment** from a point  $P$  to a point  $Q$  is drawn as an arrow starting at point  $P$  with tip at point  $Q$ . It is denoted  $\overrightarrow{PQ}$ .

**Example** On the second graph, plot  $\overrightarrow{OP}$ ,  $\overrightarrow{PQ}$ , and  $\overrightarrow{QR}$  if  $P = (-2, 1)$ ,  $Q = (-3, 3)$ , and  $R = (2, 3)$ .

**Definition** Two directed line segments,  $\overrightarrow{PQ}$  and  $\overrightarrow{RS}$ , are **equivalent** if  $\vec{q} - \vec{p} = \vec{s} - \vec{r}$  in which case we will write  $\overrightarrow{PQ} = \overrightarrow{RS}$

**Example** Plot and label the vectors  $\vec{a} = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$ ,  $\vec{b} = \begin{bmatrix} 3 \\ -4 \end{bmatrix}$ ,  $\vec{c} = \begin{bmatrix} -3 \\ 3 \end{bmatrix}$ , and  $\vec{d} = \begin{bmatrix} 1 \\ 4 \end{bmatrix}$ .



Find and plot

- $\overrightarrow{AB}$
- $\overrightarrow{BC}$
- $\overrightarrow{BD}$
- $\overrightarrow{CA}$



## Extension into 3D

We define  $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}$  and  $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix}$  and  $t \in \mathbb{R}$ . Let  $\vec{u} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$  and  $\vec{v} = \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix}$ .

•  $\vec{u} + \vec{v}$

$$= \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} + \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix} = \begin{bmatrix} u_1 + v_1 \\ u_2 + v_2 \\ u_3 + v_3 \end{bmatrix}$$

•  $\vec{u} + \vec{v}$

$$= \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} + \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} = \begin{bmatrix} 1+4 \\ 2+5 \\ 3+6 \end{bmatrix} = \begin{bmatrix} 5 \\ 7 \\ 9 \end{bmatrix}$$

•  $t\vec{u}$

$$= t \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} = \begin{bmatrix} tu_1 \\ tu_2 \\ tu_3 \end{bmatrix}, t \in \mathbb{R}$$

•  $-\frac{1}{2}\vec{u}$

$$= -\frac{1}{2} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} -1/2 \\ -1 \\ -3/2 \end{bmatrix}$$

•  $\vec{u} \cdot \vec{v}$

$$= \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} \cdot \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix} = u_1v_1 + u_2v_2 + u_3v_3$$

•  $\vec{u} \cdot \vec{v}$

$$= \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \cdot \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} \\ = (1)(4) + (2)(5) + (3)(6) = 32$$

•  $\|\vec{u}\|$

$$= \sqrt{\vec{u} \cdot \vec{u}} = \sqrt{(u_1)^2 + (u_2)^2 + (u_3)^2}$$

•  $\|\vec{u}\|$

$$= \sqrt{1^2 + 2^2 + 3^2} = \sqrt{1 + 4 + 9} = \sqrt{13}$$



- $d(\vec{u}, \vec{v}) = \|\vec{u} - \vec{v}\|$   
 $= \sqrt{(u_1 - v_1)^2 + (u_2 - v_2)^2 + (u_3 - v_3)^2}$

- $d(\vec{u}, \vec{v})$   
 $= \sqrt{(1 - 4)^2 + (2 - 5)^2 + (3 - 6)^2}$   
 $= \sqrt{9 + 9 + 9} = \sqrt{27} = 3\sqrt{3}$

- $\hat{u} = \frac{1}{\|\vec{u}\|} \vec{u}$

- $\hat{u} = \frac{1}{\sqrt{13}} \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 1/\sqrt{13} \\ 2/\sqrt{13} \\ 3/\sqrt{13} \end{bmatrix}$

- $\vec{u} \times \vec{v} = \begin{bmatrix} u_2v_3 - u_3v_2 \\ u_3v_1 - u_1v_3 \\ u_1v_2 - u_2v_1 \end{bmatrix}$

- $\vec{u} \times \vec{v} = \begin{bmatrix} (2)(6) - (3)(5) \\ (3)(4) - (1)(6) \\ (1)(5) - (2)(4) \end{bmatrix} = \begin{bmatrix} -3 \\ 6 \\ -3 \end{bmatrix}$

★ Note this is different from the 2D case.

The cross product gives a vector result rather than a scalar!

- $\|\vec{u} \times \vec{v}\| = \|\vec{u}\| \|\vec{v}\| \sqrt{1 - (\hat{u} \cdot \hat{v})^2}$   
or

$$\|\vec{u} \times \vec{v}\|^2 = (\vec{u} \cdot \vec{u})(\vec{v} \cdot \vec{v}) - (\vec{u} \cdot \vec{v})^2$$

- $\|\vec{u} \times \vec{v}\| = \sqrt{\begin{bmatrix} -3 \\ 6 \\ -3 \end{bmatrix} \cdot \begin{bmatrix} -3 \\ 6 \\ -3 \end{bmatrix}}$   
 $= \sqrt{9 + 36 + 9} = \sqrt{54} = 3\sqrt{6}$