12.2 Vectors

Basic Definitions

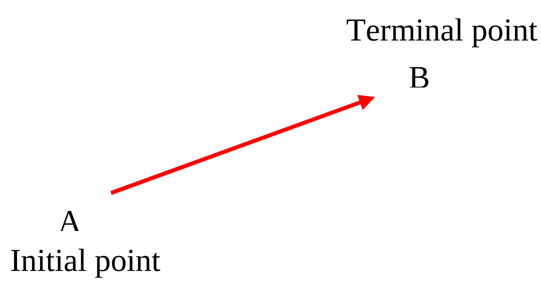
- **Scalar quantity:** A physical quantity which has only a magnitude is called scalar
- **Vector quantity:** A physical quantity which has a magnitude and a direction is called vector

Scalar quantities —— area, length, mass and temperature

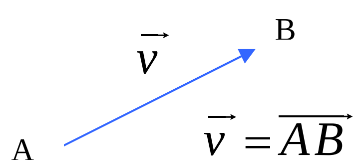
Vector quantities —— force and displacement

- **Geometric representation of vectors**

By arrows (as shown in figure)



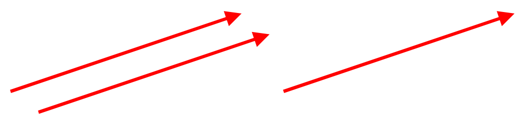
- length of arrow = magnitude of vector
- direction of arrow = direction of vector



If the initial point of $\vec{v}$ is A and the terminal point is B, then we write $\vec{v} = \overrightarrow{AB}$ when we want to emphasize the initial and terminal points.

- **Equivalent vectors**

  Having same magnitude and same direction



Translations of each other

- **Zero vector $\vec{0}$**

  Vector of length zero.

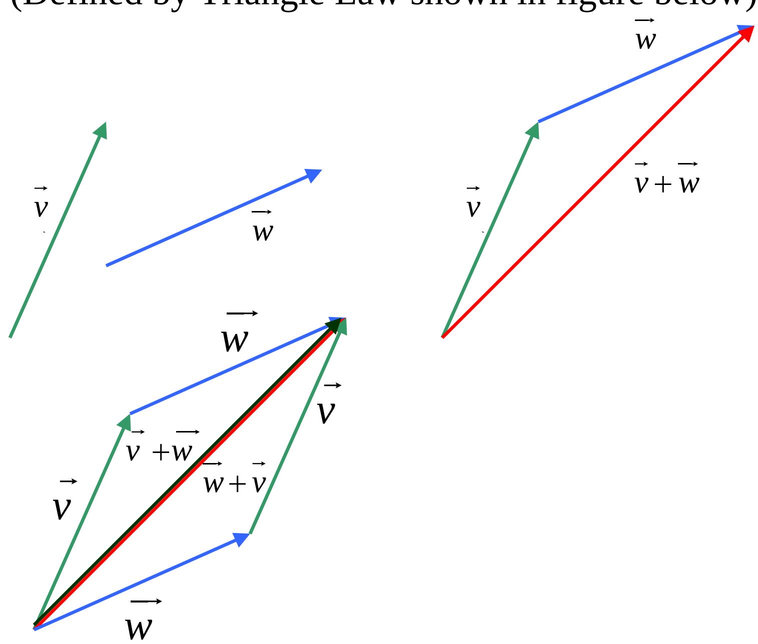
Has no specific direction

Some Operations on Vectors

- **Vector addition**

If $\vec{v}$ and $\vec{w}$ are vectors, then the sum $\vec{v}+\vec{w}$ is the vector from the initial point of $\vec{v}$ to the terminal point of $\vec{w}$ when the vectors are positioned so the initial point of $\vec{w}$ is at the terminal point of $\vec{v}$.

(Defined by Triangle Law shown in figure below)



See explanation in class

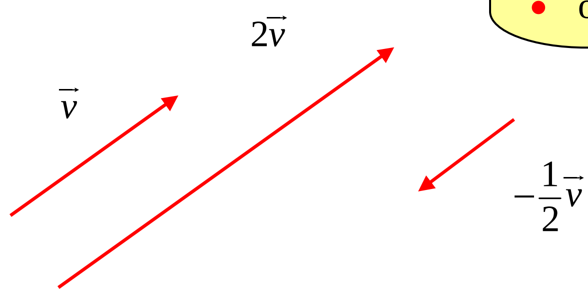
- **Scalar multiplication**

Given a vector $\vec{v}$ and a scalar k. Then

$k\vec{v}$ = a vector with

- length $|k|$ times the length of $\vec{v}$
- direction
  - same as $\vec{v}$ if $k > 0$
  - opposite to $\vec{v}$ if $k < 0$

Example:



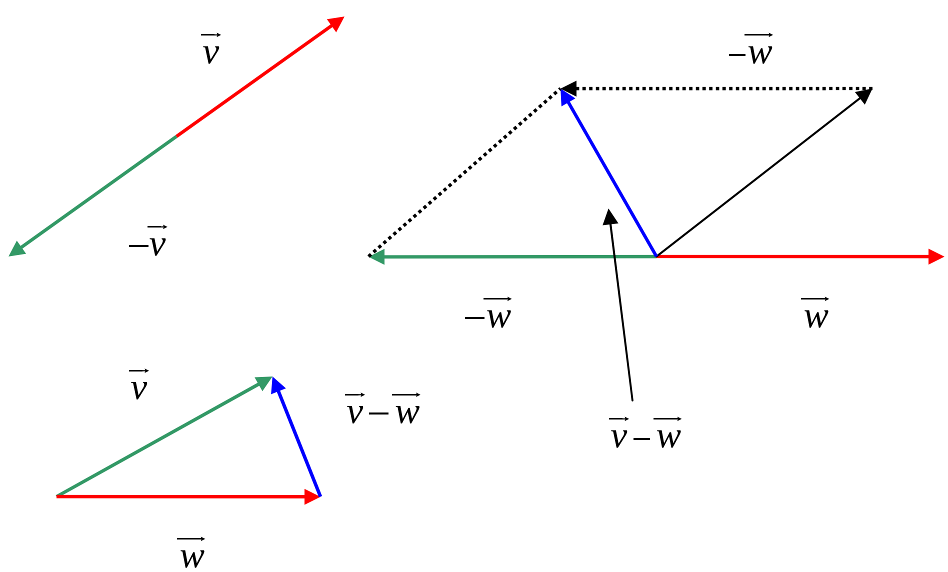
- **Negative of a vector**

$-\vec{v} = (-1)\vec{v}$ is called negative of $\vec{v}$

Have same magnitude but opposite direction

- **Difference of two vectors**

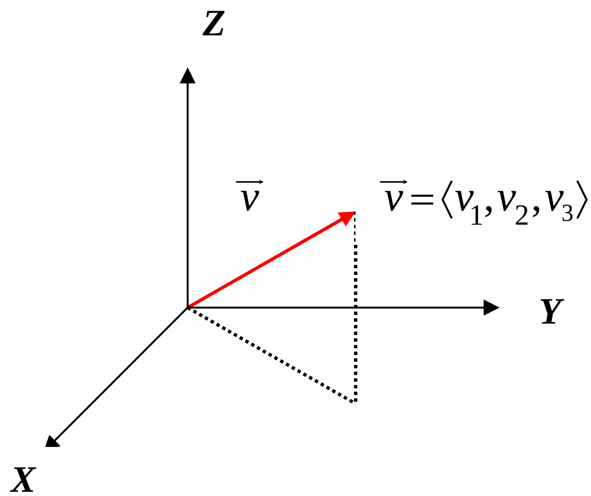
$\vec{u} - \vec{v} = \vec{u} + (-\vec{v})$



Component Form of Vectors

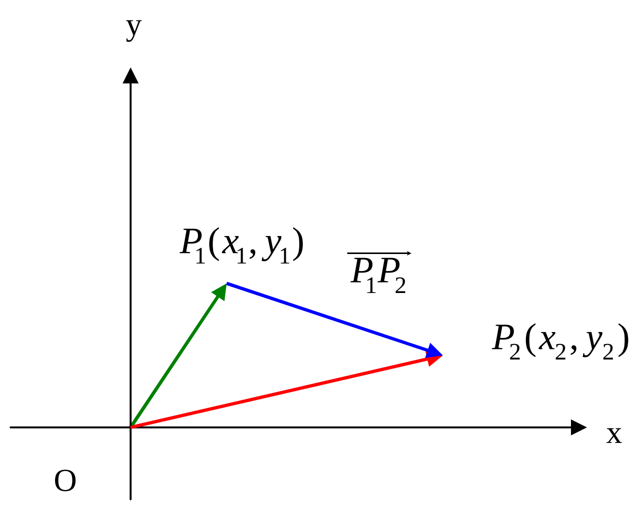
- **Components of a vector with initial point $O(0,0,0)$ and terminal point $P(v_1, v_2, v_3)$**

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



- **Components of a vector with initial point $P_1(x_1, y_1, z_1)$ and terminal point $P_2(x_2, y_2, z_2)$**

$$\vec{v} = \overrightarrow{P_1P_2} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle$$



- **Components of zero vector**

$$\langle 0,0,0 \rangle$$

- **Equivalent vectors**

Corresponding components are same

Arithmetic Operations on Vectors (in components)

If $\vec{v} = \langle v_1, v_2, v_3 \rangle$, $\vec{w} = \langle w_1, w_2, w_3 \rangle$ then

- $\vec{v} + \vec{w} = \langle v_1 + w_1, v_2 + w_2, v_3 + w_3 \rangle$
- $\vec{v} - \vec{w} = \langle v_1 - w_1, v_2 - w_2, v_3 - w_3 \rangle$
- $k\vec{v} = \langle kv_1, kv_2, kv_3 \rangle$

Rules of Vector Arithmetic

For any vector $\vec{u}$, $\vec{v}$ and $\vec{w}$ and any scalars k and l, the following relations hold:

- $\vec{u} + \vec{v} = \vec{v} + \vec{u}$
- $(\vec{u} + \vec{v}) + \vec{w} = \vec{u} + (\vec{v} + \vec{w})$
- $\vec{u} + \vec{0} = \vec{0} + \vec{u}$
- $\vec{u} + (-\vec{u}) = \vec{0}$
- $k(l\vec{u}) = (kl)\vec{u}$
- $k(\vec{u} + \vec{v}) = k\vec{u} + k\vec{v}$
- $(k + l)\vec{u} = k\vec{u} + l\vec{u}$

Given $\vec{v} = \langle v_1, v_2, v_3 \rangle$ then the ***magnitude*** or ***length*** or ***norm*** of $\vec{v}$ is

$$\|\vec{v}\| = \sqrt{v_1^2 + v_2^2 + v_3^2}$$

Note: $\|c\vec{v}\| = |c|\|\vec{v}\|$.

Why?

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

Finding a unit vector in the direction of a given vector is called ***normalization***.

How to normalize a vector

Given $\vec{v}$.

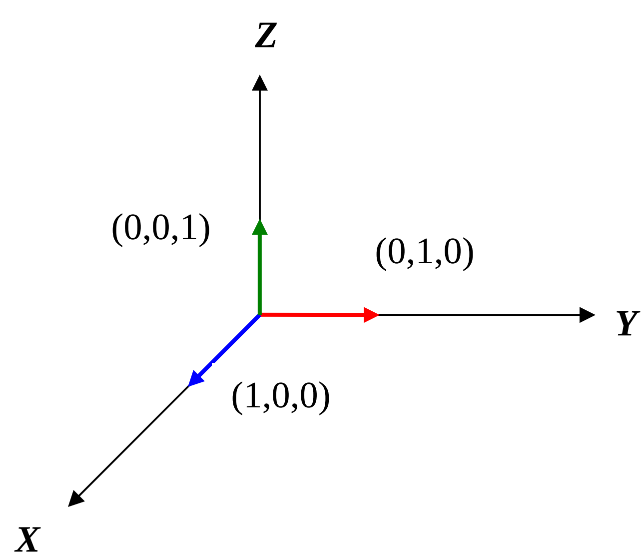
Then $\vec{u} = \dfrac{\vec{v}}{\|\vec{v}\|}$ is a unit vector in the direction of $\vec{v}$.

In an ***XYZ***-coordinate system the ***unit vector*** along the ***X***-, ***Y***- and ***Z***- axes are denoted by $\vec{i}$, $\vec{j}$ and $\vec{k}$, respectively.

$\mathbf{i} = \langle 1, 0, 0 \rangle$: unit vector along X-axis
$\mathbf{j} = \langle 0, 1, 0 \rangle$: unit vector along Y-axis
$\mathbf{k} = \langle 0, 0, 1 \rangle$: unit vector along Z-axis

Any vector in 3-space can be expressed in terms of $\mathbf{i}, \mathbf{j}, \mathbf{k}$

$$\vec{v} = \langle v_1, v_2, v_3 \rangle = v_1\langle 1,0,0 \rangle + v_2\langle 0,1,0 \rangle + v_3\langle 0,0,1 \rangle = v_1\vec{i} + v_2\vec{j} + v_3\vec{k}$$

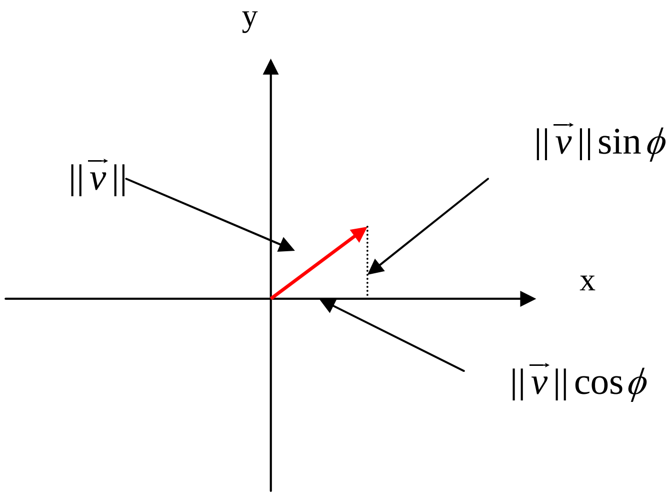


- From, we have done the concepts and methods for vectors in 3-space.
- All this holds for vectors in 2-space in a similar fashion.

Question 21/805: If $\vec{a} = \vec{i} - 2\vec{j} + \vec{k}$ and $\vec{b} = \vec{j} + 2\vec{k}$, then find $|\vec{a}|$, $\vec{a} + \vec{b}$, $\vec{a} - \vec{b}$, $2\vec{a}$ and $3\vec{a} + 4\vec{b}$.

Question 24/805: Find a unit vector that has the same direction as $12\vec{i} - 5\vec{j}$.

Finding a vector in 2-space if its length and angle with X-axis are given:



- Given the length $||\vec{v}||$ a vector $\vec{v}$ which makes angle ϕ with positive X-axis.
- Then $\vec{v}$ is given in component form as

$$\vec{v} = \left\langle \|\vec{v}\|\cos\phi, \|\vec{v}\|\sin\phi \right\rangle$$

Question 27/805: If $\vec{v}$ lies in the first quadrant and make an angle $\pi/3$ with the positive X-axis and $|\vec{v}| = 4$, find $\vec{v}$ in component form.