# CHAPTER (16) **VECTORS**



- **• Physical quantities** (or scalar quantities) speed, mass, time can be completely described by a single number called scalar. This number indicates the magnitude or size of the quantity.
- **• Vector** is a quantity that has both magnitude and direction. The velocity of a car is a vector that describes both the speed and direction of the car.

#### **Example:**

Determine the vector quantity from the following





Consider the directed line segment with an initial point *A* (also known as the tail) and terminal point *B* (also known as head) shown.



The direction of a vector is the directed angle between the vector and the positive *x***-axis.**



The direction of a vector can also be given as bearing

**A quadrant bearing** angle is a directional measurement between  $0^{\circ}$  and  $90^{\circ}$  east or west of the north-south line



*v* is 40 $\degree$  east of south (or south-east) written as  $S40\degree E$ 

**A true bearing:** is a directional measurement where the angle is measured clockwise from North.

True bearings are always given using three digits  $25^{\circ}$  written as  $025^{\circ}$ 



from north to the west



The true bearing is  $145^{\circ}$  from north, so the angle to the south axis is  $180 - 145 = 35^{\circ}$ 

Since the angle is in quadrant *IV*, therefore the quadrant bearing is from south to east  $S35^\circ E$ 

In your operations with vectors, you will need to be  $\Box$  Opposite **p** parallel familiar with following vector types.<br>The two vectors are parallel, opposite in direction



**• Parallel vectors** have the same or opposite direction but not necessarily the same magnitude

 $a||b||c||e||f$ 

**• Equivalent vectors** have the same magnitude and direction  $a = c$  **b**  $a, b, c$ 



- **• Opposite vectors** have the same magnitude but **Proposite direction**  $a = -e$ <br>**Resultant vector,** when two or more vectors are
- added, then sum is a single vector called the resultant.



• Two or more vectors with a sum that is a vector *r* are called **components** for *r*. While components can have any direction, it is often useful to express or resolve a vector into two perpendicular components. The rectangular components are horizontal *(x)* and vertical *(y)*.

$$
|x| = N\cos\theta
$$

 $|y| = N\sin\theta$ 



but doesn't equivalent  $\rightarrow$  parallel

# **D**



In the triangle method head to tail is used  $b \rightarrow a$ .

then the resultant is  $c$ 





### **Vector Operations**

if  $a = \langle a_1, a_2 \rangle$  and  $b = \langle b_1, b_2 \rangle$ 



• A vector that has a magnitude of 1 unit is called unit vector  $\mathcal{V}$ 

$$
u = \overline{|v|}
$$

• The unit vectors in the direction of the positive *x***-axis** and *y*-axis are denoted by  $i = \langle 1, 0 \rangle$  and  $j = \langle 0, 1 \rangle$ respectively. Vectors *i* and *j* are called standard unit vectors.



- The vector sum  $ai + bj$  is called linear combination.
- The vector  $\nu$  can be written in component form or as a linear combination of *i* and *j* using the magnitude and direction angle of the vector.



It also follows that the direction angle  $\theta$  of vector  $v = \langle a, cb \rangle$  an be found by solving trigonometric equation

$$
\tan \theta = \frac{|v| \sin \theta}{|v| \cos \theta} \text{ or } \tan \theta = \frac{b}{a}
$$

On the other hand for a given  $v = \langle a, b \rangle$ , then  $\theta$ is given by









# **Unit Vectors**

In the three-dimensional coordinate system, a third axis called *z*-axis that passes through the origin and is perpendicular to both the *x*-axis and *y*-axis



# **Distance and Midpoint Formula in Space**

- The distance between points  $A(x_1, y_1, z_1)$  and  $B(x_2, y_2, z_2)$  $AB = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$
- The midpoint M of  $\overline{AB}$  is given by

$$
M\left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2}, \frac{z_1 + z_2}{2}\right)
$$



$$
AB = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}
$$
  
=  $\sqrt{(1 - (-4))^2 + (0 - 10)^2 + (9 - 4)^2}$   
=  $\sqrt{5^2 + (-10)^2 + 5^2}$   
=  $\sqrt{25 + 100 + 25}$   
=  $\sqrt{150}$   
=  $\sqrt{6 \cdot 25}$   
=  $5\sqrt{6}$ 

$$
\gg\!\!{\rm B}
$$

24. If (3, 4, 4) is the midpoint of  
\nAB, 
$$
A(-3, 2, 8)
$$
 and  $B(9, 6, k)$ ,  
\nthen find the value of k  
\nA 4  
\nB 6  
\nC 2  
\nD 0  
\n  
\n $\frac{z_1 + z_2}{2} = M$   
\n $\frac{8 + k}{2} = 4$   
\n $8 + k = 8$   
\n $k = 0$   
\n  
\n25. Classify the triangle ABC with vertices  
\n $A(3, 6, 1), B(5, 7, 4)$  and  $C(1, 5, -2)$   
\nA Right  
\nB Isosceles  
\nC Equilateral  
\n $AB = \sqrt{(5-3)^2 + (7-6)^2 + (4-1)^2}$   
\n $= \sqrt{2^2 + 1^2 + 3^2}$   
\n $= \sqrt{14}$   
\n $AC = \sqrt{(3-1)^2 + (6-5)^2(1-(-2))^2}$   
\n $= \sqrt{2^2 + 1^2 + 3^2}$   
\n $= \sqrt{14}$ 

 $BC = \sqrt{(5-1)^2 + (7-5)^2 + (4-(-2))^2}$   $= \sqrt{4^2 + 2^2 + 6^2}$ <br> $BC = \sqrt{(5-1)^2 + (7-5)^2 + (4-(-2))^2}$   $= \sqrt{4^2 + 2^2 + 6^2}$ 

 $AB = AC$  then it is an isosceles triangle

$$
\gg B
$$

# **Express Vectors in Space**

To find the component form of the directed line segment from  $A(x_1, y_1, z_1)$  to  $B(x_2, y_2, z_2)$  is  $\overrightarrow{AB} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle$ The unit vectors are:  $i = \langle 1, 0, 0 \rangle$ ,  $j = \langle 0, 1, 0 \rangle$ ,  $k = \langle 0, 0, 1 \rangle$ 

The linear combination of  $v = \langle v_1, v_2, v_3 \rangle$ is  $v = v_1 i + v_2 j + v_3 k$ 

 $=\sqrt{56}$ 



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

The unit vector *u* in the direction of *v* is  $u = \frac{v}{|v|}$ 



$$
\overrightarrow{AB} = \langle 3 - (-4), 6 - (-2), -6 - 1 \rangle
$$
  
=  $\langle 7, 8, -7 \rangle$ 

**B**

**27.** The magnitude of the vector 
$$
v = 7i + 8j - 7k
$$
 is  
\n**A**  $\sqrt{22}$   
\n**B** 162  
\n**C** 22  
\n**D**  $9\sqrt{2}$   
\n $|v| = \sqrt{7^2 + 8^2 + (-7)^2}$   
\n $= \sqrt{49 + 64 + 49}$   
\n $= \sqrt{162}$   
\n $= \sqrt{2 \cdot 81}$   
\n $= 9\sqrt{2}$ 

### **D**



### **Vector Operations in Space**

If  $a = \langle a_1, a_2, a_3 \rangle$ ,  $b = \langle b_1, b_2, b_3 \rangle$ 



# **Dot Products of Vectors in Space**

The dot product of  $a = \langle a_1, a_2, a_3 \rangle$  and  $b = \langle b_1, b_2, b_3 \rangle$  is defined as  $a \cdot b = a_1b_1 + a_2b_2 + a_3b_3$ 

The vectors *a* and *b* are perpendicular if and only if  $a \cdot b = 0$ 





 $u = \langle 3, -3, 3 \rangle, v = \langle 4, k, 3 \rangle$  $\mathbf{A}$  - 7 **B** – 7 7 **C** 8 **D** 8 – 8

For perpendicular vectors  $a \cdot b = 0$  **Example:**  $u \cdot v = 3 \cdot 4 + (-3) \cdot k + 3 \cdot 3 = 0$  $= 12 - 3k + 9 = 0$  $=-3k=-21$  $k = 7$ **B**

*33.* **Find the angle between** *u* **and** *v*  $u = \langle \sqrt{2}, 2, 0 \rangle, v = \langle \sqrt{3}, 0, 1 \rangle$ **A**  $120^{\circ}$  **B**  $30^{\circ}$ 

**C**  $45^{\circ}$  **D**  $60^{\circ}$ 

$$
\cos \theta = \frac{u \cdot v}{|u||v|}
$$
  
\n
$$
u \cdot v = \sqrt{2} \times \sqrt{3} + (2 \times 0) + (0 \times 1)
$$
  
\n
$$
= \sqrt{6} + 0 + 0 = \sqrt{6}
$$
  
\n
$$
|u| = \sqrt{(\sqrt{2})^2 + 2^2 + 0^2}
$$
  
\n
$$
= \sqrt{2} + 4 + 0
$$
  
\n
$$
= \sqrt{6}
$$
  
\n
$$
|v| = \sqrt{(\sqrt{3})^2 + 0^2 + 1^2}
$$
  
\n
$$
= \sqrt{3} + 0 + 1
$$
  
\n
$$
= 2
$$

 **B**

$$
\cos \theta = \frac{\sqrt{6}}{2 \cdot \sqrt{6}} = \frac{1}{2}
$$

$$
\cos^{-1} \frac{1}{2} \quad \theta = 60^{\circ}
$$

**D**

If  $a = ai + a<sub>2</sub> j + a<sub>3</sub> k$  and  $b = b<sub>1</sub> k + b<sub>2</sub> j + b<sub>3</sub> k$ , the cross product of *a* and *b* is the vector  $a \times b = (a_1b_1 - a_1b_1)i - (a_1b_1 - a_1b_1)j + (a_1b_2 - a_2b_1)k$ 

To find the product we can apply the formula for calculating the determinant of a  $3 \times 3$  matrix.

 $a \times b = \begin{pmatrix} i & j & k \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{pmatrix} = \begin{pmatrix} a_2 & a_3 \\ b_2 & b_3 \end{pmatrix} i - \begin{pmatrix} a_1 & a_3 \\ b_1 & b_3 \end{pmatrix} j + \begin{pmatrix} a_1 & a_2 \\ b_1 & b_2 \end{pmatrix} k$ 

If  $a \times b = c$  the *c* is perpendicular to *a* and *b* If *a* and *b* are adjacent sides in a parallelogram, then  $|a \times b|$  equals the area of that parallelogram.

Find the area of the parallelogram if  $a = -4i + j + 8k$  and  $b=3i-4j-3k$  are two adjacent sides of the parallelogram.

#### **Solution:**

**Step 1:**

$$
b = \begin{pmatrix} i & j & k \\ -4 & 1 & 8 \\ 3 & -4 & -3 \end{pmatrix}
$$
  
=  $\begin{bmatrix} -3 - (-32) \end{bmatrix} i - [12 - 24] j + [16 - 3] k$   
=  $29i + 12j + 13k$ 

**Step 2:**

$$
Area = |a \times b| = \sqrt{(29)^2 + 12^2 + 13^2}
$$

$$
= \sqrt{841 + 144 + 169}
$$

$$
= \sqrt{1154}
$$



This question is the same as: Find the cross product of  $u = \langle 3, -2, 1 \rangle$  and  $v = \langle -3, 3, 1 \rangle$  $u \times v = \begin{pmatrix} i & j & k \\ 3 & -2 & 1 \\ -3 & 3 & 1 \end{pmatrix} = \begin{pmatrix} -2 & 1 \\ 3 & 1 \end{pmatrix} i - \begin{pmatrix} 3 & 1 \\ -3 & 1 \end{pmatrix} j + 3 \begin{pmatrix} 3 & -2 \\ -3 & 3 \end{pmatrix} k$  $= (-2 - 3)i - [3 - (-3)]j + (9 - 6)k$  $=-5i-6j+3k$ 





#### **Triple Scaler Product**

 $=\langle -1, -7, 3 \rangle$ 

**E** 

Three vectors that lie in different planes but share the same initial point determine the adjacent edges of a **parallelepiped**. The absolute value of the triple scalar product of these vectors represents the volume of the parallelepiped.



If  $t = t_1 i + t_2 j + t_3 k$ ,  $u = u_1 i + u_2 j + u_3 k$  and  $v = v_1 i + v_2 j + v_3 k$ , the triple scalar product is given by  $t \cdot (u \times v) = \begin{pmatrix} t_1 & t_2 & t_3 \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{pmatrix}$