

# Algebraic Vectors

## Geometric Vectors

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- Geometric vectors are vectors with no fixed location
- Geometric vectors are written as a \_\_\_\_\_ and a \_\_\_\_\_

i.e. \_\_\_\_\_

## Algebraic Vectors

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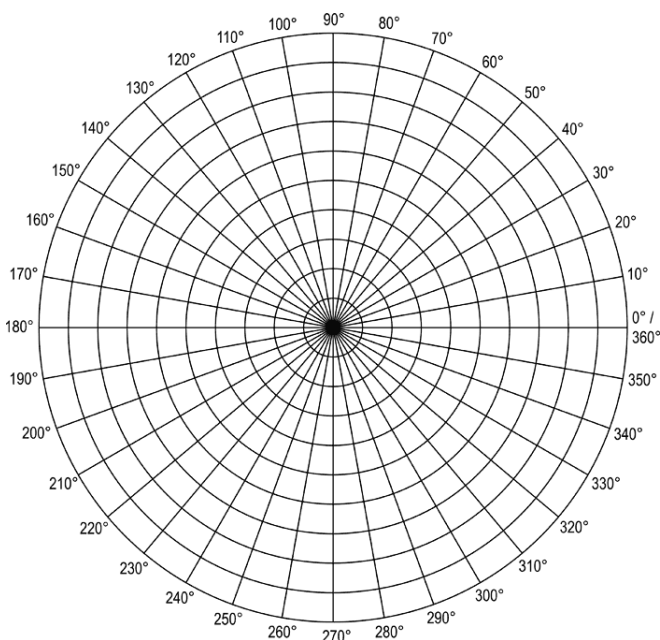
- Algebraic vectors are vectors that are drawn on a coordinate plane with the tail at \_\_\_\_\_.

## Polar Coordinates

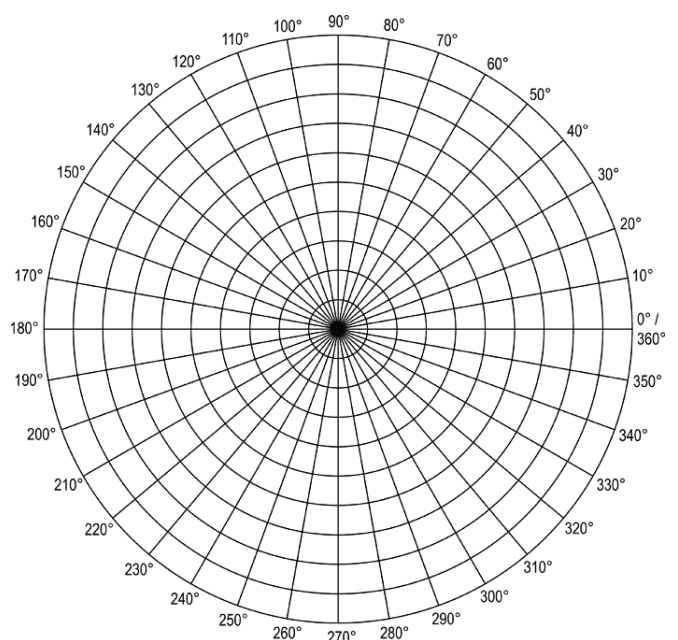
- Algebraic vectors can be written using polar coordinates in the form \_\_\_\_\_, where the angle is measured from the terminal arm (positive x-axis).

i.e. \_\_\_\_\_ or \_\_\_\_\_

1. Plot the vector  $\vec{a} = (4, 120^\circ)$



2. Plot the vector  $\vec{a} = 9 \text{ units [S45°W]}$



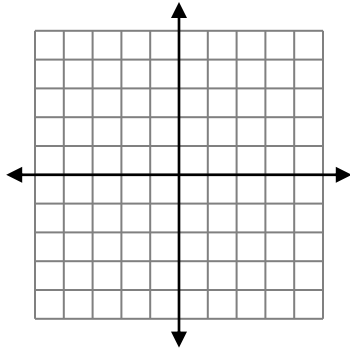
## Cartesian Coordinates

- Algebraic vectors can be written using Cartesian coordinates in \_\_\_\_\_  
or \_\_\_\_\_ form.

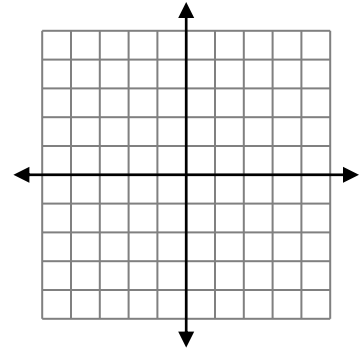
i.e. \_\_\_\_\_ or \_\_\_\_\_

1. Draw the following algebraic vectors:

a)  $\vec{a} = (3, 5)$



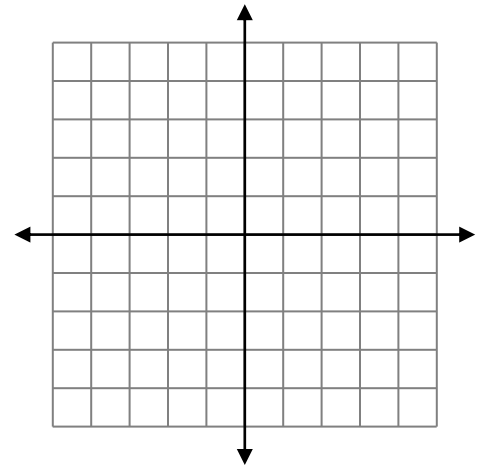
b)  $\vec{a} = (-4, 1)$



2. Write the vector  $\overrightarrow{AB}$  in component form if:

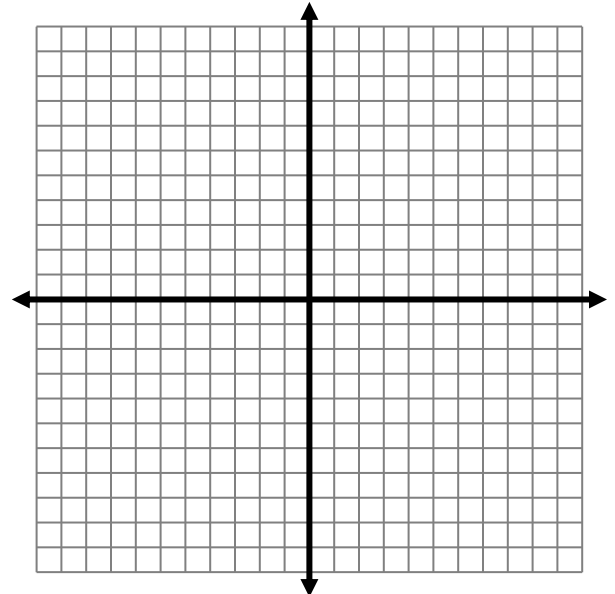
a)  $A = (4, 3)$  and  $B = (-1, 1)$

b)  $A = (25, 70)$  and  $B = (15, 100)$



3. Determine  $\vec{a} + \vec{b}$  if  $\vec{a} = (1, 5)$  and  $\vec{b} = (3, -2)$

4. Determine  $2\vec{a}$  if  $\vec{a} = (-3, -1)$



5. Simplify  $10\vec{a} - 3\vec{b}$  if  $\vec{a} = (-2, 7)$  and  $\vec{b} = (3, 1)$

### **Unit Vector Form**

- Algebraic vectors can be written using \_\_\_\_\_.

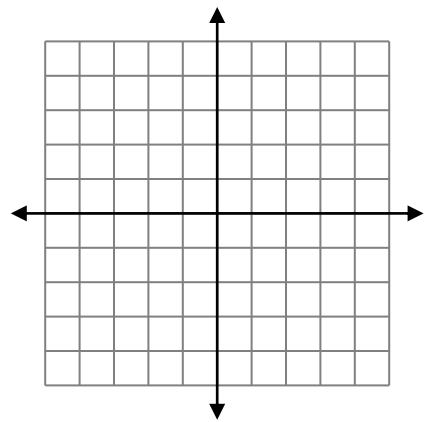
$$\vec{i} = \underline{\hspace{10cm}}$$

$$\vec{j} = \underline{\hspace{10cm}}$$

1. Write each of the following vectors in unit vector form:

a)  $\vec{a} = (2, 5)$

b)  $\vec{b} = (-3, 10)$

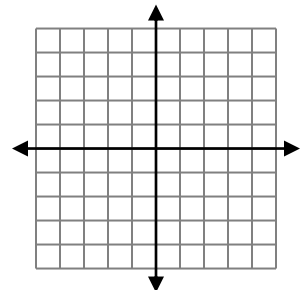


### **Magnitude of an Algebraic Vector**

Calculate the magnitude of the following algebraic vectors:

a)  $\vec{a} = (5, 2)$

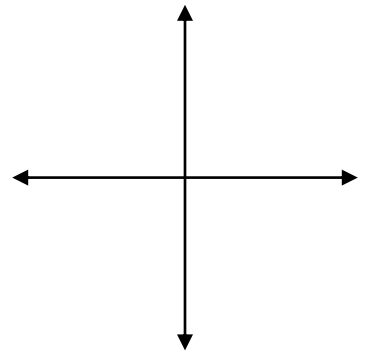
b)  $\vec{a} = (-7, 3)$



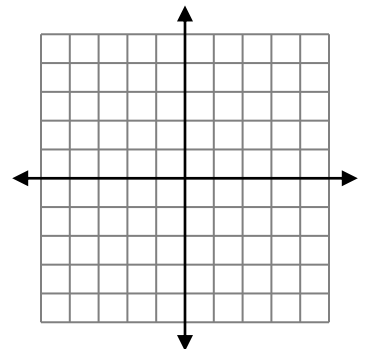
### Converting Between Forms

1. Write  $\vec{a} = -4\vec{i} + 3\vec{j}$  in component form:

2. Write the vector  $\vec{a} = 6 \text{ m [N30°W]}$  as an algebraic vector in component form.



3. Write the vector  $\vec{a} = (5, -2)$  as a geometric vector.



## Drawing Vectors in Three Dimensions

Draw each of the following vectors:

a)  $\vec{u} = (2, 6, 5)$

b)  $\vec{u} = (6, 3, 1)$

c)  $\vec{u} = (3, 1, -4)$

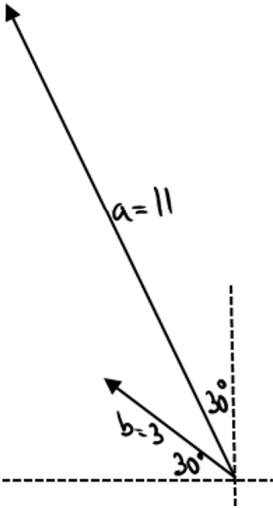
d)  $\vec{u} = (-5, 4, 3)$

e)  $\vec{u} = (3, -1, 4)$

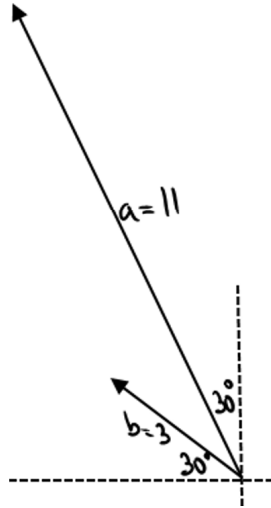
f)  $\vec{u} = -5\hat{i} - 2\hat{j} - 7\hat{k}$

# Velocity Again

Find  $\vec{b} - \vec{a}$  using Geometric vectors with Sine and Cosine laws



Find  $\vec{b} - \vec{a}$  using Algebraic Vectors then check if the answers are the same.



A search and rescue aircraft, travelling at a speed of 240km/h, starts out at a heading of  $N20^\circ W$ . After travelling for one hour and fifteen minutes, it turns to a heading of  $N80^\circ E$  and continues for another 2 hours before returning to base.

- a) Determine the displacement vector for each leg of the trip. – use a method of your choice
- b) Find the total distance the aircraft travelled and how long it took.

The **relative velocity** of the object B traveling at  $\vec{v}_B$  relative to the object A traveling at  $\vec{v}_A$  is given by:

$$\vec{v}_{BA} = \vec{v}_B - \vec{v}_A$$

For **boat in water** (similarly for **plane with wind**)

questions:  $\vec{v}_{BG} = \vec{v}_{BW} + \vec{v}_{WG}$  where  $\vec{v}_{BG}$  is velocity of boat relative to ground,  $\vec{v}_{BW}$  is velocity of boat in still water, and  $\vec{v}_{WG}$  is velocity of water relative to ground.

A car is traveling at  $\vec{v}_c = 100 \text{ km/h}[E]$ , a motorcycle is traveling at  $\vec{v}_m = 80 \text{ km/h}[W]$ , a truck is traveling at  $\vec{v}_t = 120 \text{ km/h}[N]$  and an SUV is traveling at  $\vec{v}_s = 100 \text{ km/h}[SW]$ . Find the relative velocity of the car relative to:

- a) motorcycle
- b) truck
- c) SUV

Give answers in both algebraic and geometric forms



# Vectors in Three Dimensions

## Algebraic Form

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Component Form

$$\vec{u} = (x, y, z)$$

Unit Vector Form

$$\vec{u} = x \vec{i} + y \vec{j} + z \vec{k}$$

Write  $\vec{u} = (2, -3, 1)$  in unit vector form

Write  $\vec{u} = -7 \vec{i} + 5 \vec{j} + 9 \vec{k}$  in component form

## Geometric Form

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Magnitude

$$|\vec{u}| = \sqrt{x^2 + y^2 + z^2}$$

Direction (Direction Cosines)

$$\cos \alpha = \frac{x}{|\vec{u}|} \quad \cos \beta = \frac{y}{|\vec{u}|} \quad \cos \gamma = \frac{z}{|\vec{u}|}$$

Write the vector  $\vec{u} = (3, 1, -4)$  as a geometric vector.

## Scalar Multiplication

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a)  $3(4\vec{i} + 2\vec{j} - \vec{k})$

b)  $10(3, 7, 1)$

## Vector Addition

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a)  $(5, 7, -3) + (6, 2, 4)$

b)  $(2\hat{i} + 15\hat{j} + 3\hat{k}) - (6\hat{i} - 4\hat{j} + 2\hat{k})$

## Parallel Vectors

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- Parallel vectors have the same or opposite direction.
- Two vectors are parallel if \_\_\_\_\_

a) For the points A(3, 2, 7), B(4, 5, 1), C(-4, 7, 1), D(-6, 1, 13), determine whether  $\overline{AB}$  is parallel to  $\overline{CD}$ .

## Collinear Points

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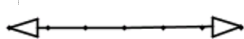
- Three points (A, B, C) are collinear if \_\_\_\_ and \_\_\_\_ are \_\_\_\_\_.

a) Determine whether the points A (4, -2, 3), B(3, 2, 7), C(1, 10, 15) are collinear.

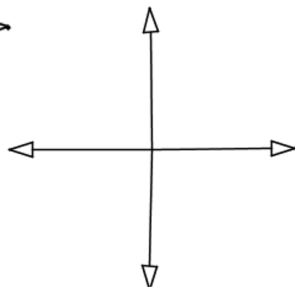
# Linear Combinations

Describe what  $x = 3$  would mean in each dimension.

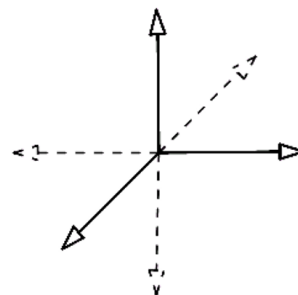
**R – line**



**R<sup>2</sup> – plane**



**R<sup>3</sup> – space**



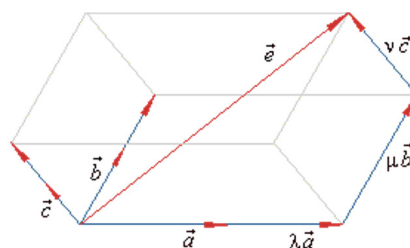
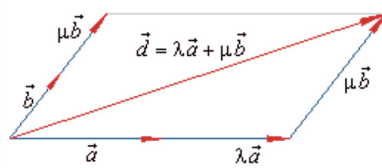
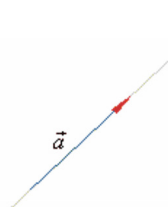
**Collinear Vectors**

$\vec{x}$  and  $\vec{u}$  are collinear  $\iff$  there is a scalar  $k$  such that  $\vec{x} = k\vec{u}$

**Coplanar Vectors**

$\vec{u}, \vec{v}$  and  $\vec{x}$  are coplanar  $\iff$  there are scalars  $a$  and  $b$  such that  $\vec{x} = a\vec{u} + b\vec{v}$

<b>Parallel/Collinear Vectors</b> can be written as _____ of each other  Ex.		<b>Coplanar Vectors</b> can be written as _____ of each other. Vectors can also be said to be <b>Linearly Dependent</b>  Ex.	
<b>Spanning Set for 1D – LINE in <math>\mathbb{R}^2</math> or <math>\mathbb{R}^3</math></b>		<b>Spanning Set for 2D – PLANE in <math>\mathbb{R}^3</math></b>	
		<b>Spanning Set for 3D – SPACE=<math>\mathbb{R}^3</math></b>	



What is the set of all linear combinations of  $(1, 0, 0)$  and  $(0, 1, 1)$ ?

Prove that the vectors  $\vec{a} = (-1, 2, -3)$ ,  $\vec{b} = (2, 0, -1)$ , and  $\vec{c} = (-7, 6, -7)$  are linear dependant.

# Dot Product

Dot product is the \_\_\_\_\_ of one vector with the scalar projection of the other vector.

Determine  $\vec{a} \bullet \vec{b}$ , if  $|\vec{a}| = 20$ ,  $|\vec{b}| = 45$  and  $\theta = 55^\circ$ .

## Perpendicular Vectors

If two vectors are perpendicular, their dot product \_\_\_\_\_

Determine  $\vec{a} \bullet \vec{b}$ , if  $|\vec{a}| = 5$ ,  $|\vec{b}| = 10$  and  $\theta = 90^\circ$ .

## Algebraic Vectors

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1. If  $\vec{u} = (2, -3, 1)$  and  $\vec{v} = (-5, 2, 4)$ , calculate  $\vec{u} \cdot \vec{v}$ .

2. If  $\vec{u} = 3\vec{i} + 2\vec{j} + 7\vec{k}$  and  $\vec{v} = 5\vec{i} - 9\vec{k}$ , find  $\vec{u} \cdot \vec{v}$ .

3. Find the angle between the vectors  $\vec{u} = (-2, 3, 4)$  and  $\vec{v} = (1, 5, 2)$ .

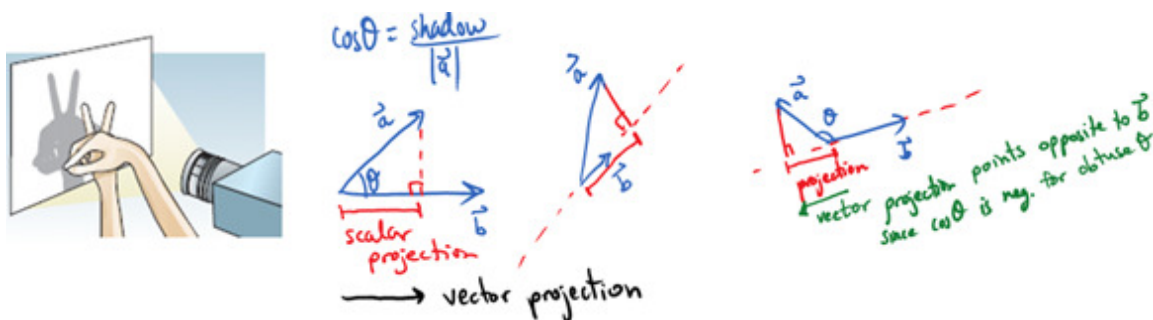
## Properties of Dot Product

$$k(\vec{u} \cdot \vec{v}) =$$

$$\vec{u} \cdot (\vec{v} + \vec{w}) =$$

$$\vec{u} \cdot \vec{u} =$$

# Projections




**Scalar Projection**

of  $\vec{a}$  on  $\vec{b} = |\text{proj } \vec{a} \text{ on } \vec{b}|$

$$= |\vec{a} \downarrow \vec{b}|$$

$$= |\vec{a}| \cos\theta$$

$$= \frac{|\vec{a} \cdot \vec{b}|}{|\vec{b}|}$$


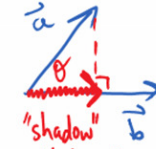
**Vector Projection of  $\vec{a}$  on  $\vec{b}$**

$$\text{proj}(\vec{a} \text{ on } \vec{b})$$

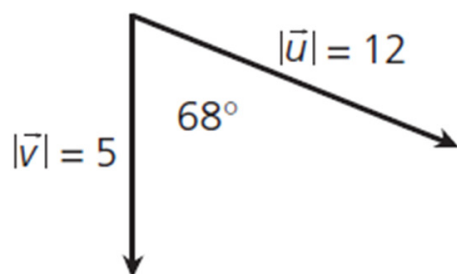
$$= \vec{a} \downarrow \vec{b}$$

$$= \frac{\vec{a} \cdot \vec{b}}{|\vec{b}|^2} \vec{b}$$

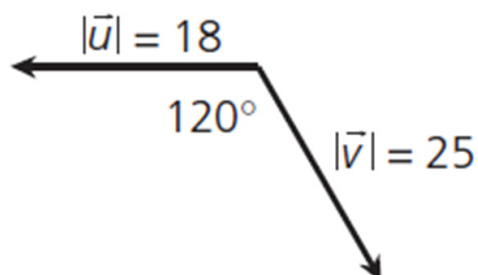
mag. dir. using unit vector  $\hat{b} = \frac{\vec{b}}{|\vec{b}|}$



Explain and show how to draw the scalar projection  $|\vec{v} \downarrow \vec{u}|$  on the diagram. Find the magnitude



Explain and show how to draw the vector projection  $\vec{v} \downarrow \vec{u}$ . Find the vector.



$\vec{a} = [5, 4, -1]$  and  $\vec{b} = [1, -2, 3]$ .

a) Find  $|\vec{a} \downarrow \vec{b}|$

b) Find  $\vec{b} \downarrow \vec{a}$



Under what circumstances is

a.  $\text{Proj}(\vec{u} \text{ onto } \vec{v}) = \text{Proj}(\vec{v} \text{ onto } \vec{u})?$

b.  $|\text{Proj}(\vec{u} \text{ onto } \vec{v})| = |\text{Proj}(\vec{v} \text{ onto } \vec{u})|?$

# Applications of Dot Product

## Work

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- Work occurs when a force is applied on an object, resulting in the displacement of the object.
- Measured in Joules

1. A 30 kg child slides down a 3 m long slide that makes an angle of  $35^\circ$  with the ground. Determine the work done by the force of gravity.
2. A mover pushes a washing machine 7.5 m across a basement floor. Calculate the work done by the mover, if he is pushing against a frictional force of 300 N.

## Cross Product

The cross product is the \_\_\_\_\_ multiplication of two vectors, which results in a vector that is \_\_\_\_\_ to the original two vectors.

$$|\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$$

$$\vec{a} \times \vec{b} = (y_a z_b - z_a y_b, z_a x_b - x_a z_b, x_a y_b - y_a x_b)$$

1. If  $|\vec{u}| = 10$ ,  $|\vec{v}| = 13$ , and the angle between them is  $25^\circ$ , find  $|\vec{u} \times \vec{v}|$ .

2. If  $\vec{a} = (2, 3, 5)$  and  $\vec{b} = (4, 7, 6)$ , find  $\vec{a} \times \vec{b}$ .

3. Find a vector perpendicular to  $\vec{u} = 10\vec{i} + 3\vec{j} + 7\vec{k}$  and  $\vec{v} = -2\vec{i} - 1\vec{j}$ .

4. Calculate the magnitude of  $\vec{a} \times \vec{b}$  when  $\vec{a} = (3, 2, 1)$  and  $\vec{b} = (4, -5, 7)$

### Properties of Cross Product

$$\vec{a} \times \vec{a} =$$

$$\vec{a} \times \vec{b} =$$

$$\vec{a} \times (\vec{b} + \vec{c}) =$$

$$k(\vec{a} \times \vec{b}) =$$

1. Simplify  $(\vec{a} + \vec{b}) \times (\vec{a} + \vec{b})$ .

## Applications of Cross Product

### Area of a Parallelogram

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Find the equation for the area of a parallelogram with sides  $\vec{a}$  and  $\vec{b}$ .

1. Calculate the area of the parallelogram with sides  $\vec{u} = (10, 4, -1)$  and  $\vec{v} = (-2, 5, 3)$ .

### Area of a Triangle

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Find the equation for the area of a triangle

1. Calculate the area of a triangle with vertices  $A(1, 5, 0)$ ,  $B(2, 2, 2)$ , and  $C(5, -1, 3)$ .

# Torque

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- Torque occurs when a force is applied on an object, resulting in rotational motion.
- Measured in N m

1. Find the torque produced by a mechanic exerting a force of 95 N on the end of a 20 cm long wrench at an angle of  $30^\circ$ .