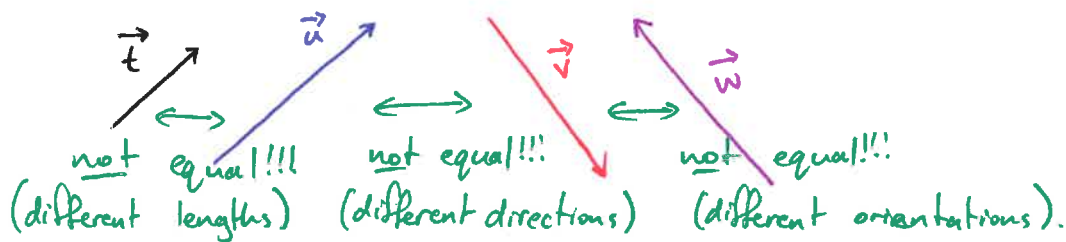


Section 3.1: Vectors in 2-space, 3-space, and n -space

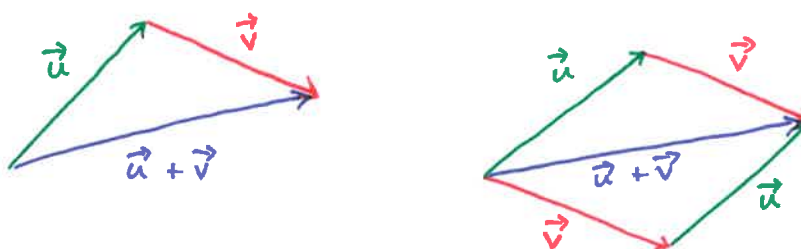
Objectives.

- Introduce the some terminology and notation for vectors.
- Understand vector operations in \mathbb{R}^n geometrically and algebraically.
- Study some properties of vector operations.

A (geometric) vector is a quantity with a direction and a length, often represented by an arrow.

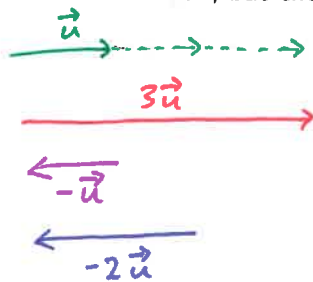


Two vectors can be added (geometrically) by placing the vectors end-to-end. (This is referred to as either the "triangle rule" or the "parallelogram rule".)



note: $\vec{u} + \vec{v}$ is the diagonal of a parallelogram with sides \vec{u} and \vec{v} .

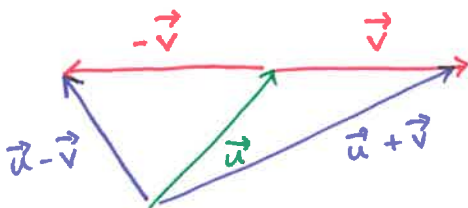
Multiplying a vector by a scalar changes ("scales") the length of the vector without changing the direction. If one vector is a scalar multiple of another, then we say the vectors are parallel. (Multiplying by a negative scalar reverses the orientation, but the result is still parallel to the original vector.)



$\vec{u}, 3\vec{u}, -\vec{u}, -2\vec{u}$
are all parallel.

note: the zero vector $\vec{0}$ is "parallel to" every vector!!!

We can view subtraction of a vector as "adding the negative of the vector".



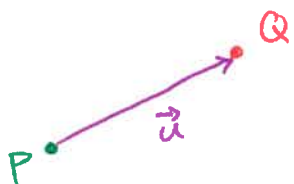
If $P = (a_1, a_2, \dots, a_n)$ and $Q = (b_1, b_2, \dots, b_n)$ are two points in \mathbb{R}^n , then the vector from P to Q is

$$\overrightarrow{PQ} = (b_1 - a_1, b_2 - a_2, \dots, b_n - a_n).$$

Two vectors $\vec{u} = (u_1, u_2, \dots, u_n)$ and $\vec{v} = (v_1, v_2, \dots, v_n)$ are equal if their components are equal. That is:

$$\vec{u} = \vec{v} \iff u_1 = v_1 \text{ and } u_2 = v_2 \text{ and } \dots \text{ and } u_n = v_n.$$

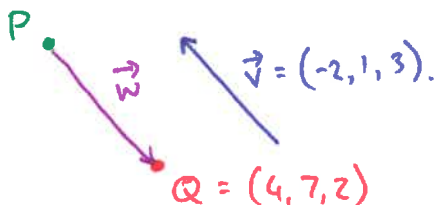
Example 1. Find the vector $\vec{u} = \overrightarrow{PQ}$ that has initial point $P = (3, -1)$ and terminal point $Q = (-2, 8)$.



$$\vec{u} = \overrightarrow{PQ} = (-2 - 3, 8 - (-1)) = \underline{\underline{(-5, 9)}}.$$

Example 2. Find the initial point of a vector \vec{w} that has terminal point $Q = (4, 7, 2)$ and is parallel to $\vec{v} = (-2, 1, 3)$ but has the opposite orientation.

i.e. choose $\vec{w} = k\vec{v}$ where $k < 0$.



$$P = (4 + (-2), 7 + 1, 2 + 3) = \underline{\underline{(2, 8, 5)}}.$$

Arithmetic with vectors (addition, subtraction, scalar multiplication) is done componentwise. If $\vec{u} = (u_1, u_2, \dots, u_n)$ and $\vec{v} = (v_1, v_2, \dots, v_n)$ are vectors in \mathbb{R}^n and k is a scalar, then we define:

$$\vec{u} + \vec{v} = (u_1 + v_1, u_2 + v_2, \dots, u_n + v_n)$$

$$k\vec{u} = (ku_1, ku_2, \dots, ku_n)$$

$$-\vec{u} = (-u_1, -u_2, \dots, -u_n)$$

Example 3. Let $\vec{u} = (3, 1, 4, -2)$ and $\vec{v} = (1, -2, 3, 0)$. Simplify:

$$(a) \vec{u} + \vec{v} = (3, 1, 4, -2) + (1, -2, 3, 0) = \underline{\underline{(4, -1, 7, -2)}}.$$

$$(b) 3\vec{u} - 4\vec{v} = 3(3, 1, 4, -2) - 4(1, -2, 3, 0) = (9, 3, 12, -6) - (4, -8, 12, 0) \\ = \underline{\underline{(5, 11, 0, -6)}}.$$

Properties of vector operations. If \vec{u} , \vec{v} , and \vec{w} are vectors in \mathbb{R}^n , and k and m are scalars, then:

1. $(\vec{u} + \vec{v}) + \vec{w} = \vec{u} + (\vec{v} + \vec{w})$
2. $\vec{u} + \vec{v} = \vec{v} + \vec{u}$
3. $\vec{u} + \vec{0} = \vec{u}$
4. $\vec{u} + (-\vec{u}) = \vec{0}$
5. $k(\vec{u} + \vec{v}) = k\vec{u} + k\vec{v}$
6. $(k + m)\vec{u} = k\vec{u} + m\vec{u}$
7. $k(m\vec{u}) = (km)\vec{u} = m(k\vec{u})$
8. $1\vec{u} = \vec{u}$

Proof of 2. Let $\vec{u} = (u_1, u_2, \dots, u_n)$ and $\vec{v} = (v_1, v_2, \dots, v_n)$. Then

$$\begin{aligned} \vec{u} + \vec{v} &= (u_1, u_2, \dots, u_n) + (v_1, v_2, \dots, v_n) \quad \left. \begin{array}{l} \text{def. of vector addition} \\ \text{addition in } \mathbb{R} \text{ is commutative.} \end{array} \right\} \\ &= (u_1 + v_1, u_2 + v_2, \dots, u_n + v_n) \\ &= (v_1 + u_1, v_2 + u_2, \dots, v_n + u_n) \\ &= (v_1, v_2, \dots, v_n) + (u_1, u_2, \dots, u_n) \quad \left. \begin{array}{l} \text{def. of vector addition.} \end{array} \right\} \\ &= \vec{v} + \vec{u}. \end{aligned}$$

Example 4. Let $\vec{u} = (-1, 4, 6)$ and $\vec{v} = (3, 3, 3)$. Find the vector \vec{x} satisfying $4\vec{x} - 2\vec{u} = 2\vec{x} - \vec{v}$.

$$\begin{aligned} 4\vec{x} - 2\vec{u} &= 2\vec{x} - \vec{v} &\Rightarrow 2\vec{x} &= 2\vec{u} - \vec{v} \\ &&\Rightarrow \vec{x} &= \frac{1}{2}(2\vec{u} - \vec{v}) = \vec{u} - \frac{1}{2}\vec{v} \\ &&&= (-1, 4, 6) - \frac{1}{2}(3, 3, 3) \\ &&&= \left(-\frac{5}{2}, \frac{5}{2}, \frac{9}{2}\right). \end{aligned}$$

zero scalar zero vector

Theorem. If \vec{v} is a vector in \mathbb{R}^n and k is a scalar, then

1. $0\vec{v} = \vec{0}$
2. $k\vec{0} = \vec{0}$
3. $(-1)\vec{v} = -\vec{v}$

Proof of 1. Let $\vec{v} = (v_1, v_2, \dots, v_n)$. Then:

$$0\vec{v} = 0(v_1, v_2, \dots, v_n) = (0v_1, 0v_2, \dots, 0v_n) = (0, 0, \dots, 0) = \vec{0}.$$

A vector \vec{w} in \mathbb{R}^n is a linear combination of $\vec{v}_1, \vec{v}_2, \dots, \vec{v}_r \in \mathbb{R}^n$ if

$$\vec{w} = k_1 \vec{v}_1 + k_2 \vec{v}_2 + \dots + k_r \vec{v}_r, \text{ where } k_1, k_2, \dots, k_r \text{ are scalars.}$$

Example 5. Find scalars c_1, c_2, c_3 satisfying $c_1(1, 2, 2) + c_2(0, 1, -1) + c_3(3, 1, 2) = (-1, 7, 7)$.

• i.e. write $(-1, 7, 7)$ as a linear combination of $(1, 2, 2), (0, 1, -1), (3, 1, 2)$.

This equation is equivalent to the linear system

$$\begin{aligned} c_1 + 3c_3 &= -1 \\ 2c_1 + c_2 + c_3 &= 7 \\ 2c_1 - c_2 + 2c_3 &= 7 \end{aligned} \longrightarrow \left[\begin{array}{ccc|c} 1 & 0 & 3 & -1 \\ 2 & 1 & 1 & 7 \\ 2 & -1 & 2 & 7 \end{array} \right].$$

We can reduce this to rref using Gauss-Jordan elimination:

$$\left[\begin{array}{ccc|c} 1 & 0 & 0 & 5 \\ 0 & 1 & 0 & -1 \\ 0 & 0 & 1 & -2 \end{array} \right]. \leftarrow \text{rref. for linear system.}$$

That is, $c_1 = 5, c_2 = -1, c_3 = -2$.

Example 6. Show that there is no choice of scalars a and b such that $a(3, -6) + b(-1, 2) = (1, 1)$.

We need to solve the system

$$\begin{aligned} 3a - b &= 1 \\ -6a + 2b &= 1 \end{aligned} \longrightarrow \left[\begin{array}{cc|c} 3 & -1 & 1 \\ -6 & 2 & 1 \end{array} \right] \xrightarrow{R_2 + 2R_1} \left[\begin{array}{cc|c} 3 & -1 & 1 \\ 0 & 0 & 3 \end{array} \right]$$

system is ~~inconsistent~~ inconsistent.

There is no solution!!!