



Vectors ❏

المتجهات

- The vector is only two pieces of information:

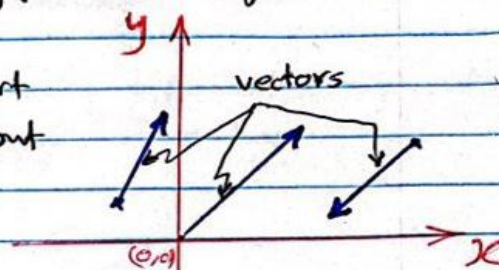
1- Direction

2- Length or Magnitude

المتجه عبارة عن مكونين وهما : المقدار و الاتجاه أو الزاوية

- We can graph a vector by an arrow that we can visualize on x-y plane and we can capture it by the arrow length and angle

- Vectors on graph could start from not just an origin, but from anywhere.



"Examples of vectors"

Examples of vectors ❏

- To answer the question "What is the current temperature?" we use a single number (scalar) ; likewise the question about a mass ;
- While to answer the question "What is the current velocity of the wind?", we need more than just a single number. We need magnitude (speed) and direction. This where vectors come to handy.

position, displacement, velocity, acceleration, force, momentum & torque are all physical quantities that can be represented mathematically by vectors.



Vector Denoting

- Vectors are writing with an arrow on top on equations.

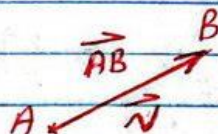
Ex)

Velocity vector $\rightarrow \vec{v}$

Force vector $\rightarrow \vec{F}$

- ⊗ Note) Any variable symbol with no arrow on top means scalar.

- A vector can be geometrically represented by a direction line segment with a head & a tail;



so vector \vec{AB} is a vector from point A to B.

- Also, we can denote vector \vec{AB} by a small case letter \vec{v}
- The length of the arrow \vec{v} corresponds to the magnitude of the vector.
- The arrow points in the direction of the vector.

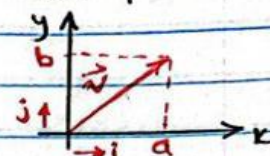


How to represent the vector mathematically :-

Vector in plane :- $\vec{r} = \begin{pmatrix} x \\ y \end{pmatrix}$, $\vec{a} = \begin{pmatrix} a \\ b \end{pmatrix}$, $\vec{b} = \begin{pmatrix} c \\ d \end{pmatrix}$

We can write vectors as Columns. Let us take a very important special vector as example :-

$$\vec{i} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \quad \vec{j} = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

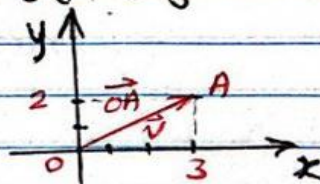


Any vector in the xy-plane can be written in terms of \vec{i} & \vec{j} using the triangle law & scalar multiplication.

$$\vec{v} = a\vec{i} + b\vec{j} = a\begin{pmatrix} 1 \\ 0 \end{pmatrix} + b\begin{pmatrix} 0 \\ 1 \end{pmatrix} = \begin{pmatrix} a \\ b \end{pmatrix}$$

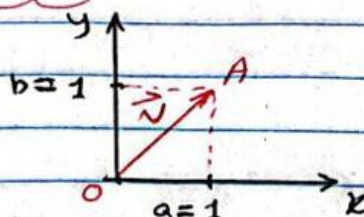
Ex1

$$\begin{pmatrix} 3 \\ 2 \end{pmatrix} = 3\begin{pmatrix} 1 \\ 0 \end{pmatrix} + 2\begin{pmatrix} 0 \\ 1 \end{pmatrix} = 3\vec{i} + 2\vec{j}$$



Notes

* IF $a=b=1$, then $\vec{v} = \vec{i} + \vec{j}$ is a "unit vector"





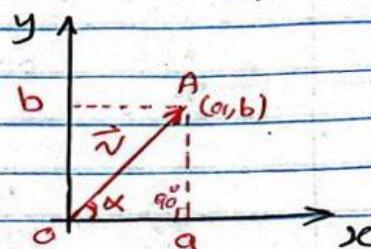
Finding the length/magnitude and the direction of vector is $a\vec{i} + b\vec{j}$ $\rightarrow (a, b) \rightarrow |\vec{r}|$

If $\vec{v} = a\vec{i} + b\vec{j}$ --- (1), then the length/magnitude of vector \vec{v} is :-

$$|\vec{v}| = \sqrt{a^2 + b^2} \quad \text{--- (2)}$$

($\sqrt{a^2 + b^2}$ \rightarrow $\sqrt{a^2 + b^2}$)

• It's a Pythagorean theorem



$$\left. \begin{aligned} a &= |\vec{v}| \cos \alpha \\ b &= |\vec{v}| \sin \alpha \end{aligned} \right\} \text{--- (3)}$$

$$\tan \alpha = \frac{b}{a}$$

Substitute eq. (3) in (1) yields ;

$$\vec{v} = |\vec{v}| (\cos \alpha \vec{i} + \sin \alpha \vec{j})$$

\vec{v} --- vector symbol

$|\vec{v}|$ --- vector length

\vec{i}, \vec{j} --- unit vector components (basis / Fundamental Vector Components)

α --- vector angle with x-axis

Ex Find a vector in plane of length (7 units) & makes angle (35°) with x-axis?
Solution

$$\text{since } |\vec{v}| = 7 \quad \& \quad \alpha = 35^\circ$$

$$\therefore \vec{v} = 7 (\cos 35^\circ \vec{i} + \sin 35^\circ \vec{j})$$

$$\vec{v} = 5.7\vec{i} + 4\vec{j}$$

Ans



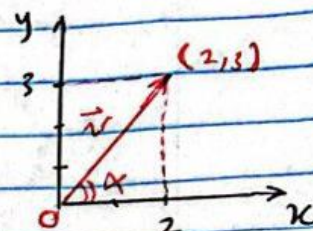
Ex) Find the angle between the vector $\vec{v} = 2\hat{i} + 3\hat{j}$ and the x-axis?

Solution

$$|\vec{v}| = \sqrt{a^2 + b^2} \quad ; \quad a = 2$$

$$b = 3$$

$$|\vec{v}| = \sqrt{2^2 + 3^2} = \sqrt{13}$$



$$a = |\vec{v}| \cos \alpha \Rightarrow \cos \alpha = \frac{a}{|\vec{v}|} = \frac{2}{\sqrt{13}}$$

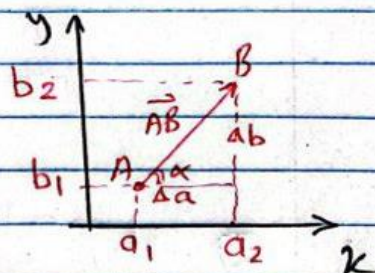
$$\therefore \alpha = \cos^{-1} \frac{2}{\sqrt{13}} = \boxed{56.3^\circ} \quad \underline{\text{Ans}}$$

Vectors with tail not in origin so
 (a_1, b_1) & (a_2, b_2) & (a_3, b_3) & (a_4, b_4)

Vectors can be start not from the origin, but from any where, like A to B

$$\therefore \vec{AB} = \Delta a \hat{i} + \Delta b \hat{j}$$

$$\vec{AB} = (a_2 - a_1) \hat{i} + (b_2 - b_1) \hat{j}$$



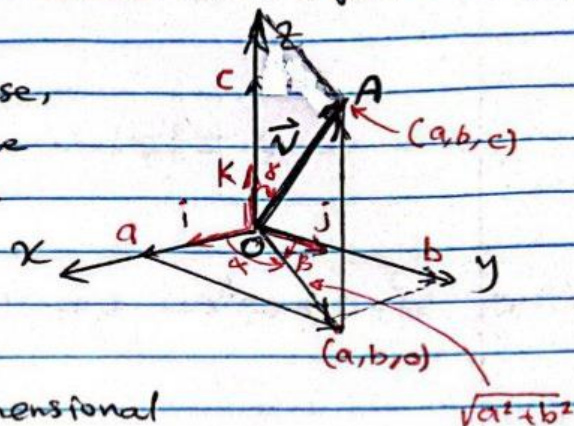


Vectors in a space

- This could be in three or higher dimensions

- Similar to the 2-D case, but we now have three basis vectors i, j & k .

- From these three components unit vectors we can describe any vector in three-dimensional space -



$$\vec{v} = \vec{OA} = a\vec{i} + b\vec{j} + c\vec{k}$$

where \vec{i}

$\vec{i}, \vec{j}, \vec{k}$ = Basis or Fundamental unit vector.

a, b, c = Directional numbers (scalars) -

α, β, γ = Directional angles.

$$|\vec{v}| = |\vec{OA}| = \sqrt{a^2 + b^2 + c^2}$$

$$a = |\vec{v}| \times \cos \alpha$$

$$b = |\vec{v}| \times \cos \beta$$

$$c = |\vec{v}| \times \cos \gamma$$

$$\frac{\vec{v}}{|\vec{v}|} = \cos \alpha \vec{i} + \cos \beta \vec{j} + \cos \gamma \vec{k} \quad \left\{ \begin{array}{l} \text{unit vector in the} \\ \text{direction of } \vec{v} \end{array} \right.$$

And,

$$\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$$



Ex Find a vector in space of length (5 units) that makes angles (70°) with x-axis, (85°) with y-axis?

Solution

$$\alpha = 70^\circ, \beta = 85^\circ, |\vec{v}| = 5$$
$$\gamma = ?, \vec{v} = ?$$

$$\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1 \Rightarrow \cos^2 70^\circ + \cos^2 85^\circ + \cos^2 \gamma = 1$$

$$\therefore \boxed{\cos \gamma = 0.935}$$

$$\vec{v} = |\vec{v}| (\cos \alpha \hat{i} + \cos \beta \hat{j} + \cos \gamma \hat{k})$$
$$= 5 (\cos 70^\circ \hat{i} + \cos 85^\circ \hat{j} + 0.935 \hat{k})$$

$$\boxed{\vec{v} = 1.7 \hat{i} + 0.436 \hat{j} + 4.675 \hat{k}}$$

Ans

Ex Find the angle between the vector $\vec{v} = -4\hat{i} + 5\hat{j} + \hat{k}$ and the x-axis?

Solution

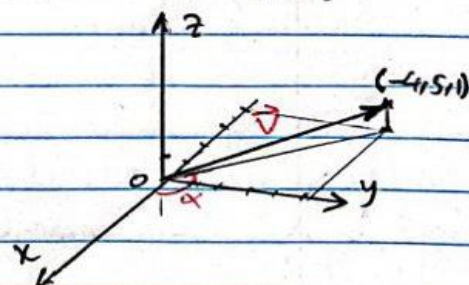
$$a = -4, b = 5, c = 1$$

$$|\vec{v}| = \sqrt{a^2 + b^2 + c^2}$$

$$|\vec{v}| = \sqrt{(-4)^2 + (5)^2 + (1)^2} = \sqrt{42}$$

$$\cos \alpha = \frac{a}{|\vec{v}|} \Rightarrow \alpha = \cos^{-1} \frac{a}{|\vec{v}|} = \cos^{-1} \frac{-4}{\sqrt{42}}$$

$$\boxed{\alpha = 128^\circ}$$





Scalar product = (Dot product)

ضرب النقط

Let $\vec{A} = a_1\vec{i} + a_2\vec{j} + a_3\vec{k}$

And $\vec{B} = b_1\vec{i} + b_2\vec{j} + b_3\vec{k}$

Then, $\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta$

Where θ — is the angle between \vec{A} & \vec{B}

Properties -

1- $\vec{A} \cdot \vec{A} = |\vec{A}|^2$

2- $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A} = a_1b_1 + a_2b_2 + a_3b_3$

3- $\cos \theta = \frac{\vec{A} \cdot \vec{B}}{|\vec{A}| |\vec{B}|} = \frac{a_1b_1 + a_2b_2 + a_3b_3}{\sqrt{a_1^2 + a_2^2 + a_3^2} \sqrt{b_1^2 + b_2^2 + b_3^2}}$

4- $\vec{A} \perp \vec{B} \Rightarrow \vec{A} \cdot \vec{B} = 0$ [Orthogonal Vectors]
متعامد

5- $a_1\vec{i} + b_1\vec{j} \perp b_1\vec{i} - a_1\vec{j}$

EX) Find the angle θ between $\vec{A} = \vec{i} - 2\vec{j} - 2\vec{k}$ & $\vec{B} = 6\vec{i} + 3\vec{j} + 2\vec{k}$?

Solution

$$\vec{A} \cdot \vec{B} = (1 \times 6) + (-2 \times 3) + (-2 \times 2) = \boxed{-4}$$

$$|\vec{A}| = \sqrt{1^2 + (-2)^2 + (-2)^2} = \sqrt{9} = \boxed{3}$$

$$|\vec{B}| = \sqrt{6^2 + 3^2 + 2^2} = \sqrt{49} = \boxed{7}$$

$$\Rightarrow |\vec{A}| |\vec{B}| = \boxed{21}$$

$$\cos \theta = \frac{\vec{A} \cdot \vec{B}}{|\vec{A}| |\vec{B}|} \Rightarrow \theta = \cos^{-1} \frac{-4}{21} \approx \boxed{101^\circ} \quad \underline{\text{Ans}}$$

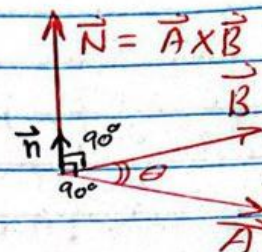


Vector Product :- (Cross product) حاصل الضرب المتجهي

Normal vector is what yields from vector product or cross product.

$$\vec{N} = \vec{A} \times \vec{B} = \vec{n} |\vec{A}| |\vec{B}| \sin \theta$$

where \vec{n} is a normal unit vector



$$\vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} ; \text{ where, } \vec{A} = a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{k} \\ \vec{B} = b_1 \hat{i} + b_2 \hat{j} + b_3 \hat{k}$$

Properties :-

1- $\vec{A} \times \vec{A} = 0 \rightarrow \sin 0 = 0$

2- $\vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$

3- $\vec{A} \parallel \vec{B} \Rightarrow \vec{A} \times \vec{B} = 0 \rightarrow \sin 0 = 0$

4- Area of $\Delta ABC = \frac{1}{2} |\vec{A} \times \vec{B}|$



Ex) Find $\vec{A} \times \vec{B}$ & $\vec{B} \times \vec{A}$ if
 $\vec{A} = 2\vec{i} + \vec{j} + \vec{k}$
 $\vec{B} = -4\vec{i} + 3\vec{j} + \vec{k}$

Solution

$$\vec{A} \times \vec{B} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 1 & 1 \\ -4 & 3 & 1 \end{vmatrix} = \begin{vmatrix} 1 & 1 \\ 3 & 1 \end{vmatrix} \vec{i} - \begin{vmatrix} 2 & 1 \\ -4 & 1 \end{vmatrix} \vec{j} + \begin{vmatrix} 2 & 1 \\ -4 & 3 \end{vmatrix} \vec{k}$$
$$= (1 \times 1 - (3 \times 1)) \vec{i} - (2 \times 1 - (-4 \times 1)) \vec{j} + (2 \times 3 - (-4 \times 1)) \vec{k}$$

$$\boxed{\vec{A} \times \vec{B} = -2\vec{i} - 6\vec{j} + 10\vec{k}}$$

but,
 $\vec{B} \times \vec{A} = -\vec{A} \times \vec{B} = \boxed{2\vec{i} + 6\vec{j} - 10\vec{k}}$

Triple Product :- ثلاثي حاصل

A-Scalar triple product :-

$$\boxed{\vec{A} \cdot (\vec{B} \times \vec{C}) = (\vec{A} \times \vec{B}) \cdot \vec{C}}$$

Note

1- Box volume is $\Rightarrow V_{\text{box}} = |\vec{A} \cdot \vec{B} \times \vec{C}|$

2- Pyramid volume is $\Rightarrow V_{\text{py}} = \frac{1}{6} |\vec{A} \cdot \vec{B} \times \vec{C}|$

B-Vector triple Product :-

$$\boxed{\vec{A} \times (\vec{B} \times \vec{C}) = (\vec{A} \cdot \vec{C}) \times \vec{B} - (\vec{A} \cdot \vec{B}) \times \vec{C}}$$

Note

$$\vec{i} \cdot \vec{i} = \vec{j} \cdot \vec{j} = \vec{k} \cdot \vec{k} = 1; \vec{i} \times \vec{i} = \vec{j} \times \vec{j} = \vec{k} \times \vec{k} = 0$$

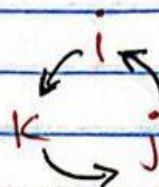


$$\hat{i} \cdot \hat{j} = \hat{j} \cdot \hat{k} = \hat{k} \cdot \hat{i} = 0$$

$$\hat{i} \times \hat{j} = \hat{k}$$

$$\hat{j} \times \hat{k} = \hat{i}$$

$$\hat{k} \times \hat{i} = \hat{j}$$



HW#2

1- Find the length & direction of these vectors & the angles make with the x-axis?

$$a - 5\hat{i} + 12\hat{j}$$

$$b - \sqrt{3}\hat{i} + \hat{j}$$

2- Find a vector 6 units long in the direction of $\vec{A} = 2\hat{i} + 2\hat{j} - \hat{k}$

3- Find the area of the triangle whose vertices are $A(1, -1, 0)$, $B(2, 1, -1)$, & $C(-1, 1, 2)$?

4- If $\vec{A} = 2\hat{i} - \hat{j}$ & $\vec{B} = \hat{i} + 3\hat{j} - 2\hat{k}$, find $\vec{A} \times \vec{B}$, then calculate $(\vec{A} \times \vec{B}) \cdot \vec{A}$?

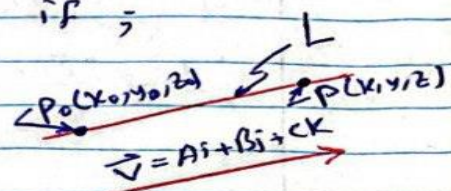


Equation of line in a space معادلة خط في الفضاء

If L is a line in a space that passes through a point $P_0(x_0, y_0, z_0)$ & is parallel to a vector $\vec{V} = A\vec{i} + B\vec{j} + C\vec{k}$, Then $P(x, y, z)$ is any point lies on L only if ;

$$\vec{P_0P} = t\vec{V}$$

①



Where ;

t — time parameter

So eq ① can be written as ;

$$(x - x_0)\vec{i} + (y - y_0)\vec{j} + (z - z_0)\vec{k} = t(A\vec{i} + B\vec{j} + C\vec{k})$$

$$x - x_0 = At$$



$$y - y_0 = Bt$$



$$z - z_0 = Ct$$



$$x = At + x_0$$

$$y = Bt + y_0$$

$$z = Ct + z_0$$

Eq of line is a space

Ex 1

Find parametric equations for the line through the point $(-2, 0, 4)$ parallel to the vector

$$\vec{V} = 2\vec{i} + 4\vec{j} - 2\vec{k}$$

Solution

$$P_0(x_0, y_0, z_0) = (-2, 0, 4)$$

$$A\vec{i} + B\vec{j} + C\vec{k} = 2\vec{i} + 4\vec{j} - 2\vec{k}$$

$$\therefore \boxed{x = 2t - 2}$$

$$\boxed{y = 4t} ; \boxed{z = -2t + 4}$$



Ex1

Find parametric equations for line through the points $P(-3, 2, -3)$ & $Q(1, -1, 4)$?

(solution)

$$\vec{PQ} = (1 - (-3))\mathbf{i} + (-1 - 2)\mathbf{j} + (4 - (-3))\mathbf{k}$$

$$\vec{PQ} = 4\mathbf{i} - 3\mathbf{j} + 7\mathbf{k} = [A\mathbf{i} + B\mathbf{j} + C\mathbf{k}]$$

* let $(x_0, y_0, z_0) = (-3, 2, -3)$

$$\therefore \boxed{x = 4t - 3} \quad ; \quad \boxed{y = -3t + 2} \quad ; \quad \boxed{z = 7t - 3}$$

or;

* let $(x_0, y_0, z_0) = (1, -1, 4)$

$$\therefore \boxed{x = 4t + 1} \quad ; \quad \boxed{y = -3t + 1} \quad ; \quad \boxed{z = 7t + 4}$$

Equation of the plane : CS geometry notes

To find the eqn of the plane that passes through the point $P_0(x_0, y_0, z_0)$ & its normal vector is $\vec{N} = a\mathbf{i} + b\mathbf{j} + c\mathbf{k}$

Let $P(x, y, z)$ be any point in the plane

$$\vec{P_0P} = (x - x_0)\mathbf{i} + (y - y_0)\mathbf{j} + (z - z_0)\mathbf{k}$$

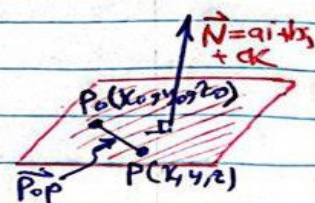
$$\vec{P_0P} \perp \vec{N} \Rightarrow \vec{P_0P} \cdot \vec{N} = 0$$

$$\Rightarrow a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

$$\Rightarrow ax + by + cz = ax_0 + by_0 + cz_0$$

or

$$\boxed{ax + by + cz = d} \leftarrow \text{Equation of the plane}$$



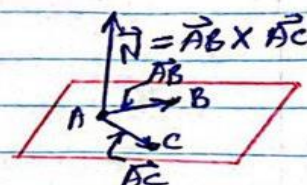


Ex1

Find the equation of the plane having the points $A(2, 3, 5)$, $B(7, 2, 1)$ & $C(1, 1, 1)$

Solution

في هذا المثال نوجد نقاط A, B, C
من هذه النقاط نأخذ \vec{AB} و \vec{AC}
متجهين اثنين وليكونا \vec{AB} و \vec{AC}



ولكننا نحتاج \vec{N} فها نستخدم (Cross product)
 \vec{N} هو حاصل ضرب \vec{AB} و \vec{AC} في الاتجاه \vec{N}

$$\vec{AB} = (7-2)\mathbf{i} + (2-3)\mathbf{j} + (1-5)\mathbf{k}$$

$$\vec{AB} = 5\mathbf{i} - \mathbf{j} - 4\mathbf{k}$$

$$\vec{AC} = (1-2)\mathbf{i} + (1-3)\mathbf{j} + (1-5)\mathbf{k}$$

$$\vec{AC} = -\mathbf{i} - 2\mathbf{j} - 4\mathbf{k}$$

$$\therefore \vec{N} = \vec{AB} \times \vec{AC} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 5 & -1 & -4 \\ -1 & -2 & -4 \end{vmatrix} = \mathbf{i} \begin{vmatrix} -1 & -4 \\ -2 & -4 \end{vmatrix} - \mathbf{j} \begin{vmatrix} 5 & -4 \\ -1 & -4 \end{vmatrix} + \mathbf{k} \begin{vmatrix} 5 & -1 \\ -1 & -2 \end{vmatrix}$$

$$\vec{N} = -4\mathbf{i} + 24\mathbf{j} - 11\mathbf{k}$$

\therefore To find the value of " d ", we do substitution of any point A, B , or C as follows;
 $ax + by + cz = d$; $d = ax_0 + by_0 + cz_0$

$$\text{let } P_0 \Rightarrow C(1, 1, 1) \Rightarrow d = (-4 \times 1) + (24 \times 1) + (-11 \times 1)$$

$$d = -9$$

$$-4x + 24y - 11z = -9$$

Eqn of the plane



Questions for discussions:-

- ① Find the parametric eqs for the lines for
 - a/ The line through the point $P(3, -4, -1)$ parallel to the vector $\vec{v} = i + j + k$
 - b/ The line through $P(-2, 0, 3)$ & $Q(3, 5, -2)$
 - c/ The line through the origin parallel to vector $\vec{v} = 2j + k$
 - d/ The line through the point $(3, -2, 1)$ parallel to the line $x = 1 + 2t, y = 2 - t, z = 3t$

-- نهاية محاضرة " Vectors, Vectors in Space, Unit Vector, Scalar " --
Product, Vector Product, line and plane equations
في الفضاء، وحدة المتجه، ضرب القيمة العددية، ضرب المتجه، معادلة الخط والمستوى --"