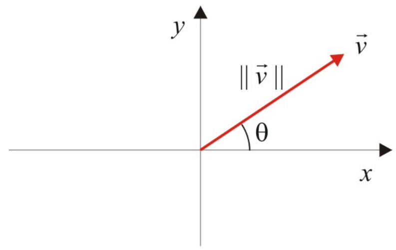
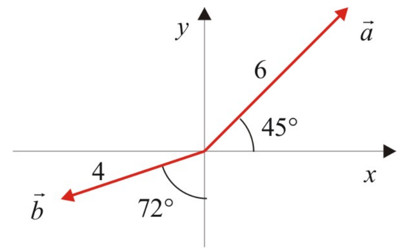
6.5 Vectors in R^2 and R^3

A Polar Coordinates
Given a *Cartesian system of coordinates*, a 2D vector $\vec{v}$ may be defined by its *magnitude* $\|\vec{v}\|$ and the counter-clockwise *angle* θ between the positive direction of the x-axis and the vector.

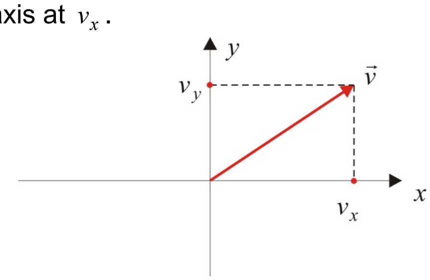


The pair $(\|\vec{v}\|, \theta)$ determines the *polar coordinates* of the 2D vector and $\vec{v} = (\|\vec{v}\|, \theta)$.

Ex 1. Express each vector in polar coordinates in the form $\vec{v} = (\|\vec{v}\|, \theta)$.

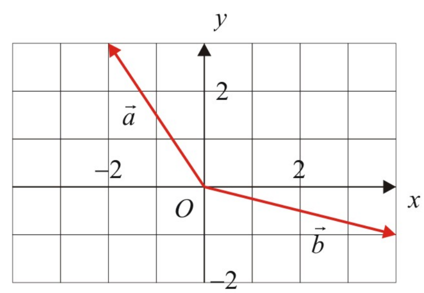


B Scalar Components for a 2D Vector
Let consider a 2D vector with the tail in the origin of the Cartesian system. Parallels through its tip to the coordinates axes intersect the x-axis at v_x and the y-axis at v_x.



The pair (v_x, v_y) determines the *scalar coordinates* of the 2D vector and $\vec{v} = (v_x, v_y)$.

Ex 2. Express each vector in scalar coordinates in the form $\vec{v} = (v_x, v_y)$.



C Link between the Polar Coordinates and Scalar Components
To convert a vector from the *polar coordinates* $\vec{v} = (\|\vec{v}\|, \theta)$ to the *scalar components* $\vec{v} = (v_x, v_y)$, use the formulas:

$$v_x = \|\vec{v}\| \cos\theta$$
$$v_y = \|\vec{v}\| \sin\theta$$

To convert a vector from the *scalar components* $\vec{v} = (v_x, v_y)$ to the *polar coordinates* $\vec{v} = (\|\vec{v}\|, \theta)$, use the formulas:

$$\|\vec{v}\| = \sqrt{v_x^2 + v_y^2}$$ (to get the magnitude)

$$\tan\theta = \frac{v_y}{v_x}$$ (to get the direction)

Ex 3. Do the required conversions.

a) Convert $\vec{a} = (10, 120°)$ to the scalar coordinates.

b) Convert $\vec{b} = (-4, -7)$ to the polar coordinates.

D Magnitude of a 2D Algebraic Vector

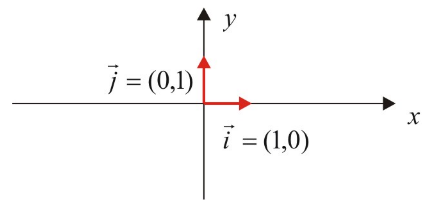
The *magnitude* of a 2D algebraic vector $\vec{v}=(v_x,v_y)$ is given by:

$$\|\vec{v}\|=\sqrt{{v_x}^2+{v_y}^2}$$

Ex 4. Find the magnitude of the following 2D vector: $\vec{v}=(4,-3)$.

E Standard Unit Vectors

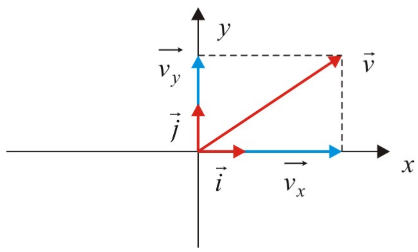
The unit vectors $\vec{i}=(1,0)$ and $\vec{j}=(0,1)$ are called the *standard unit vectors* in 2D space. See the figure to the right.



F Vector Components for a 2D Vector

Any vector $\vec{v}$ may be decomposed into two perpendicular *vector components* $\overrightarrow{v_x}$ and $\overrightarrow{v_y}$, parallel to each of the standard unit vectors.

$$\vec{v}=\overrightarrow{v_x}+\overrightarrow{v_y}$$



The link between the *scalar components* and the *vector components* is given by:

$$\overrightarrow{v_x}=v_x\vec{i}$$

$$\overrightarrow{v_y}=v_y\vec{j}$$

A 2D vector may be written in *algebraic form* as:

$$\vec{v}=\overrightarrow{v_x}+\overrightarrow{v_y}=v_x\vec{i}+v_y\vec{j}=(v_x,v_y)$$

Ex 5. Convert the vector $\vec{v}=-2\vec{i}+5\vec{j}$ into the form $\vec{v}=(v_x,v_y)$.

Ex 6. Convert the vector $\vec{v}=(4,-6)$ into the form $\vec{v}=v_x\vec{i}+v_y\vec{j}$.

Ex 7. Find the vector components for $\vec{a}=(-3,-5)$.

G Position 2D Vector

The *directed line segment* $\overrightarrow{OP}$, from the origin O to a generic point $P(x,y)$ determines a vector called the *position vector* and:

$$\overrightarrow{OP}=(x,y)=x\vec{i}+y\vec{j}$$

Ex 8. Find the algebraic position vector $\overrightarrow{OA}$, where $A(-2,-3)$.

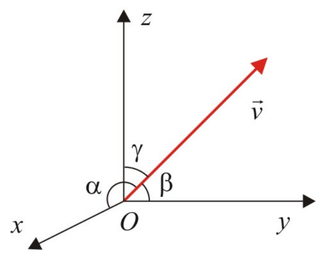
H Displacement 2D Vector

The *directed line segment* $\overrightarrow{AB}$ from the point $A(x_A,y_A)$ to the point $B(x_B,y_B)$ determines a vector called the *displacement vector* and:

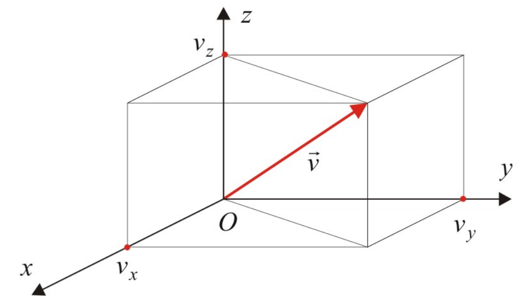
$$\overrightarrow{AB}=(x_B-x_A,y_B-y_A)=(x_B-x_A)\vec{i}+(y_B-y_A)\vec{j}$$

Ex 9. Find the algebraic displacement vector $\overrightarrow{MN}$, where $M(2,-1)$ and $N(0,2)$. Draw a diagram.

I Direction Angles
Let consider a 3D coordinate system and a 3D vector $\vec{v}$ with the tail in the origin O.
Direction angles are the angles α, β, and γ between the vector and the positive directions of the coordinates axes:

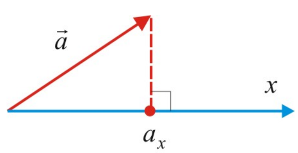


J Scalar Components of a 3D Vector
Let consider a 3D coordinate system and a 3D vector $\vec{v}$ with the tail in the origin O. Parallel planes through its tip to the coordinates planes intersect the x-axis at v_x the y-axis at v_y, and the y-axis at v_z.



The triple (v_x, v_y, v_z) determines the *scalar components* of the 3D vector and $\vec{v} = (v_x, v_y, v_z)$.

K Link between the Direction Angles and the 3D Scalar Coordinates
The link between the *direction angles* (α, β, and γ) and the *scalar components* of a vector (v_x, v_y, and v_z) is given by:



$$v_x = \|\vec{v}\| \cos\alpha$$
$$v_y = \|\vec{v}\| \cos\beta$$
$$v_z = \|\vec{v}\| \cos\gamma$$

and by:

$$\|\vec{v}\| = \sqrt{v_x^2 + v_y^2 + v_z^2}$$

$$\cos\alpha = \frac{v_x}{\|\vec{v}\|}$$

$$\cos\beta = \frac{v_y}{\|\vec{v}\|}$$

$$\cos\gamma = \frac{v_z}{\|\vec{v}\|}$$

Note that:

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

Ex 10. The magnitude of a vector $\vec{a}$ is $\|\vec{a}\| = 20$ and the direction angles are $\alpha = \angle(\vec{a}, Ox) = 60°$, $\beta = \angle(\vec{a}, Oy) = 45°$, and $\gamma = \angle(\vec{a}, Oz) = 60°$. Write the vector $\vec{a}$ in the algebraic form (using the scalar components).

Ex 11. Find the direction angles for the vector $\vec{u} = -2\vec{i} + 3\vec{j} - \vec{k}$.

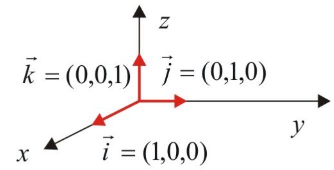
L Magnitude of a 3D Algebraic Vector
The magnitude of a 3D algebraic vector $\vec{v} = (v_x, v_y, v_z)$ is given by:

$$\|\vec{v}\| = \sqrt{v_x^2 + v_y^2 + v_z^2}$$

Ex 12. Find the magnitude for the vector $\vec{v} = (2, -3, 4)$.

M 3D Standard Unit Vectors

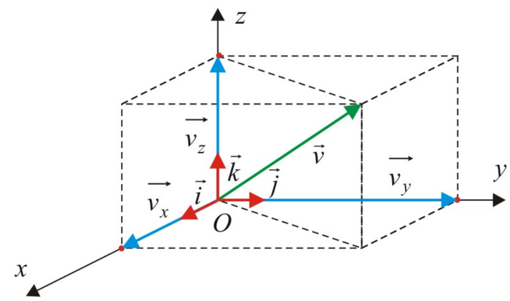
The unit vectors $\vec{i} = (1,0,0)$, $\vec{j} = (0,1,0)$, $\vec{k} = (0,0,1)$ and are called the *standard unit vectors* in 3D space. See the figure to the right.



N Vector Components for a 3D Vector

Any 3D vector $\vec{v}$ may be decomposed into three perpendicular *vector components* $\overrightarrow{v_x}$, $\overrightarrow{v_y}$ and $\overrightarrow{v_z}$, parallel to each of the 3D standard unit vectors.

$$\vec{v} = \overrightarrow{v_x} + \overrightarrow{v_y} + \overrightarrow{v_z}$$



The link between the *scalar components* and the *vector components* is given by:

$$\overrightarrow{v_x} = v_x\vec{i}, \quad \overrightarrow{v_y} = v_y\vec{j}, \quad \overrightarrow{v_z} = v_z\vec{k}$$

A 3D vector may be written in *algebraic form* as:

$$\vec{v} = \overrightarrow{v_x} + \overrightarrow{v_y} + \overrightarrow{v_z} = v_x\vec{i} + v_y\vec{j} + v_z\vec{k} = (v_x, v_y, v_z)$$

Ex 13. Convert the vector $\vec{v} = -3\vec{i} - 4\vec{j} + 2\vec{k}$ into the form $\vec{v} = (v_x, v_y, v_z)$.

Ex 14. Convert the vector $\vec{v} = (-3,4,-5)$ into the form $\vec{v} = v_x\vec{i} + v_y\vec{j} + v_z\vec{k}$.

Ex 15. Find the vector components for $\vec{a} = (4,0,-3)$.

O Position 3D Vector

The *directed line segment* $\overrightarrow{OP}$, from the origin O to a generic point $P(x, y, z)$ determines a vector called the position vector and:

$$\overrightarrow{OP} = (x, y, z) = x\vec{i} + y\vec{j} + z\vec{k}$$

Ex 16. Find the algebraic position vector $\overrightarrow{OP}$, where $P(3,-2,4)$. Draw a diagram.

P Displacement 3D Vector

The *directed line segment* $\overrightarrow{AB}$ from the point $A(x_A, y_A, z_A)$ to the point $B(x_B, y_B, z_B)$ determines a vector called the displacement vector and:

$$\overrightarrow{AB} = (x_B - x_A, y_B - y_A, z_B - z_A)$$
$$= (x_B - x_A)\vec{i} + (y_B - y_A)\vec{j} + (z_B - z_A)\vec{k}$$

Ex 17. Find the algebraic displacement vector $\overrightarrow{PQ}$, where $P(1,-2,3)$ and $Q(-2,3,-4)$.

Reading: Nelson Textbook, Pages 310-316
Homework: Nelson Textbook: Page 316 #10cb, 15, 16ad, 18, 19