

## Vectors : General Properties

### Notation

A non-zero vector has the magnitude of a positive real number and a direction in space.

A vector may be represented by two letters describing a line. The order of the letters indicates the direction and the length of the line its magnitude.

$$\text{vector } \overrightarrow{AB} \qquad \text{magnitude } |\overrightarrow{AB}|$$

An alternative to this notation is to use a single bold letter, for example **C**. Then the magnitude is  $|\mathbf{C}|$  or  $C$ .

### The Unit Vector

A unit vector eg **a** , has a magnitude of one  $|\mathbf{a}|=1$  and can point in any direction.

Sometimes a unit vector is written with an accent over it  $\hat{\mathbf{a}}$ .

Different unit vectors point in different directions.

Hence, if **F** is an ordinary vector,

$$\frac{\mathbf{F}}{|\mathbf{F}|} = \hat{\mathbf{F}}$$

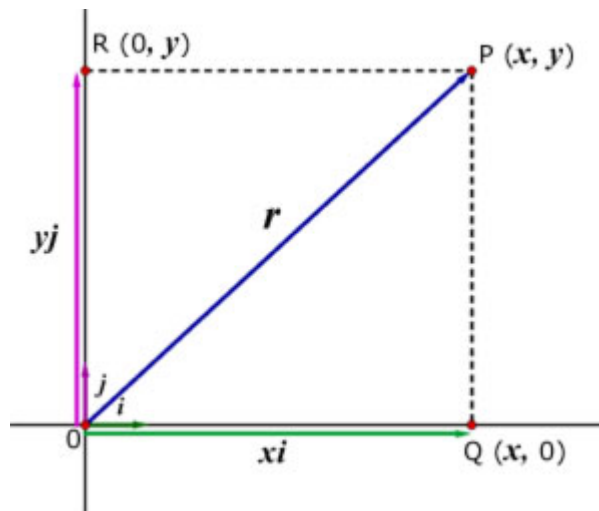
a unit vector in the direction of **F** (^ circumflex accent)

2D representation

P is a point in the  $x$ - $y$  plane with coordinates  $(x,y)$ .  $\mathbf{i}$  is the unit vector along the  $x$ -axis and  $\mathbf{j}$  is the unit vector along the  $y$ -axis.

With Q at  $(x,0)$  and R at  $(0, y)$ :

$$\begin{aligned}\therefore \overrightarrow{OP} &= \overrightarrow{OQ} + \overrightarrow{QP} \\ &= \overrightarrow{OQ} + \overrightarrow{OR} \\ \Rightarrow \mathbf{r} &= x\mathbf{i} + y\mathbf{j}\end{aligned}$$

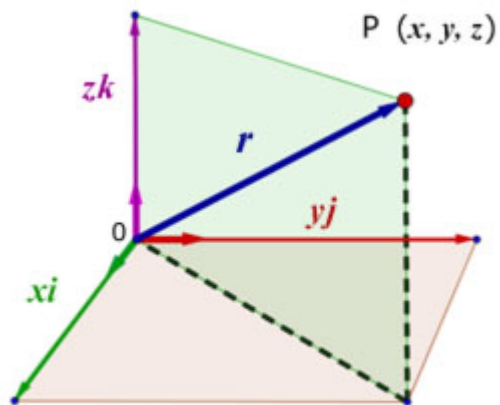


3D representation

P is a point in  $x$ - $y$ - $z$  space with coordinates  $(x, y, z)$ .  $\mathbf{i}$  is the unit vector along the  $x$ -axis,  $\mathbf{j}$  is the unit vector along the  $y$ -axis and  $\mathbf{k}$  is the unit vector along the  $z$ -axis.

$$\overrightarrow{OP} = \mathbf{r} = x\mathbf{i} + y\mathbf{j} + z\mathbf{k}$$

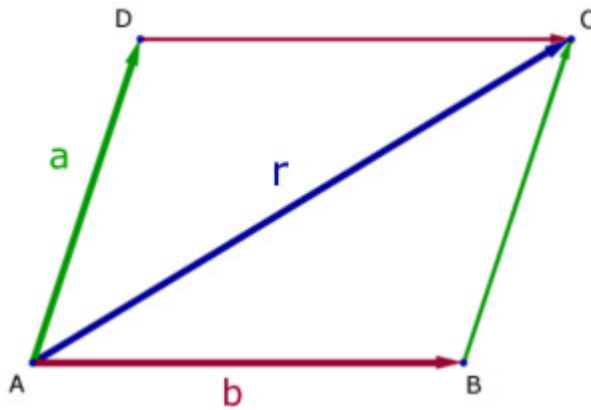
$$\begin{aligned} \text{length } OP &= |\overrightarrow{OP}| \\ &= \sqrt{(x^2 + y^2 + z^2)} \end{aligned}$$



Addition(Sum) of vectors

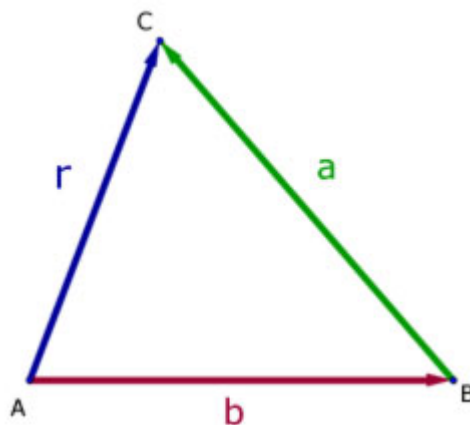
This is also called the Parallelogram or Triangle Law.

If two vectors(**a** & **b**) are represented in magnitude and direction by the adjacent sides of a **parallelogram** from a point, then their resultant(**r**) is represented in magnitude and direction by the diagonal of the parallelogram passing through the point.



$$\begin{aligned} \vec{AB} + \vec{AD} &= \vec{AC} \\ a &= \vec{AB} \quad b = \vec{AD} \\ a + b &= r \end{aligned}$$

If two vectors are represented in magnitude and direction by the adjacent sides of a **triangle**, taken in order, then their resultant is represented in magnitude but opposite in direction by the third side.



$$\begin{aligned} \vec{AB} + \vec{BC} &= \vec{AC} \\ b &= \vec{AB} \quad a = \vec{BC} \\ b + a &= r \end{aligned}$$

Scalar Multiplication

Multiplying a vector by a scalar quantity changes its magnitude but not its direction.

