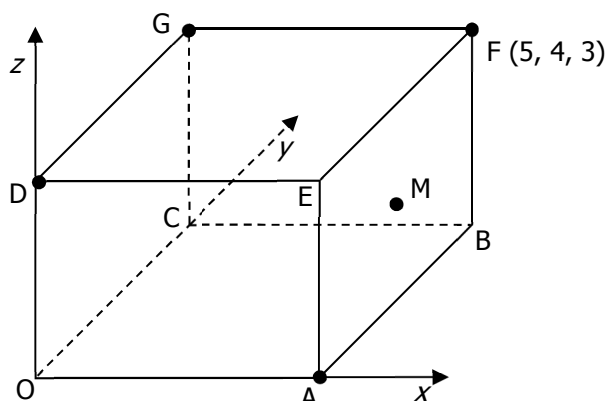


## Vectors: Revision from National 5

A measurement which only describes the magnitude (i.e. size) of the object is called a **scalar quantity**, e.g. Glasgow is 11 miles from Airdrie. A **vector** is a quantity with **magnitude and direction**, e.g. Glasgow is 11 miles from Coatbridge on a bearing of  $270^\circ$ .

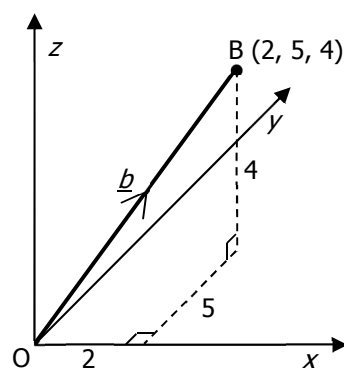
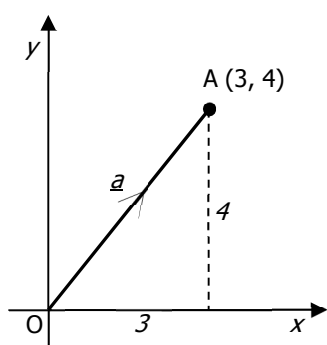
The position of a point in 3-D space can be described if we add a third coordinate to indicate height.



**Example 1:** OABC DEFG is a cuboid, where F is the point (5, 4, 3). Write down the coordinates of the points:

- a) A
- b) D
- c) G
- d) M, the centre of face ABFE

The rules of vectors can be used in either 2 or 3 dimensions:



Directed line segment  $\overrightarrow{OA}$

Position vector  $\underline{a}$

Components  $\begin{pmatrix} 3 \\ 4 \end{pmatrix}$

Directed line segment  $\overrightarrow{OB}$

Position vector  $\underline{b}$

Components  $\begin{pmatrix} 2 \\ 5 \\ 4 \end{pmatrix}$

The **magnitude** of a vector is its length, which can be determined by Pythagoras' Theorem. The magnitude of  $\underline{a}$  is written as  $|\underline{a}|$ .

**Example 2:** Determine  $|\underline{a}|$  and  $|\underline{b}|$  in the examples above.

If  $\underline{u} = \begin{pmatrix} a \\ b \end{pmatrix}$ , then  $|\underline{u}| = \sqrt{a^2 + b^2}$

If  $\underline{u} = \begin{pmatrix} a \\ b \\ c \end{pmatrix}$ , then  $|\underline{u}| = \sqrt{a^2 + b^2 + c^2}$

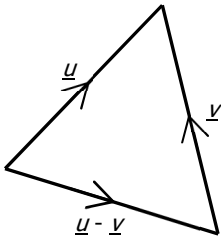
## Addition of Vectors

Two (or more) vectors can be added together to produce a resultant vector.

In general:  $\vec{AB} + \vec{BC} = \vec{AC}$  and If  $\underline{u} = \begin{pmatrix} a \\ b \\ c \end{pmatrix}$  and  $\underline{v} = \begin{pmatrix} d \\ e \\ f \end{pmatrix}$ , then  $\underline{u} + \underline{v} = \begin{pmatrix} a+d \\ b+e \\ c+f \end{pmatrix}$

**Example 3:** Find  $\underline{p} + \underline{q}$  when  $\underline{p} = \begin{pmatrix} 2 \\ 3 \\ -1 \end{pmatrix}$  and  $\underline{q} = \begin{pmatrix} 7 \\ -7 \\ 4 \end{pmatrix}$ . **Example 4:** Find values of  $x$  and  $y$  such that  $\begin{pmatrix} x \\ 4 \end{pmatrix} + \begin{pmatrix} 12 \\ y \end{pmatrix} = \begin{pmatrix} 9 \\ -2 \end{pmatrix}$

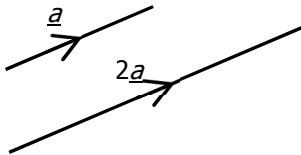
## Subtraction of Vectors



Subtraction of vectors can be considered as going along the second vector in the **wrong** direction.

If  $\underline{u} = \begin{pmatrix} a \\ b \\ c \end{pmatrix}$  and  $\underline{v} = \begin{pmatrix} d \\ e \\ f \end{pmatrix}$ , then  $\underline{u} - \underline{v} = \begin{pmatrix} a-d \\ b-e \\ c-f \end{pmatrix}$

## Multiplication by a Scalar Quantity



If we go along  $\underline{a}$  twice, the resultant vector is  $\underline{a} + \underline{a} = 2\underline{a}$ . As we have not changed direction, it follows that  $2\underline{a}$  must be **parallel** to  $\underline{a}$ .

If  $\underline{u} = \begin{pmatrix} a \\ b \\ c \end{pmatrix}$  then  $k\underline{u} = \begin{pmatrix} ka \\ kb \\ kc \end{pmatrix}$

If  $\underline{v} = k\underline{u}$ , then  $\underline{u}$  and  $\underline{v}$  are parallel

**Example 5:** If  $\underline{b} = \begin{pmatrix} 4 \\ 0 \\ -2 \end{pmatrix}$  and  $\underline{c} = \begin{pmatrix} -3 \\ -5 \\ 5 \end{pmatrix}$ , find:

a)  $3\underline{b}$

b)  $2\underline{b} + \underline{c}$

c)  $\underline{c} - \frac{1}{2}\underline{b}$

## Unit Vectors

A **unit vector** is a vector with magnitude = 1.

**Example 6:** Find the components of the unit vector parallel to  $\underline{h} = \begin{pmatrix} 2 \\ -3 \\ 6 \end{pmatrix}$

To find the components of a unit vector:

- Find the magnitude of the given vector
- Divide components by the magnitude

Vectors in 3D can also be described in terms of the three unit vectors  $\underline{i} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$ ,  $\underline{j} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$ , and  $\underline{k} = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$ ,

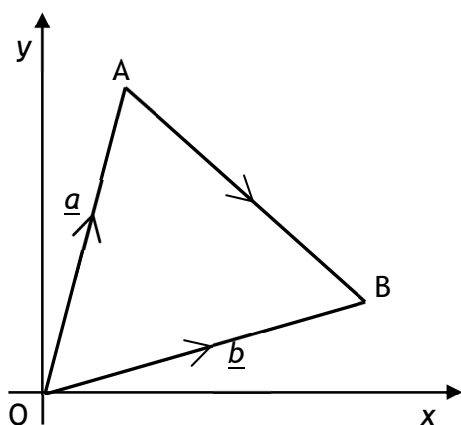
which are parallel to the x, y, and z axes respectively.

**Example 7:**  $\underline{u} = 3\underline{i} + 2\underline{j} - 6\underline{k}$ ,  $\underline{v} = -\underline{i} + 5\underline{j}$ .

a) Express  $\underline{u} + \underline{v}$  in component form

b) Find  $|\underline{u} + \underline{v}|$

## Position Vectors



Consider the vector  $\overrightarrow{AB}$  in the diagram opposite.  $\overrightarrow{AB}$  is the resultant vector of going along  $\underline{a}$  in the opposite direction, followed by  $\underline{b}$  in the correct direction.

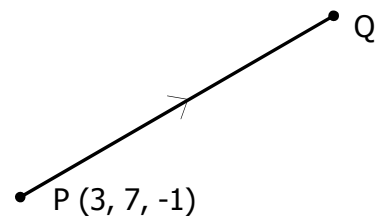
So,  $\overrightarrow{AB} = -\underline{a} + \underline{b}$ , i.e.:

$$\overrightarrow{AB} = \underline{b} - \underline{a}$$

**Example 8:** L is the point (4, -7, 2), M is the point (-5, -3, -1). Find the components of  $\overrightarrow{LM}$ .

**Example 9:** P is the point (3, 7, -1).  $\overrightarrow{PQ}$  has components  $\begin{pmatrix} -4 \\ 9 \\ -3 \end{pmatrix}$ .

Find the coordinates of Q.



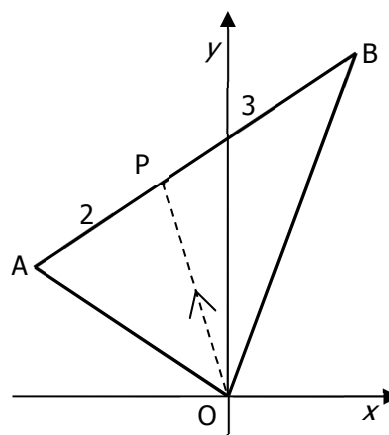
### Collinearity

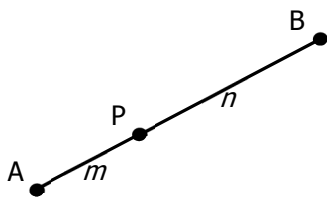
**Example 10:** Points F, G and H have coordinates (6, 1, 5), G (4, 4, 4), and (-2, 13, 1) respectively. Show that F, G and H are collinear, and find the ratio in which G divides  $\overline{FH}$ .

### The Section Formula

P divides  $\overline{AB}$  in the ratio 2:3. By examining the diagram, we can find a formula for  $\underline{p}$  (i.e.  $\overrightarrow{OP}$ ).

$$\overrightarrow{OP} = \overrightarrow{OA} + \overrightarrow{AP}$$





In general, if P divides AB in the ratio m:n, then:

$$\underline{p} = \frac{1}{n+m} (n\underline{a} + m\underline{b})$$

**Example 11:** A is the point (3, -1, 2) and B is the point (7, -5, 14). Find the coordinates of P such that P divides AB in the ratio 1:3.

**The Scalar Product**

We have seen that we can add and subtract vectors, and multiply a vector by a scalar quantity. It is also possible to multiply two vectors together to give a scalar quantity (i.e. a number, not a vector).

The scalar product of vectors  $\underline{a}$  and  $\underline{b}$  is written as  $\underline{a} \cdot \underline{b}$ . It is also known as the **dot product**.

If  $\underline{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$  and  $\underline{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$ , then  $\underline{a} \cdot \underline{b} = a_1b_1 + a_2b_2 + a_3b_3$

**Example 12:**  $\underline{a} = \underline{i} + 2\underline{j} + 2\underline{k}$ , and  $\underline{b} = 2\underline{i} + 3\underline{j} - 6\underline{k}$ . Evaluate  $\underline{a} \cdot \underline{b}$ .

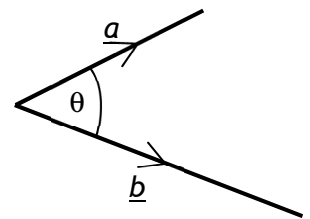
**Angle Form of the Scalar Product**

The scalar product can also be found if we know the magnitudes of the vectors and the size of the angle between them.

For vectors  $\underline{a}$  and  $\underline{b}$ , the scalar product can also be written as:

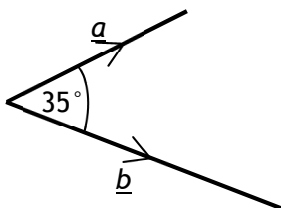
$$\underline{a} \cdot \underline{b} = |\underline{a}| |\underline{b}| \cos\theta$$

Note: •  $\underline{a}$  and  $\underline{b}$  point **away** from the vertex  
 •  $0 \leq \theta \leq 180^\circ$

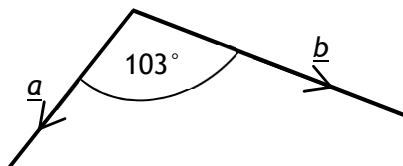


**Example 13:** Find the scalar product in each case below, where  $|\underline{a}| = 6$  and  $|\underline{b}| = 10$ .

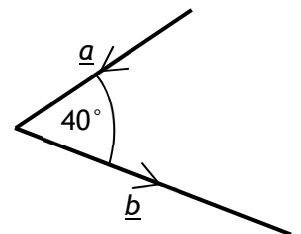
a)



b)



c)



## Perpendicular Vectors

A special case of the scalar product occurs when  $\theta = 90^\circ$ :

$$\begin{aligned} \mathbf{a} \cdot \mathbf{b} &= |\mathbf{a}| |\mathbf{b}| \cos 90^\circ \\ &= |\mathbf{a}| |\mathbf{b}| \times 0 \\ &= 0 \end{aligned}$$

If  $\mathbf{a} \cdot \mathbf{b} = 0$ , then  $\mathbf{a}$  and  $\mathbf{b}$  are perpendicular

**Example 14:** P, Q, and R are the points (1, 1, 2), (-1, -1, 0) and (3, -4, -1) respectively. Find the components of  $\overrightarrow{QP}$  and  $\overrightarrow{QR}$ , and hence show that the vectors are perpendicular.

## The Angle Between Two Vectors

We can rearrange the angle form of the scalar product to give  $\cos \theta = \frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{a}| |\mathbf{b}|}$ .

More specifically:

$$\cos \angle ABC = \frac{\overrightarrow{BA} \cdot \overrightarrow{BC}}{|\overrightarrow{BA}| |\overrightarrow{BC}|}$$

If the question gives you three points, you **MUST** find the components of the vectors pointing **AWAY** from the vertex first!

**Example 15:** A is the point (1, 2, 3), B (6, 5, 4), and C (-1, -2, -6). Calculate  $\angle ABC$ .

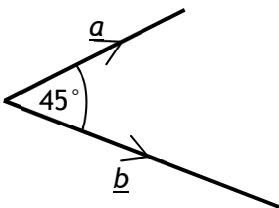
## Other Uses of the Scalar Product

For vectors  $\underline{a}$ ,  $\underline{b}$ , and  $\underline{c}$ :

$$\underline{a} \cdot \underline{b} = \underline{b} \cdot \underline{a}$$

$$\underline{a} \cdot (\underline{b} + \underline{c}) = \underline{a} \cdot \underline{b} + \underline{a} \cdot \underline{c}$$

**Example 16:**  $|\underline{a}| = 5$  and  $|\underline{b}| = 8$ . Find  $\underline{a} \cdot (\underline{a} + \underline{b})$

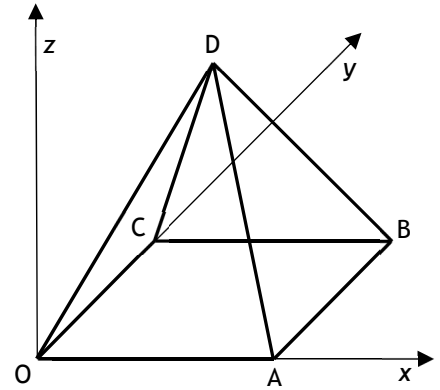


**Past Paper Example 1:** The diagram shows a square-based pyramid of height 8 units. Square OABC has a side length of 6 units. The coordinates of A and D are (6, 0, 0) and (3, 3, 8). C lies on the y - axis.

a) Write down the coordinates of B.

b) Determine the components of  $\vec{DA}$  and  $\vec{DB}$ .

c) Calculate the size of  $\angle ADB$ .



**Past Paper Example 2:**

a) Show that the points A (-7, -8, 1), T (3, 2, 5) and B (18, 17, 11) are collinear and state the ratio in which T divides AB.

b) The point C lies on the x-axis.

If TB and TC are perpendicular, find the coordinates of C.