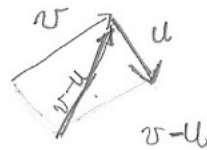
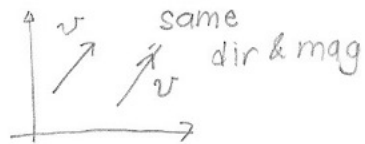
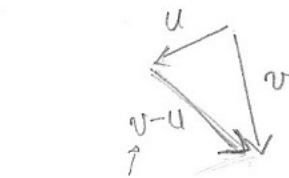
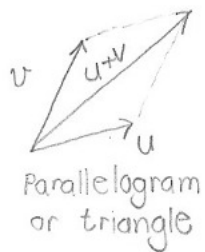


AP Physics C - Vector Review

(Precalculus 6th ed by James Stewart 9.1 ~ 9.5)

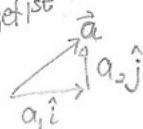
Addition



$$\vec{a} = \langle a_1, a_2 \rangle = a_1 \hat{i} + a_2 \hat{j}$$

$$\vec{a} \pm \vec{b} = \langle a_1 \pm b_1, a_2 \pm b_2 \rangle$$

$$c\vec{a} = \langle ca_1, ca_2 \rangle$$



magnitude
norm,
absolute value
length

$$|\vec{a}| = \sqrt{a_1^2 + a_2^2}$$

$$= \sqrt{\vec{a} \cdot \vec{a}}$$

$$\text{dir. } \tan \theta = \frac{a_y}{a_x}$$

θ Quadrant - be careful

$$\vec{a} = |\vec{a}| \cos \theta \hat{i} + |\vec{a}| \sin \theta \hat{j}$$

Dot Product scalar $W = \vec{F} \cdot \vec{d}$

$$\vec{u} \cdot \vec{v} \equiv u_1 v_1 + u_2 v_2 + \text{more for each dimension}$$

$$= |\vec{u}| |\vec{v}| \cos \theta$$

by defn, $\vec{u} \cdot \vec{v}$ commutative
distributive over +
scalar associative

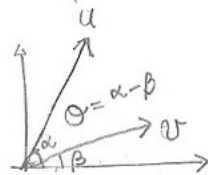
Proof of Dot Product Thm

$$\text{Geometric } \langle |\vec{u}| \cos \alpha, |\vec{u}| \sin \alpha \rangle \cdot \langle v \cos \beta, v \sin \beta \rangle$$

$$= uv \cos \alpha \cos \beta + uv \sin \alpha \sin \beta$$

$$= uv (\cos(\alpha - \beta))$$

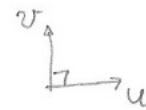
$$= uv \cos \theta$$



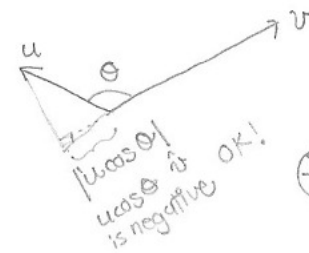
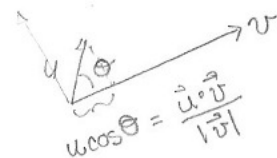
orthogonal, normal, perpendicular

$$\vec{u} \cdot \vec{v} = 0$$

$$|\vec{u}| |\vec{v}| \cos \theta = 0 \text{ if } \theta = 90^\circ$$



Projections & component along a direction



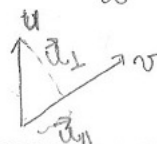
Projection of $\vec{u}$ onto $\vec{v}$

$$\text{proj}_{\vec{v}} \vec{u} = u \cos \theta \hat{v} = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|} \left(\frac{\vec{v}}{|\vec{v}|} \right)$$

$$\vec{u} =$$

as orthogonal vectors

$$\vec{u} = \vec{u}_{||} + \vec{u}_{\perp}$$



$$\vec{u}_{||} = \text{proj}_{\vec{v}} \vec{u}$$

$$\vec{u}_{\perp} = \vec{u} - \text{proj}_{\vec{v}} \vec{u}$$

normalizing to
a unit direction vector

→ Properties

$$\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$$

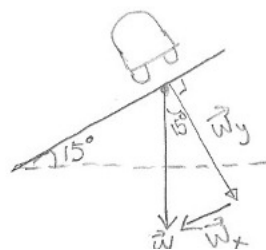
$$(a\vec{u}) \cdot \vec{v} = a(\vec{u} \cdot \vec{v}) = \vec{u} \cdot (a\vec{v})$$

$$(\vec{u} + \vec{v}) \cdot \vec{w} = \vec{u} \cdot \vec{w} + \vec{v} \cdot \vec{w}$$

$$|\vec{u}|^2 = \vec{u} \cdot \vec{u}$$

9.2 (ex4) 3000 lb car, inclined 15°

a) magnitude of friction to keep from rolling
 $w_x = 3000 \sin 15^\circ \approx 776 \text{ lb}$



b) force pressing on driveway surface
 $w_y = w \cos 15^\circ = 2898 \text{ lb}$

ex6 9.2

$$\vec{u} = \langle -2, 9 \rangle$$

$$\vec{v} = \langle -1, 2 \rangle$$

$$a) \text{proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v} = \frac{2+18}{1+4} \langle -1, 2 \rangle = \langle -4, 8 \rangle$$

orthogonal vectors

$$b) \vec{u} = \vec{u}_{\parallel} + \vec{u}_{\perp}$$

parallel to $\vec{v}$

$$\vec{u}_{\parallel} = \langle -4, 8 \rangle$$

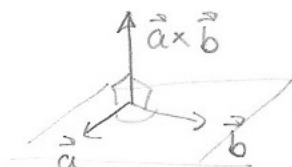
$$\vec{u}_{\perp} = \langle -2, 9 \rangle - \langle -4, 8 \rangle = \langle 2, 1 \rangle$$

9.5 Cross Product

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle$$

vector

$$\vec{a} \times \vec{b} \begin{cases} \perp \vec{a} \\ \perp \vec{b} \end{cases}$$



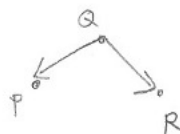
Right Hand Rule

ex3 Vector perpendicular to plane thru $P(1, 4, 6), Q(-2, 5, -1), R(1, -1, 1)$

$$\vec{a} = \langle 3, -1, 7 \rangle$$

$$\vec{b} = \langle 3, -6, 2 \rangle$$

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & -1 & 7 \\ 3 & -6 & 2 \end{vmatrix} = \langle 40, 15, -15 \rangle$$



Length

$$|\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$$

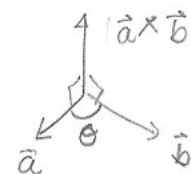
Proof

$$\begin{aligned} |\vec{a} \times \vec{b}|^2 &= (a_2 b_3 - a_3 b_2)^2 + (a_3 b_1 - a_1 b_3)^2 + (a_1 b_2 - a_2 b_1)^2 \\ &= a_2^2 b_3^2 - 2a_2 a_3 b_2 b_3 + a_3^2 b_2^2 \\ &\quad + a_3^2 b_1^2 - 2a_3 a_1 b_1 b_3 + a_1^2 b_3^2 \\ &\quad + a_1^2 b_2^2 - 2a_1 a_2 b_1 b_2 + a_2^2 b_1^2 \end{aligned}$$

lots of work

$$|\vec{a} \times \vec{b}|^2 = (\vec{a} \times \vec{b}) \cdot (\vec{a} \times \vec{b})$$

$$\begin{aligned} &= (a_1^2 + a_2^2 + a_3^2)(b_1^2 + b_2^2 + b_3^2) - (a_1 b_1 + a_2 b_2 + a_3 b_3)^2 \\ &= |\vec{a}|^2 |\vec{b}|^2 - (\vec{a} \cdot \vec{b})^2 \\ &= |\vec{a}|^2 |\vec{b}|^2 - |\vec{a}|^2 |\vec{b}|^2 \cos^2 \theta \\ &= |\vec{a}|^2 |\vec{b}|^2 (1 - \cos^2 \theta) \\ &= |\vec{a}|^2 |\vec{b}|^2 \sin^2 \theta \end{aligned}$$

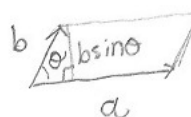


dir: right hand
mag: $ab \sin \theta$

$$\begin{vmatrix} u_1 & u_2 & u_3 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

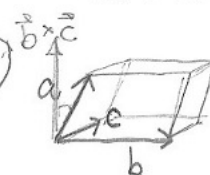
$$\vec{u} \cdot (\vec{a} \times \vec{b}) = \vec{u} \cdot \vec{a} \times \vec{u} \cdot \vec{b}$$

Area of Parallelogram



$$\text{Area} = |\vec{a} \times \vec{b}|$$

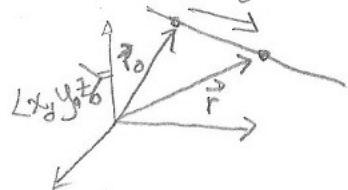
Volume of Parallelepiped



$$\begin{aligned} V &= Ah \\ &= |\vec{b} \times \vec{c}| \cdot \text{component of } \vec{a} \text{ in direction of } \vec{b} \times \vec{c} \\ &= |\vec{b} \times \vec{c}| \frac{\vec{a} \cdot (\vec{b} \times \vec{c})}{|\vec{b} \times \vec{c}|} \end{aligned}$$

$$V = \vec{a} \cdot (\vec{b} \times \vec{c})$$

9.6

Eqn of Line
 $\vec{r} = \langle a, b, c \rangle$ 

$$\vec{r} = \vec{r}_0 + t\vec{v}$$

$$= \langle x_0 + ta, y_0 + tb, z_0 + tc \rangle$$

parametric eqns of Line

ex2 Line thru $(-1, 2, 6)$ & $(2, -3, -7)$

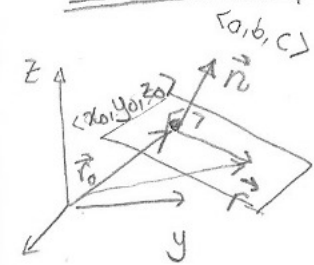
Parametric eqns

$$\vec{v} = \langle 3, -5, -13 \rangle$$

$$\vec{r}_0 \text{ P} = \langle -1, 2, 6 \rangle$$

$$\vec{r} = \vec{r}_0 + t\vec{v} = \langle -1 + 3t, 2 - 5t, 6 - 13t \rangle$$

Eqn of a plane Point & normal



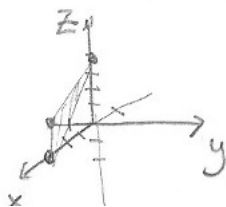
$$\{ \vec{r} : \vec{n} \cdot (\vec{r} - \vec{r}_0) = 0 \}$$

$$\langle a, b, c \rangle \cdot \langle x - x_0, y - y_0, z - z_0 \rangle = 0$$

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

ex3 $\vec{n} = \langle 4, -6, 3 \rangle$, $P(3, -1, -2)$ a) eqn of plane $4(x-3) - 6(y+1) + 3(z+2) = 0$

b) sketch



$$x, y = 0 \Rightarrow -12 - 6 + 3z + 6 = 0 \quad z = 4$$

$$y, z = 0 \Rightarrow x = 3$$

$$x, z = 0 \Rightarrow y = -2$$

ex4

eqn of plane

 $P(1, 4, 6)$, $Q(-2, 5, -1)$, $R(1, -1, 1)$

$$\vec{a} = \langle 3, -1, 7 \rangle$$

$$\vec{b} = \langle 3, -6, 2 \rangle$$

$$\vec{n} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & -1 & 7 \\ 3 & -6 & 2 \end{vmatrix} = \langle 40, 15, -15 \rangle$$

$$\rightarrow \langle 8, 3, -3 \rangle$$

$$\vec{n} \cdot (\vec{r} - \langle 1, 4, 6 \rangle) = 0$$

$$8(x-1) + 3(y-4) - 3(z-6) = 0 \leftarrow \text{not unique}$$

$$\boxed{8x + 3y - 3z = 2} \text{ unique}$$

HW