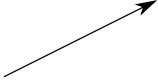
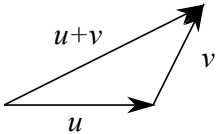
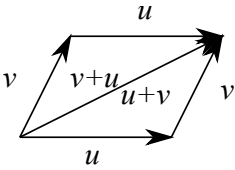
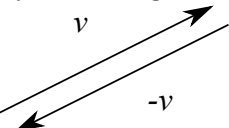
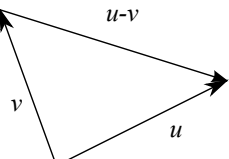


## Vectors – Comparing geometry and algebra.

| Geometry  | Algebra in 2-dims   | Algebra in 3-dims   |
|---|---|---|
| <p><i>Vector</i><br/> <math>\mathbf{v}</math> is represented by a directed line segment.</p>  <p>Any two line segments which are in same direction and of same length represent the same vector.</p> | <p><math>\mathbf{v} = \langle v_1, v_2 \rangle</math></p> <p>The directed line segment connects the initial point <math>(0, 0)</math> to the terminal point <math>(v_1, v_2)</math>.</p>                    | <p><math>\mathbf{v} = \langle v_1, v_2, v_3 \rangle</math></p> <p>The directed line segment connects the initial point <math>(0, 0, 0)</math> to the terminal point <math>(v_1, v_2, v_3)</math>.</p>   |
| <p><i>Addition of vectors</i><br/>           Triangle Law for <math>\mathbf{u} + \mathbf{v}</math></p>    | <p>Coordinate-wise addition<br/> <math>\langle u_1, u_2 \rangle + \langle v_1, v_2 \rangle = \langle u_1 + v_1, u_2 + v_2 \rangle</math></p>  | <p>Coordinate-wise addition<br/> <math>\langle u_1, u_2, u_3 \rangle + \langle v_1, v_2, v_3 \rangle = \langle u_1 + v_1, u_2 + v_2, u_3 + v_3 \rangle</math></p>   |
| <p><i>Addition is commutative</i><br/> <math>\mathbf{u} + \mathbf{v} = \mathbf{v} + \mathbf{u}</math><br/>           is seen using a parallelogram.</p>    | <p><math>\langle u_1, u_2 \rangle + \langle v_1, v_2 \rangle = \langle u_1 + v_1, u_2 + v_2 \rangle = \langle v_1 + u_1, v_2 + u_2 \rangle = \langle v_1, v_2 \rangle + \langle u_1, u_2 \rangle</math></p> | <p><math>\langle u_1, u_2, u_3 \rangle + \langle v_1, v_2, v_3 \rangle = \langle u_1 + v_1, u_2 + v_2, u_3 + v_3 \rangle = \langle v_1 + u_1, v_2 + u_2, v_3 + u_3 \rangle = \langle v_1, v_2, v_3 \rangle + \langle u_1, u_2, u_3 \rangle</math></p> |
| <p><i>Scalar multiplication</i><br/> <math>c\mathbf{u}</math> is defined by rescaling for <math>c &gt; 0</math> and also reversing the direction for <math>c &lt; 0</math></p>  | <p><math>c\langle u_1, u_2 \rangle = \langle cu_1, cu_2 \rangle</math></p>  | <p><math>c\langle u_1, u_2, u_3 \rangle = \langle cu_1, cu_2, cu_3 \rangle</math></p>   |
| <p><i>The zero vector</i><br/> <math>\mathbf{0}</math> has no length and arbitrary (no) direction</p>   | <p><math>\mathbf{0} = \langle 0, 0 \rangle</math></p>   | <p><math>\mathbf{0} = \langle 0, 0, 0 \rangle</math></p>  |

| Geometry   | Algebra in 2-dims  | Algebra in 3-dims   |
|--|--|---|
| <p>The negative of a vector <math>-\mathbf{v}</math> is obtained from <math>\mathbf{v}</math> by reversing the direction</p>   | $-\langle v_1, v_2 \rangle = \langle -v_1, -v_2 \rangle$                       | $-\langle v_1, v_2, v_3 \rangle = \langle -v_1, -v_2, -v_3 \rangle$   |
| <p>Difference vector<br/> <math>\mathbf{u} - \mathbf{v}</math> connects tip of <math>\mathbf{v}</math> to tip of <math>\mathbf{u}</math>.<br/> <math>\mathbf{v} + (\mathbf{u} - \mathbf{v}) = \mathbf{u}</math></p>    | $\langle u_1 - v_1, u_2 - v_2 \rangle$ connects $(v_1, v_2)$ to $(u_1, u_2)$ . | $\langle u_1 - v_1, u_2 - v_2, u_3 - v_3 \rangle$ connects $(v_1, v_2, v_3)$ to $(u_1, u_2, u_3)$ .   |
| <p>Components<br/> <math>\mathbf{u} = u_1\mathbf{i} + u_2\mathbf{j}</math><br/> <math>\mathbf{u} = u_1\mathbf{i} + u_2\mathbf{j} + u_3\mathbf{k}</math></p>  | $\langle u_1, u_2 \rangle = u_1\langle 1, 0 \rangle + u_2\langle 0, 1 \rangle$ | $\langle u_1, u_2 \rangle = u_1\langle 1, 0, 0 \rangle + u_2\langle 0, 1, 0 \rangle + u_3\langle 0, 0, 1 \rangle$   |
| <p>Magnitude<br/> <math> \mathbf{u} </math> is the length of any line segment representing <math>\mathbf{u}</math>.</p>  | $ \langle u_1, u_2 \rangle  = \sqrt{u_1^2 + u_2^2}$                            | $ \langle u_1, u_2, u_3 \rangle  = \sqrt{u_1^2 + u_2^2 + u_3^2}$  |
| <p>Dot Product<br/> <math>\mathbf{u} \cdot \mathbf{v} =  \mathbf{u}  \mathbf{v}  \cos \theta</math><br/> <math>\theta</math> is radian measure of the angle between <math>\mathbf{u}</math> and <math>\mathbf{v}</math>.</p>   | $\langle u_1, u_2 \rangle \cdot \langle v_1, v_2 \rangle = u_1v_1 + u_2v_2$    | $\langle u_1, u_2, u_3 \rangle \cdot \langle v_1, v_2, v_3 \rangle = u_1v_1 + u_2v_2 + u_3v_3$  |
| <p>Cross Product (3-dim only)<br/> <math>(\mathbf{u} \times \mathbf{v}) \perp \mathbf{u}</math> and <math>(\mathbf{u} \times \mathbf{v}) \perp \mathbf{v}</math><br/> <math>\{\mathbf{u}, \mathbf{v}, \mathbf{u} \times \mathbf{v}\}</math> forms a right-handed system, and<br/> <math> \mathbf{u} \times \mathbf{v}  =  \mathbf{u}  \mathbf{v}  \sin \theta</math></p> |  | $\langle u_1, u_2, u_3 \rangle \times \langle v_1, v_2, v_3 \rangle = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix}$ $= \langle u_2v_3 - u_3v_2, u_3v_1 - u_1v_3, u_1v_2 - u_2v_1 \rangle$ |

## Properties of vector addition and scalar multiplication

1.  $\mathbf{u} + \mathbf{v} = \mathbf{v} + \mathbf{u}$

2.  $(\mathbf{u} + \mathbf{v}) + \mathbf{w} = \mathbf{u} + (\mathbf{v} + \mathbf{w})$

3.  $\mathbf{u} + \mathbf{0} = \mathbf{u}$

4.  $\mathbf{u} + (-\mathbf{u}) = \mathbf{0}$

5.  $c(\mathbf{u} + \mathbf{v}) = c\mathbf{u} + c\mathbf{v}$

6.  $(c + d)\mathbf{u} = c\mathbf{u} + d\mathbf{u}$

7.  $c(d\mathbf{u}) = (cd)\mathbf{u}$

8.  $1\mathbf{u} = \mathbf{u}$