

Welcome!

→ Syllabus

→ Pre-course Survey.

Our course webpage: <http://pgadley.ca>

Vectors

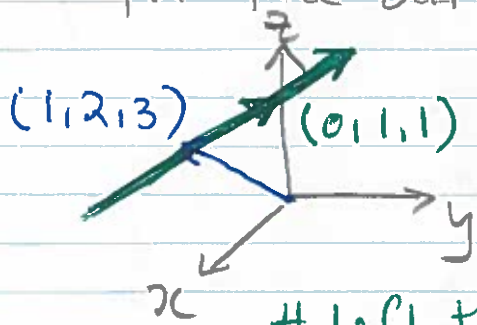
In this course

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = (x, y, z) = x\vec{i} + y\vec{j} + z\vec{k}$$

② The standard basis vectors  $\vec{i}$   $\vec{j}$   $\vec{k}$  come from physics.

Ex:  $\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} + 3\vec{j} = \begin{bmatrix} 1 \\ 2+3 \\ 3 \end{bmatrix} = \begin{bmatrix} 1 \\ 5 \\ 3 \end{bmatrix}$

Ex: Write the parametric equation of the line passing through  $(1, 2, 3)$  in the direction  $\vec{j} + \vec{k}$ .



$$\begin{aligned} (x, y, z) &= (1, 2, 3) + t(0, 1, 1) \\ &= (1, 2+t, 3+t). \end{aligned}$$

# Left thumb is x-axis

Lengths and Angles

The Pythagorean Theorem says:

$$\|(x, y, z)\|^2 = x^2 + y^2 + z^2$$

Note: The notation  $\|\vec{v}\|$  means the **LENGTH** of the vector  $\vec{v}$ .

①  $\vec{v}$  has a harpoon

Ex: Find the length  $\|\vec{i} + 2\vec{j}\|$

$$\|\vec{i} + 2\vec{j}\| = \sqrt{1^2 + 2^2} = \sqrt{5}$$

Ex: Find the length  $\left\| \begin{bmatrix} 3 \\ 4 \end{bmatrix} \right\|$

$$= \sqrt{3^2 + 4^2}$$

$$= \sqrt{25} = 5$$

Defn: The **DOT PRODUCT**  $\vec{u} \cdot \vec{v}$  is

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} \cdot \begin{bmatrix} a \\ b \\ c \end{bmatrix} = ax + by + cz$$

Fact:  $\vec{u} \cdot \vec{v} = \|\vec{u}\| \cdot \|\vec{v}\| \cos \theta$  where  $\theta$  is the angle between  $\vec{u}$  and  $\vec{v}$ .

Ex: Find the angle between  $\vec{u} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$  and  $\vec{v} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$

$$\vec{u} \cdot \vec{v} = 1 = \sqrt{2} \cdot 1 \cos \theta$$

$$\Rightarrow \cos \theta = \frac{1}{\sqrt{2}} \Rightarrow \theta = \pi/4$$

Def<sup>n</sup>: Two vectors are **ORTHOGONAL** if they form an angle of  $\theta = \pi/2$

$\theta = \pi/2 \Rightarrow \vec{u} \cdot \vec{v} = 0$   
Two vectors are **PARALLEL** if:  $\vec{u} = \lambda \vec{v}$  for some number  $\lambda$ .

Ex: Find two non-parallel vectors that are orthogonal to  $(1, 2, 3)$ .

$$\# \text{ orthogonal} \Rightarrow \vec{u} \cdot (1, 2, 3) = 0$$

Let  $\vec{u} = (x, y, z)$  we get:

$$x + 2y + 3z = 0$$

We may pick:  $(x, y, z) = (3, 0, -1)$

$$(x, y, z) = (0, 3, -2)$$

These are non-parallel since:

$$(0, 3, -2) \neq \lambda(0, 3, -2)$$

Ex: Find all values  $x$  so that:

$$\vec{u}(x) = (5, x, 3) \text{ and}$$

$$\vec{v}(x) = (x, x, 2)$$

are orthogonal.

# We need  $\vec{u}(x) \cdot \vec{v}(x) = 0$

$$\vec{u}(x) \cdot \vec{v}(x) = (5, x, 3) \cdot (x, x, 2)$$

$$= 5x + x^2 + 6 = (x+2)(x+3)$$

Thus,  $x = -2$  OR  $x = -3$ .

Lines and Planes

Recall the parametric equation of a line:

$$\boxed{\vec{x} = \vec{p} + t\vec{d}}$$

$\vec{p}$  = initial point  
 $\vec{d}$  = direction  
 $t$  = parameter

Ex: Find the line passing through:  $(1\ 2\ 3)$   
 and  $(4\ 5\ 6)$

# Find  $\vec{p}$  and  $\vec{d}$ .

$$\text{Pick } \vec{d} = (4\ 5\ 6) - (1\ 2\ 3) = (3\ 3\ 3)$$

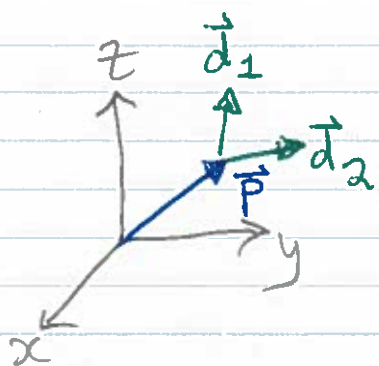
$$\vec{p} = (1\ 2\ 3)$$

$$\text{We obtain: } \vec{x} = (1\ 2\ 3) + t(3\ 3\ 3)$$

Defn: The PARAMETRIC EQUATION of a PLANE

$$\vec{x} = \vec{p} + s\vec{d}_1 + t\vec{d}_2$$

# Go to  $\vec{p}$  and then add stretched copies of  $\vec{d}_1$  and  $\vec{d}_2$



Ex: Give a parametric equation for the plane containing  $(1\ 0\ 0)$ ,  $(0\ 1\ 0)$ , and  $(0\ 0\ 1)$

# Pick  $\vec{p}$ ,  $\vec{d}_1$ , and  $\vec{d}_2$

$$\vec{p} = (1\ 0\ 0) \quad \vec{d}_1 = (0\ 1\ 0) - (1\ 0\ 0) = (-1\ 1\ 0)$$

$$\vec{d}_2 = (0\ 0\ 1) - (1\ 0\ 0) = (-1\ 0\ 1)$$

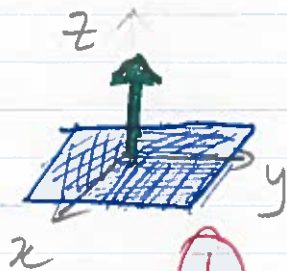
The Normal Form of Planes

We can imagine a plane as the set of vectors orthogonal to a given vector  $\vec{n}$ .

"the normal"



Ex: Write the  $xy$ -plane in normal form.



# Every vector in the  $xy$ -plane is orthogonal to the  $z$ -axis.

$$xy\text{-plane} = \{ \vec{v} : \vec{v} \cdot (001) = 0 \}$$

ⓘ A plane in this form will always contain  $\vec{0}$  since  $\vec{v} \cdot \vec{0} = 0$ .

Def<sup>n</sup>: The NORMAL FORM of a PLANE CONTAINING  $\vec{p}$  with NORMAL  $\vec{n}$

" $\pi$  for plane"  $\rightarrow \pi = \{ \vec{v} : (\vec{v} - \vec{p}) \cdot \vec{n} = 0 \}$

Ex: Express the plane through  $(1, 2, 3)$  and parallel to the  $yz$ -plane in normal form.

# Find the normal.  $x$ -axis perpendicular to the  $yz$ -plane  
 $\vec{n} = (1 \ 0 \ 0)$

# Apply the formula

$$\pi = \{ \vec{v} : (\vec{v} - (1 \ 2 \ 3)) \cdot (1 \ 0 \ 0) = 0 \}$$

Equivalently:  $((x \ y \ z) - (1 \ 2 \ 3)) \cdot (1 \ 0 \ 0) = 0$

$$\Leftrightarrow x - 1 = 0$$

Ex: Determine where the lines:

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 2 \\ -1 \\ 1 \end{bmatrix} + t \begin{bmatrix} 3 \\ 1 \\ 6 \end{bmatrix} \text{ and}$$

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} -1 \\ -2 \\ 0 \end{bmatrix} + s \begin{bmatrix} 3 \\ 1 \\ 1 \end{bmatrix} \text{ intersect.}$$

# Set the equations equal.

$$\begin{bmatrix} 2 \\ -1 \\ 1 \end{bmatrix} + t \begin{bmatrix} 3 \\ 1 \\ 6 \end{bmatrix} = \begin{bmatrix} -1 \\ -2 \\ 0 \end{bmatrix} + s \begin{bmatrix} 3 \\ 1 \\ 1 \end{bmatrix}$$

$$\Leftrightarrow \begin{bmatrix} 2+3t \\ -1+t \\ 1+6t \end{bmatrix} = \begin{bmatrix} -1+3s \\ -2+s \\ 0+s \end{bmatrix}$$

$$\Leftrightarrow \begin{bmatrix} 3t-3s \\ t-s \\ 6t-s \end{bmatrix} = \begin{bmatrix} -3 \\ -1 \\ -1 \end{bmatrix}$$

# Solve the system

$$\left[ \begin{array}{cc|c} 3 & -3 & -3 \\ 1 & -1 & -1 \\ 6 & -1 & -1 \end{array} \right] \rightarrow \left[ \begin{array}{cc|c} 1 & -1 & -1 \\ 0 & 0 & 0 \\ 6 & -1 & -1 \end{array} \right]$$

$$R_3 - 6R_1 \rightarrow \left[ \begin{array}{cc|c} 1 & -1 & -1 \\ 0 & 0 & 0 \\ 0 & 5 & 5 \end{array} \right] \xrightarrow{\frac{1}{5}R_3} \left[ \begin{array}{cc|c} 1 & -1 & -1 \\ 0 & 0 & 0 \\ 0 & 1 & 1 \end{array} \right]$$

$$R_1 + R_3 \rightarrow \left[ \begin{array}{cc|c} 1 & 0 & 0 \\ 0 & 1 & 1 \end{array} \right] \text{ Thus, } t=0 \text{ and } s=1 \text{ works.}$$

Ex: Determine where the line

$$l: \vec{x} = (2 \ 1 \ 0) + t(1 \ 1 \ 0)$$

meets the plane:

$$\pi: x + 2y + 3z = 0.$$

# Write the coordinates of a point on  $l$

$$\vec{x} = (2+t \ 1+t \ 0)$$

# Input  $l$  in to  $\pi$

$$(2+t) + 2(1+t) + 3 \cdot 0 = 0$$

$$\Leftrightarrow 4 + 3t = 0 \Leftrightarrow t = -\frac{4}{3}$$

Thus,

$$\begin{aligned} \vec{x} &= (2 \ 1 \ 0) + \left(-\frac{4}{3}\right)(1 \ 1 \ 0) \\ &= \left(\frac{2}{3} \ -\frac{1}{3} \ 0\right) \end{aligned}$$

Ex: Find a normal to the plane containing  $(1 \ 1 \ 1)$ ,  $(2 \ 1 \ 1)$ ,  $(2 \ 3 \ 0)$ .

# Find vectors in the plane

$$\vec{u} = (2 \ 1 \ 1) - (1 \ 1 \ 1) = (1 \ 0 \ 0)$$

$$\vec{v} = (2 \ 3 \ 0) - (1 \ 1 \ 1) = (1 \ 2 \ -1)$$

# Find  $\vec{w}$  orthogonal to  $\vec{u}$  and  $\vec{v}$ .

Suppose  $\vec{w} = (x, y, z)$ .

We need

$$0 = \vec{u} \cdot \vec{w} = x$$

$$0 = \vec{v} \cdot \vec{w} = x + 2y - z$$

$$\dots \rightarrow \dots = (m \ \dots \ \dots)$$