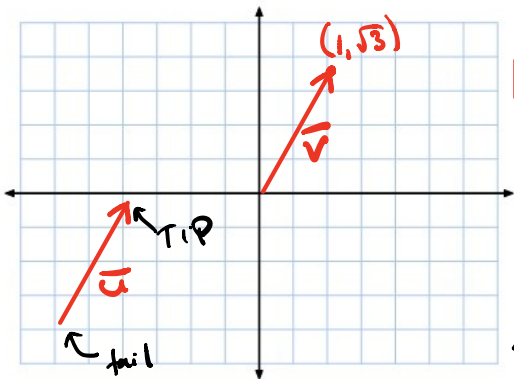


V1 - Terminology

Vector - A quantity represented by an arrow with both direction and magnitude

Vector Components



magnitude = length
 $\|v\| = \text{magnitude}$

$$v = \langle 1, \sqrt{3} \rangle$$

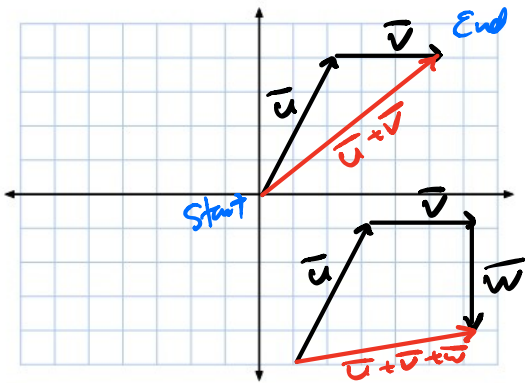
$$\|v\| = 2$$

Vector Polar Form

$$v = (\|v\|, \theta)$$

$$v = (2, 60^\circ)$$

Vector Addition Graphically "Tip to Tail" method



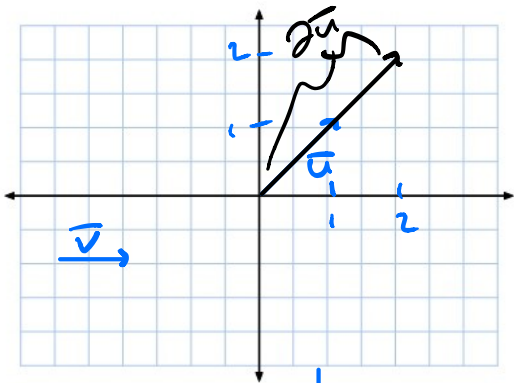
Vector Addition Algebraically

$$\begin{aligned} u &= \langle 2, 4 \rangle \\ v &= \langle 3, 0 \rangle \\ w &= \langle 0, 3 \rangle \end{aligned}$$

$$\begin{aligned} u + v &= \langle 2+3, 4+0 \rangle \\ &= \langle 5, 4 \rangle \end{aligned}$$

$$\begin{aligned} u + v &= \langle 5, 4 \rangle \\ u + v + w &= \langle 5, 7 \rangle \end{aligned}$$

Vector Scalar Multiplication Graphically



Vector Scalar Multiplication Algebraically

$$u = \langle 1, 1 \rangle$$

$$2u = \langle 2 \cdot 1, 2 \cdot 1 \rangle = \langle 2, 2 \rangle$$

$$v = \langle 2, 0 \rangle$$

$$-2v = \langle -4, 0 \rangle$$

$$4u - 3v = 4\langle 1, 1 \rangle - 3\langle 2, 0 \rangle$$

$$\begin{aligned} 4u + (-3v) &= \langle 4, 4 \rangle + \langle -6, 0 \rangle \\ &= \langle -2, 4 \rangle \end{aligned}$$

