

## Vector Algebra

Vector: vector is a physical quantity which has both magnitude and direction.

A is the initial point and B is the terminal point. When initial and terminal point will be same, then this vector is the zero vector  $\vec{0}$ .



Magnitude of the vector  $\vec{AB}$  is denoted by  $|\vec{AB}|$ .

Unit vector: whose magnitude is 1.

Unit vector in the direction of  $\vec{AB} = \frac{\vec{AB}}{|\vec{AB}|}$

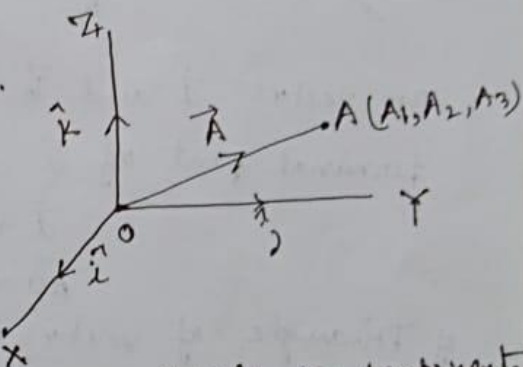
Components of a vector:

If O be the initial point and  $A(A_1, A_2, A_3)$  be point in 3-d space.

Then  $\vec{A} = A_1\hat{i} + A_2\hat{j} + A_3\hat{k}$  is the vector  $\vec{OA}$ ; where  $A_1\hat{i}$ ,  $A_2\hat{j}$ ,

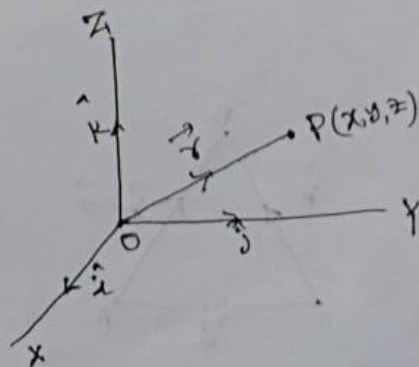
$A_3\hat{k}$  are the rectangular component vectors ~~or~~ or simply component vectors in the

X, Y, Z directions. Again  $A_1, A_2, A_3$  are simply the components of  $\vec{A}$  in X, Y, Z directions.



Position vector: position vector or Radius vector is

$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}.$$



Length of a vector (Magnitude):

Let  $\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$ .

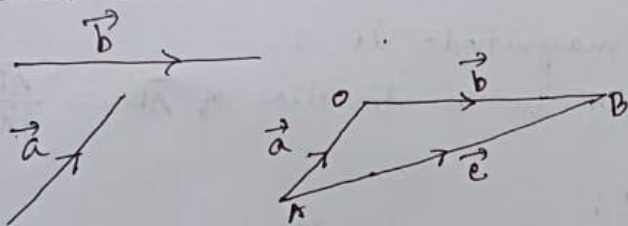
Then  $|\vec{r}|^2 = \vec{r} \cdot \vec{r}$

$$= (x\hat{i} + y\hat{j} + z\hat{k}) \cdot (x\hat{i} + y\hat{j} + z\hat{k})$$

$$= x^2 + y^2 + z^2$$

$\therefore |\vec{r}| = \sqrt{x^2 + y^2 + z^2}$

Addition of two vectors:



Dot product (Scalar Product):

$$\vec{A} = A_1\hat{i} + A_2\hat{j} + A_3\hat{k}$$

$$\vec{B} = B_1\hat{i} + B_2\hat{j} + B_3\hat{k}$$

$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos\theta$$

where  $0 \leq \theta \leq \pi$

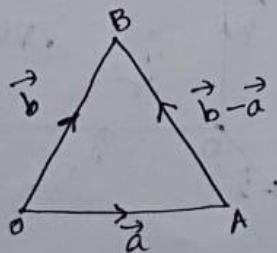
Two vectors  $\vec{a}$  and  $\vec{b}$  acting at a point O, that is terminal point of  $\vec{a}$  is the initial point of  $\vec{b}$ , then

$$\vec{a} + \vec{b} = \vec{c}$$

$$\vec{AO} + \vec{OB} = \vec{AB}$$

This is known as Law of Triangle of vectors.

Subtraction of two vectors: Let  $\vec{a}$  and  $\vec{b}$  be two vectors. Then  $\vec{a} + (-\vec{b}) = \vec{a} - \vec{b}$  is the subtraction.



By the Law of triangle of vectors,

$$\vec{OA} + \vec{AB} = \vec{OB}$$

$$\therefore \vec{AB} = \vec{OB} - \vec{OA}$$

$$= \vec{b} - \vec{a}$$