Notes: 9.3, 9.4 3-D Vectors

If given points: (x_1, y_1, z_1) and (x_2, y_2, z_2) then

Vector Component Form:

$$v = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle$$

The sum of unit vectors in 3 dimensions:

$$\langle 8,-13,2\rangle = 8i-13j+2k$$

Magnitude (same as length or distance)

$$|u| = \sqrt{(a_1)^2 + (a_2)^2 + (a_3)^2}$$
 if $u = \langle a_1, a_2, a_3 \rangle$

Dot Product:

If
$$\vec{\mathbf{u}} = \langle a_1, a_2, a_3 \rangle$$
 and $\vec{\mathbf{v}} = \langle b_1, b_2, b_3 \rangle$
then $\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = a_1b_1 + a_2b_2 + a_3b_3 \leftarrow \text{multiply like components}$

If $u \cdot v = 0$, then vector u and v are perpendicular.

Notes: 9.3, 9.4

3-D Vectors

9.3 #3-6 do not graph!! **9.4** #3-35odd

write given problem and show work!

3–6 ■ Plotting Points and Finding Distance in Three Dimensions

Two points P and Q are given. (a) Plot P and Q. (b) Find the

distance between P and Q.

- (a) Find vector v in component form
- 3. $P(3, 1, 0), Q(-1, 2, -5)^2$
- (b) Find the distance (magnitude)

4.
$$P(5, 0, 10), Q(3, -6, 7)$$

5.
$$P(-2, -1, 0), Q(-12, 3, 0)$$

6.
$$P(5, -4, -6), Q(8, -7, 4)$$

3)
$$\overrightarrow{PQ} = \langle -1-3, 2-1, -5-0 \rangle$$

$$= \langle -4, 1, -5 \rangle$$

$$b \cdot |\overrightarrow{PQ}| = \sqrt{(-4)^2 + (1)^2 + (-5)^2}$$

$$= \sqrt{16+1+25}$$

$$= \sqrt{42}$$

9.3 #3-6 do not graph!

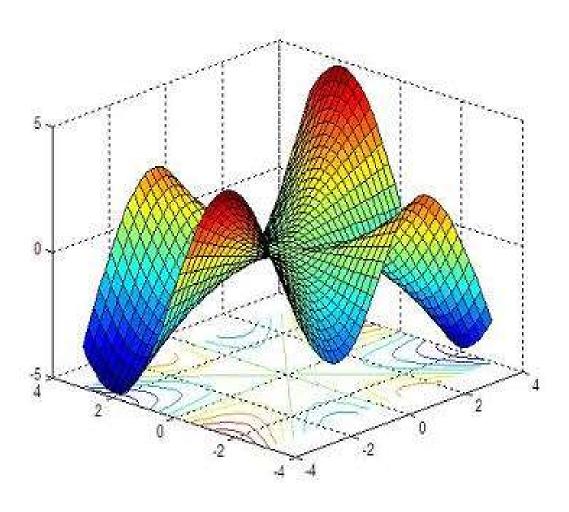
- (a) Find vector v in component form
- (b) Find the distance (magnitude)

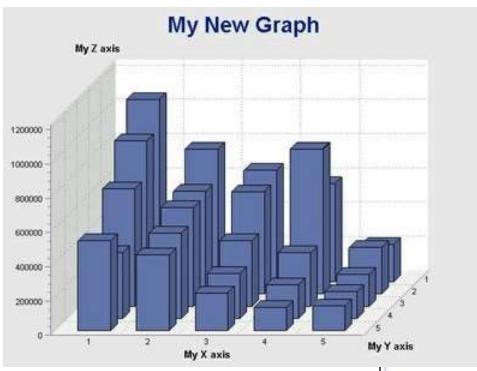
9.3 check even answers:

4.
$$\overrightarrow{PQ} = \langle -2, -6, -3 \rangle$$
 $|\overrightarrow{PQ}| = 7$

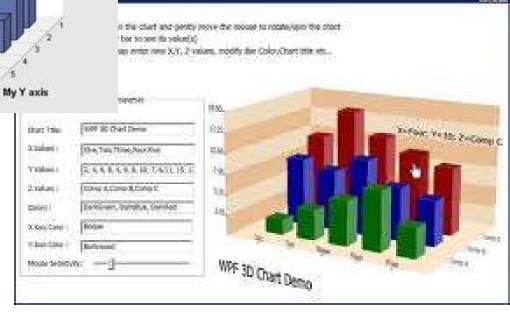
6.
$$\overrightarrow{PQ} = \langle 3, -3, 10 \rangle$$
 $|\overrightarrow{PQ}| = \sqrt{118}$

3-D Graphing





Samples of 3-D graphs:



Samples of 3-D graphs:

Evolution of Spectra from HLNF Approximation of Longpass Filter

