## Section 13.1 Displacement Vectors

- Addition and subtraction of displacement vectors; scalar multiplication of displacement vectors.
- Resolving a vector into components; magnitude of a vector in components (unit vectors); addition and scalar multiplication in components.
- Components of a displacement vector  $\overrightarrow{P_1P_2}$ ;

Section 13.1, Exercises and Problems: 1 - 6, 7 - 25 (odd), 26 - 31, 33 - 40, 42, 43

## Section 13.2 Vectors in General

- Velocity versus Speed
- Vectors in n-dimensions

Section 13.2, Exercises and Problems: 7 - 11, 13, 15, 16, 18, 19, 21, 25, 26

## Section 13.3 The Dot Product

• Two definitions give the same result: for any vectors

$$\overrightarrow{v} = v_1 \overrightarrow{i} + v_2 \overrightarrow{j} + v_3 \overrightarrow{k}$$
 and  $\overrightarrow{w} = w_1 \overrightarrow{i} + w_2 \overrightarrow{j} + w_3 \overrightarrow{k}$ 

with an angle  $\theta$  between them

 $\overrightarrow{v} \cdot \overrightarrow{w} = \|\overrightarrow{v}\| \|\overrightarrow{w}\| \cos \theta = v_1 w_1 + v_2 w_2 + v_3 w_3.$ 

•  $\overrightarrow{v}$  and  $\overrightarrow{w}$  are perpendicular (orthogonal, normal) if and only if  $\overrightarrow{v} \cdot \overrightarrow{w} = 0$ .

• 
$$\overrightarrow{v} \cdot \overrightarrow{v} = \| \overrightarrow{v} \|^2$$
.

- Orthogonal vectors and the equation of a plane
- Projections; Work.

Section 13.3, Exercises and Problems: 1 - 17, 18 - 27 (odd), 28, 30, 31, 33, 35, 38, 40, 43, 44, 48, 55, 61, 63

Section 13.4 The Cross Product

• For vectors  $\overrightarrow{v} = v_1 \overrightarrow{i} + v_2 \overrightarrow{j} + v_3 \overrightarrow{k}$  and  $\overrightarrow{w} = w_1 \overrightarrow{i} + w_2 \overrightarrow{j} + w_3 \overrightarrow{k}$ 

 $\overrightarrow{v} \times \overrightarrow{w} = \begin{vmatrix} \overrightarrow{i} & \overrightarrow{j} & \overrightarrow{k} \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix} \quad \text{and} \quad \|\overrightarrow{v} \times \overrightarrow{w}\| \text{ is the area of a parallelogram with edges } \overrightarrow{v} \text{ and } \overrightarrow{w}.$ 

•  $\vec{a} \cdot (\vec{b} \times \vec{c}) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$  The absolute value of this determinant is the volume of the parallelepiped with edges  $\vec{a} = a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}$ ,  $\vec{b} = b_1 \vec{i} + b_2 \vec{j} + b_3 \vec{k}$ ,  $\vec{c} = c_1 \vec{i} + c_2 \vec{j} + c_3 \vec{k}$ .

Section 13.4, Exercises and Problems: 1 - 25, 29, 36, 41, 44, 45

Chapter 13, Review Exercises and Problems: 48, 49, 50, 51, 52, 57.