

Math 231 - Lecture 1: Intro & Coordinates

Note Title

All info needed for the course is on Collab. Key things to note:

① Self-scheduled exams you can retake

② LOTS of homework. All ungraded.

Office Hours are TBA.

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Today: Review of coordinates and vectors.

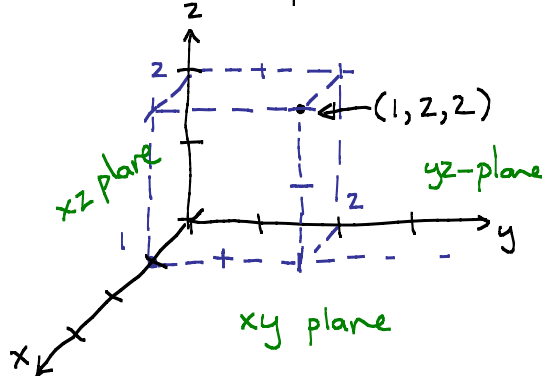
Coordinates: a method of naming every point in the plane or space (etc)

In \mathbb{R}^2 : (a, b)
In \mathbb{R}^3 : (a, b, c)

$\mathbb{R}^2 = xy$ -plane
 $\mathbb{R}^3 = 3$ -space

Sketching:

Draw a box with one corner at the origin and sides on coord planes



Distance between (x, y, z) and (a, b, c) :

$$\sqrt{(x-a)^2 + (y-b)^2 + (z-c)^2}$$

Just like in the plane. This is the "Euclidean distance".

Ex: Distance from $(1, 1, -1)$ to $(4, 5, -13)$:

$$\sqrt{(1-4)^2 + (1-5)^2 + (-1-13)^2} = \sqrt{\underbrace{(-3)^2}_{25} + \underbrace{(-4)^2}_{16} + \underbrace{(12)^2}_{144}} = \sqrt{169} = 13.$$

Knowing distance, get equation for sphere of radius r and centered at (a, b, c)

$$(x-a)^2 + (y-b)^2 + (z-c)^2 = r^2$$

Sometimes have to rearrange to get this:

Ex: $x^2 - 4x + y^2 - 6y + z^2 + 12 = 0$ is the equation of a sphere.

$$(x^2 - 4x + 4) + (y^2 - 6y + 9) + z^2 = -12 + 4 + 9$$

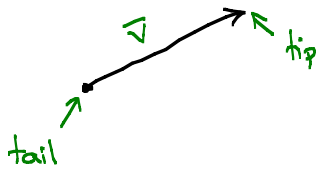
↑ complete the square

$$(x-2)^2 + (y-3)^2 + z^2 = 1. \quad \text{Center: } (2,3,0)$$

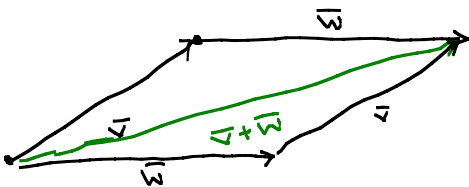
radius: 1

A vector has a direction and a length

Vectors describe relative positions. They are a kind of rule that produces a new point, the tip, once you specify an old one, the tail: ^{magnitude}



Given two vectors, we can add them:



Place the tail of \vec{w} at the tip of \vec{v} and take the new vector whose tip is that of \vec{w} and whose tail is that of \vec{v} .

Given a vector and a real number, can scale the vector.

$c \cdot \vec{v}$ is the vector whose length is $|c|$ times the length of \vec{v} and whose direction is $\begin{cases} \text{that of } \vec{v} & \text{if } c > 0 \\ \text{the opposite} & \text{if } c < 0 \end{cases}$



It's more convenient to use algebraic quantities than geometric ones. To give "coordinates" to a vector, we place the tail at $(0,0,0)$ and see where the tip lands. If the tip is at (a,b,c) , then the coordinates of the vector are $\langle a, b, c \rangle$

note the $\langle \rangle$ rather than $(,)$. Vectors are not points!

Some things are easy here: addition & scalar mult are coordinate-wise:

$$\langle a, b, c \rangle + \langle d, e, f \rangle = \langle a+d, b+e, c+f \rangle$$

$$g \cdot \langle a, b, c \rangle = \langle g \cdot a, g \cdot b, g \cdot c \rangle$$

Also easy to recover the length from the coordinates: $\vec{v} = \langle a, b, c \rangle$

$$|\vec{v}| = d((0,0,0), (a,b,c)) = \sqrt{a^2 + b^2 + c^2}$$

↑ ↑ ↑
length pos. of tail pos. of tip

Ex: $\vec{u} = \langle 1, 1, 1 \rangle$, $\vec{v} = \langle 2, -1, 3 \rangle$

$$|\vec{u}| = \sqrt{1^2 + 1^2 + 1^2} = \sqrt{3}$$

$$|\vec{v}| = \sqrt{2^2 + (-1)^2 + 3^2} = \sqrt{14}$$

$$\vec{u} + \vec{v} = \langle 3, 0, 4 \rangle \Rightarrow |\vec{u} + \vec{v}| = 5$$

Ex 2: $\vec{u} = \langle 1, 1, 1 \rangle$ $a = -1$
 $b = 2$
 $c = 3$

$$|a\vec{u}| = \sqrt{(-1)^2 + (-1)^2 + (-1)^2} = \sqrt{3}$$

$$|b\vec{u}| = \sqrt{2^2 + 2^2 + 2^2} = 2\sqrt{3}$$

$$|c\vec{u}| = \sqrt{3^2 + 3^2 + 3^2} = 3\sqrt{3}$$

In fact, have

$$|c \cdot \vec{u}| = |c| \cdot |\vec{u}|.$$