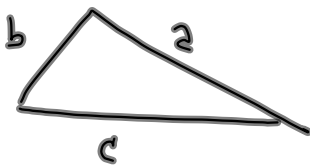


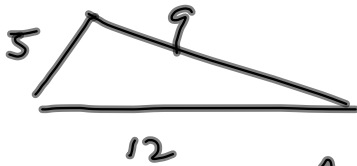
Today Finish §3.2 w/ Heron's formula
 Begin §3.3 Vectors



Heron says

$$\text{Area} = \sqrt{s(s-a)(s-b)(s-c)},$$

where $\frac{a+b+c}{2} = s$



$$s = \frac{5+9+12}{2} = \frac{26}{2} = 13$$

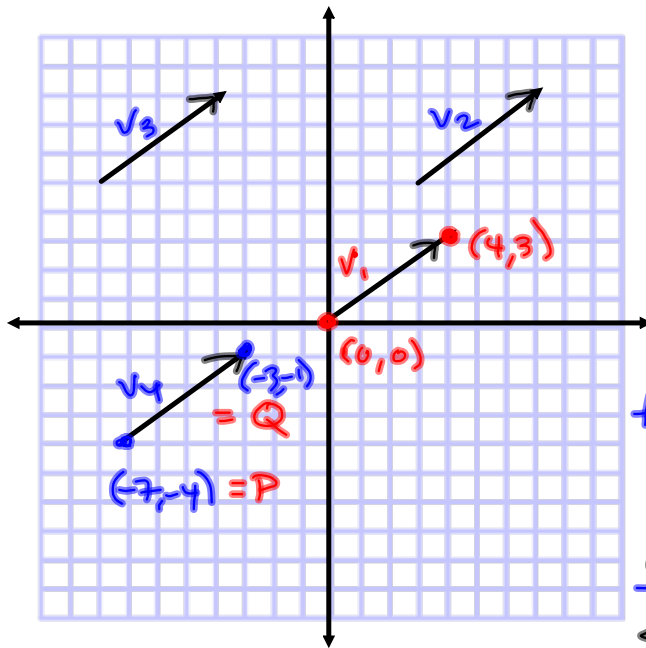
$$\begin{array}{r} 32 \\ 13 \\ \hline 96 \\ 320 \\ \hline 416 \end{array}$$

$$\begin{aligned} \text{Area} &= \sqrt{13(13-5)(13-9)(13-12)} \\ &= \sqrt{13(8)(4)(1)} = \sqrt{416} \\ &= 4\sqrt{26}. \end{aligned}$$

$$\begin{array}{r} 2 \overline{)416} \\ 2 \overline{)208} \\ 2 \overline{)104} \\ 2 \overline{)52} \\ 2 \overline{)26} \\ 13 \end{array}$$

§3.3 Vectors in the plane:

Directed line segments.

Equivalent vectors: same direction,
same lengthThese are all
the same vector.

$$v_1 = \langle 4, 3 \rangle$$

 v_1 is equivalent
to ALL these others. \vec{PQ} is given in
component form by
 $\langle -3 - (-7), -1 - (-4) \rangle$

$$= \langle 4, 3 \rangle$$

So all these vectors
are represented as $\langle 4, 3 \rangle$
in component form.What's the length
of a vector?

$$\|\vec{v}\| = \sqrt{v_1^2 + v_2^2}$$

$$= \sqrt{4^2 + 3^2}$$

$$= \sqrt{16 + 9}$$

$$= \sqrt{25}$$

$$= 5$$

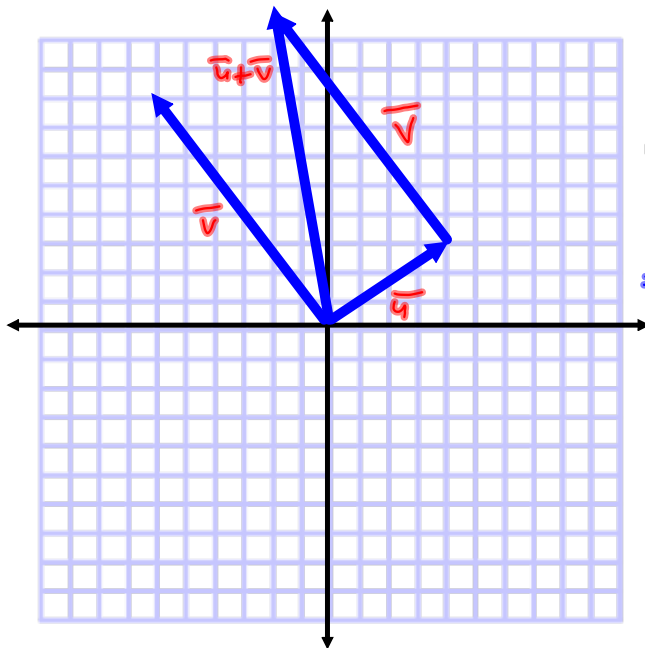
 $\vec{u} + \vec{v}$ is a way to
impose some sort of "arithmetic"
on vectors (points in the plane).

$\vec{u} = \langle u_1, u_2 \rangle$ & $\vec{v} = \langle v_1, v_2 \rangle$, then

$$\vec{u} + \vec{v} = \langle u_1 + v_1, u_2 + v_2 \rangle = \vec{w}$$

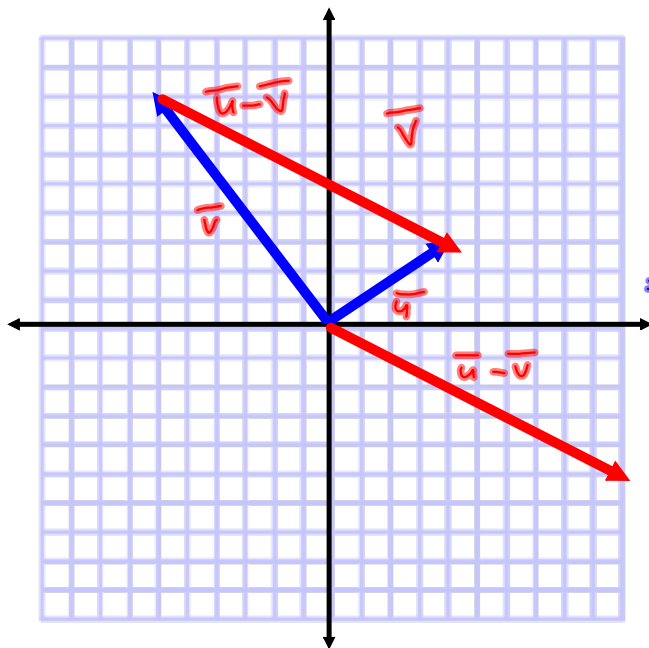
$$\vec{u} = \langle 4, 3 \rangle \quad \& \quad \vec{v} = \langle -6, 8 \rangle$$

Then $\vec{u} + \vec{v} = \langle -2, 11 \rangle$



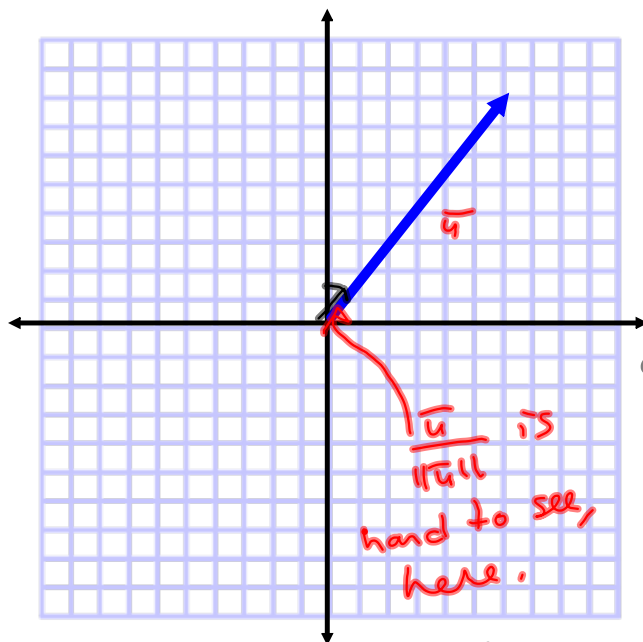
The visual is that $\vec{u} + \vec{v}$ is obtained by positioning \vec{u} & \vec{v} nose-to-tail

$\vec{u} - \vec{v}$
 $= \langle 10, -5 \rangle$ is the vector from the end of \vec{v} to the end of \vec{u}



$\vec{u} - \vec{v}$
 $= \langle 10, -5 \rangle$ is the
vector from the end
of \vec{v} to the end
of \vec{u}

Unit Vector: Same direction but unit length
as \vec{u} : $\frac{1}{\|\vec{u}\|} \vec{u}$



$$\vec{u} = \langle 6, 8 \rangle$$

$$\begin{aligned} \text{Then } \|\vec{u}\| &= \\ \sqrt{6^2 + 8^2} &= \sqrt{36 + 64} \\ &= \sqrt{100} \\ &= 10 \end{aligned}$$

A unit vector in the direction of \vec{u} is

$$\frac{1}{10} \langle 6, 8 \rangle = \left\langle \frac{3}{5}, \frac{4}{5} \right\rangle$$

The main thing that's nice about unit vectors is, if \vec{v} is a unit vector, then moving 20 units in the direction of \vec{v} is achieved by $20\vec{v}$.

Standard unit vectors.

$$\vec{i} = \langle 1, 0 \rangle$$

$$\vec{j} = \langle 0, 1 \rangle$$

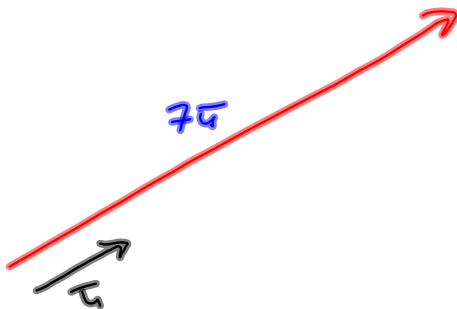
They're the standard because we can write ANY vector in the plane as a linear combination of \vec{i} & \vec{j} in a very nice way.

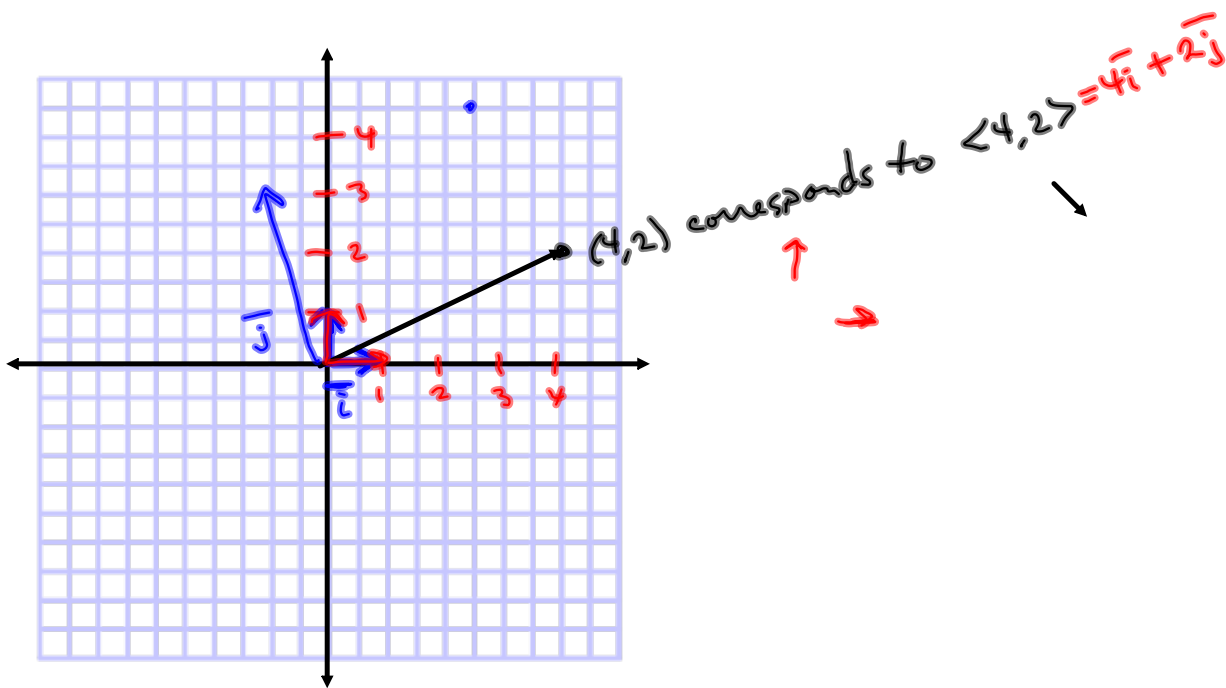
$$\begin{aligned} \vec{u} = \langle a, b \rangle &= a\vec{i} + b\vec{j} \\ &= a\langle 1, 0 \rangle + b\langle 0, 1 \rangle \\ &= \langle a, 0 \rangle + \langle 0, b \rangle \end{aligned}$$

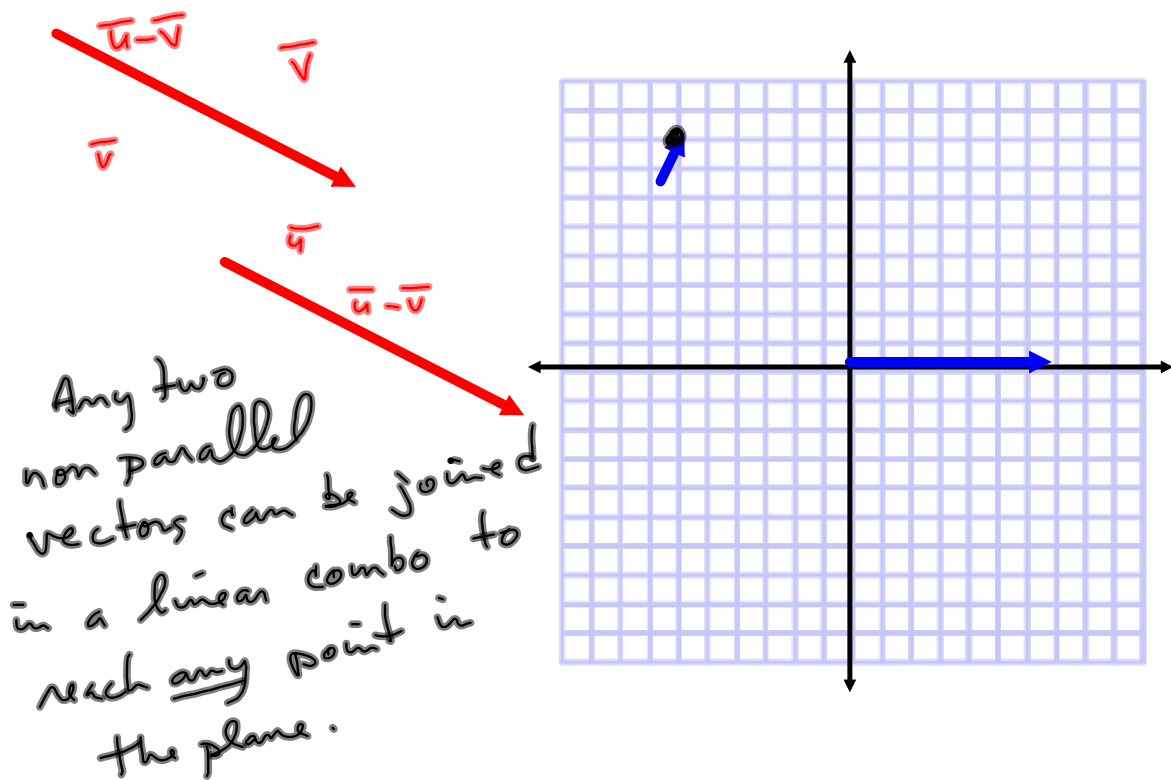
$$\vec{u} = \langle 4, 3 \rangle = 4\vec{i} + 3\vec{j}$$

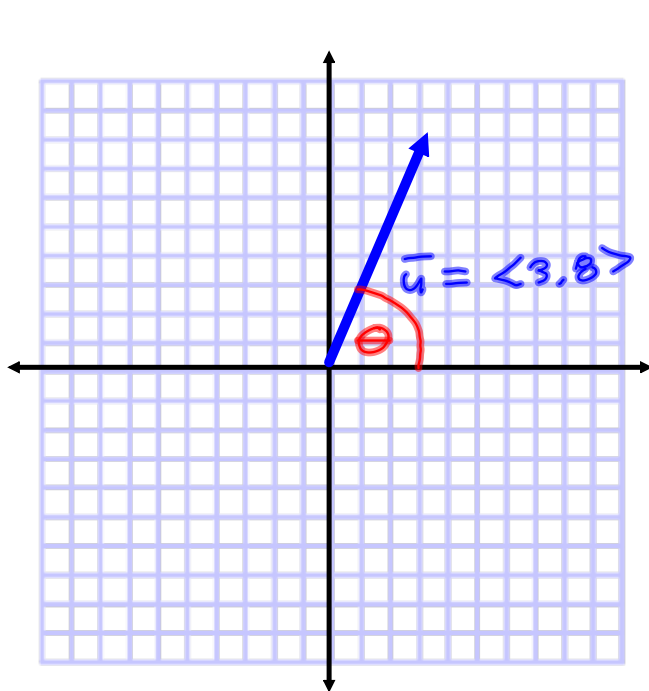
Linear combos are good for certain apps & calculations.

$$\begin{aligned} \text{BTW: } 7\vec{u} &= 7\langle 4, 3 \rangle = \langle 7(4), 7(3) \rangle \\ &= \langle 28, 21 \rangle \end{aligned}$$









Direction angles
 $\tan \theta = \frac{y}{x} = \frac{8}{3}$
 $\theta = \tan^{-1}\left(\frac{8}{3}\right)$ is fine for QI, but remember, the range of $\tan^{-1}(x)$ is $\theta = \left(-\frac{\pi}{2}, \frac{\pi}{2}\right)$