

# Math 7 B

## Assignment 2

### September 24<sup>th</sup> 2014

#### VECTORS

A **vector** is a directed segment. We denote the vector from  $A$  to  $B$  by  $\vec{AB}$ . We will also frequently use lower-case letters for vectors:  $\vec{v}$ .

We will consider two vectors to be the same if they have the same length and direction; this happens exactly when these two vectors form two opposite sides of a parallelogram. Using this, we can write any vector  $\vec{v}$  as a vector with tail at given point  $A$ . We will sometimes write  $A + \vec{v}$  for the head of such a vector.

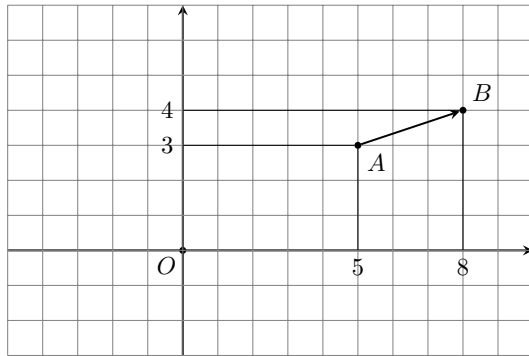
Vectors are used in many places. For example, many physical quantities (velocities, forces, etc) are naturally described by vectors.

#### VECTORS IN COORDINATES

Recall that every point in the plane can be described by a pair of numbers – its coordinates. Similarly, any vector can be described by two numbers, its  $x$ -coordinate and  $y$ -coordinate: for a vector  $\vec{AB}$ , with tail  $A = (x_1, y_1)$  and head  $B = (x_2, y_2)$ , its coordinates are

$$\vec{AB} = (x_2 - x_1, y_2 - y_1)$$

$$\vec{AB} = (8 - 5, 4 - 3) = (3, 1)$$



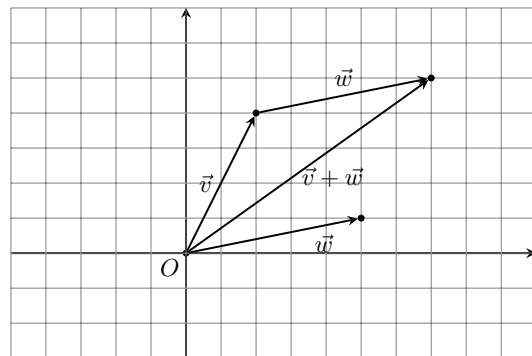
#### OPERATIONS WITH VECTORS

Let  $\vec{v}, \vec{w}$  be two vectors. Then we define a new vector,  $\vec{v} + \vec{w}$  as follows: choose  $A, B, C$  so that  $\vec{v} = \vec{AB}$ ,  $\vec{w} = \vec{BC}$ ; then define

$$\vec{v} + \vec{w} = \vec{AB} + \vec{BC} = \vec{AC}$$

In coordinates, it looks very simple: if  $\vec{v} = (v_x, v_y)$ ,  $\vec{w} = (w_x, w_y)$ , then

$$\vec{v} + \vec{w} = (v_x + w_x, v_y + w_y)$$



**Theorem.** *So defined addition is commutative and associative:*

$$\vec{v} + \vec{w} = \vec{w} + \vec{v}$$
$$(\vec{v}_1 + \vec{v}_2) + \vec{v}_3 = \vec{v}_1 + (\vec{v}_2 + \vec{v}_3)$$

There is no obvious way of multiplying two vectors; however, one can multiply a vector by a number: if  $\vec{v} = (v_x, v_y)$  and  $t$  is a real number, then we define

$$t\vec{v} = (tv_x, tv_y)$$

Again, we have the usual distributive properties.

### PROBLEMS

1. What is the probability that among 12 randomly chosen people exactly 7 will be men?
2. In a certain game, you have 21 white pieces and 18 black pieces. In how many ways can you select two pieces of the same color? of different colors?
3. (a) Let  $A = (3, 6)$ ,  $B = (5, 2)$ . Find the coordinates of the vector  $\vec{v} = \overrightarrow{AB}$  and coordinates of the points  $A + 2\vec{v}$ ;  $A + \frac{1}{2}\vec{v}$ ;  $A - \vec{v}$ .  
(b) Repeat part (a) for points  $A = (x_1, y_1)$ ,  $B = (x_2, y_2)$
4. Let  $A = (x_1, y_1)$ ,  $B = (x_2, y_2)$ . Show that the midpoint  $M$  of segment  $AB$  has coordinates  $(\frac{x_1+x_2}{2}, \frac{y_1+y_2}{2})$  and that  $\overrightarrow{OM} = \frac{1}{2}(\overrightarrow{OA} + \overrightarrow{OB})$ .  
[Hint: point  $M$  is  $A + \frac{1}{2}\vec{v}$ , where  $\vec{v} = \overrightarrow{AB}$ ].
5. Let  $AB$  be a segment, and  $M$  - a point on the segment which divides it in the proportion 2:1, i.e.,  $|AM| = 2|MB|$ . Let  $O$  be the origin. Show that  $\overrightarrow{OM} = \overrightarrow{OA} + \frac{2}{3}\overrightarrow{AB} = \frac{1}{3}\overrightarrow{OA} + \frac{2}{3}\overrightarrow{OB}$
6. Consider a parallelogram  $ABCD$  with vertices  $A(0, 0)$ ,  $B(3, 6)$ ,  $D(5, -2)$ . Find the coordinates of:
  - (a) vertex  $C$
  - (b) midpoint of segment  $BD$
  - (c) Midpoint of segment  $AC$
7. Repeat the previous problem if coordinates of  $B$  are  $(x_1, y_1)$ , and coordinates of  $D$  are  $(x_2, y_2)$ . Use the result to prove that diagonals of a parallelogram bisect each other (i.e., the intersection point is the midpoint of each of them).
8. Consider triangle  $\triangle ABC$  with  $A(2, 1)$ ,  $B(3, 8)$ ,  $C(7, 0)$ .
  - (a) Find the coordinates of the midpoints  $A_1$  of segment  $BC$ ; of midpoint  $B_1$  of segment  $AC$ ; of midpoint  $C_1$  of segment  $AB$ .
  - (b) Find the coordinates of the point on the median  $AA_1$  which divides  $AA_1$  in proportion 2 : 1 (see problem 3). Repeat the same for two other medians  $BB_1$  and  $CC_1$ .