

# Vectors and coordinates system in space



# Vectors in space

## Introduction

The notion of vectors is introduced mainly in grade 10 class.  
Same in space.

✓ Every two points defined a unique vector

✓ Notation:  $\overrightarrow{AB}$  or  $\vec{u}$

✓ Direction (Line of action): (AB)

✓ Sense: From A to B

✓ Magnitude:  $|\overrightarrow{AB}| = AB$



# Vectors in space

## Introduction

### Remarks

✓  $\overrightarrow{AA} = \vec{0}$

✓  $\overrightarrow{AB} = -\overrightarrow{BA}$

✓  $\vec{0}$  is a vector having the same direction as every vector



# Vectors in space

## Introduction

### Equal vectors

✓  $\vec{u} = \vec{v}$

- Same direction
- Same sense
- Same norm

If  $\overrightarrow{AB} = \overrightarrow{CD}$ , then ABDC is a parallelogram



# Vectors in space

## Introduction

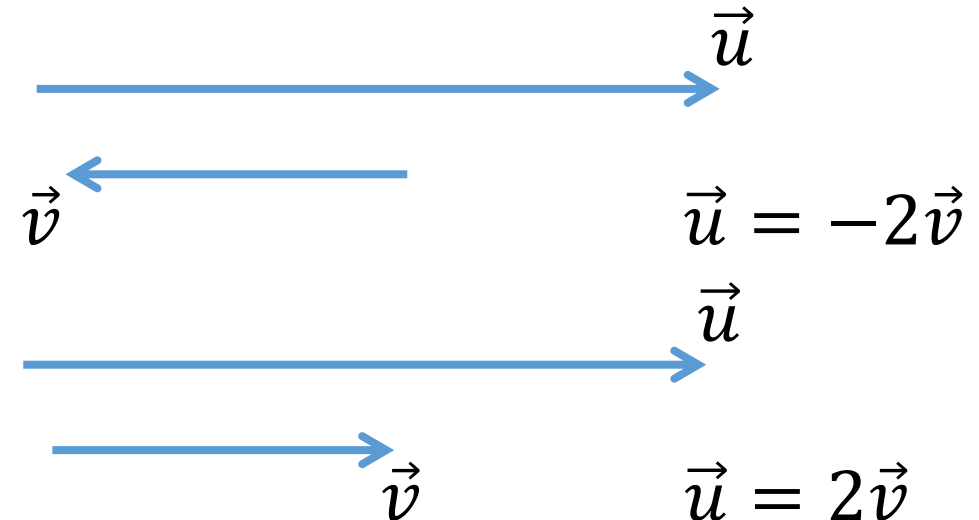
### Opposite vectors

- ✓  $\vec{u} = -\vec{v}$ 
  - Same direction
  - Opposite sense
  - Same norm



### Collinear vectors

- ✓  $\vec{u} = k\vec{v} \quad k \in \mathbb{R}$ 
  - Same direction
  - If  $k > 0$ , same sense
  - If  $k < 0$ , opposite sense
  - $||\vec{u}|| = |k| \times ||\vec{v}||$

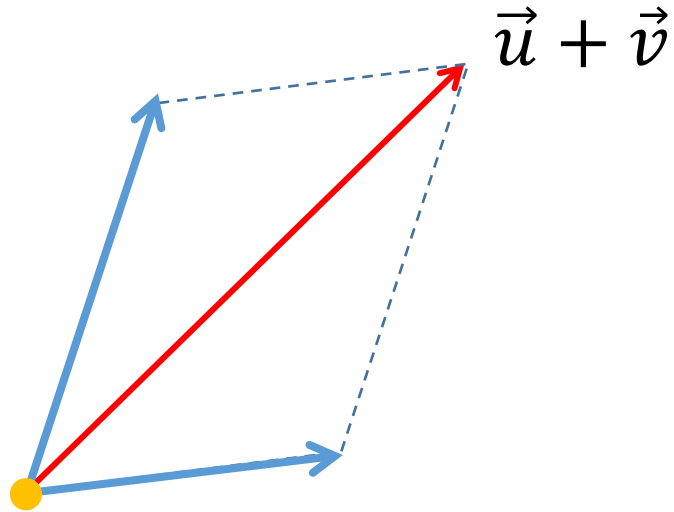
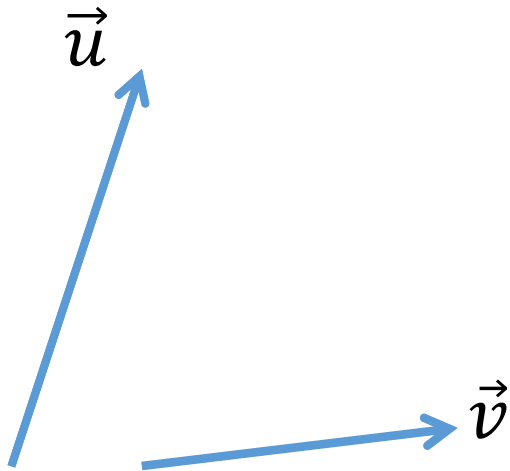


# Vectors in space

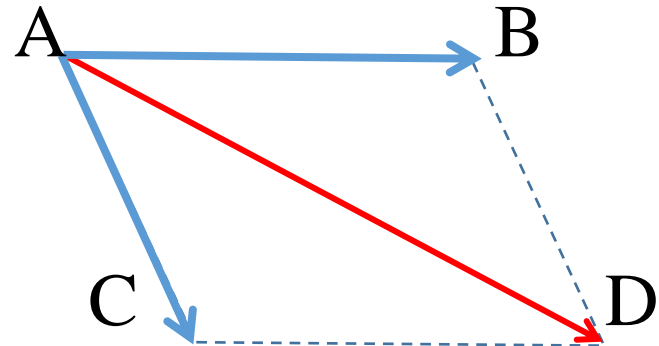
## Introduction

### Sum of two vectors

✓  $\vec{u} + \vec{v}$  is a vector



✓ If ABDC is a parallelogram, then  $\overrightarrow{AB} + \overrightarrow{AC} = \overrightarrow{AD}$  and vice versa

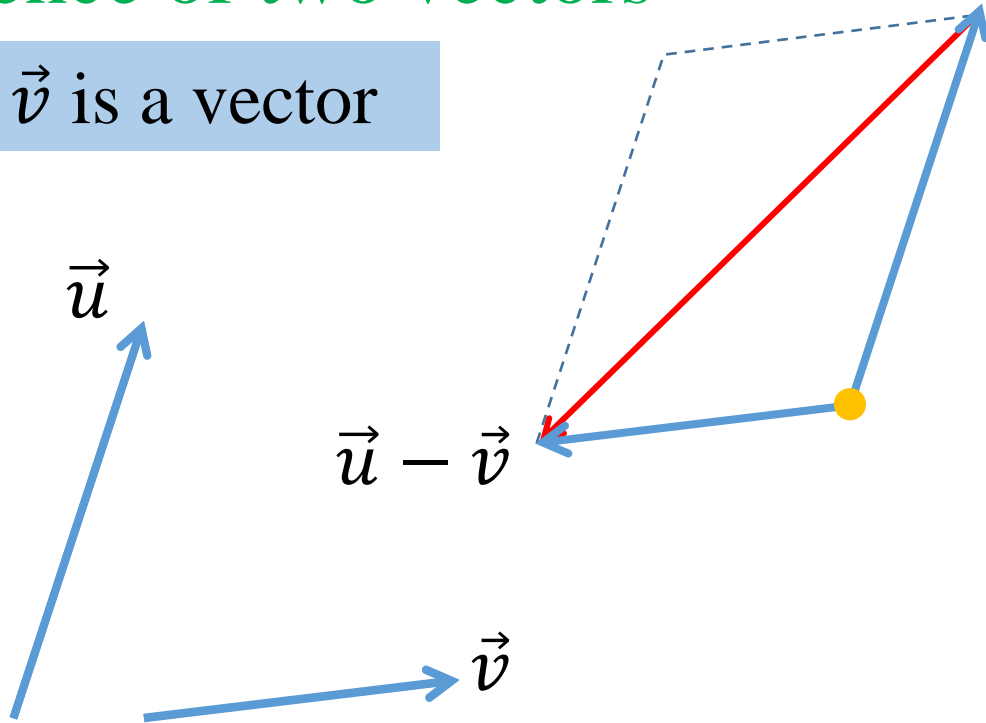


# Vectors in space

## Introduction

### Difference of two vectors

✓  $\vec{u} - \vec{v}$  is a vector





# Vectors in space

## Introduction

### Remarks

$a, b$  are two real numbers,  $\vec{u}$  and  $\vec{v}$  are two any vectors.

$$\checkmark \quad (a + b)\vec{u} = a\vec{u} + b\vec{u}$$

$$\checkmark \quad a(\vec{u} + \vec{v}) = a\vec{u} + a\vec{v}$$

$$\checkmark \quad a(b\vec{u}) = (ab)\vec{u}$$



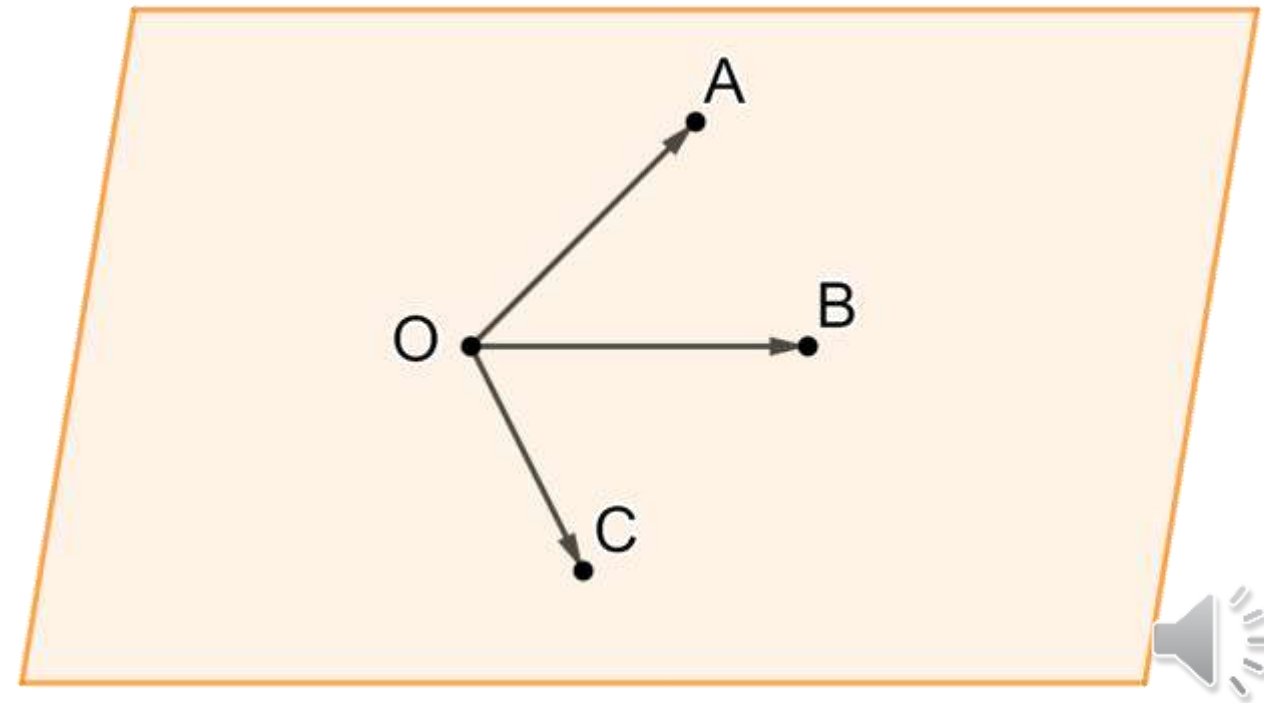
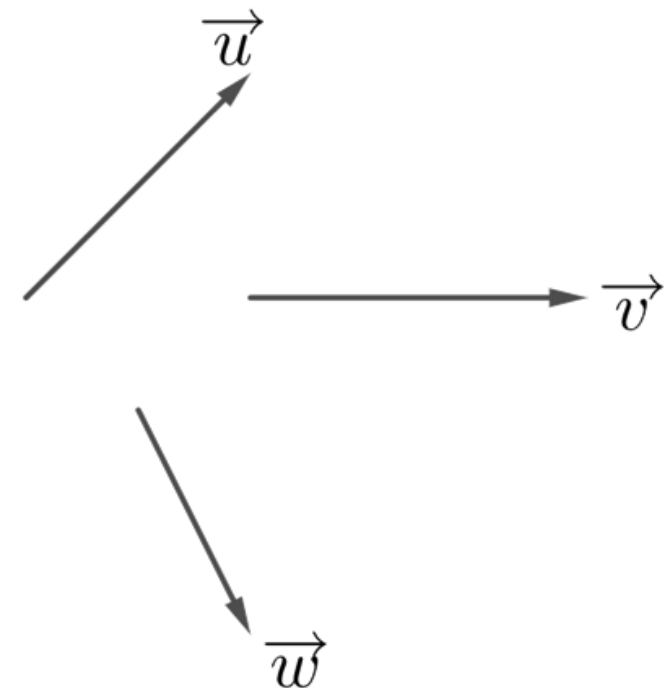
# Vectors in space

## Coplanar vectors

### Definition

$\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$  are three non collinear vectors in the space.

$\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$  are said coplanar when an arbitrary point O and the three points defined by:  $\overrightarrow{OA} = \vec{u}$ ,  $\overrightarrow{OB} = \vec{v}$  and  $\overrightarrow{OC} = \vec{w}$  are coplanar: O; A; B and C belong to the same plane.



# Vectors in space

## Coplanar vectors

### Remarks

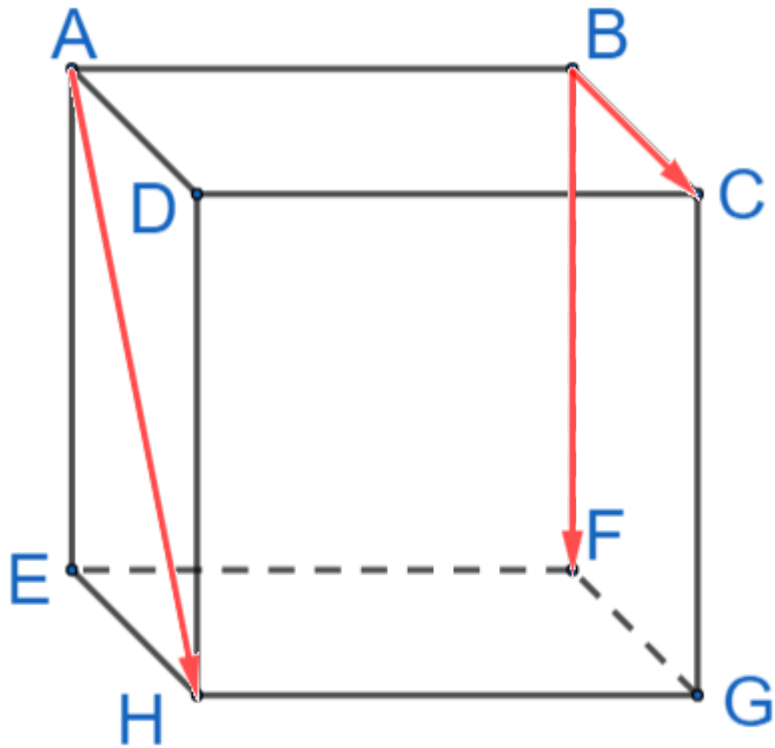
- ➊ If  $\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$  are coplanar, then exist 2 non zero real numbers  $a$  and  $b$  such that  $\vec{w} = a\vec{u} + b\vec{v}$  (and vice versa)
- ➋ To prove that 4 points A, B, C and D are coplanar, it is sufficient to prove that 3 vectors of these 4 points are coplanar.
- ➌ If two of the three vectors  $\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$  are collinear, then the 3 vectors are coplanar.



# Vectors in space

## Coplanar vectors

### Example



$$\vec{AH} = \vec{BG}$$

B, C, G and F are coplanar

So  $\vec{BC}$ ,  $\vec{BF}$  and  $\vec{AH}$  are coplanar.

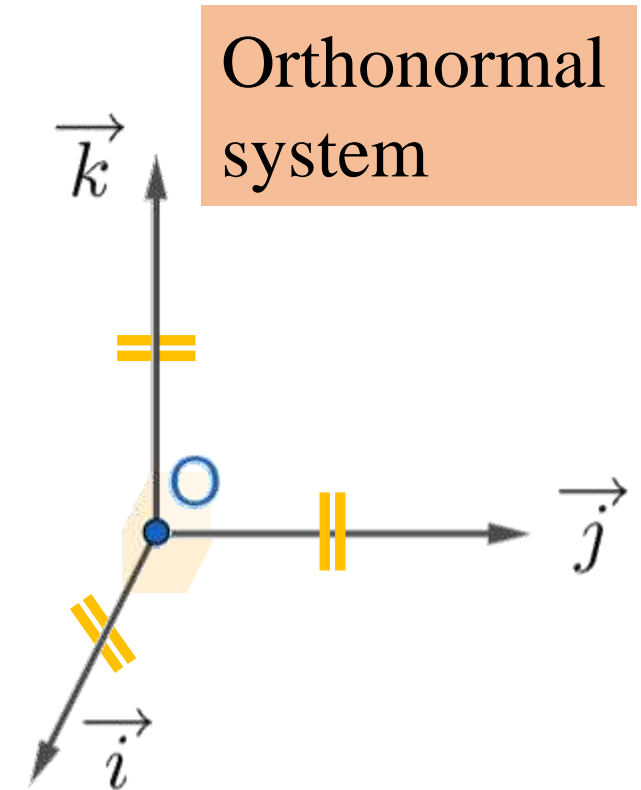
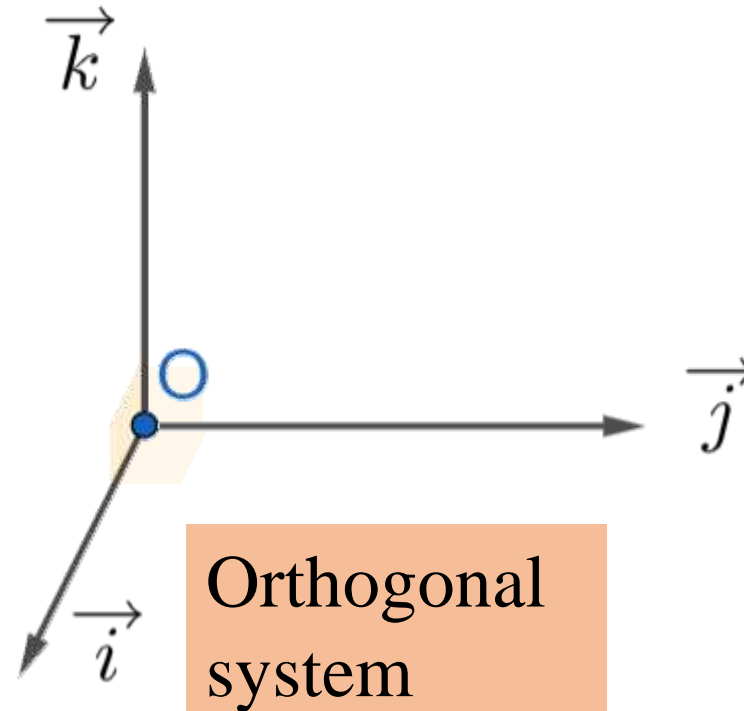
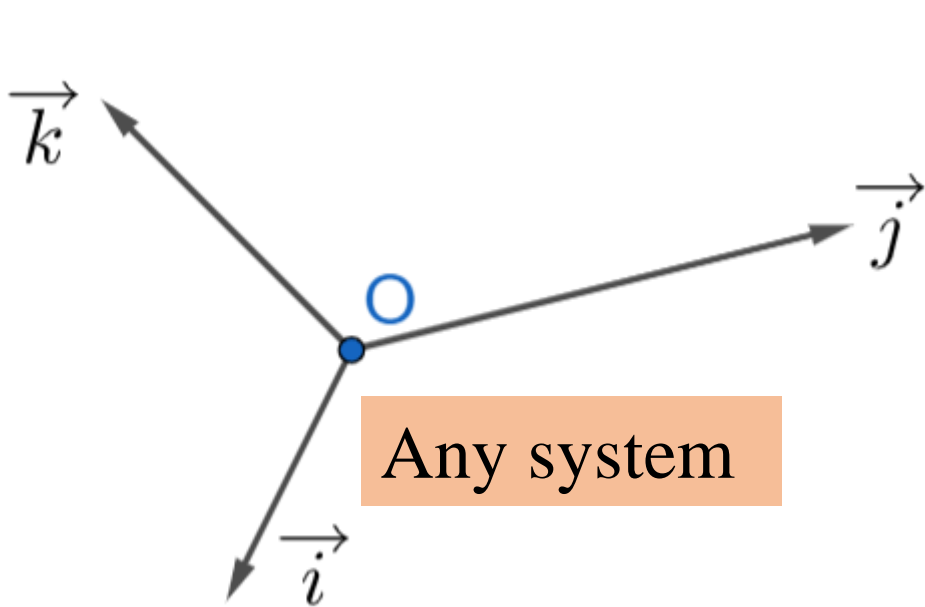


# System of coordinates

## Basis

### Definition

Any non coplanar triple of vectors form a basis in space.



# System of coordinates

## Coordinates of a point

### Definition

Consider the orthonormal system  $(O; \vec{i}; \vec{j}; \vec{k})$ .

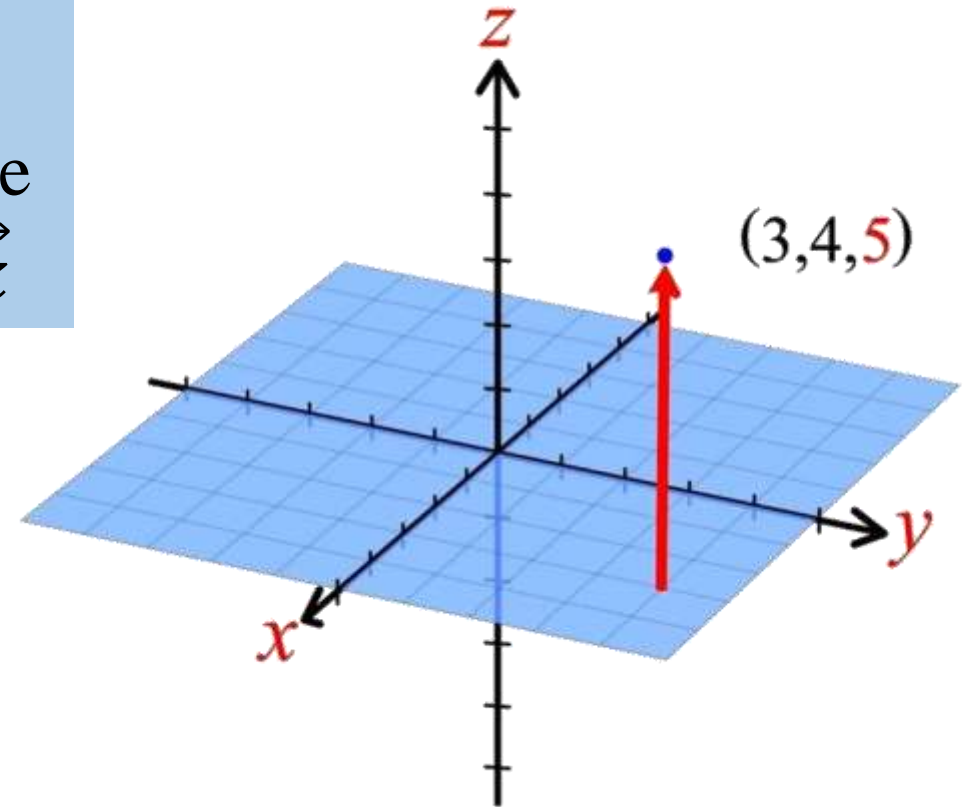
M is any point of the space.

For every point M in the space, we can associate a triplet  $(x; y; z)$  such that:  $\overrightarrow{OM} = x\vec{i} + y\vec{j} + z\vec{k}$

$x$  is **abscissa** of M

$y$  is **ordinate** of M

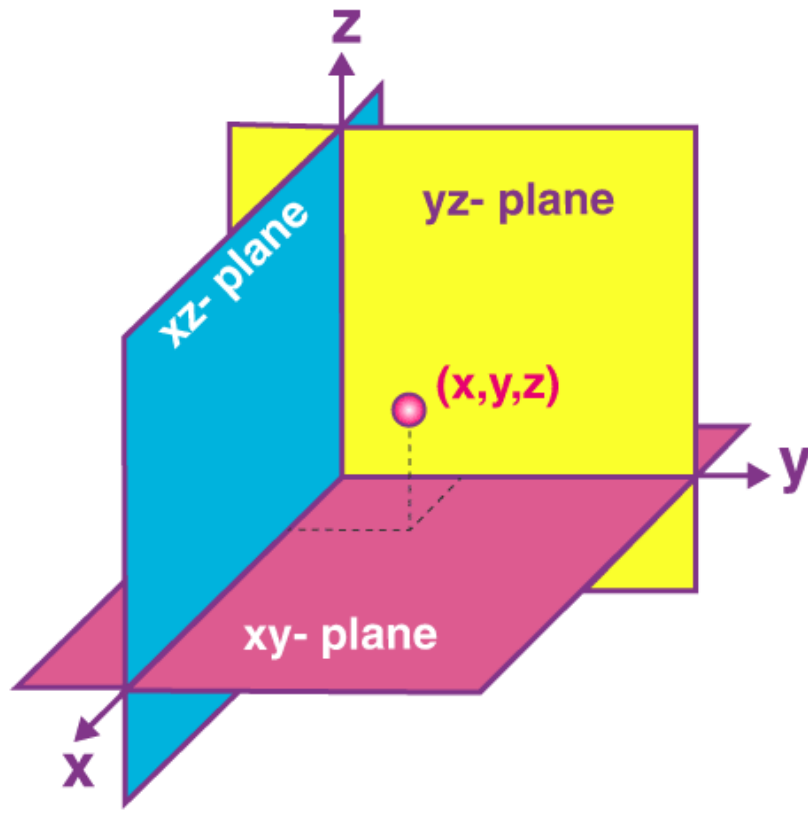
$z$  is **elevation** of M



# System of coordinates

## Coordinates of a point

Remarks:



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- ✓ M is a point in xy-plane:  $z_M = 0$
- ✓ M is a point of xz-plane:  $y_M = 0$
- ✓ M is a point on yz-plane:  $x_M = 0$
- ✓ M is a point on xAxis:  $y_M = z_M = 0$
- ✓ M is a point on yAxis:  $x_M = z_M = 0$
- ✓ M is a point on zAxis:  $x_M = y_M = 0$



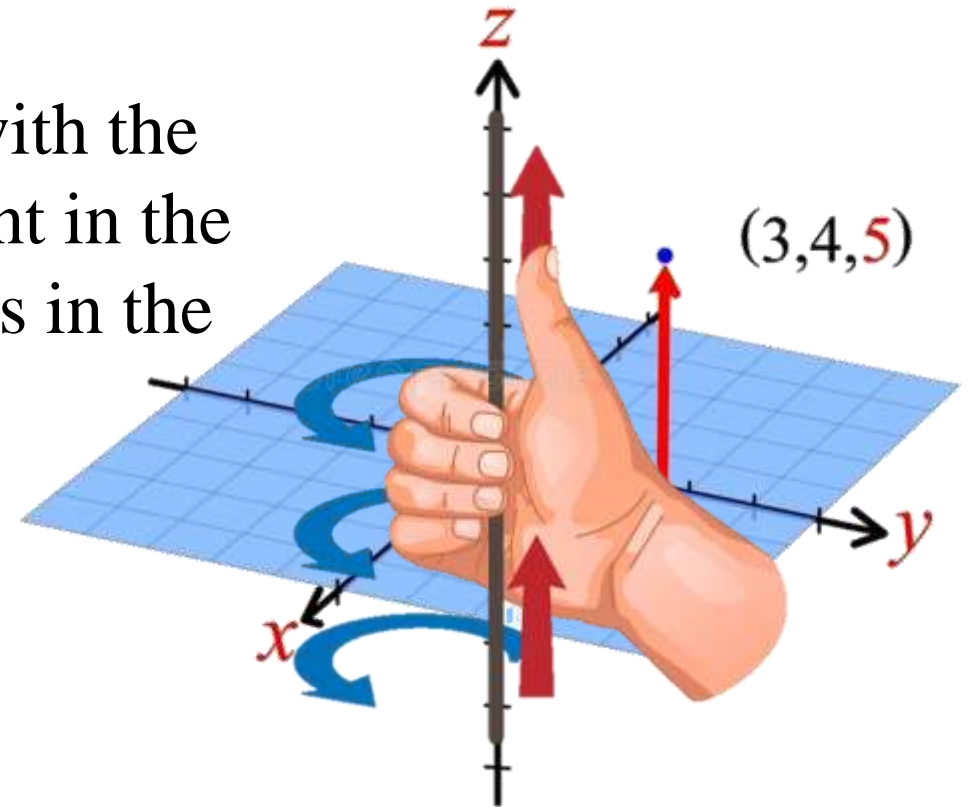
# System of coordinates

## Coordinates of a point

### Remarks:

The sense of the elevation axis ( $z'z$ ) is determined by **right hand rule**.

If we take our right hand and align the fingers with the positive x-axis, then curl the fingers so they point in the direction of the positive y-axis, our thumb points in the direction of the positive z-axis.



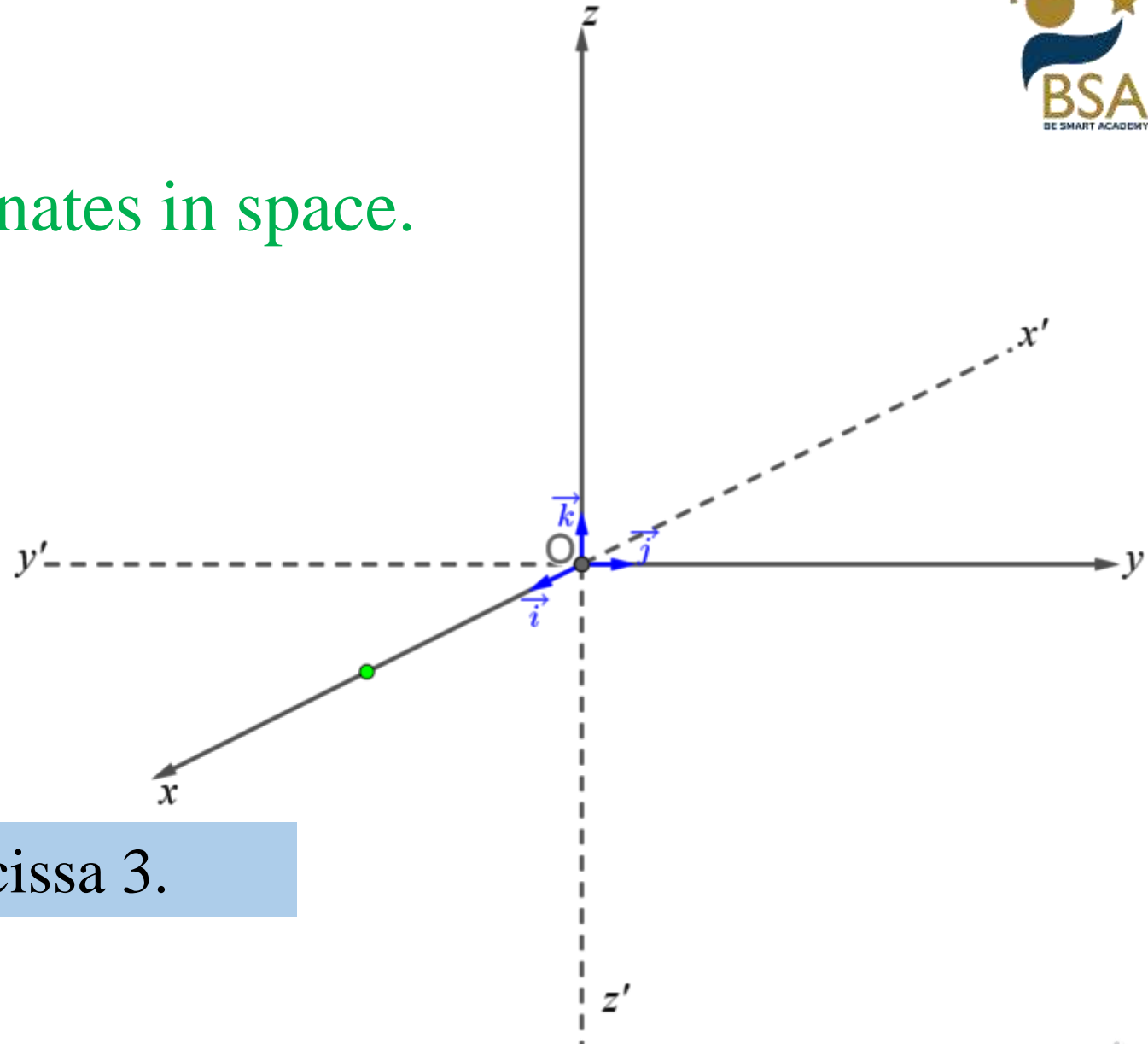
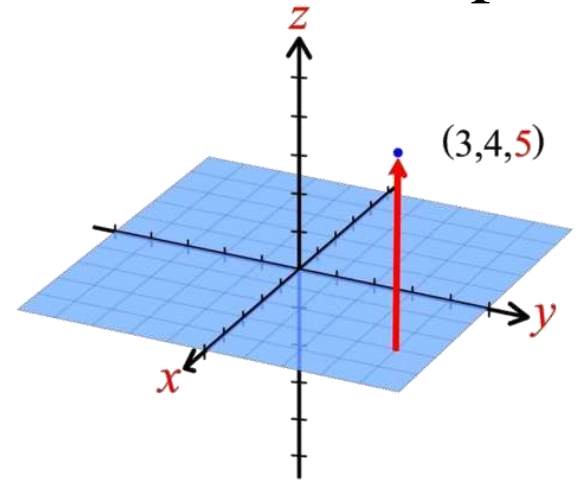


# System of coordinates

## Coordinates of a point

Locating a point of given coordinates in space.

Consider the point  $M(3;4;5)$



Step 1: Plot on  $(x'x)$  the point of abscissa 3.

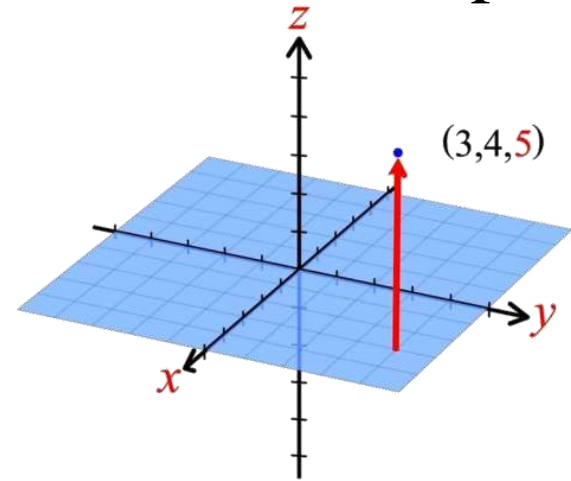


# System of coordinates

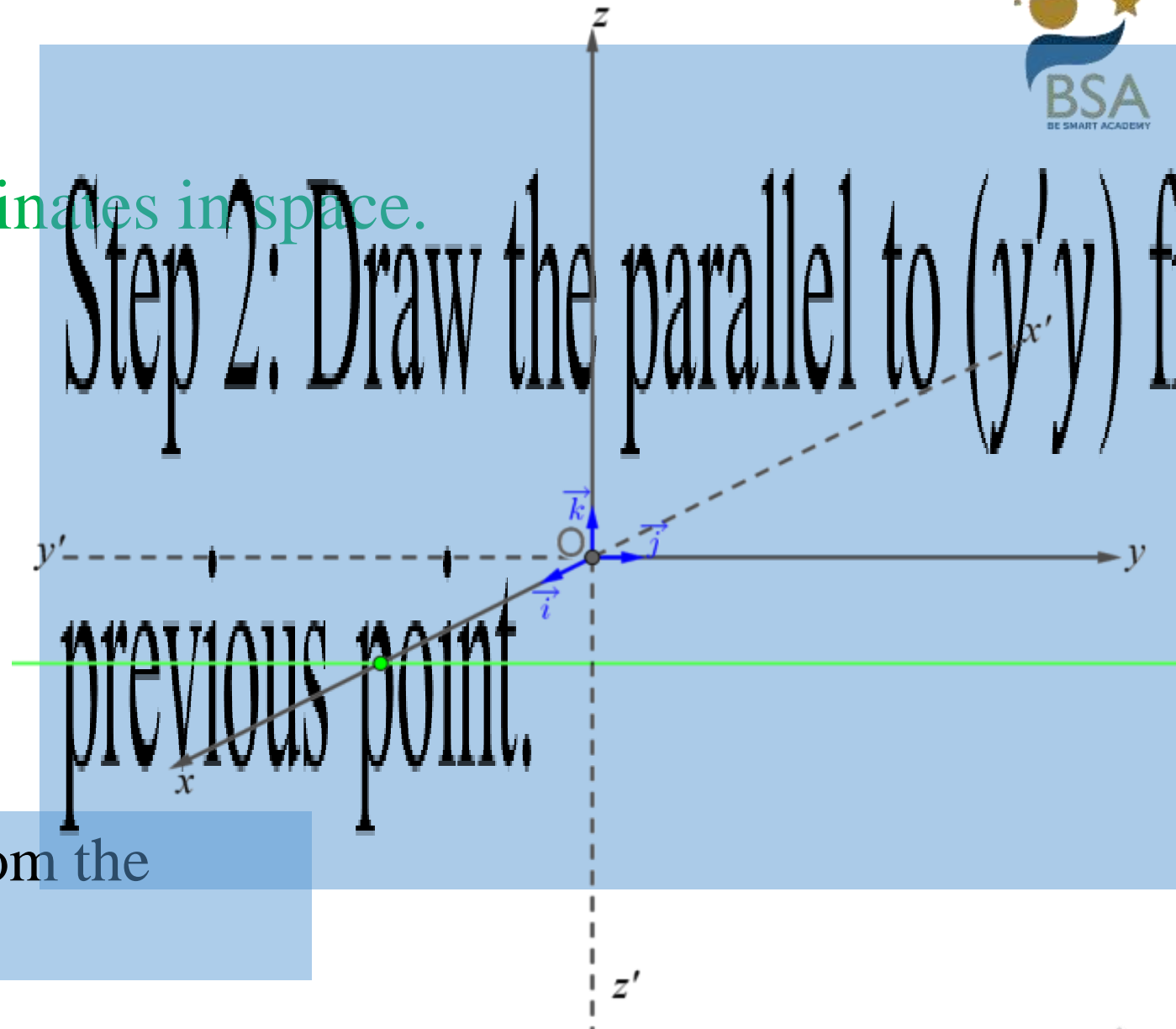
## Coordinates of a point

Locating a point of given coordinates in space.

Consider the point  $M(3;4;5)$



Step 2: Draw the parallel to  $(y'y)$  from the previous point.

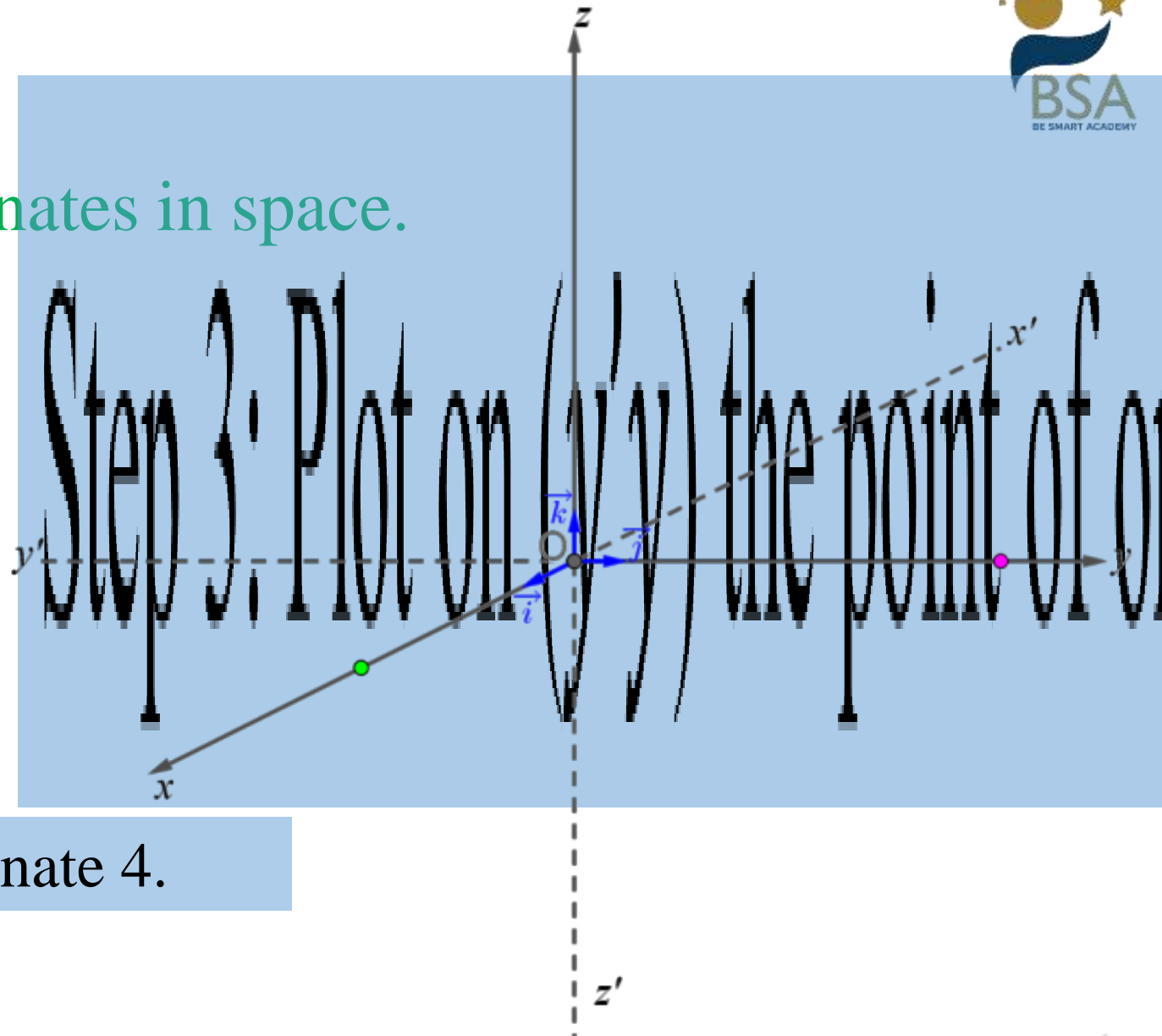
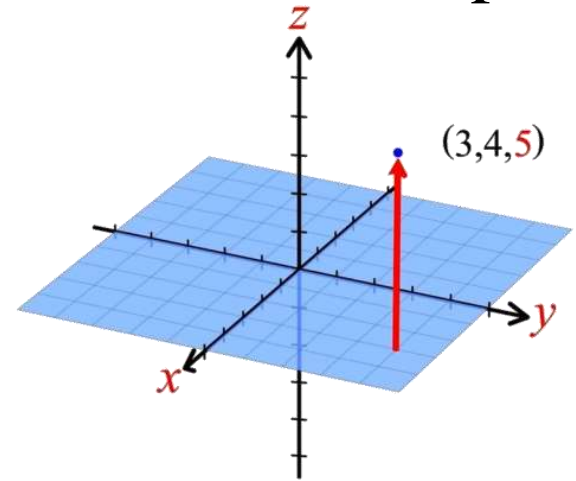


# System of coordinates

## Coordinates of a point

Locating a point of given coordinates in space.

Consider the point  $M(3;4;5)$



Step 3: Plot on  $(y'y)$  the point of ordinate 4.

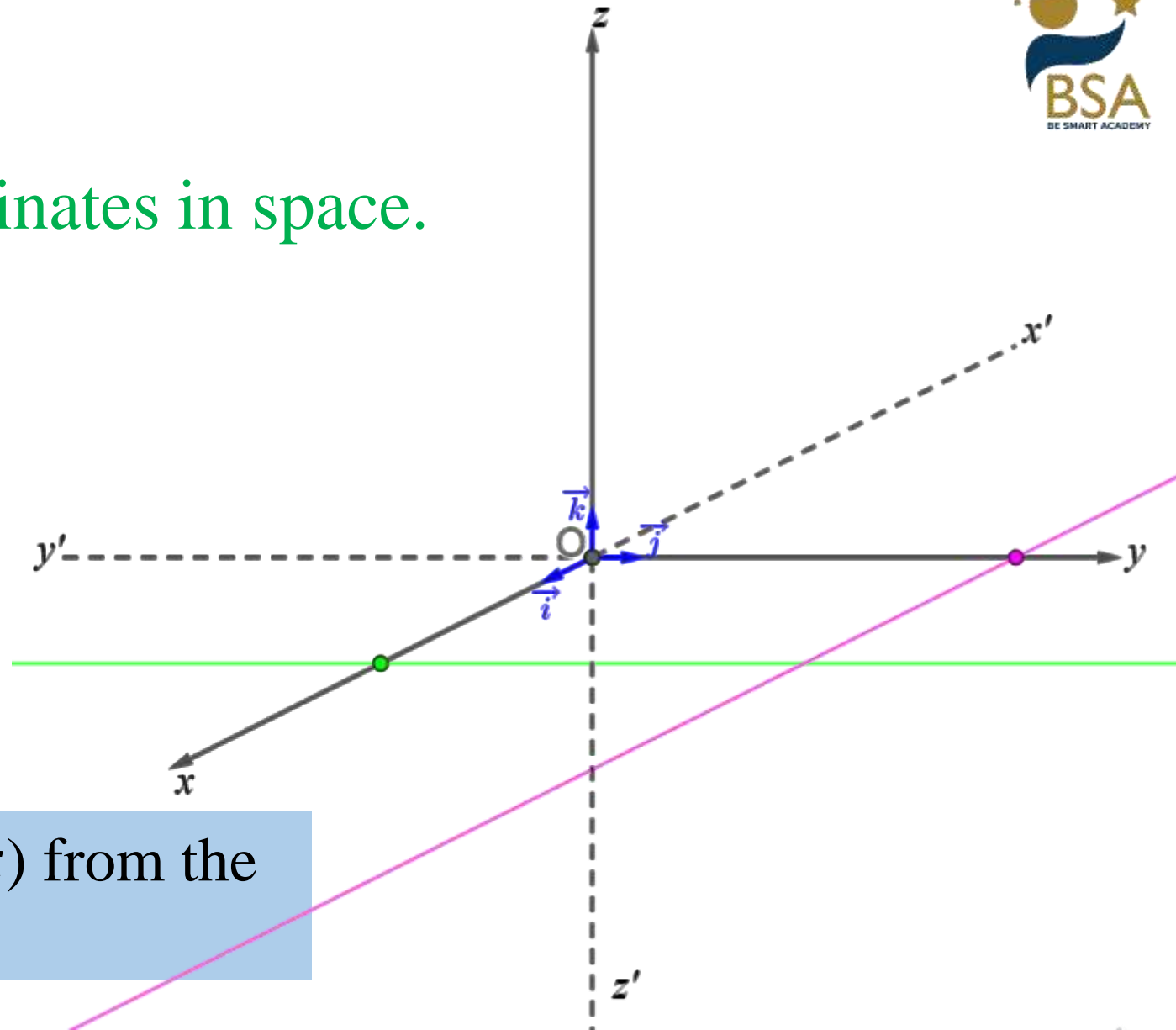
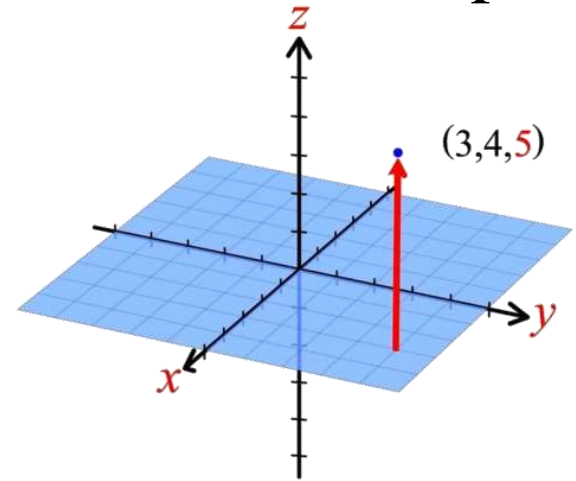


# System of coordinates

## Coordinates of a point

Locating a point of given coordinates in space.

Consider the point  $M(3;4;5)$



Step 4: Draw the parallel line to  $(x'x)$  from the previous point.

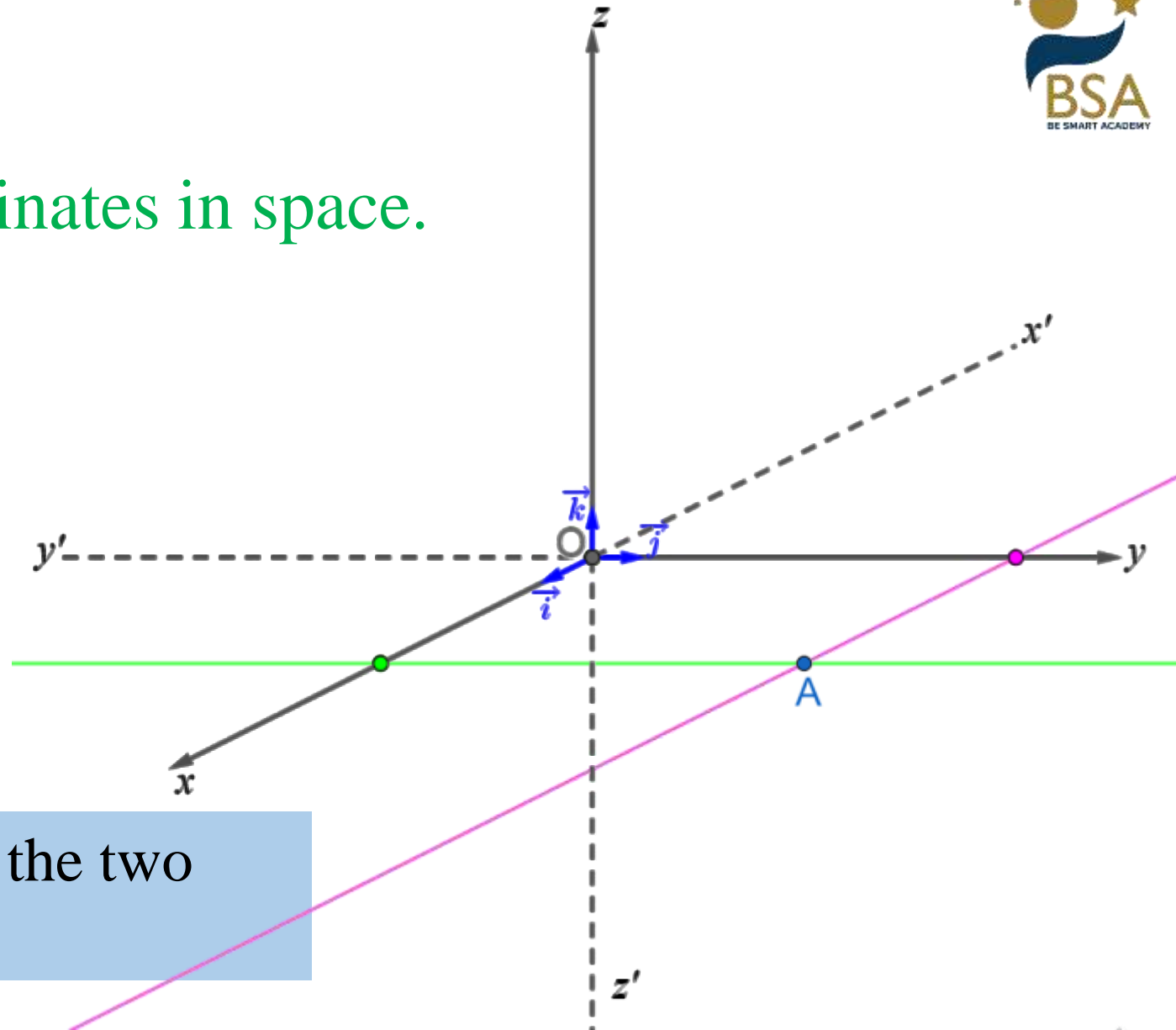
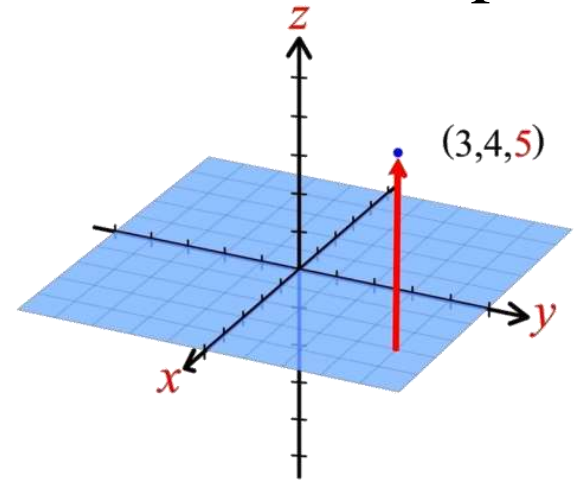


# System of coordinates

## Coordinates of a point

Locating a point of given coordinates in space.

Consider the point  $M(3;4;5)$



Step 5: Plot the intersection point of the two drawn parallel.

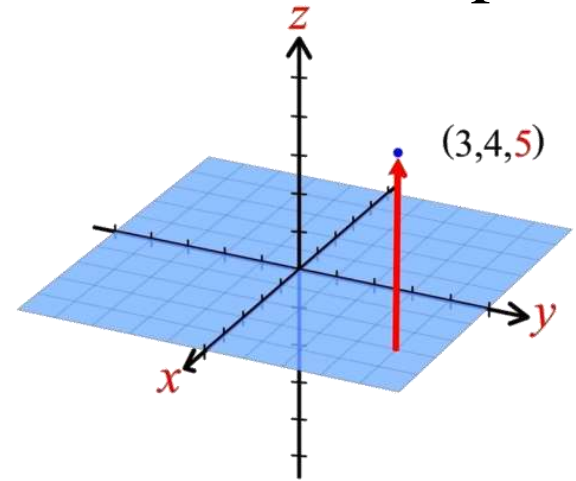


# System of coordinates

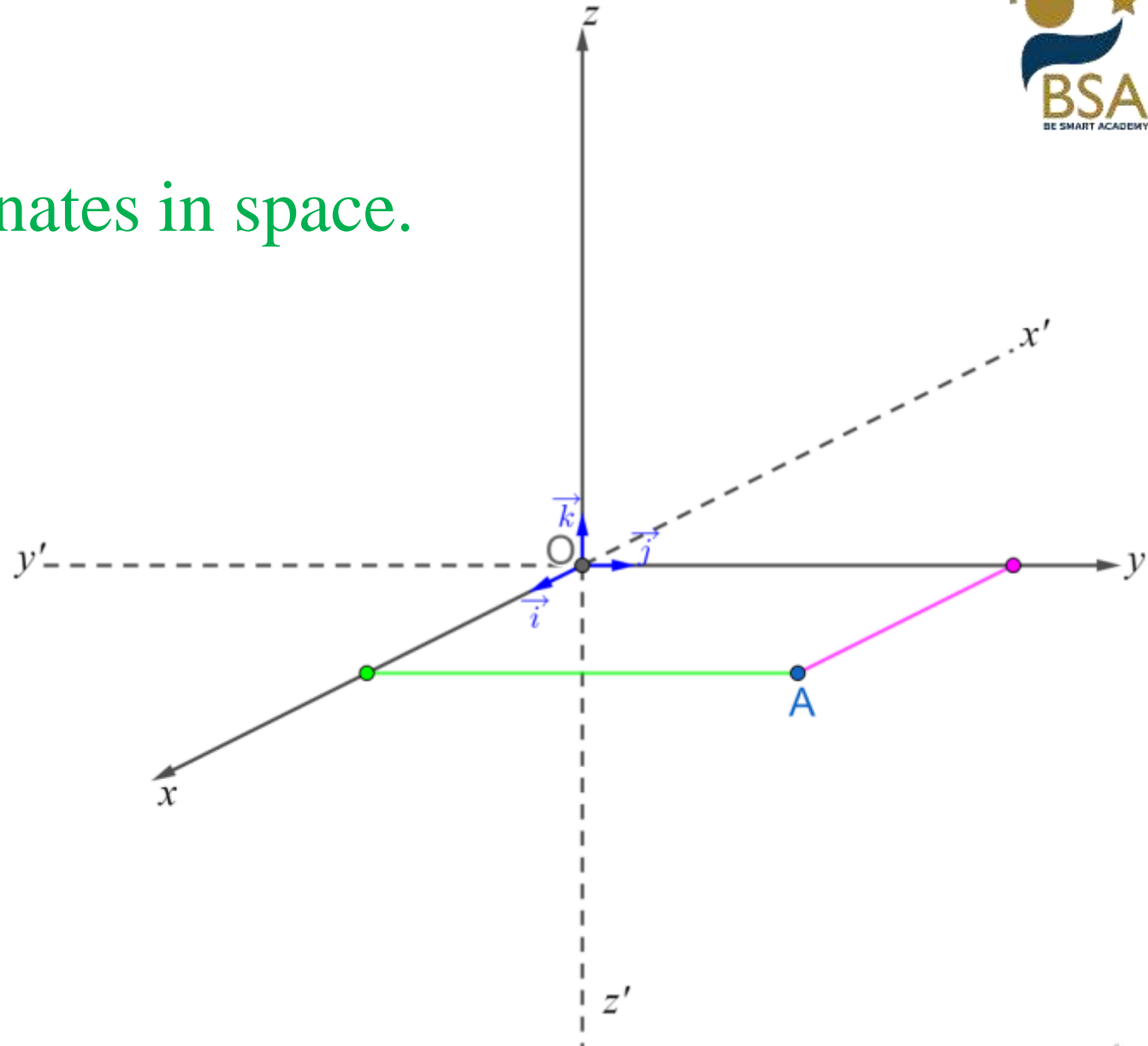
## Coordinates of a point

Locating a point of given coordinates in space.

Consider the point  $M(3;4;5)$



We get the point  $A(3;4;0)$

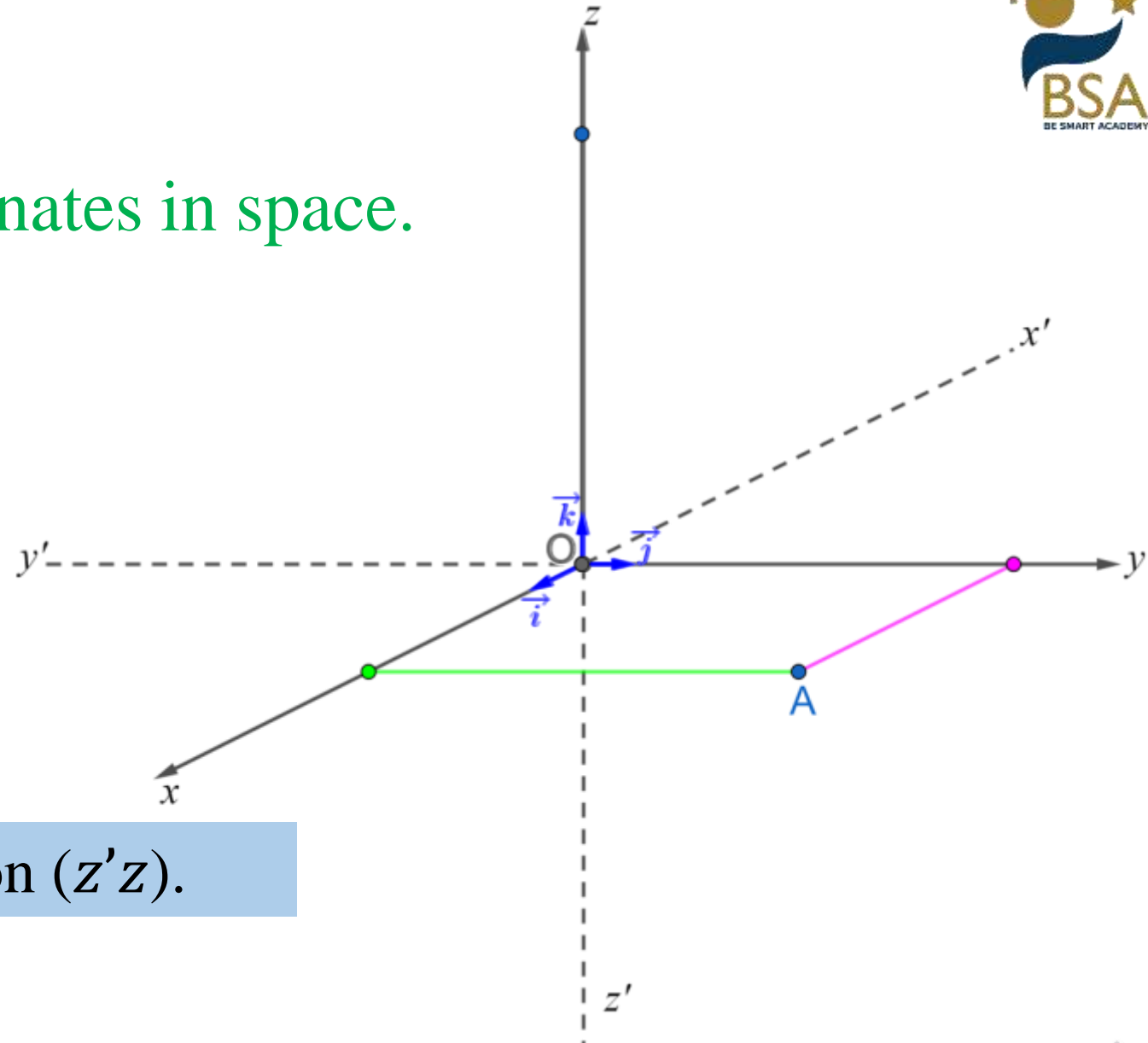
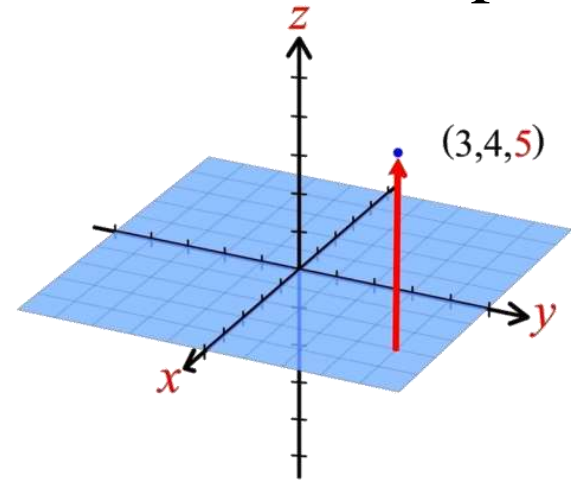


# System of coordinates

## Coordinates of a point

Locating a point of given coordinates in space.

Consider the point  $M(3;4;5)$



Step 6: Plot the point of elevation 5 on  $(z'z)$ .

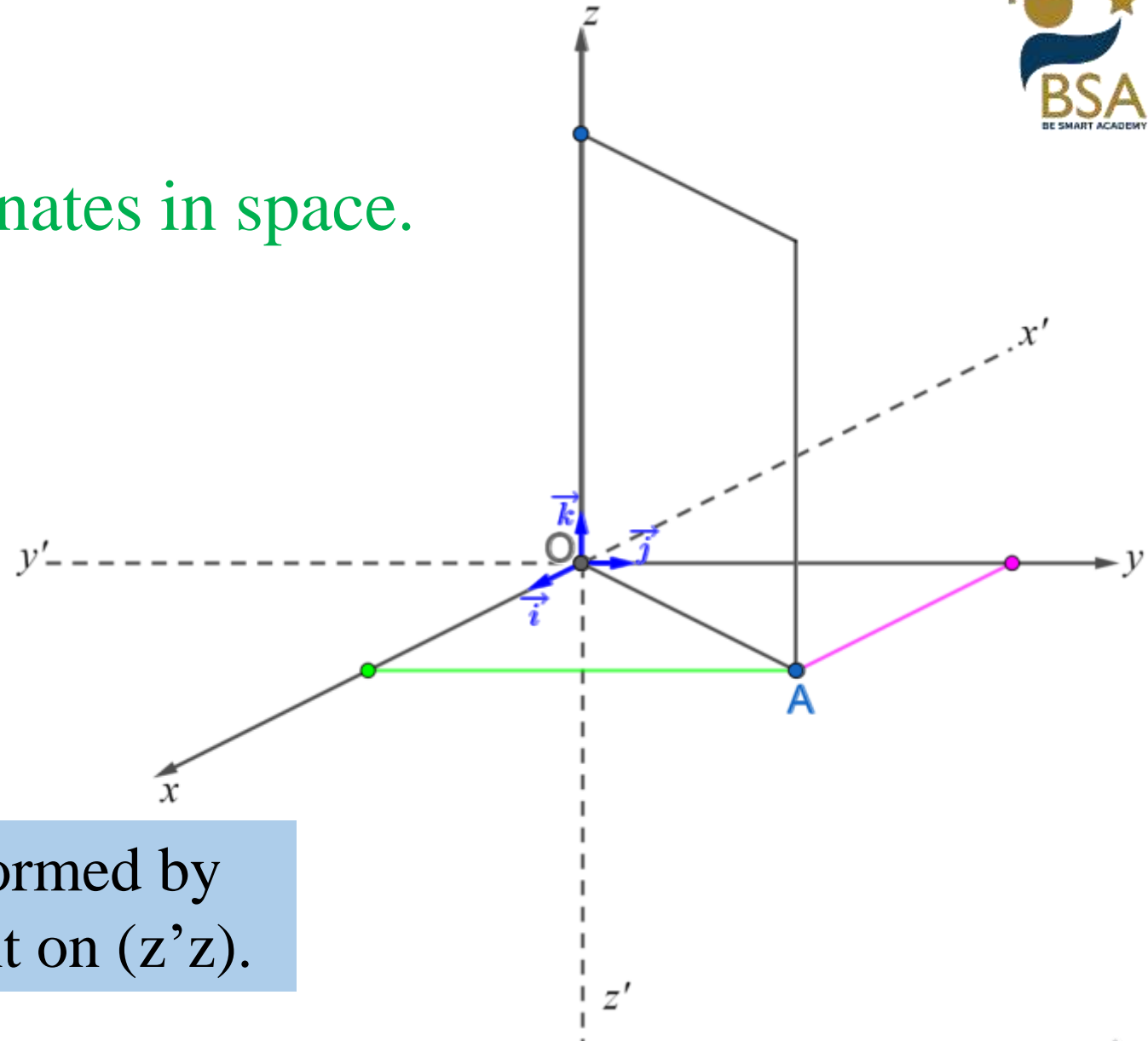
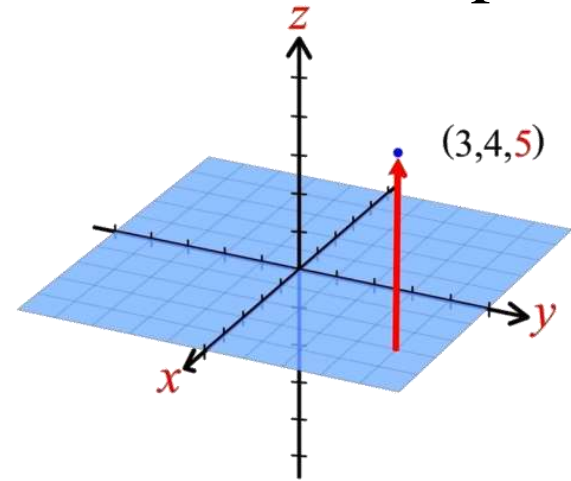


# System of coordinates

## Coordinates of a point

Locating a point of given coordinates in space.

Consider the point  $M(3;4;5)$



Step 6: complete the parallelogram formed by the points  $A$ ,  $O$  and the previous point on  $(z'z)$ .



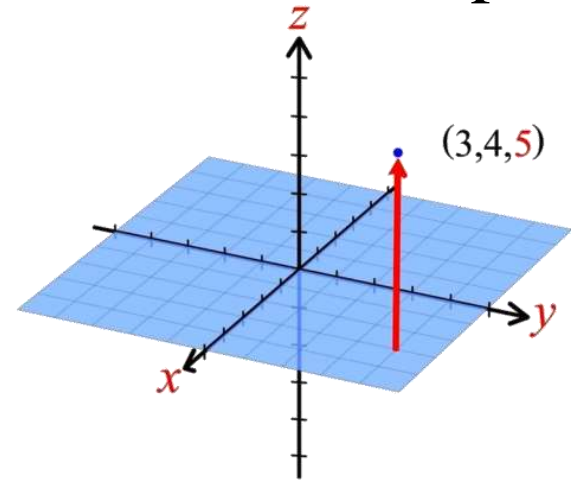


# System of coordinates

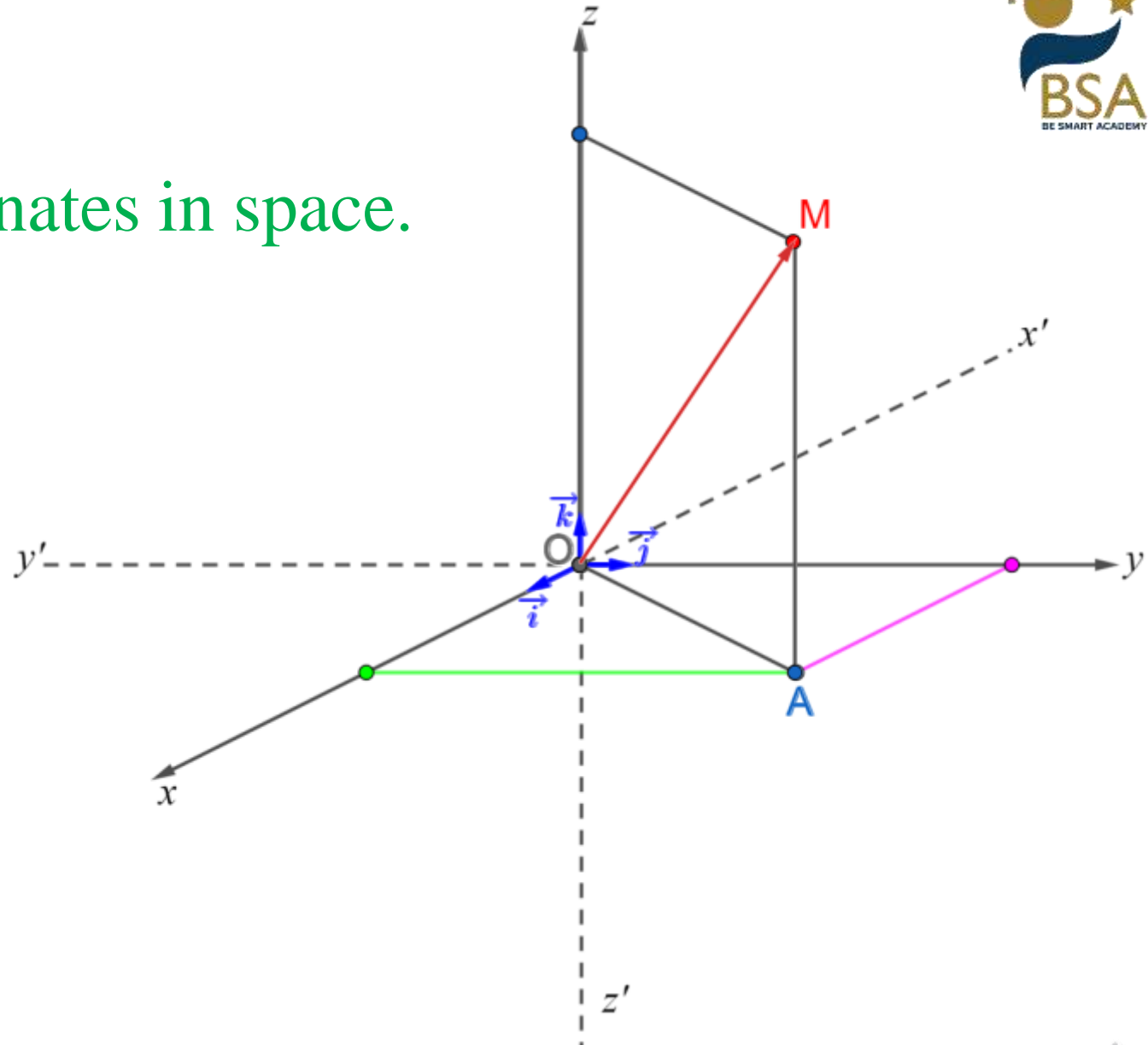
## Coordinates of a point

Locating a point of given coordinates in space.

Consider the point  $M(3;4;5)$



We get the point  $M(3;4;5)$



# System of coordinates

## Analytic expressions

### Coordinates of a vector.

Consider a vector  $\vec{u}$  in an orthonormal system  $(O; \vec{i}; \vec{j}; \vec{k})$ .

$$\vec{u} = x\vec{i} + y\vec{j} + z\vec{k}$$

$$||\vec{u}|| = \sqrt{x^2 + y^2 + z^2}$$

Consider the two points A and B in an orthonormal system  $(O; \vec{i}; \vec{j}; \vec{k})$ .

$$\overrightarrow{AB} \begin{cases} x_{\overrightarrow{AB}} = x_B - x_A \\ y_{\overrightarrow{AB}} = y_B - y_A \\ z_{\overrightarrow{AB}} = z_B - z_A \end{cases}$$

$$||\overrightarrow{AB}|| = \sqrt{(x_B - x_A)^2 + (y_B - y_A)^2 + (z_B - z_A)^2}$$



# System of coordinates

## Analytic expressions

### Vector relations.

Consider the vector  $\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$  in an orthonormal system  $(O; \vec{i}; \vec{j}; \vec{k})$ .

If  $\vec{w} = a\vec{u} + b\vec{v}$  where  $a, b \in \mathbb{R}$ , then:

$$\begin{cases} x_{\vec{w}} = ax_{\vec{u}} + bx_{\vec{v}} \\ y_{\vec{w}} = ay_{\vec{u}} + by_{\vec{v}} \\ z_{\vec{w}} = az_{\vec{u}} + bz_{\vec{v}} \end{cases}$$

As a result:

- ✓ If  $\vec{u} = \vec{v}$ , then  $x_{\vec{u}} = x_{\vec{v}}$  ;  $y_{\vec{u}} = y_{\vec{v}}$  ;  $z_{\vec{u}} = z_{\vec{v}}$
- ✓ If  $\vec{u} = a\vec{v}$ , then  $x_{\vec{u}} = ax_{\vec{v}}$  ;  $y_{\vec{u}} = ay_{\vec{v}}$  ;  $z_{\vec{u}} = az_{\vec{v}}$



# System of coordinates

## Analytic expressions

### Example

Find the coordinates of  $\vec{w}$  in each case:

①  $\vec{w} = 2\vec{u}$  ;  $\vec{u} = 2\vec{i} + 3\vec{j} - \vec{k}$

$$\vec{w} = 2\vec{u} = 2(2\vec{i} + 3\vec{j} - \vec{k}) = 4\vec{i} + 6\vec{j} - 2\vec{k}$$

②  $\vec{w} = -\vec{u} + 3\vec{v}$  ;  $\vec{u} = 2\vec{i} + 3\vec{j} - \vec{k}$  and  $\vec{v} = -\vec{j} + 2\vec{k}$

$$\begin{aligned}\vec{w} &= -\vec{u} + 3\vec{v} = -(2\vec{i} + 3\vec{j} - \vec{k}) + 3(-\vec{j} + 2\vec{k}) \\ &= -2\vec{i} - 3\vec{j} + \vec{k} - 3\vec{j} + 6\vec{k} = -2\vec{i} - 6\vec{j} + 7\vec{k}\end{aligned}$$



# System of coordinates

## Analytic expressions

### Collinear vectors.

Consider the vector  $\vec{u}$  &  $\vec{v}$  in an orthonormal system  $(O; \vec{i}; \vec{j}; \vec{k})$ .

$\vec{u}$  and  $\vec{v}$  are collinear vector if: exist a real number  $k \neq 0$  such that  $\vec{u} = k\vec{v}$

### Example 1

$\vec{u}(2; -3; 4)$  and  $\vec{v}(10; -15; 20)$

$$x_{\vec{u}} = kx_{\vec{v}} ; 2 = 10k ; k = \frac{2}{10} = \frac{1}{5}$$

$$y_{\vec{u}} = ky_{\vec{v}} ; -3 = -15k ; k = \frac{-3}{-15} = \frac{1}{5}$$

$$z_{\vec{u}} = kz_{\vec{v}} ; 4 = 20k ; k = \frac{4}{20} = \frac{1}{5}$$

$$\text{So } k = \frac{1}{5} \quad \vec{u} = \frac{1}{5} \vec{v}$$

Then  $\vec{u}$  &  $\vec{v}$  are collinear vectors.



# System of coordinates

## Analytic expressions

### Collinear vectors.

Consider the vector  $\vec{u}$  &  $\vec{v}$  in an orthonormal system  $(O; \vec{i}; \vec{j}; \vec{k})$ .

$\vec{u}$  and  $\vec{v}$  are collinear vector if: exist a real number  $k \neq 0$  such that  $\vec{u} = k\vec{v}$

### Example 2

$\vec{u}(1; 0; -4)$  and  $\vec{v}(2; -1; 5)$

$$x_{\vec{u}} = kx_{\vec{v}} ; 1 = 2k ; k = \frac{1}{2}$$

$$y_{\vec{u}} = ky_{\vec{v}} ; 0 = -1k ; k = 0$$

So  $k$  doesn't exist

Then  $\vec{u}$  &  $\vec{v}$  are not collinear vectors.



# System of coordinates

## Analytic expressions

### Collinear points.

To show that three points A, B and C are collinear, it is sufficient to show that two vectors from these points are collinear.

### Example

A(1;-1;2), B(2;0;4) and C(0;-2;0)

$\overrightarrow{AB}(1; 1; 2)$  ;  $\overrightarrow{AC}(-1; -1; -2)$

$$x_{\overrightarrow{AB}} = kx_{\overrightarrow{AC}} ; 1 = -k ; k = -1$$

$$y_{\overrightarrow{AB}} = ky_{\overrightarrow{AC}} ; 1 = -1k ; k = -1$$

$$z_{\overrightarrow{AB}} = kz_{\overrightarrow{AC}} ; 2 = -2k ; k = -1$$

So  $k = -1$

Then A, B and C are collinear points.



# System of coordinates

## Analytic expressions

Coplanar vectors.

Example

$\vec{u}(1;-1;2)$ ,  $\vec{v}(2;0;4)$  and  $\vec{w}(0;-2;0)$

Exist  $a$  &  $b$  such that  $\vec{w} = a\vec{u} + b\vec{v}$

$$x_{\vec{w}} = ax_{\vec{u}} + bx_{\vec{v}}$$

$$0 = a + 2b \quad (1)$$

$$y_{\vec{w}} = ay_{\vec{u}} + by_{\vec{v}}$$

$$-2 = -a \quad (2)$$

$$z_{\vec{w}} = az_{\vec{u}} + bz_{\vec{v}}$$

$$0 = 2a + 4b \quad (3)$$

$$(2): a = 1$$

$$(1): 0 = 1 + 2b \quad \text{so } b = -\frac{1}{2}$$

Verification:

$$(3): 0 = 2(1) + 4\left(-\frac{1}{2}\right)$$

$$0 = 2 - 2$$

$$0 = 0 \text{ true}$$

$$\text{So } a = 1; b = -\frac{1}{2}$$

$\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$  are coplanar





# System of coordinates

## Analytic expressions

### Coplanar points.

To show that four points A, B, C and D are coplanar, it is sufficient to show that three vectors from these points are coplanar.

### Remark

Four points form a tetrahedron means that these points are not coplanar.



# System of coordinates

## Analytic expressions

### Midpoint of a segment.

I is the midpoint of [AB]:

$$\begin{cases} x_I = \frac{x_A + x_B}{2} \\ y_I = \frac{y_A + y_B}{2} \\ z_I = \frac{z_A + z_B}{2} \end{cases}$$

### Center of gravity of a triangle

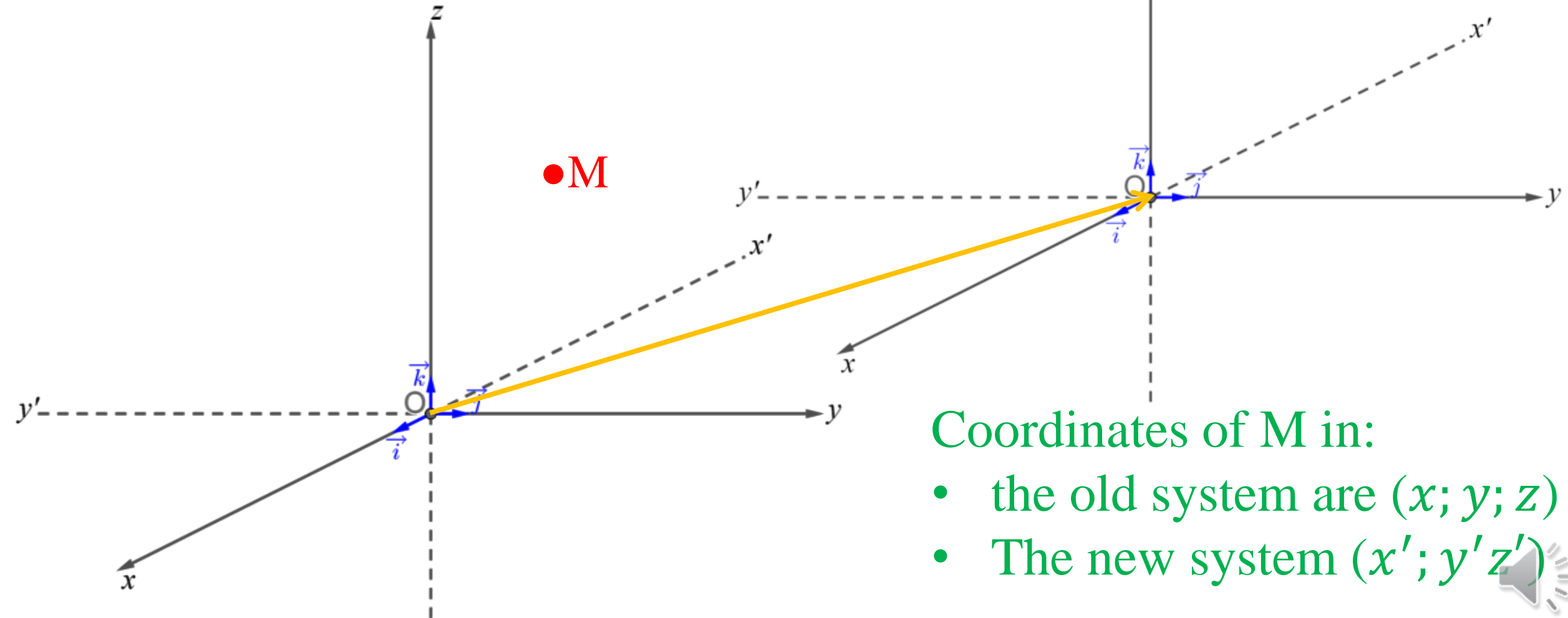
G is the centroid of the triangle ABC:

$$\begin{cases} x_G = \frac{x_A + x_B + x_C}{3} \\ y_G = \frac{y_A + y_B + y_C}{3} \\ z_G = \frac{z_A + z_B + z_C}{3} \end{cases}$$



# System of coordinates

## Transformation of systems by translation



Coordinates of  $M$  in:

- the old system are  $(x; y; z)$
- The new system  $(x'; y'z')$



# System of coordinates

## Transformation of systems by translation

$$(O; \vec{i}; \vec{j}; \vec{k}) \xrightarrow{\overrightarrow{OO'}(a; b; c)} (O'; \vec{i}; \vec{j}; \vec{k})$$

$$(x; y; z)$$

$$(x'; y'; z')$$

$$\begin{aligned} x &= a + x' & ; & & x' &= x - a \\ y &= b + y' & ; & & y' &= y - b \\ z &= c + z' & ; & & z' &= z - c \end{aligned}$$

Find the new coordinates of M(1;-1;3) in the new system  $(O'; \vec{i}; \vec{j}; \vec{k})$  where  $O'(2;0;4)$ .

$$x' = x - 2 = 1 - 2 = -1$$

$$y' = y - 0 = -1$$

$$z' = z - 4 = 3 - 4 = -1$$



