

①.1 Continue.

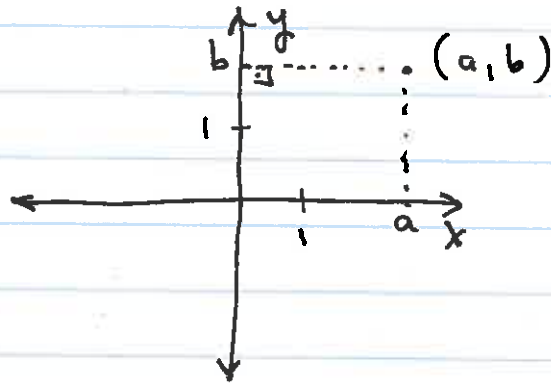
$$\mathbb{R}^2 = \{(x, y) \mid x, y \in \mathbb{R}\}$$

once choices of axes unit lengths & directions are made



1-1 correspondence between \mathbb{R}^2 and the points of the plane.

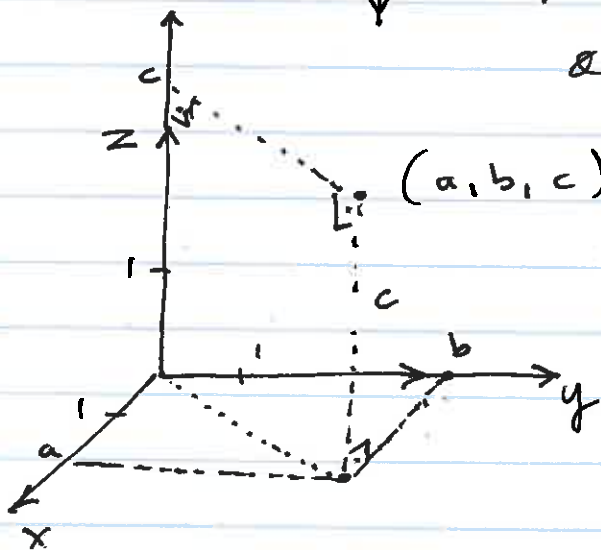
Plane:



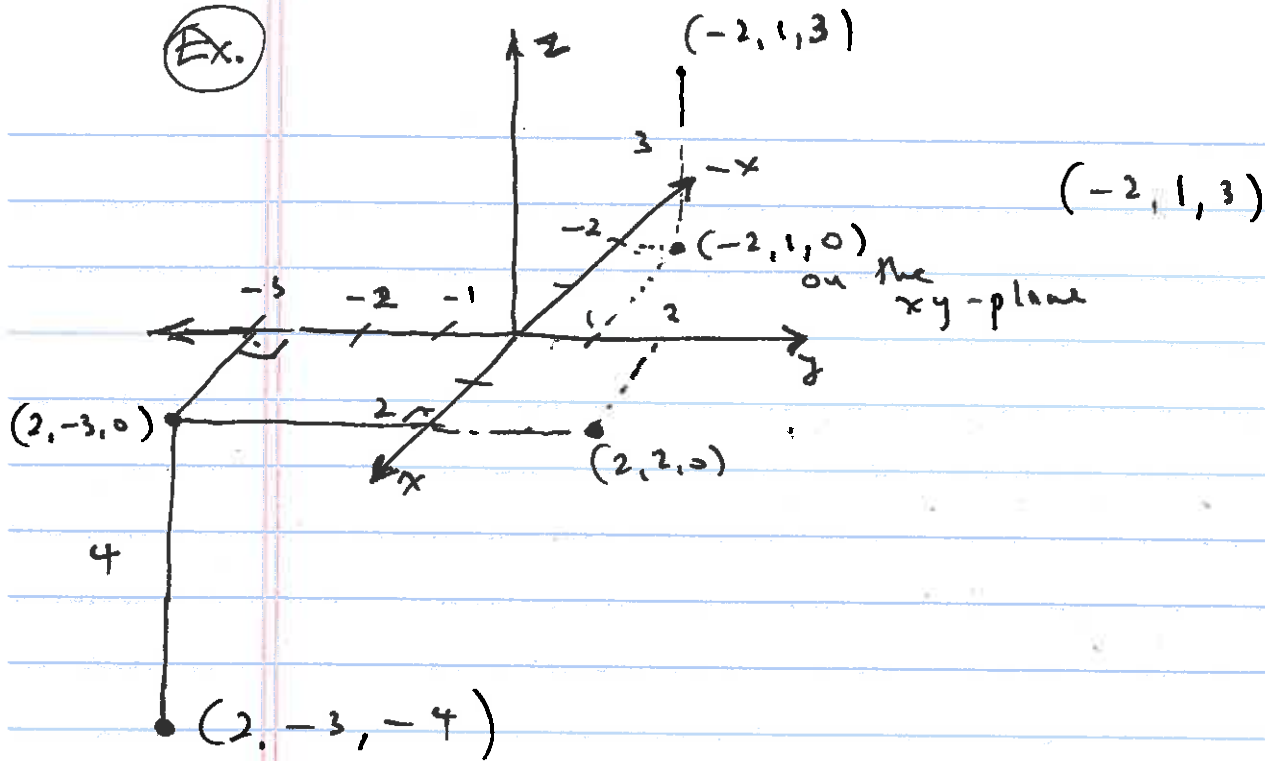
$$\mathbb{R}^3 = \{(x, y, z) \mid x, y, z \in \mathbb{R}\}$$



1-1 correspondence between the point of the space & \mathbb{R}^3 (once proper choices of axes, unit length + directions are made.)



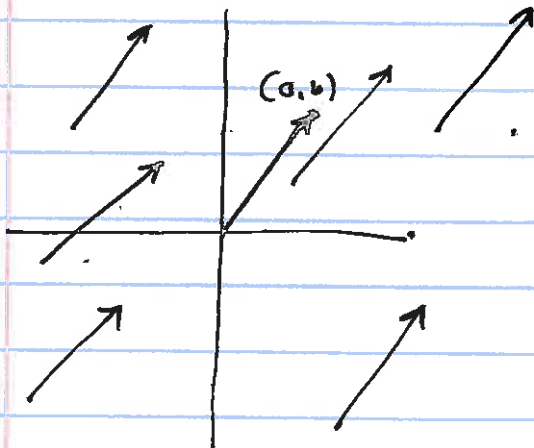
Ex.



We have: points of 3-space $\longleftrightarrow \mathbb{R}^3$

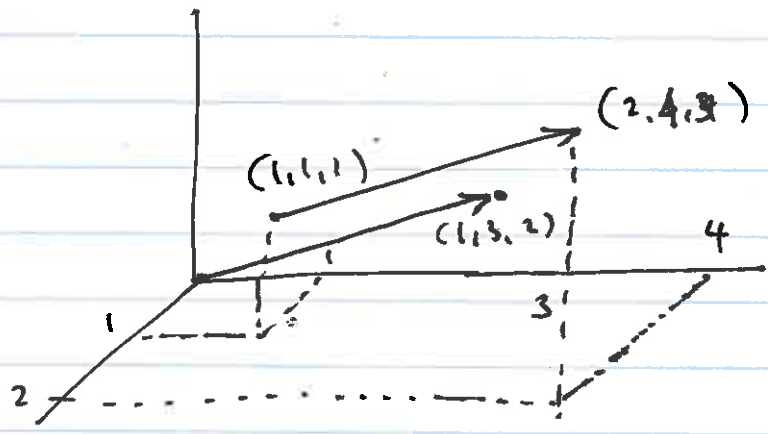
Vector: Magnitude and Direction

Assume: all vectors with same magnitude and same direction are equal



All equal, but we choose the one starting at $\vec{0}$ to be the representation, ending at (a,b) all these vectors will be represented by (a,b) .

Ex.



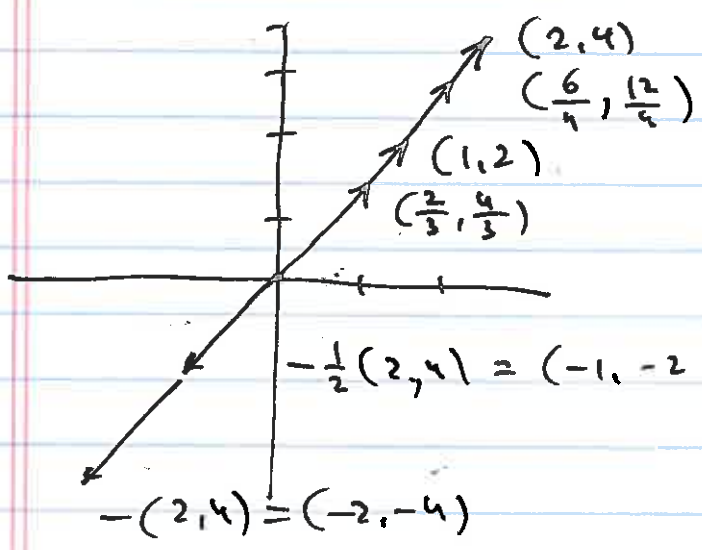
Both vectors will be denoted by $(1, 3, 2)$.

Points $\leftrightarrow \mathbb{R}^n$ $n=2, 3, \dots$

?? $\leftarrow \dots$ algebra

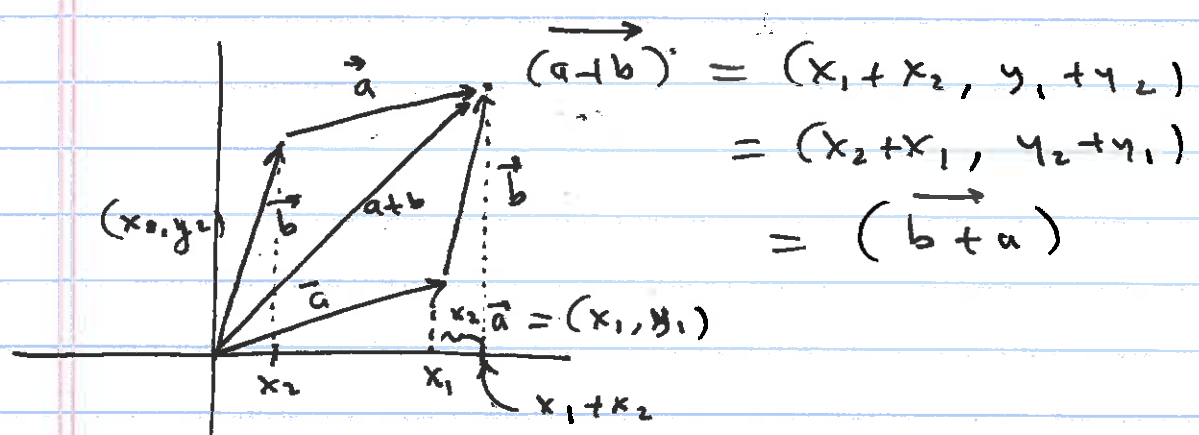
① \vec{a} vector, $\vec{a} \neq 0$

$\{ k \cdot \vec{a} \mid k \in \mathbb{R} \}$ all real multiples of \vec{a}

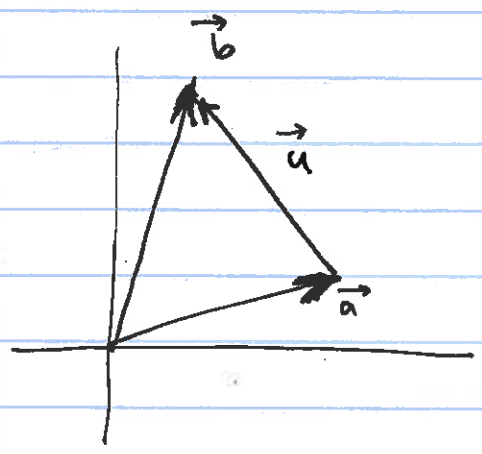


Line through the origin and \vec{a} .
(Tips of the vectors.)

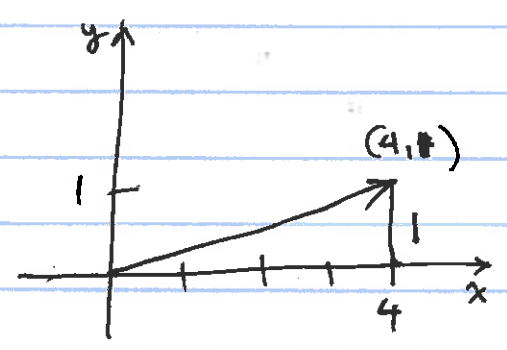
② $\vec{a}, \vec{b} \in \mathbb{R}^n$ $\vec{a} + \vec{b}$?



Parallelogram Law / Head-tail method



Ex #10 p7. Length of $(3, 1)$



$\sqrt{4^2 + 1^2} = \sqrt{17}$

$|(x_1, \dots, x_n)| = \sqrt{x_1^2 + x_2^2 + \dots + x_n^2}$
 in general in \mathbb{R}^n .

$$\sqrt{(\sqrt{a^2+b^2})^2 + c^2} = \sqrt{a^2+b^2+c^2} \quad (5)$$

