

## Section 1: Vectors in three dimensions

### Notes and Examples

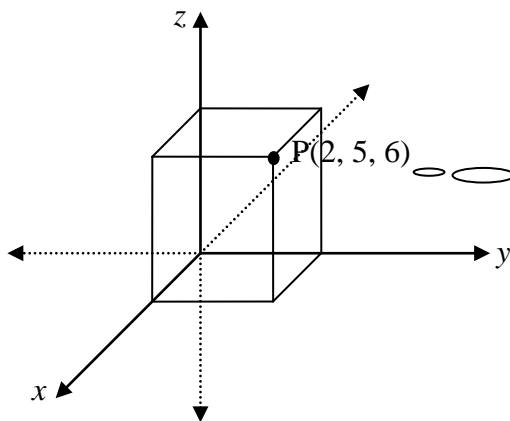
These notes contain subsections on

- [3-D coordinates](#)
- [Magnitude of a 3-D vector](#)

### 3-D coordinates

Much the same methods can be applied to solve 3-D problems using vector geometry as were covered in year 1 / AS. In this section you will learn to work with vectors and solve problems in 3-D.

3-D coordinates can be plotted on a grid like this one:



The coordinates are always given in the order  $(x, y, z)$ .

### Magnitude of a 3-D vector

The length of the vector  $\mathbf{a} = a_1\mathbf{i} + a_2\mathbf{j} + a_3\mathbf{k}$  is:

$$|\mathbf{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2}$$



#### Example 1

The points A and B have coordinates  $(4, -1, 2)$  and  $(-1, 3, 1)$  respectively.

Find  $|\overrightarrow{AB}|$ .

#### Solution

$$\overrightarrow{OA} = \begin{pmatrix} 4 \\ -1 \\ 2 \end{pmatrix} \text{ and } \overrightarrow{OB} = \begin{pmatrix} -1 \\ 3 \\ 1 \end{pmatrix}$$

$$\overrightarrow{AB} = \overrightarrow{OB} - \overrightarrow{OA}$$



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$$\overrightarrow{AB} = \begin{pmatrix} -1 \\ 3 \\ 1 \end{pmatrix} - \begin{pmatrix} 4 \\ -1 \\ 2 \end{pmatrix} = \begin{pmatrix} -5 \\ 4 \\ -1 \end{pmatrix}$$

$$|\overrightarrow{AB}| = \sqrt{(-5)^2 + 4^2 + (-1)^2} = \sqrt{25 + 16 + 1} = \sqrt{42}$$