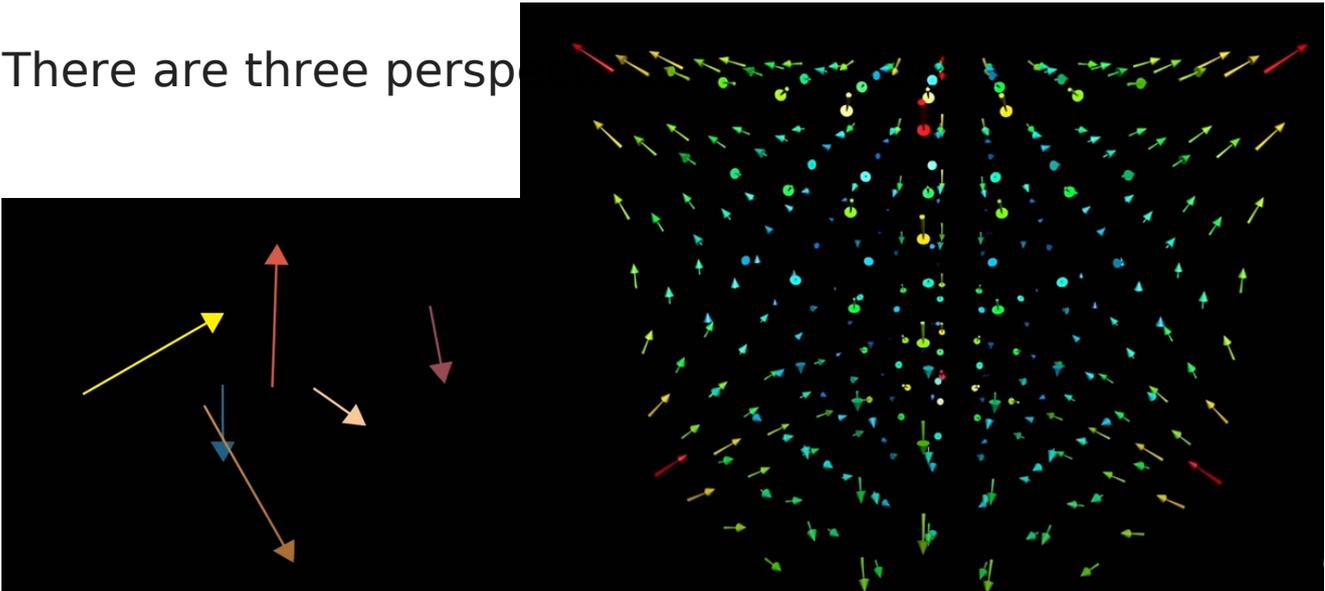


# Vector Properties

## Vector Basics

There are three persp



### 1. Physics perspective

- Vectors are Arrows pointing in space. It is defined by two properties
  1. Length
  2. Direction

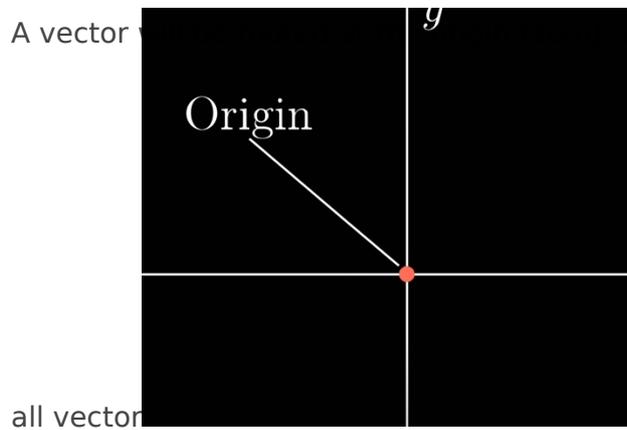
### 2. Computer Science Perspective

$$\begin{bmatrix} 2 \\ 1 \end{bmatrix} \quad \begin{bmatrix} 5 \\ 0 \\ 0 \\ -3 \end{bmatrix} \quad \begin{bmatrix} 2.3 \\ -7.1 \\ 0.1 \end{bmatrix}$$

- A vector is an *ordered list (array)* of number (scalars)

### 3. Mathematician (geometric) Perspective:

- A vector  $\mathbf{g}$  which is the center of space and root of



all vector

Vectors are located on a coordinate system, in which Vector Multiplication and Vector Addition is performed

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