

$$\text{i.e. } \|\vec{P_1 P_2}\| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

Where $P_1 = (x_1, y_1, z_1)$ & $P_2 = (x_2, y_2, z_2)$ in \mathbb{R}^3

While in \mathbb{R}^2

$$\|\vec{P_1 P_2}\| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2} \quad \text{where } P_1 = (x_1, y_1)$$

and $P_2 = (x_2, y_2)$ in \mathbb{R}^2 .

Note: The value of zero vector $\vec{0}$ is 0 i.e.
 $\|\vec{0}\| = 0$.

Definition: Any two vectors \vec{u} and \vec{v} are considered to be equal (or equivalent) if they have the same length (value) and same direction, in which case we write $\vec{u} = \vec{v}$.

Geometrically, two vectors are equal if they are translations of one another, thus the three vectors below are equal, even though they are in different positions.

