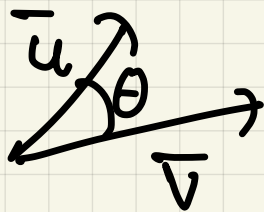


8/27/ Calc 3

Last time



$$\cos \theta = \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| |\vec{v}|}$$

Projection:

want:

$$\begin{aligned} \vec{w}_1 &\parallel \vec{v} \\ \vec{w}_1 + \vec{w}_2 &= \vec{u} \\ \vec{w}_2 &\perp \vec{v} \end{aligned}$$



Thm  $\text{Proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v} = \text{Proj}_{\vec{v}} \vec{u}$

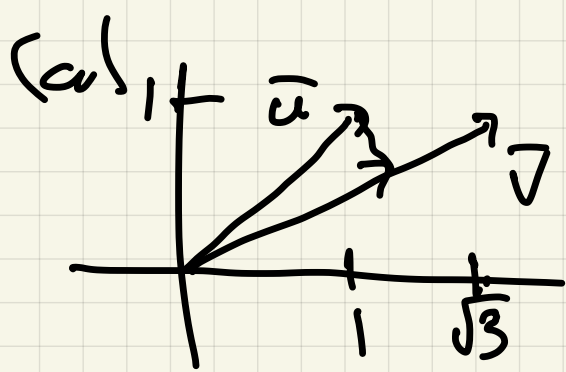
$$\vec{w}_2 = \vec{u} - \vec{w}_1$$

Scalar component =  $|\vec{u}| \cos \theta$

Ex 1 Find the vector components

of  $\vec{u}$  along  $\vec{v}$  and orthogonal  
 to  $\vec{v}$   
 $\vec{w}_2$

and find scalar component,



$$\vec{u} = \langle 1, 1 \rangle$$

$$\vec{v} = \langle \sqrt{3}, 1 \rangle$$

$$\vec{w}_1 = \text{proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \cdot \vec{v}$$

$$= \frac{\sqrt{3} + 1}{2^2} \langle \sqrt{3}, 1 \rangle =$$

$$\left\langle \frac{3 + \sqrt{3}}{4}, \frac{\sqrt{3} + 1}{4} \right\rangle \quad \underline{\text{along } \vec{v}}$$

orthogonal to  $\vec{v}$  :

$$\vec{w}_2 = \vec{u} - \vec{w}_1 =$$

$$\langle 1, 1 \rangle - \left\langle \frac{3 + \sqrt{3}}{4}, \frac{\sqrt{3} + 1}{4} \right\rangle =$$

$$\left\langle \frac{1 - \sqrt{3}}{4}, \frac{3 - \sqrt{3}}{4} \right\rangle$$

$$(b) \quad \vec{u} = \langle 3, -2, 7 \rangle$$

$$(1) \quad \vec{r} = \hat{i} = \langle 1, 0, 0 \rangle$$

$$\begin{aligned} \vec{w}_1 &= \text{Proj}_{\vec{r}} \vec{u} = \frac{\vec{u} \cdot \vec{r}}{|\vec{r}|^2} \vec{r} \\ &= \frac{3}{1^2} \hat{i} = 3\hat{i} \end{aligned}$$

$$\vec{w}_2 = \langle 0, -2, 7 \rangle$$

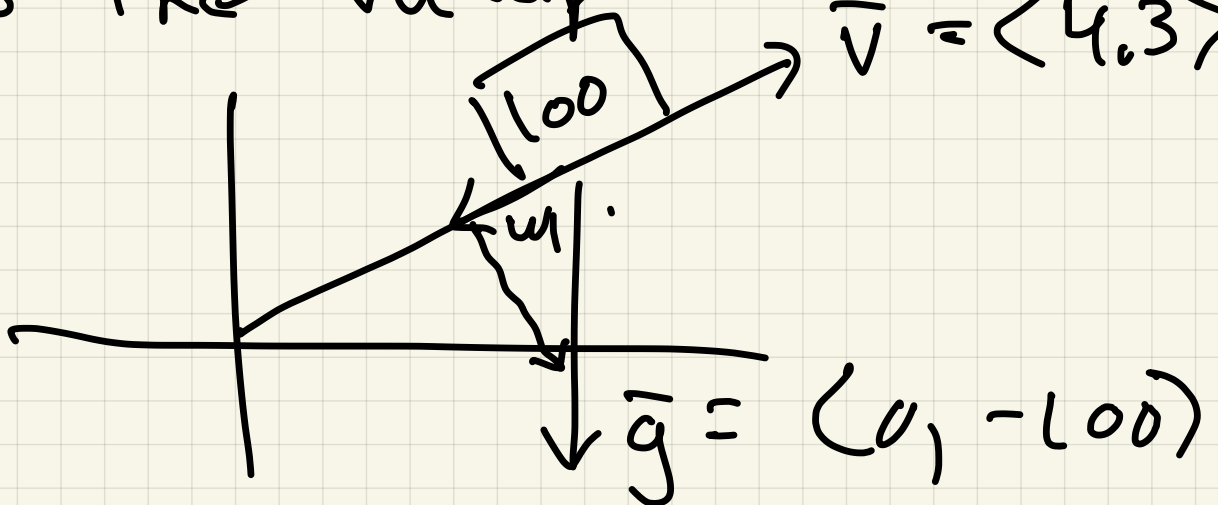
scalar component = 3

Ex 2

100 lb box sits on ramp  
of slope  $3/4$

Find components of gravity  
force along and orthogonal  
to the ramp

to the ramp  $\vec{v} = \langle 4, 3 \rangle$



$$\text{Proj}_{\vec{v}} \vec{g} = \frac{\vec{g} \cdot \vec{v}}{|\vec{v}|^2} \vec{v} = \frac{-300}{25} \langle 4, 3 \rangle$$

$$= -12 \langle 4, 3 \rangle = \langle -48, -36 \rangle$$

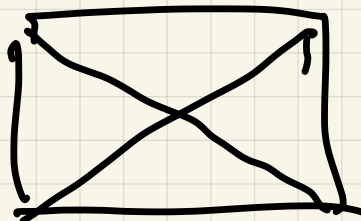
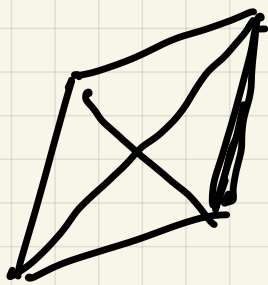
Orthogonal:  $\vec{g} - \text{Proj}_{\vec{v}} \vec{g} =$

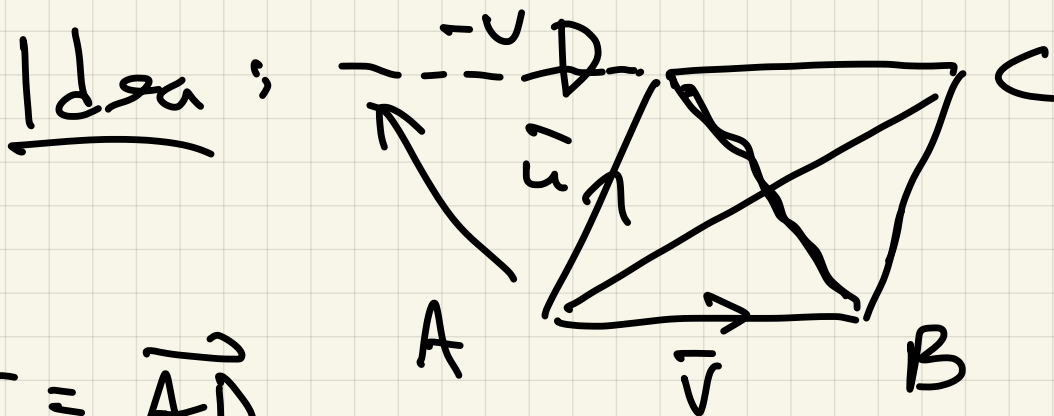
$$\langle 0, -100 \rangle - \langle -48, -36 \rangle =$$

$$\langle 48, -64 \rangle$$

Ex (Geometry)

A parallelogram is a rectangle  $\Leftrightarrow$  diagonals have the same length.





$$\vec{u} = \vec{AD}$$

$$\vec{v} = \vec{AB}$$

$\Rightarrow$

$$\vec{AC} = \vec{u} + \vec{v}$$

$$\vec{BD} = \vec{u} - \vec{v}$$

$$|\vec{AC}| = |\vec{BD}| \Leftrightarrow |\vec{AC}|^2 = |\vec{BD}|^2 \Leftrightarrow$$

$$|\vec{u} + \vec{v}|^2 = |\vec{u} - \vec{v}|^2 \Leftrightarrow$$

$$(\vec{u} + \vec{v}) \cdot (\vec{u} + \vec{v}) = (\vec{u} - \vec{v}) \cdot (\vec{u} - \vec{v}) \Leftrightarrow$$

$$u \cdot u + \underline{u \cdot v + v \cdot u} + v \cdot v =$$

$$u \cdot u - \underline{v \cdot u - u \cdot v} + v \cdot v \Leftrightarrow$$

$$2u \cdot v = -2u \cdot v \Leftrightarrow$$

$$4u \cdot v = 0 \Leftrightarrow$$

$$\vec{u} \cdot \vec{v} = 0$$

## § 11.4

Defn If  $\vec{u} = \langle u_1, u_2, u_3 \rangle$   
and  $\vec{v} = \langle v_1, v_2, v_3 \rangle$  are  
vectors in  $\mathbb{R}^3$ , the cross  
product of  $\vec{u}$  and  $\vec{v}$  is

$$\vec{u} \times \vec{v} = \langle u_2 v_3 - u_3 v_2, -(u_1 v_3 - u_3 v_1),$$

$\uparrow$   $\langle u_1 v_2 - u_2 v_1 \rangle$   
Hard to remember ↵

Easier to remember with  
determinants

2x2 determinant

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc = \det \begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

$$\text{Ex 1 (a)} \quad \begin{vmatrix} 2 & 1 \\ 3 & 7 \end{vmatrix} = 11$$

$$\begin{vmatrix} 1 & 6 \\ 2 & 9 \end{vmatrix} = -3$$

3x3 determinant

$$\begin{vmatrix} a & b & c \\ r & s & t \\ u & v & w \end{vmatrix} = a \begin{vmatrix} r & t \\ s & w \end{vmatrix}$$

$$- b \begin{vmatrix} r & s \\ u & v \end{vmatrix}$$

$$+ c \begin{vmatrix} r & s \\ u & v \end{vmatrix}$$

$$\text{Ex 2 (a)} \quad \begin{vmatrix} 2 & 1 & 3 \\ 7 & 1 & 4 \\ 2 & 6 & 5 \end{vmatrix} =$$

$$2 \begin{vmatrix} 1 & 4 \\ 6 & 5 \end{vmatrix} - 1 \begin{vmatrix} 2 & 4 \\ 2 & 5 \end{vmatrix} + 3 \begin{vmatrix} 7 & 1 \\ 2 & 6 \end{vmatrix}$$

$$2(-12) - 1(27) + 3(40) \\ - 38 - 27 + 120 = 55$$

Now the cross product formula becomes easy!

$$\vec{u} \times \vec{v} = \begin{vmatrix} \textcircled{i} & j & k \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} =$$

$$i(u_2 v_3 - u_3 v_2) - j \dots$$

Ex 3

$$\vec{u} = \langle 1, 2, 3 \rangle \\ \vec{v} = \langle 1, 0, 2 \rangle$$

(a)

$$\vec{u} \times \vec{v} = \begin{vmatrix} i & j & k \\ 1 & 2 & 3 \\ 1 & 0 & 2 \end{vmatrix} =$$

$$i(4) - j(-1) + k(-2) = \langle 4, 1, -2 \rangle$$



$$b) \vec{v} \times \vec{u} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 0 & 2 \\ 1 & 2 & 3 \end{vmatrix} =$$

$$\hat{i}(-4) - \hat{j}(1) + \hat{k}(2) = \langle -4, -1, 2 \rangle$$

$$c) \vec{u} \times \vec{u} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 2 & 3 \\ 1 & 2 & 3 \end{vmatrix} = \vec{0}$$

$$d) \hat{i} \times \hat{j} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{vmatrix} = \hat{k}$$

### Allgebraic properties

$$① \vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$$

$$② \vec{u} \times \vec{0} = \vec{0} \times \vec{u} = \vec{0}$$

$$③ \vec{u} \times \vec{u} = \vec{0}$$

$$④ c(\vec{u} \times \vec{v}) = (c\vec{u}) \times \vec{v} = \vec{u} \times (c\vec{v})$$

$$⑤ \vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$$

$$\textcircled{6} \quad \vec{u} \cdot (\vec{v} \times \vec{w}) = (\vec{u} \times \vec{v}) \cdot \vec{w}$$

## Geometric properties

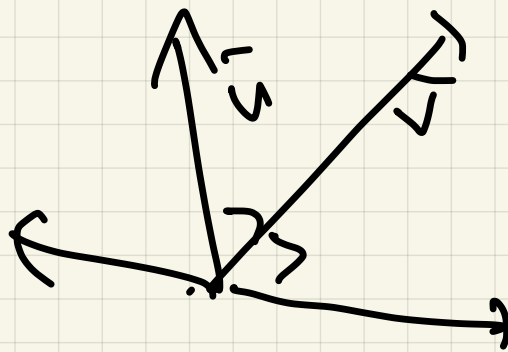
$$\textcircled{A} \quad \vec{u} \times \vec{v} = \vec{0} \Leftrightarrow \vec{u} \parallel \vec{v}$$

(i.e. there's a nonzero scalar  $c$  :  $\vec{u} = c\vec{v}$ )

$$\textcircled{B} \quad \vec{u} \times \vec{v} \text{ is } \perp \vec{u}$$

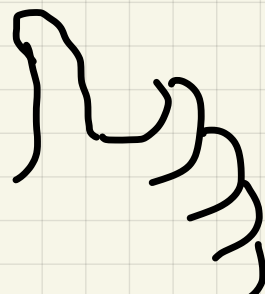
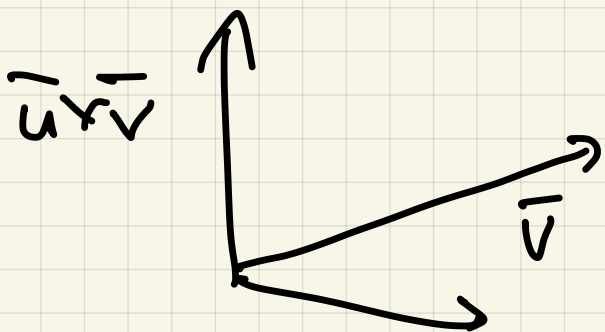
and  $\vec{u} \times \vec{v} \text{ is } \perp \vec{v}$

Moreover,

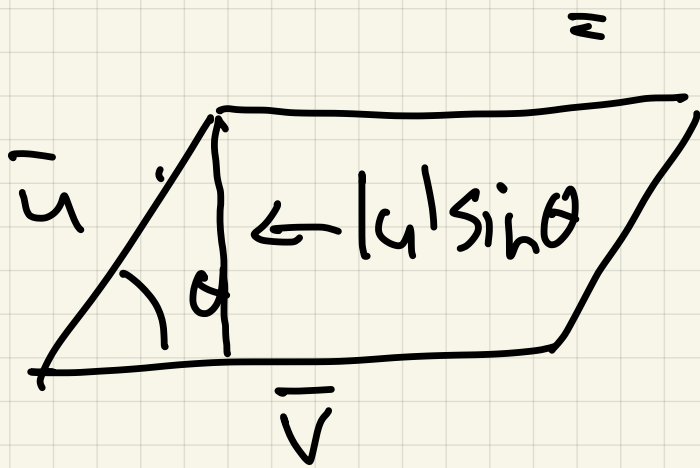


the  
 $\vec{u} \times \vec{v} \perp \vec{u}, \vec{v}$

and  $\vec{u}, \vec{v}, \vec{u} \times \vec{v}$  obey  
the right hand rule

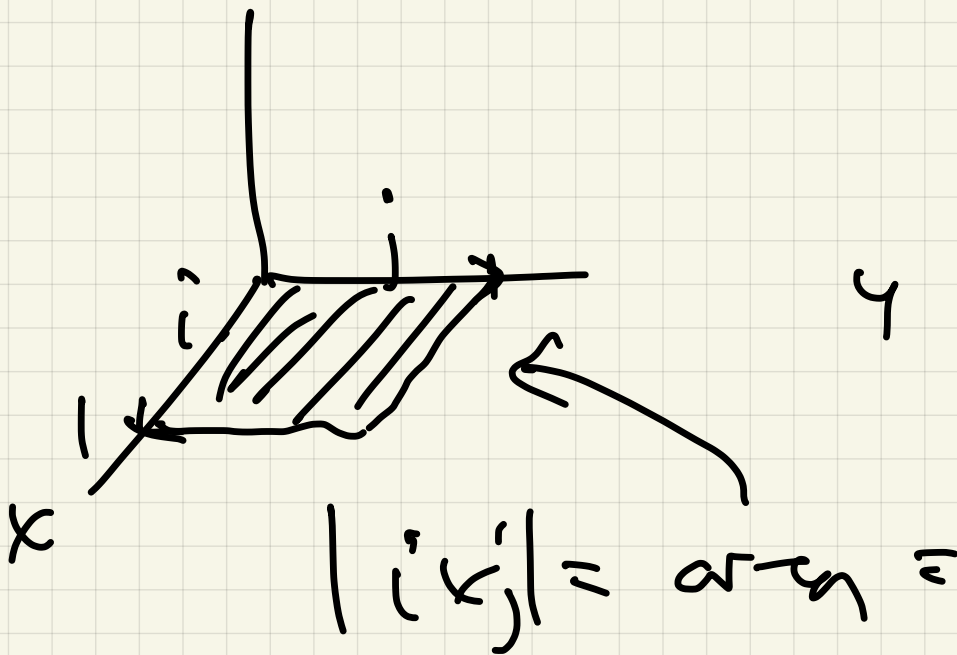


$$\textcircled{c} \quad |\vec{u} \times \vec{v}| = |\vec{u}| |\vec{v}| \sin \theta$$

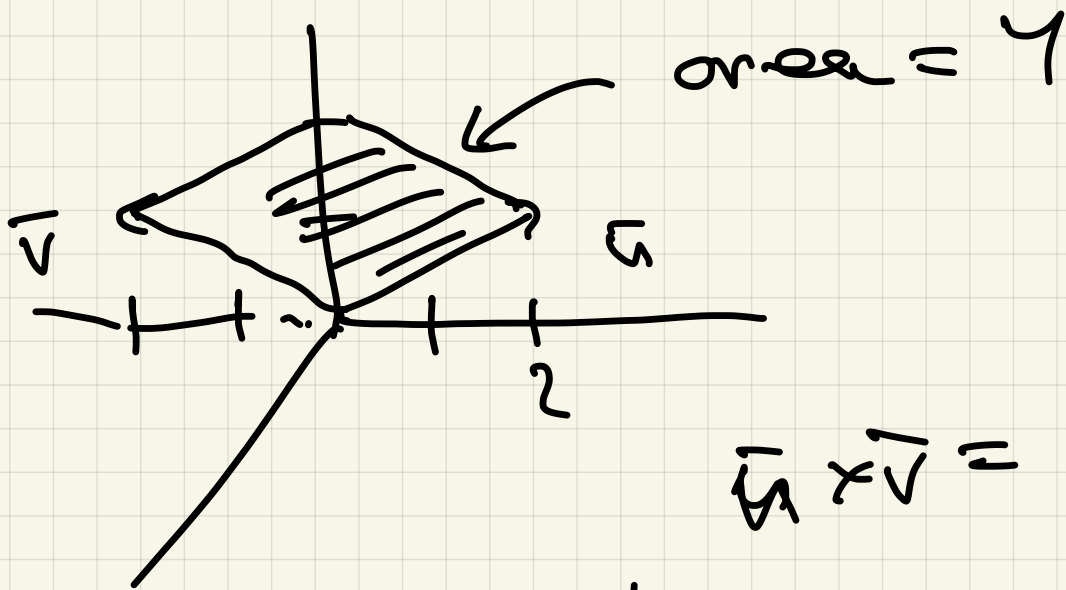


Area of the parallelogram with edges  $\vec{u}$  and  $\vec{v}$ .

Ex 2  $\vec{i} \times \vec{j} = \vec{k}$



Ex 3  $\vec{u} = \langle 0, 2, 1 \rangle$   
 $\vec{v} = \langle 0, -2, 1 \rangle$

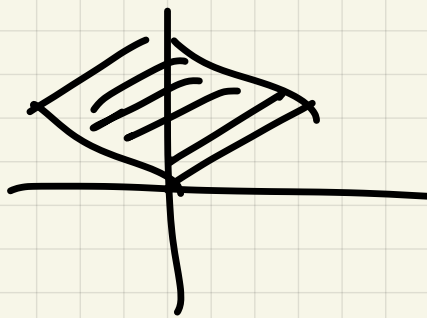


$$\vec{u} \times \vec{v} = 4i$$

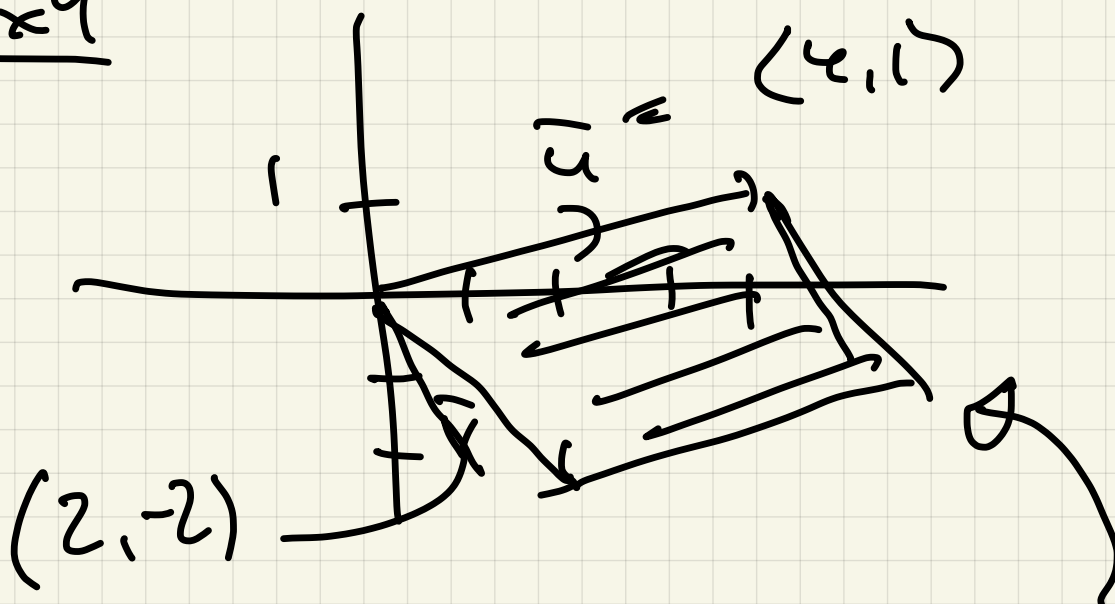
$$\vec{u} \times \vec{v} = \begin{vmatrix} i & j & k \\ 0 & 2 & 0 \\ 0 & -2 & 1 \end{vmatrix} =$$

$$i(4) + j(0) + k(0) = 4i \checkmark$$

$$\begin{vmatrix} 2 & 1 \\ -2 & 1 \end{vmatrix} = \text{Area}$$



Ex 4



$$\begin{vmatrix} 9 & 1 \\ 2 & -2 \end{vmatrix} = (-10) = -10$$