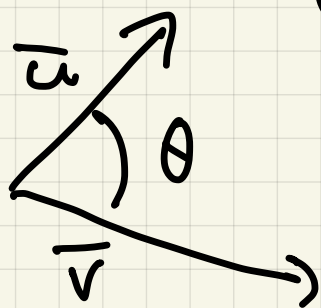


8/28/Calc3

dot product $\vec{u} \cdot \vec{v}$

Last time



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

$$\vec{u} \cdot \vec{v} = 0 \Rightarrow \theta = 90^\circ$$

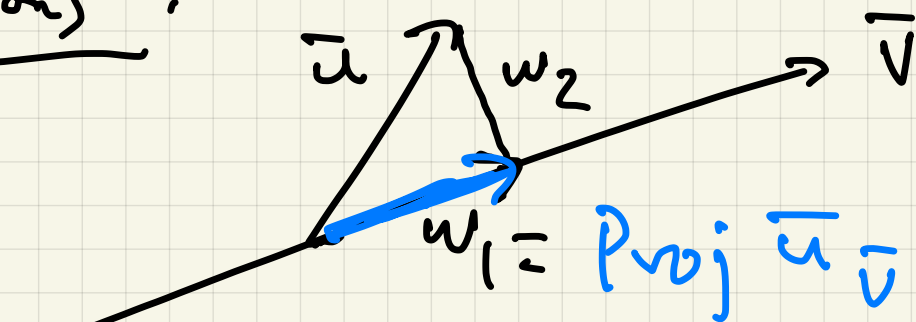
perpendicular
normal

$$\vec{u} \cdot \vec{v} > 0 \Rightarrow \theta < 90^\circ$$

orthogonal

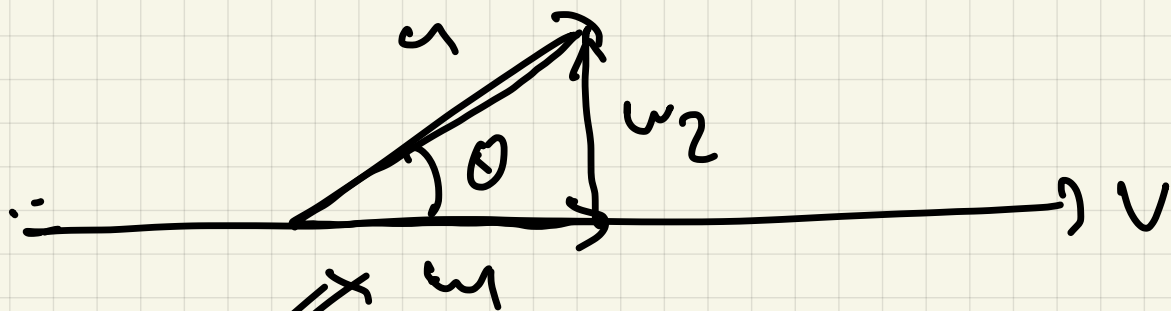
$$\vec{u} \cdot \vec{v} < 0 \Rightarrow \theta > 90^\circ$$

Projections:



Idea Want to decompose $\vec{u}$

into $\vec{w}_1 + \vec{w}_2$, $\vec{w}_1 \parallel \vec{v}$ and
 $\vec{w}_2 \perp \vec{v}$



Picture $\Rightarrow w_1$ has $\begin{cases} \text{direction } \vec{v} \\ \text{length } |u| \cos \theta \end{cases}$

$$\begin{aligned} \text{so } \vec{w}_1 &= |u| \cos \theta \frac{\vec{v}}{|\vec{v}|} \\ &= |u| \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| |\vec{v}|} \frac{\vec{v}}{|\vec{v}|} = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v} \end{aligned}$$

$$\left\{ \begin{array}{l} \text{Thm } \text{Proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \vec{v} \end{array} \right.$$

$$w_2 = u - w_1$$

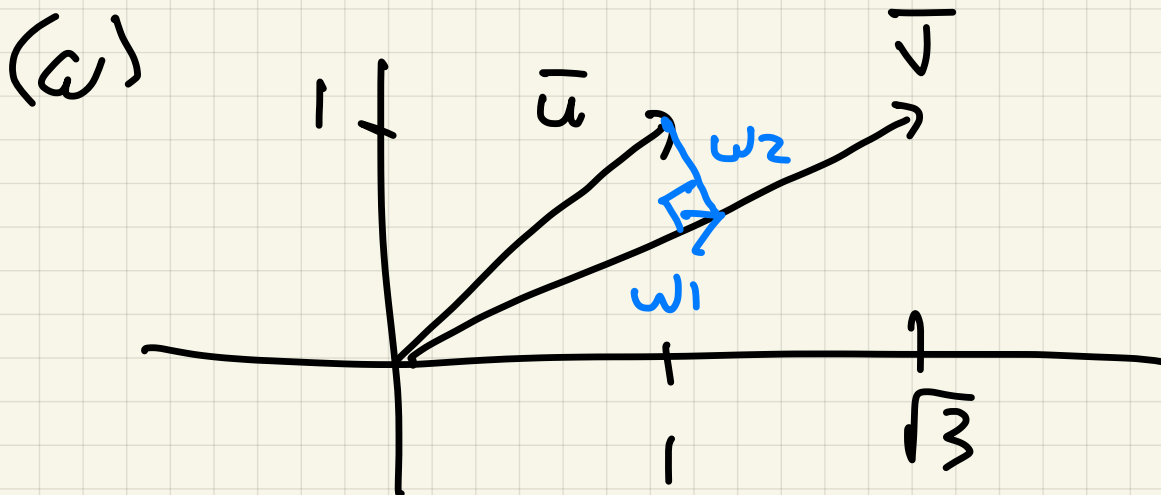
The scalar component of $\vec{u}$ in direction $\vec{v}$ is $= \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|}$

$|u| \cos \theta$

Ex Find vector components
of $\vec{u}$ along $\vec{v}$ and orthogonal to $\vec{v}$

$$w_1 = \text{proj}_{\vec{v}} \vec{u}$$

w_2



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

$$\begin{aligned} w_1 &= \text{proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \vec{v} \\ &= \frac{(\sqrt{3}+1)}{4} \langle \sqrt{3}, 1 \rangle \\ &= \left\langle \frac{3+\sqrt{3}}{4}, \frac{1+\sqrt{3}}{4} \right\rangle \end{aligned}$$

$$w_2 = \vec{u} - w_1$$

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

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

(scalar component $\frac{\sqrt{3}+1}{2}$)

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

(ii) $\vec{v} = \hat{i} = \langle 1, 0, 0 \rangle$

$$\vec{w}_1 = \frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \vec{v} = \frac{3}{1} \langle 1, 0, 0 \rangle =$$

$$\langle 3, 0, 0 \rangle$$

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

scalar component = 3

(iii) $\vec{v} = \hat{j} = \langle 0, 1, 0 \rangle$

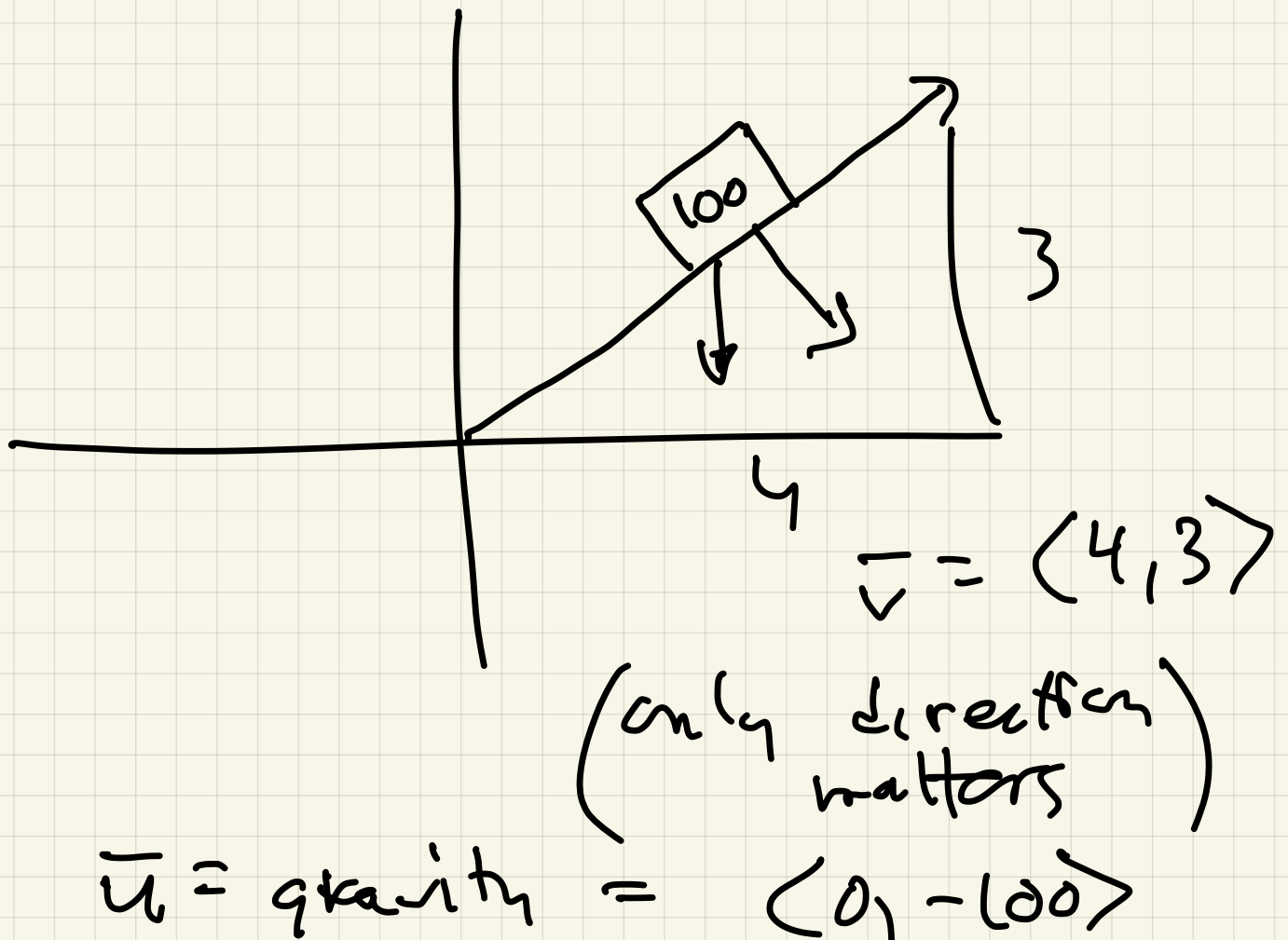
$$\vec{w}_1 = \frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \vec{v} = \frac{-2}{1} \langle 0, 1, 0 \rangle$$

$$= \langle 0, -2, 0 \rangle$$

$$w_2 = \langle 3, 0, 7 \rangle$$

$$\text{scalar component} = -2$$

Ex2 A 100 lb box sits on a ramp with slope $3/4 = m$
Find components of gravity along/orthogonal to ramp



component along $v = \text{Proj}_v \vec{u} =$

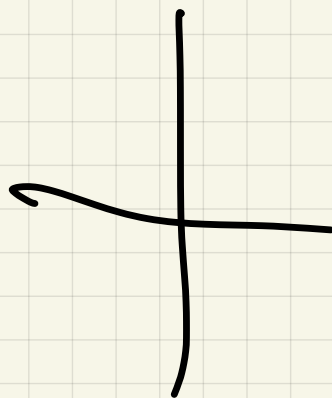
$$\frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} v = \frac{\langle 0, -100 \rangle \cdot \langle 4, 3 \rangle}{\langle 4, 3 \rangle \cdot \langle 4, 3 \rangle} \cdot \langle 4, 3 \rangle$$

$$\frac{-300}{25} \langle 4, 3 \rangle = -12 \langle 4, 3 \rangle$$

Component orthogonal = $\langle -48, -36 \rangle$

"
 $\vec{u} - \text{Proj}_v \vec{u} =$
 $\langle 0, -100 \rangle - \langle -48, -36 \rangle =$

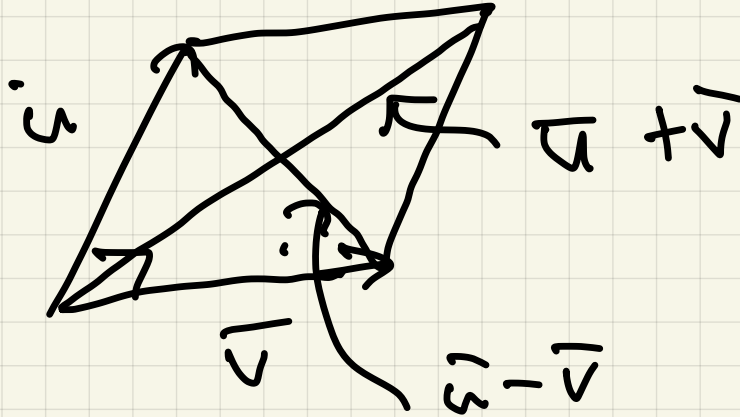
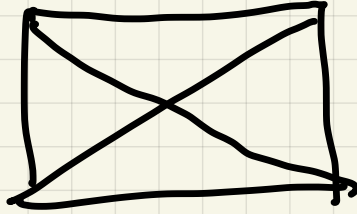
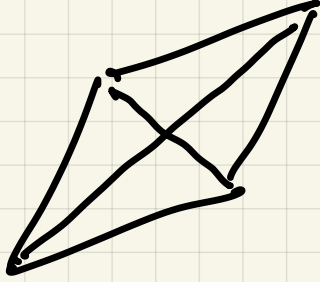
$$\langle 48, -64 \rangle$$



Ex 3 (Geometry)

Show A parallelogram is
a rectangle $\iff$

diagonals have same length



diagonals have same length
 $\Downarrow$

$$|\vec{u} - \vec{v}| = |\vec{u} + \vec{v}|$$

$$\Downarrow$$
$$|\vec{u} - \vec{v}|^2 = |\vec{u} + \vec{v}|^2 \quad \curvearrowright$$

$$\cancel{u \cdot u} - 2\vec{u} \cdot \vec{v} + \cancel{v \cdot v} = \cancel{u \cdot u} + 2\vec{u} \cdot \vec{v} + \cancel{v \cdot v}$$

$$-4\vec{u} \cdot \vec{v} = 2\vec{u} \cdot \vec{v}$$



$$4\vec{u} \cdot \vec{v} = 0$$



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

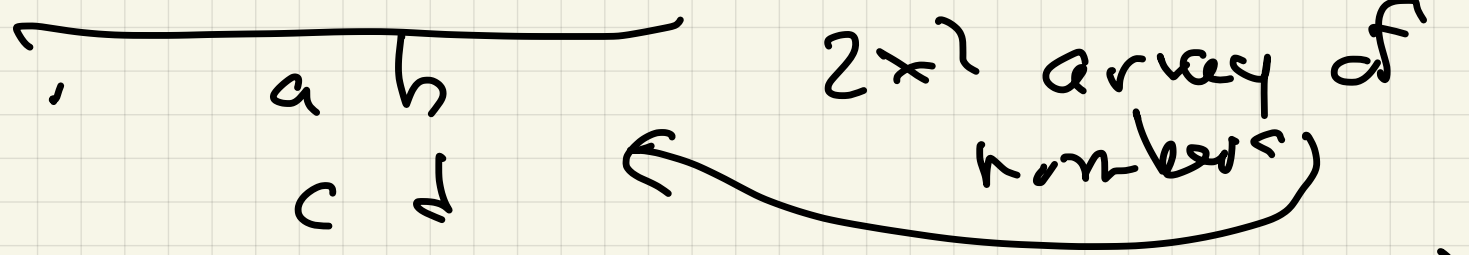
rectangle

§ 11.4 If $\vec{u} = \langle u_1, u_2, u_3 \rangle$

$$\vec{v} = \langle v_1, v_2, v_3 \rangle$$

Then the cross product is

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

Easy to remember using
2x2 determinant: determinants;

 $\begin{vmatrix} a & b \\ c & d \end{vmatrix}$ 2x2 array of numbers

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

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

$$\begin{vmatrix} 1 & 6 \\ 2 & 9 \end{vmatrix} = 9 - 12 = -3$$

3x3 determinants:

$$\begin{vmatrix} \textcircled{a} & b & c \\ d & e & f \\ g & h & i \end{vmatrix} = a \begin{vmatrix} e & f \\ h & i \end{vmatrix} - b \begin{vmatrix} d & f \\ g & i \end{vmatrix} + c \begin{vmatrix} d & e \\ g & h \end{vmatrix}$$

minus

Ex 2 (a)

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

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

$$2(-19) - (27) + 3(40)$$

$$= -38 - 27 + 120 = 55$$

$$(b) \begin{vmatrix} 2 & 3 & 7 \\ 4 & -1 & 6 \\ 2 & 0 & 5 \end{vmatrix} =$$

$$2 \begin{vmatrix} -1 & 6 \\ 0 & 5 \end{vmatrix} - 3 \begin{vmatrix} 4 & 6 \\ 2 & 5 \end{vmatrix} + 7 \begin{vmatrix} 4 & -1 \\ 2 & 0 \end{vmatrix}$$

$$-10 - 24 + 14 = -20$$

Now cross-product becomes

easy:

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

$$\hat{i} (u_1 v_3 - u_3 v_1) - \hat{j} (u_1 v_3 - u_3 v_1) + \hat{k} (u_1 v_3 - u_3 v_1)$$

$$\underline{\hat{k}} \times 3$$

$$\underline{\hat{u}} = \langle 1, 2, 3 \rangle$$

$$\underline{\hat{v}} = \langle 1, 0, 2 \rangle$$

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

$$\hat{i} \cdot 4 - \hat{j} (2-3) + \hat{k} (0-2)$$

$$\langle 4, 1, -2 \rangle$$

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

$$= \langle -4, -1, 2 \rangle$$

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