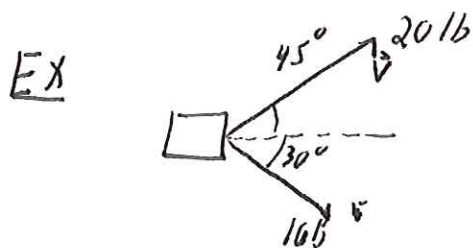


## Lecture 2

### Review

- add vectors
- $c\vec{v}$  meaning depends on  $c > 0$  or  $c < 0$
- Coordinates  $\langle a_1, a_2, a_3 \rangle$  is vector w/ tail at origin and tip at  $(a_1, a_2, a_3)$

\* vector operations can be done coord wise.



$$\vec{v} = (20 \cos 45, 20 \sin 45) = (10\sqrt{2}, 10\sqrt{2})$$

$$\vec{w} = (16 \cos 30, -16 \sin 30) = (8\sqrt{3}, -8)$$

$$\vec{v} + \vec{w} = (10\sqrt{2} + 8\sqrt{3}, 10\sqrt{2} - 8) \approx (28, 6.14)$$

Fact The length or magnitude of  $\vec{v} = (a_1, a_2, a_3)$  is  $|\vec{v}| = \sqrt{a_1^2 + a_2^2 + a_3^2}$

EX Find a unit vector in same direction as  $\vec{v} = (2, -1, 5)$

Standard Basis Vectors  $\hat{i} = (1, 0, 0)$   $\hat{j} = (0, 1, 0)$   $\hat{k} = (0, 0, 1)$

EX  $\vec{v}$  above =  $10\sqrt{2}\hat{i} + 10\sqrt{2}\hat{j}$

Rank Basic Properties of vector ops in  $\mathbb{R}^2$

EX  $\vec{a} + -\vec{a} = \vec{0}$  etc.

# Dot products

Def  $\vec{a} = (a_1, a_2, a_3)$ ,  $\vec{b} = (b_1, b_2, b_3)$   $\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$   
similarly for other dim.

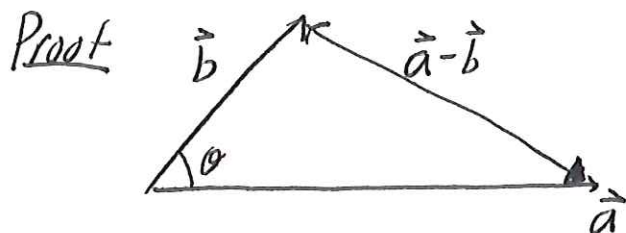
aka scalar product  $(3, -1, 2) \cdot (1, 1, 6) = 3 - 1 + 12 = 14$

## Properties

1.  $\vec{a} \cdot \vec{a} = |\vec{a}|^2$
2.  $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$
3.  $\vec{a} \cdot (\vec{b} + \vec{c})$
4.  $(\vec{a}) \cdot \vec{b} = \dots$
5.  $\vec{0} \cdot \vec{a} = 0$

Key Formula  $\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$   $\theta$  is  $\angle$  btw

- This can be the defn of  $\cdot$ .
- In higher dims can def  $\angle$  this w.



Law of Cosines  $|\vec{a} - \vec{b}|^2 = \cancel{|\vec{a}|^2} + \cancel{|\vec{b}|^2} + |\vec{a}|^2 + |\vec{b}|^2 - 2|\vec{a}||\vec{b}|\cos\theta$

$$(\vec{a} - \vec{b}) \cdot (\vec{a} - \vec{b}) = \vec{a} \cdot \vec{a} + \vec{b} \cdot \vec{b} - 2|\vec{a}||\vec{b}|\cos\theta$$

$$-2\vec{a} \cdot \vec{b} = -2|\vec{a}||\vec{b}|\cos\theta \quad //$$

Cor  $\cos\theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}||\vec{b}|}$

Cor  $\vec{a} \perp \vec{b}$  are orthogonal  $\Leftrightarrow \vec{a} \cdot \vec{b} = 0$

Ex Find  $\angle$  btw  $2\hat{i} + 3\hat{j} + \hat{k}$  and  $\hat{i} - \hat{j} - \hat{k}$

$(2, 3, 1) \cdot (1, -1, -1) = -2$

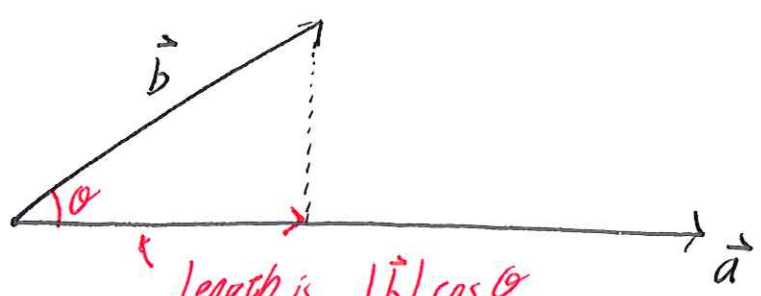
$\cos \theta = \frac{-2}{\sqrt{14}\sqrt{3}} \approx -0.308 \quad \theta = 1.88 \approx 107^\circ$

Direction  $\vec{a}$  vecto  $\alpha = \angle$  w/ x axis  $\frac{a \cdot \hat{i}}{|\vec{a}|} = \frac{a_x}{|\vec{a}|}$

$\beta$   
 $\gamma$   
 $\cos \alpha, \cos \beta, \cos \gamma$  is a unit val  $\frac{\vec{a}}{|\vec{a}|} = (\cos \alpha, \cos \beta, \cos \gamma)$

Projections

Motivation Want component of one vector in dir of anot.



length is  $|\vec{b}| \cos \theta$   
 $= |\vec{b}| \cdot \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|}$

vector is  $\frac{\vec{a}}{|\vec{a}|}$

Conclude

Vector projection of  $\vec{b}$  onto  $\vec{a}$  is

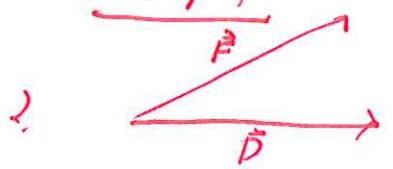
$\text{proj}_{\vec{a}} \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \cdot \frac{\vec{a}}{|\vec{a}|} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|^2} \cdot \vec{a}$

Scalar projection

$\text{comp}_{\vec{a}} \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} = \vec{b} \cdot \left( \frac{\vec{a}}{|\vec{a}|} \right)$

Example

1. Scal & Vect proj of  $\vec{b} = (1, -1, 3)$  onto  $\vec{a} = (1, 1, 2)$



Force  $\vec{F}$ , Disp  $\vec{D}$

$W = |\vec{F}| \cos \theta |\vec{D}| = \vec{F} \cdot \vec{D}$

## Problems

1. Find a unit vector  $\perp$  to  $(1, 1, 2)$  and  $(-1, 1, 0)$
2. Find  $\angle$  btw  $y = x^2$  &  $y = x^3$  at pts of  $\Delta$
3.  $\vec{F} = 8\vec{i} - 6\vec{j} + 9\vec{k}$  moves object from  $(9, 19, 2)$   
to  $(6, 12, 2)$  in metres  
Find work.

Find Work

4.  $(2, 0), (0, 3), (3, 4)$

Find  $\angle$ 's in  $\Delta$