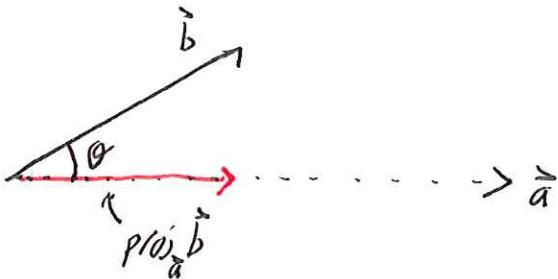


Lecture 3

Review $\vec{a} = (a_1, a_2, a_3)$ $\vec{b} = (b_1, b_2, b_3)$ $\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3 = \sum_{i=1}^3 a_i b_i$

Fact $|\vec{a} \cdot \vec{b}| = |\vec{a}| |\vec{b}| \cos \theta$ θ is \neq btwn \vec{a} & \vec{b}

Projection:



$$1. \text{ comp}_{\vec{a}} \vec{b} = |\vec{b}| \cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} = \boxed{\vec{b} \cdot \frac{\hat{\vec{a}}}{|\vec{a}|}}$$

unit vector in direction of \vec{a}

$$2. \text{ proj}_{\vec{a}} \vec{b} = (\text{comp}_{\vec{a}} \vec{b}) \cdot \frac{\hat{\vec{a}}}{|\vec{a}|} = \boxed{\frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}} \hat{\vec{a}}}$$

Work = $\hat{F} \cdot \hat{D}$

Cross Product

Def $\vec{a} = (a_1, a_2, a_3), \vec{b} = (b_1, b_2, b_3)$

$$\vec{a} \times \vec{b} = (a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1)$$

Example:

Observe

1. $X: \mathbb{R}^3 \times \mathbb{R}^3 \rightarrow \mathbb{R}^3$, special to 3 dimensions

$$2. \vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

3. $\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$, so in particular $\vec{a} \times \vec{a} = 0$

- Thm 1. $\vec{a} \times \vec{b}$ is \perp to both \vec{a} and \vec{b} , i.e. $\vec{a} \cdot (\vec{a} \times \vec{b}) = \vec{b} \cdot (\vec{a} \times \vec{b}) = 0$
2. $|\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$
Cor $\vec{a} \times \vec{b} = \vec{0}$ if & only if \vec{a} and \vec{b} are parallel /

Proof 1. Just check!

2. Expand out, $|\vec{a} \times \vec{b}|^2 = (\vec{a} \times \vec{b}) \cdot (\vec{a} \times \vec{b})$ 12 terms!

$$\begin{aligned} &= |\vec{a}|^2 |\vec{b}|^2 - \cancel{(\vec{a} \cdot \vec{b})^2} \\ &= |\vec{a}|^2 |\vec{b}|^2 - |\vec{a}|^2 |\vec{b}|^2 \cos^2 \theta \\ &= |\vec{a}|^2 |\vec{b}|^2 \sin^2 \theta \quad \text{but } \sin \theta > 0 \text{ so} \\ &\qquad\qquad\qquad \text{take sqrt. } // \end{aligned}$$

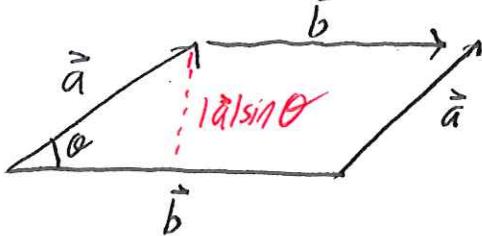
Q Which way does $\vec{a} \times \vec{b}$ point? Two possibilities

A Right hand rule!

Curl Fingers \vec{a} to \vec{b} , thumb points toward $\vec{a} \times \vec{b}$.

Ex $\hat{i} \times \hat{j} = \hat{k}$ $\hat{j} \times \hat{i} = -\hat{k}$

Rmk



Area = $b \cdot h$

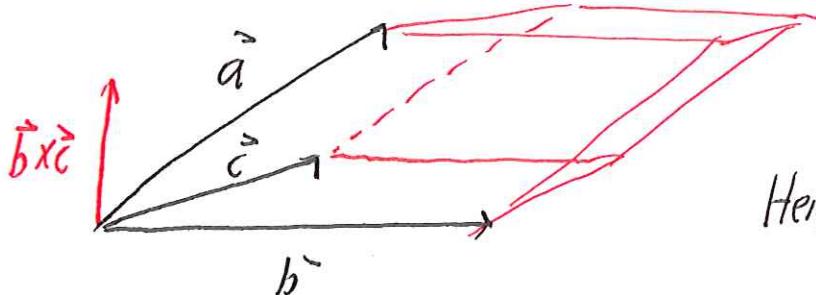
$$\begin{aligned} &= |\vec{a}| |\vec{b}| \sin \theta \\ &= |\vec{a} \times \vec{b}| \end{aligned}$$

So $|\vec{a} \times \vec{b}|$ is area of parallelogram.

Example 1 Find a vector \perp to a plane containing $(1,1,1)$, $(1,-2,1)$, $(-3,1,5)$ (3)

2. Find area of ΔPQR

Scalar Triple Product Problem: Find volume of parallelepiped.



$$\text{Area base} = |\vec{b} \times \vec{c}|$$

$$\begin{aligned}\text{Height} &= \text{comp of } \vec{a} \text{ in direction } \vec{b} \times \vec{c} \\ &= \vec{a} \cdot \frac{(\vec{b} \times \vec{c})}{|\vec{b} \times \vec{c}|}\end{aligned}$$

$$\text{Volume} = (\text{area base}) \cdot H = |\vec{a} \cdot (\vec{b} \times \vec{c})|$$

Thm $|\vec{a} \cdot (\vec{b} \times \vec{c})|$ is volume of parallelepiped formed by $\vec{a}, \vec{b}, \vec{c}$
u called scalar triple product

Ex 1 Find vol of parallelepiped det by $\vec{a} = \langle 1, 2, 3 \rangle$ $\vec{b} = \langle -1, 1, 2 \rangle$ $\vec{c} = \langle 2, 1, 1 \rangle$

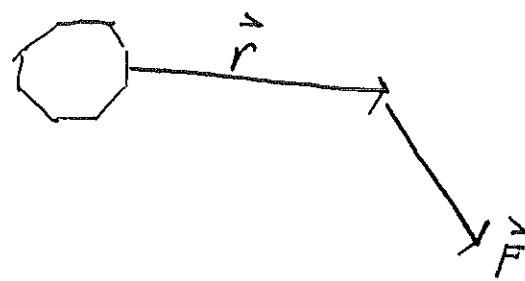
2. Use scalar triple product to verify

$$\vec{u} = i + 5j - 2k$$

$$\vec{v} = 3i - j$$

$$\vec{w} = 5i + 9j - 4k$$

are coplanar

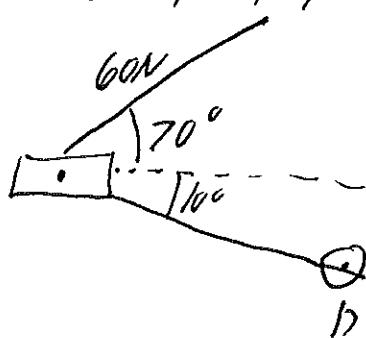
Physics Fact

Torque = $\tau = \vec{r} \times \vec{F}$ measures tendency to rotate about origin.

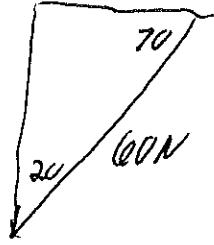
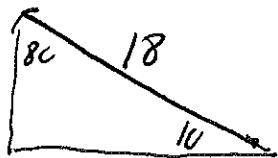
#39 Bicycle pedal pushed by foot w/ 60-N force

shaft is 18cm. Find

mag of torq about P



$$\vec{r} = (-18\cos 10, 18\sin 10) = (-17.727, 3.12)$$



$$\begin{aligned}\vec{F} &= (-60\cos 70, -60\sin 70) \\ &= (-20.52, -56.38)\end{aligned}$$

$$\vec{F} \times \vec{r} = (-20.5, -56.38) \times (-17.7, 3.12, 0)$$

$$= (0, 0, -1062) \quad \boxed{1062 \text{ N cm}}$$

(5)

#45 Pa point not on line $L = \overleftrightarrow{QR}$. Show distance from P to L is

$$d = \frac{|\vec{QR} \times \vec{QP}|}{|\vec{QR}|}$$

$$\text{P.F.} = \frac{|\vec{QR}| |\vec{QP}| \sin \theta}{|\vec{QR}|} = |\vec{QP}| \sin \theta$$

