

Lecture 2 - Dot & Cross Products

Note Title

Today: More geometry!

Def If $\vec{u} = \langle a, b, c \rangle$ and $\vec{v} = \langle x, y, z \rangle$ then the dot product (= scalar prod) of \vec{u} and \vec{v} is

$$\vec{u} \cdot \vec{v} = ax + by + cz.$$

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

$$\vec{u} \cdot \vec{v} = 1 \cdot (-3) + 1 \cdot (1) + 1 \cdot (-2) = -4$$

Has nice, usual properties: $\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$, \cdot distributes over $+$,
 $(a\vec{u}) \cdot \vec{v} = \vec{u} \cdot (a\vec{v}) = a(\vec{u} \cdot \vec{v})$.

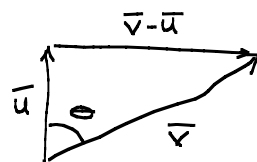
This is very easy to compute and has 2 main ties to geometry.

① If $\vec{u} = \langle a, b, c \rangle$, then $\vec{u} \cdot \vec{u} = a^2 + b^2 + c^2 = |\vec{u}|^2$!

② If θ is the angle between \vec{u} and \vec{v} , then

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

② is secretly the law of cosines:



$$(\vec{v} - \vec{u}) \cdot (\vec{v} - \vec{u}) = |\vec{v} - \vec{u}|^2 = |\vec{v}|^2 + |\vec{u}|^2 - 2|\vec{u}||\vec{v}|\cos \theta$$

So \cdot tells us about the underlying geometry.

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

so $|\vec{u}| = \sqrt{3}$, $|\vec{v}| = \sqrt{14}$, and

$$\cos \theta = \frac{-2}{\sqrt{42}}$$

Can rewrite the formula for $\cos \theta$:

$$\cos \theta = \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| \cdot |\vec{v}|} = \left(\frac{\vec{u}}{|\vec{u}|} \right) \cdot \left(\frac{\vec{v}}{|\vec{v}|} \right)$$

shorthand for $\frac{\vec{v}}{|\vec{v}|} = \hat{v}$

Vectors of the form $\frac{\vec{v}}{|\vec{v}|}$ are special: they have length 1.

Def A unit vector is one of length 1.

Unit vectors only carry directional information, and this is all we needed to get the angle between vectors.

Given any $\vec{v} \neq \vec{0}$, get a unit vector $\vec{u}_v = \frac{\vec{v}}{|\vec{v}|}$.

Ex $\vec{v} = \langle 0, 3, 4 \rangle$, so $|\vec{v}| = \sqrt{9+16} = 5 \quad \dagger \quad \vec{u}_v = \langle 0, 3/5, 4/5 \rangle$

$\vec{w} = \langle 4, -3, 0 \rangle$, then $|\vec{w}| = 5 \quad \dagger \quad \vec{u}_w = \langle 4/5, -3/5, 0 \rangle$

$\vec{v} \cdot \vec{w} = 0 \cdot 4 + 3 \cdot (-3) + 4 \cdot 0 = -9$, so

$\cos \theta = \frac{-9}{5 \cdot 5} = 0 \cdot (4/5) + (3/5)(-3/5) + (4/5) \cdot 0$.

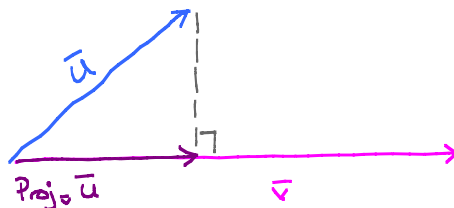
Def \vec{u} and \vec{v} are orthogonal if $\vec{u} \cdot \vec{v} = 0$. ($\vec{u} \cdot \vec{v} = 0 \Rightarrow \cos \theta = 0 \Rightarrow \theta = \pi/2$)

So $\langle 1, 1, 1 \rangle$ and $\langle -3, 1, -2 \rangle$ are not orthogonal, but

$\langle 1, 1, 1 \rangle$ and $\langle -3, 1, 2 \rangle$ are.

Dot product also gives projections:

$\text{Proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \cdot \vec{v}$



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

$\vec{v} = \langle 1, 1, -1 \rangle$

$\left. \begin{array}{l} \vec{u} \cdot \vec{v} = 1 \\ \vec{v} \cdot \vec{v} = 3 \end{array} \right\} \Rightarrow \text{Proj}_{\vec{v}} \vec{u} = \frac{1}{3} \vec{v} = \langle 1/3, 1/3, -1/3 \rangle$

Have 3 very special unit vectors:

$\vec{i} = \langle 1, 0, 0 \rangle$

$\vec{j} = \langle 0, 1, 0 \rangle$

$\vec{k} = \langle 0, 0, 1 \rangle$

If $\vec{u} = \langle a, b, c \rangle$, then $\vec{u} = a\vec{i} + b\vec{j} + c\vec{k}$. ← Really useful!

Cross Product (= vector product.)

Two defs:

① Geometric given \vec{u} & \vec{v} , $\vec{u} \times \vec{v}$ is the vector whose magnitude is $|\vec{u}| \cdot |\vec{v}| \cdot \sin \theta$, where $\cos \theta = \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| \cdot |\vec{v}|}$, and which is orthogonal to \vec{u} and \vec{v} .

This is actually ambiguous: there are 2 \Rightarrow Right-hand rule.

Ex $\vec{u} = \langle 1, 2, 0 \rangle$, $\vec{v} = \langle 2, 1, 0 \rangle$ then $|\vec{u}| = |\vec{v}| = \sqrt{5}$, $\vec{u} \cdot \vec{v} = 4$,

so $\cos \theta = \frac{4}{5} \Rightarrow \sin \theta = \frac{3}{5}$ $\therefore |\vec{u} \times \vec{v}| = 3$

direction: $\langle 0, 0, -1 \rangle$, so

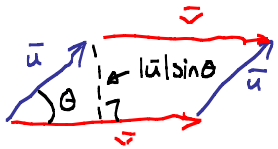
$\vec{u} \times \vec{v} = \langle 0, 0, -3 \rangle$.

•) If \vec{u} & \vec{v} are \parallel , then $\vec{u} \times \vec{v} = \vec{0}$ ($\cos \theta = \pm 1 \Rightarrow \theta = 0$ or $\pi \Rightarrow \sin \theta = 0$)

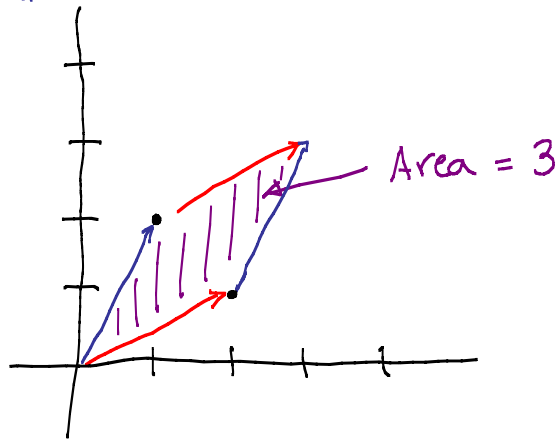
•) $\vec{u} \times \vec{v} = -(\vec{v} \times \vec{u})$

-x- also has geometric content: $|\vec{u} \times \vec{v}| =$ area of the parallelogram with sides

\vec{u} & \vec{v} .



Ex: $\langle 1, 2, 0 \rangle$
 $\langle 2, 1, 0 \rangle$



Ex : $\vec{i}, \vec{j}, \vec{k}$: all orthogonal, all unit vectors

$\vec{i} \times \vec{j} = \vec{k}$, $\vec{j} \times \vec{k} = \vec{i}$, $\vec{k} \times \vec{i} = \vec{j}$:

