

Lecture 02 : vectors, dot-products, projections of vectors

Take away :

- A vector is determined by

length
direction

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

length

unit vector
represents
the direction

- dot product

- angle

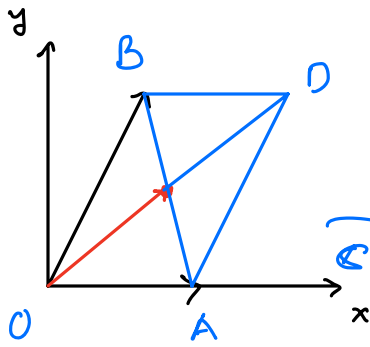
- projection $\text{proj}_{\vec{a}}(\vec{b}) = \left(\frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}} \right) \vec{a}$

- orthogonal

$$\vec{b} = \text{proj}_{\vec{a}}(\vec{b}) + \text{orth}_{\vec{a}}(\vec{b})$$

$$\vec{a} = (x_1, y_1, z_1) \quad \text{then} \quad \vec{a} + \vec{b} = (x_1 + x_2, y_1 + y_2, z_1 + z_2)$$

$$\vec{b} = (x_2, y_2, z_2) \quad \text{if } \alpha \in \mathbb{R} \text{ then } \alpha \vec{a} = (\alpha x_1, \alpha y_1, \alpha z_1)$$



$$\vec{OB} = (2, 4), \quad \vec{OA} + \vec{OB} = (5, 4)$$

$$\vec{OA} = (3, 0)$$

parallelogram

$$2\vec{OA} = \vec{OC} = (0, 6)$$

Example $\vec{a} = (1, 3), \vec{b} = (-3, 2)$

a) Compute $\vec{a} + \vec{b}$

b) $-3\vec{a} + 2\vec{b}$

c) sketch $\vec{a}, \vec{b}, \vec{a} + \vec{b}, \vec{a} - \vec{b}$

Theorem. $|\alpha \vec{a}| = |\alpha| \cdot |\vec{a}|$,

(Proof: $|\alpha \vec{a}| = |(\alpha x, \alpha y, \alpha z)| = \sqrt{(\alpha x)^2 + (\alpha y)^2 + (\alpha z)^2} = \sqrt{|\alpha|^2 (x^2 + y^2 + z^2)}$

let $\vec{a} = (x, y, z)$ $= |\alpha| \cdot \sqrt{x^2 + y^2 + z^2} = |\alpha| |\vec{a}|$.

• Unit vector : given a vector $\vec{a} \neq \vec{0}$, $\frac{\vec{a}}{|\vec{a}|}$ is the unit vector is of length 1

Ex : $\vec{a} = (1, 2, 3)$, $|\vec{a}| = \sqrt{1+4+9} = \sqrt{14}$

$\frac{\vec{a}}{|\vec{a}|} = \left(\frac{1}{\sqrt{14}}, \frac{2}{\sqrt{14}}, \frac{3}{\sqrt{14}} \right)$ is a unit vector (same direction as \vec{a})

Properties

Theorem 2.12 (Properties of Vector Operations).

Let $\mathbf{a}, \mathbf{b}, \mathbf{c}$ be vectors and c, d be scalars:

(a) $\mathbf{a} + \mathbf{b} = \mathbf{b} + \mathbf{a}$

(f) $(\mathbf{a} + \mathbf{b}) + \mathbf{c} = \mathbf{a} + (\mathbf{b} + \mathbf{c})$

(b) $\mathbf{a} + \mathbf{0} = \mathbf{a}$

(g) $\mathbf{a} + (-\mathbf{a}) = \mathbf{0}$

(c) $0\mathbf{a} = \mathbf{0}$

(h) $1\mathbf{a} = \mathbf{a}$

(d) $c(d\mathbf{a}) = (cd)\mathbf{a}$

(e) $(c + d)\mathbf{a} = c\mathbf{a} + d\mathbf{a}$

(i) $c(\mathbf{a} + \mathbf{b}) = c\mathbf{a} + c\mathbf{b}$

Components $\vec{i}, \vec{j}, \vec{k}$

$$\vec{i} = (1, 0, 0)$$

$$\vec{j} = (0, 1, 0)$$

$$\vec{k} = (0, 0, 1)$$

$$\vec{a} = (1, 2, 3) \text{ then}$$

$$\vec{a} = \vec{i} + 2\vec{j} + 3\vec{k} \text{ is the same as}$$

$$\text{writing } \vec{a} = (1, 2, 3)$$

Notes: 0 as a number is just zero

$\vec{0}$ as a vector: 2D: $\vec{0} = (0, 0)$

3D: $\vec{0} = (0, 0, 0)$

Lecture 2 - dot product

→ * Given $\vec{a} = (x_1, y_1, z_1)$ and $\vec{b} = (x_2, y_2, z_2)$ then the dot-product $\vec{a} \cdot \vec{b}$ is a real number (a scalar)

$$\vec{a} \cdot \vec{b} = x_1 x_2 + y_1 y_2 + z_1 z_2$$

Note: $\vec{a} \cdot \vec{b}$ is NOT a vector

Example 3.4. Find $\mathbf{a} \cdot \mathbf{b}$ for the following vectors. Determine if the vectors are perpendicular or not.

(a) $\mathbf{a} = \langle 1, 0, 1 \rangle$ and $\mathbf{b} = \langle -1, 3, 1 \rangle$

$$\vec{a} \cdot \vec{b} = 1 \cdot (-1) + 0 \cdot 3 + 1 \cdot 1 = 0$$

↪ perpendicular

(b) $\mathbf{a} = 3\mathbf{i} - 2\mathbf{j} + \mathbf{k}$ and $\mathbf{b} = 2\mathbf{j} + 4\mathbf{k}$

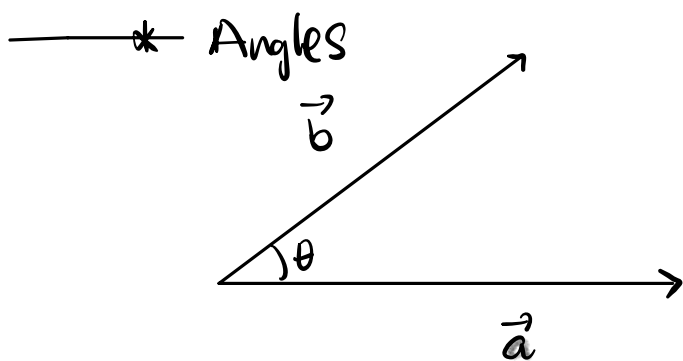
$$\vec{a} = (3, -2, 1) \quad \vec{b} = (0, 2, 4)$$
$$\vec{a} \cdot \vec{b} = 3 \cdot 0 + (-2) \cdot 2 + 1 \cdot 4 = 0$$

↪ perpendicular

(c) $\mathbf{a} = \overrightarrow{AB}$ and $\mathbf{b} = \overrightarrow{CB}$ where $A = (3, -2)$, $B = (5, 6)$, and $C = (-1, -3)$

$$\vec{a} = \overrightarrow{AB} = (5-3, 6-(-2)) \quad (\text{end-start}) \text{ or } B-A$$
$$\vec{b} = \overrightarrow{CB} = (5-(-1), 6-(-3))$$

$$\vec{a} = (2, 8) \quad \vec{a} \cdot \vec{b} = 2 \cdot 6 + 8 \cdot 9 = 12 + 72 = 84$$
$$\vec{b} = (6, 9) \quad \hookrightarrow \text{not perpendicular}$$



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

↑
magnitude (or length of \vec{a})

$$\vec{a} = (x, y, z)$$

$$|\vec{a}| = \sqrt{x^2 + y^2 + z^2}$$

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

If $\vec{a} \cdot \vec{b} = 0$ then $\cos \theta = 0 \Rightarrow \theta = \frac{\pi}{2} + 2k\pi$ or $\frac{-\pi}{2} + 2k\pi$
 We say \vec{a} and \vec{b} are orthogonal, or perpendicular to each other

Example 3.6. Find the angle between the following vectors.

(a) $\mathbf{a} = \langle 1, 0, 1 \rangle$ and $\mathbf{b} = \langle -1, 3, 2 \rangle$

$$|\vec{a}| = \sqrt{1^2 + 0^2 + 1^2} = \sqrt{2}$$

$$|\vec{b}| = \sqrt{(-1)^2 + 3^2 + 2^2} = \sqrt{14}$$

$$\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| \cdot |\vec{b}|} = \frac{1 \cdot (-1) + 0 \cdot 3 + 1 \cdot 2}{\sqrt{2} \cdot \sqrt{14}} = \frac{1}{\sqrt{28}}$$

(b) $\mathbf{a} = \mathbf{i} - \mathbf{j} + 3\mathbf{k}$ and $\mathbf{b} = 2\mathbf{j} + 4\mathbf{k}$

$$\vec{a} = (1, -1, 3), \quad |\vec{a}| = \sqrt{1^2 + (-1)^2 + 3^2} = \sqrt{11}$$

$$\vec{b} = (0, 2, 4), \quad |\vec{b}| = \sqrt{0^2 + 2^2 + 4^2} = \sqrt{20}$$

$$\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| \cdot |\vec{b}|} = \frac{1 \cdot 0 + (-1) \cdot 2 + 3 \cdot 4}{\sqrt{11} \cdot \sqrt{20}} = \frac{10}{\sqrt{11} \cdot \sqrt{20}}$$

— * Properties: $c \in \mathbb{R}$, \vec{a}, \vec{b} are vectors

a) $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$

b) $(c\vec{a}) \cdot \vec{b} = c(\vec{a} \cdot \vec{b})$

c) $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$

d) $\vec{0} \cdot \vec{a} = 0$ ← 0 is the number 0
↑
zero vector $\vec{0} = (0, 0, 0)$

e) $\vec{a} \cdot \vec{a} = |\vec{a}|^2$

Proof: $\vec{a} = (x, y, z)$, $|\vec{a}| = \sqrt{x^2 + y^2 + z^2}$

$$\vec{a} \cdot \vec{a} = x \cdot x + y \cdot y + z \cdot z = x^2 + y^2 + z^2 = |\vec{a}|^2$$

— * Work

$$W = \vec{F} \cdot \vec{D}$$

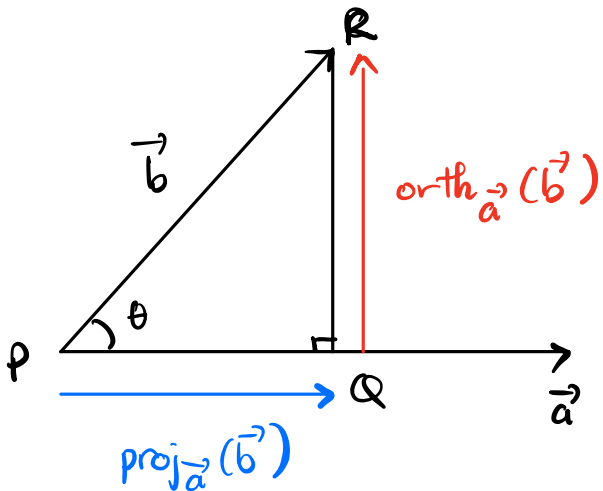
↑ ↘
force displacement vector

Example 3.8. A box is pushed with a constant force of $\mathbf{F} = \langle 1, 2, 3 \rangle$ Newtons. How much work is done in moving the box from $(1, 0, 1)$ to $(2, 1, 1)$?

$$\begin{aligned} \vec{D} &= (\text{end}) - (\text{start}) \\ &= (2, 1, 1) - (1, 0, 1) = (1, 1, 0) \end{aligned}$$

$$W = \vec{F} \cdot \vec{D} = (1, 2, 3) \cdot (1, 1, 0) = 1 + 2 + 0 = \boxed{3}$$

* Projection



projection of \vec{b} onto \vec{a}
is a vector that has the same
direction as \vec{a}

$$\text{comp}_{\vec{a}}(\vec{b}) = |\text{proj}_{\vec{a}}(\vec{b})|$$

↳ the magnitude of the projection
= $|PQ|$

Remember:

$$\vec{b} = \text{proj}_{\vec{a}}(\vec{b}) + \text{orth}_{\vec{a}}(\vec{b})$$

Note:

in the right-triangle PQR :

$$|PQ| = |PR| \cdot \cos \theta$$

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

(you can cancel scalar $|\vec{b}|$)

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

Now: if \vec{v} is a vector then $\vec{v} = |\vec{v}| \cdot \frac{\vec{v}}{|\vec{v}|}$
↑ magnitude ↑ unit vector having the same direction as \vec{v}

thus:

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

$$\text{proj}_{\vec{a}}(\vec{b}) = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \cdot \frac{\vec{a}}{|\vec{a}|}$$

$$\text{proj}_{\vec{a}}(\vec{b}) = \left(\frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}} \right) \vec{a} \quad \text{or} \quad \left(\frac{\vec{a} \cdot \vec{b}}{|\vec{a}|^2} \right) \vec{a}$$

and $\text{orth}_{\vec{a}}(\vec{b}) = \vec{b} - \text{proj}_{\vec{a}}(\vec{b})$

Example 3.13. Consider the vector $\mathbf{u} = \langle 5, 3 \rangle$ and the vector $\mathbf{v} = \langle 2, -1 \rangle$.

- (a) Sketch \mathbf{a} on the axes to the right.
- (b) Calculate $\text{proj}_{\mathbf{v}}(\mathbf{u})$ and sketch it on the axes as well.
- (c) Calculate $\text{orth}_{\mathbf{v}}(\mathbf{u})$ and sketch it too.

$$\begin{aligned} \text{proj}_{\mathbf{v}}(\mathbf{u}) &= \left(\frac{\mathbf{u} \cdot \mathbf{v}}{\mathbf{v} \cdot \mathbf{v}} \right) \mathbf{v} = \frac{\langle 5, 3 \rangle \cdot \langle 2, -1 \rangle}{\langle 2, -1 \rangle \cdot \langle 2, -1 \rangle} \langle 2, -1 \rangle \\ &= \frac{10 - 3}{5} \langle 2, -1 \rangle = \frac{7}{5} \langle 2, -1 \rangle = \left\langle \frac{14}{5}, \frac{-7}{5} \right\rangle \end{aligned}$$

$$\text{orth}_{\mathbf{v}}(\mathbf{u}) + \text{proj}_{\mathbf{v}}(\mathbf{u}) = \mathbf{u}$$

$$\hookrightarrow \mathbf{u} - \text{proj}_{\mathbf{v}}(\mathbf{u}) = \langle 5, 3 \rangle - \left\langle \frac{14}{5}, \frac{-7}{5} \right\rangle$$