

VECTORS: DOT PRODUCT [SST 9.3]

DOT PRODUCT OF TWO VECTORS:

- In \mathbb{R}^2 , $\mathbf{v} = \langle v_1, v_2 \rangle$ and $\mathbf{w} = \langle w_1, w_2 \rangle \implies$ **Dot product** $\mathbf{v} \cdot \mathbf{w} = v_1w_1 + v_2w_2$
- In \mathbb{R}^3 , $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$ and $\mathbf{w} = \langle w_1, w_2, w_3 \rangle \implies$ **Dot product** $\mathbf{v} \cdot \mathbf{w} = v_1w_1 + v_2w_2 + v_3w_3$
- Notice that the dot product of two vectors is a scalar!

PROPERTIES OF DOT PRODUCTS:

(Let vectors $\mathbf{u}, \mathbf{v}, \mathbf{w} \in \{\mathbb{R}^2, \mathbb{R}^3\}$ and scalar $c \in \mathbb{R}$)

- $\mathbf{v} \cdot \mathbf{v} = \|\mathbf{v}\|^2$
- $\vec{\mathbf{0}} \cdot \mathbf{v} = \mathbf{v} \cdot \vec{\mathbf{0}} = 0$
- $\mathbf{v} \cdot \mathbf{w} = \mathbf{w} \cdot \mathbf{v}$
- $c(\mathbf{v} \cdot \mathbf{w}) = (c\mathbf{v}) \cdot \mathbf{w} = \mathbf{v} \cdot (c\mathbf{w})$
- $\mathbf{u} \cdot (\mathbf{v} + \mathbf{w}) = \mathbf{u} \cdot \mathbf{v} + \mathbf{u} \cdot \mathbf{w}$

ANGLE BETWEEN VECTORS:

- $\mathbf{v} \cdot \mathbf{w} = \|\mathbf{v}\|\|\mathbf{w}\|\cos(\theta_{vw})$, where the **angle between the two vectors** $\theta_{vw} \in [0, \pi]$ and $\mathbf{v}, \mathbf{w} \in \{\mathbb{R}^2, \mathbb{R}^3\}$
- Nonzero vectors \mathbf{v}, \mathbf{w} are **orthogonal** $\iff \mathbf{v} \cdot \mathbf{w} = 0$
- Nonzero vectors \mathbf{v}, \mathbf{w} are **parallel** $\iff \mathbf{v} = t\mathbf{w}$ for some scalar $t \in \mathbb{R}$.

DIRECTION ANGLES & DIRECTION COSINES:

- In \mathbb{R}^2 : (Here, vector $\mathbf{v} = \langle v_1, v_2 \rangle$)
 - The **direction angle** θ of nonzero vector $\mathbf{v} \in \mathbb{R}^2$ is the smallest positive angle it makes with the positive x -axis.
 - The **direction cosine** of nonzero vector $\mathbf{v} \in \mathbb{R}^2$ is the cosine of the direction angle : $\cos \theta$
 - Hence, $\mathbf{v} \cdot \hat{\mathbf{i}} = \|\mathbf{v}\|\|\hat{\mathbf{i}}\|\cos \theta \implies \cos \theta = \frac{\mathbf{v} \cdot \hat{\mathbf{i}}}{\|\mathbf{v}\|\|\hat{\mathbf{i}}\|} = \frac{v_1}{\|\mathbf{v}\|}$, where **basis vector** $\hat{\mathbf{i}} = \langle 1, 0 \rangle$
- In \mathbb{R}^3 : (Here, vector $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$)
 - The **direction angle** α of nonzero vector $\mathbf{v} \in \mathbb{R}^3$ is the smallest positive angle it makes with the positive x -axis.
 - The **direction angle** β of nonzero vector $\mathbf{v} \in \mathbb{R}^3$ is the smallest positive angle it makes with the positive y -axis.
 - The **direction angle** γ of nonzero vector $\mathbf{v} \in \mathbb{R}^3$ is the smallest positive angle it makes with the positive z -axis.
 - The **direction cosines** of nonzero vector $\mathbf{v} \in \mathbb{R}^3$ are: $\cos \alpha, \cos \beta, \cos \gamma$
 - Hence, $\mathbf{v} \cdot \hat{\mathbf{i}} = \|\mathbf{v}\|\|\hat{\mathbf{i}}\|\cos \alpha \implies \cos \alpha = \frac{\mathbf{v} \cdot \hat{\mathbf{i}}}{\|\mathbf{v}\|\|\hat{\mathbf{i}}\|} = \frac{v_1}{\|\mathbf{v}\|}$, where **basis vector** $\hat{\mathbf{i}} = \langle 1, 0, 0 \rangle$
 - Hence, $\mathbf{v} \cdot \hat{\mathbf{j}} = \|\mathbf{v}\|\|\hat{\mathbf{j}}\|\cos \beta \implies \cos \beta = \frac{\mathbf{v} \cdot \hat{\mathbf{j}}}{\|\mathbf{v}\|\|\hat{\mathbf{j}}\|} = \frac{v_2}{\|\mathbf{v}\|}$, where **basis vector** $\hat{\mathbf{j}} = \langle 0, 1, 0 \rangle$
 - Hence, $\mathbf{v} \cdot \hat{\mathbf{k}} = \|\mathbf{v}\|\|\hat{\mathbf{k}}\|\cos \gamma \implies \cos \gamma = \frac{\mathbf{v} \cdot \hat{\mathbf{k}}}{\|\mathbf{v}\|\|\hat{\mathbf{k}}\|} = \frac{v_3}{\|\mathbf{v}\|}$, where **basis vector** $\hat{\mathbf{k}} = \langle 0, 0, 1 \rangle$

PROJECTIONS:

- **Vector projection of \mathbf{v} onto \mathbf{w} :** $\text{proj}_{\mathbf{w}}\mathbf{v} = \left(\frac{\mathbf{v} \cdot \mathbf{w}}{\mathbf{w} \cdot \mathbf{w}}\right)\mathbf{w}$
- **Scalar projection of \mathbf{v} onto \mathbf{w} :** $\text{comp}_{\mathbf{w}}\mathbf{v} = \|\text{proj}_{\mathbf{w}}\mathbf{v}\| = \frac{\mathbf{v} \cdot \mathbf{w}}{\|\mathbf{w}\|}$

WORK AS A DOT PRODUCT:

- The **work** W done by a **constant force** \mathbf{F} on an object moving along the line from point P to point Q is: $W = \mathbf{F} \cdot \mathbf{PQ}$

EX 9.3.1:

(a) Find the dot product $\mathbf{v} \cdot \mathbf{w}$ if $\mathbf{v} = \langle 1, 2 \rangle$ and $\mathbf{w} = 4\hat{\mathbf{i}} - 2\hat{\mathbf{j}}$.

(b) Are \mathbf{v}, \mathbf{w} orthogonal?

(c) Find the angle θ_{vw} between \mathbf{v} & \mathbf{w} .

EX 9.3.2:

(a) Find the dot product $\mathbf{v} \cdot \mathbf{w}$ if $\mathbf{v} = \langle 1, 2, 3 \rangle$ and $\mathbf{w} = 4\hat{\mathbf{i}} - 5\hat{\mathbf{j}} - 6\hat{\mathbf{k}}$.

(b) Are \mathbf{v}, \mathbf{w} orthogonal?

(c) Find the angle θ between \mathbf{v} & \mathbf{w} .

(d) Are \mathbf{v}, \mathbf{w} parallel?

EX 9.3.3:

Find scalar t such that vectors $\mathbf{v} = \langle 1, 3, t \rangle$ and $\mathbf{w} = 2\hat{\mathbf{i}} + \hat{\mathbf{j}} - 4\hat{\mathbf{k}}$ are orthogonal.

EX 9.3.4: Find the scalar & vector projections of $\mathbf{v} = \langle 1, 2 \rangle$ onto $\mathbf{w} = -3\hat{\mathbf{i}} + 4\hat{\mathbf{j}}$.

EX 9.3.5: Find the scalar & vector projections of $\mathbf{v} = \hat{\mathbf{i}} + 2\hat{\mathbf{j}} + 3\hat{\mathbf{k}}$ onto $\mathbf{w} = \langle 3, -1, -1 \rangle$.

EX 9.3.6: Find the direction cosines and the direction angles (in radians) of the vector $\mathbf{v} = \langle 1, 2, 3 \rangle$.

EX 9.3.7: Find the work performed when the force $\mathbf{F} = \langle 1, 2, 3 \rangle$ moves an object along a straight line from point $P(-2, 3, 4)$ to point $Q(8, -7, -6)$.