

Panel 1

Last time

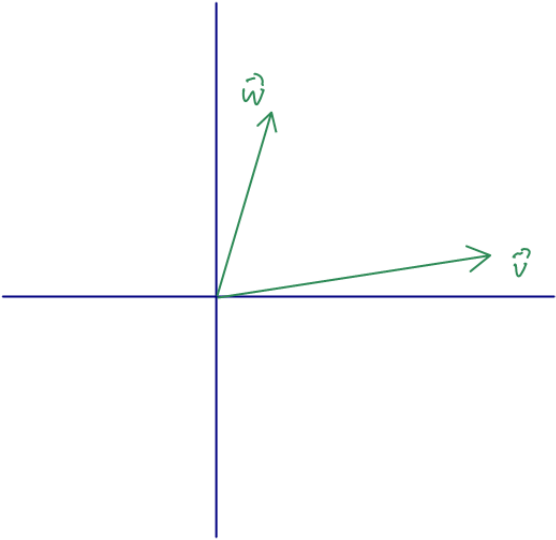
- vectors
- add + subtract (graphically)
- norm
- unit vectors (basis units)
- dot prod.
- angles

Homework:

Page 841: #6, 13, 17, 18, 19, 21, 23, 24, 26, 28, 29, 31, 39
Page 848: #1, 3, 5, 7, 14, 15, 18, 24, 25, 26, 57

1

Panel 2



Draw in
Red: $\vec{v} + \vec{w}$
Blue: $\vec{w} - \vec{v}$

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Panel 3

$$\vec{v} = \langle 1, 2, 3 \rangle, \quad \vec{w} = \langle 5, -1, 2 \rangle$$

Find: $\vec{v} + \vec{w}$

$$\vec{v} \cdot \vec{w}$$

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Panel 4

If \vec{v} and \vec{w} are perpendicular, then

a) $\vec{v} \cdot \vec{w} = 1$

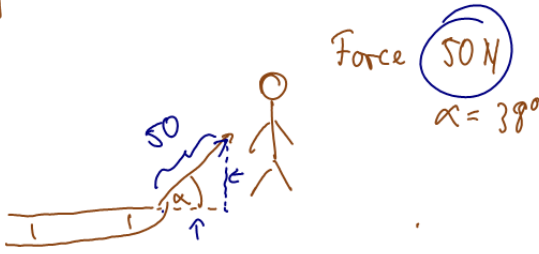
b) $\vec{v} \cdot \vec{w} = 0$

c) $\vec{v} \cdot \vec{w} = ?$

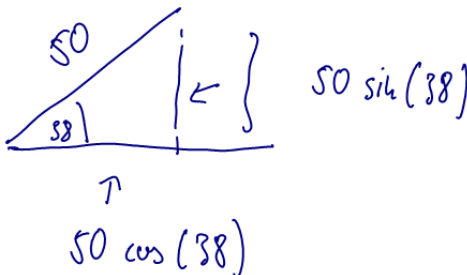
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Panel 7

#29, p 841



Force 50 N
 $\alpha = 38^\circ$



50
38
 $50 \sin(38)$
 $50 \cos(38)$

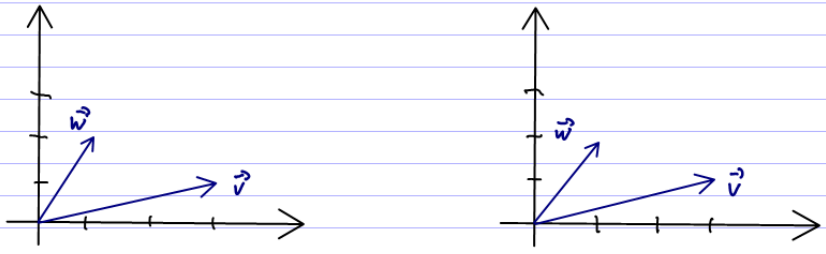
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Panel 8

Quiz #2

Name: _____

① Suppose two vectors are drawn as indicated.



a) Draw $\vec{v} + \vec{w}$

b) Draw $\vec{v} - \vec{w}$

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Panel 9

Quiz #2

② If $\vec{v} = \langle 1, 2, 3 \rangle$ and $\vec{w} = 2\hat{i} + \hat{j} - 2\hat{k}$

a) find $\|\vec{v}\|$

b) find $2\vec{v} + \vec{w}$

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Panel 10

Quiz #2

③ let $\vec{v} = \langle 1, -2, 3 \rangle$ and $\vec{w} = \langle 2, -1, 3 \rangle$

a) Find a unit vector in the direction of \vec{v}

b) Find $\vec{v} \cdot \vec{w}$

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Panel 11

Quiz #2

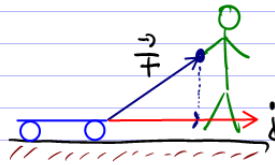
(4) Compute the angle between $\langle 1, 0, 2 \rangle$ and $\langle 0, 3, \sqrt{15} \rangle$

Panel 12

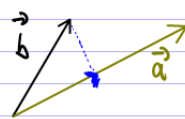
Prev. example: given 2 vectors, find resultant (no dot product)

Now: How much of a given vector \vec{v} goes in direction \vec{w} .

Ex:



General Question:



What is projection of \vec{b} onto \vec{a} length direct.



how much of b goes in \vec{a} -direction

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

$$\|b\| \cos(\alpha) =$$

$$\cancel{\|b\|} \cdot \frac{\vec{a} \cdot \vec{b}}{\cancel{\|a\|} \cancel{\|b\|}} = \frac{\vec{a} \cdot \vec{b}}{\|a\|} \cdot \frac{1}{\|a\|}$$

Panel 13

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

Ex: Find length and direction of projection of $\vec{b} = \langle 1, 1, 2 \rangle$ onto $\vec{a} = \langle -2, 3, 1 \rangle$ Length: $\frac{3}{\sqrt{14}}$
 dir: $\frac{1}{\sqrt{14}} \cdot \langle -2, 3, 1 \rangle$

$$\begin{aligned} \text{proj}_{\vec{a}}(\vec{b}) &= \frac{\vec{a} \cdot \vec{b}}{\|\vec{a}\|^2} \cdot \vec{a} = \\ &= \frac{\langle -2, 3, 1 \rangle \cdot \langle 1, 1, 2 \rangle}{\|\langle -2, 3, 1 \rangle\|^2} \cdot \langle -2, 3, 1 \rangle = \\ &= \frac{-2 + 3 + 2}{(\sqrt{14})^2} \cdot \langle -2, 3, 1 \rangle = \frac{3}{14} \langle -2, 3, 1 \rangle \end{aligned}$$

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Panel 14

More Multiplication of Vectors: Cross Product

Dot product of 2 vectors gives: number (scalar)

Cross product of 2 vectors gives vector

Def: If $\vec{a} = \langle a_1, a_2, a_3 \rangle$ and $\vec{b} = \langle b_1, b_2, b_3 \rangle$

$$\text{then } \vec{a} \times \vec{b} = \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle$$

How on earth to memorize this?

Trick:

$$\begin{vmatrix} \textcircled{i} & \textcircled{j} & \textcircled{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = i(a_2 b_3 - a_3 b_2) - j(a_1 b_3 - a_3 b_1) + k(a_1 b_2 - a_2 b_1)$$

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Panel 15

Example: $\langle 1, 3, 4 \rangle \times \langle 2, 7, -5 \rangle = \langle -15-28, -(-5-8), 7-6 \rangle$ cross-product

$$\begin{vmatrix} i & j & k \\ 1 & 3 & 4 \\ 2 & 7 & -5 \end{vmatrix} = i(3(-5)-7 \cdot 4) - j(1(-5)-2 \cdot 8) + k(1 \cdot 7-2 \cdot 3) =$$

Ex: $\langle 1, 0, 3 \rangle \times \langle 2, 3, -1 \rangle = \langle -9, 7, 3 \rangle = -9i + 7j + 3k$

$$\begin{vmatrix} i & j & k \\ 1 & 0 & 3 \\ 2 & 3 & -1 \end{vmatrix} = \langle 0-9, -(-1-6), 3-0 \rangle$$

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Panel 16

Properties of Cross Product

a) $\vec{a} \times \vec{a} = \vec{0}$

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


b) $\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$


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

Proof a)

$$\vec{a} = \langle a_1, a_2, a_3 \rangle \quad \vec{a} \times \vec{a} = \begin{vmatrix} i & j & k \\ a_1 & a_2 & a_3 \\ a_1 & a_2 & a_3 \end{vmatrix} = \langle a_2 a_3 - a_3 a_2, 0, 0 \rangle$$

Proof b)

HW DO IT 



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Panel 17

Dot vs Cross Product

dot product gives scalar

$$\frac{a \cdot b}{\|a\| \|b\|} = \cos(\alpha)$$

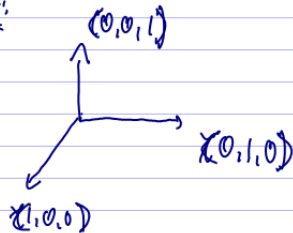
dot prod. = 0

⇒ vectors are perp.

cross prod gives vector

$$\frac{\|a \times b\|}{\|a\| \|b\|} = \sin(\alpha)$$

(cross prod = 0
⇒ vectors parallel)

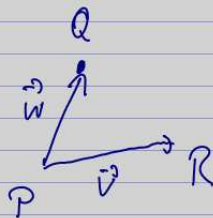
Ex:

cross product of \vec{a} and \vec{b} is a vector
perp. to both, i.e. to
plane spanned by \vec{a}, \vec{b}

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Panel 18

Example: Find vector perp. to plane through $P(1,4,6)$,
 $Q(-2,5,-1)$ and $R(1,-1,1)$



$$\vec{v} = \langle 0, -5, -5 \rangle = R - P$$

$$\vec{w} = \langle -3, 1, -7 \rangle = Q - P$$

$$\begin{vmatrix} i & j & k \\ 0 & -5 & -5 \\ -3 & 1 & -7 \end{vmatrix} = \langle 35+5, -15, 15 \rangle = \langle 40, -15, 15 \rangle = 5 \langle 8, -3, 3 \rangle$$

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Panel 19

Maple: Dot + Cross Product

```

Maple 9.5 - Untitled (1) - [Server 1]
File Edit View Insert Format Tools Window Help
X Maple input Monospaced 12 B I
with(LinearAlgebra);
P := <1, 4, 6>;
Q := <-2, 5, -1>;
R := <1, -1, 1>;
PQ := Q - P;
PR := R - P;
DotProduct(PQ, PR);
CrossProduct(PQ, PR);
-40
-15
15
Ready Time: 0.11s Memory: 0.16M

```

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Panel 20

Pop Quiz

Use Maple to find

① $\langle 1, 3, 9 \rangle \cdot \langle 7, -2, -5 \rangle$

a) 0

c) -44

b) 44

d) 12

② $\langle 1, 3, 9 \rangle \times \langle 7, -2, -5 \rangle$

a) 0

b) $\langle 3, -68, -23 \rangle$

c) $\langle 1, 2, 3 \rangle$

d) $\langle 3, 68, -23 \rangle$

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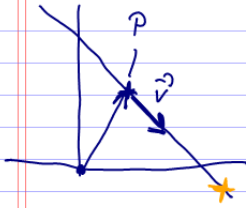
Panel 21

Lines in 3D:

Know lines in 2D: $y = mx + b$, $z = 0$

slope
↓
intercept

Not good $\left\{ \begin{array}{l} \text{can't easily extend to } \mathbb{R}^3 \\ \text{not all lines work! (vert.)} \end{array} \right.$



to reach any point on this line
go to P , then add $t \cdot \vec{v}$

$$\Rightarrow l(t) = P + t \cdot \vec{v}$$

P is point on line

\vec{v} is direction of line

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Panel 22

A line through $r_0 = (x_0, y_0, z_0)$ in direction of $\vec{v} = \langle a, b, c \rangle$
is $l(t) = r_0 + t \vec{v} = \langle x_0 + ta, y_0 + tb, z_0 + tc \rangle$

Ex: Find line through $(5, 1, 3)$ parallel to $\langle 1, 4, -2 \rangle$

$$r_0 = (5, 1, 3) \Rightarrow l(t) = \langle 5+t, 1+4t, 3-2t \rangle$$

$$\vec{v} = \langle 1, 4, -2 \rangle$$

Ex: Find line through $(1, 2, 3)$ and $(3, 2, 1)$

$$r_0 = (1, 2, 3)$$

$$\vec{v} = \vec{PQ} = \langle 3-1, 2-2, 1-3 \rangle = \langle 2, 0, -2 \rangle$$

$$l(t) = \langle 1+2t, 2, 3-2t \rangle$$

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Panel 23

In \mathbb{R}^2 : line through $(1, 2)$ and $(4, 3)$

Yesterday (OLD): $y = mx + b = \frac{3-2}{4-1}x + b = \frac{1}{3}x + b$

$$2 = \frac{1}{3} \cdot 1 + b \Rightarrow b = \frac{5}{3}$$

$$\Rightarrow y = \frac{1}{3}x + \frac{5}{3}$$

NEW:

$$l(t) = \langle 1+t, 3, 2+t \rangle = \langle 1+3t, 2+t \rangle$$

means: $x = 1+3t \Rightarrow x-1 = 3t \Rightarrow \frac{1}{3}x - \frac{1}{3} = t$
 $y = 2+t$
 $y = 2 + \frac{1}{3}x - \frac{1}{3} = \frac{5}{3} + \frac{1}{3}x$

through
 $(1, 3), (1, 5)$

OLD: $m = \frac{2}{0}$ und
 $x = 1$

NEW:

$$l(t) = \langle 1+3t, 2+t \rangle = \langle 1, 3+2t \rangle$$

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Panel 24

Ex: Suppose 2 lines are $l_1(t) = \langle 1+t, -2+3t, 4-t \rangle$

$$l_2(s) = \langle 2s, 3+s, -3+4s \rangle$$

a) Are the lines parallel?

l_1 has direction $\langle 1, 3, -1 \rangle$ No (vectors are
 l_2 has direction $\langle 2, 1, 4 \rangle$ not parallel)
 (mult. of each other)

b) Do they intersect in \mathbb{R}^3 ?

If they did intersect: $l_1(t) = l_2(s)$

$$\begin{aligned} 1+t &= 2s \Rightarrow t = 2s-1 \leftarrow t = \frac{11}{5} \\ -2+3t &= 3+s \leftarrow -2+3(2s-1) = 3+s \Rightarrow -2+6s-3 = 3+s, s = \frac{8}{5} \end{aligned}$$

$(4-t = -3+4s)$ check in this equation: false

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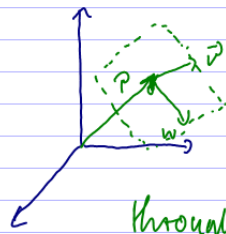
Panel 25

Planes in \mathbb{R}^3

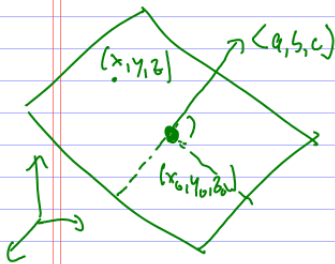
Line determined by: 2 points or 1 point + dir vector

Plane determined by: 3 points or
1 point + 2 vectors

or 1 point + 1 perp vector



Suppose (x, y, z) is on the plane
through (x_0, y_0, z_0) perp. to $\langle a, b, c \rangle$



$$\Rightarrow \vec{PQ} = \langle x - x_0, y - y_0, z - z_0 \rangle \cdot \langle a, b, c \rangle = 0$$

$$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

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Panel 26

Scalar equation of Plane through $P(x_0, y_0, z_0)$ with normal vector $\vec{n} = \langle a, b, c \rangle$ is $a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$

Ex: Plane through $P(1, 3, 2)$, $Q(3, -1, 6)$, and $R(5, 2, 0)$

equation of plane =

need: point: $P(1, 3, 2)$

normal (perp.) vector

$\vec{PR} = \langle$

$\vec{PQ} =$

$\vec{PR} \times \vec{PQ} = \langle \overset{a}{5}, \overset{b}{-1}, \overset{c}{9} \rangle$?

$5(x - 1) + 1(y - 3) + 9(z - 2) = 0$

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