

# Lecture 4

## (Scalar and Vector Multiplication)

Physics 160-01 Fall 2012

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# Multiplication of Vectors

- OK, adding and subtracting vectors seemed fairly straightforward, but how would one multiply vectors?
- There are two ways to multiply vectors and they give different answers...
  - Dot (or Scalar) Product
  - Cross (or Vector) Product
- You use the two ways for different purposes which will become clearer as you use them.

# Dot (or Scalar) Product

- The dot product of two vectors is written as:  $\vec{A} \cdot \vec{B}$ .
- The result of a dot product is a scalar (no direction).
- There are two ways to find the dot product:
  - $\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta_{AB} \equiv AB \cos \theta$
  - or,
  - $\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$
- But what IS the dot product – I mean what does it MEAN???

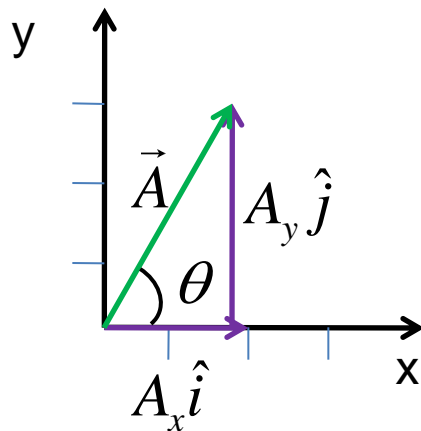
# Dot (or Scalar) Product

- The dot product of two vectors  $\vec{A} \cdot \vec{B}$  gives the length of  $\vec{A}$  in the direction of  $\vec{B}$  (projection of  $\vec{A}$  onto  $\vec{B}$ ) times the length of  $\vec{B}$ .

- Example:

$$\vec{A} \cdot \hat{i} = |\vec{A}| |\hat{i}| \cos \theta_{A\hat{i}} \equiv A \times 1 \cos \theta = A \cos \theta$$

$$\vec{A} \cdot \hat{j} = |\vec{A}| |\hat{j}| \cos \theta_{A\hat{j}} \equiv A \times 1 \cos(90 - \theta) = A \sin \theta$$



$$\vec{A} = A_x \hat{i} + A_y \hat{j}$$

$$A_x = |\vec{A}| \cos \theta$$

$$A_y = |\vec{A}| \sin \theta$$

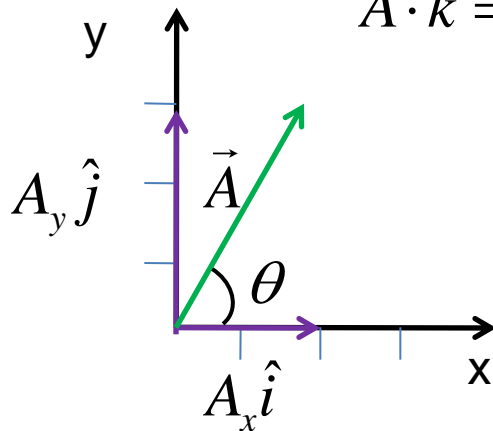
# Dot (or Scalar) Product

- The dot product of two vectors  $\vec{A} \cdot \vec{B}$  gives the length of  $\vec{A}$  in the direction of  $\vec{B}$  times the length of  $\vec{B}$ .
- Using the other method:

$$\vec{A} \cdot \hat{i} = A_x \cdot 1 + A_y \cdot 0 + A_z \cdot 0 = A_x$$

$$\vec{A} \cdot \hat{j} = A_x \cdot 0 + A_y \cdot 1 + A_z \cdot 0 = A_y$$

$$\vec{A} \cdot \hat{k} = A_x \cdot 0 + A_y \cdot 0 + A_z \cdot 1 = A_z$$

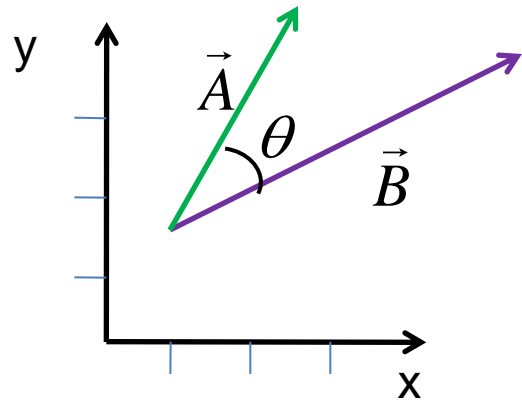


$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$$

# Dot (or Scalar) Product

- The dot product of two vectors  $\vec{A} \cdot \vec{B}$  gives the length of  $\vec{A}$  in the direction of  $\vec{B}$  times the length of  $\vec{B}$ .
- Another Example:

$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta_{AB} \equiv (A \cos \theta) B = A_B B \Rightarrow$$



$$A_B = \frac{\vec{A} \cdot \vec{B}}{|\vec{B}|}; \quad B_A = \frac{\vec{A} \cdot \vec{B}}{|\vec{A}|}$$

# Dot (or Scalar) Product

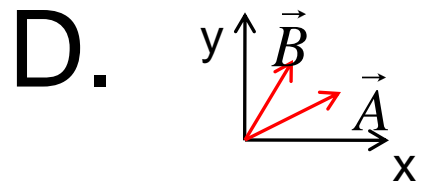
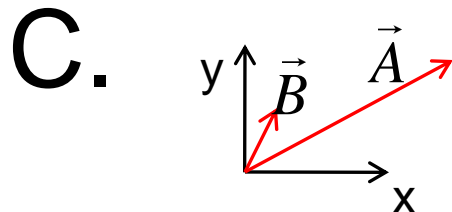
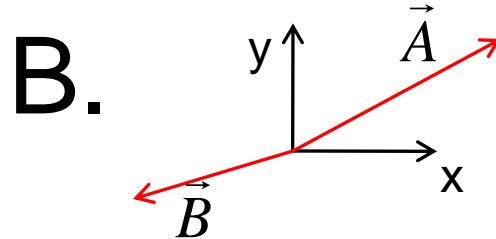
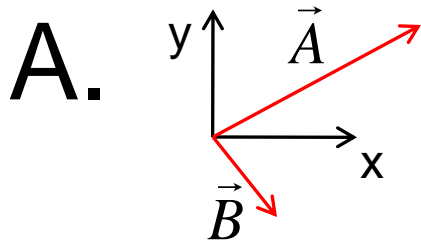
- Physics Example:
- Work – force acting over a distance.

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



# CPS Question 3-1

- Which of the dot products  $\vec{A} \cdot \vec{B}$  has the greatest *absolute* magnitude?



# Dot (or Scalar) Product

- Commutative and Distributive Laws are obeyed by the dot product:

$$\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$$

$$\vec{A} \cdot (\vec{B} + \vec{C}) = \vec{A} \cdot \vec{B} + \vec{A} \cdot \vec{C}$$

# Dot (or Scalar) Product

- This explains the second method then:

$$\begin{aligned}\vec{A} \cdot \vec{B} &= \left( A_x \hat{i} + A_y \hat{j} + A_z \hat{k} \right) \cdot \left( B_x \hat{i} + B_y \hat{j} + B_z \hat{k} \right) \\&= A_x \hat{i} \cdot B_x \hat{i} + A_x \hat{i} \cdot B_y \hat{j} + A_x \hat{i} \cdot B_z \hat{k} \\&\quad + A_y \hat{j} \cdot B_x \hat{i} + A_y \hat{j} \cdot B_y \hat{j} + A_y \hat{j} \cdot B_z \hat{k} \\&\quad + A_z \hat{k} \cdot B_x \hat{i} + A_z \hat{k} \cdot B_y \hat{j} + A_z \hat{k} \cdot B_z \hat{k} \\&= A_x B_x + A_y B_y + A_z B_z\end{aligned}$$

# Dot (or Scalar) Product

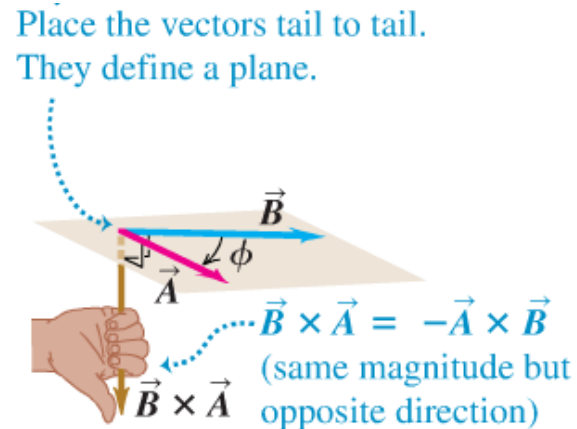
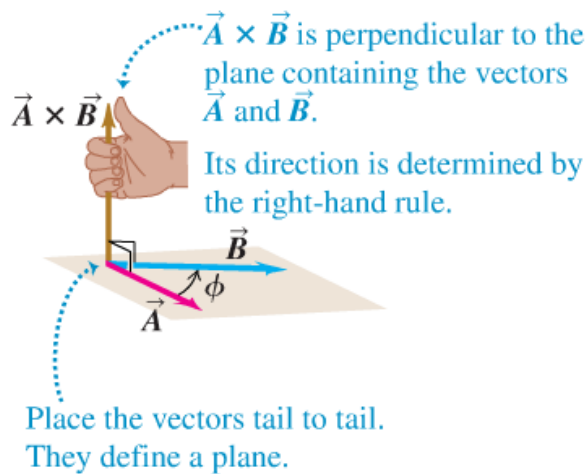
- Usefulness of combining the two methods:

$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z = |\vec{A}| |\vec{B}| \cos \theta_{AB} \Rightarrow$$

$$\cos \theta_{AB} = \frac{A_x B_x + A_y B_y + A_z B_z}{|\vec{A}| |\vec{B}|}$$

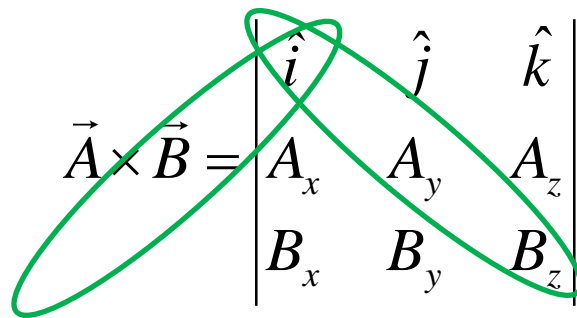
# Cross (or Vector) Product

- The cross product of two vectors is written as:  $\vec{A} \times \vec{B}$ .
- The result of a vector product is a vector (has direction).
- To find the magnitude of a cross product:
  - $|\vec{A} \times \vec{B}| = |\vec{A}| |\vec{B}| \sin \theta_{AB} \equiv AB \sin \theta$
  - Its direction is perpendicular to both  $\vec{A}$  and  $\vec{B}$ , and given by the Right-Hand-Rule:



# Cross (or Vector) Product

- Another way of finding  $\vec{A} \times \vec{B}$ :
  - $\vec{A} \times \vec{B} = (A_y B_z - A_z B_y) \hat{i} + (A_z B_x - A_x B_z) \hat{j} + (A_x B_y - A_y B_x) \hat{k}$
  - Good way to remember using determinant:

$$\vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$


# Cross (or Vector) Product

- Commutative law is NOT obeyed by the cross product:

$$- \vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$$

- Distributive law is obeyed:

$$- \vec{A} \times (\vec{B} + \vec{C}) = \vec{A} \times \vec{B} + \vec{A} \times \vec{C}$$

# Cross (or Vector) Product

- Let's use this to get the second method:

$$- \quad \vec{A} \times \vec{B} = (A_x \hat{i} + A_y \hat{j} + A_z \hat{k}) \times (B_x \hat{i} + B_y \hat{j} + B_z \hat{k})$$

$$\begin{aligned} &= A_x \hat{i} \times B_x \hat{i} + A_x \hat{i} \times B_y \hat{j} + A_x \hat{i} \times B_z \hat{k} \\ &\quad + A_y \hat{j} \times B_x \hat{i} + A_y \hat{j} \times B_y \hat{j} + A_y \hat{j} \times B_z \hat{k} \\ &\quad + A_z \hat{k} \times B_x \hat{i} + A_z \hat{k} \times B_y \hat{j} + A_z \hat{k} \times B_z \hat{k} \end{aligned}$$

$$- \text{ with } \hat{i} \times \hat{j} = \hat{k}; \quad \hat{j} \times \hat{k} = \hat{i}; \quad \hat{k} \times \hat{i} = \hat{j}$$

– then

$$\vec{A} \times \vec{B} = (A_y B_z - A_z B_y) \hat{i} + (A_z B_x - A_x B_z) \hat{j} + (A_x B_y - A_y B_x) \hat{k}$$



# Cross (or Vector) Product

- But what IS the vector product – I mean what does it MEAN???
- It gives a sense of the perpendicularity and length of two vectors.

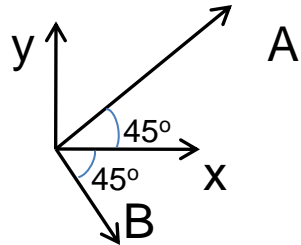
# Cross (or Vector) Product

- Physics Example:
- Torque – what does it take to turn a sticky bolt?

$$\vec{\tau} = \vec{r} \times \vec{F}$$

# CPS Question 4-1

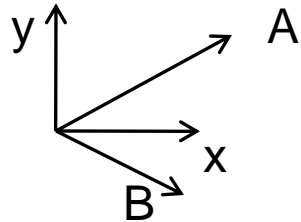
- $\vec{A} \times \vec{B} = ?$ ,  $\vec{A}, \vec{B}$  in the x-y plane



- A. 0
- B.  $|\vec{A}||\vec{B}|\sin 45^\circ$
- C.  $|\vec{A}||\vec{B}|$  in the positive z-direction
- D.  $|\vec{A}||\vec{B}|$  in the negative z-direction
- E.  $|\vec{A}||\vec{B}|\sin 45^\circ$  in the negative z-direction

# CPS Question 4-2

- What is  $\vec{A} \cdot (\vec{A} \times \vec{B}) = ?$ ,  $\vec{A}, \vec{B}$  in the x-y plane



- A. 0
- B.  $|\vec{A}|^2 |\vec{B}| \sin 45^\circ$
- C.  $|\vec{A}|^2 |\vec{B}|$  in the positive z-direction
- D.  $|\vec{A}|^2 |\vec{B}|$  in the negative z-direction
- E. not enough information