

\vec{v}, \vec{w} vectors

$$\vec{v} \cdot \vec{w} = \begin{cases} 0, & \text{if } \vec{v} \cdot \vec{w} \text{ is } 0 \\ |\vec{v}| \cdot |\vec{w}| \cdot \cos(\angle(\vec{v}, \vec{w})), & \text{otherwise} \end{cases}$$

the dot product (the scalar product)

Alternate notation:

$$\vec{v} \cdot \vec{w} = \langle \vec{v}, \vec{w} \rangle \leftarrow \begin{array}{l} \text{scalar product} \\ \text{not a subspace} \end{array}$$

Properties:

- bilinearity: $\forall \alpha, \beta \in \mathbb{R}, \forall \vec{v}_1, \vec{v}_2, \vec{w} \in V$
 $(\alpha \vec{v}_1 + \beta \vec{v}_2) \cdot \vec{w} = \alpha \vec{v}_1 \cdot \vec{w} + \beta \vec{v}_2 \cdot \vec{w}$

- symmetry: $\forall \vec{v}, \vec{w}$:
 $\vec{v} \cdot \vec{w} = \vec{w} \cdot \vec{v}$

- positive definiteness: $\forall \vec{v} \in V$
 $\vec{v} \cdot \vec{v} \in \mathbb{R}_{\geq 0}$

if $\vec{v} \neq \vec{0} \Rightarrow \vec{v} \cdot \vec{v} > 0$

Consequences:

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

if we have K an orthonormal reference system and $[\vec{v}]_K = \begin{pmatrix} x_v \\ y_v \end{pmatrix}$

$$[\vec{w}]_K = \begin{pmatrix} x_w \\ y_w \end{pmatrix}$$

$$\Rightarrow \vec{v} \cdot \vec{w} = x_v x_w + y_v y_w$$

$K = (\vec{e}_1, \vec{e}_2, \dots, \vec{e}_n)$ orthonormal if

$$\forall i, j, i \neq j: \vec{e}_i \cdot \vec{e}_j = 0$$

$$\forall i: \vec{e}_i \cdot \vec{e}_i = |\vec{e}_i|^2 = 1$$

3.2. \vec{m} and \vec{n} unit vectors s.t. $\angle(\vec{m}, \vec{n}) = 120^\circ$

Determine $\angle(\vec{a}, \vec{b})$ where:

$$\vec{a} = 2\vec{m} + 4\vec{n}$$

$$\vec{b} = \vec{m} - \vec{n}$$

$$\vec{a} \cdot \vec{b} = (2\vec{m} + 4\vec{n}) \cdot (\vec{m} - \vec{n}) =$$

$$= 2|\vec{m}|^2 + 2\vec{m} \cdot \vec{n} - 4|\vec{n}|^2 =$$

$$= -2 + 2\vec{m} \cdot \vec{n}$$

$$\vec{m} \cdot \vec{n} = |\vec{m}| \cdot |\vec{n}| \cdot \cos 120^\circ = -\frac{1}{2}$$

$$\vec{a} \cdot \vec{b} = -2 - 1 = -3$$

$$|\vec{a}|^2 = (2\vec{m} + 4\vec{n}) \cdot (2\vec{m} + 4\vec{n}) =$$

$$= 4|\vec{m}|^2 + 16\vec{m} \cdot \vec{n} + 16|\vec{n}|^2 = 20 - 8 = 12$$

$$\Rightarrow |\vec{a}| = 2\sqrt{3}$$

$$|\vec{b}|^2 = (\vec{m} - \vec{n}) \cdot (\vec{m} - \vec{n}) = |\vec{m}|^2 - 2\vec{m} \cdot \vec{n} + |\vec{n}|^2 =$$

$$= 2 + 1 = 3 \Rightarrow |\vec{b}| = \sqrt{3}$$

$$\cos(\vec{a}, \vec{b}) = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| \cdot |\vec{b}|} = \frac{-3}{2\sqrt{3}\sqrt{3}} = -\frac{3}{6} = -\frac{1}{2} \Rightarrow$$

$$\Rightarrow \angle(\vec{a}, \vec{b}) = 120^\circ$$

3.3. Fix an orthonormal basis:

$$\vec{a} = (2, 1, 0)$$

$$\vec{b} = (0, -2, 1)$$

Find the angle between the diagonals of the parallelogram spanned by \vec{a} and \vec{b}

$$\vec{d}_1 = \vec{a} + \vec{b}$$

$$\vec{d}_2 = \vec{a} - \vec{b}$$

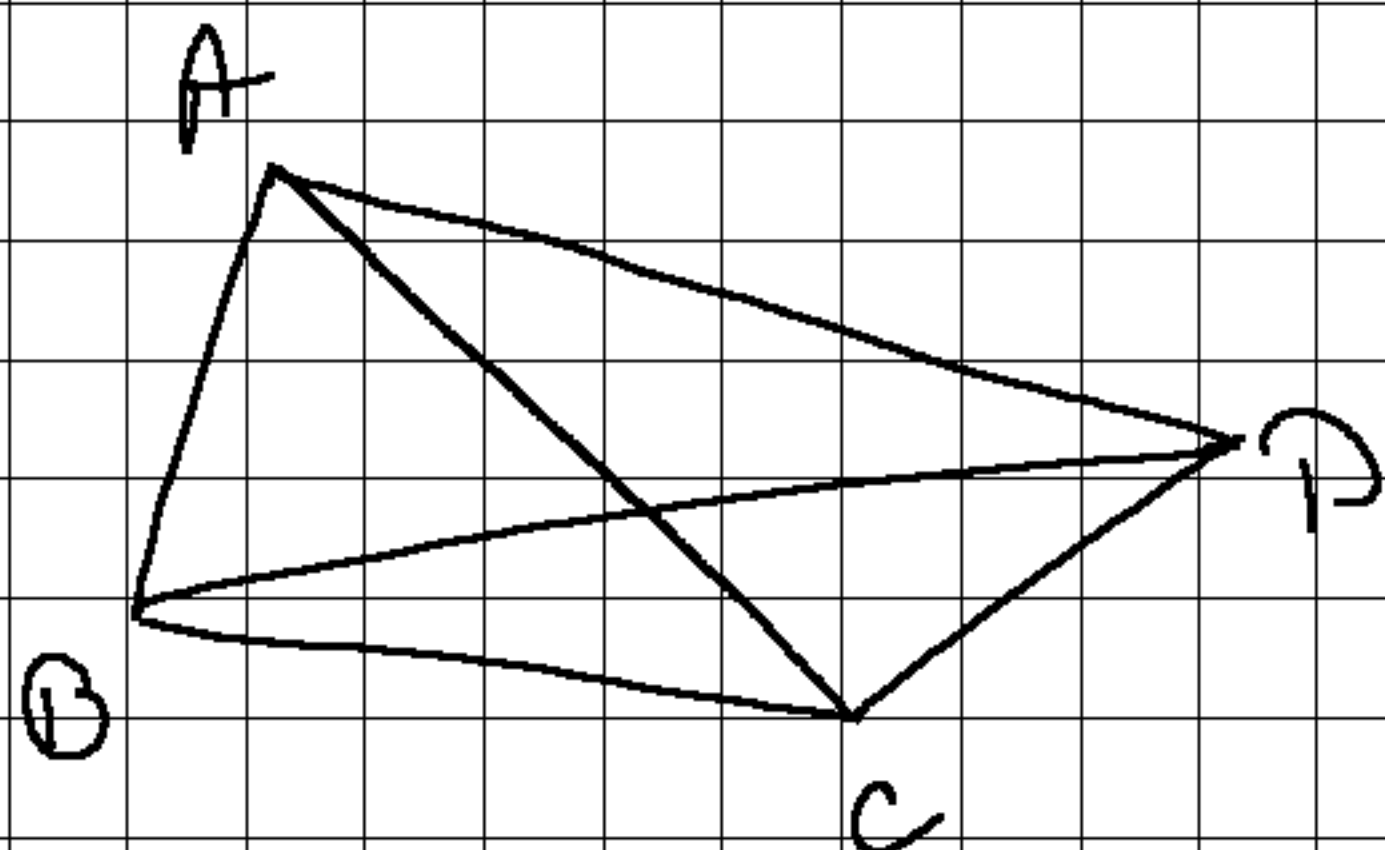
$$\vec{d}_1 \cdot \vec{d}_2 = (\vec{a} + \vec{b}) \cdot (\vec{a} - \vec{b}) = \vec{a}^2 - \vec{b}^2 =$$

$$= |\vec{a}|^2 - |\vec{b}|^2 = 2^2 + 1^2 + 0^2 - 0^2 - 2^2 - 1^2 = 0 \Rightarrow$$

$$\Rightarrow \vec{d}_1 \perp \vec{d}_2$$

3.7. $ABCD$ tetrahedron. Show that:

$$\cos(\vec{AB}, \vec{CD}) = \frac{AD^2 + BC^2 - AC^2 - BD^2}{2 \cdot AB \cdot CD} \quad (\text{3D law of cosine})$$



Exercise 3.6

Law of cosines in 2D:

$\triangle ABC$

$$BC^2 = AB^2 + AC^2 - 2AB \cdot AC \cdot \cos(\widehat{BAC})$$

$$BC^2 = AB^2 + AC^2 - 2 \cdot \vec{AB} \cdot \vec{AC}$$

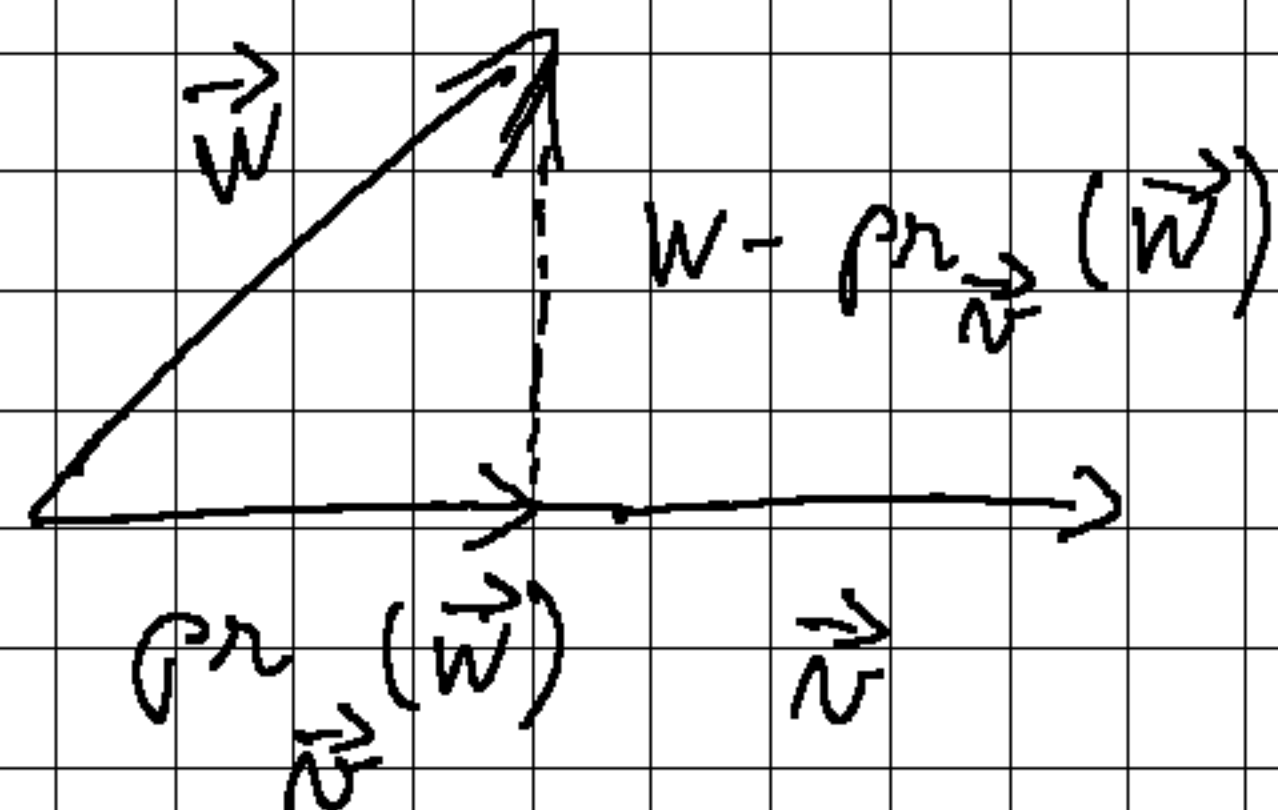
Proof:

$$\begin{aligned} AB^2 + AC^2 - BC^2 &= (AB^2 - BC^2) + AC^2 = \\ &= (\vec{AB} - \vec{BC})(\vec{AB} + \vec{BC}) + AC^2 = (\vec{AB} - \vec{BC}) \cdot \vec{AC} + AC^2 = \\ &= (\vec{AB} - \vec{BC} + \vec{AC}) \cdot \vec{AC} = (\vec{r}_B - \vec{r}_A - \vec{r}_C + \vec{r}_B + \vec{r}_C - \vec{r}_A) \cdot \vec{AC} = \\ &= (2\vec{r}_B - 2\vec{r}_A) \cdot \vec{AC} = 2\vec{AB} \cdot \vec{AC} \end{aligned}$$

$$\begin{aligned}
AD^2 + BC^2 - AC^2 - BD^2 &= (AD^2 - AC^2) + (BC^2 - BD^2) = \\
&= (\vec{AD} - \vec{AC})(\vec{AD} + \vec{AC}) + (\vec{BC} - \vec{BD})(\vec{BC} + \vec{BD}) = \\
&= (\vec{CA} + \vec{AD})(\vec{AD} + \vec{AC}) + (\vec{DC} + \vec{BC})(\vec{BC} + \vec{BD}) = \\
&= \vec{CD}(\vec{AD} + \vec{AC}) + \vec{DC}(\vec{BC} + \vec{BD}) = \\
&= \vec{CD}(\vec{AD} + \vec{AC} - \vec{BC} - \vec{BD}) = \\
&= \vec{CD}(\vec{AB} + \vec{AB}) \\
&= \vec{CD} \cdot 2\vec{AB} \Rightarrow
\end{aligned}$$

$$\Rightarrow \frac{AD^2 + BC^2 - AC^2 - BD^2}{2 AB \cdot CD} = \cos(\vec{AB}, \vec{CD})$$

To get an orthonormal basis from a general one: \rightarrow Gram-Schmidt



$$\vec{w} \cdot \vec{n} = \underbrace{|\vec{w}| \cdot \cos(\vec{n}, \vec{w})}_{\text{length of projection}} \cdot |\vec{n}| =$$

$$= |\text{pr}_{\vec{n}}(\vec{w})| \cdot |\vec{n}|$$

$$\Rightarrow \text{pr}_{\vec{n}} |\vec{w}| = \frac{\vec{w} \cdot \vec{n}}{|\vec{n}|^2} \cdot \vec{n} = \frac{\vec{w} \cdot \vec{n}}{\vec{n} \cdot \vec{n}} \cdot \vec{n}$$

$B = (\vec{v}_1, \dots, \vec{v}_m)$ basis of V^m to get an orthonormal basis:

$$1. \quad \vec{v}_1 = \vec{v}_1 = \frac{\vec{v}_2 \cdot \vec{v}_1}{\vec{v}_1 \cdot \vec{v}_1} \cdot \vec{v}_1$$

$$\vec{v}_2 = \vec{v}_2 - \text{pr}_{\vec{v}_1}(\vec{v}_2)$$

$$\vec{v}_3 = \vec{v}_3 - \text{pr}_{\langle \vec{v}_1, \vec{v}_2 \rangle}(\vec{v}_3) = \vec{v}_3 - \frac{\vec{v}_3 \cdot \vec{v}_1}{\vec{v}_1 \cdot \vec{v}_1} \cdot \vec{v}_1 -$$

$$- \frac{\vec{v}_3 \cdot \vec{v}_2}{\vec{v}_2 \cdot \vec{v}_2} \cdot \vec{v}_2$$

Repeat until we have \vec{v}_m

2. Normalize:

$$\vec{v}_i'' = \frac{\vec{v}_i'}{|\vec{v}_i'|}$$

$\Rightarrow B'' = (\vec{v}_1'', \dots, \vec{v}_n'')$ orthonormal basis

3.10. $\vec{v}_1 (0, 1, 1, 0)$

$$\vec{v}_2 (2, 1, 0)$$

$$\vec{v}_3 (-1, 0, 1)$$

Use Gram-Schmidt to get an orthonormal basis containing v_1

1. $\vec{v}_1' = \vec{v}_1 \Rightarrow \vec{v}_1' = (0, 1, 1, 0)$

2. $\vec{v}_2' = \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix} - \frac{2 \cdot 0 + 1 \cdot 1 + 0 \cdot 0}{1} \cdot \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix} - \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}$

3. $\vec{v}_3' = \vec{v}_3 - \text{pr}_{\vec{v}_1'}(\vec{v}_3) - \text{pr}_{\vec{v}_2'}(\vec{v}_3) =$

$$= \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix} - \frac{-1 \cdot 0 + 0 \cdot 1 + 1 \cdot 0}{1} \cdot \vec{v}_1' - \frac{2 \cdot (-1) + 0 \cdot 0 + 0 \cdot 1}{4} \cdot \vec{v}_2' =$$

$$= \begin{bmatrix} -1 \\ 0 \\ 1 \end{bmatrix} + \frac{1}{2} \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

Normalize:

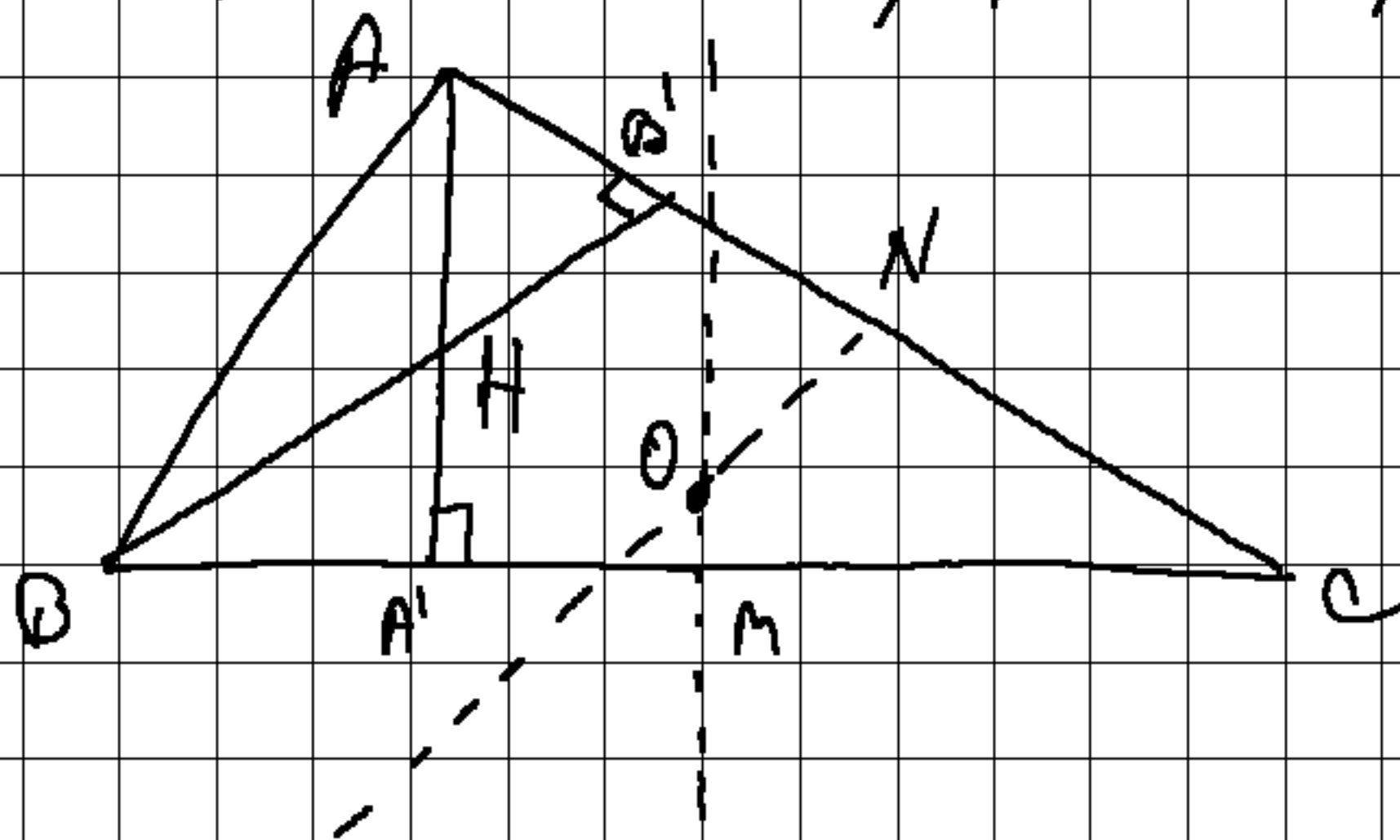
$$\vec{n}_1'' = \frac{\vec{n}_1'}{|\vec{n}_1'|} = \vec{n}_1'$$

$$\vec{n}_3'' = \frac{\vec{n}_3'}{|\vec{n}_3'|} = \vec{n}_3'$$

$$\vec{n}_2'' = \frac{\vec{n}_2'}{|\vec{n}_2'|} = \frac{1}{2} \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

3.18. Determine the circumcenter and the orthocenter of $\triangle ABC$ with:

$A(1,2)$, $B(3,-2)$, $C(5,6)$



$$m_{AC} = \frac{y_C - y_A}{x_C - x_A} = \frac{6-2}{5-1} = \frac{4}{4} = 1$$

$$NO \perp AC \Rightarrow m_{NO} \cdot m_{AC} = -1$$

$$m_{NO} = -1$$

$$N \text{ mid of } AC \Rightarrow N(3, 4)$$

$$NO: (y - y_N) = (x - x_N) m_{NO}$$

$$NO: y - 4 = -x + 3$$

$$NO: y = 7 - x$$

$$M \text{ mid of } BC \Rightarrow M(4, 2)$$

$$m_{BC} = \frac{6+2}{7-3} = 4$$

$$m_{MO} = -\frac{1}{4}$$

$$\Rightarrow MO: y - 2 = (x - 4)\left(-\frac{1}{4}\right)$$

$$MO: y - 2 = -\frac{1}{4}x + 1$$

$$MO: y = -\frac{1}{4}x + 3$$

$$\{O\} \in MO \cap NO \Rightarrow 7 - x_0 = -\frac{1}{4}x_0 + 3$$

$$\Rightarrow \frac{3}{4}x_0 = 4 \Rightarrow x_0 = \frac{16}{3}$$

$$\Rightarrow y_0 = 7 - \frac{16}{3} = \frac{5}{3}$$

orthocenter:

1, 4, 3, 12, 20

$$m_{AA'} = m_{MO}$$

$$\Rightarrow AA': y - y_A = m_{AA'} \cdot (x - x_A)$$

$$y - 2 = \left(-\frac{1}{5}\right)(x - 1)$$

$$m_{BB'} = m_{ON}$$

$$BB': y + 2 = (-1)(x - 3)$$

$$y + 2 = -x + 3$$

$$H: \begin{cases} y - 2 = -\frac{1}{5}x + \frac{1}{5} \\ y + 2 = -x + 3 \end{cases}$$

$$y_H = -\frac{1}{5}x_H + \frac{9}{5}$$

$$\Rightarrow -\frac{1}{5}x_H + \frac{9}{5} + 2 = -x_H + 3$$

$$\frac{3}{5}x_H = -\frac{9}{5}$$

$$\Rightarrow x_H = -\frac{3}{1}$$

$$y_H = \frac{5}{12} + \frac{9}{5} = \frac{32}{12}$$