

12.3 - Dot Product

In previous section learned about vectors

Discovered the operations

vector addition

★ scalar multiplication

But recall we said there are a few ways to multiply

Dot Product (aka inner product, scalar product)

Mechanics first, then interpretation

Again, works for any dimension, not just \mathbb{R}^3

$$\begin{cases} \vec{v} = \langle a_1, a_2, \dots, a_n \rangle \\ \vec{w} = \langle b_1, b_2, \dots, b_n \rangle \end{cases} \quad \mathbb{R}^n$$

Dot product of \vec{v} and \vec{w} is

$$\vec{v} \cdot \vec{w} = \underline{a_1} \underline{b_1} + \underline{a_2} \underline{b_2} + \underline{a_3} \underline{b_3} + \dots \underline{a_n} \underline{b_n}$$

For \mathbb{R}^3

$$\left. \begin{aligned} \vec{v} &= \langle a_1, a_2, a_3 \rangle \\ \vec{w} &= \langle b_1, b_2, b_3 \rangle \end{aligned} \right\}$$

$$\vec{v} \cdot \vec{w} = \underbrace{a_1 b_1}_{\mathbb{R}} + \underbrace{a_2 b_2}_{\mathbb{R}} + \underbrace{a_3 b_3}_{\mathbb{R}} = \mathbb{R}$$

Take two vectors, result is just a number in \mathbb{R} .

Ex:

$$\begin{aligned} \vec{x} &= \langle 1, -1, 7 \rangle \\ \vec{y} &= \langle 0, -4, -2 \rangle \end{aligned}$$

$$\begin{aligned} \vec{x} \cdot \vec{y} &= 1 \cdot 0 + (-1)(-4) + 7(-2) \\ &= 0 + 4 - 14 \\ &= -10 \end{aligned}$$

Ex:

$$\begin{aligned} &\downarrow \\ &(\underline{3\mathbf{i} - 2\mathbf{j} + 6\mathbf{k}}) \cdot (\underline{1\mathbf{i} - 2\mathbf{k}}) \\ &\quad \downarrow \\ &\langle 3, -2, 6 \rangle \cdot \langle 1, 0, -2 \rangle \\ &= 3(1) + (-2)(0) + 6(-2) \end{aligned}$$

$$= 3 - 12$$

$$= -9$$

Properties

① $\vec{a} \cdot \vec{a} = |\vec{a}|^2$ (length of \vec{a})²

$$\vec{a} = \langle a_1, a_2, a_3 \rangle$$

$$\boxed{\vec{a} \cdot \vec{a}} = \langle \underline{a_1}, \underline{a_2}, \underline{a_3} \rangle \cdot \langle \underline{a_1}, \underline{a_2}, \underline{a_3} \rangle$$

$$\nearrow = \underline{a_1^2} + \underline{a_2^2} + \underline{a_3^2} \quad \star$$

OTGH

$$\boxed{|\vec{a}|^2} = \left(\sqrt{a_1^2 + a_2^2 + a_3^2} \right)^2$$

$$= \underline{a_1^2} + \underline{a_2^2} + \underline{a_3^2}$$

★ Whenever you see $\vec{a} \cdot \vec{a}$ you
 ★ should think of $|\vec{a}|^2$.

$$\vec{a} = \langle a_1, a_2 \rangle$$

$$\textcircled{2} \quad \vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$$

$$\textcircled{3} \quad \vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$$

$$\textcircled{4} \quad (c\vec{a}) \cdot \vec{b} = c(\vec{a} \cdot \vec{b}) = \vec{a} \cdot (c\vec{b})$$

$$\textcircled{5} \quad \vec{0} \cdot \vec{a} = 0$$

Check the rest of properties on your own

Interpretation of Dot Product

Can think of dot product $\vec{v} \cdot \vec{w}$ as \nearrow

"a weighted measure of angle between \vec{v} and \vec{w} "

or

"a weighted measure of how perpendicular (orthogonal) \vec{v} and \vec{w} are"

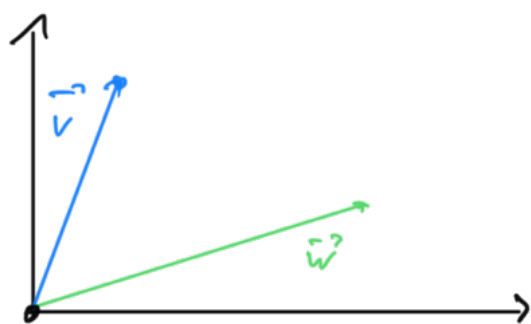
These ideas come from next result

Theorem: If θ is the angle between \vec{a} and \vec{b} then

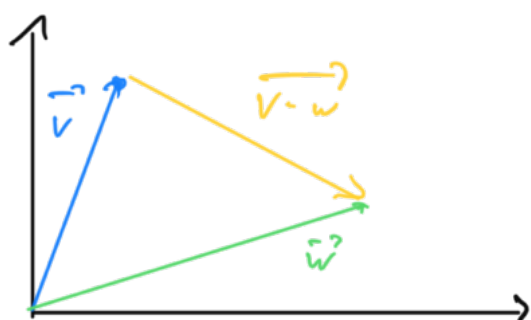
$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos(\theta)$$

□ Setup: $\boxed{\|\cdot\|^2}$

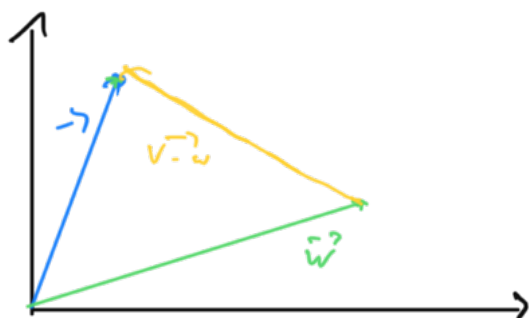
Consider \vec{a} and \vec{b} with bases at origin



Dimension doesn't matter



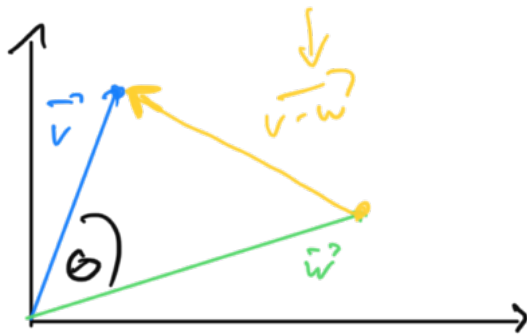
The vector that connects arrows is actually $\vec{v-w}$ (or $\vec{w-v}$)



Assume we know length of \vec{v} ,
length of \vec{w} . Can we find length
of $\vec{v-w}$?

Pythagorean Theorem

Law of cosines



★

$$|v-w|^2 = |v|^2 + |w|^2 - 2|v||w|\cos(\theta)$$

★

$$\begin{aligned} \text{OTOT} \quad |\mathbf{v} - \mathbf{w}|^2 &= (\vec{v} - \vec{w}) \cdot (\vec{v} - \vec{w}) \\ &= \vec{v} \cdot \vec{v} - \vec{v} \cdot \vec{w} - \vec{w} \cdot \vec{v} + \vec{w} \cdot \vec{w} \\ &= \underbrace{|\vec{v}|^2} + \underbrace{|\vec{w}|^2} - \underbrace{2\vec{v} \cdot \vec{w}} \quad \star \end{aligned}$$

So

$$|v-w|^2 = |v|^2 + |w|^2 - 2|v||w|\cos(\theta)$$



$$\underline{|v|^2 + |w|^2} - \boxed{2\vec{v} \cdot \vec{w}} = \underline{|v|^2 + |w|^2} - \boxed{2|\vec{v}||\vec{w}|\cos\theta}$$



$$-2\vec{v} \cdot \vec{w} = -2|\vec{v}||\vec{w}|\cos\theta$$

so: $\vec{v} \cdot \vec{w} = |\vec{v}||\vec{w}|\cos\theta$ □

★ $\underline{\vec{v} \cdot \vec{w}} = \underbrace{|\vec{v}||\vec{w}|}_{\substack{\uparrow \\ \text{"weights"}}} \underbrace{\cos\theta}_{\substack{\uparrow \\ \text{Gives some idea about} \\ \text{angle between } \vec{v} \text{ and } \vec{w}}}$

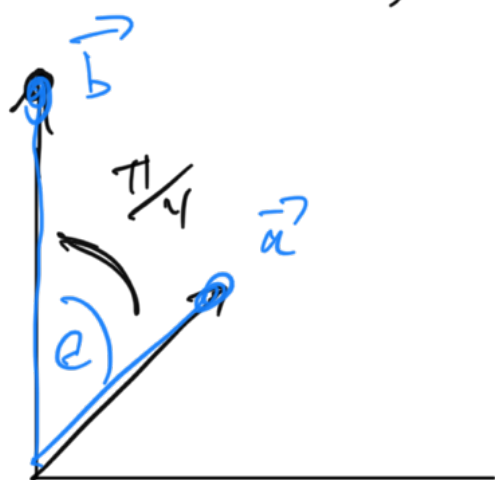
Note:

$$\vec{v} \cdot \vec{w} = \frac{|\vec{v}| |\vec{w}| \cos \theta}{\star}$$

$$\Rightarrow \frac{\vec{v} \cdot \vec{w}}{|\vec{v}| |\vec{w}|} = \cos \theta \star$$

Ex:

Find angle between $\vec{a} = \langle 4, 4 \rangle$ and $\vec{b} = \langle 0, 7 \rangle$.



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

$$\langle 4, 4 \rangle \cdot \langle 0, 7 \rangle = 4 \cdot 7 \cdot \sqrt{2} \cos(\theta)$$

$$28 = 28\sqrt{2} \cos \theta$$

$$\frac{1}{\sqrt{2}} = \cos \theta$$

$$\nearrow \frac{\sqrt{2}}{2} = \cos \theta$$

$\pi/4$

Direction angles \mathbb{R}^3

Apparently

α is angle vector makes w/ x-axis

β w/ y-axis

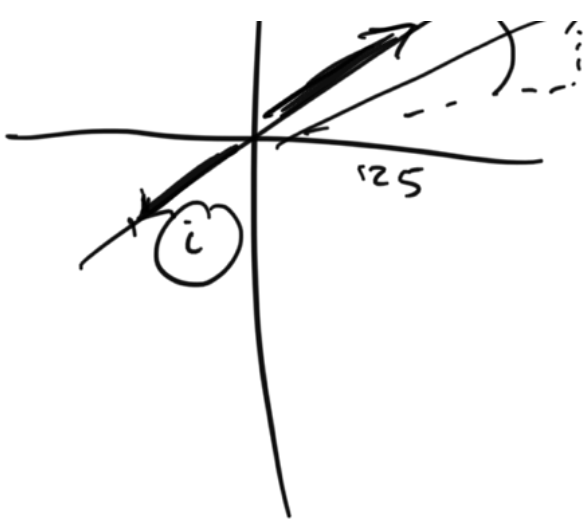
γ w/ z-axis

Given vector, how to find α, β, γ ?

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

$$\vec{v} \cdot \vec{e} = |\vec{v}| |\vec{e}| \cos(\alpha)$$

$\downarrow \nearrow \vec{v}$



$$\langle -2, 2, 2 \rangle \cdot \langle 1, 0, 0 \rangle$$

$$-2 = \sqrt{12} |\cos(\alpha)|$$

$$-2 = 2\sqrt{3} \cos(\alpha)$$

$$\frac{-1}{\sqrt{3}} = \cos(\alpha)$$

$$-\frac{\sqrt{3}}{3} = \cos(\alpha)$$

$$\alpha = \cos^{-1}\left(\frac{\sqrt{3}}{3}\right)$$

How to interpret the numerical values

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

easier to compute than

$$|\vec{v}| |\vec{w}| \cos \theta \star$$

so ...



① $\vec{v} \cdot \vec{w} > 0$

$$0 < \theta < \pi/2$$

"same direction-ish"

② $\vec{v} \cdot \vec{w} < 0$

$$\vec{v} \cdot \vec{w} = |\vec{v}| |\vec{w}| \cos \theta$$





$$\frac{\pi}{2} < \leq \pi$$

③ $\vec{v} \cdot \vec{w} = 0$



$$\vec{v} \cdot \vec{w} = |\vec{v}| |\vec{w}| \cos(\theta)$$

$\underbrace{\quad}_0 \quad \nearrow \quad \nearrow \quad \nearrow \quad \underbrace{\quad}_0$



\vec{v} and \vec{w} are perpendicular \star
 \vec{v} and \vec{w} are orthogonal \Downarrow

[$\vec{v} \cdot \vec{w}$ are orthogonal (perpendicular)
 it and only if $\vec{v} \cdot \vec{w} = 0$

$\vec{v} \cdot \vec{w} = 0$ implies \vec{v} and \vec{w} are
 orthogonal!
 \vec{v} and \vec{w} orthogonal implies
 $\vec{v} \cdot \vec{w} = 0$

How $\vec{v} \cdot \vec{w}$ and $|\vec{v}| |\vec{w}| \cos \theta$
 relate to each other

w

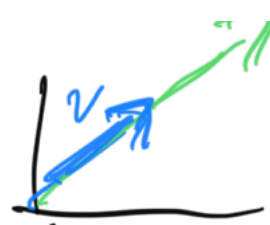
④

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

$$\Rightarrow \cos(\theta) = 1$$

$$\Rightarrow \theta = 0$$

So \vec{v} , \vec{w} parallel and point same direction



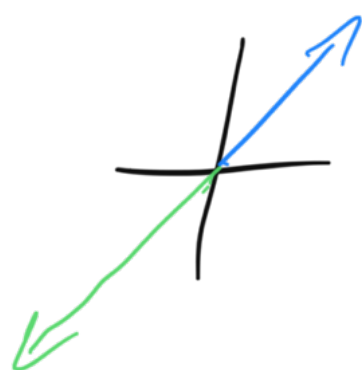
⑤

$$\vec{v} \cdot \vec{w} = (|\vec{v}| |\vec{w}|) \cos \theta$$

$$\Rightarrow \cos(\theta) = -1$$

$$\Rightarrow \theta = \pi$$

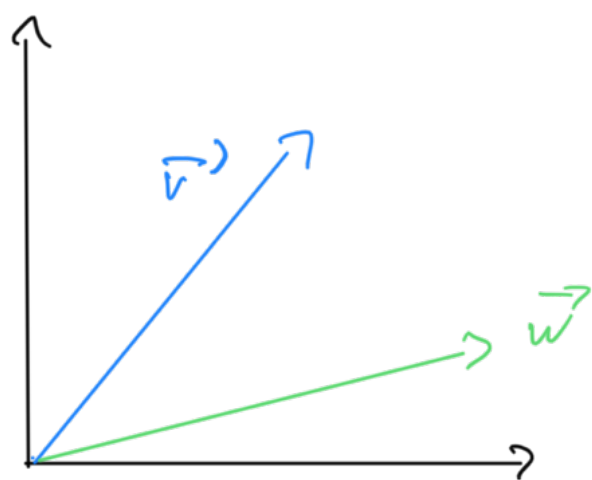
So \vec{v} , \vec{w} parallel but point in opposite directions



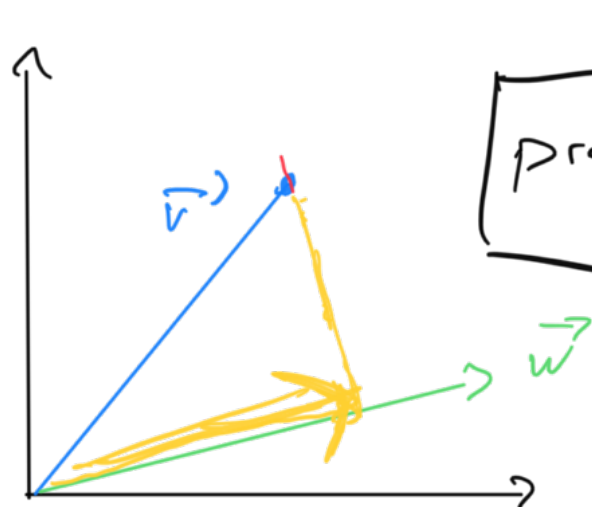
Projections

flugely important. Used in things like data analysis, machine learning, many more branches of applied math.

What is a projection?



Let's find
projection of \vec{v}
onto \vec{w} .



$$\boxed{\text{Proj}_{\vec{w}} \vec{v} =}$$

$$\frac{\vec{v} \cdot \vec{w}}{|\vec{w}|}, \quad \frac{\vec{w}}{|\vec{w}|}$$

$$= \frac{\vec{v} \cdot \vec{w}}{|\vec{w}|^2} \vec{w}$$

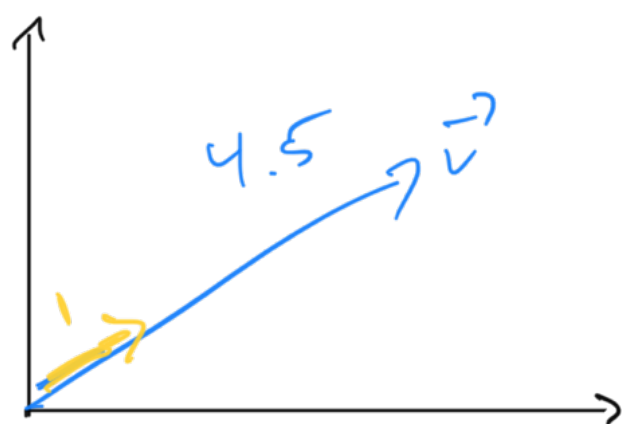
$$= \left[\frac{\vec{v} \cdot \vec{w}}{\vec{w} \cdot \vec{w}} \right] \vec{w}$$

Vector projection
of \vec{v} onto \vec{w}

How to find projection

Unit vectors:

any vector of length
one



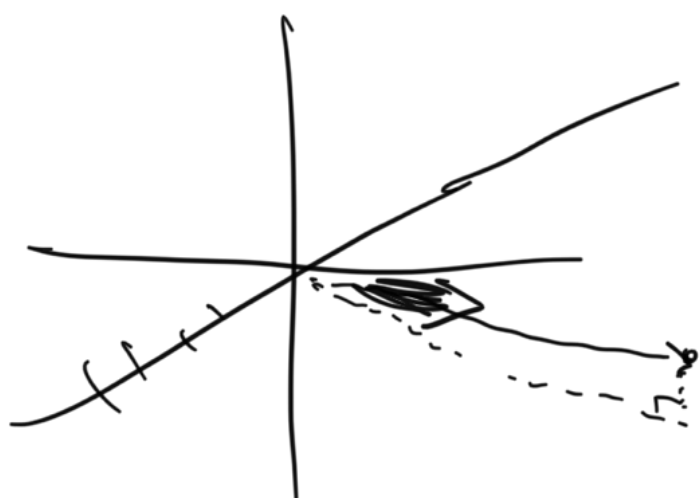
$$\vec{v} = \langle \underline{v_1}, \underline{v_2} \rangle$$

$$|\vec{v}| = \sqrt{v_1^2 + v_2^2}$$

$$\boxed{\frac{\vec{v}}{|\vec{v}|}} = \left\langle \frac{v_1}{|\vec{v}|}, \frac{v_2}{|\vec{v}|} \right\rangle$$

Ex:

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



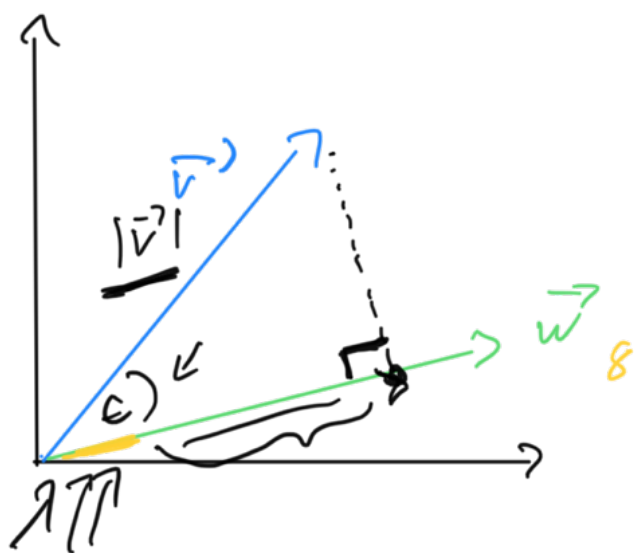
$$\frac{\vec{v}}{|\vec{v}|}$$

$$|\vec{v}| = \sqrt{4^2 + 7^2 + 2^2}$$

$$= \sqrt{16 + 49 + 4}$$

$$= \sqrt{69}$$

$$\left\langle \frac{4}{\sqrt{69}}, \frac{7}{\sqrt{69}}, \frac{2}{\sqrt{69}} \right\rangle$$



$$\cdot \frac{\vec{w}}{|\vec{w}|}$$

$$\left[\frac{\vec{v} \cdot \vec{w}}{|\vec{v}| |\vec{w}|} \right]$$

$$= \frac{P}{|\vec{v}|}$$

$$P = \frac{\cancel{|\vec{v}|} \vec{v} \cdot \vec{w}}{\cancel{|\vec{v}|} |\vec{w}|}$$

$$\textcircled{P} = \frac{\vec{v} \cdot \vec{w}}{|\vec{w}|}$$

$$P \frac{w}{|\vec{w}|} = \text{projection}$$

scalar
projection
of \vec{v} onto
 \vec{w}

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

$$\boxed{\text{comp}_{\vec{w}} \vec{v}}$$

Ex:

$$\vec{v} = \langle 1, 4, 6 \rangle$$

$$\vec{w} = \langle -3, 3, 3 \rangle$$

$$\text{proj}_{\vec{w}} \vec{v} = \frac{\vec{v} \cdot \vec{w}}{\vec{w} \cdot \vec{w}} \vec{w}$$

$$\vec{v} \cdot \vec{w} = 1(-3) + 4(3) + 6(3)$$

$$27$$

$$\vec{w} \cdot \vec{w} = 9 + 9 + 9$$

$$= 27$$

$$\text{proj}_{\vec{w}} \vec{v} = \frac{27}{27} \langle -3, 3, 3 \rangle$$

$$= \langle -3, 3, 3 \rangle$$

$$\vec{v} = \langle 9, 1, 6 \rangle$$

$$\vec{w} = \langle 0, 0, 3 \rangle$$

$$\text{proj}_{\vec{w}} \vec{v} = \frac{\vec{v} \cdot \vec{w}}{\vec{w} \cdot \vec{w}} \vec{w}$$

$$\vec{v} \cdot \vec{w} = 9(0) + 1(0) + 6(3) = 18$$

$$\vec{w} \cdot \vec{w} = 9$$

$$\frac{\vec{v} \cdot \vec{w}}{\vec{w} \cdot \vec{w}} \vec{w} = \frac{18}{9} \vec{w}$$

$$= 2 \vec{w}$$

$$= 2 \langle 0, 0, 3 \rangle$$

$$\text{proj}_{\vec{w}} \vec{v} = \langle 0, 0, 6 \rangle$$

