

12.3 The Dot Product

Last time: $\langle 1, 2, 3 \rangle + \langle 7, 8, 9 \rangle = \langle 1+7, 2+8, 3+9 \rangle$, $(-4) \cdot \langle 1, 2, 3 \rangle = \langle -4, -8, -12 \rangle$

Q: How do we multiply vectors?

Dot Product: 2 vectors \longrightarrow 1 scalar

Application: Work

Cross Product: 2 vectors \longrightarrow 1 vector

Application: Torque

Key concepts: dot product, angle between two vectors, projections

The Dot Product

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

Def: $\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$

never omit

~~bad notation: $\vec{a} \vec{b}$~~

Ex: $\vec{a} = \langle 1, 2, 3 \rangle, \vec{b} = \langle 4, 5, 6 \rangle$

$$\vec{a} \cdot \vec{b} = 1 \cdot 4 + 2 \cdot 5 + 3 \cdot 6 = 4 \cdot 1 + 5 \cdot 2 + 6 \cdot 3 = \vec{b} \cdot \vec{a}$$
$$= 32$$

• is commutative: $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$

Similarly, in any dimension:

Ex: $\langle 1, 2, 3, 4 \rangle \cdot \langle 2, 5, 1, 0 \rangle = 1 \cdot 2 + 2 \cdot 5 + 3 \cdot 1 + 4 \cdot 0 = 15$

Ex: If $\vec{a} = 2\hat{i} - 3\hat{j} + \hat{k}$, $\vec{b} = -\hat{i} + 4\hat{k}$, then $\vec{a} \cdot \vec{b} = 2 \cdot (-1) + (-3) \cdot 0 + 1 \cdot 4 = 2$

$\vec{a} = \langle 2, -3, 1 \rangle$ $\vec{b} = \langle -1, 0, 4 \rangle$

Properties:

• $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$

• $\vec{a} \cdot \vec{a} = |\vec{a}|^2$

Ex: $\vec{a} = \langle 1, 2, 3 \rangle$ $\vec{a} \cdot \vec{a} = 1^2 + 2^2 + 3^2$, $|\vec{a}| = \sqrt{1^2 + 2^2 + 3^2}$

• $\vec{0} \cdot \vec{a} = \vec{a} \cdot \vec{0} = 0$

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

• $(k\vec{a}) \cdot \vec{b} = k(\vec{a} \cdot \vec{b}) = \vec{a} \cdot (k\vec{b})$

scalar

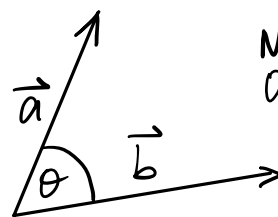
TRUE OR FALSE:

$$|\vec{u} + \vec{v}|^2 = \vec{u} \cdot \vec{u} + 2\vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{v}$$

$$\begin{aligned} |\vec{u} + \vec{v}|^2 &= (\vec{u} + \vec{v}) \cdot (\vec{u} + \vec{v}) \\ &= (\vec{u} + \vec{v}) \cdot \vec{u} + (\vec{u} + \vec{v}) \cdot \vec{v} \\ &= \vec{u} \cdot \vec{u} + \vec{v} \cdot \vec{u} + \vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{v} \\ &= \vec{u} \cdot \vec{u} + 2\vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{v} \end{aligned}$$

Thm: If θ is the angle between the vectors \vec{a} and \vec{b} , then

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



Note:
 $0 \leq \theta \leq \pi$

Proof: Follows from the Law of Cosines:

$$c^2 = a^2 + b^2 - 2ab \cos \theta$$

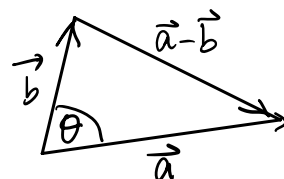
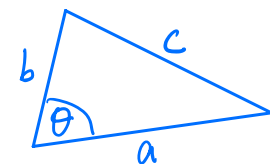
$$|\vec{a} - \vec{b}|^2 = |\vec{a}|^2 + |\vec{b}|^2 - 2|\vec{a}| |\vec{b}| \cos \theta$$

Now compute:

$$\begin{aligned} |\vec{a} - \vec{b}|^2 &= (\vec{a} - \vec{b}) \cdot (\vec{a} - \vec{b}) \\ &= (\vec{a} - \vec{b}) \cdot \vec{a} - (\vec{a} - \vec{b}) \cdot \vec{b} \\ &= \vec{a} \cdot \vec{a} - \vec{b} \cdot \vec{a} - \vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{b} \\ &= |\vec{a}|^2 - 2\vec{a} \cdot \vec{b} + |\vec{b}|^2 \end{aligned}$$

$$|\vec{a}|^2 - 2\vec{a} \cdot \vec{b} + |\vec{b}|^2 = |\vec{a}|^2 + |\vec{b}|^2 - 2|\vec{a}| |\vec{b}| \cos \theta$$

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

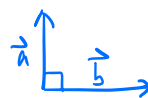


Def: \vec{a} and \vec{b} are orthogonal (or perpendicular) if the angle between them is $\theta = \frac{\pi}{2}$.



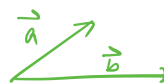
The zero vector $\vec{0}$ is considered orthogonal to all vectors.

$$\vec{a} \cdot \vec{b} = 0 \iff \vec{a} \perp \vec{b}$$



"orthogonal"

$$\vec{a} \cdot \vec{b} > 0 \iff \theta \in [0, \frac{\pi}{2})$$

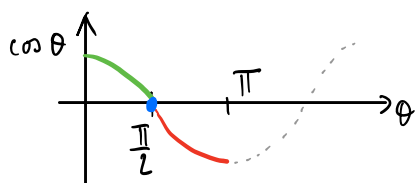


"acute"

$$\vec{a} \cdot \vec{b} < 0 \iff \theta \in (\frac{\pi}{2}, \pi]$$



"obtuse"



$$\begin{aligned} \cos \theta &> 0 \text{ if } 0 \leq \theta < \frac{\pi}{2} \\ \cos \theta &= 0 \text{ if } \theta = \frac{\pi}{2} \\ \cos \theta &< 0 \text{ if } \frac{\pi}{2} < \theta \leq \pi \end{aligned}$$

The dot product tells you what amount of one vector goes in the direction of another.

To find the angle between two non-zero vectors, use:

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

EX: Find the angle θ between $\vec{a} = \langle 1, 1, 5 \rangle$ and $\vec{b} = \langle 0, 3, 4 \rangle$

$$\vec{a} \cdot \vec{b} = 0 + 3 + 20 = 23$$

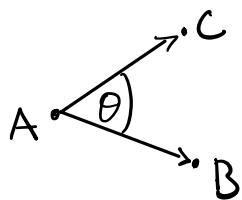
$$|\vec{a}| = \sqrt{1^2 + 1^2 + 5^2} = \sqrt{27} = 3\sqrt{3}$$

$$|\vec{b}| = \sqrt{0^2 + 3^2 + 4^2} = \sqrt{25} = 5$$

$$\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|} = \frac{23}{3\sqrt{3} \cdot 5} = \frac{23}{15\sqrt{3}} \Rightarrow \theta = \arccos\left(\frac{23}{15\sqrt{3}}\right)$$

exact
↓
calculator \nearrow approximate

EX: $A(0, 3, 4)$, $B(1, -2, 3)$, $C(2, 0, -1)$ $\angle CAB = ?$



$$\cos \theta = \frac{\vec{AC} \cdot \vec{AB}}{|\vec{AC}| |\vec{AB}|}$$
$$\vec{AC} = C - A = \langle 2, -3, -5 \rangle$$
$$\vec{AB} = B - A = \langle 1, -5, -1 \rangle$$

$$\cos \theta = \frac{\langle 2, -3, -5 \rangle \cdot \langle 1, -5, -1 \rangle}{\sqrt{4 + 9 + 25} \sqrt{1 + 25 + 1}} = \frac{2 + 15 + 5}{\sqrt{38} \sqrt{27}} = \frac{22}{\sqrt{38} \sqrt{27}}$$

$$\Rightarrow \theta = \arccos\left(\frac{22}{\sqrt{38} \sqrt{27}}\right)$$

EX: Find a vector \vec{u} which is orthogonal to $\vec{v} = \langle 1, 1, 5 \rangle$

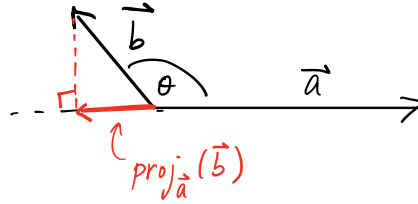
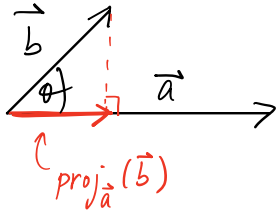
Need: $\vec{u} \cdot \vec{v} = 0$ Many such vectors \vec{u} !

Example 1: $\vec{u} = \langle 1, -1, 0 \rangle$ Check: $\vec{u} \cdot \vec{v} = 1 \cdot 1 + (-1) \cdot 1 + 0 \cdot 5 = 0 \checkmark$

Example 2: $\vec{u} = \langle 0, 0, 0 \rangle$

Example 3: $\vec{u} = \langle 2, 3, -1 \rangle$ Check: $\vec{u} \cdot \vec{v} = 2 \cdot 1 + 3 \cdot 1 + (-1) \cdot 5 = 0 \checkmark$

Projections



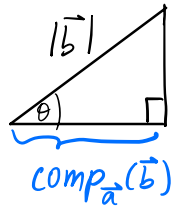
$\text{proj}_{\vec{a}}(\vec{b}) = \text{vector projection of } \vec{b} \text{ onto } \vec{a}$
vector = a scalar-multiple of \vec{a}

"shadow of \vec{b} "

OR: component

$\text{comp}_{\vec{a}}(\vec{b}) = \text{scalar projection of } \vec{b} \text{ onto } \vec{a}$
scalar = signed magnitude of the vector projection
 $= |\vec{b}| \cos \theta$

" \pm length of the shadow"



$$\cos \theta = \frac{\text{adj}}{\text{hyp}} = \frac{\text{comp}_{\vec{a}}(\vec{b})}{|\vec{b}|}$$

Recall: $\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$
 So $\frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} = |\vec{b}| \cdot \cos \theta$

$$\text{comp}_{\vec{a}}(\vec{b}) = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|}$$

$\text{proj}_{\vec{a}}(\vec{b}) = \text{comp}_{\vec{a}}(\vec{b}) \cdot \left(\frac{\vec{a}}{|\vec{a}|} \right)$ = unit vector in the direction of \vec{a}

$$\text{proj}_{\vec{a}}(\vec{b}) = \left(\frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \right) \frac{\vec{a}}{|\vec{a}|}$$

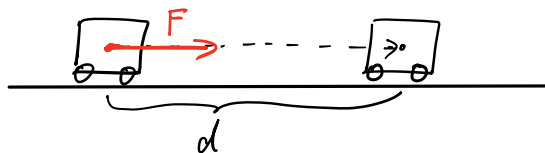
Application in physics:

1 dimensional problem:

$$\text{Work} = \text{Force} \cdot \text{distance}$$

$[J] \quad [N] \quad [m]$

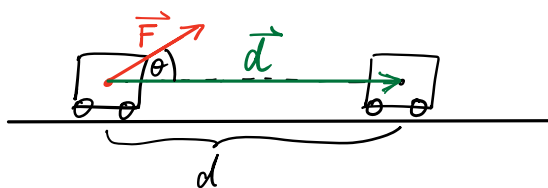
the amount of force in the same direction as the distance traveled



What if force is NOT applied in direction of movement?

$$\text{Work} = (|\vec{F}| \cdot \cos \theta) |\vec{d}|$$

$= \text{comp}_{\vec{d}}(\vec{F})$



only the horizontal component of \vec{F} matters.

$$\boxed{\text{Work} = \vec{F} \cdot \vec{d}}$$

scalar vector vector

EX: A wagon is pulled along a level path for 100 m.

The handle is held at a 30° angle from horizontal.

If Force pulling wagon is 80 N, how much work is done?

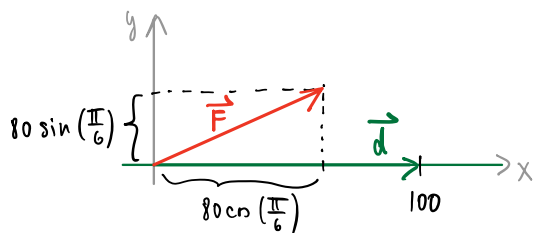
know: $|\vec{F}| = 80$
 $|\vec{d}| = 100$
 $\theta = \frac{\pi}{6}$

$$\begin{aligned} \text{So: } W &= (|\vec{F}| \cdot \cos \theta) |\vec{d}| \\ &= 80 \cdot \cos\left(\frac{\pi}{6}\right) \cdot 100 = 8000 \cdot \frac{\sqrt{3}}{2} \quad [N \cdot m] \\ &\quad \text{or: Joules} \end{aligned}$$

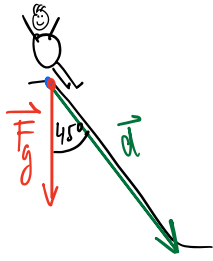
EX: If $\vec{F} = \langle 80 \cos(\frac{\pi}{6}), 80 \sin(\frac{\pi}{6}) \rangle$ and $\vec{d} = \langle 100, 0 \rangle$, find W.

$$W = \vec{F} \cdot \vec{d} = 80 \cos\left(\frac{\pi}{6}\right) \cdot 100 + 80 \sin\left(\frac{\pi}{6}\right) \cdot 0 = 8000 \cdot \frac{\sqrt{3}}{2} \quad [N \cdot m]$$

or Joules

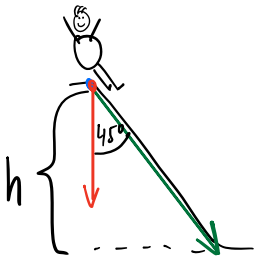


Ex. Child on a 5m long slide at angle 45° . Suppose that the weight force is 200 N.
 Compute the work done by gravity. (i.e. $F_g = m \cdot g = 200 \text{ N}$)



$$\begin{aligned} W &= |\vec{F}_g| \cdot \cos\left(\frac{\pi}{4}\right) \cdot |\vec{d}| \\ &= 200 \cdot \frac{\sqrt{2}}{2} \cdot 5 \\ &= 500 \cdot \sqrt{2} \approx 707 \text{ [J]} \end{aligned}$$

Note that this is equivalent to using the 1-dim. formula



$$W = \boxed{m \cdot g} \cdot h$$

\parallel
 $|\vec{F}_g|$

$\nwarrow h = |\vec{d}| \cdot \cos\left(\frac{\pi}{4}\right)$