

**Problem 26.** Write the following vectors as the scalar product of their magnitude and direction:

- $\langle 5, 5 \rangle \rightarrow |\langle 5, 5 \rangle| = \sqrt{5^2 + 5^2} = \sqrt{50} = 5\sqrt{2} \rightarrow \langle 5, 5 \rangle = 5\sqrt{2} \left\langle \frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}} \right\rangle$
- $\langle -4, 3 \rangle \rightarrow |\langle -4, 3 \rangle| = \sqrt{16 + 9} = \sqrt{25} = 5 \rightarrow \langle -4, 3 \rangle = 5 \left\langle -\frac{4}{5}, \frac{3}{5} \right\rangle$
- $\langle 12, -5 \rangle \rightarrow |\langle 12, -5 \rangle| = \sqrt{144 + 25} = \sqrt{169} = 13 \rightarrow \langle 12, -5 \rangle = 13 \left\langle \frac{12}{13}, -\frac{5}{13} \right\rangle$
- $\langle 3, 1, -2 \rangle \rightarrow |\langle 3, 1, -2 \rangle| = \sqrt{9 + 1 + 4} = \sqrt{14} \rightarrow \langle 3, 1, -2 \rangle = \sqrt{14} \left\langle \frac{3}{\sqrt{14}}, \frac{1}{\sqrt{14}}, -\frac{2}{\sqrt{14}} \right\rangle$
- $\langle 4, -2, -4 \rangle \rightarrow |\langle 4, -2, -4 \rangle| = \sqrt{16 + 4 + 16} = \sqrt{36} = 6 \rightarrow \langle 4, -2, -4 \rangle = 6 \left\langle \frac{2}{3}, -\frac{1}{3}, -\frac{2}{3} \right\rangle$
- $\langle 8, 0, -6 \rangle \rightarrow |\langle 8, 0, -6 \rangle| = \sqrt{64 + 0 + 36} = \sqrt{100} = 10 \rightarrow \langle 8, 0, -6 \rangle = 10 \left\langle \frac{4}{5}, 0, -\frac{3}{5} \right\rangle$

**Definition 27.** The **standard unit vectors** in  $\mathbb{R}^2$  are  $\hat{\mathbf{i}} = \langle 1, 0 \rangle$  and  $\hat{\mathbf{j}} = \langle 0, 1 \rangle$ , and any vector in  $\mathbb{R}^2$  can be expressed in **standard unit vector form**:

$$\langle a, b \rangle = a\hat{\mathbf{i}} + b\hat{\mathbf{j}}$$

The **standard unit vectors** in  $\mathbb{R}^3$  are  $\hat{\mathbf{i}} = \langle 1, 0, 0 \rangle$ ,  $\hat{\mathbf{j}} = \langle 0, 1, 0 \rangle$ , and  $\hat{\mathbf{k}} = \langle 0, 0, 1 \rangle$ , and any vector in  $\mathbb{R}^3$  can be expressed in **standard unit vector form**:

$$\langle a, b, c \rangle = a\hat{\mathbf{i}} + b\hat{\mathbf{j}} + c\hat{\mathbf{k}}$$

**Note 28.** Since the  $xy$ -plane is the plane  $z = 0$  in  $xyz$ -space, we say the points  $(a, b) = (a, b, 0)$  and vectors  $\langle a, b \rangle = \langle a, b, 0 \rangle = a\hat{\mathbf{i}} + b\hat{\mathbf{j}} + 0\hat{\mathbf{k}}$  are equal.

**Problem 29.** Write the following vectors in standard unit vector form.

- $\langle 5, 5 \rangle = 5\hat{i} + 5\hat{j}$
- $\langle -4, 3 \rangle = -4\hat{i} + 3\hat{j}$
- $\langle 12, -5 \rangle = 12\hat{i} - 5\hat{j}$
- $\langle 3, 1, -2 \rangle = 3\hat{i} + \hat{j} - 2\hat{k}$
- $\langle 4, -2, -4 \rangle = 4\hat{i} - 2\hat{j} - 4\hat{k}$
- $\langle 8, 0, -6 \rangle = 8\hat{i} + 0\hat{j} - 6\hat{k}$

**Theorem 30.** The following properties hold for any two vectors  $\vec{u}$ ,  $\vec{v}$  and scalars  $a$ ,  $b$ .

- $\vec{u} + \vec{v} = \vec{v} + \vec{u}$
- $(\vec{u} + \vec{v}) + \vec{w} = \vec{u} + (\vec{v} + \vec{w})$
- $\vec{u} + \vec{0} = \vec{u}$
- $\vec{u} + (-\vec{u}) = \vec{0}$
- $0\vec{u} = \vec{0}$
- $1\vec{u} = \vec{u}$
- $a(b\vec{u}) = (ab)\vec{u}$
- $a(\vec{u} + \vec{v}) = a\vec{u} + a\vec{v}$
- $(a + b)\vec{u} = a\vec{u} + b\vec{u}$

**Definition 31.** Vector subtraction is defined as the addition of a negative:

$$\vec{u} - \vec{v} = \vec{u} + (-\vec{v}) = \langle u_1 - v_1, u_2 - v_2 \rangle$$

$$\vec{u} - \vec{v} = \vec{u} + (-\vec{v}) = \langle u_1 - v_1, u_2 - v_2, u_3 - v_3 \rangle$$

Suggested Homework: Section 12.2 numbers 3, 5, 13, 14, 15, 19, 21, 24, 26

## 12.3 The Dot Product

**Definition 32.** Let  $\theta$  be the angle between two non-zero vectors  $\vec{u}$ ,  $\vec{v}$ . The **dot product**  $\vec{u} \cdot \vec{v}$  is the product of their lengths when projected into the same direction, obtained by this formula:

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

**Definition 33.** The dot product with a zero vector is always zero:

$$\vec{v} \cdot \vec{0} = \vec{0} \cdot \vec{v} = 0$$

**Theorem 34.** By the Law of Cosines:

$$\vec{u} \cdot \vec{v} = \langle u_1, u_2 \rangle \cdot \langle v_1, v_2 \rangle = u_1v_1 + u_2v_2$$

$$\vec{u} \cdot \vec{v} = \langle u_1, u_2, u_3 \rangle \cdot \langle v_1, v_2, v_3 \rangle = u_1v_1 + u_2v_2 + u_3v_3$$

**Definition 35.** Two vectors  $\vec{u}$ ,  $\vec{v}$  are **orthogonal** if  $\vec{u} \cdot \vec{v} = 0$ .

**Theorem 36.** Two non-zero vectors are orthogonal if the angle  $\theta$  between them is  $\frac{\pi}{2}$  radians.

**Theorem 37.** The following properties hold for any three vectors  $\vec{u}$ ,  $\vec{v}$ ,  $\vec{w}$  and scalar  $c$ .

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

**Problem 38.** Solve for  $\cos \theta$  for the following pairs of vectors.

<ul style="list-style-type: none"> <li>• <math>\vec{u} = \langle 4, -3 \rangle</math> <math>\vec{v} = \langle 5, 12 \rangle</math></li> </ul>	$\begin{aligned} \vec{u} \cdot \vec{v} &= (4)(5) + (-3)(12) \\ &= 20 - 36 \\ &= -16 \end{aligned}$	$\begin{aligned} \vec{u} \cdot \vec{v} &=  \vec{u}  \vec{v}  \cos \theta \\ -16 &= (5)(13) \cos \theta \\ \cos \theta &= \boxed{-\frac{16}{65}} \end{aligned}$
<ul style="list-style-type: none"> <li>• <math>\vec{u} = \langle 1, 4, 2 \rangle</math> <math>\vec{v} = \langle 4, 1, -2 \rangle</math></li> </ul>	$\begin{aligned} \vec{u} \cdot \vec{v} &= (1)(4) + (4)(1) + (2)(-2) \\ &= 4 \end{aligned}$	$\begin{aligned} \vec{u} \cdot \vec{v} &=  \vec{u}  \vec{v}  \cos \theta \\ 4 &= \sqrt{21}\sqrt{21} \cos \theta \\ \cos \theta &= \boxed{\frac{4}{21}} \end{aligned}$
<ul style="list-style-type: none"> <li>• <math>\vec{u} = \langle 0, 5, -11 \rangle</math> <math>\vec{v} = \langle 2, 0, 0 \rangle</math></li> </ul>	$\begin{aligned} \vec{u} \cdot \vec{v} &= (0)(2) + (5)(0) + (-11)(0) \\ &= 0 \end{aligned}$	$\begin{aligned} \vec{u} \cdot \vec{v} &=  \vec{u}  \vec{v}  \cos \theta \\ 0 &=  \vec{u}  \vec{v}  \cos \theta \\ \cos \theta &= \boxed{0} \end{aligned}$

**Definition 39.** The work  $W$  done by a force vector  $\vec{F}$  over a displacement vector  $\vec{D}$  is given by

$$W = \vec{F} \cdot \vec{D} = |\vec{F}||\vec{D}| \cos \theta$$

Suggested Homework: Section 12.3 numbers 3, 5, 6, 7, 8, 9, 10, 11, 15, 17, 21, 27, 41, 42, 44

## 12.4 The Cross Product

**Definition 40.** For any two non-parallel vectors  $\vec{u}, \vec{v}$  in  $\mathbb{R}^3$ , the **Right-Hand Rule** gives a specific direction orthogonal to both: position  $\vec{u}$  with your right thumb and  $\vec{v}$  with your right index finger, and let your middle finger extend orthogonal to both to give this direction.

**Definition 41.** Let  $\theta$  be the angle between two non-zero vectors  $\vec{u}, \vec{v}$  in  $\mathbb{R}^3$ , and let  $\vec{n}$  be the direction given by the Right-Hand Rule. The **cross product**  $\vec{u} \times \vec{v}$  is the vector orthogonal to both which follows the Right-Hand Rule and has magnitude equal to the area of the parallelogram formed from both.

$$\vec{u} \times \vec{v} = (|\vec{u}||\vec{v}|\sin\theta)\vec{n}$$

$$|\vec{u} \times \vec{v}| = |\vec{u}||\vec{v}|\sin\theta$$

**Definition 42.** The cross product with a zero vector is always the zero vector:

$$\vec{v} \times \vec{0} = \vec{0} \times \vec{v} = \vec{0}$$

**Theorem 43.** The following properties hold for any three vectors  $\vec{u}, \vec{v}, \vec{w}$  and scalars  $a, b$ .

- $(a\vec{u}) \times (b\vec{v}) = (ab)(\vec{u} \times \vec{v})$
- $\vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$
- $(\vec{v} + \vec{w}) \times \vec{u} = \vec{v} \times \vec{u} + \vec{w} \times \vec{u}$
- $\vec{v} \times \vec{u} = -(\vec{u} \times \vec{v})$

**Definition 44.** Two vectors  $\vec{u}, \vec{v}$  are **parallel** if  $\vec{u} \times \vec{v} = \vec{0}$ .

**Theorem 45.** Two non-zero vectors are parallel if the angle  $\theta$  between them is 0 or  $\pi$  radians.

**Definition 46.** The cross products of the standard unit vectors are given as follows:

- $\hat{i} \times \hat{j} = \hat{k}$
- $\hat{j} \times \hat{k} = \hat{i}$
- $\hat{k} \times \hat{i} = \hat{j}$

**Definition 47.** A **determinant** is a short hand for writing certain commonly occurring algebraic expressions:

$$\begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} = a_1b_2 - a_2b_1$$

$$\begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = a_1 \begin{vmatrix} b_2 & b_3 \\ c_2 & c_3 \end{vmatrix} - a_2 \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix}$$

**Theorem 48.** By breaking up  $\vec{u}$ ,  $\vec{v}$  into standard unit vectors:

$$\vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = \left\langle \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix}, -\begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix}, \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \right\rangle$$

**Problem 49.** Use the cross product to find a vector normal to both  $\vec{u}$  and  $\vec{v}$ .

•  $\vec{u} = \langle 4, -3, 0 \rangle$   
 $\vec{v} = \langle 2, 6, -3 \rangle$

$$\vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 4 & -3 & 0 \\ 2 & 6 & -3 \end{vmatrix} = \hat{i} \begin{vmatrix} -3 & 0 \\ 6 & -3 \end{vmatrix} - \hat{j} \begin{vmatrix} 4 & 0 \\ 2 & -3 \end{vmatrix} + \hat{k} \begin{vmatrix} 4 & -3 \\ 2 & 6 \end{vmatrix} = \langle 9, 12, 30 \rangle$$

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

$$\vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 4 & 2 \\ 4 & 1 & -2 \end{vmatrix} = \hat{i} \begin{vmatrix} 4 & 2 \\ 1 & -2 \end{vmatrix} - \hat{j} \begin{vmatrix} 1 & 2 \\ 4 & -2 \end{vmatrix} + \hat{k} \begin{vmatrix} 1 & 4 \\ 4 & 1 \end{vmatrix} = \langle -10, 10, -14 \rangle$$

•  $\vec{u} = \langle 0, 5, -11 \rangle$   
 $\vec{v} = \langle 2, 0, 0 \rangle$

$$\vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 5 & -11 \\ 2 & 0 & 0 \end{vmatrix} = \hat{i} \begin{vmatrix} 5 & -11 \\ 0 & 0 \end{vmatrix} - \hat{j} \begin{vmatrix} 0 & -11 \\ 2 & 0 \end{vmatrix} + \hat{k} \begin{vmatrix} 0 & 5 \\ 2 & 0 \end{vmatrix} = \langle 0, -22, -10 \rangle$$

**Definition 50.** The torque  $\tau$  done by a force vector  $\vec{F}$  on an arm given by  $\vec{D}$  is given by

$$\tau = |\vec{F} \times \vec{D}| = |\vec{F}| |\vec{D}| \sin \theta$$

**Theorem 51.** The volume of a parallelepiped determined by the vectors  $\vec{u}$ ,  $\vec{v}$ ,  $\vec{w}$ , is given by the triple scalar product

$$(\vec{u} \times \vec{v}) \cdot \vec{w} = \begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix}$$

Suggested Homework: Section 12.4 numbers 1 – 3, 17, 19, 28, 29, 33, 35

## 12.5 Lines and Planes in Space

**Theorem 52.** Let  $L$  be the line in  $\mathbb{R}^2$  normal to the vector  $\vec{N} = \langle A, B \rangle$  and passing through the point  $P_0 = (x_0, y_0)$ . Then every point  $P = (x, y)$  on the line  $L$  must satisfy the following equations:

$$\vec{N} \cdot \overrightarrow{P_0P} = 0$$

$$A(x - x_0) + B(y - y_0) = 0$$

Let  $M$  be the plane in  $\mathbb{R}^3$  normal to the vector  $\vec{N} = \langle A, B, C \rangle$  and passing through the point  $P_0 = (x_0, y_0, z_0)$ . Then every point  $P = (x, y, z)$  on the plane  $M$  must satisfy the following equations:

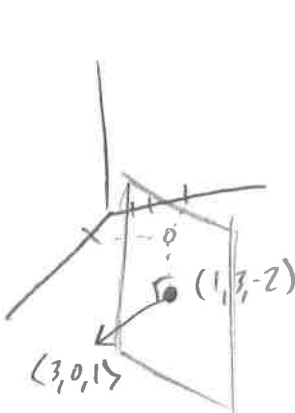
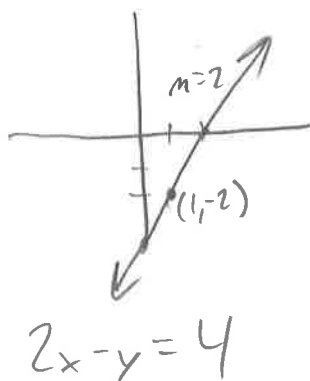
$$\vec{N} \cdot \overrightarrow{P_0P} = 0$$

$$A(x - x_0) + B(y - y_0) + C(z - z_0) = 0$$

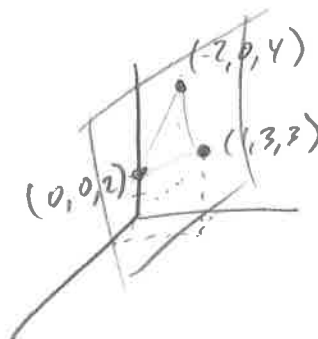
**Problem 53.** Sketch and find equations for the following lines and planes:

- The line passing through  $(1, -2)$  and parallel to the line with equation  $2x - y = 3$ .
- The plane passing through  $(1, 3, -2)$  and normal to the vector  $\langle 3, 0, 1 \rangle$ .
- The plane passing through  $(-2, 0, 4)$ ,  $(1, 3, 3)$ , and  $(0, 0, 2)$ .

(work omitted)



$$3x + z = -4$$



$$6x - 4y + 6z = 12$$

OR

$$3x - 2y + 3z = 6$$

etc.

**Definition 54.** Parametric equations  $x(t), y(t)$  for a curve in  $\mathbb{R}^2$  assign a point  $(x(t), y(t))$  of the curve to each value of  $t$ .

Parametric equations  $x(t), y(t), z(t)$  for a curve in  $\mathbb{R}^3$  assign a point  $(x(t), y(t), z(t))$  of the curve to each value of  $t$ .

**Problem 55.** Sketch the curves given by the following parametric equations.

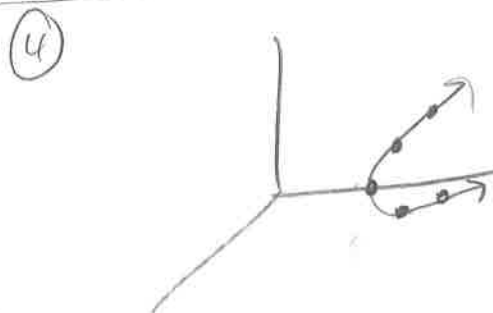
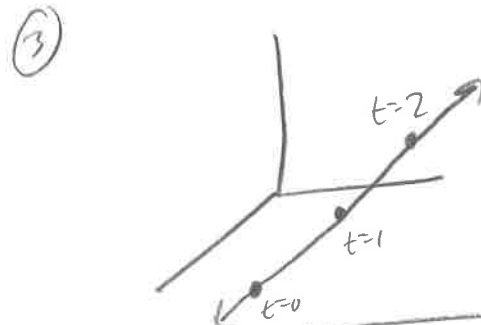
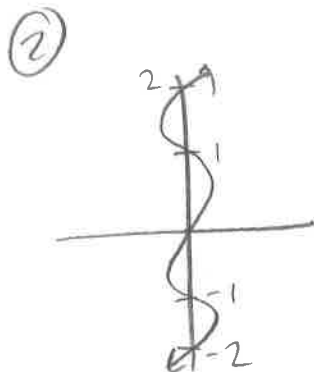
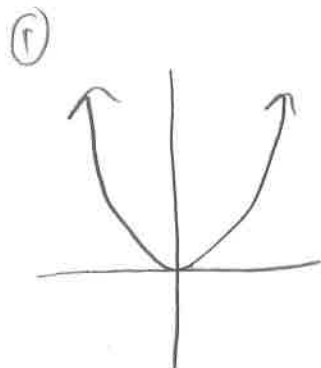
① •  $x(t) = t, y(t) = t^2$

② •  $x(t) = \sin t, y(t) = \frac{t}{\pi}$

③ •  $x(t) = 1 - t, y(t) = 3t, z(t) = 2t - 3$

④ •  $x(t) = -t^2, y(t) = 2, z(t) = t$

(Charts omitted)



**Theorem 56.** Let  $L$  be the line in  $\mathbb{R}^2$  parallel to the vector  $\vec{v} = \langle a, b \rangle$  and passing through the point  $P_0 = (x_0, y_0)$ . Then every point  $P = (x, y)$  on the line  $L$  must satisfy the following vector equation for some  $t$ :

$$\vec{P} = \vec{v}t + \vec{P}_0$$

Thus the line is given by the parametric equations

$$x(t) = at + x_0$$

$$y(t) = bt + y_0$$

Let  $L$  be the line in  $\mathbb{R}^3$  parallel to the vector  $\vec{v} = \langle a, b, c \rangle$  and passing through the point  $P_0 = (x_0, y_0, z_0)$ . Then every point  $P = (x, y, z)$  on the line  $L$  must satisfy the following vector equation for some  $t$ :

$$\vec{P} = \vec{v}t + \vec{P}_0$$

Thus the line is given by the parametric equations

$$x(t) = at + x_0$$

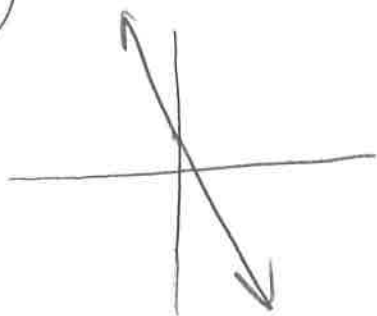
$$y(t) = bt + y_0$$

$$z(t) = ct + z_0$$

**Problem 57.** Sketch and give parametric equations for the following lines.

- ① • The line with equation  $y = -3x + 1$  in the  $xy$  plane.
- ② • The line passing through  $(1, 3, -2)$  and parallel to  $\langle 3, 0, 1 \rangle$ .
- ③ • The line normal to the plane with equation  $x + y + 2z = 4$  and passing through  $(1, 1, 1)$ .

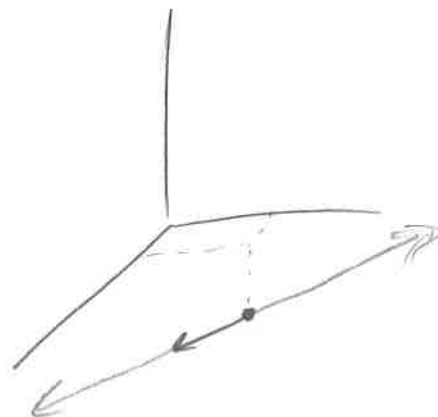
①



$$\begin{aligned} x(t) &= t \\ y(t) &= -3t + 1 \end{aligned}$$

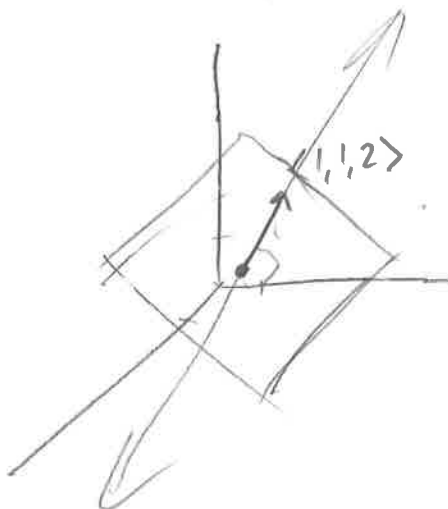
②

$$\begin{aligned} x(t) &= 3t + 1 \\ y(t) &= 0t + 3 \\ z(t) &= t - 2 \end{aligned}$$



③

$$\begin{aligned} x(t) &= 1t + 1 \\ y(t) &= 1t + 1 \\ z(t) &= 2t + 1 \end{aligned}$$



Suggested Homework: Section 12.5 numbers 3, 4, 6, 7, 17, 19, 24, 27, 31, 32