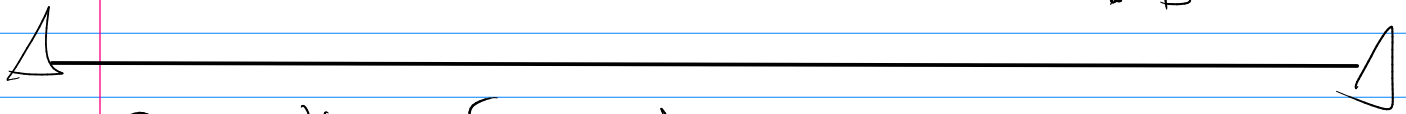
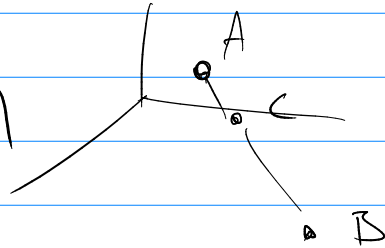


Math 243

Q5/ $A(2, 4, 2)$ $B(3, 7, -2)$ $C(1, 3, 3)$

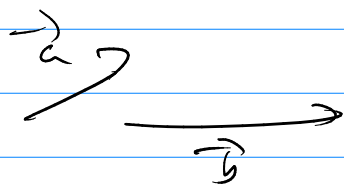
$$|A| + |B| \geq |AB|$$



properties of vectors

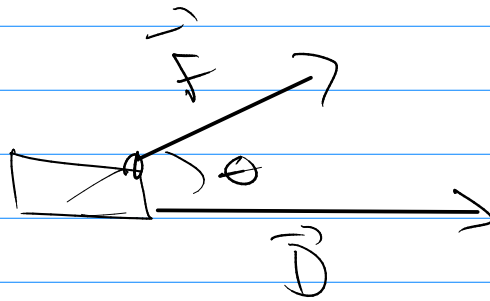
- ① $\vec{a} + \vec{b} = \vec{b} + \vec{a}$
- ② $(\vec{a} + \vec{b}) + \vec{c} = \vec{a} + (\vec{b} + \vec{c})$
- ③ $\vec{a} + \vec{0} = \vec{a}$
- ④ $\vec{a} + (-\vec{a}) = \vec{0}$
- ⑤ $c(\vec{a} + \vec{b}) = c\vec{a} + c\vec{b}$
- ⑥ $(a+b)\vec{c} = a\vec{c} + b\vec{c}$
- ⑦ $(cd)\vec{a} = c(d\vec{a})$
- ⑧ $1\vec{a} = \vec{a}$

10.3/10.4 Like Multiplication?



\vec{a} (times) \vec{b}

Ex



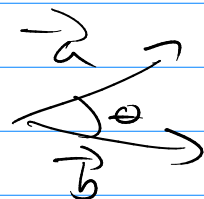
$$\text{Work} = \vec{F} \cdot \vec{D}$$

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

Def.

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

(dot product)



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

Use: Dot Product

vector \cdot vector = scalar

properties

① $\vec{a} \cdot \vec{a} = |\vec{a}|^2$

② $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$

③ $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$

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

$$(5) \vec{a} \cdot \vec{0} = 0$$

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

" $a_1 b_1 + a_2 b_2 + a_3 b_3$

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

$$\theta = \cos^{-1} \left(\frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|} \right)$$

use this to find θ !

Note: $\vec{a} \cdot \vec{b} = 0$ then \vec{a}, \vec{b} are orthogonal

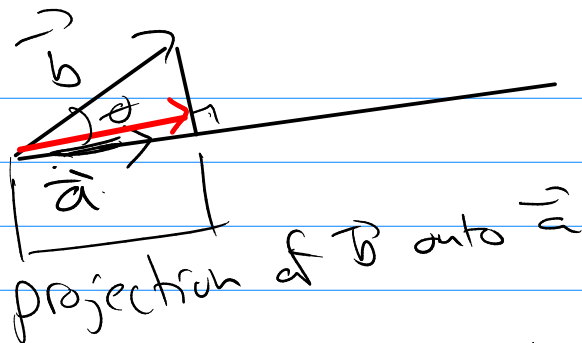
Applications:

(1) Work

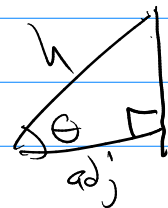
(2) Finding θ

(3) Projections of \vec{r} onto \vec{u}

Projections



$$|\text{Proj}_{\vec{a}} \vec{b}| = \text{comp}_{\vec{a}} \vec{b} = |\vec{b}| \cos \theta$$



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

$$\cos \theta = \frac{\text{adj}}{\text{hyp}}$$

Vector projection: (right length) \cdot (unit vector in right direction)

$$\text{Proj}_{\vec{a}} \vec{b} = \left(\frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \right) \left(\frac{\vec{a}}{|\vec{a}|} \right) = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|^2} \vec{a}$$

Q1 projection of \vec{b} onto \vec{a}

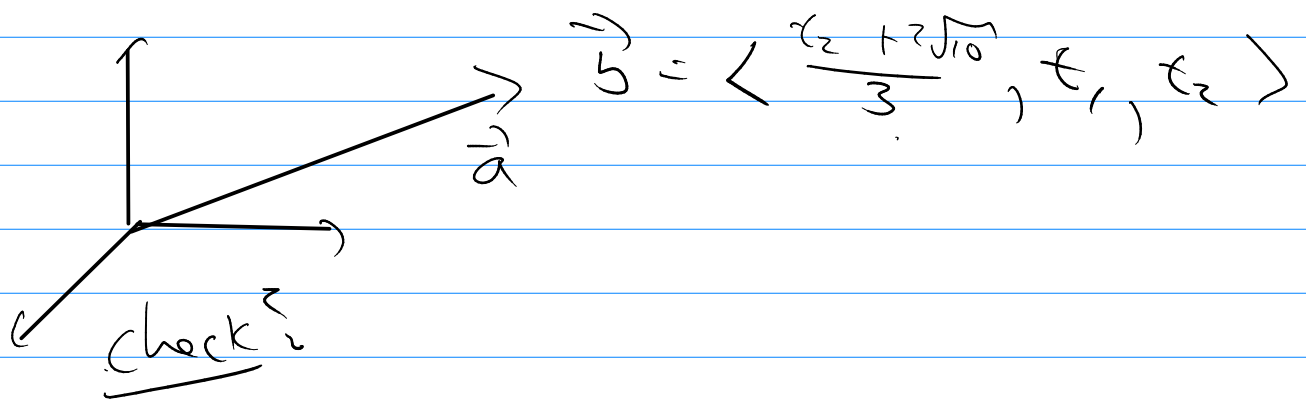
Scalar Comp: is $|\vec{b}| \cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|}$

10.3

(27) given $\vec{a} = \langle 3, 0, -1 \rangle$ $\vec{b} = \langle 2, 1, 1 \rangle$
 scalar comp = 2

$$\rightarrow \frac{3b_1 + 0b_2 + (-1)b_3}{(3^2 + 0^2 + (-1)^2)^{1/2}} = 2$$

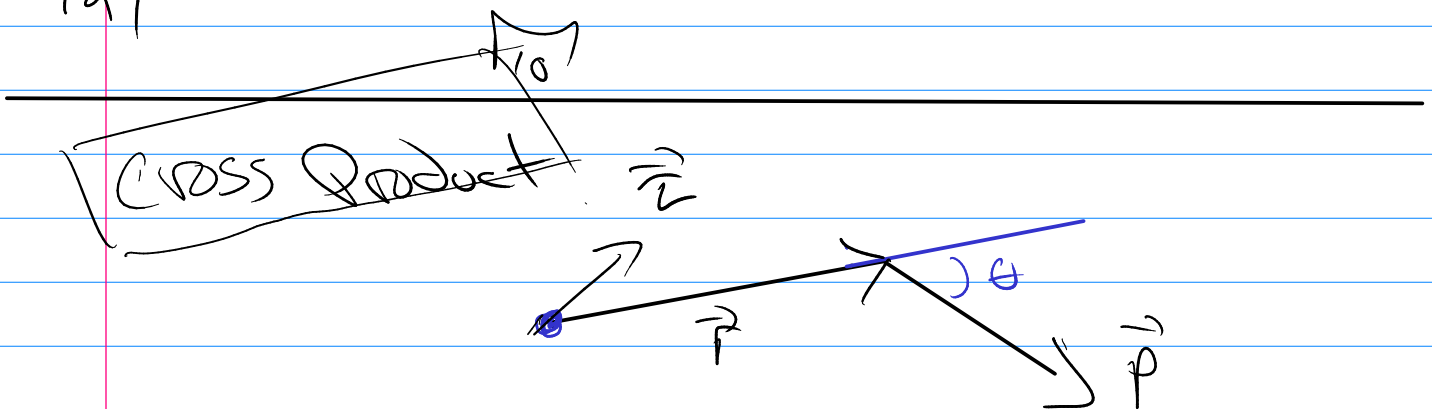
$$3b_1 - b_3 = 2\sqrt{10}$$



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

$$\vec{b} = \left\langle \frac{t_2 + 2\sqrt{10}}{3}, t_1, t_2 \right\rangle$$

$$\frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} = \frac{t_2 + 2\sqrt{10} + 0 + (-t_2)}{1} = 2 \quad \checkmark$$



$$|\vec{z}| = |\vec{r}| |\vec{p}| \sin \theta$$

$$\vec{r} \times \vec{p} = \langle r_2 p_3 - r_3 p_2, r_3 p_1 - r_1 p_3, r_1 p_2 - r_2 p_1 \rangle$$

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc$$

$$\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ r_1 & r_2 & r_3 \\ p_1 & p_2 & p_3 \end{vmatrix} = \vec{i} \begin{vmatrix} r_2 & r_3 \\ p_2 & p_3 \end{vmatrix} - \vec{j} \begin{vmatrix} r_1 & r_3 \\ p_1 & p_3 \end{vmatrix} + \vec{k} \begin{vmatrix} r_1 & r_2 \\ p_1 & p_2 \end{vmatrix}$$

thⁿ: $\vec{a} \times \vec{b}$ is \perp to \vec{a} and \vec{b}

Proof: $\vec{a} = \vec{r}$ $\vec{b} = \vec{p}$

$$(\vec{r} \times \vec{p}) \cdot \vec{p} = \langle r_2 p_3 - r_3 p_2, r_3 p_1 - r_1 p_3, r_1 p_2 - r_2 p_1 \rangle \cdot \langle p_1, p_2, p_3 \rangle$$

$$= 0 \dots = 0$$

$$(\vec{r} \times \vec{p}) \cdot \vec{r} = 0$$

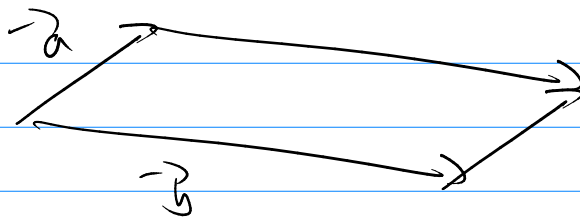
[thⁿ]

$$|\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$$

[thⁿ]

$\vec{a} \times \vec{b} = \vec{0}$ if and only if parallel

[thⁿ]



$$|\vec{a} \times \vec{b}| = \text{area}$$

Properties

$$\textcircled{1} \vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$$

$$\textcircled{2} c \cdot (\vec{a} \times \vec{b}) = (c \vec{a}) \times \vec{b} = \vec{a} \times (c \vec{b})$$

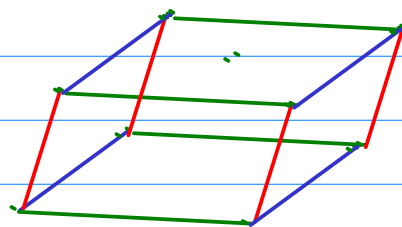
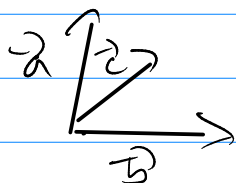
$$\textcircled{3} \vec{a} \times (\vec{b} + \vec{c}) = (\vec{a} \times \vec{b}) + (\vec{a} \times \vec{c})$$

$$\textcircled{4} (\vec{a} + \vec{b}) \times \vec{c} = (\vec{a} \times \vec{c}) + (\vec{b} \times \vec{c})$$

$$\star \textcircled{5} \vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$$

$$\textcircled{6} \vec{a} \times (\vec{b} \times \vec{c}) = (\vec{a} \cdot \vec{c}) \vec{b} - (\vec{a} \cdot \vec{b}) \vec{c}$$

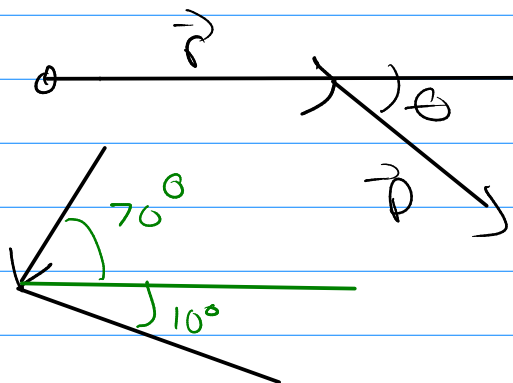
Triple Product

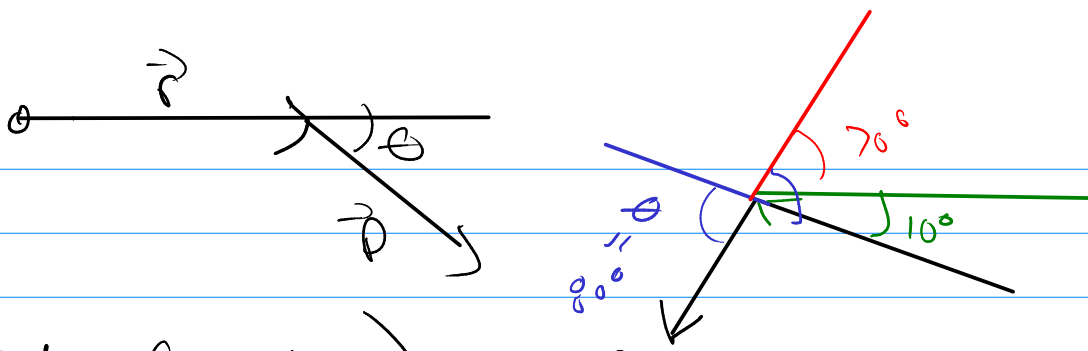


$$|\vec{a} \cdot (\vec{b} \times \vec{c})| = \text{Volume}$$

Apps

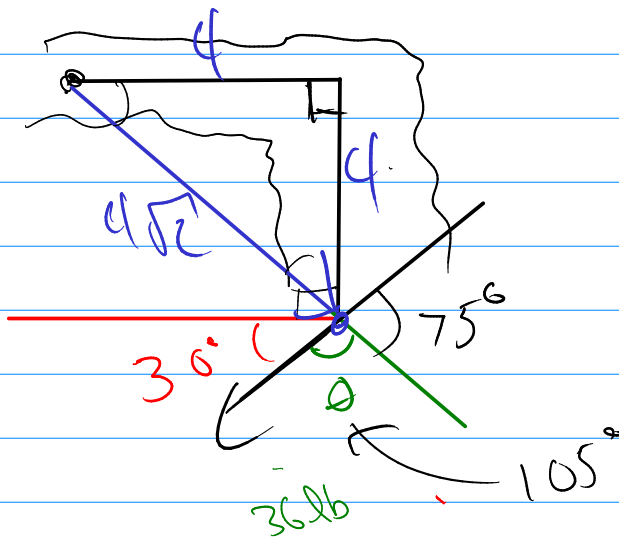
$$|\vec{c}| = |\vec{r}| |\vec{p}| \sin \theta$$





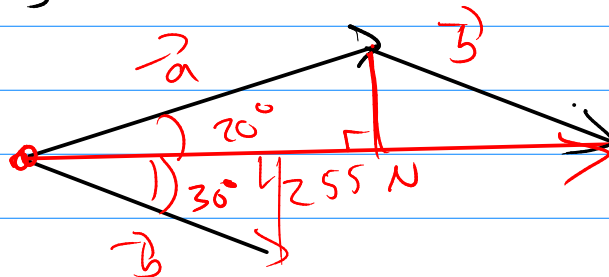
$$|\vec{r}| = (60) \cdot (.18) \sin 80^\circ$$

36



p. 589 #13

$$\vec{R} = \langle 255, 0 \rangle$$



$$\vec{a} = \langle |\vec{a}| \cos 20^\circ, |\vec{a}| \sin 20^\circ \rangle$$

$$\vec{b} = \langle |\vec{b}| \cos 30^\circ, -|\vec{b}| \sin 30^\circ \rangle$$

$$(\vec{R}) = \langle 255, 0 \rangle$$

Solve system
of equations

$$\begin{aligned} a \cos 20^\circ + b \cos 30^\circ &= 255 \\ a \sin 20^\circ - b \sin 30^\circ &= 0 \quad \checkmark \end{aligned}$$

$$a = b \frac{\sin 30^\circ}{\sin 20^\circ}$$

$$b \sin 30^\circ \cdot \cot 20^\circ + b \cos 30^\circ = 255$$

$$\text{let } b = \frac{255}{\sin 30^\circ \cot 20^\circ + \cos 30^\circ}$$

$$\text{let } a = \left(\frac{255}{\sin 30^\circ \cot 20^\circ + \cos 30^\circ} \right) \left(\frac{\sin 30^\circ}{\sin 20^\circ} \right)$$

$$\vec{a} = a \langle \cos 20^\circ, \sin 20^\circ \rangle$$

$$\vec{b} = b \langle \cos 30^\circ, -\sin 30^\circ \rangle$$