

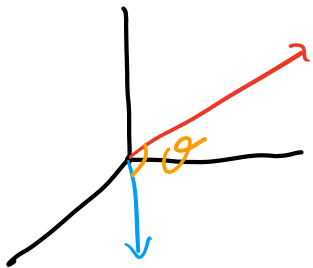
Here is a 3rd vector operation, except it outputs a number.

$$\begin{aligned}\vec{v} &= \langle v_1, v_2, v_3 \rangle \\ \vec{w} &= \langle w_1, w_2, w_3 \rangle\end{aligned}$$

\downarrow multiply
 $v_1 w_1 \quad v_2 w_2 \quad v_3 w_3$
 $\xrightarrow{\text{add!}}$

$$\vec{v} \cdot \vec{w} = v_1 w_1 + v_2 w_2 + v_3 w_3$$

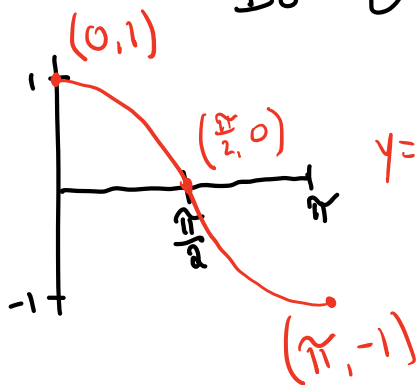
is the dot product of \vec{v} and \vec{w} . The dot product helps us measure the angle θ between two vectors: $\vec{v} \cdot \vec{w} = \|\vec{v}\| \cdot \|\vec{w}\| \cdot \cos \theta$



$$\begin{aligned}\vec{v} &= \langle 3, 1, -2 \rangle, & \|\vec{v}\| &= \sqrt{9+1+4} = \sqrt{14} \\ \vec{w} &= \langle 4, -3, 0 \rangle, & \|\vec{w}\| &= \sqrt{16+9} = 5 \\ \vec{v} \cdot \vec{w} &= 12 - 3 + 0 = 9.\end{aligned}$$

$$9 = 5\sqrt{14} \cos \theta \Rightarrow \cos \theta = \frac{9}{5\sqrt{14}}$$

Is θ obtuse, acute or a right angle?



$$y = \cos(x)$$

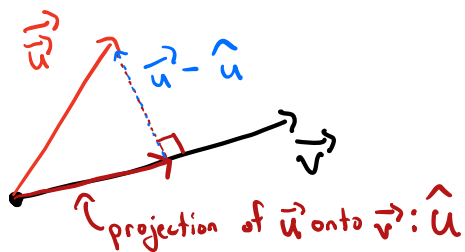
$$\cos \theta = 0$$

$$\cos \theta > 0$$

$$\cos \theta < 0$$

Projections

Given two vectors \vec{u} and \vec{v} , we may project \vec{u} onto \vec{v}



$$\hat{u} = \left(\frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \right) \vec{v}$$

The vector \hat{u} points in the direction of \vec{v} but has length $|\vec{u}|$.

The vector $\vec{u} - \hat{u}$ is perpendicular to \vec{v}

$$(\vec{u} - \hat{u}) \cdot \vec{v} = \left(\vec{u} - \frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \vec{v} \right) \cdot \vec{v} = \vec{u} \cdot \vec{v} - \frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} (\vec{v} \cdot \vec{v}) = 0$$

Note that \vec{u} may be decomposed with respect to \vec{v} as

$$\vec{u} = \hat{u} + (\vec{u} - \hat{u})$$

\hookrightarrow parallel to \vec{v} \hookrightarrow perpendicular to \vec{v}

Ex 1. Find decomposition of $\hat{u} = \langle 5, 1, -3 \rangle$ with respect to $\vec{v} = \langle 4, 4, 2 \rangle$

$$\hat{u} = \langle 2, 2, 1 \rangle \quad \vec{u} - \hat{u} = \langle 3, -1, -4 \rangle$$

Here is a 4th vector operation, it outputs a vector.

$\begin{pmatrix} a & b \\ c & d \end{pmatrix}$ is a 2×2 matrix. The determinant of this matrix is $ad - bc$. Denote it by $\begin{vmatrix} a & b \\ c & d \end{vmatrix}$

$\begin{pmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{pmatrix}$ is a 3×3 matrix. The determinant is given by

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

Ex 2 Compute det of $\begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix} \Rightarrow 0$

Cross Product

Let $\vec{v} = \langle v_1, v_2, v_3 \rangle$ and $\vec{w} = \langle w_1, w_2, w_3 \rangle$.

Then the cross product is given by

$$\vec{v} \times \vec{w} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix} = \begin{vmatrix} v_2 & v_3 \\ w_2 & w_3 \end{vmatrix} \vec{i} - \begin{vmatrix} v_1 & v_3 \\ w_1 & w_3 \end{vmatrix} \vec{j} + \begin{vmatrix} v_1 & v_2 \\ w_1 & w_2 \end{vmatrix} \vec{k}$$

Ex 3. Calculate $\vec{v} \times \vec{w}$ where $\vec{v} = \langle 1, 0, 0 \rangle$ and $\vec{w} = \langle 0, 1, 0 \rangle$
 $\Rightarrow \langle 0, 0, 1 \rangle$

Why do we care?

- 1) the vector $\vec{v} \times \vec{w}$ is perpendicular to \vec{v} and \vec{w}
- 2) \vec{v} , \vec{w} and $\vec{v} \times \vec{w}$ form a right handed system.

Q: What would $\vec{w} \times \vec{v}$ be from previous example?
 $\Rightarrow \langle 0, 0, -1 \rangle$

Properties of cross product

1) $\vec{v} \times \vec{w} = -\vec{w} \times \vec{v}$

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

3) $\vec{v} \times \vec{w} = 0$ iff \vec{v} and \vec{w} are parallel

4) $\begin{pmatrix} i \\ j \\ k \end{pmatrix} \rightarrow \begin{pmatrix} j \\ k \\ i \end{pmatrix}$

- 5) the parallelogram spanned by \vec{v} and \vec{w} has area $\|\vec{v} \times \vec{w}\|$.
- 6) the parallelepiped spanned by \vec{v}, \vec{w} and \vec{u} has volume $\|\vec{u} \cdot (\vec{v} \times \vec{w})\|$