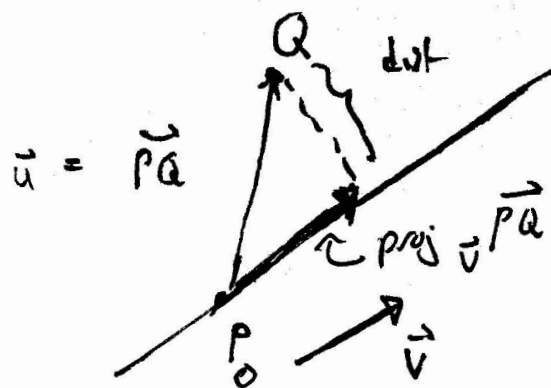


12C3

Last Day

Point-Line  
Distance



$$\begin{aligned} \text{dist} &= \|\text{orth}_{\vec{v}} \vec{P_0Q}\| \\ &= \|\vec{u}_{\perp}\| \\ &= \|\vec{u} - \text{proj}_{\vec{v}} \vec{u}\| \\ &= \|\vec{u} - \frac{\langle \vec{u}, \vec{v} \rangle}{\|\vec{v}\|^2} \vec{v}\| \end{aligned}$$

eg. Find the distance from  $Q = (0, 0, 1)$  & the line.

$$\vec{P}(t) = (1, 2, 3) + t(1, 0, 0)$$

Solution

$$\begin{aligned} \vec{v} &= (1, 0, 0), \quad \vec{u} = \vec{P_0Q} = \vec{Q} - \vec{P_0} \\ &= (0, 0, 1) - (1, 2, 3) \\ &= (-1, -2, -2) \end{aligned}$$

$$\begin{aligned}
 \text{dist} &= \left\| \vec{u} - \frac{\langle \vec{u}, \vec{v} \rangle}{\|\vec{v}\|^2} \vec{v} \right\| = \left\| (-1, -2, -2) - \frac{(-1+0+0)}{\sqrt{1^2+0^2+0^2}} (1, 0, 0) \right\| \\
 &= \left\| (-1, -2, -2) + (1, 0, 0) \right\| \\
 &= \left\| (0, -2, -2) \right\| = \sqrt{0^2 + 2^2 + 2^2} = \sqrt{8} = \underline{\underline{2\sqrt{2}}}
 \end{aligned}$$

Side note

$$\begin{aligned}
 \|\vec{u}_\perp\| &= \left\| \vec{u} - \text{proj}_{\vec{v}} \vec{u} \right\| = \left\| \vec{u} - \frac{\langle \vec{u}, \vec{v} \rangle}{\|\vec{v}\|^2} \vec{v} \right\| \geq 0 \\
 &= \sqrt{\|\vec{u} - \frac{\langle \vec{u}, \vec{v} \rangle}{\|\vec{v}\|^2} \vec{v}\|^2} \\
 &= \langle \vec{u}, \vec{u} \rangle + \frac{\langle \vec{u}, \vec{v} \rangle^2}{\|\vec{v}\|^4} \langle \vec{v}, \vec{v} \rangle - 2 \frac{\langle \vec{u}, \vec{v} \rangle}{\|\vec{v}\|^2} \langle \vec{u}, \vec{v} \rangle \\
 &= \|\vec{u}\|^2 + \frac{(\langle \vec{u}, \vec{v} \rangle)^2}{\|\vec{v}\|^2} - \frac{2|\langle \vec{u}, \vec{v} \rangle|^2}{\|\vec{v}\|^2}
 \end{aligned}$$

$$= \|\vec{u}\|^2 - \frac{|\langle \vec{u}, \vec{v} \rangle|^2}{\|\vec{v}\|^2} \geq 0 \quad \checkmark$$

$$\Rightarrow \underline{\|\vec{u}\|^2 \|\vec{v}\|^2} \geq \underline{|\langle \vec{u}, \vec{v} \rangle|^2} \quad \leftarrow \text{C-S Inequality!}$$

Cross Product (i.e. vector product)

$$\vec{u} \times \vec{v} = \vec{w} \Rightarrow \vec{u}, \vec{v}, \vec{w} \in \underline{\mathbb{R}^3}$$

Properties

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

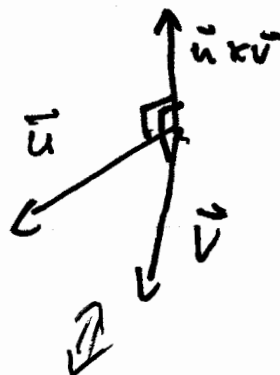
$$2) (k\vec{u}) \times \vec{v} = k(\vec{u} \times \vec{v})$$

$$3) (\vec{u} + \vec{w}) \times \vec{v} = (\vec{u} \times \vec{v}) + (\vec{w} \times \vec{v})$$

$$4) \vec{u} \times \vec{u} = \vec{0}$$

$$5) \vec{u} \times \vec{0} = \vec{0}$$

In  $\mathbb{R}^3$  (only ...)



$$\underline{\underline{u \times v \perp \text{to } u \text{ \& } v}}$$

$$||u \times v|| = ||u|| ||v|| \sin \theta$$

$$\vec{i} \times \vec{j} = \vec{k}, \quad \vec{j} \times \vec{k} = \vec{i}, \quad \vec{k} \times \vec{i} = \vec{j}$$

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

$$= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix}$$

← expand our det. along row #1.

$$= M_{11} \vec{i} - M_{12} \vec{j} + M_{13} \vec{k}$$

$$= (M_{11}, -M_{12}, M_{13}) = \left( \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix}, - \begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix}, \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \right)$$

eg. If  $\vec{u} = (1, 0, 5)$ ,  $\vec{v} = (-1, 2, 1)$  find  $\vec{u} \times \vec{v}$

Solution

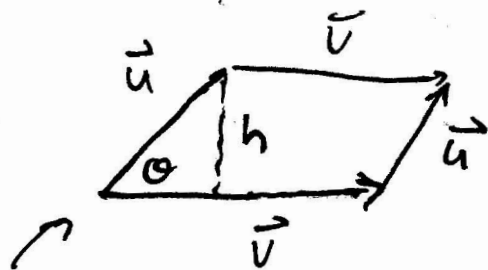
$$\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 0 & 5 \\ -1 & 2 & 1 \end{vmatrix} = \begin{vmatrix} 0 & 5 \\ 2 & 1 \end{vmatrix} \vec{i} - \begin{vmatrix} 1 & 5 \\ -1 & 1 \end{vmatrix} \vec{j} + \begin{vmatrix} 1 & 0 \\ -1 & 2 \end{vmatrix} \vec{k}$$

$-10$ 
 $1+5=6$ 
 $2$

$$= (-10, -6, 2)$$

---

eg. Find the area of the llgrn generated by  
 $\vec{u} = (1, 2)$ ,  $\vec{v} = (3, 4)$



Area = base  $\cdot$  height

$$= \|v\| \cdot h = \|v\| \frac{\|u \times v\|}{\|v\|}$$

$$= \underline{\underline{\|u \times v\|}}$$

$$h = \|u\| \sin \theta = \frac{\|u\| \|v\| \sin \theta}{\|v\|} = \frac{\|u \times v\|}{\|v\|}$$

Area of para is  $\|u \times v\|$

Fake  $\mathbb{R}^3$

eg. Let  $u = (1, 2)$ ,  $v = (3, 4)$

$u = (1, 2, 0)$

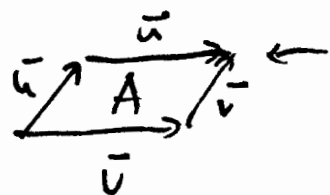
$v = (3, 4, 0)$

$$u \times v = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 2 & 0 \\ 3 & 4 & 0 \end{vmatrix} = \left( \begin{vmatrix} 2 & 0 \\ 4 & 0 \end{vmatrix}, -\begin{vmatrix} 1 & 0 \\ 3 & 0 \end{vmatrix}, \begin{vmatrix} 1 & 2 \\ 3 & 4 \end{vmatrix} \right)$$

$$= (0, 0, \cancel{4} - 6)^{-2}$$

$$\|\vec{u} \times \vec{v}\| = \|(0, 0, -2)\| = \underline{(2)}$$

Notice In general if  $\vec{u} = (u_1, u_2)$  &  $\vec{v} = (v_1, v_2)$



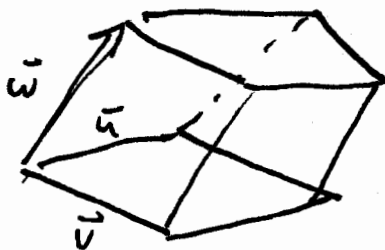
$$A = \|\vec{u} \times \vec{v}\|$$

$$= \|(0, 0, \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix})\|$$

$$= \left| \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \right|$$

$$= |\det [\vec{u} | \vec{v}]|$$

## Triple Product & Parallelepiped



$$\text{Vol} = (\text{Area of base}) \cdot \text{height}$$

$$= \|\vec{u} \times \vec{v}\| \cdot \|\text{proj}_{\vec{u} \times \vec{v}} \vec{w}\|$$

$$= \cancel{\|\vec{u} \times \vec{v}\|} \left\| \frac{(\vec{w} \cdot (\vec{u} \times \vec{v}))}{\cancel{\|\vec{u} \times \vec{v}\|^2}} \vec{u} \times \vec{v} \right\|$$

$$= \frac{|\vec{w} \cdot (\vec{u} \times \vec{v})|}{\cancel{\|\vec{u} \times \vec{v}\|^2}} \cancel{\|\vec{u} \times \vec{v}\|}$$

$$\text{Vol} = |\vec{w} \cdot (\vec{u} \times \vec{v})|$$

$$\vec{w} \cdot (\vec{u} \times \vec{v}) = \text{triple product}$$



note  $\vec{w} \cdot (\vec{u} \times \vec{v})$  is a scalar

$$= \vec{w} \cdot \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix}$$

$$= (w_1, w_2, w_3) \cdot (M_{11}, -M_{12}, M_{13})$$

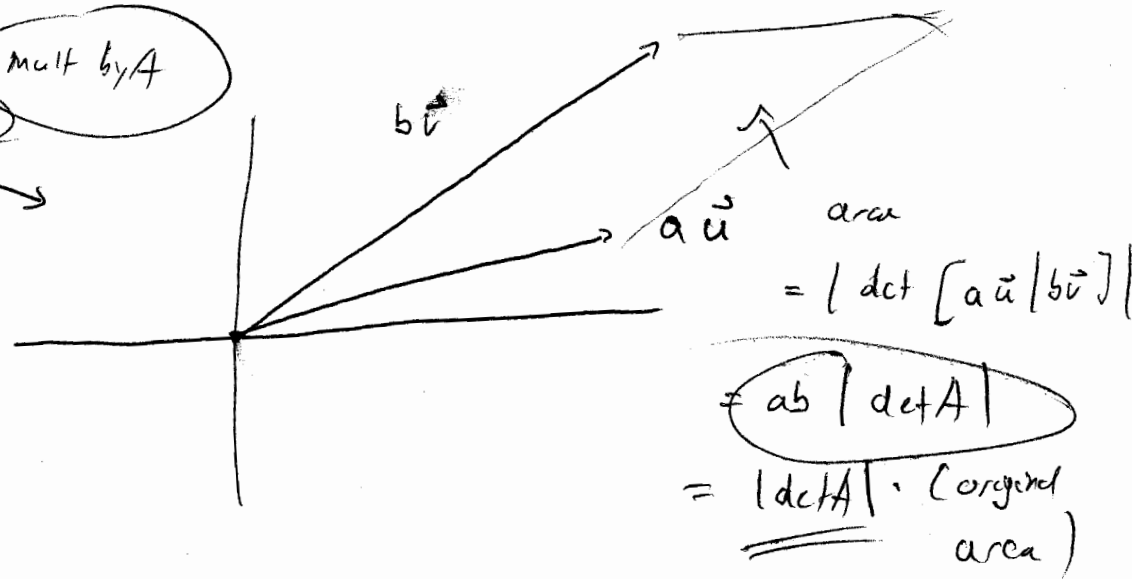
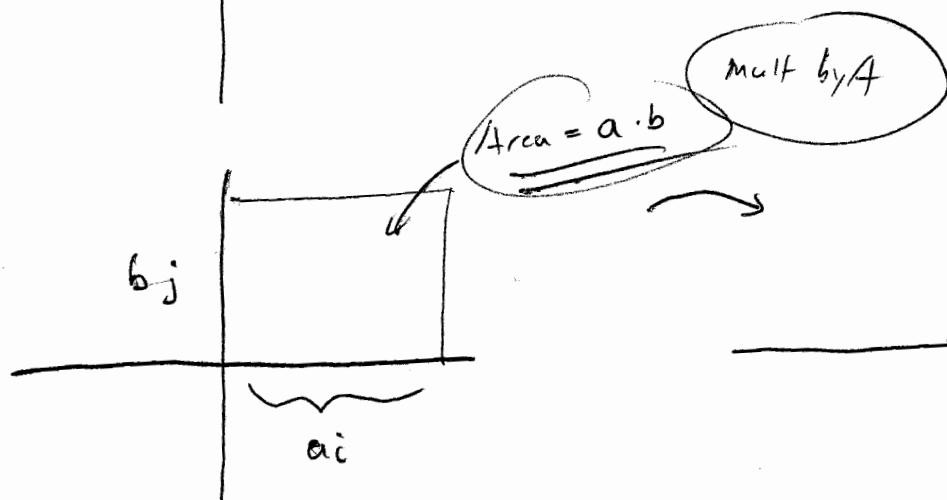
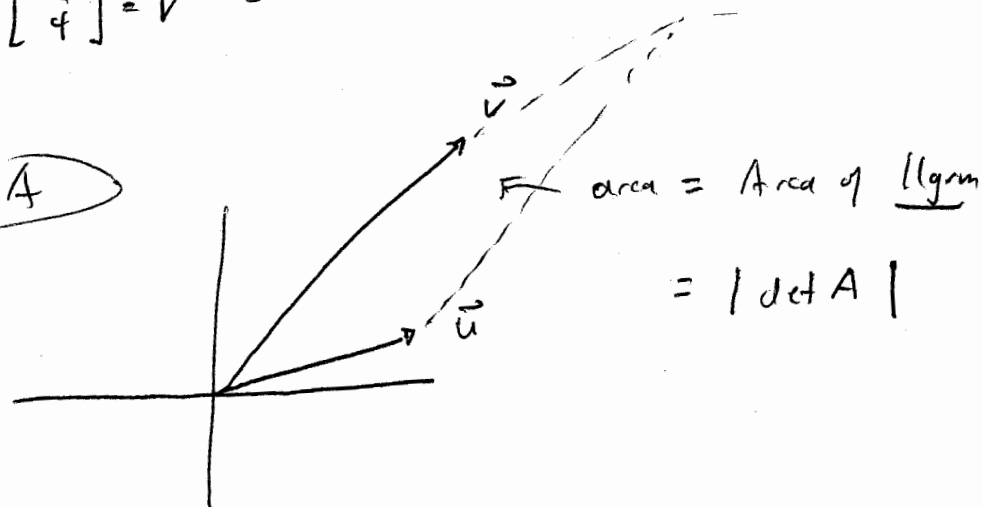
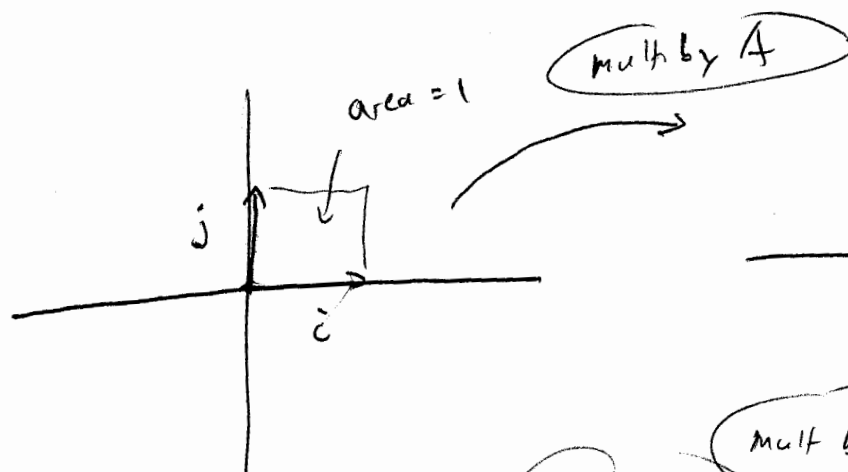
$$= w_1 M_{11} + w_2 M_{12} + w_3 M_{13}$$

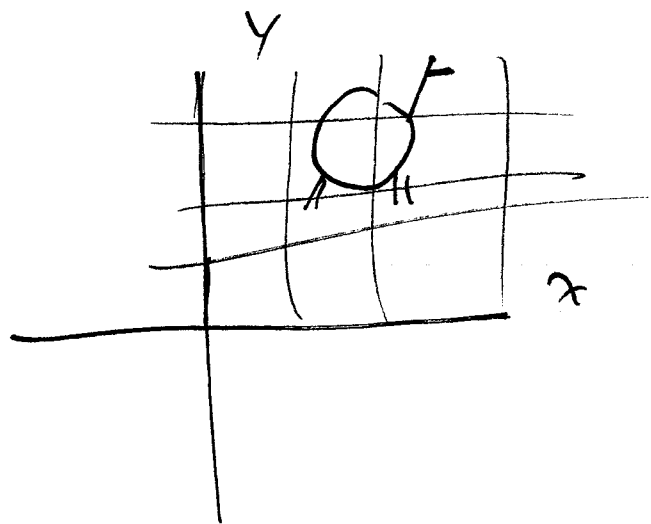
$$= \begin{vmatrix} w_1 & w_2 & w_3 \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = \vec{w} \cdot (\vec{u} \times \vec{v})$$

Say  $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$  &  $\vec{u} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$   $\vec{v} = \begin{bmatrix} 2 \\ 4 \end{bmatrix}$

$$\Rightarrow A \begin{bmatrix} 1 \\ 0 \end{bmatrix} = A \begin{bmatrix} 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 3 \end{bmatrix} = \vec{u} \quad \left. \vphantom{\begin{matrix} A \end{matrix}} \right\} \Rightarrow A = [\vec{u} | \vec{v}]$$

$$A \begin{bmatrix} 0 \\ 1 \end{bmatrix} = A \begin{bmatrix} 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 2 \\ 4 \end{bmatrix} = \vec{v}$$





A

