

Dot and Cross Products

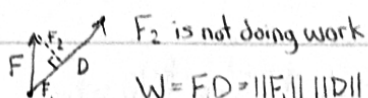
MA 113

Dot product: $u \cdot w = \sum_{i=1}^n u_i w_i = \|u\| \|w\| \cos \theta$

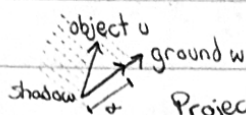
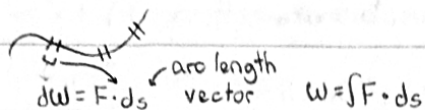
$$u \cdot u = \sum_{i=1}^n u_i^2 = \|u\|^2$$

$$\hat{u} \cdot \hat{u} = 1$$

$$\hat{u} \cdot \hat{w} = \cos \theta \in [-1, 1]$$



$$W = F \cdot D = \|F\| \|D\| \cos \theta = \|F\| \cos \theta \|D\| = F \cdot D$$



Projection - The projection of u onto w is the component of u in the direction of w $\text{Proj}_w(u)$

$$u = \underbrace{\alpha \frac{w}{\|w\|}}_{\text{Proj}} + \underbrace{w_{\perp}}_{\text{Orthogonal to } w}$$

$$w \cdot u = w \cdot \alpha \frac{w}{\|w\|} + w \cdot w_{\perp} = \frac{\alpha}{\|w\|} (w \cdot w) = \alpha \|w\|$$

$$\alpha = \frac{w \cdot u}{\|w\|} \quad \text{Proj}_w(u) = \frac{w \cdot u}{\|w\|} \left(\frac{w}{\|w\|} \right)$$

$$\hat{u} = \hat{w} \quad \hat{u} \cdot \hat{w} = 1 \quad \hat{u} \perp \hat{w} \quad \hat{u} \cdot \hat{w} = 0 \quad \hat{u} = -\hat{w} \quad \hat{u} \cdot \hat{w} = -1$$

Gives a fraction or percentage describing how alike they are

$$\frac{u \cdot w}{\|u\| \|w\|} = \cos \theta$$

Signals $s_1 = \langle a_1, a_2, \dots, a_n \rangle$ $s_2 = \langle b_1, b_2, \dots, b_n \rangle$ $n=10^9$

$\frac{s_1 \cdot s_2}{\|s_1\| \|s_2\|}$ can be used to determine how similar the signals are

Cross product: $u \times w = (u_1 \hat{x} + u_2 \hat{y} + u_3 \hat{z}) \times (w_1 \hat{x} + w_2 \hat{y} + w_3 \hat{z})$

$$\begin{matrix} \hat{x} \cdot \hat{x} = 1 & \hat{x} \cdot \hat{y} = 0 & \hat{x} \cdot \hat{z} = 0 \\ \hat{y} \cdot \hat{x} = 0 & \hat{y} \cdot \hat{y} = 1 & \hat{y} \cdot \hat{z} = 0 \\ \hat{z} \cdot \hat{x} = 0 & \hat{z} \cdot \hat{y} = 0 & \hat{z} \cdot \hat{z} = 1 \end{matrix} \quad \dots = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ u_1 & u_2 & u_3 \\ w_1 & w_2 & w_3 \end{vmatrix} =$$

$$u = \langle u_1, u_2, u_3 \rangle \quad w = \langle w_1, w_2, w_3 \rangle$$

$$(u_2 w_3 - u_3 w_2) \hat{x} - (u_1 w_3 - u_3 w_1) \hat{y} + (u_1 w_2 - u_2 w_1) \hat{z}$$

$$\|u \times w\| = \|u\| \|w\| |\sin \theta| = \text{area of parallelogram}$$



$$u = w \text{ or } u = -w \Rightarrow \theta = 0 \text{ or } \pi \Rightarrow \sin \theta = 0$$

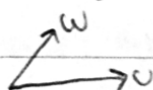
$$u \times w = \vec{0} = \langle 0, 0, 0 \rangle$$

$$u \perp w \Rightarrow \theta = \pm \frac{\pi}{2}$$

$$\|u \times w\| = \|u\| \|w\|$$

$$\frac{\|u \times w\|}{\|u\| \|w\|} = |\sin \theta| \text{ Describes the extent to which the vectors are orthogonal}$$

Direction - right hand rule



$u \times w \Rightarrow$ out of the page

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

$$a \cdot b = b \cdot a \text{ Commutative}$$

$$a \times (b + c) = (a \times b) + (a \times c)$$

$$a \times b = -(b \times a)$$

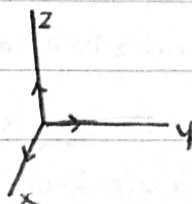
$$a \times (b \times c) \neq (a \times b) \times c \rightarrow (a \times b) \times c + b \times (a \times c)$$

$$a \times b = (\|a\| \|b\| \sin \theta) \hat{n} \leftarrow \text{Determined by right hand rule } \theta \in [0, \pi]$$

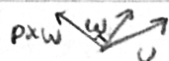
$$\hat{x} \times (\hat{y} \times \hat{z}) = \hat{x} \times \vec{0} = \vec{0}$$

$$(\hat{x} \times \hat{y}) \times \hat{z} = \hat{z} \times \hat{z} = -\hat{x}$$

$$\|\hat{x}\| \|\hat{y}\| \sin \theta = 1 \quad \|\hat{z}\| \|\hat{y}\| \sin \theta = 1$$



$$\frac{(u \times w) \times w}{p}$$

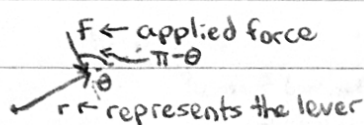


Lies in the same plane as u and w

$$\|p\| = \|u\| \|w\| \sin \theta \quad \|p \times w\| = \|p\| \|w\| \sin \phi = \|u\| \|w\|^2 \sin \theta \sin \phi$$

$[0, 1]$

The magnitude is somewhere between
0 and $\|u\| \|w\|^2$



$$\| \tau \| = \| F_{\perp} \| r = \| F \| \sin \theta \| r \| = \| F \times r \|$$

$$\uparrow \| F \| \frac{\sin(\pi - \theta)}{\sin \theta}$$

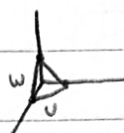
$$\tau = r \times F$$

If the force $F = \langle 2, 1 \rangle$ is applied to the lever arm $r = \langle 4, 0 \rangle$, what is the magnitude and direction of the torque

$$\tau = r \times F = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ 4 & 0 & 0 \\ 2 & 1 & 0 \end{vmatrix} = 0\hat{x} - 0\hat{y} + 4\hat{z} = 4\hat{z}$$

* FEQ Do either of the points $(\frac{1}{2}, 0, \frac{1}{2})$ or $(1, -1, 2)$ lie in the same plane as the triangle with vertices $(1, 0, 0), (0, 1, 0), (0, 0, 1)$?

(Hard) If either point is in the same plane, is it inside the triangle?



$u \times w$ will be normal to the plane

$$u = \langle -1, 1, 0 \rangle \quad w = \langle -1, 0, 1 \rangle \quad u \times w = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ -1 & 1 & 0 \\ -1 & 0 & 1 \end{vmatrix} = \hat{x} + \hat{y} + \hat{z} = \langle 1, 1, 1 \rangle$$

$$\langle x, y, z \rangle \cdot \langle 1, 1, 1 \rangle = 0 \quad x + y + z = 1$$

$$\frac{1}{2} + 0 + \frac{1}{2} = 1 \quad 1 - 1 + 2 \neq 1$$

$(\frac{1}{2}, 0, \frac{1}{2})$ is in the plane

1. Find the equation for the plane
2. See if points satisfy the equation