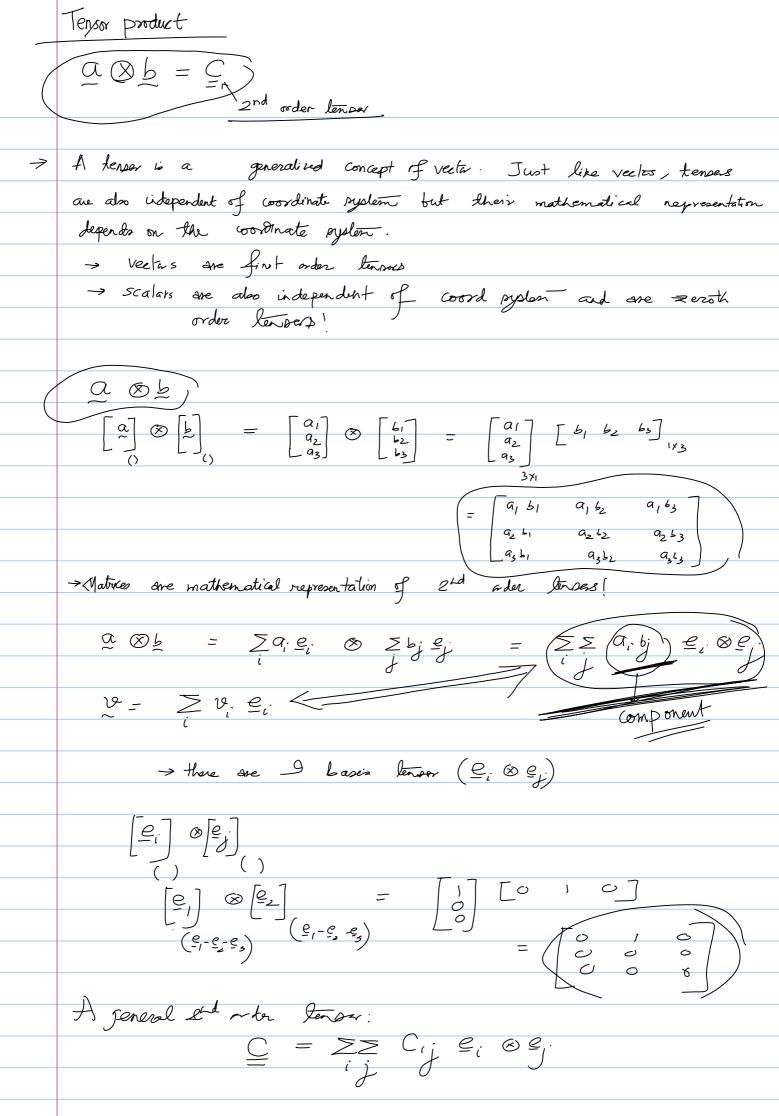
Lecture 2 (Math Prelims) 8/5/2022 Note Title $\overline{\mathcal{V}} = \underbrace{\frac{3}{5}}_{i=1} (\overline{\mathcal{V}} \cdot \underline{e}_i) \underline{e}_i = \underbrace{\frac{3}{5}}_{i=1} (\overline{\mathcal{V}} \cdot \underline{\hat{e}}_i) \underline{\hat{e}}_i$ $= \underbrace{\mathcal{V}_i \underline{e}_i}_{i=1} \underbrace{\widehat{\mathcal{V}}_i \underline{\hat{e}}_i}_{i=1} \underbrace{\widehat{\mathcal{V}}_i \underline{\hat{e}}_i}_{i=1}$ $= \underbrace{v_{\cdot} \, \underline{e}_{\cdot}}_{v_{\cdot} \, \underline{e}_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot} \, \underline{e}_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}}}_{v_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}}}_{v_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}}}_{v_{\cdot}} \underbrace{\widehat{v}_{\cdot} \, \widehat{\underline{e}}_{\cdot}}_{v_{\cdot}}}_{v_{\cdot}}$ A vector and its representation are not the same $\frac{29: a \text{ vecler}}{\text{Dorproduct}}, \quad v: a \text{ scalar } |$ $2 \cdot b = ||a|| ||b|| = 0$ $\frac{a \cdot b}{\text{magnitude (norm)}}$ $\frac{a \cdot b}{\text{i}} = \sum_{i} a_{i} b_{i}$ $\begin{bmatrix} a \\ e_1 - e_2 - e_3 \end{bmatrix} \cdot \begin{bmatrix} b \\ e_1 - e_2 - e_3 \end{bmatrix} = \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} \cdot \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} = \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \cdot \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$ $= \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \cdot \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$ $= \begin{bmatrix} a_1 \\ a_2 \end{bmatrix} \cdot \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$ $\begin{bmatrix} \alpha \\ \hat{e}_{1} - \hat{e}_{2} \cdot \hat{e}_{3} \end{bmatrix} = \begin{bmatrix} \hat{\alpha}_{1} \\ \hat{\alpha}_{2} \\ \hat{\alpha}_{3} \end{bmatrix} = \begin{bmatrix} \hat{\alpha}_{1} \\ \hat{\alpha}_{2} \\ \hat{\alpha}_{3} \end{bmatrix} \begin{bmatrix} \hat{b}_{1} \\ \hat{b}_{2} \\ \hat{a}_{3} \end{bmatrix} = \begin{bmatrix} \hat{\alpha}_{1} \\ \hat{\alpha}_{2} \\ \hat{a}_{3} \end{bmatrix} \begin{bmatrix} \hat{b}_{1} \\ \hat{b}_{2} \\ \hat{b}_{3} \end{bmatrix}$ Cross-product (Vector product) $Q \times b = \|Q\| \|b\| \triangle in \Theta C_{pq}$ a unit vector \bot to both $Q \notin L$ (given by night hand thumb rule) $\begin{bmatrix} a \\ -e \\ -e \\ -e \end{bmatrix} \times \begin{bmatrix} b \\ -e \\ -e \\ -e \end{bmatrix} = \begin{bmatrix} a_1 \\ a_2 \\ -e_3 \\ -e_3 \end{bmatrix} \times \begin{bmatrix} b_1 \\ -e_2 \\ -e_3 \\ -e_3 \end{bmatrix} = \begin{bmatrix} a_2 b_3 - b_2 a_3 \\ b_2 \\ -e_3 \\ -e_4 - e_2 \end{bmatrix}$

a skew symmetric matrix

 $\begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} \xrightarrow{\text{Skew}} \begin{bmatrix} \underline{a} \\ \underline{a} \end{bmatrix} \begin{bmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ -a_2 & a_1 & 0 \end{bmatrix}$



$$\begin{bmatrix} C_{1} & C_{1} & C_{1} & C_{13} \\ C_{1} & C_{2} & C_{23} \\ C_{31} & C_{32} & C_{32} \end{bmatrix}$$