# Math2310 - Fall '22

## Syllabus - Lecture 03

BY GENNADY URALTSEV

## Review

• Planes in  $\mathbb{R}^3$  - equation form [ii]:

$$P = \left\{ \begin{pmatrix} x \\ y \\ z \end{pmatrix} \in \mathbb{R}^3 : A_1 x + A_2 y + A_3 z = B \right\}$$

- The vector  $\begin{pmatrix} A_1 \\ A_2 \\ A_3 \end{pmatrix}$  is orthogonal to the plane
- The scalar B: moves the plane away from the origin

## **Topics**

# 1 The dot product [2,3]

#### 1.1 Review

- Algebraic expression and properties.
- Geometric expression.
- <u>defn</u> length/norm/magnitude
- defn the word orthogonal.

#### 1.2 Properties

- prop Cauchy-Schwarz inequality
- When is the dot product maximum?
- When is it 0?
- When does equality in Cauchy-Schwarz hold?
- When is the dot product positive/negative?

## 2 The cross product [3,4]

- Algebraic expression and properties.
- Geometric properties.
- Using the cross product to find an orthogonal vector

## References

#### Textbook

- [Ste] Chap 12.3 The Dot Product pp847 854
- [Ste] Chap 12.5 Equations of Lines and Planes pp864 870
- [Ste] Chap 12.4 The Cross product pp855-864

#### Videos

- 1. Vector dot product and vector length  $\mid$  Vectors and spaces  $\mid$  Linear Algebra  $\mid$  Khan Academy YouTube
- 2. Geometrically Defining the Cross Product | Multivariable Calculus YouTube
- 3. 30.2 Cross Product YouTube
- 4. 30.3 Cross Product in Cartesian Coordinates YouTube
- 5. Find the projection of Two Vectors YouTube
- 6. Projection of point onto a plane YouTube

#### Additional material

#### Videos

- i. Calculus III: The Cross Product (Level 1 of 9) | Geometric Definition YouTube
- ii. Defining a plane in R3 with a point and normal vector  $\mid$  Linear Algebra  $\mid$  Khan Academy YouTube
- iii. Deriving the law of cosines from the dot product by applying distributive and commutative properties YouTube
- iv. The determinant | Chapter 6, Essence of linear algebra YouTube

#### Geogebra applets

- Dot Product Insight GeoGebra
- 3. The Dot Product and Projections GeoGebra
- $\bullet \quad \operatorname{Geometry} \ \operatorname{of} \ \operatorname{Cross} \ \operatorname{Product} \operatorname{Geo} \operatorname{Gebra} \ \operatorname{Visualisation} \ \operatorname{of} \ \operatorname{Vector} \ (\operatorname{Cross}) \ \operatorname{Product} \operatorname{Geo} \operatorname{Gebra}$
- Geometric Interpretation of the Cross Product GeoGebra