

How to calculate the dot product?

$$\vec{u} \cdot \vec{v} = [u_1 \ u_2 \ \dots \ u_n] \cdot \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} = u_1 \cdot v_1 + u_2 \cdot v_2 + \dots + u_n \cdot v_n$$

Length vs. dot product

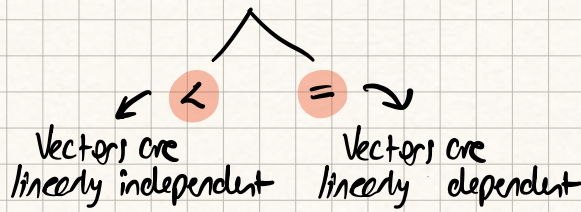
* $\|\vec{u}\|^2 = \vec{u} \cdot \vec{u}$: The square of the length of a vector is equal to the vector dotted to itself.

Properties of dot products

- * Commutative : $\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$
- + Distributive : $\vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$
- * Associative : $(c \cdot \vec{u}) \cdot \vec{v} = c \cdot (\vec{u} \cdot \vec{v})$

Cauchy-Schwarz Inequality

* $|\vec{u} \cdot \vec{v}| \leq \|\vec{u}\| \cdot \|\vec{v}\|$



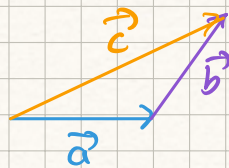
Ex: $\vec{u} = (3, 4)$
 $\vec{v} = (-6, -8)$

$$\Rightarrow |(3 \cdot (-6)) + (4 \cdot (-8))| = \sqrt{3^2 + 4^2} \cdot \sqrt{(-6)^2 + (-8)^2}$$

$$40 = 5 \cdot 8$$

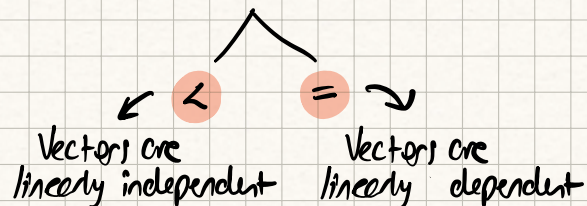
$\Rightarrow \vec{u}$ and \vec{v} are L.D.

Vector Triangle Inequality



$$\|\vec{c}\| \leq \|\vec{a}\| + \|\vec{b}\| \Rightarrow$$

* $\|\vec{a} + \vec{b}\| \leq \|\vec{a}\| + \|\vec{b}\|$



* Dot product measures how similar two vectors are.

$$\vec{u} \cdot \vec{v} = [u_1 \ u_2 \ \dots \ u_n] \cdot \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_n \end{bmatrix} = u_1 \cdot v_1 + u_2 \cdot v_2 + \dots + u_n \cdot v_n$$

* Dot product is commutative ($\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$), distributive ($\vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$) and associative: $(c \cdot \vec{u}) \cdot \vec{v} = c \cdot (\vec{u} \cdot \vec{v})$

Ex: $\vec{u} = (2, -1)$
 $\vec{v} = (-1, 4)$ \Rightarrow

$$\|\vec{u} + \vec{v}\| \stackrel{?}{=} \|\vec{u}\| + \|\vec{v}\|$$

$$\|(1, 3)\| \stackrel{?}{=} \sqrt{2^2 + (-1)^2} + \sqrt{(-1)^2 + 4^2}$$

$$\sqrt{1+9} \stackrel{?}{=} \sqrt{5} + \sqrt{17}$$

$$\sqrt{10} \neq \sqrt{5} + \sqrt{17} \Rightarrow \vec{u} \text{ and } \vec{v} \text{ are l.i.}$$

Angle between vectors

* $\vec{u} \cdot \vec{v} = \|\vec{u}\| \cdot \|\vec{v}\| \cdot \cos \theta$

* If $\theta = 90^\circ \Rightarrow \cos 90^\circ = 0 \Rightarrow \vec{u} \perp \vec{v}$

Equation of a plane, and normal vectors

* A plane is the set of all vectors that are perpendicular (orthogonal) to one given normal vector, which is the vector that is perpendicular (orthogonal) to the plane.

$Ax + By + Cz = D$: The standard equation of a plane where the normal vector is:

$\vec{n} = (A, B, C)$

$a(x-x_0) + b(y-y_0) + c(z-z_0) = 0$: Alternative equation which is the dot product of the normal vector and a vector in the plane

Ex: Let $(2, 5, -1)$ be a point in the plane and $\vec{n} = (-1, -2, 1)$ is the norm vector, the plane's equation is:

$a(x-2) + b(y-5) + c(z+1) = 0$

$-1(x-2) - 2(y-5) + 1(z+1) = 0$

$-x - 2y + z = -13$

Notice the coeffs!
 $(-1, -2, 1)$

* Cauchy-Schwarz Inequality: $|\vec{u} \cdot \vec{v}| \leq \|\vec{u}\| \cdot \|\vec{v}\|$ (= means linearly dependent)

+ Vector triangle inequality: $\|\vec{u} + \vec{v}\| \leq \|\vec{u}\| + \|\vec{v}\|$ (= means " " " ")

* $\vec{u} \cdot \vec{v} = \|\vec{u}\| \cdot \|\vec{v}\| \cdot \cos \theta$

* A plane is the set of all vectors that are perpendicular (orthogonal) to one given normal vector, which is the vector that is perpendicular (orthogonal) to the plane.

* $Ax + By + Cz = D \rightarrow$ Standard equation of a plane
 $\vec{n} = (A, B, C) \rightarrow$ Normal vector

$a(x-x_0) + b(y-y_0) + c(z-z_0) = 0$

(x_0, y_0, z_0) a point on a plane

Ex: $\vec{n} = (-3, 2, 5)$, passes through $(1, 0, -2) \Rightarrow$

$$-3x + 2y + 5z = D$$

$$-3 \cdot 1 + 2 \cdot 0 + 5 \cdot (-2) = -13 \Rightarrow$$

$$-3x + 2y + 5z = -13$$

Cross products

* Cross product is a vector that's orthogonal to the two vectors that are crossed.

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \vec{i} \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} - \vec{j} \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} + \vec{k} \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

$$= \vec{i} (a_2 b_3 - a_3 b_2) - \vec{j} (a_1 b_3 - a_3 b_1) + \vec{k} (a_1 b_2 - a_2 b_1)$$

* $[]$: Matrix $| |$: Determinant (more on determinants later)

Ex $\vec{a} = (1, 2, 3)$, $\vec{b} = (-1, 0, 3) \Rightarrow \vec{a} \times \vec{b} = ?$

$$\vec{a} \times \vec{b} = \vec{i} \begin{vmatrix} 2 & 3 \\ 0 & 3 \end{vmatrix} - \vec{j} \begin{vmatrix} 1 & 3 \\ -1 & 3 \end{vmatrix} + \vec{k} \begin{vmatrix} 1 & 2 \\ -1 & 0 \end{vmatrix}$$

$$= \vec{i} (6 - 0) - \vec{j} (3 + 3) + \vec{k} (0 + 2)$$

$$= 6\vec{i} - 6\vec{j} + 2\vec{k}$$

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

$$= [6 \ -6 \ 2]$$

$$= \begin{bmatrix} 6 \\ -6 \\ 2 \end{bmatrix}$$

Different notations for the same vector.

* Cross product is a vector that's orthogonal to the two vectors that are crossed.

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \vec{i} \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} - \vec{j} \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} + \vec{k} \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$
$$= \vec{i} (a_2 b_3 - a_3 b_2) - \vec{j} (a_1 b_3 - a_3 b_1) + \vec{k} (a_1 b_2 - a_2 b_1)$$

$$* \underbrace{\|\vec{u} \times \vec{v}\|}_{\text{length of cross product}} = \|\vec{u}\| \cdot \|\vec{v}\| \cdot \sin \theta$$

Length of the
cross product vector
vs.

Dot product

* Length of the cross product vector is a scalar that tells us how different two crossed vectors are:

$$\|\vec{u} \times \vec{v}\| = \|\vec{u}\| \cdot \|\vec{v}\| \cdot \sin \theta$$

- * If $\vec{u} \perp \vec{v}$, length of the cross product is maximized.
- * If \vec{u} and \vec{v} are collinear, length of the cross product is zero.

* Dot Product tells us how similar two dotted vectors are:

$$\vec{u} \cdot \vec{v} = \|\vec{u}\| \cdot \|\vec{v}\| \cdot \cos \theta$$

- * If $\vec{u} \perp \vec{v}$, dot product is 0.
- * If \vec{u} and \vec{v} point the same direction, dot product ^{is} max.
- * If \vec{u} and \vec{v} point the opposite direction, dot product ^{is} min.

* This page is its own summary. Copy all of it.