

dot product of two vectors. L-17 ①

$$a^T b = \vec{a} \cdot \vec{b} = (\vec{a} \cdot \vec{b}) \rightarrow \text{old notation.}$$

How (where) does one use a dot product?

① To find angle between two vectors.

Find the angle between the vector

$$a^T = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} \text{ and the } x, y, z \text{ axis.}$$

$$x^T = [1 \ 0 \ 0]$$

$$x \cdot a^T = |x| |a| \cos \theta$$

$$\therefore [1 \ 0 \ 0] \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} = (\sqrt{1^2 + 0^2 + 0^2}) (\sqrt{1^2 + 1^2 + 1^2}) \cos \theta.$$

$$\therefore 1 = (1) \sqrt{3} \cos \theta \quad \therefore \cos \theta = 1/\sqrt{3}$$

$$\theta = \cos^{-1} (1/\sqrt{3})$$

• Check angle of $\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$ with $\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$ is 45°

→ What is angle of the n dimensional vector $\begin{bmatrix} 1 \\ \vdots \\ 1 \end{bmatrix}$ with coordinate axis?

$$\text{Kunvar: } \cos \theta = \frac{1}{\sqrt{n}} \quad \theta = \cos^{-1} \frac{1}{\sqrt{n}}$$

Other uses of the dot product (2)

- Akash Prasad : work, energy etc. for physical quantities.

$$\vec{F} \cdot d\vec{x} = dE$$

→ To find the length of a vector

$$\vec{a} = \begin{bmatrix} a_1 \\ a_2 \\ \vdots \\ a_n \end{bmatrix}$$

Nisarg: Take the dot product of a vector with itself

$$\begin{aligned} \|\vec{a}\|^2 &= \vec{a} \cdot \vec{a} \\ &= a_1^2 + a_2^2 + \dots + a_n^2 \end{aligned}$$

→ Distance between two points.

Ex: (2, 3, 5) and (1, 2, 3).

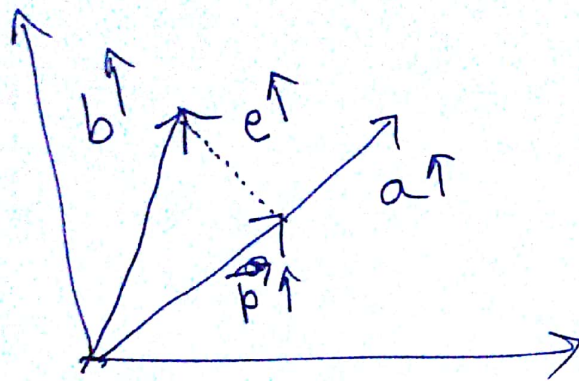
$$\vec{a} = \begin{bmatrix} 2 \\ 3 \\ 5 \end{bmatrix}, \quad \vec{b} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

$$\vec{c} = \vec{a} - \vec{b} = \begin{bmatrix} 2-1 \\ 3-2 \\ 5-3 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 2 \end{bmatrix}$$

$$\text{distance}^2 = \vec{c} \cdot \vec{c} = (1^2 + 1^2 + 2^2) = 6$$

$$\text{distance} = \sqrt{6}$$

Finding projection of a vector on another vector (3)



How are \vec{b} , \vec{p} and \vec{e} related?

Abutibyan: $\vec{b} = \vec{p} + \vec{e}$

$$\vec{e} = \vec{b} - \vec{p}$$

Since \vec{p} and \vec{a} are colinear

$$\vec{p} = x \vec{a} \quad (x \text{ is a scaling factor}).$$

From geometry, we know that

$$\vec{e} \perp \vec{a}$$

$$\vec{a} \cdot \vec{e} = 0$$

(in the test notation $\vec{a}^T \vec{e} = 0$)

$$\Rightarrow \vec{a} \cdot (\vec{b} - \vec{p}) = 0$$

$$\Rightarrow \vec{a} \cdot (\vec{b} - x \vec{a}) = 0$$

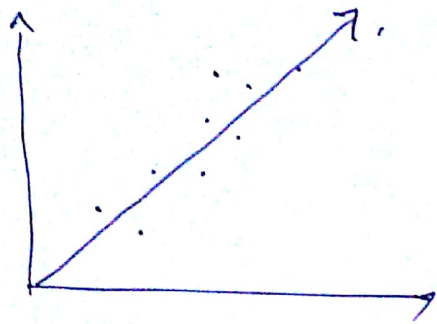
$$\Rightarrow \boxed{x = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}}}$$

The projected vector
 $\vec{p} = x \vec{a}$

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You are given data points
 $(x_1, y_1), (x_2, y_2), (x_3, y_3) \dots$

Fit a line passing through the
 data points.



Due to limitations
 of experiment (and
 theory) the data
 points never fall on
 a line.

One needs to find the best fit.

Find the slope m such that the fit
 is optimum.

$$y = mx$$

[the equation to be fit]

$$y_1 = m x_1$$

$$y_2 = m x_2$$

$$\vdots$$

$$y_l = m x_l.$$

Consider $y \uparrow = \begin{bmatrix} y_1 \\ \vdots \\ y_l \end{bmatrix}$

and $x \uparrow = \begin{bmatrix} x_1 \\ \vdots \\ x_l \end{bmatrix}$

$$y \uparrow - m x \uparrow = 0.$$

In reality the above is not zero.

Describe the error vector

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$$e \uparrow = y \uparrow - m x \uparrow$$

where $e \uparrow$ is the error of the fit.

→ aim is to minimize $\|e \uparrow\|$

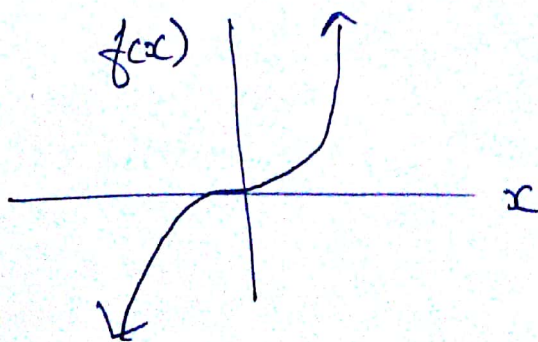
to minimize $\|e \uparrow\|$ by varying m .

$$\frac{d}{dm} \|e \uparrow\|^2 = 0.$$

Arya: Not necessarily minimum
could also be a maximum.

Shrey: The max. could be at infinity.

Aryali: It could be a point of
inflection. → consider x^3

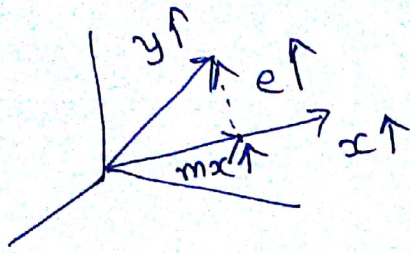


$\frac{df}{dx}$ at $x=0$?

$\|e \uparrow\|^2$ is quadratic (2nd power in m), and the
the max has to be at infinity.

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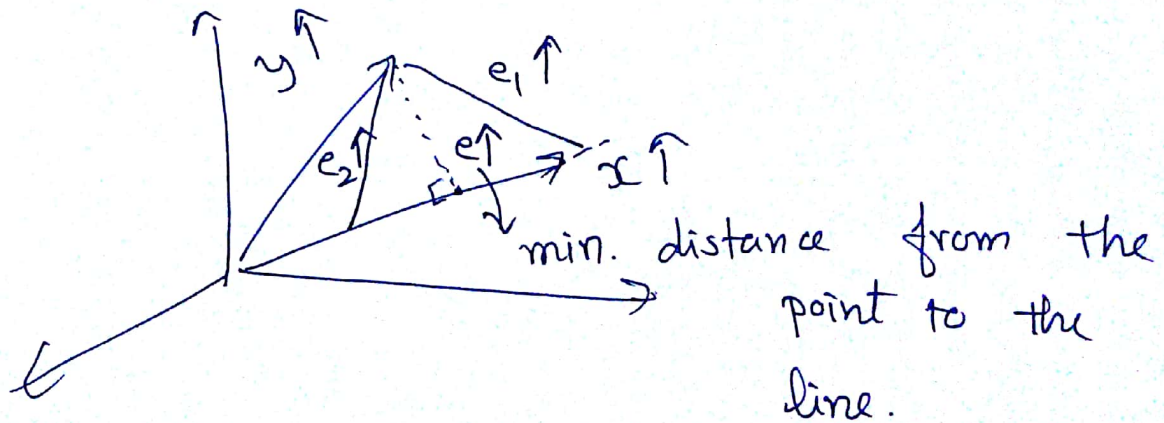
Different way of fitting a line



If \hat{y} and \hat{x} are colinear then $\hat{y} = m\hat{x}$ is exactly solvable.

Use the same calculation as before in the projection

$$m = \frac{\hat{x}^T \hat{y}}{\hat{x}^T \hat{x}} \quad \left[m = \frac{\hat{x}^T y}{\hat{x}^T x} \text{ as per text book} \right]$$



given 3 points $(1, 2)$, $(0, 3)$, $(2, -1)$.
find fit $y = mx$ to the data.

Find the best fit value of m .

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fit $(2, 5), (1, 3), (3, 10)$.

to $y = mx$

$$m = \frac{43}{14}$$

$$x \uparrow = \begin{bmatrix} 2 \\ 1 \\ 3 \end{bmatrix}$$

$$y \uparrow = \begin{bmatrix} 5 \\ 3 \\ 10 \end{bmatrix}$$

$$m = \frac{x^T y}{x^T x} = \frac{\vec{x}^T y \uparrow}{\vec{x}^T x \uparrow} = \frac{43}{14}.$$