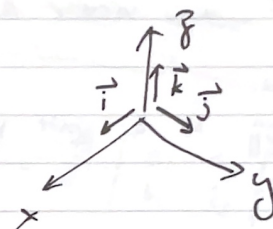
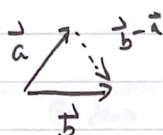
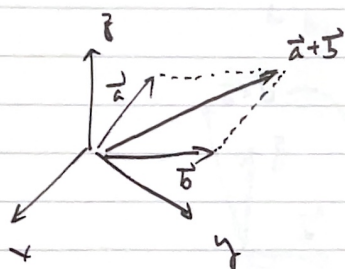


ME564 L21

Overview of vectors in 3D

- inner product
- norm
- cross product

Consider a 3-D space



before \underline{x} vector
now \underline{i} vector.

$\underline{i}, \underline{j}, \underline{k}$ unit vectors (unit length)

form an orthonormal basis
(Euclidean spaces)

$$\underline{a} = a_1 \underline{i} + a_2 \underline{j} + a_3 \underline{k}$$

$$\underline{b} = b_1 \underline{i} + b_2 \underline{j} + b_3 \underline{k}$$

$\underline{i}, \underline{j}, \underline{k}$ orthonormal basis

$$\underline{a} + \underline{b} = (a_1 + b_1) \underline{i} + (a_2 + b_2) \underline{j} + (a_3 + b_3) \underline{k}$$

orthonormal (normalized)
orthogonal (non-normalized)

Can write vectors as 3x1 matrices:

$$\underline{a} = \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix} \quad \underline{b} = \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix} \quad \underline{i} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \quad \underline{j} = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} \quad \underline{k} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

Inner Product

$$\underline{a} \cdot \underline{b} = a_1 b_1 + a_2 b_2 + a_3 b_3 \quad (\text{scalar})$$

$$\langle \underline{a}, \underline{b} \rangle \quad (\text{Dirac "bra" "ket"})$$

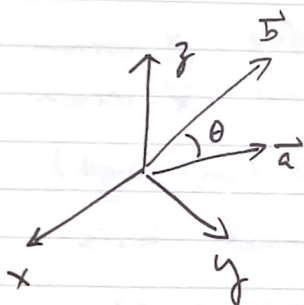
$$\underline{a}^T \underline{b} = [a_1 \ a_2 \ a_3] \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

length of $\vec{a} = \sqrt{a_1^2 + a_2^2 + a_3^2}$ (i, j, k are orthogonal)

norm: $\|\vec{a}\| = \sqrt{\vec{a} \cdot \vec{a}}$ $\vec{a}^T \vec{a} = [a_1 \ a_2 \ a_3] \begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix}$
 $= (\vec{a} \cdot \vec{a})^{1/2}$

can normalized a vector \vec{a}

by $\frac{\vec{a}}{\|\vec{a}\|}$ is a unit vector

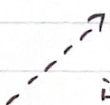


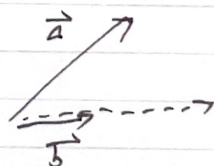
$$\vec{a} \cdot \vec{b} = \|\vec{a}\| \|\vec{b}\| \cos \theta$$

if parallel $\vec{a} \cdot \vec{b} = \|\vec{a}\| \|\vec{b}\|$

if perpendicular $\vec{a} \cdot \vec{b} = 0$

project \vec{a} into \vec{b} direction

length of  is $\vec{a} \cdot \vec{b}$ (assume $\|\vec{b}\| = 1$)



$(\vec{a} \cdot \vec{b}) \vec{b}$ \vec{a} proj. onto \vec{b}

if $\|\vec{b}\| \neq 1$ then $\frac{(\vec{a} \cdot \vec{b}) \vec{b}}{\|\vec{b}\|^2}$

Cauchy-Schwarz Inequality

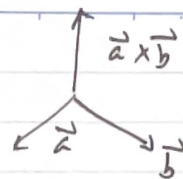
for all \vec{a}, \vec{b}

$$|\vec{a} \cdot \vec{b}| \leq \|\vec{a}\| \|\vec{b}\|$$

Triangle Inequality

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

Cross - product



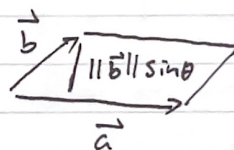
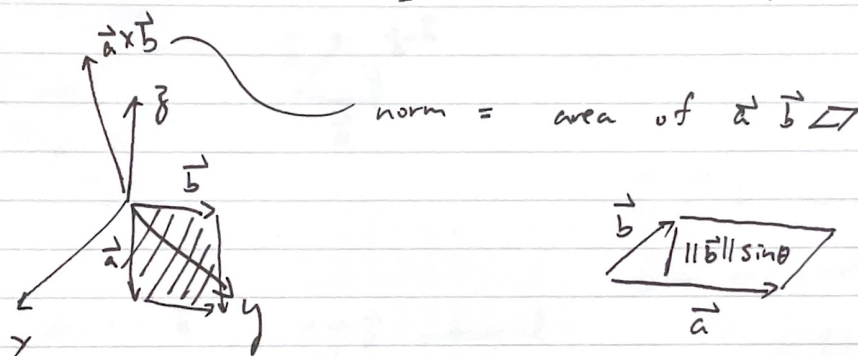
$$\vec{a} = a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}$$

$$\vec{b} = b_1 \vec{i} + b_2 \vec{j} + b_3 \vec{k}$$

$$\vec{a} \times \vec{b}$$

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

a vector



$$\|\vec{a} \times \vec{b}\| = \|\vec{a}\| \|\vec{b}\| \sin \theta$$

$$\begin{bmatrix} \vec{a} \times \vec{b} \\ \vec{i} \\ \vec{j} \\ \vec{k} \end{bmatrix} = \underbrace{\begin{bmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ -a_2 & a_1 & 0 \end{bmatrix}}_{\vec{a}_x} \begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$$

skew-symmetric

$\nabla \times$ (curl)

$$\begin{bmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \\ \frac{\partial}{\partial z} \end{bmatrix} \times$$