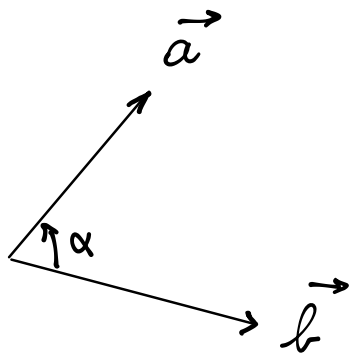


IL PRODOTTO SCALARE DI 2 VETTORI



α = angolo (più piccolo) tra i 2 vettori

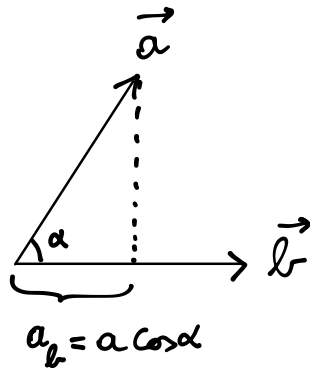
PRODOTTO SCALARE DI
 \vec{a} E \vec{b}

$$\vec{a} \cdot \vec{b} = ab \cos \alpha$$

PER DEFINIZIONE

$$\vec{a} \cdot \vec{b} = ab \cos \alpha = \underbrace{(a \cos \alpha)}_{a_b} b$$

SI PRONUNCIA
"a SCALAR b"

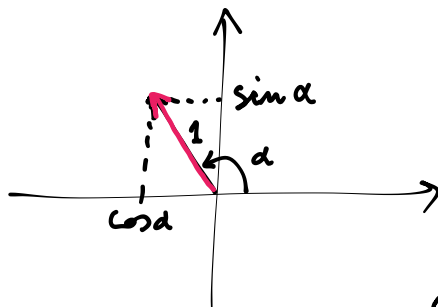


PROPRIETÀ DEL PRODOTTO SCALARE

• COMMUTATIVITÀ $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$

- SE $\vec{a} = \vec{0}$ OPPURE $\vec{b} = \vec{0}$, ALLORA $\vec{a} \cdot \vec{b} = 0$
- $\vec{0}$ VETTORE NULO
- MODULO 0
- DIREZIONE E VERSO INDETERMINATI

- SE $\vec{a} \perp \vec{b}$ (PERPENDICOLARI), ALLORA $\vec{a} \cdot \vec{b} = 0$ ($\cos 90^\circ = 0$)



$$\cos 0^\circ = 1$$

$$\cos 90^\circ = 0$$

$$\cos 180^\circ = -1$$

$$-1 \leq \cos \alpha \leq 1$$

o $0^\circ < \alpha < 90^\circ$, allora $\cos \alpha > 0$

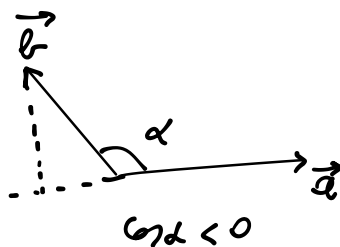
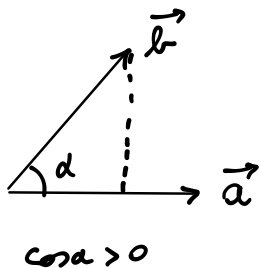
o $90^\circ < \alpha < 180^\circ$, allora $\cos \alpha < 0$

• SE α ACUTO, ALLORA

$$\vec{a} \cdot \vec{b} > 0$$

SE α OTTUSO, ALLORA

$$\vec{a} \cdot \vec{b} < 0$$



• PROPRIETÀ DISTRIBUTIVA

$$(\vec{a} + \vec{b}) \cdot \vec{c} = \vec{a} \cdot \vec{c} + \vec{b} \cdot \vec{c}$$

• PROPRIETÀ IMPORTANTISSIMA = SE I VETTORI SONO DATI
CON LE COMPONENTI CARTESIANE

$$\vec{a} = (a_x, a_y) \quad \vec{b} = (b_x, b_y)$$

$$\vec{a} \cdot \vec{b} = a_x b_x + a_y b_y$$

DIMOSTRAZIONE

$$\vec{a} = (a_x, a_y) = a_x \hat{x} + a_y \hat{y}$$

$$\vec{b} = (b_x, b_y) = b_x \hat{x} + b_y \hat{y}$$

$$\vec{a} \cdot \vec{b} = (a_x \hat{x} + a_y \hat{y}) \cdot (b_x \hat{x} + b_y \hat{y}) =$$

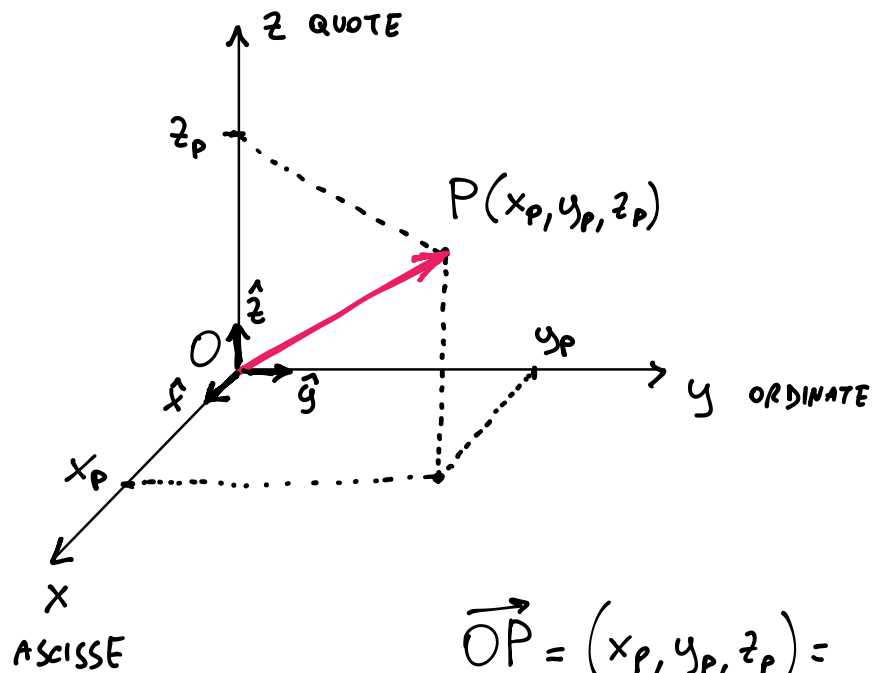
$$= a_x \hat{x} \cdot b_x \hat{x} + \underbrace{a_x \hat{x} \cdot b_y \hat{y}}_{=0 \text{ perché } a_x \hat{x} \perp b_y \hat{y}} + \underbrace{a_y \hat{y} \cdot b_x \hat{x}}_{=0 \text{ IDEM}} + a_y \hat{y} \cdot b_y \hat{y} =$$

$a_x \hat{x}$
 $b_x \hat{x}$

$$= a_x b_x + a_y b_y$$

$$a_x \hat{x} \cdot b_x \hat{x} = a_x b_x$$

In generale si lavora nello spazio



$$\left. \begin{aligned} \hat{x} &= (1, 0, 0) \\ \hat{y} &= (0, 1, 0) \\ \hat{z} &= (0, 0, 1) \end{aligned} \right\} \begin{array}{l} \text{VERSORI} \\ \text{DEGLI ASSI} \\ \text{CARTESIANI} \end{array}$$

$$\begin{aligned} \vec{OP} &= (x_P, y_P, z_P) = \\ &= x_P \hat{x} + y_P \hat{y} + z_P \hat{z} \end{aligned}$$