Section 12.3 - The Dot Product

Vector Calc

Possible to multiply 2 vectors? Useful quantity?

Dot Product: a= (a, az, az) b= (b, bz, bz) (Scalar Product)

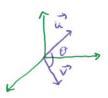
1. B = a,b, + a2b2 + a3b3 (Scalar)

\* Defined for V"

Properties of Dot Product:

$$|\vec{n}\cdot\vec{q}-|\vec{q}|^2$$

1. 
$$\vec{a} \cdot \vec{a} = |\vec{a}|^2$$
 2.  $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$  3.  $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$   
4.  $(\vec{c}\vec{a}) \cdot \vec{b} = c(\vec{a} \cdot \vec{b}) = \vec{a} \cdot (\vec{c}\vec{b})$  5.  $\vec{0} \cdot \vec{a} = 0$ 



If to is the angle between vand it then v. i = |v|. |v| cost

Proof apply Law of cosines to triangle



A If two rectors are parrallel then 0 = 0 or Tr

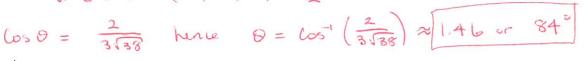
Otthogonal (Perpendicular) Vectors: if angle between is 1/2

Example 3 find the argle between 
$$\vec{a}=\{2,2,-1\}$$
 and  $\vec{b}=\{5,-3,2\}$ .

 $|\vec{\alpha}| = \sqrt{4+4+1} = 3$   $|\vec{b}| = \sqrt{25+9+4} = \sqrt{38}$ 

$$\vec{v} \cdot \vec{b} = 10 + (-6) + (-2) = 2$$

Le 
$$\theta = \cos^{-1}\left(\frac{2}{3\sqrt{38}}\right)$$

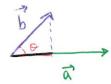


Direction Angles

The angles a makes with the positive x,y, t axes

$$\cos X = \frac{\vec{a} \cdot \vec{l}}{|\vec{a}| \cdot |\vec{l}|} \frac{\alpha_1}{|\vec{a}|} \cos \beta = \frac{\vec{a} \cdot \vec{j}}{|\vec{a}| \cdot |\vec{j}|} \frac{\alpha_2}{|\vec{a}| \cdot |\vec{k}|} \cos \gamma = \frac{\vec{a} \cdot \vec{k}}{|\vec{a}| \cdot |\vec{k}|} \frac{\alpha_3}{|\vec{a}|}$$

$$\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = \frac{\alpha_1^2 + \alpha_2^2 + \alpha_3^2}{|\vec{a}'|^2} = 1$$



Scalar projection of bonto a

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

Vector Projection of bonto a

$$Projeb = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \cdot \frac{\vec{a}}{|\vec{a}|}$$

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Example 6 | Find the scalar and vector projections of  $\vec{u}=\langle 1,1,2\rangle$  onto  $\vec{J}=\langle -2,3,1\rangle$ .

$$lonp_{\vec{v}}\vec{u} = \frac{\vec{v} \cdot \vec{u}}{|\vec{v}|} = \frac{-2+3+2}{|\vec{v}|4|} = \frac{3}{|\vec{v}|4|}$$
 length of projection

$$proj_{\vec{v}}\vec{u} = \frac{\vec{v} \cdot \vec{u}}{|\vec{v}|^2} \cdot \vec{v} = \frac{3}{14} \vec{v} = \left[ \frac{3}{7}, \frac{9}{14}, \frac{3}{14} \right]$$
 Vector of projection

Applications w=fd Constant force vector F not in direction of B



Example 7 A wagon is pulled a distance of 100m along a horitantal path by a constant force of 70N. The handle of the wagon is held at an angle of 35° above the horizon.

