

Section 9.2.3 Operations on Vectors

Let $u = \langle u_1, u_2, u_3 \rangle$ and $v = \langle v_1, v_2, v_3 \rangle$ and $c \in \mathbb{R}$.

Addition: $u + v = \langle u_1 + v_1, u_2 + v_2, u_3 + v_3 \rangle$

Scalar Mult: $c u = \langle c u_1, c u_2, c u_3 \rangle$

Subtraction: $u - v = u + (-1)v$

Fact: Every vector $v = \langle a, b, c \rangle$ is a sum of scalar multiples of the **standard unit vectors**

$$i = \langle 1, 0, 0 \rangle \quad j = \langle 0, 1, 0 \rangle \quad k = \langle 0, 0, 1 \rangle$$

$$v = \langle a, b, c \rangle = \langle a, 0, 0 \rangle + \langle 0, b, 0 \rangle + \langle 0, 0, c \rangle = ai + bj + ck.$$

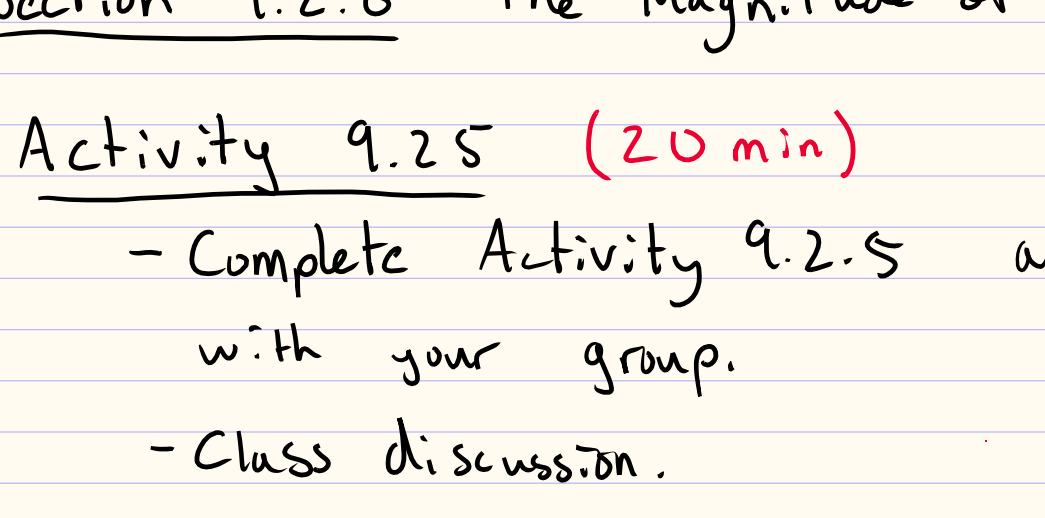
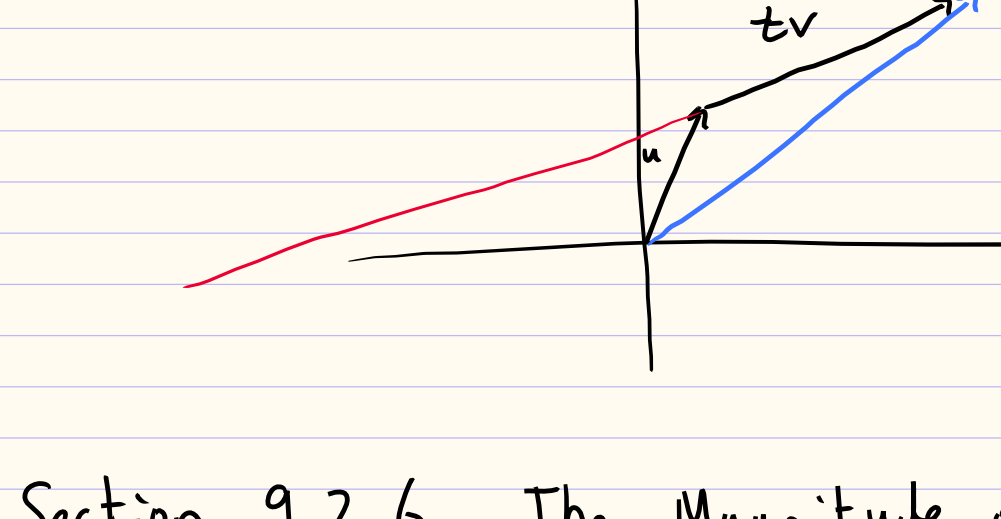
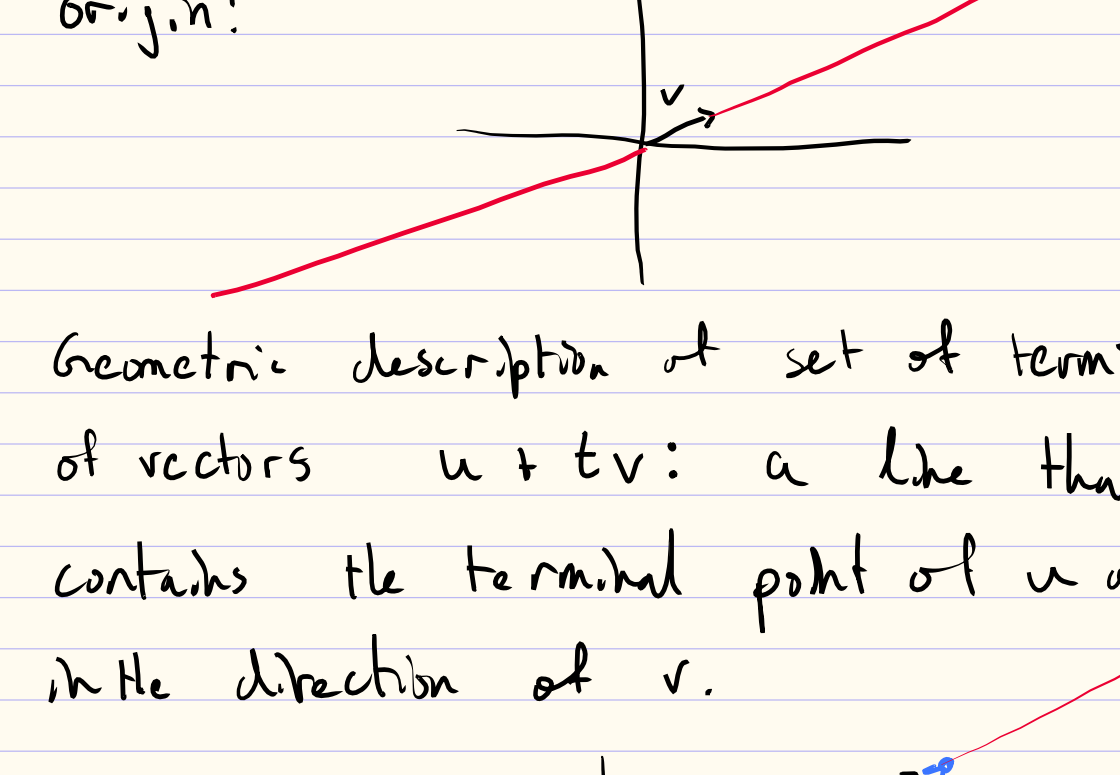
Section 9.2.4 Properties of Vector Operations

Let u, v, w be vectors in \mathbb{R}^n and $a, b \in \mathbb{R}$. Then

- $u + v = v + u$
- $(u + v) + w = u + (v + w)$
- The **zero vector** $0 = \langle 0, \dots, 0 \rangle$ satisfies $0 + v = v = v + 0$
- $v + (-1)v = 0 = (-1)v + v$. We write $-v = (-1)v$ and call $-v$ the **additive inverse** of v .
- $(a+b)v = av + bv$
- $a(u+v) = au + av$
- $(ab)v = a(bv)$
- $1 \cdot v = v$

Section 9.2.5 Geometric Interpretation of Vector Operations

Let $u = \langle a, b \rangle$ and $v = \langle c, d \rangle \Rightarrow u+v = \langle a+c, b+d \rangle$



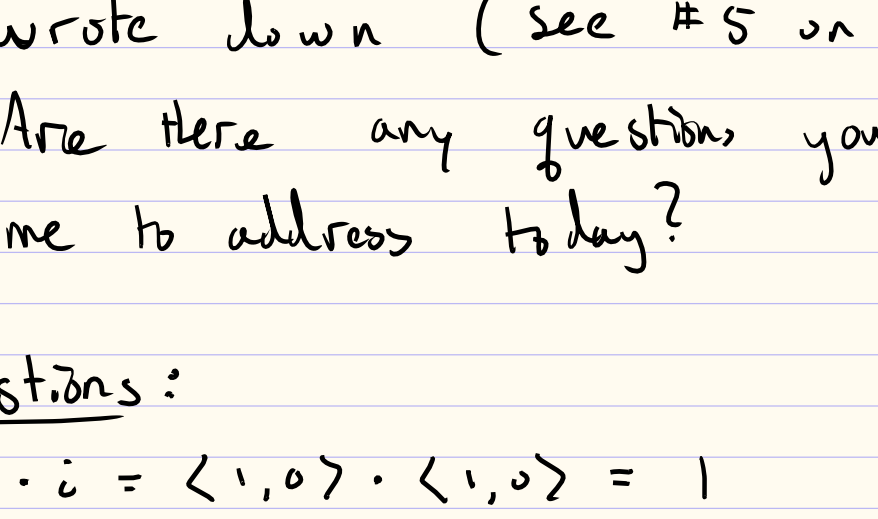
Activity 9.2.4 (20 min)

- Complete Activity 9.2.4 and discuss with your group
- Class discussion.

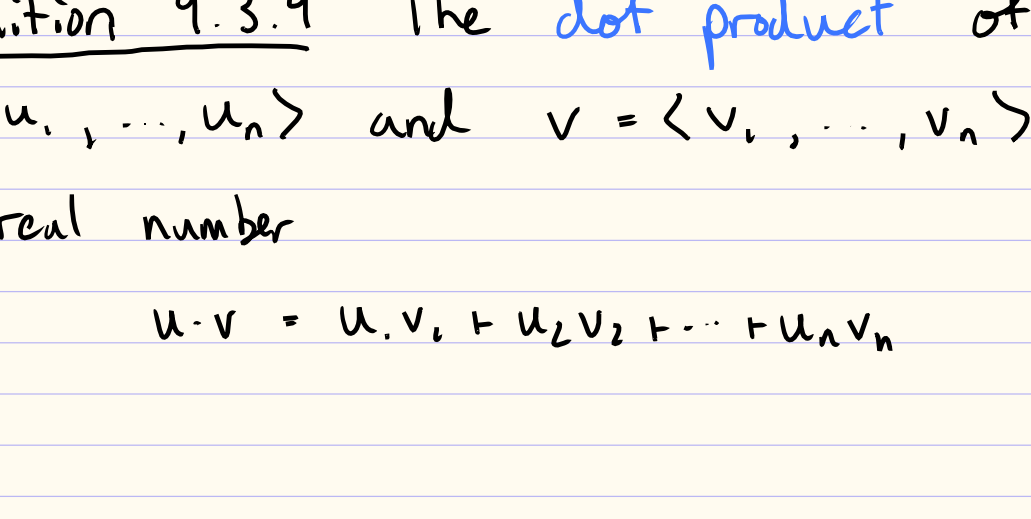
What is $0 \cdot v$? Say $v = \langle a, b \rangle$

$$0 \cdot v = \langle 0 \cdot a, 0 \cdot b \rangle = \langle 0, 0 \rangle$$

Geometric description of set of terminal points of vectors tv : a line through the origin!



Geometric description of set of terminal points of vectors $u + tv$: a line that contains the terminal point of u and runs in the direction of v .



Section 9.2.6 The Magnitude of a Vector

Activity 9.2.5 (20 min)

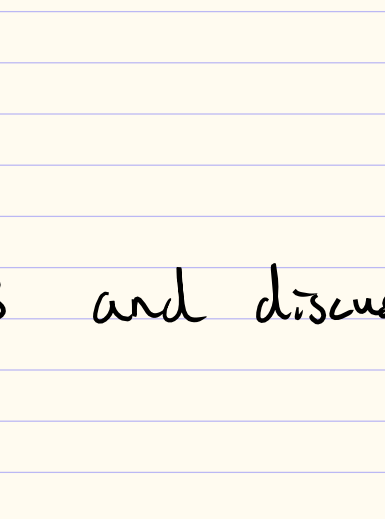
- Complete Activity 9.2.5 and discuss with your group.
- Class discussion.

c. Formula for $|v|$ if $v = \langle v_1, v_2, v_3 \rangle$:

$$|v| = \sqrt{v_1^2 + v_2^2 + v_3^2}$$

d. When is $|u+v| = |u+v|$?

If u and v are parallel!



g. Relation between $|tv|$ and $|v|$:

$$|tv| = |t| \cdot |v|$$

i. Unit vector in the direction of v : $\frac{v}{|v|}$.

Proof: $|\frac{v}{|v|}| = |\frac{1}{|v|}| \cdot |v| = \frac{|v|}{|v|} = 1.$

End of Section 9.2

Section 9.3 The Dot Product

Reading Debrief (8-10 min)

- Discuss Sections 9.3.1/9.3.2 with your group. Ask any questions you wrote down (see #5 on Reading 2).
- Are there any questions you want me to address today?

Questions:

- $i \cdot i = \langle 1, 0 \rangle \cdot \langle 1, 0 \rangle = 1$
- $i \cdot j = \langle 1, 0 \rangle \cdot \langle 0, 1 \rangle = 0$

Section 9.3.1 The Dot Product

Definition 9.3.4 The **dot product** of $u = \langle u_1, \dots, u_n \rangle$ and $v = \langle v_1, \dots, v_n \rangle$ is the real number

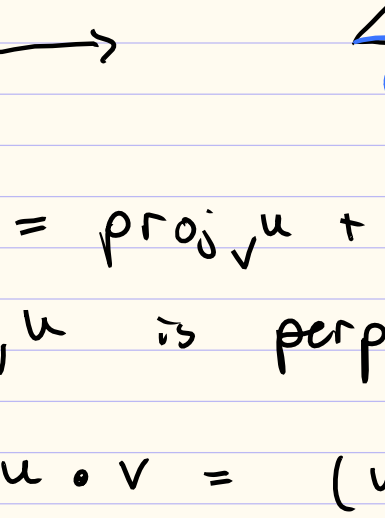
$$u \cdot v = u_1 v_1 + u_2 v_2 + \dots + u_n v_n$$

Properties of the Dot Product

- $u \cdot v = v \cdot u$
- $(u+v) \cdot w = u \cdot w + v \cdot w$
- $(cu) \cdot v = c(u \cdot v)$
- $u \cdot u = |u|^2$

Section 9.3.2 The angle between vectors

Any 2 vectors u, v determine a triangle



The Law of Cosines relates the quantities $|u|, |v|, |u-v|, \theta$. You will get

$$u \cdot v = |u||v| \cos \theta$$

or $\theta = \cos^{-1} \left(\frac{u \cdot v}{|u||v|} \right).$

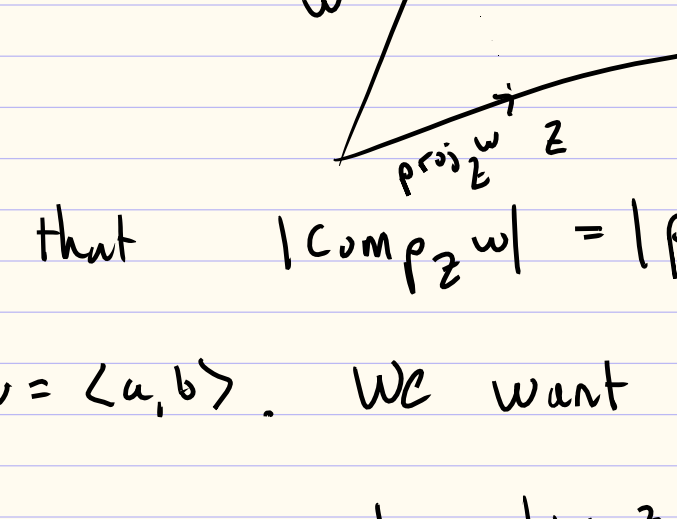
Activity 9.3.3 (20 min)

- Complete Activity 9.3.3 and discuss with your group.
- Class discussion.

Section 9.3.3 The Dot Product and Orthogonality

Summary of Activity 9.3.3

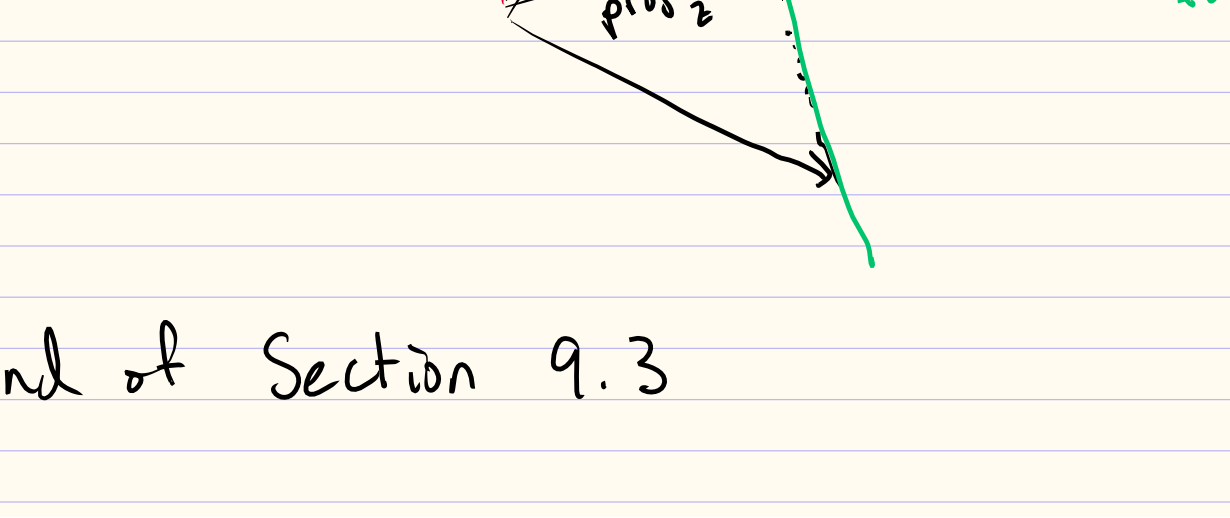
The angle θ between vectors satisfies $0 \leq \theta \leq \pi$.



$u \cdot v = 0$ if and only if $\cos \theta = 0$ if and only if $\theta = 90^\circ$.

$u \cdot v > 0$ if and only if $\cos \theta > 0$ if and only if θ is acute

$u \cdot v < 0$ if and only if $\cos \theta < 0$ if and only if θ is obtuse



Section 9.3.4 Work, Force, Displacement

Work is a measure of the energy to displace an object with a force.

According to the physicists, the work W required to displace an object from A to B with a force \vec{F} is given by

$$W = \vec{F} \cdot \vec{AB} = |\vec{F}| |\vec{AB}| \cos \theta.$$

According to the formula and by trigonometry, the work W only depends on the magnitude of the force parallel to the displacement.

Activity 9.3.4 (15 min)

- Complete 9.3.4 and discuss w/ your group.
- Class discussion.

$$W = 25 \cdot 10 \cdot \cos 30^\circ = 125\sqrt{3}$$

Section 9.3.5 Projections

Motivation: Given vectors u and v , we want to write u as a sum

$$u = \text{proj}_v u + \text{proj}_{\perp v} u$$

where $\text{proj}_v u$ is parallel to v and $\text{proj}_{\perp v} u$ is perpendicular to v .

We have $u = \text{proj}_v u + \text{proj}_{\perp v} u$. Since $\text{proj}_{\perp v} u$ is perp. to v , we get

$$0 = \text{proj}_{\perp v} u \cdot v = (u - \text{proj}_v u) \cdot v = u \cdot v - \text{proj}_v u \cdot v.$$

Since v is parallel to $\text{proj}_v u$, there is some scalar K such that $\text{proj}_v u = Kv$. Then

$$K = \frac{u \cdot v}{v \cdot v}.$$

Then $\text{proj}_v u = Kv = \frac{u \cdot v}{v \cdot v} v$. *The Projection of u onto v*

We also define $\text{Comp}_v u = \frac{u \cdot v}{|v|}$.

Then $\text{proj}_v u = \frac{u \cdot v}{|v|} \cdot \frac{v}{|v|} = \text{comp}_v u \cdot \frac{v}{|v|}$. *The Component of u along v* and *a unit vector*

Activity 9.3.5 (20 min)

- Complete Activity 9.3.5 and discuss with your group.
- Class discussion.

$\text{proj}_v u = \langle -2, 4 \rangle$
 $\text{proj}_{\perp v} u = \langle 4, 2 \rangle$
 $\text{comp}_v u = -4.47$

b. Given $v = \langle -2, 4 \rangle$. What is $\text{proj}_v u$? Since v is parallel to the green vector so the projection is the same as in a.

c. Given $z = \langle 3, 4 \rangle$. Find a vector w not parallel to z such that $|\text{proj}_z w| = 10$.

We know that $|\text{comp}_z w| = |\text{proj}_z w|$

So say $w = \langle a, b \rangle$. We want

$$10 = |\text{comp}_z w| = \left| \frac{w \cdot z}{|z|} \right| = \left| \frac{3a + 4b}{5} \right|$$

Find a, b such that $3a + 4b = 50$.

This eq. describes a line perpendicular to z

End of Section 9.3