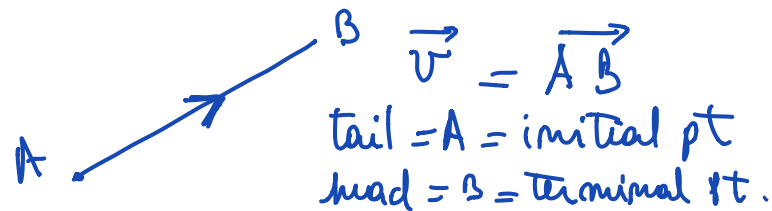


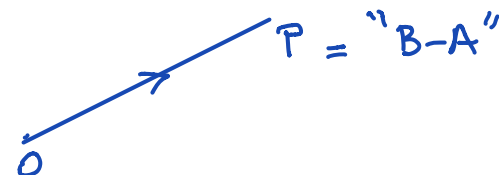
Lecture 11: §2.3 The Dot & Cross Products

Recall: Vectors in $\mathbb{R}^n = n \times 1$ matrices

In $\mathbb{R}^2$ or $\mathbb{R}^3$: directed arrow (length = magnitude of the vector = $\|\vec{v}\|$)

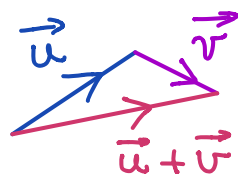


Position vector:

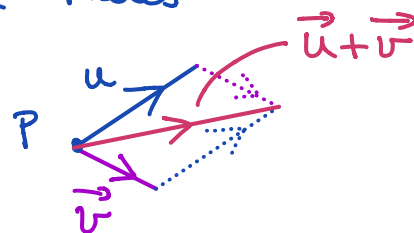


Saw how to add & scalar multiply vectors with geometric Rules

① • Triangle Law:



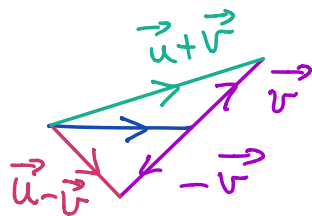
• Parallelogram Law:



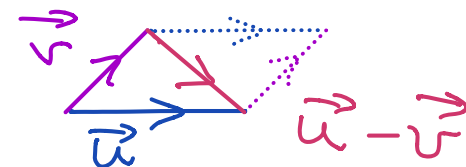
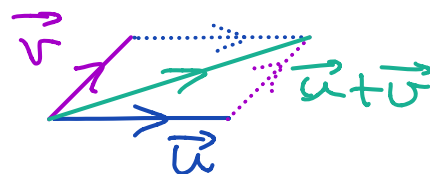
② $\alpha \vec{v}$ has $\|\alpha \vec{v}\| = |\alpha| \|\vec{v}\|$ & direction $(\alpha \vec{v}) = \begin{cases} \text{same as } \vec{v} & \text{if } \alpha > 0 \\ \text{opposite to } \vec{v} & \text{if } \alpha < 0 \end{cases}$

Subtraction / Difference = combine ① & ② ($\vec{u} - \vec{v} = \vec{u} + (-1) \cdot \vec{v}$)

Triangle Law:



Parallelogram Law: Take the 2nd diagonal!



The Dot Product

Recall Given $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ \vdots \\ u_m \end{bmatrix}$, $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ \vdots \\ v_m \end{bmatrix}$ in $\mathbb{R}^m$, we define the dot product

$$\vec{u} \cdot \vec{v} =$$

Algebraic Properties: Inherited from matrix operations & their properties

Fix $\vec{u}, \vec{v}, \vec{w}$ vectors, α scalar.

- ① $\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$ (not true for general matrices!)
- ② $(\vec{u} + \vec{v}) \cdot \vec{w} = \vec{u} \cdot \vec{w} + \vec{v} \cdot \vec{w} = \vec{w} \cdot (\vec{u} + \vec{v})$ [Distributive]
- ③ $(\alpha \vec{u}) \cdot \vec{v} = \alpha (\vec{u} \cdot \vec{v}) = \vec{u} \cdot (\alpha \vec{v})$ [Associative]
- ④ $\vec{u} \cdot \vec{u} = \|\vec{u}\|^2$

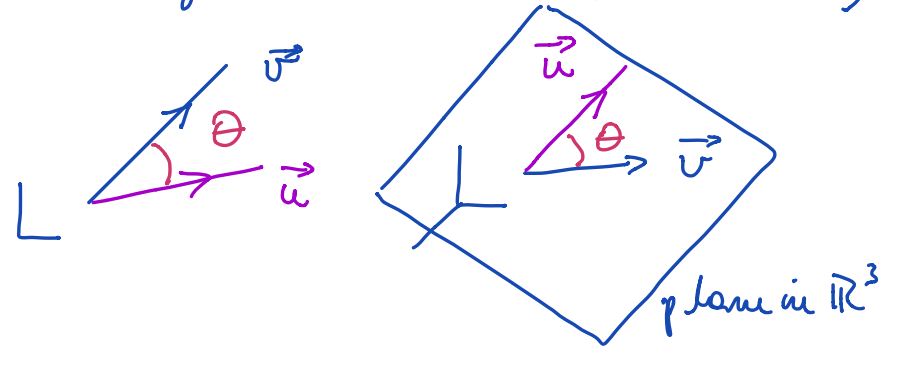
Q: Can we compute $\vec{u} \cdot \vec{v}$ in $\mathbb{R}^2$ or $\mathbb{R}^3$ using Geometry?

A: YES!

$$\vec{u} \cdot \vec{v} = \vec{u}^T \vec{v} = u_1 v_1 + u_2 v_2 + \dots + u_m v_m$$

Geometric int of $\vec{u} \cdot \vec{v}$: Fix $\vec{u}, \vec{v}$ & $\Theta = \text{angle between them}$ ($0 \leq \Theta \leq \pi$)

Theorem: $\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \Theta$



$$\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta$$

Example 1: Pick $\vec{u}, \vec{v}$ of length 3 & 6, respectively with angle $\theta = 60^\circ$ between them. Find $\vec{u} \cdot \vec{v}$.

Example 2: Find the angle between $\vec{u} = \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix}$ & $\vec{v} = \begin{bmatrix} -1 \\ 1 \\ 5 \end{bmatrix}$

Observation: $\vec{0} \cdot \vec{u} = 0$ for all $\vec{u}$.

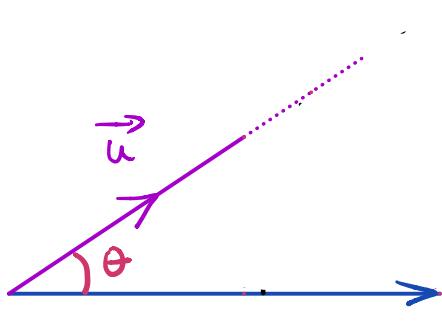
Definition: Two vectors are perpendicular (or orthogonal) whenever the angle between them is 90° . Write $\vec{u} \perp \vec{v}$.

Orthogonal Projections

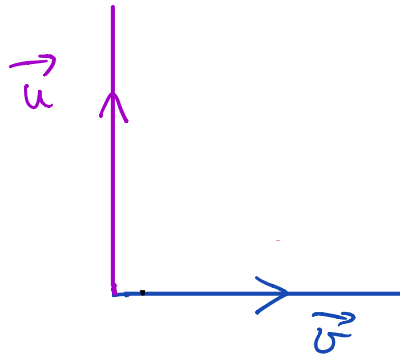
(Key Step in Gram-Schmidt)
§ 3.6

Fix $\vec{u}, \vec{v} \neq \vec{0}$

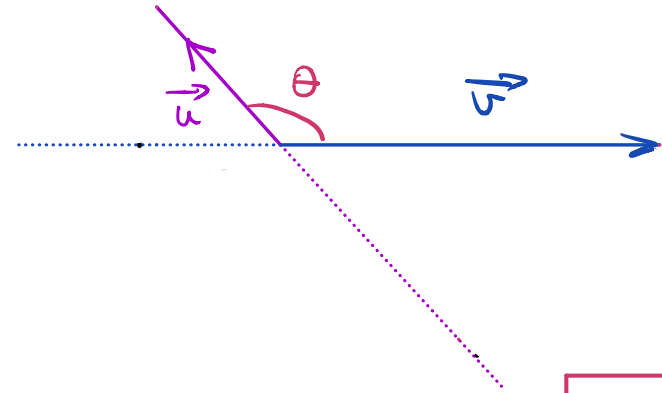
- ① $\text{proj}_{\vec{v}} \vec{u}$ = orthogonal projection of $\vec{u}$ onto $\vec{v}$ (vector projection of $\vec{u}$ along $\vec{v}$)
- ② $\text{proj}_{\vec{u}} \vec{v}$ = orthogonal projection of $\vec{v}$ onto $\vec{u}$ (vector projection of $\vec{v}$ along $\vec{u}$)



$$0 \leq \theta < 90^\circ$$



$$\theta = 90^\circ$$



$$90^\circ < \theta \leq 180^\circ$$

$$\text{proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|^2} \vec{v}$$

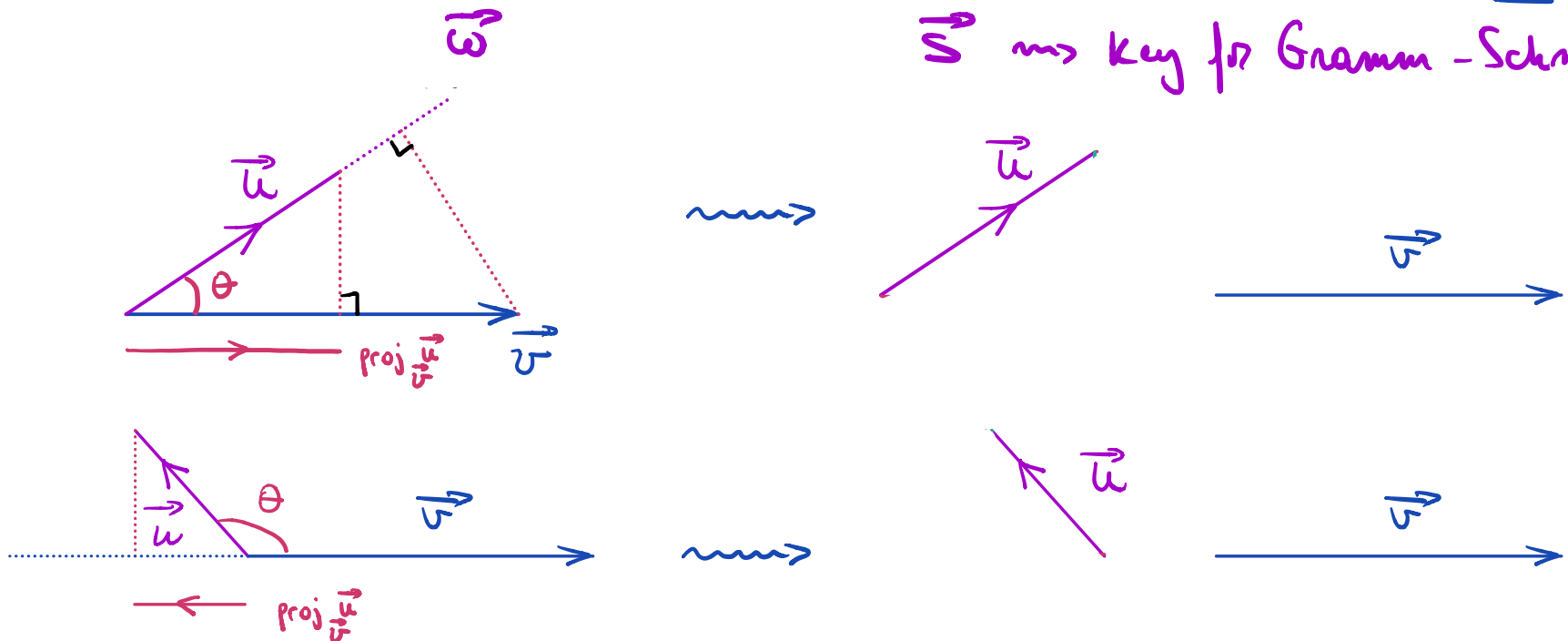
$$\text{Signed Length} = \text{comp}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|}$$

Q: Why is this important?

A We can decompose $\vec{u}$ as a sum $\vec{w} + \vec{s}$

$$\vec{u} = \text{proj}_{\vec{v}} \vec{u} + (\vec{u} - \text{proj}_{\vec{v}} \vec{u}) \quad \text{where } \vec{w} \parallel \vec{v} \text{ and } \vec{s} \perp \vec{v}$$

$\vec{s} \rightsquigarrow$ key for Gram-Schmidt

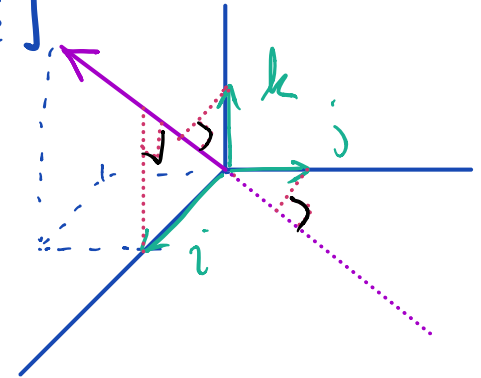


Key: $\vec{w}$ & $\vec{s}$ are the only vectors with these properties.

$$\text{proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|^2} \vec{v}$$

$$\text{comp}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|}$$

Example: Compute the projections of $\vec{i}$, $\vec{j}$, $\vec{k}$ along $\begin{bmatrix} 1 \\ -1 \\ 2 \end{bmatrix}$



Cross Product (in $\mathbb{R}^3$)

Fix $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}$, $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix}$ The cross product $\vec{u} \times \vec{v}$
is a vector in $\mathbb{R}^3$ with coordinates:

$$\vec{u} \times \vec{v} = \begin{bmatrix} \\ \\ \end{bmatrix}$$

$$\vec{u} \times \vec{v} = \begin{bmatrix} \hat{i} & \hat{j} & \hat{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{bmatrix} = \underbrace{\begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix}}_{=\text{scalar}} \hat{i} - \underbrace{\begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix}}_{=\text{scalar}} \hat{j} + \underbrace{\begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix}}_{=\text{scalar}} \hat{k}$$

Example: $\vec{u} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$ $\vec{v} = \begin{bmatrix} 2 \\ -1 \\ 2 \end{bmatrix}$ $\vec{u} \times \vec{v} = \begin{bmatrix} 7 \\ 4 \\ -5 \end{bmatrix}$ since

Properties: $\vec{u}, \vec{v}, \vec{w} \in \mathbb{R}^3$, α, β scalars

- ① $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$ [ANTICOMMUTATIVE], so $\vec{u} \times \vec{u} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$ for all $\vec{u}$
 - ② $\alpha \vec{u} \times \beta \vec{v} = (\alpha\beta) (\vec{u} \times \vec{v})$ [Associative], so $\vec{0} \times \vec{u} = \vec{0}$
 - ③ $\vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$
 - ④ $(\vec{u} + \vec{v}) \times \vec{w} = \vec{u} \times \vec{w} + \vec{v} \times \vec{w}$
 - ⑤ $\vec{u} \cdot (\vec{v} \times \vec{w}) = (\vec{u} \times \vec{v}) \cdot \vec{w}$
- [Distributive]

Q: Why anticommutative? $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$.

Key Proposition: $\vec{u} \times \vec{v} \perp \vec{u}$ & $\vec{u} \times \vec{v} \perp \vec{v}$