

Dot Product:

$$\vec{u} = \langle u_1, u_2 \rangle$$

$$\vec{v} = \langle v_1, v_2 \rangle$$

$$\vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 \quad \left. \begin{array}{l} \text{RE. show that } \vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}. \end{array} \right\} (\text{vector}) \cdot (\text{vector}) = \text{number}$$

Properties:

$$1. \vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$$

$$2. \vec{0} \cdot \vec{v} = 0$$

$$3. \vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$$

$$4. \vec{v} \cdot \vec{v} = \|\vec{v}\|^2$$

$$5. c(\vec{u} \cdot \vec{v}) = (c\vec{u}) \cdot \vec{v} = \vec{u} \cdot (c\vec{v}) \quad c \in \mathbb{R}.$$

You can verify all of these.

$$\text{Ex. } \langle 4, 5 \rangle \cdot \langle 2, 3 \rangle$$

$$\langle 2, -1 \rangle \cdot \langle 1, 2 \rangle$$

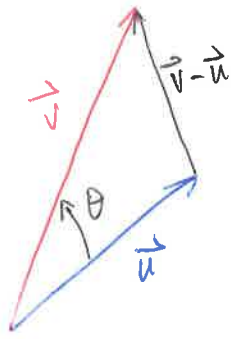
$$\langle 0, 3 \rangle \cdot \langle 4, -2 \rangle$$

$$\text{Ex. } \vec{u} = \langle -1, 3 \rangle, \vec{v} = \langle 2, -4 \rangle, \vec{w} = \langle 1, -2 \rangle$$

$$a.) (\vec{u} \cdot \vec{v}) \vec{w}$$

$$b.) \vec{u} \cdot 2\vec{v}$$

$$c.) \|\vec{u}\|$$



The angle θ between two nonzero vectors $\vec{u}$ and $\vec{v}$ is always between 0 and π .

$$0 \leq \theta \leq \pi.$$

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

Proof. Consider the triangle above.

Law of cosines says

$$\|\vec{v} - \vec{u}\|^2 = \|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\|\vec{u}\|\|\vec{v}\|\cos\theta$$

$$\|\vec{v} - \vec{u}\|^2 = (\vec{v} - \vec{u}) \cdot (\vec{v} - \vec{u}) = \|\vec{v}\|^2 - 2\vec{v} \cdot \vec{u} + \|\vec{u}\|^2, \text{ so}$$

$$-2\vec{v} \cdot \vec{u} = -2\|\vec{u}\|\|\vec{v}\|\cos\theta$$



we also get this very useful formula!

or

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

Ex. $\vec{u} = \langle 4, 3 \rangle$, $\vec{v} = \langle 3, 5 \rangle$ Find θ .

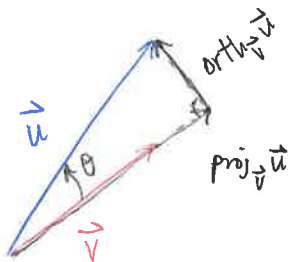
$$\cos\theta = \frac{27}{5\sqrt{34}} \Rightarrow \theta \approx 0.3869 \text{ rad}$$

Defn. Two angles are orthogonal if the angle θ between them is $\pi/2$. i.e., they are perpendicular. write $\vec{u} \perp \vec{v}$.

Consequence. $\vec{u} \perp \vec{v}$ if and only if $\vec{u} \cdot \vec{v} = 0$.

Ex. $\langle 2, -3 \rangle$ and $\langle 6, 4 \rangle$

Projections and Stuff.



Given vectors $\vec{u}$ and $\vec{v}$, $\vec{u}$ can be decomposed into components that closely reflect the direction of $\vec{v}$.

$$\vec{u} = \vec{w}_1 + \vec{w}_2$$

$$\vec{w}_1 = \text{proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\| \|\vec{v}\|} \vec{v} = \left(\frac{\vec{u} \cdot \vec{v}}{\vec{v} \cdot \vec{v}} \right) \vec{v}$$

Idea: $\frac{\vec{v}}{\|\vec{v}\|}$ is a unit vector in the direction of $\vec{v}$.

$\left\{ \begin{array}{l} \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|} \text{ is the amount needed to shrink or stretch } \\ \vec{w}_1 \text{ to make the projection orthogonal.} \end{array} \right.$

$$\vec{w}_2 = \vec{u} - \vec{w}_1 = \vec{u} - \text{proj}_{\vec{v}} \vec{u} =: \text{orth}_{\vec{v}} \vec{u}.$$

Ex. $\vec{u} = \langle 3, -5 \rangle$, $\vec{v} = \langle 6, 2 \rangle$

Find $\text{proj}_{\vec{v}} \vec{u}$, then decompose $\vec{u}$ into a sum $\vec{w}_1 + \vec{w}_2$ as above.

Application problems.

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

$$\frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|} = \|\vec{u}\| \cos \theta, \quad \text{therefore } \|\text{proj}_{\vec{v}} \vec{u}\| = \left| \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|} \right|.$$