

## Lecture 3

### 11.3. The Dot Product of Two Vectors

- Goals:**
- (1) Use properties of the dot product of two vectors.
  - (2) Find the angle between two vectors using the dot product.
  - (3) Find the direction cosines of a vector in space.
  - (4) Find the projection of a vector onto another vector.
  - (5) Use vectors to find the work done by a constant force.

Questions:

- Recall: what are the operations of vectors we have learned so far?  
Notice that the sum is a vector, so is the scalar multiplication.
- What is the Law of Cosines?

#### 11.3.1. The dot product of two vectors

- (1) Definitions:
  - Two-dim vectors:  $\langle u_1, u_2 \rangle \cdot \langle v_1, v_2 \rangle$ , the **dot product** of two vectors  $\langle u_1, u_2 \rangle$  and  $\langle v_1, v_2 \rangle$ , is  $u_1v_1 + u_2v_2$
  - Three-dim vectors:  $\langle u_1, u_2, u_3 \rangle \cdot \langle v_1, v_2, v_3 \rangle$ , the **dot product** of two vectors  $\langle u_1, u_2, u_3 \rangle$  and  $\langle v_1, v_2, v_3 \rangle$ , is  $u_1v_1 + u_2v_2 + u_3v_3$
  - Notes:
    - The dot product of **two** vectors... not of a number and a vector!
    - The dot product is always a scalar (number), not a vector!
  - Advanced questions...  
What is an  $n$ -dim vector?  
What is the dot product of two  $n$ -dim vectors?
- (2) Some properties of the dot product
  - Commutative:  $\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$
  - Distributive:  $\vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$
  - Associative:  $c(\vec{u} \cdot \vec{v}) = (c\vec{u}) \cdot \vec{v} = \vec{u} \cdot (c\vec{v})$
  - Zero-multiplication:  $\vec{0} \cdot \vec{v} = 0$ . What about  $\vec{v} \cdot \vec{0}$ ?
  - Self-multiplication:  $\vec{v} \cdot \vec{v} = \|\vec{v}\|^2$ . Why? What is  $\|\vec{v}\|$ ?
- (3) Example 1: Finding dot products (page 784)
  - Try exercises 9, 10

#### 11.3.2. Angle between two vectors

- (1) Definitions (see Figure 11.24):
  - The angle  $\theta$  between two (nonzero) vectors is between 0 and  $\pi$ . That is,  $0 \leq \theta \leq \pi$ .

- $\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$
  - $\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta$
  - $\vec{u}$  and  $\vec{v}$  are called **orthogonal** if  $\vec{u} \cdot \vec{v} = 0$ .  
Note: Two nonzero vectors  $\vec{u}$  and  $\vec{v}$  are orthogonal if and only if  $\theta = \frac{\pi}{2}$ .  
Note:  $\vec{0}$  is orthogonal to every vector!
- (2) Example 2 (page 785)  
 Finding the angle between two vectors.
- Try exercises 11-26.

### 11.3.3. Direction cosines

See Figure 11.26 (page 786)

(1) Definitions: Given  $\vec{v} = \langle v_1, v_2, v_3 \rangle$ .

- Direction angles:  $\alpha, \beta, \gamma$
- Direction cosines:  
 $\cos \alpha = \frac{v_1}{\|\vec{v}\|}, \cos \beta = \frac{v_2}{\|\vec{v}\|}, \cos \gamma = \frac{v_3}{\|\vec{v}\|}$

(2) Property:

$$\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$$

(3) Example 3 (page 786)

Finding direction angles

- Try exercises 31-38.

### 11.3.4. Decomposition, Projections & Vector components

See Figure 11.29 (page 787)

(1) Definition: Let  $\vec{u}$  and  $\vec{v}$  be nonzero vectors.

- If  $\vec{u} = \vec{w}_1 + \vec{w}_2$ , where  $\vec{w}_1$  and  $\vec{w}_2$  are orthogonal nonzero vectors, then we say that  $\vec{u}$  is **decomposed** into  $\vec{w}_1$  and  $\vec{w}_2$ .  $\vec{w}_1$  and  $\vec{w}_2$  are called **vector components**.
- Furthermore, if  $\vec{w}_1$  is parallel to  $\vec{v}$ , then  $\vec{w}_1$  is called the **projection** of  $\vec{u}$  onto  $\vec{v}$ , denoted by  $\vec{w}_1 = \text{proj}_{\vec{v}} \vec{u}$ . And  $\text{proj}_{\vec{v}} \vec{u}$  is also called the vector component of  $\vec{u}$  **along**  $\vec{v}$ .
- $\vec{w}_2 = \vec{u} - \text{proj}_{\vec{v}} \vec{u}$  is called the vector component of  $\vec{u}$  **orthogonal** to  $\vec{v}$ .

(2) How to find  $\text{proj}_{\vec{v}} \vec{u}$ ?

$$\text{Answer: } \text{proj}_{\vec{v}} \vec{u} = \left( \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|^2} \right) \vec{v}.$$

(3) Examples 4 & 5 (pages 787-788)

Decomposing a vector into vector components.

- Try exercises 43-50.

### 11.3.5. Applications

(1) Example 6 (page 788)

Finding a force.

- Try exercise 71.
- (2) Example 7 (page 789)
- Finding work.
- Try exercises 73-76.

**11.3.6. Homework Set #3**

- Read 11.3 (pages 783-789).
- Do exercises on pages 789-791:  
1, 3, 5, 7, 9, 11, 12, 13, 15, 17, 19, 21, 23, 25, 27, 29, 31, 33, 35, 41, 43, 45,  
47, 49, 65, 67, 69, 71, 73, 75, 76, 77, 78