

Section 12.3 The dot product.

Definition. The **dot** or **scalar product** of two nonzero vectors \vec{a} and \vec{b} is the number

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

where θ is the angle between \vec{a} and \vec{b} , $0 \leq \theta \leq \pi$. If either \vec{a} or \vec{b} is $\vec{0}$, we define $\vec{a} \cdot \vec{b} = 0$.

If $\vec{a} = \langle a_1, a_2, a_3 \rangle$ and $\vec{b} = \langle b_1, b_2, b_3 \rangle$, then

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$$

and

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

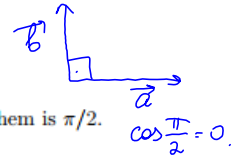
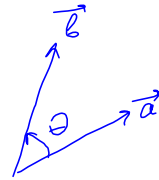
Two nonzero vectors \vec{a} and \vec{b} are called **perpendicular** or **orthogonal** if the angle between them is $\pi/2$.

Two vectors \vec{a} and \vec{b} are orthogonal if and only if $\vec{a} \cdot \vec{b} = 0$.

Example 1. Find the values of x such that the vectors $\vec{a} = \langle x, 1, 2 \rangle$ and $\vec{b} = \langle 3, 4, x \rangle$ are orthogonal.

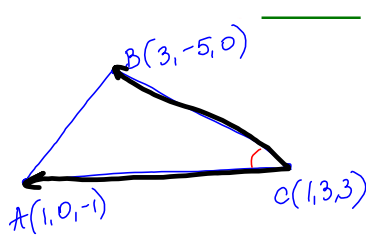
$$\vec{a} \cdot \vec{b} = \langle x, 1, 2 \rangle \cdot \langle 3, 4, x \rangle = 3x + 4(1) + 2x = 5x + 4 = 0$$

$$x = -4/5$$



Find, correct to the nearest degree, the three angles of the triangle with the given vertices.

$A(1, 0, -1)$, $B(3, -5, 0)$, $C(1, 3, 3)$



$\cos(\angle ACB)$

Take two vectors that start @ C:

$$\vec{CA} = \langle 1-1, 0-3, -1-3 \rangle = \langle 0, -3, -4 \rangle$$

$$\vec{CB} = \langle 3-1, -5-3, 0-3 \rangle = \langle 2, -8, -3 \rangle$$

$$\cos(\angle C) = \frac{\vec{CA} \cdot \vec{CB}}{|\vec{CA}| |\vec{CB}|} = \frac{\langle 0, -3, -4 \rangle \cdot \langle 2, -8, -3 \rangle}{\sqrt{3^2+4^2} \sqrt{2^2+8^2+3^2}}$$

$$= \frac{0(2) + 3(8) + 3(4)}{5\sqrt{77}} = \frac{36}{5\sqrt{77}}$$

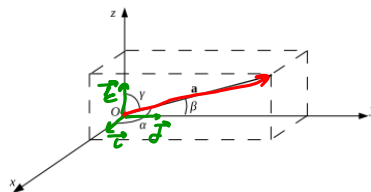
$$\angle C = \arccos\left(\frac{36}{5\sqrt{77}}\right)$$

Direction angles and direction cosines. The **direction angles** of a nonzero vector \vec{a} are the angles α , β , and γ in the interval $[0, \pi]$ that \vec{a} makes with the positive x -, y -, and z - axes. The cosines of these direction angles, $\cos \alpha$, $\cos \beta$, and $\cos \gamma$, are called the **direction cosines** of the vector \vec{a} . $\vec{a} = \langle a_1, a_2, a_3 \rangle$

α is the angle between \vec{a} and \vec{i}

$$\cos \alpha = \frac{\vec{a} \cdot \vec{i}}{|\vec{a}| |\vec{i}|} = \frac{\vec{a} \cdot \vec{i}}{|\vec{a}|}$$

$$= \frac{a_1 + 0 + 0}{|\vec{a}|} = \frac{a_1}{|\vec{a}|}$$



$$\vec{i} = \langle 1, 0, 0 \rangle$$

$$\vec{j} = \langle 0, 1, 0 \rangle$$

$$\vec{k} = \langle 0, 0, 1 \rangle$$

$$\cos \alpha = \frac{\vec{a} \cdot \vec{i}}{|\vec{a}| |\vec{i}|} = \frac{a_1}{|\vec{a}|} \quad \cos \beta = \frac{a_2}{|\vec{a}|} \quad \cos \gamma = \frac{a_3}{|\vec{a}|}$$

$$\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = \left(\frac{a_1}{|\vec{a}|}\right)^2 + \left(\frac{a_2}{|\vec{a}|}\right)^2 + \left(\frac{a_3}{|\vec{a}|}\right)^2 = 1$$

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We can write $\vec{a} = \langle a_1, a_2, a_3 \rangle = |\vec{a}| \left\langle \frac{a_1}{|\vec{a}|}, \frac{a_2}{|\vec{a}|}, \frac{a_3}{|\vec{a}|} \right\rangle = |\vec{a}| \langle \cos \alpha, \cos \beta, \cos \gamma \rangle$

$$\vec{a} = \langle a_1, a_2, a_3 \rangle = \langle |\vec{a}| \cos \alpha, |\vec{a}| \cos \beta, |\vec{a}| \cos \gamma \rangle = |\vec{a}| \langle \cos \alpha, \cos \beta, \cos \gamma \rangle$$

Therefore

$$\frac{1}{|\vec{a}|} \vec{a} = \langle \cos \alpha, \cos \beta, \cos \gamma \rangle$$

which says that the **direction cosines** of \vec{a} are the components of the **unit vector** in the direction of \vec{a} .

Example 2. Find the direction cosines of the vector $\langle -4, -1, 2 \rangle$.

$$|\langle -4, -1, 2 \rangle| = \sqrt{16 + 1 + 4} = \sqrt{21}$$

$$\cos \alpha = \frac{-4}{\sqrt{21}}, \quad \cos \beta = \frac{-1}{\sqrt{21}}, \quad \cos \gamma = \frac{2}{\sqrt{21}}$$

Vector and scalar projections.

$\triangle PRS$ right triangle

$$|\overline{PS}| = |\overline{PR}| \cos \theta$$

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

$$\overline{PS} = \left(\text{comp}_{\vec{a}} \vec{b} \right) \frac{\vec{a}}{|\vec{a}|}$$

unit vector in the direction of \vec{a}

$\overline{PS} = \text{proj}_{\vec{a}} \vec{b}$ is called the **vector projection** of \vec{b} onto \vec{a} .

$|\overline{PS}| = \text{comp}_{\vec{a}} \vec{b}$ is called the **scalar projection** of \vec{b} onto \vec{a} or the **component** of \vec{b} along \vec{a} . The scalar projection of \vec{b} onto \vec{a} is the length of the vector projection of \vec{b} onto \vec{a} if $0 \leq \theta < \pi/2$ and is negative if $\pi/2 \leq \theta < \pi$.

$$\text{comp}_{\vec{a}} \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \quad \text{proj}_{\vec{a}} \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|^2} \vec{a} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|^2} \langle a_1, a_2, a_3 \rangle$$

Example 3. Find the scalar and vector projections of $\vec{b} = \langle 4, 2, 0 \rangle$ onto $\vec{a} = \langle 1, 2, 3 \rangle$.

$$\text{comp}_{\vec{a}} \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} = \frac{\langle 4, 2, 0 \rangle \cdot \langle 1, 2, 3 \rangle}{|\langle 1, 2, 3 \rangle|} = \frac{4(1) + 2(2) + 3(0)}{\sqrt{1+4+9}} = \frac{8}{\sqrt{14}}$$

$$\text{proj}_{\vec{a}} \vec{b} = \left(\text{comp}_{\vec{a}} \vec{b} \right) \frac{\vec{a}}{|\vec{a}|} = \frac{8}{\sqrt{14}} \cdot \frac{\langle 1, 2, 3 \rangle}{\sqrt{14}} = \frac{8}{14} \langle 1, 2, 3 \rangle = \left\langle \frac{4}{7}, \frac{8}{7}, \frac{12}{7} \right\rangle$$

$$\text{comp}_{\vec{a}} \vec{b} = -|\overline{PS}|$$

