11.2: Vectors and the Dot Product in Three Dimensions

DEFINITION 1. A 3-dimensional vector is an ordered triple $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$

Given the points $P(x_1, y_1, z_1)$ and $Q(x_2, y_2, z_2)$, the vector **a** with representation \overrightarrow{PQ} is

$$\mathbf{a} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle$$
.

The representation of the vector that starts at the point O(0,0,0) and ends at the point $P(x_1, y_1, z_1)$ is called the **position** vector of the point P.

EXAMPLE 2. Find the vector represented by the directed line segment with the initial point A(1,2,3) and terminal point B(3,2,-1). What is the position vector of the point A?

Vector Arithmetic: Let $a = \langle a_1, a_2, a_3 \rangle$ and $\mathbf{b} = \langle b_1, b_2, b_3 \rangle$.

- Scalar Multiplication: $\alpha \mathbf{a} = \langle \alpha a_1, \alpha a_2, \alpha a_3 \rangle, \ \alpha \in \mathbb{R}.$
- Addition: $\mathbf{a} + \mathbf{b} = \langle a_1 + b_1, a_2 + b_2, a_3 + b_3 \rangle$

TRIANGLE LAW

PARALLELOGRAM LAW

Two vectors **a** and **b** are parallel if one is a scalar multiple of the other, i.e. there exists $\alpha \in \mathbb{R}$ s.t. $\mathbf{b} = \alpha \mathbf{a}$. Equivalently:

$$\mathbf{a} \| \mathbf{b} \iff$$

The magnitude or length of $a = \langle a_1, a_2, a_3 \rangle$:

$$|\mathbf{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2}.$$

Zero vector: $\mathbf{0} = \langle 0, 0, 0 \rangle, |\mathbf{0}| = 0.$

Note that $|\mathbf{a}| = 0 \Leftrightarrow \mathbf{a} = \mathbf{0}$.

Unit vector: $\hat{\mathbf{a}} = \frac{\mathbf{a}}{|\mathbf{a}|}$

Standard Basis Vectors:

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

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

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

Note that $|\mathbf{i}| = |\mathbf{j}| = |\mathbf{k}| = 1$.

We have:

$$\mathbf{a} = \langle a_1, a_2, a_3 \rangle =$$

EXAMPLE 3. Given $\mathbf{a} = \langle 1, 0, -3 \rangle$ and $\mathbf{b} = \langle 3, 1, 2 \rangle$. Find

(a) |b - a|.

(b) a unit vector that has the same direction as b.

Dot Product of two nonzero vectors **a** and **b** is the NUMBER:

$$\mathbf{a} \cdot \mathbf{b} = |\mathbf{a}| \cdot |\mathbf{b}| \cos \theta$$
,

where θ is the angle between **a** and **b**, $0 \le \theta \le \pi$.

If $\mathbf{a} = \mathbf{0}$ or $\mathbf{b} = \mathbf{0}$ then $\mathbf{a} \cdot \mathbf{b} = 0$.

Component Formula for dot product of $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$ and $\mathbf{b} = \langle b_1, b_2, b_3 \rangle$:

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

If θ is the angle between two nonzero vectors **a** and **b**, then

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

DEFINITION 4. Two nonzero vectors **a** and **b** are called **perpendicular** or orthogonal if the angle between them is $\theta = \pi/2$.

 ${\bf EXAMPLE~5.~\textit{For what value(s) of c~are~the~vectors~ci+2j+k~and~4i+3j+ck~orthogonal?}$

EXAMPLE 6. The points A(6,-1,0), B(-3,1,2), C(2,4,5) form a triangle. Find angle at A.

Projections:

• Scalar projection of vector \mathbf{b} onto vector \mathbf{a} : $\mathsf{comp}_{\mathbf{a}}\mathbf{b} = \frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{a}|}$

 $\bullet \ \underline{\mathrm{Vector\ projection}}\ \mathrm{of\ vector\ } \mathbf{b}\ \mathrm{onto}\ \mathrm{vector\ } \mathbf{a} \mathrm{:\ } \mathtt{proj}_{\mathbf{a}} \mathbf{b} = \left(\frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{a}|}\right) \frac{\mathbf{a}}{|\mathbf{a}|} =$

EXAMPLE 7. Find the scalar and vector projections of $\langle 2, -2 - 1 \rangle$ onto $\langle 3, 3, 4 \rangle$.

DEFINITION 8. The work done by a force \mathbf{F} in moving and object from point A to point B is given by

$$W = \mathbf{F} \cdot \mathbf{D}$$

where $\mathbf{D} = \overrightarrow{AB}$ is the distance the object has moved (or displacement).

EXAMPLE 9. A force is given by a vector $\mathbf{F} = \mathbf{i} - \mathbf{j} + 5\mathbf{k}$ and moves a particle from the point P(1,2,0) to the point Q(2,3,5). Find the work done.