

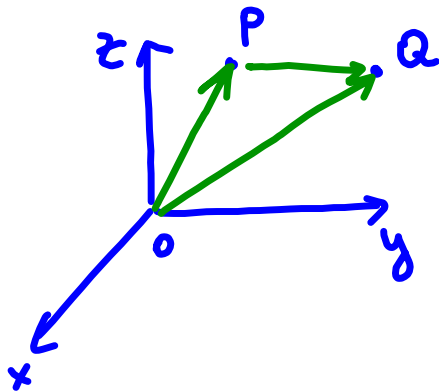
## 12.2 & 12.3: Vectors and the Dot Product

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  $\mathbf{a}$  with representation  $\overrightarrow{PQ}$  is

$$\overrightarrow{PQ} = \mathbf{a} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle = \overrightarrow{OQ} - \overrightarrow{OP}$$

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  $P$ .



point  $P \leftrightarrow$  position vector  $\overrightarrow{OP}$

$$\overrightarrow{OP} + \overrightarrow{PQ} = \overrightarrow{OQ}$$

$$\overrightarrow{PQ} = \overrightarrow{OQ} - \overrightarrow{OP}$$

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?

$$\vec{OA} = \langle 1, 2, 3 \rangle$$

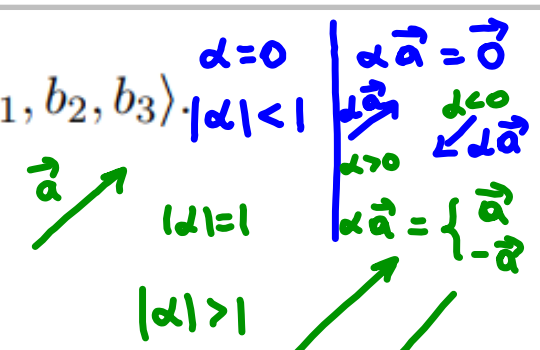
BTW

$$\vec{OB} = \langle 3, 2, -1 \rangle$$

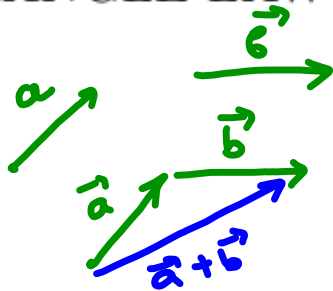
$$\vec{AB} = \vec{OB} - \vec{OA} = \langle 3-1, 2-2, -1-3 \rangle = \langle 2, 0, -4 \rangle$$

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

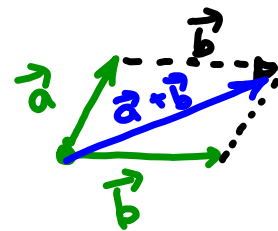
- Scalar Multiplication:  $\alpha \mathbf{a} = \langle \alpha a_1, \alpha a_2, \alpha a_3 \rangle$ ,  $\alpha \in \mathbb{R}$ .
- Addition:  $\mathbf{a} + \mathbf{b} = \langle a_1 + b_1, a_2 + b_2, a_3 + b_3 \rangle$



TRIANGLE LAW



PARALLELOGRAM LAW



Two vectors  $\mathbf{a}$  and  $\mathbf{b}$  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:

$$\mathbf{a} \parallel \mathbf{b} \Leftrightarrow \vec{\mathbf{b}} = \alpha \vec{\mathbf{a}} \quad \text{for some } \alpha \in \mathbb{R}$$

Rewrite in coordinates

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

$$\vec{\mathbf{b}} = \langle b_1, b_2, b_3 \rangle$$

$$\vec{\mathbf{a}} \parallel \vec{\mathbf{b}} \Leftrightarrow \langle b_1, b_2, b_3 \rangle = \alpha \langle a_1, a_2, a_3 \rangle$$

$$\Leftrightarrow \langle b_1, b_2, b_3 \rangle = \langle \alpha a_1, \alpha a_2, \alpha a_3 \rangle$$

$$\Leftrightarrow \begin{cases} b_1 = \alpha a_1 \\ b_2 = \alpha a_2 \\ b_3 = \alpha a_3 \end{cases} \quad \left( \text{If } a_1 a_2 a_3 \neq 0, \text{ then } \vec{\mathbf{a}} \parallel \vec{\mathbf{b}} \Leftrightarrow \frac{b_1}{a_1} = \frac{b_2}{a_2} = \frac{b_3}{a_3} (= \alpha) \right)$$

$$\langle 1, 2, 3 \rangle \parallel \langle \frac{1}{3}, \frac{2}{3}, 1 \rangle, \text{ because}$$

$$\frac{1}{1} = \frac{\frac{2}{3}}{2} = \frac{1}{3}$$

$$\langle 1, 2, 3 \rangle \not\parallel \langle \frac{1}{5}, \frac{2}{5}, -\frac{3}{5} \rangle$$

$$\langle 0, 1, 2 \rangle \not\parallel \langle 1, 0, 2 \rangle$$

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

$$\vec{\mathbf{0}} = \langle 0, 0, 0 \rangle$$

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

Unit vector in the same direction as  $\mathbf{a}$ :

$$\hat{\mathbf{a}} = \frac{\mathbf{a}}{|\mathbf{a}|}$$

The process of multiplying a vector  $\mathbf{a}$  by the reciprocal of its length to obtain a unit vector with the same direction is called **normalizing  $\mathbf{a}$** .

Note that in  $\mathbb{R}^2$  a nonzero vector  $\mathbf{a}$  can be determined by its length and the angle from the positive  $x$ -axis:

$$|\hat{\mathbf{a}}| = \left| \frac{\vec{\mathbf{a}}}{|\vec{\mathbf{a}}|} \right| = \left| \frac{1}{|\vec{\mathbf{a}}|} \cdot \vec{\mathbf{a}} \right| = \frac{1}{|\vec{\mathbf{a}}|} \cdot |\vec{\mathbf{a}}| = 1$$

In  $\mathbb{R}^2$  and  $\mathbb{R}^3$  a vector can be determined by its length and a vector in the same direction:

$$\mathbf{a} = |\mathbf{a}| \hat{\mathbf{a}},$$

i.e.  $\mathbf{a}$  is equal to its length times a unit vector in the same direction.

EXAMPLE 3. Find the components of a vector  $\mathbf{a}$  of length  $\sqrt{5}$  that extends along the line through the points  $M(2, 5, 0)$  and  $N(0, 0, 4)$ .

$$\begin{aligned} |\vec{a}| &= \sqrt{5} \\ \vec{a} &\parallel \vec{MN} \end{aligned}$$

First find  $\vec{MN}$

$$\vec{MN} = \langle 0 - 2, 0 - 5, 4 - 0 \rangle = \langle -2, -5, 4 \rangle$$

Find unit vector/s collinear  
to  $\vec{MN}$  :

$$\pm \hat{a} = \pm \frac{\vec{MN}}{|\vec{MN}|} = \pm \frac{\langle -2, -5, 4 \rangle}{\sqrt{(-2)^2 + (-5)^2 + 4^2}} = \pm \frac{\langle -2, -5, 4 \rangle}{3\sqrt{5}}$$

Use the above formula:

$$\vec{a} = |\vec{a}| \hat{a} = \sqrt{5} \frac{\pm \langle -2, -5, 4 \rangle}{3\sqrt{5}}$$

$$= \boxed{\pm \left\langle -\frac{2}{3}, -\frac{5}{3}, \frac{4}{3} \right\rangle}$$

$$\pm \left\langle \frac{2}{3}, \frac{5}{3}, -\frac{4}{3} \right\rangle$$

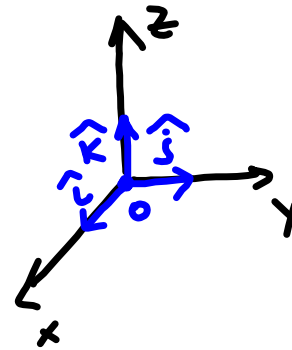
## Standard Basis Vectors:

$$\begin{aligned} \mathbf{i} &= \langle 1, 0, 0 \rangle \\ \mathbf{j} &= \langle 0, 1, 0 \rangle \\ \mathbf{k} &= \langle 0, 0, 1 \rangle \end{aligned} \quad \left. \vphantom{\begin{aligned} \mathbf{i} \\ \mathbf{j} \\ \mathbf{k} \end{aligned}} \right\} \text{unit vectors}$$

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

We have:

$$\begin{aligned} \mathbf{a} = \langle a_1, a_2, a_3 \rangle &= \langle a_1, 0, 0 \rangle + \langle 0, a_2, 0 \rangle + \langle 0, 0, a_3 \rangle \\ &= a_1 \langle 1, 0, 0 \rangle + a_2 \langle 0, 1, 0 \rangle + a_3 \langle 0, 0, 1 \rangle \\ &= a_1 \hat{\mathbf{i}} + a_2 \hat{\mathbf{j}} + a_3 \hat{\mathbf{k}} \end{aligned}$$



$$\hat{\mathbf{i}} \perp \hat{\mathbf{j}} \perp \hat{\mathbf{k}}$$

EXAMPLE 4. Given  $\mathbf{a} = \langle 1, 0, -3 \rangle$  and  $\mathbf{b} = \langle 3, 1, 2 \rangle$ . Find

(a)  $|\mathbf{b} - \mathbf{a}| = |\langle 3, 1, 2 \rangle - \langle 1, 0, -3 \rangle| = |\langle 3-1, 1-0, 2-(-3) \rangle|$   
 $= |\langle 2, 1, 5 \rangle| = \sqrt{2^2 + 1^2 + 5^2} = \sqrt{30}$

$\underbrace{\langle 2, 1, 5 \rangle}_{\vec{\mathbf{b}} - \vec{\mathbf{a}}}$

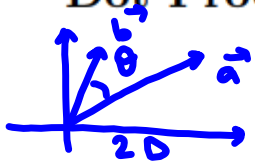
(b) a unit vector that has the same direction as  $\vec{\mathbf{b}} - \vec{\mathbf{a}}$

$$\widehat{\mathbf{b} - \mathbf{a}} = \frac{\vec{\mathbf{b}} - \vec{\mathbf{a}}}{|\vec{\mathbf{b}} - \vec{\mathbf{a}}|} = \frac{\langle 2, 1, 5 \rangle \cdot \frac{\sqrt{30}}{\sqrt{30}}}{\sqrt{30}} = \left\langle \frac{2\sqrt{30}}{30}, \frac{\sqrt{30}}{30}, \frac{5\sqrt{30}}{30} \right\rangle$$
$$= \left\langle \frac{\sqrt{30}}{15}, \frac{\sqrt{30}}{30}, \frac{\sqrt{30}}{6} \right\rangle$$



$\vec{a} \cdot \vec{b}$  is a scalar

Dot Product of two nonzero vectors  $\mathbf{a}$  and  $\mathbf{b}$  is the NUMBER:



$$\mathbf{a} \cdot \mathbf{b} = |\mathbf{a}| \cdot |\mathbf{b}| \cos \theta, \quad (1)$$

geometric  
def.

where  $\theta$  is the angle between  $\mathbf{a}$  and  $\mathbf{b}$ ,  $0 \leq \theta \leq \pi$ .

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  $\mathbf{b} = \langle b_1, b_2, b_3 \rangle$ :

$$\mathbf{a} \cdot \mathbf{b} = a_1 b_1 + a_2 b_2 + a_3 b_3. \quad (2)$$

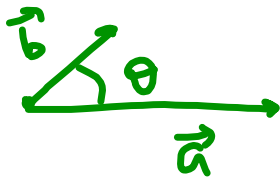
algebraic  
def

If  $\theta$  is the *angle* between two nonzero vectors  $\mathbf{a}$  and  $\mathbf{b}$ , then

(1)



$$\cos \theta = \frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{a}| \cdot |\mathbf{b}|} \stackrel{(2)}{=} \frac{a_1 b_1 + a_2 b_2 + a_3 b_3}{\sqrt{a_1^2 + a_2^2 + a_3^2} \cdot \sqrt{b_1^2 + b_2^2 + b_3^2}}$$



DEFINITION 5. Two nonzero vectors  $\mathbf{a}$  and  $\mathbf{b}$  are called **perpendicular** or **orthogonal** if the angle between them is  $\theta = \pi/2$ . F.ex.  $\hat{i} \perp \hat{j} \perp \hat{k}$

EXAMPLE 6. For two nonzero vectors  $\mathbf{a}$  and  $\mathbf{b}$  prove that

(a)

$$\mathbf{a} \perp \mathbf{b} \Leftrightarrow \mathbf{a} \cdot \mathbf{b} = 0$$

Proof  $\Rightarrow$   $\vec{a} \perp \vec{b} \stackrel{\text{Def}}{\Rightarrow} \theta = \frac{\pi}{2} \stackrel{(\Rightarrow)}{\Rightarrow} \vec{a} \cdot \vec{b} = |\vec{a}| \cdot |\vec{b}| \cdot \cos \frac{\pi}{2} \stackrel{=0}{=} 0$

$\Downarrow$   
 $\vec{a} \cdot \vec{b} = 0$

$\Leftarrow$   $\vec{a} \cdot \vec{b} = 0 \stackrel{(\Rightarrow)}{\Rightarrow} |\vec{a}| \cdot |\vec{b}| \cdot \cos \theta = 0 \Rightarrow \cos \theta = 0 \Rightarrow$

$\Rightarrow \theta = \frac{\pi}{2}$  or  $\theta = \frac{3\pi}{2} \Rightarrow \theta = \frac{\pi}{2} \Rightarrow \vec{a} \perp \vec{b}$

$\underbrace{\hspace{10em}}$   
not in the range.



EXAMPLE 7. For what value(s) of  $c$  are the vectors  $c\mathbf{i} + 2\mathbf{j} + \mathbf{k}$  and  $4\mathbf{i} + 3\mathbf{j} + c\mathbf{k}$  orthogonal?

We know that  $c\hat{i} + 2\hat{j} + \hat{k} \perp 4\hat{i} + 3\hat{j} + c\hat{k}$  if and only if

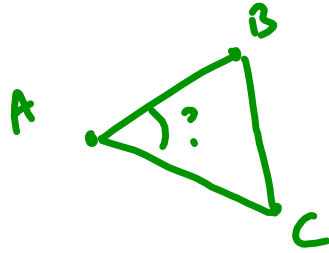
$$(c\hat{i} + 2\hat{j} + \hat{k}) \cdot (4\hat{i} + 3\hat{j} + c\hat{k}) = 0$$

$$4c + 2 \cdot 3 + 1 \cdot c = 0$$

$$5c = -6$$

$$c = -\frac{6}{5}$$

EXAMPLE 8. The points  $A(6, -1, 0)$ ,  $B(-3, 1, 2)$ ,  $C(2, 4, 5)$  form a triangle. Find angle at  $A$ .



$$\angle A = \angle(\vec{AB}, \vec{AC})$$

$$\begin{aligned}\vec{AB} &= \langle -3-6, 1-(-1), 2-0 \rangle \\ &= \langle -9, 2, 2 \rangle\end{aligned}$$

$$\begin{aligned}\vec{AC} &= \langle 2-6, 4-(-1), 5-0 \rangle \\ &= \langle -4, 5, 5 \rangle\end{aligned}$$

$$\begin{aligned}\vec{AB} \cdot \vec{AC} &= \langle -9, 2, 2 \rangle \cdot \langle -4, 5, 5 \rangle \\ &= 36 + 10 + 10 \\ &= 56\end{aligned}$$

$$|\vec{AB}| = \sqrt{9^2 + 2^2 + 2^2} = \sqrt{89}$$

$$|\vec{AC}| = \sqrt{4^2 + 5^2 + 5^2} = \sqrt{66}$$

$$\cos \angle A = \frac{\vec{AB} \cdot \vec{AC}}{|\vec{AB}| \cdot |\vec{AC}|}$$

$$= \frac{56}{\sqrt{89} \cdot \sqrt{66}}$$

$$\angle A \approx 43^\circ$$