

Organization

- Ask if Tu, We $2^{00} - 3^{30}$ is a good time for office hours.
- Remind that the 1st homework is due Thur, Sept. 7
↳ The students should start working on it right away so that if some questions arise, these can be discussed during Wednesday office hours.

Reminder of last lecture

- Ask if there are some questions from last lecture.
- Last time we discussed:
 - computing the distance between 2 points in \mathbb{R}^2 and \mathbb{R}^3
 - equation of a sphere, completing squares to find center & radius
 - vectors in $\mathbb{R}^2, \mathbb{R}^3$ and two operations with them: addition, multiplication by a scalar
 - components of vectors (via a choice of coordinate system).
 - dot product

Let us warm up by doing a couple of examples, relevant to Homework #1

Ex 1: Find the lengths of the sides of the triangle PQR with $P(1, 2, 3), Q(3, 1, 2), R(0, 1, 2)$.

Is it a right triangle? Is it an isosceles triangle?

Ex 2: Find an equation of the sphere passing through $(4, 5, 3)$ and whose center is $(2, 1, 0)$.

Recall that dot product of two vectors $\vec{a} = \langle a_1, a_2, a_3 \rangle, \vec{b} = \langle b_1, b_2, b_3 \rangle$ is a number defined as $\vec{a} \cdot \vec{b} := a_1 b_1 + a_2 b_2 + a_3 b_3$. One of the reasons why it is useful is due to the equality

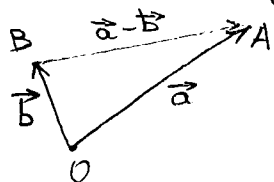
$$(1) \quad \boxed{\vec{a} \cdot \vec{b} = |\vec{a}| \cdot |\vec{b}| \cdot \cos \theta, \theta \text{ - angle between } \vec{a} \text{ and } \vec{b}}$$

Ex 3: Determine the angle between vectors $\vec{a} = \langle 3, 0, -4 \rangle$ and $\vec{b} = \langle 2, 3, 1 \rangle$

Explanation of (1) (maybe skipped in the class)

First we note that if $\vec{a} = \langle a_1, a_2, a_3 \rangle$, then $\vec{a} \cdot \vec{a} = a_1^2 + a_2^2 + a_3^2 = |\vec{a}|^2$.

Next, we consider the following picture



$$|AB|^2 = |\vec{a} - \vec{b}|^2 = (\vec{a} - \vec{b}) \cdot (\vec{a} - \vec{b}) = \vec{a} \cdot \vec{a} + \vec{b} \cdot \vec{b} - \vec{a} \cdot \vec{b} - \vec{b} \cdot \vec{a} = |\vec{a}|^2 + |\vec{b}|^2 - 2\vec{a} \cdot \vec{b}$$

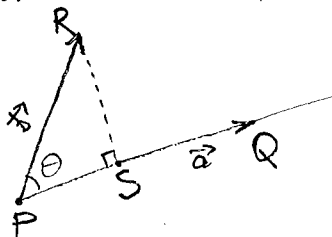
However, $|AB|^2 = |\vec{a}|^2 + |\vec{b}|^2 - 2 \cdot |\vec{a}| \cdot |\vec{b}| \cdot \cos \theta$ by the Law of cosines

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

Remark: \vec{a} is perpendicular to \vec{b} iff $\vec{a} \cdot \vec{b} = 0$.

Projections (end of Section 12.3)

Consider representations \vec{PQ} and \vec{PR} of two vectors \vec{a} and \vec{b} with the same initial point.



Let S be the foot of the perpendicular from R to the line containing \vec{PQ} .

Definition 1: The vector \vec{PS} is called the vector projection of \vec{b} onto \vec{a} and is denoted by $\text{proj}_{\vec{a}} \vec{b}$.

Definition 2: The scalar projection of \vec{b} onto \vec{a} is the signed magnitude of the vector projection, i.e. the number $|\vec{b}| \cos \theta$ and is denoted by $\text{comp}_{\vec{a}} \vec{b}$.

Remark: $\text{comp}_{\vec{a}} \vec{b} > 0$ iff $0 < \theta < \pi/2 (= 90^\circ)$

$\text{comp}_{\vec{a}} \vec{b} = 0$ iff $\theta = \pi/2 (= 90^\circ)$

$\text{comp}_{\vec{a}} \vec{b} < 0$ iff $\theta > \pi/2 (= 90^\circ)$

Lecture #2

09/05/2017

Question: How do we compute $\text{proj}_{\vec{a}} \vec{b}$ and $\text{comp}_{\vec{a}} \vec{b}$?

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

So: $\boxed{\text{comp}_{\vec{a}} \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|}}$ (note: $\frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} = \underbrace{\frac{\vec{a}}{|\vec{a}|}}_{\text{unit vector in the direction of } \vec{a}} \cdot \vec{b}$)

• As we know the direction and the "oriented magnitude", we can immediately find $\text{proj}_{\vec{a}} \vec{b}$ by multiplying a unit vector in the direction of \vec{a} (equal to $\frac{\vec{a}}{|\vec{a}|}$) by $\frac{\vec{a} \cdot \vec{b}}{|\vec{a}|}$

So: $\boxed{\text{proj}_{\vec{a}} \vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|^2} \cdot \vec{a}}$

Ex4: Find the scalar and vector projections of \vec{b} onto \vec{a} :

(i) $\vec{a} = 3\vec{i} - 3\vec{j} + 2\vec{k}$, $\vec{b} = 2\vec{i} + 5\vec{j} - \vec{k}$

(ii) $\vec{a} = \langle -6, 10 \rangle$, $\vec{b} = \langle 3, 6 \rangle$.

Ex5^{*}: Suppose that \vec{a} and \vec{b} are nonzero vectors.

(a) Under what circumstances is $\text{comp}_{\vec{a}} \vec{b} = \text{comp}_{\vec{b}} \vec{a}$?

(b) Under what circumstances is $\text{proj}_{\vec{a}} \vec{b} = \text{proj}_{\vec{b}} \vec{a}$?

Cross Product (Section 12.4)

Given two vectors $\vec{a} = \langle a_1, a_2, a_3 \rangle$, $\vec{b} = \langle b_1, b_2, b_3 \rangle$, one can define their cross product, denoted $\vec{a} \times \vec{b}$ as a vector in \mathbb{R}^3 given by

$$\boxed{\vec{a} \times \vec{b} = \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle}$$

Rmk: Unlike the dot product, the cross product is defined only for \vec{a}, \vec{b} being the 3-dimensional vectors.

To make this formula easier to remember, one uses the determinants

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} \stackrel{\text{definition}}{=} \vec{i} \cdot \underbrace{\begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}}_{a_2 b_3 - a_3 b_2} - \vec{j} \cdot \underbrace{\begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix}}_{a_1 b_3 - a_3 b_1} + \vec{k} \cdot \underbrace{\begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}}_{a_1 b_2 - a_2 b_1}$$

③

The importance of $\vec{a} \times \vec{b}$ is due to the following result:

Theorem: The vector $\vec{a} \times \vec{b}$ is orthogonal to \vec{a} and \vec{b} .

(see p. 816 of your textbook for a proof).

Moreover, the direction of $\vec{a} \times \vec{b}$ is given by the "right-hand rule": if the fingers of your right hand curl in the direction of a rotation (through an angle $\theta < 180^\circ$) from \vec{a} to \vec{b} , then your thumb points in the direction of $\vec{a} \times \vec{b}$.

Ex 6: Find the cross-product and verify that it is orthogonal to both \vec{a} and \vec{b} in the following cases:

(i) $\vec{a} = \langle 1, 4, -1 \rangle$, $\vec{b} = \langle 2, -1, 3 \rangle$

(ii) $\vec{a} = 2\vec{i} - \vec{j} + 3\vec{k}$, $\vec{b} = -\vec{i} - 2\vec{j} + \vec{k}$

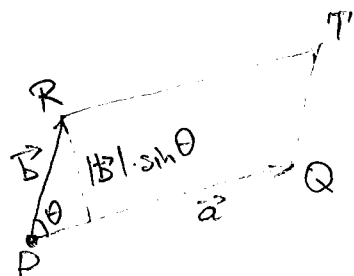
The geometric meaning of the magnitude $|\vec{a} \times \vec{b}|$ is as follows:

$$|\vec{a} \times \vec{b}| = |\vec{a}| \cdot |\vec{b}| \cdot \sin \theta, \quad \theta \text{-angle between } \vec{a} \text{ and } \vec{b}$$

(see Theorem 9 and its proof on p. 817 of your textbook).

Cor: $\vec{a} \times \vec{b} = \vec{0}$ iff \vec{a} is parallel to \vec{b} .

Another geometric interpretation of $|\vec{a} \times \vec{b}|$ is as follows:



Consider the parallelogram with vectors $\vec{PQ} = \vec{a}$, $\vec{PR} = \vec{b}$. Then:

$$\text{Area (PQTR)} =: A = |\vec{a}| \cdot (|\vec{b}| \cdot \sin \theta) = |\vec{a} \times \vec{b}|.$$

So: The magnitude of $\vec{a} \times \vec{b}$ is equal to the area A of parallelogram.

↓

The area of the triangle ΔPQR is equal to $\frac{1}{2} |\vec{PQ} \times \vec{PR}|$

Lecture #2

09/05/2017

Ex 7: Find the area of the triangle with vertices $P(1,0,-1)$, $Q(2,1,-3)$, $R(3,-1,5)$

Finally, as pointed in the beginning, the cross product of two vectors is perpendicular to each of them.

Ex 8: (i) Find a vector perpendicular to the plane that passes through the points $P(1,0,-1)$, $Q(2,1,-3)$, $R(3,-1,5)$
(ii) Find two unit vectors orthogonal to both $\langle 1,1,1 \rangle$ and $\langle 2,-3,-1 \rangle$.

Warning: The cross product is neither commutative nor associative, i.e.

$$\vec{a} \times \vec{b} \neq \vec{b} \times \vec{a}$$

$$(\vec{a} \times \vec{b}) \times \vec{c} \neq \vec{a} \times (\vec{b} \times \vec{c})$$

However: $\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$ and this number is called the scalar triple product of the vectors $\vec{a}, \vec{b}, \vec{c}$.

It can be written as a determinant of a 3×3 matrix:

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

Geometric meaning: The absolute value $|\vec{a} \cdot (\vec{b} \times \vec{c})|$ equals the volume of the parallelepiped determined by $\vec{a}, \vec{b}, \vec{c}$.