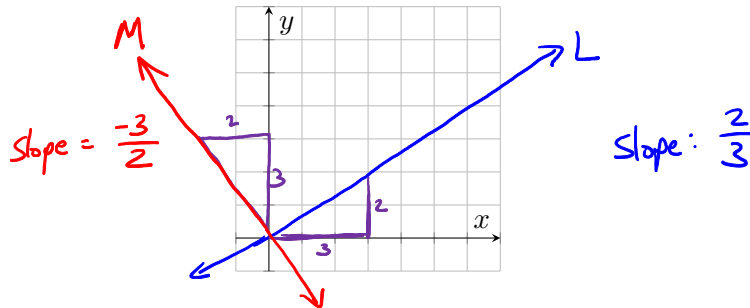


Dot Product

Recall: A vector encodes the *change* in x , y , and z from one point to another. For example, the vector from point $A = (1, 2, 3)$ to point $B = (8, 10, 2)$ is:

$$\vec{AB} = \langle 7, 8, -1 \rangle$$

1. (a) In 2D, draw the line L through the points $A = (0, 0)$ and $B = (3, 2)$. What is the slope of L ?



- (b) What is the slope of the line M that is *perpendicular* to L ?

$$-\frac{3}{2}$$

☞ Feel free to draw M , too! You might want to draw M so it goes through the origin.

- (c) Find a vector (in 2D) that is *parallel* to L . How is your vector related to the slope of L ?

$$\langle 3, 2 \rangle \text{ or } \langle -3, -2 \rangle \text{ or } \langle 6, 4 \rangle \text{ or } \langle 300, 200 \rangle \text{ or } \dots$$

☞ Maybe use A and B ?

- (d) Now, try to find a vector that is *parallel* to the line M (and thus perpendicular to L).

$$\langle 2, -3 \rangle \text{ or } \langle -2, 3 \rangle \text{ or } \langle -200, 300 \rangle \text{ or } \dots$$

Definition Alert: The **dot product** is a calculation done with two vectors. The result is a number.

- In 2D: $\langle a_1, a_2 \rangle \cdot \langle b_1, b_2 \rangle = a_1b_1 + a_2b_2$
- In 3D: $\langle a_1, a_2, a_3 \rangle \cdot \langle b_1, b_2, b_3 \rangle = a_1b_1 + a_2b_2 + a_3b_3$

2. (a) What is $\langle 3, 1 \rangle \cdot \langle 1, 2 \rangle$?

$$\langle 3, 1 \rangle \cdot \langle 1, 2 \rangle = 3 \cdot 1 + 1 \cdot 2 = 5$$

- (b) What is $\langle -2, 1, 0 \rangle \cdot \langle 1, 0, 1 \rangle$?

$$\langle -2, 1, 0 \rangle \cdot \langle 1, 0, 1 \rangle = -2 \cdot 1 + 1 \cdot 0 + 0 \cdot 1 = -2$$

- (c) What is $\langle 3, 2 \rangle \cdot \langle 2, -3 \rangle$?

$$\langle 3, 2 \rangle \cdot \langle 2, -3 \rangle = 3 \cdot 2 + 2 \cdot (-3) = 6 - 6 = 0$$

← Vectors from part 1, perpendicular

- (d) What is $\langle a, b, c \rangle \cdot \langle a, b, c \rangle$? How is this related to $|\langle a, b, c \rangle|$?

$$\langle a, b, c \rangle \cdot \langle a, b, c \rangle = a^2 + b^2 + c^2 = |\langle a, b, c \rangle|^2 \quad \text{length} = \sqrt{a^2 + b^2 + c^2}$$

☞ Remember, $|\langle a, b, c \rangle|$ is the length of $\langle a, b, c \rangle$.

3. Make a conjecture with your table partners:

Vectors \mathbf{u} and \mathbf{v} are perpendicular (or *orthogonal*) exactly when $\mathbf{u} \cdot \mathbf{v}$ equals 0.

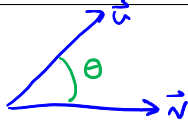
4. **Research:** If \mathbf{u} and \mathbf{v} are parallel vectors, how does $\mathbf{u} \cdot \mathbf{v}$ relate to $|\mathbf{u}|$ and $|\mathbf{v}|$?

👉 Experiment with some parallel vectors!

$$\begin{aligned} \vec{u} &= \langle 3, 2 \rangle & |\vec{u}| &= \sqrt{3^2 + 2^2} = \sqrt{13} \\ \vec{v} &= \langle 9, 6 \rangle & |\vec{v}| &= \sqrt{9^2 + 6^2} = \sqrt{117} = \sqrt{9(13)} = 3\sqrt{13} \\ \vec{u} \cdot \vec{v} &= 9 \cdot 3 + 2 \cdot 6 = 27 + 12 = 39 & 39 &= (\sqrt{13})(3\sqrt{13}) \end{aligned}$$

If \vec{u}, \vec{v} are parallel:
 $\vec{u} \cdot \vec{v} = |\vec{u}| |\vec{v}|$

If θ is the angle between vectors \mathbf{v} and \mathbf{u} , then:

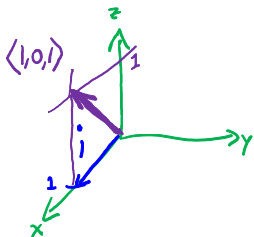
$$\mathbf{v} \cdot \mathbf{u} = |\vec{v}| |\vec{u}| \cos \theta$$


5. Let $\mathbf{u} = \langle 2, 0, 4 \rangle$ and $\mathbf{v} = \langle -1, 2, 3 \rangle$. If θ is the angle between \mathbf{u} and \mathbf{v} , find $\cos \theta$.

$$\begin{aligned} \vec{u} \cdot \vec{v} &= |\vec{u}| |\vec{v}| \cos \theta \\ \langle 2, 0, 4 \rangle \cdot \langle -1, 2, 3 \rangle &= |\langle 2, 0, 4 \rangle| |\langle -1, 2, 3 \rangle| \cos \theta \\ -2 + 0 + 12 &= \sqrt{4+0+16} \sqrt{1+4+9} \cos \theta \\ 10 &= \sqrt{20} \sqrt{14} \cos \theta \end{aligned}$$

so $\cos \theta = \frac{10}{\sqrt{20} \sqrt{14}}$
 $\theta = \arccos \left(\frac{10}{\sqrt{20} \sqrt{14}} \right)$

6. Find the angle between the vectors $\langle 1, 0, 1 \rangle$ and \mathbf{i} .



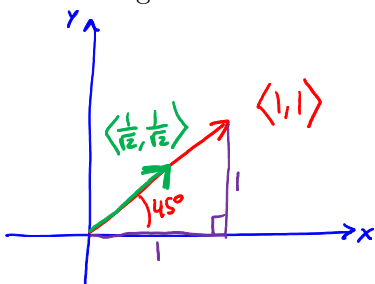
$\mathbf{i} = \langle 1, 0, 0 \rangle$

$$\begin{aligned} \langle 1, 0, 1 \rangle \cdot \langle 1, 0, 0 \rangle &= |\langle 1, 0, 1 \rangle| |\langle 1, 0, 0 \rangle| \cos \theta \\ 1 &= \sqrt{2} \sqrt{1} \cos \theta \end{aligned}$$

so $\cos \theta = \frac{1}{\sqrt{2}} = \frac{\sqrt{2}}{2}$
 $\theta = \frac{\pi}{4}$ or 45°

7. Find a 2D vector that makes an angle of 60 degrees with the x -axis.

8. A vector of length 1 is called a **unit vector**. Find a 2D unit vector that makes an angle of 45 degrees with the x -axis.



$\langle 1, 1 \rangle$ has the right angle, but is not a unit vector
 $\langle 1, 1 \rangle$ has length $\sqrt{1^2 + 1^2} = \sqrt{2}$
 Divide the vector by its length:
 $\langle \frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}} \rangle$

To find a unit vector in the same direction as a given vector \vec{v} , divide \vec{v} by its length.

Given two vectors \mathbf{u} and \mathbf{v} , we might want to find the **component** of \mathbf{u} in the direction of \mathbf{v} :

$$\text{comp}_{\mathbf{v}}\mathbf{u} =$$

The **projection** of \mathbf{u} onto \mathbf{v} is the vector

$$\text{proj}_{\mathbf{v}}\mathbf{u} =$$

9. Draw a picture to illustrate $\text{proj}_{\mathbf{v}}\mathbf{u}$ and $\text{comp}_{\mathbf{v}}\mathbf{u}$.

10. Find the scalar and vector projections of $\mathbf{u} = \langle 2, 3 \rangle$ onto $\mathbf{v} = \langle 1, 4 \rangle$.

11. Find the scalar and vector projections of $\mathbf{u} = 2\mathbf{j} + \mathbf{k}$ onto $\mathbf{v} = 2\mathbf{i} - \mathbf{j} + 4\mathbf{k}$.

12. Show that the vector $\mathbf{u} - \text{proj}_{\mathbf{v}}\mathbf{u}$ is orthogonal to \mathbf{v} .