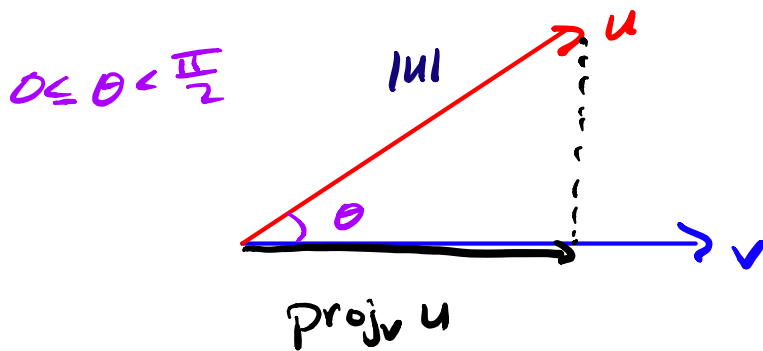


Orthogonal projection



$$\begin{aligned}\text{proj}_v u &= |u| \cos \theta \frac{v}{|v|} = \frac{|u| |v| \cos \theta}{|v|^2} v \\ &= \left(\frac{u \cdot v}{v \cdot v} \right) v\end{aligned}$$

$$\text{scal}_v u = |u| \cos \theta \quad \text{"signed length"}$$

$$= \frac{|u| |v| \cos \theta}{|v|} = \frac{u \cdot v}{|v|}$$

Example $u = \langle -4, 0, 2 \rangle, \quad v = \langle 1, 4, -4 \rangle$

$$\begin{aligned}\text{proj}_v u &= \left(\frac{u \cdot v}{v \cdot v} \right) v = \left(\frac{-4 + 0 - 8}{1 + 16 + 16} \right) \langle 1, 4, -4 \rangle \\ &= \frac{-12}{33} \langle 1, 4, -4 \rangle\end{aligned}$$

$$\text{scal}_v u = \frac{u \cdot v}{|v|} = \frac{-12}{\sqrt{33}}$$

Cross product

Example $u = \langle 1, 2, 3 \rangle, \quad v = \langle 4, 5, 6 \rangle$

Method 1

$$\begin{aligned} u \times v &= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 2 & 3 \\ 4 & 5 & 6 \end{vmatrix} = \begin{vmatrix} 2 & 3 \\ 5 & 6 \end{vmatrix} \hat{i} - \begin{vmatrix} 1 & 3 \\ 4 & 6 \end{vmatrix} \hat{j} + \begin{vmatrix} 1 & 2 \\ 4 & 5 \end{vmatrix} \hat{k} \\ &= (12 - 15) \hat{i} - (6 - 12) \hat{j} + (5 - 8) \hat{k} \\ &= \langle -3, 6, -3 \rangle \end{aligned}$$

Method 2

$$\begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix} \times \begin{bmatrix} 4 \\ 5 \\ 6 \end{bmatrix} = \begin{bmatrix} 12 - 15 \\ -(6 - 12) \\ 5 - 8 \end{bmatrix} = \begin{bmatrix} -3 \\ 6 \\ -3 \end{bmatrix}$$