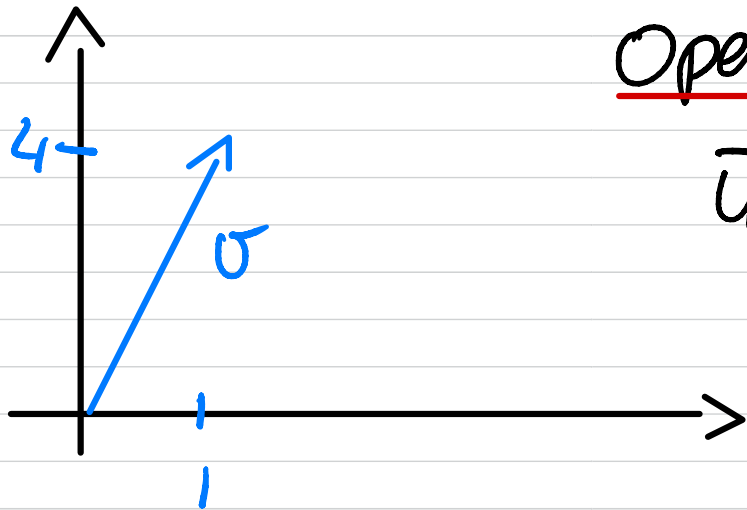


Summary of 1st 3 sections

There are some objects in \mathbb{R}^2 and \mathbb{R}^3 called vectors

Notation: $\vec{u} = \langle 1, 2, 3 \rangle \in \mathbb{R}^3$

$\vec{w} = \langle 2, 5, -7 \rangle$ $\vec{v} = \langle 1, 4 \rangle \in \mathbb{R}^2$



Operations

$$\vec{u} + \vec{w}$$

$$4\vec{u}$$

$$-\vec{w} + 3\vec{u}$$

Outline

- 1 Vectors in the plane
- 2 Vectors in three dimensions
- 3 Dot product**
- 4 Cross product
- 5 Lines and planes in space
- 6 Quadric surfaces

Definition of dot product

Definition 3.

Let

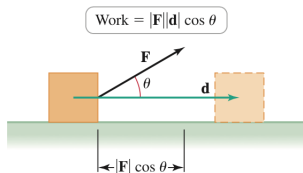
- \mathbf{u}, \mathbf{v} vectors in \mathbb{R}^3
- $\theta \in [0, \pi]$ angle between \mathbf{u} and \mathbf{v}

$\in \mathbb{R}^2 \text{ or } \mathbb{R}^3$

Then

$$\mathbf{u} \cdot \mathbf{v} = |\mathbf{u}| |\mathbf{v}| \cos(\theta) \in \mathbb{R}$$

Motivation: Work of a force



Analytic expression for the dot product

Theorem 4.

Let

- $\mathbf{u} = \langle u_1, u_2, u_3 \rangle$

- $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$

Then we have

$$\mathbf{u} \cdot \mathbf{v} = u_1 v_1 + u_2 v_2 + u_3 v_3$$

Example of dot product

Computation of dot product: If

$$\begin{aligned} \mathbf{u} \cdot \mathbf{v} &= 1 \times 4 + 2 \times 5 + 3 \times 6 \\ &= 32 \end{aligned}$$

$$\mathbf{u} = \langle 1, 2, 3 \rangle, \quad \mathbf{v} = \langle 4, 5, 6 \rangle,$$

then according to Theorem 4,

$$|\mathbf{u}| = \sqrt{1^2 + 2^2 + 3^2}$$

$$\mathbf{u} \cdot \mathbf{v} = 32$$

Angle between \mathbf{u} and \mathbf{v} : According to Definition 7

$$\begin{aligned} \mathbf{u} \cdot \mathbf{v} &= |\mathbf{u}| |\mathbf{v}| \cos(\theta) \\ \Rightarrow \cos(\theta) &= \frac{\mathbf{u} \cdot \mathbf{v}}{|\mathbf{u}| |\mathbf{v}|} = \frac{32}{\sqrt{14 \times 77}}. \end{aligned}$$

Thus

$$\theta \simeq 13^\circ$$

Outline

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Definition of cross product

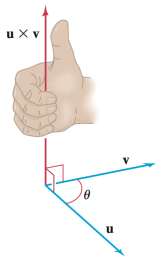
Definition 7.

Let

- \mathbf{u}, \mathbf{v} vectors in \mathbb{R}^3 , with angle $\theta \in [0, \pi]$

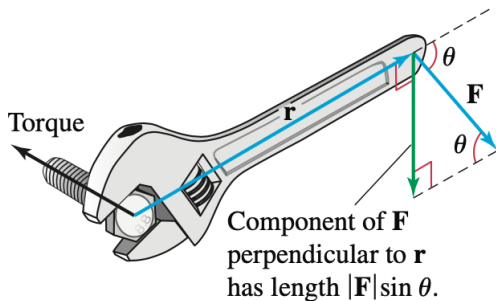
Then $\mathbf{u} \times \mathbf{v}$ is a vector such that

- 1 Magnitude is $|\mathbf{u} \times \mathbf{v}| = |\mathbf{u}| |\mathbf{v}| \sin(\theta)$.
- 2 Direction: given by right hand rule.



Cross product: illustration

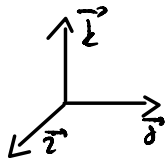
Motivation: Torque



Formula for cross product

Formula: We have

$$\mathbf{u} \times \mathbf{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix}$$



Example of cross product: If

$$\mathbf{u} = \langle 2, 1, 1 \rangle, \quad \mathbf{v} = \langle 5, 0, 1 \rangle,$$

then

$$\mathbf{u} \times \mathbf{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 1 & 1 \\ 5 & 0 & 1 \end{vmatrix} = \langle 1, 3, -5 \rangle$$