

Remind me to hit 'record.'

Today: Prove Law of Cosines

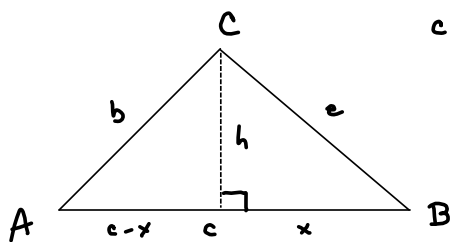
Use Law of cosines to prove that $\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$, where $\theta =$ angle between 2 vectors \vec{u}, \vec{v} .

Examples

10	<p>wp#2</p> <p>Sec 3.4</p> <p>WP#3, Due 3/30</p> <p>Test 3 over Chapters 1 - 3, Open 3/31 - 4/3</p> <p>Sec 4.1</p> <p>4/1</p>	3/28
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From Schedule (which is kinda messed-up):

<https://harryzaims.com/122/122-spring-22/122-schedule-spring-22.pdf>



$$c = x + (c-x)$$

NOTE

True. No help!

$\frac{h}{a} = \sin B$

$h = a \sin B$

$\frac{h}{b} = \sin A$

$h = b \sin A$ → Yes!

Want to prove:

$$a^2 = b^2 + c^2 - 2bc \cos A$$

Pf: $a^2 = x^2 + h^2$

$$= (c - b \cos A)^2 + (a \sin B)^2$$

Not using

$$= c^2 - 2bc \cos A + (b \cos A)^2 + b^2 \sin^2 A$$

$$= c^2 - 2bc \cos A + b^2 \cos^2 A + b^2 \sin^2 A$$

$$= c^2 - 2bc \cos A + b^2 (\cos^2 A + \sin^2 A)$$

$$= c^2 - 2bc \cos A + b^2 = \boxed{b^2 + c^2 - 2bc \cos A = a^2}$$

$$\frac{c-x}{b} = \cos A \rightarrow$$

$$c-x = b \cos A$$

$$-x = -c + b \cos A$$

$$x = c - b \cos A$$

RECALL

$$(r-s)^2 = r^2 - 2rs + s^2$$

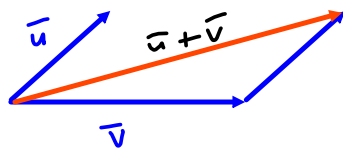
$$(r-s)(r-s) = r^2 - rs - rs + s^2 = r^2 - 2rs + s^2$$

Questions from §3.1, 3.2?

Book gives a form where $\cos A$ is solved-for.

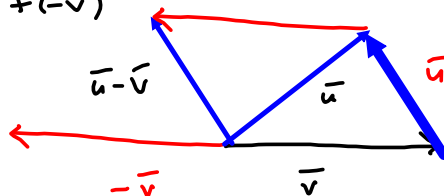
I just remember the basic formula & manipulate it on-the-fly.

Let's talk about vectors



$\vec{u} + \vec{v}$ is the diagonal of the parallelogram defined by \vec{u} & \vec{v} .

$$\vec{u} - \vec{v} = \vec{u} + (-\vec{v})$$



$\vec{u} - \vec{v}$ also:

Points from the tip of \vec{v} to the tip of \vec{u} .

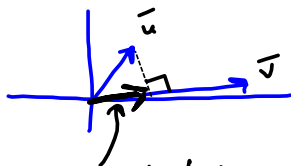
Now, Dot Product of Length/Magnitude of and angles between vectors. $\cos \theta$

$$\vec{u} = \langle u_1, u_2 \rangle, \vec{v} = \langle v_1, v_2 \rangle \Rightarrow$$

$$\vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2$$

It's a measure of how "parallel" \vec{u} & \vec{v} are.

$$\vec{u} = \langle 3, 4 \rangle, \vec{v} = \langle 1, 5 \rangle$$



The shadow
of \vec{u} on \vec{v} .

Light source
to \vec{v} .

$$\vec{u} \cdot \vec{v} = 3 \cdot 1 + 4 \cdot 5 = 3 + 20 = 23$$

In a sense, this is measuring the length
of the shadow cast by \vec{u} on \vec{v}

perpendicular \perp means perpendicular
or "orthogonal."



$$\vec{u} \perp \vec{v}$$

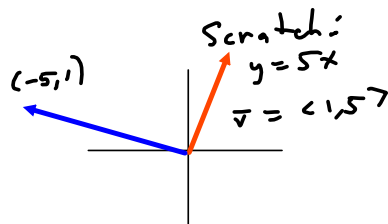
\perp to each other

No shadow!

0 shadow

$$\theta = 90^\circ \Rightarrow 0 \text{ shadow}$$

Note: $\cos(90^\circ) = 0$!



Scratch:

$$y = 5x$$

$$\vec{v} = \langle 1, 5 \rangle$$

$$m = 5 \Rightarrow$$

$$m_{\perp} = -\frac{1}{5}$$

$$\text{so } y = -\frac{1}{5}x$$

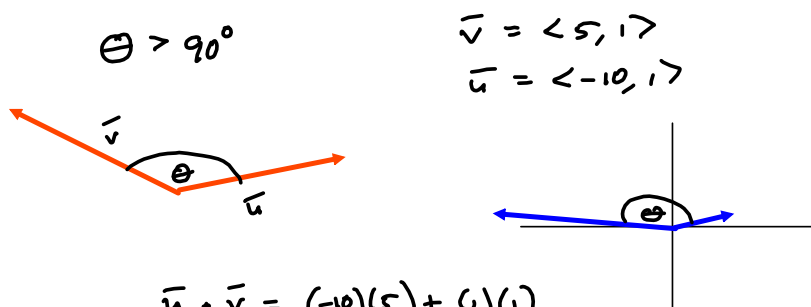
$$\vec{u} = \langle -5, 1 \rangle$$

I MADE $\vec{u} \perp \vec{v}$.

$$\text{Note } \vec{u} \cdot \vec{v} = \langle 1, 5 \rangle \cdot \langle -5, 1 \rangle$$

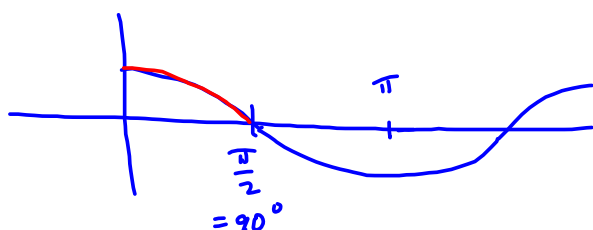
$$= (1)(-5) + (5)(1) = 0!$$

$$\vec{u} \cdot \vec{v} = 0 \text{ when } \vec{u} \perp \vec{v}!$$



$$\vec{u} \cdot \vec{v} = (-10)(5) + (1)(1)$$

$$= -50 + 1 = -49 < 0 \text{ when } \Theta > 90^\circ !$$



Compare the graph
of cosine!

$$0 \leq \Theta < 90 \Rightarrow \cos \Theta > 0$$

$$90 < \Theta \leq 180 \Rightarrow \cos \Theta < 0$$

Just Like the dot product!

In fact,

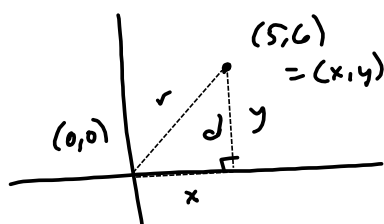
$$\cos \Theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$$

I will prove shortly.

But first,

$$\|\vec{u}\| = \sqrt{u_1^2 + u_2^2} = \sqrt{\vec{u} \cdot \vec{u}} !$$

Find the distance from $(5, 6)$ to the origin \vec{u} :



Distance Between

$$(x_1, y_1) \text{ \& } (x_2, y_2)$$

$$\text{is } d = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

$$x^2 + y^2 = r^2$$

$$(x_1, y_1) = (0, 0)$$

$$(x_2, y_2) = (5, 6)$$

$$\Rightarrow d = \sqrt{(0-5)^2 + (0-6)^2}$$

$$= \sqrt{5^2 + 6^2} = \sqrt{25+36} = \sqrt{61}$$

The length of

$\vec{u} = \langle 5, 6 \rangle$ is the distance from $(0, 0)$ to the tip of \vec{u} ,
i.e., the distance from $(0, 0)$ to $(5, 6)$

$$\|\vec{u}\| = \sqrt{5^2 + 6^2} = \sqrt{5 \cdot 5 + 6 \cdot 6} = \sqrt{\vec{u} \cdot \vec{u}}$$

So there's the connection between dot product & length.

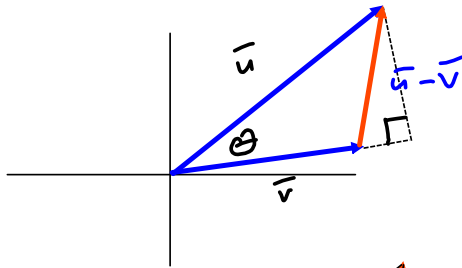
Properties of dot product:

$$\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u} \quad (\text{commutative})$$

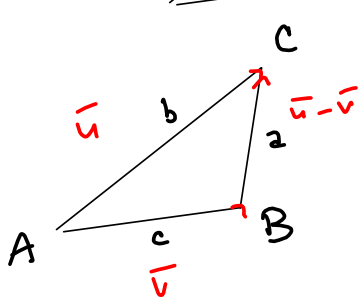
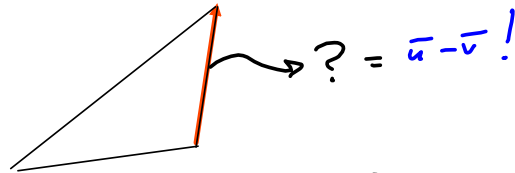
$$\langle 1, 2 \rangle = \vec{u}, \quad \vec{v} = \langle -3, -10 \rangle$$

$$\begin{aligned} \Rightarrow \vec{u} \cdot \vec{v} &= (1)(-3) + (2)(-10) = (-3)(1) + (-10)(2) \\ &= \vec{v} \cdot \vec{u}. \end{aligned}$$

Let's talk about the angle Θ between \vec{u} & \vec{v}



We use Law of Cosines
to prove
$$\cos \Theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$$



Law of cosines says:

$$a^2 = b^2 + c^2 - 2bc \cos A$$

$$a = \|\vec{u} - \vec{v}\|$$

$$b = \|\vec{u}\|$$

$$c = \|\vec{v}\|$$

$$a^2 = b^2 + c^2 - 2bc \cos A$$

$$\begin{aligned} \|\vec{u} - \vec{v}\|^2 &= \|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\|\vec{u}\|\|\vec{v}\|\cos A \\ (\vec{u} - \vec{v}) \cdot (\vec{u} - \vec{v}) &= \vec{u} \cdot \vec{u} - \vec{u} \cdot \vec{v} - \vec{v} \cdot \vec{u} + (-\vec{v}) \cdot (-\vec{v}) \\ &= \vec{u} \cdot \vec{u} - 2\vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{v} \end{aligned}$$

$$= \|\vec{u}\|^2 - 2\vec{u} \cdot \vec{v} + \|\vec{v}\|^2 = \|\vec{u}\|^2 + \|\vec{v}\|^2 - 2\|\vec{u}\|\|\vec{v}\|\cos A$$

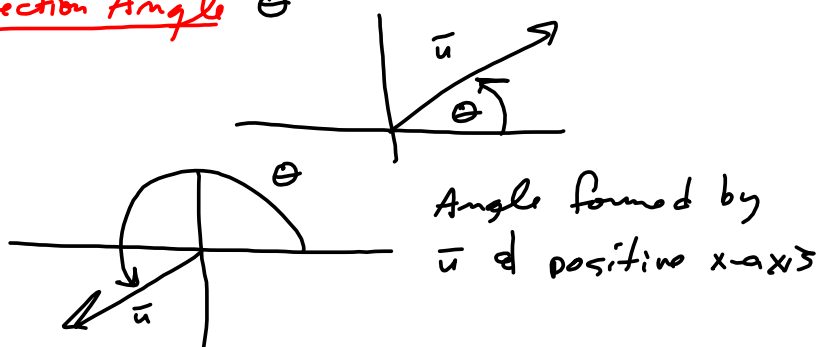
$$\Rightarrow -2\vec{u} \cdot \vec{v} = -2\|\vec{u}\|\|\vec{v}\|\cos A = -2\vec{u} \cdot \vec{v}$$

$$\Rightarrow \boxed{\cos A = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\|\|\vec{v}\|}} \rightarrow \text{Most commonly used.}$$

I just remember this β , but here's a common version of it:

$$\boxed{\vec{u} \cdot \vec{v} = \|\vec{u}\|\|\vec{v}\|\cos \Theta}$$

Can be handy.

Direction Angle θ 

unit vectors vectors of length '1.'

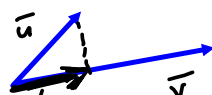
Build them easily:

$$\vec{u} = \langle u_1, u_2 \rangle \rightarrow$$

$\frac{1}{\|\vec{u}\|} \vec{u}$ is unit vector in direction of \vec{u} .

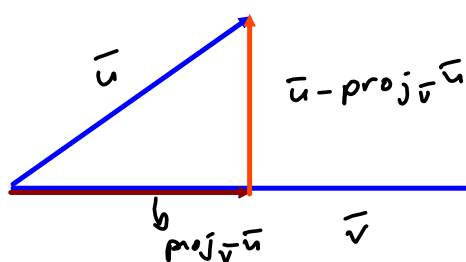
Next time: Finish Q3 theory:

$\bar{w} = \text{proj}_{\bar{v}} \bar{u}$ = projection of \bar{u} on \bar{v} is
the "shadow vector"



$\text{proj}_{\bar{v}} \bar{u}$ = shadow cast on \bar{v} by \bar{u}
 $\|\text{proj}_{\bar{v}} \bar{u}\| = \text{comp}_{\bar{v}} \bar{u}$ = component
of \bar{u} in the direction of \bar{v}

We'll decompose \bar{u} into $\text{proj}_{\bar{v}} \bar{u} + (\bar{u} - \text{proj}_{\bar{v}} \bar{u})$
 Why? Because that writes \bar{u} as the sum of
 2 vectors: one \perp to \bar{v} & one \parallel to \bar{v}



This is the idea
 behind Gram-Schmidt
 orthogonalization.

CALC III & Linear Algebra.