

Angle Between Two Vectors

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

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

3.3 #34

$$\bar{\mathbf{v}} = 4\bar{i} + 4\bar{j} = \langle 4, 4 \rangle$$

$$\bar{\mathbf{w}} = 7\bar{i} - 7\bar{j} = \langle 7, -7 \rangle$$

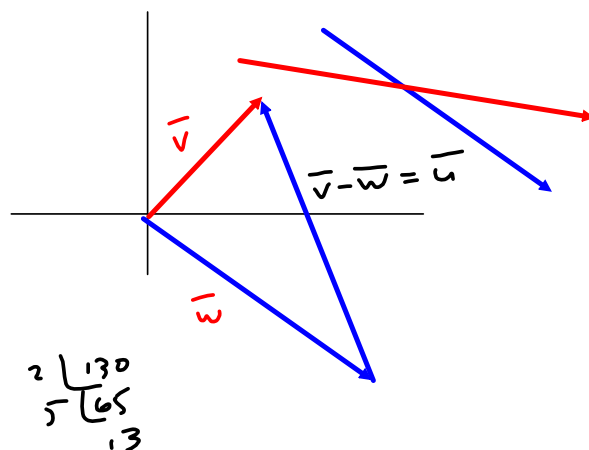
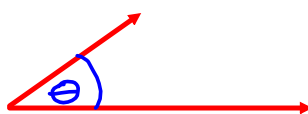
$$\bar{\mathbf{u}} =$$

$$\|4\langle 1, 1 \rangle\| = 4\sqrt{2}$$

$$\|7\langle 1, -1 \rangle\| = 7\sqrt{2}$$

$$\bar{\mathbf{u}} = \bar{\mathbf{v}} - \bar{\mathbf{w}} = \langle -3, 11 \rangle$$

$$\|\bar{\mathbf{u}}\| = \sqrt{3^2 + 11^2} = \sqrt{130}$$



This makes SSS for Law of Cosines.
You can do this, now.

ORTHOGONAL means \perp (PERPENDICULAR)

$$\cos(90^\circ) = 0$$

DEFIN DOT PRODUCT:

$$\vec{v} \cdot \vec{w} = \langle 4, 4 \rangle \cdot \langle 7, -7 \rangle$$

$$= (4)(7) + (4)(-7) = 28 - 28 = 0$$

FACT: $\vec{v} \cdot \vec{w} = 0$ if and only if $\vec{v} \perp \vec{w}$.

FACTS:

Length / Modulus / Magnitude / norm of

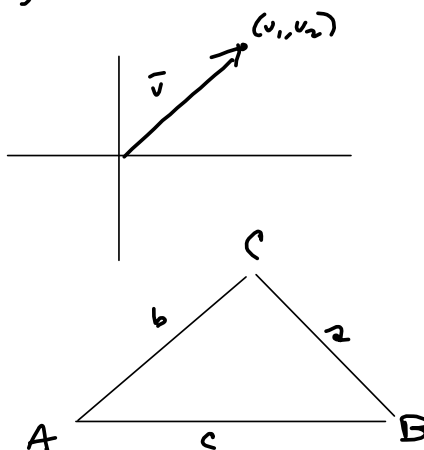
$$\|\vec{v}\| = \sqrt{v_1^2 + v_2^2}$$

$$\vec{v} \cdot \vec{v} = \langle v_1, v_2 \rangle \cdot \langle v_1, v_2 \rangle$$

$$= v_1^2 + v_2^2 !$$

$$= \|\vec{v}\|^2$$

Law of Cosines

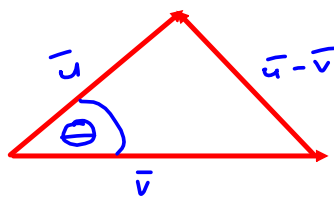


$$a^2 = b^2 + c^2 - 2bc \cos A$$

$$b^2 = a^2 + c^2 - 2ac \cos B$$

In the language of vectors, we have:

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



FACT $\vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$

$$\|\vec{u} - \vec{v}\|^2 = (\vec{u} - \vec{v}) \cdot (\vec{u} - \vec{v}) = \vec{u} \cdot \vec{u} - \vec{u} \cdot \vec{v} - \vec{v} \cdot \vec{u} + \vec{v} \cdot \vec{v}$$

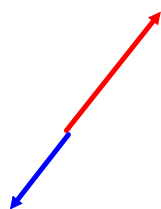
$$= \|\vec{u}\|^2 - 2\vec{u} \cdot \vec{v} + \|\vec{v}\|^2$$

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

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

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

These angles never exceed 180 degrees



So \cos^{-1} (mess) always gives us the angle, with no further interpretation.

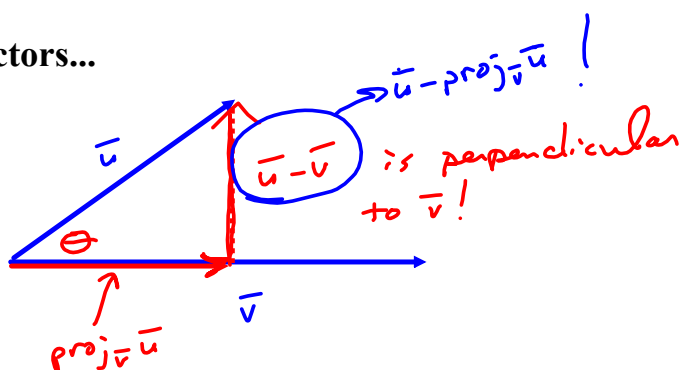
The angle between \vec{v} & \vec{w} , using 3.4:

$$\cos\theta = \frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\|\|\vec{w}\|} = \frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\|\|\vec{w}\|} = \frac{\langle 4, 4 \rangle \cdot \langle 7, -7 \rangle}{(\sqrt{4^2+4^2})(\sqrt{7^2+(-7)^2})}$$

$$= \frac{28-28}{(32)(98)} = \frac{0}{(32)(98)} = 0 \rightarrow$$

$$\theta = \cos^{-1}(0) = 90^\circ = \frac{\pi}{2} !$$

Projection of vectors...

 $\text{proj}_{\vec{v}} \vec{u}$ 

$$\cos \theta = \frac{\|\text{proj}_{\vec{v}} \vec{u}\|}{\|\vec{u}\|}$$

$$\|\vec{u}\| \cos \theta = \|\text{proj}_{\vec{v}} \vec{u}\| \quad \rightarrow \|\vec{u}\| \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|}$$

& p

Projection of \mathbf{u} onto \mathbf{v} Let \mathbf{u} and \mathbf{v} be nonzero vectors. The projection of \mathbf{u} onto \mathbf{v} is given by

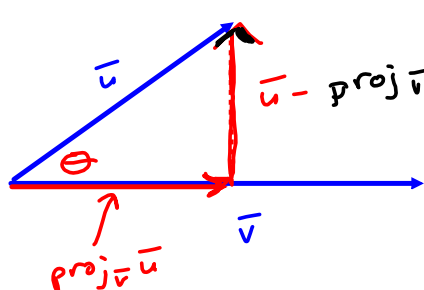
$$\text{proj}_{\mathbf{v}} \mathbf{u} = \left(\frac{\mathbf{u} \cdot \mathbf{v}}{\|\mathbf{v}\|^2} \right) \mathbf{v}.$$

The idea is that $\frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|} = \text{Length of } \text{proj}_{\vec{v}} \vec{u} = \|\text{proj}_{\vec{v}} \vec{u}\|$

& $\frac{\vec{v}}{\|\vec{v}\|} = \frac{1}{\|\vec{v}\|} \vec{v} = \text{a unit vector in the direction of } \vec{v}.$

$$\text{proj}_{\vec{v}} \vec{u} = \left(\frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|} \right) \left(\frac{1}{\|\vec{v}\|} \vec{v} \right)$$

(Length) (Direction)



$\vec{u} - \text{proj}_{\vec{v}} \vec{u}$ is \perp to \vec{v} !

This decomposes \vec{u} into a component \parallel (parallel) to \vec{v} plus a component \perp to \vec{v} .

If \bar{u} & \bar{v} aren't parallel
 Then $\bar{u} - \text{proj}_{\bar{v}} \bar{u}$ & $\text{proj}_{\bar{v}} \bar{u}$ form a BASIS for \mathbb{R}^2 that is orthogonal.

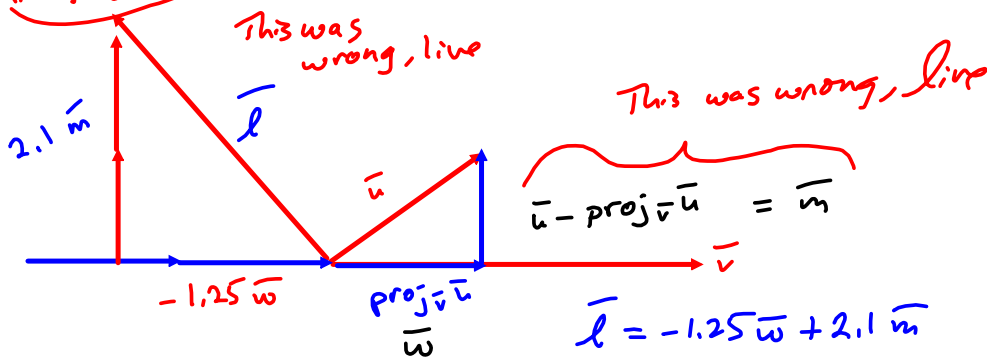
$\bar{i} = \langle 1, 0 \rangle$ & $\bar{j} = \langle 0, 1 \rangle$ comprise the CANONICAL BASIS for \mathbb{R}^2 .

$$\bar{u} = \langle u_1, u_2 \rangle = u_1 \langle 1, 0 \rangle + u_2 \langle 0, 1 \rangle$$

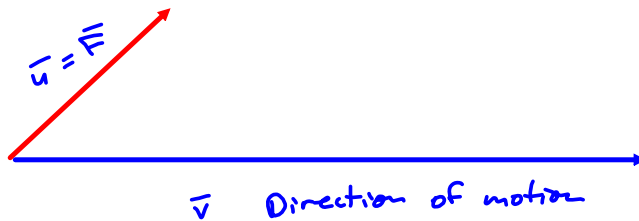
Linear combo of \bar{i} & \bar{j} .

You can do something similar with

$\frac{1}{\|\bar{u} - \text{proj}_{\bar{v}} \bar{u}\|} (\bar{u} - \text{proj}_{\bar{v}} \bar{u})$, $\frac{1}{\|\text{proj}_{\bar{v}} \bar{u}\|} \text{proj}_{\bar{v}} \bar{u}$ can do the same thing



Work:



Force Times Dis tance =

Need the component of the force vector that's parallel to the direction of the motion.

$$\text{Work} = (\|\text{proj}_{\vec{v}} \vec{F}\|) (\|\vec{v}\|)$$

$$W = \|\text{proj}_{\vec{PQ}} \vec{F}\| \|\vec{PQ}\| \text{ or } W = \vec{F} \cdot \vec{PQ} = \vec{F} \cdot \vec{v}$$

$$\vec{PQ} = \vec{v}$$

This is nice

$$\|\text{proj}_{\vec{v}} \vec{F}\| \|\vec{v}\|$$

$$= \left\| \left(\frac{\vec{F} \cdot \vec{v}}{\|\vec{v}\|^2} \right) \left(\frac{\vec{v}}{\|\vec{v}\|} \right) \right\| \|\vec{v}\|$$

\downarrow $\|\text{This}\| = 1$

$$= \left\| \frac{\vec{F} \cdot \vec{v}}{\|\vec{v}\|} \right\| \|\vec{v}\| = \underbrace{\|\vec{F} \cdot \vec{v}\|}_{\text{No direction}}$$