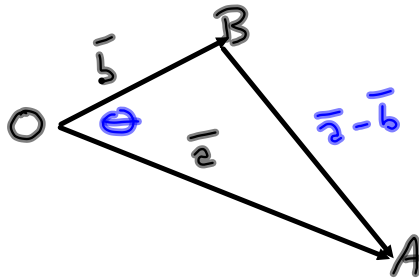


203 § 13.3 Dot Product

$$\vec{a} - \vec{b} = \vec{a} + (-\vec{b})$$



$$\vec{a} = \langle a_1, a_2, a_3 \rangle$$

$$|AB|^2 = |OA|^2 - 2|OA||OB|\cos\theta + |OB|^2$$

$$|\vec{a} - \vec{b}|^2 = |\vec{a}|^2 - 2|\vec{a}||\vec{b}|\cos\theta + |\vec{b}|^2$$

$$|\vec{a}| = \sqrt{a_1^2 + a_2^2 + a_3^2} = \sqrt{a_1 a_1 + a_2 a_2 + a_3 a_3}$$

$$= \sqrt{\vec{a} \cdot \vec{a}}$$

$$|\vec{a}|^2 = \vec{a} \cdot \vec{a}$$

$$\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$$

$$\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$$

$$(\vec{a} - \vec{b}) \cdot (\vec{a} - \vec{b}) = \vec{a} \cdot \vec{a} - 2\sqrt{(\vec{a} \cdot \vec{a})(\vec{b} \cdot \vec{b})}\cos\theta + \vec{b} \cdot \vec{b}$$

$$\vec{a} \cdot \vec{a} - 2\vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{b} = \vec{a} \cdot \vec{a} - 2\sqrt{(\vec{a} \cdot \vec{a})(\vec{b} \cdot \vec{b})}\cos\theta + \vec{b} \cdot \vec{b}$$

$$-2\vec{a} \cdot \vec{b} = -2\sqrt{(\vec{a} \cdot \vec{a})(\vec{b} \cdot \vec{b})}\cos\theta$$

$\vec{a} \cdot \vec{b} = \vec{a} \vec{b} \cos\theta$
$\cos\theta = \frac{\vec{a} \cdot \vec{b}}{ \vec{a} \vec{b} }$

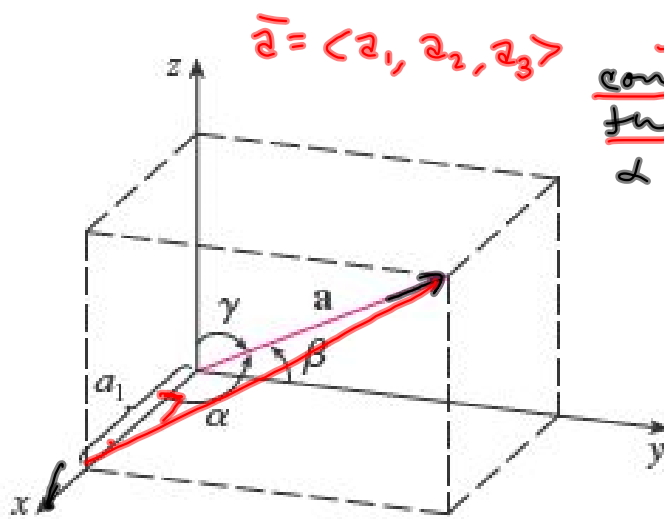
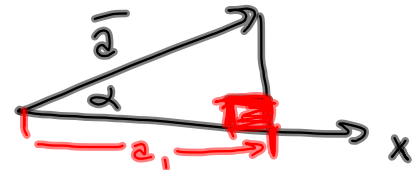


FIGURE 3

$\vec{a} = \langle a_1, a_2, a_3 \rangle$

Consider the plane containing both \vec{a} and the x -axis. The angle α lies in this plane.

In that plane:



$\frac{a_1}{|\vec{a}|} = \cos \alpha$

$\cos \beta = \frac{a_2}{|\vec{a}|}, \cos \gamma = \frac{a_3}{|\vec{a}|}$

DIRECTION ANGLES AND DIRECTION COSINES

The **direction angles** of a nonzero vector \mathbf{a} are the angles α , β , and γ (in the interval $[0, \pi]$) that \mathbf{a} makes with the positive x -, y -, and z -axes. (See Figure 3.)

The cosines of these direction angles, $\cos \alpha$, $\cos \beta$, and $\cos \gamma$, are called the **direction cosines** of the vector \mathbf{a} . Using Corollary 6 with \mathbf{b} replaced by \mathbf{i} , we obtain

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$\cos \alpha = \frac{\mathbf{a} \cdot \mathbf{i}}{|\mathbf{a}| |\mathbf{i}|} = \frac{a_1}{|\mathbf{a}|}$

$\langle a_1, a_2, a_3 \rangle \cdot \langle 1, 0, 0 \rangle = a_1$

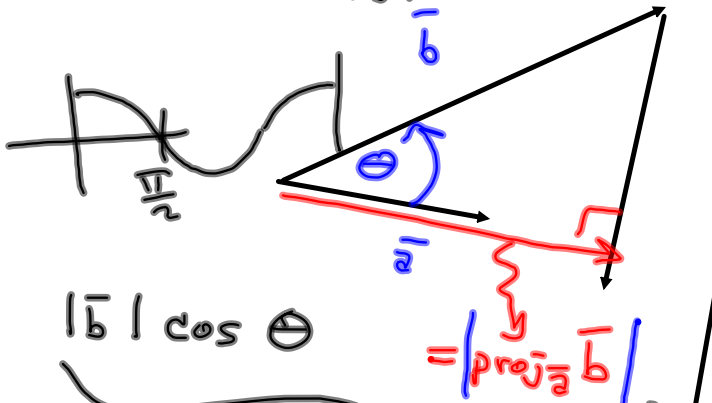
9

$\cos \beta = \frac{a_2}{|\mathbf{a}|} \quad \cos \gamma = \frac{a_3}{|\mathbf{a}|}$

Projections

In the plane defined by two non collinear vectors \vec{a} & \vec{b} :

$$\cos \theta = \frac{|\text{proj}_{\vec{a}} \vec{b}|}{|\vec{b}|}$$



$$|\vec{b}| \cos \theta$$

$$= |\text{proj}_{\vec{a}} \vec{b}|$$

Component of \vec{b} along \vec{a}

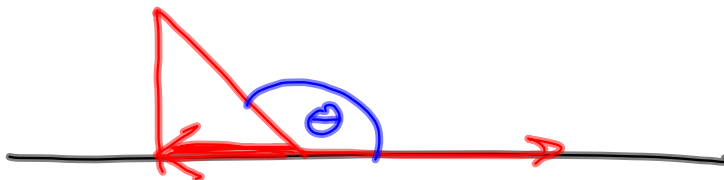
Let's give it direction:

$$(|\vec{b}| \cos \theta) \frac{\vec{a}}{|\vec{a}|} = \text{proj}_{\vec{a}} \vec{b} = |\vec{b}| \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|} \frac{\vec{a}}{|\vec{a}|} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|^2} \vec{a}$$

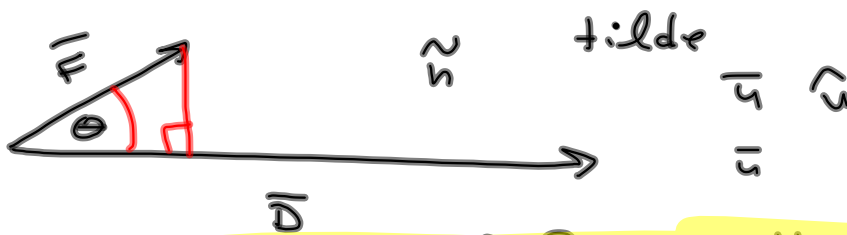
length of the component of \vec{b} in direction of \vec{a} .

unit vector in direction of \vec{a}

Shine a light from behind \vec{b} perpendicular to \vec{a} . Then the projection of \vec{b} onto \vec{a} is the shadow cast by \vec{b} on the line containing \vec{a} .



work



work = component of force in direction
of motion TIMES distance

$$|\vec{F}| \cos \theta |\vec{D}|$$

$$|\vec{F}| \frac{\vec{F} \cdot \vec{D}}{|\vec{F}| |\vec{D}|} |\vec{D}| = \vec{F} \cdot \vec{D}$$