

$$\bar{u} + \bar{v} = \langle 0, 500 \rangle$$

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

$$u_2 = \|\bar{u}\| \sin 60^\circ = 250 \Rightarrow \|\bar{u}\| = \frac{250 \cdot 2}{\sqrt{3}}$$

$$u_1 = \|\bar{u}\| \cos 60^\circ = ?$$

$$\|\bar{u}\| = \sqrt{u_1^2 + u_2^2}$$

$$\bar{u} + \bar{v} = \langle 0, 500 \rangle$$

$$\|\bar{u}\| = \|\bar{v}\|$$

$$\langle \|\bar{u}\| \cos 60^\circ, \|\bar{u}\| \sin 60^\circ \rangle + \langle \|\bar{v}\| \cos 120^\circ, \|\bar{v}\| \sin 120^\circ \rangle$$

$$= \|\bar{u}\| \left(\left\langle \frac{1}{2}, \frac{\sqrt{3}}{2} \right\rangle + \left\langle -\frac{1}{2}, \frac{\sqrt{3}}{2} \right\rangle \right)$$

$$= \|\bar{u}\| \langle 0, \sqrt{3} \rangle = \langle 0, 500 \rangle$$

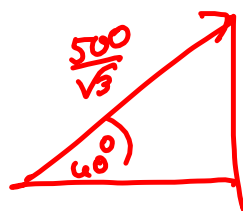
$$\Rightarrow \langle 0, \sqrt{3} \|\bar{u}\| \rangle = \langle 0, 500 \rangle$$

$$\Rightarrow \|\bar{u}\| = \frac{500}{\sqrt{3}}$$

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

$$\|\bar{u}\| = \sqrt{u_1^2 + u_2^2} = \frac{500}{\sqrt{3}}$$

u_1 & u_2 from trig



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

$$\vec{b} = \langle b_1, b_2, b_3 \rangle$$

$$\Rightarrow \vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$$

$$= \sum_{k=1}^3 a_k b_k$$

$$\vec{a} \cdot \vec{b} = \sum_{k=1}^{20} a_k b_k$$

$$a_{11} x_1 + a_{12} x_2 + a_{13} x_3 + \dots + a_{1,10} x_{10} = 29$$

$$a_{21} x_1 + a_{22} x_2 + a_{23} x_3 + \dots + a_{2,10} x_{10} = 50$$

$$\vec{x} = \langle x_1, x_2, x_3, \dots, x_{10} \rangle$$

$$A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1,10} \\ a_{21} & a_{22} & \dots & a_{2,10} \\ \vdots & \vdots & \ddots & \vdots \\ a_{101} & a_{102} & \dots & a_{10,10} \end{bmatrix}$$

$$\vec{b} = \langle 29, 50, \dots, 71 \rangle$$

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

Neuen come 5 up.

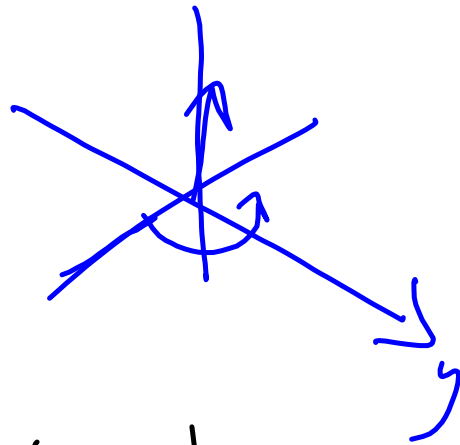
$$x_1 \cdot 29 + x_2 \cdot 50 + \dots + x_{10} \cdot 71$$

$$\vec{a} \perp \vec{b} \quad \Leftrightarrow \quad \vec{a} \cdot \vec{b} = 0$$

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

New! Cross Product
Right-hand rule

$\vec{u} \times \vec{v}$ is orthogonal to \vec{u} & \vec{v}
determined by right-hand rule.
curl fingers from \vec{u} to \vec{v} & thumb points
to $\vec{u} \times \vec{v}$



Determinants

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

$$|A| = ad - bc$$

$$A = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} = \begin{bmatrix} + & - & + \\ - & + & - \\ + & - & + \end{bmatrix}$$

$$a(ei - fh) - b(di - fg) + c(dh - eg)$$

$$\bar{u} = \langle u_1, u_2, u_3 \rangle, \quad \bar{v} = \langle v_1, v_2, v_3 \rangle$$

$$\begin{aligned} \text{Then } \bar{u} \times \bar{v} &= \begin{vmatrix} i & j & k \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} \\ &= (u_2 v_3 - u_3 v_2)\bar{i} - (u_1 v_3 - u_3 v_1)\bar{j} + (u_1 v_2 - u_2 v_1)\bar{k} \\ &= \langle u_2 v_3 - u_3 v_2, -(u_1 v_3 - u_3 v_1), (u_1 v_2 - u_2 v_1) \rangle \end{aligned}$$

~~$$\begin{matrix} u_1, u_2, u_3 & v_1, v_2 \\ v_1, v_2, v_3 & u_1, u_2 \end{matrix}$$~~

$$\langle u_2 v_3 - u_3 v_2, -(u_3 v_1 - u_1 v_3), u_1 v_2 - u_2 v_1 \rangle$$

124 #s 1-4, 9, 10, 13-19, 25, 27, 29, 33, 35, 37, 39

15 is a trick