

## Properties of the Dot Product

Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3)$

Prove:  $\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$

Proof:

### Algebraic

$$\begin{aligned}\vec{u} \cdot \vec{v} &= u_1v_1 + u_2v_2 + u_3v_3 \\ &= v_1u_1 + v_2u_2 + v_3u_3 \\ &= \vec{v} \cdot \vec{u}\end{aligned}$$

### Geometric

$$\begin{aligned}\vec{u} \cdot \vec{v} &= |\vec{u}||\vec{v}|\cos\theta \\ &= |\vec{v}||\vec{u}|\cos\theta \\ &= \vec{v} \cdot \vec{u}\end{aligned}$$

Prove:  $a(\vec{u} \cdot \vec{v}) = (a\vec{u}) \cdot \vec{v} = \vec{u} \cdot (a\vec{v})$ ,  $a \in \mathfrak{R}$

Proof:

### Algebraic

$$\begin{aligned}a(\vec{u} \cdot \vec{v}) &= a(u_1v_1 + u_2v_2 + u_3v_3) \\ &= au_1v_1 + au_2v_2 + au_3v_3 \\ &= (au_1, au_2, au_3) \cdot (v_1, v_2, v_3) \\ &= (a\vec{u}) \cdot \vec{v}\end{aligned}$$

### Geometric

$$\begin{aligned}a(\vec{u} \cdot \vec{v}) &= a|\vec{u}||\vec{v}|\cos\theta \\ &= |a\vec{u}||\vec{v}|\cos\theta \\ &= (a\vec{u}) \cdot \vec{v}\end{aligned}$$

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

Proof:

$$\begin{aligned}\vec{u} \cdot (\vec{v} + \vec{w}) &= (u_1, u_2, u_3) \cdot (v_1 + w_1, v_2 + w_2, v_3 + w_3) \\ &= u_1 \cdot (v_1 + w_1) + u_2 \cdot (v_2 + w_2) + u_3 \cdot (v_3 + w_3) \\ &= (u_1v_1 + u_2v_2 + u_3v_3) + (u_1w_1 + u_2w_2 + u_3w_3) \\ &= \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}\end{aligned}$$

Prove:  $\vec{u} \cdot \vec{u} = |\vec{u}|^2$

Proof:

### Algebraic

$$\begin{aligned}\vec{u} \cdot \vec{u} &= (u_1, u_2, u_3) \cdot (u_1, u_2, u_3) \\ &= u_1^2 + u_2^2 + u_3^2 \\ &= |\vec{u}|^2\end{aligned}$$

### Geometric

The angle between  $\vec{u}$  and itself is  $0^\circ$  and  $\cos 0^\circ = 1$ , so that

$$\begin{aligned}\vec{u} \cdot \vec{u} &= |\vec{u}||\vec{u}|\cos 0^\circ \\ &= |\vec{u}|^2\end{aligned}$$

Prove:  $\vec{u} \cdot \vec{v} = 0$  iff  $\vec{u} \perp \vec{v}$

Proof:

If  $\vec{u}$  and  $\vec{v}$  are perpendicular, then the angle between them is  $90^\circ$  and, since  $\cos 90^\circ = 0$ , we have  $\vec{u} \cdot \vec{v} = |\vec{u}||\vec{v}|\cos 90^\circ$ .

Conversely, if  $\vec{u} \cdot \vec{v} = 0$ , then  $|\vec{u}||\vec{v}|\cos\theta = 0$ , where  $\theta$  is the angle between the vectors.

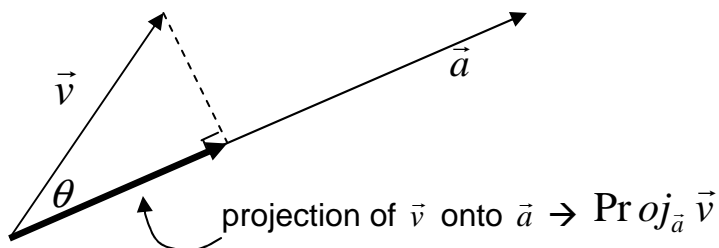
Since  $\vec{u}$  and  $\vec{v}$  are non-zero, we must have  $\cos\theta = 0$  and therefore  $\theta = \pm 90^\circ$ .

## More Applications of Dot Product - Projections

Finding the **projection** of one vector onto another vector.

To obtain a projection “drop” a vector perpendicular onto another vector.

Ex



This projection is a vector in the direction of  $\vec{a}$  so it is a scalar multiple of  $\vec{a}$ . The magnitude of the projection,  $|\text{Proj}_{\vec{a}} \vec{v}|$ , is given by  $|\vec{v}| \cos \theta$

$$|\text{Proj}_{\vec{a}} \vec{v}| = |\vec{v}| \cos \theta \quad \leftarrow \text{Recall from dot product: } \cos \theta = \frac{\vec{a} \cdot \vec{v}}{|\vec{a}| |\vec{v}|}$$

$$= |\vec{v}| \frac{\vec{a} \cdot \vec{v}}{|\vec{a}| |\vec{v}|}$$

$$= \frac{\vec{a} \cdot \vec{v}}{|\vec{a}|}$$

“The size of the projection”

$$\therefore \text{Proj}_{\vec{a}} \vec{v} = \frac{\vec{a} \cdot \vec{v}}{|\vec{a}|} \hat{a} \quad \rightarrow \text{(in terms of } \hat{a} \text{)}$$

Scalar multiple that is the size of the projection.

$\hat{a}$  is the unit vector in direction of  $\vec{a}$

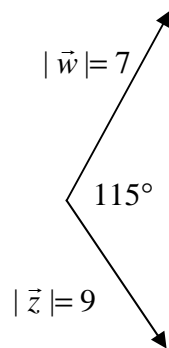
$$\text{Proj}_{\vec{a}} \vec{v} = \frac{\vec{a} \cdot \vec{v}}{|\vec{a}|} \left( \frac{\vec{a}}{|\vec{a}|} \right) \quad \rightarrow \text{(in terms of } \vec{a} \text{)}$$

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

Recall:  $\hat{a} = \frac{\vec{a}}{|\vec{a}|}$

Ex 1 Given  $\vec{w} = (-3, 5, 2)$   $\vec{z} = (2, 4, -3)$ . Find  $\text{Proj}_{\vec{z}} \vec{w}$  as an algebraic vector.  $\left(\frac{16}{29}, \frac{32}{29}, -\frac{24}{29}\right)$

Ex 2 Find the  $\text{Proj}_{\vec{z}} \vec{w}$ .



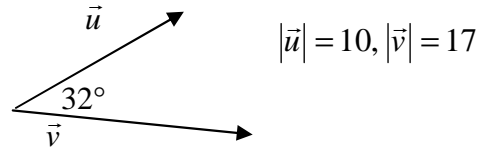
### Work

Ex. If a 15 N force, acting in the direction of  $\vec{v} = (1, 1, 1)$ , moves an object from P(-2, 1, -4) to Q(5, 6, -1), calculate the work done. The distance is in meters.

## Homework on dot product and Projections

1. Given vectors  $\vec{u}$  and  $\vec{v}$  as shown, find

Proj( $\vec{u}$  onto  $\vec{v}$ ) (in terms of  $\hat{v}$ )  
 { 8.48 $\hat{v}$  }



2. Given  $\vec{y} = 2\hat{i} + 2\hat{j}$ ,  $\vec{x} = (-1, 4)$ ,  $\vec{z} = (3, -2)$   
 $A(-1, -3)$ ,  $B(-3, -2)$

Find: Proj $_{\vec{AB}}$   $\vec{x}$

{  $(-\frac{12}{5}, \frac{6}{5})$  }

3. Given  $\vec{u} = (5, -4)$  and  $\vec{v} = (-3, 1)$ , find the Proj( $\vec{u}$  onto  $\vec{v}$ ) as an algebraic vector. {  $(\frac{57}{10}, \frac{-19}{10})$  }

4. Find the work done if a force of 45 N in the direction of  $\vec{r} = (4, -7)$  moves an object from G(1, 6) to H(7, 3).  
 { 251.1 Joules }

5. Given  $\vec{y} = 2\hat{i} + 2\hat{j} + 7\hat{k}$ ,  $\vec{x} = (-1, 4, 6)$ ,  $\vec{z} = (3, -2, -3)$ ,  $A(-1, -3, 5)$ ,  $B(-3, -2, 4)$

Find Proj $_{\vec{AB}}$   $\vec{x}$

{  $\vec{0}$  }

6. Find the work done by the force  $\vec{f} = (-1, 3, 6)$ , which moves an object from P(3, 1, -2) to Q(4, 5, 1).  
 { 29 Joules }

7. Find the work done if a force of 45 N in the direction of  $\vec{r} = (4, -7, -2)$  moves an object from G(1, 6, 5) to H(7, 3, 7).  
 { 222.1 Joules }

8. Given  $\vec{u} = (2, -1, 6)$  and  $\vec{v} = (1, 3, -4)$ , find the Proj( $\vec{v}$  onto  $\vec{u}$ ) as an algebraic vector. {  $(\frac{-50}{41}, \frac{25}{41}, \frac{-150}{41})$  }

9. For  $\vec{u} = (1, 5, 8)$  and  $\vec{v} = (-1, 3, -2)$ , verify that:

a)  $\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$

b)  $\vec{u} \cdot \vec{u} = |\vec{u}|^2$  and  $\vec{v} \cdot \vec{v} = |\vec{v}|^2$

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

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

e)  $2(\vec{u} \cdot \vec{v}) = (2\vec{u}) \cdot \vec{v} = \vec{u} \cdot (2\vec{v})$

10. If  $\vec{u} = (2, 2, -1)$ ,  $\vec{v} = (3, -1, 0)$  and  $\vec{w} = (1, 7, 8)$ , verify that  $\vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$