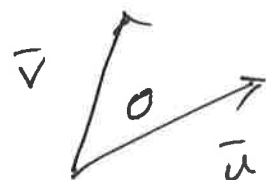


Math 1497 Calc 2

Last class we considered multiplying vectors and introduced the dot product & cross product

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

$$\text{then } \vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 \\ = \|\vec{u}\| \|\vec{v}\| \cos \theta$$



Two definitions \uparrow for dot product
and cross product

$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix}$$

$$= \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix} \vec{i} - \begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix} \vec{j} + \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \vec{k}$$

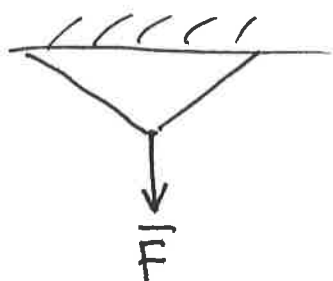
Important to note

$$\vec{u} \cdot \vec{v} = \# \text{ scalar}$$

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

$$\vec{u} \times \vec{v} = \text{vector}$$

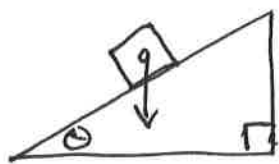
Projections



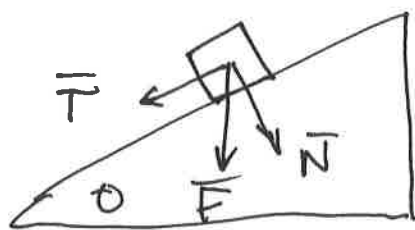
in this example there are 2 forces along the cables and overall resultant \downarrow is \vec{F} and overall \longleftrightarrow is zero

So this is the idea of projections

Another, we have a force due to gravity on the block. This force is a combination of 2 forces

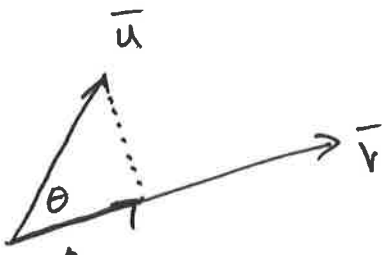


- (i) normal to surface
- (ii) tangent to surface



So given a vector \vec{u} , we wish to project it onto a vector \vec{v} .

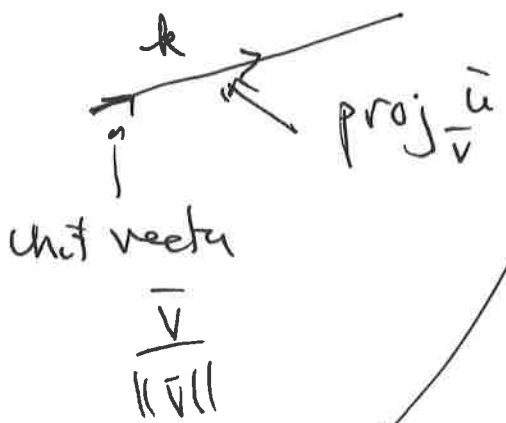
Called $\text{proj}_{\vec{v}} \vec{u}$



this vector here is the projection of \vec{u} onto \vec{v} and it is this vector we wish to calculate. First, it's clear that it is some scalar multiple of \vec{v} as it pts in the same direction as \vec{v}

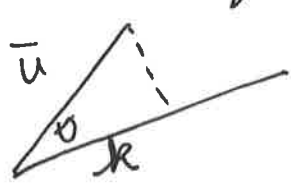
So 1st, let us create a unit vector in \vec{v} 's direction i.e. $\frac{\vec{v}}{\|\vec{v}\|}$

so $\text{proj}_{\vec{v}} \vec{u} = k \frac{\vec{v}}{\|\vec{v}\|}$



from triangle

$$\cos \theta = \frac{k}{\|\vec{u}\|} \Rightarrow k = \|\vec{u}\| \cos \theta$$



so $\text{proj}_{\vec{v}} \vec{u} = \left(\frac{\|\vec{u}\| \cos \theta}{\|\vec{v}\|} \right) \vec{v}$

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

so we have

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

ex If $\vec{u} = \langle 1, 3 \rangle$ & $\vec{v} = \langle 4, 2 \rangle$

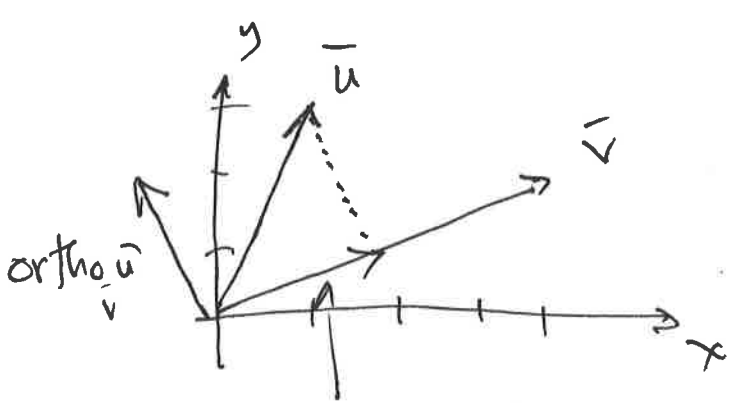
find $\text{proj}_{\vec{v}} \vec{u}$

$$\vec{u} \cdot \vec{v} = \langle 1, 3 \rangle \cdot \langle 4, 2 \rangle$$

$$= 4 + 6 = 10$$

$$\vec{v} \cdot \vec{v} = \langle 4, 2 \rangle \cdot \langle 4, 2 \rangle$$

$$= 16 + 4 = 20$$



$\text{proj}_{\vec{v}} \vec{u}$ looks like about $\frac{1}{2} \vec{v}$

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

$$= \frac{10}{20} \vec{v}$$

$$= \frac{1}{2} \langle 4, 2 \rangle = \langle 2, 1 \rangle$$

there's another vector that we want to identify

called the orthogonal complement

$$\vec{u} - \text{proj}_{\vec{v}} \vec{u} = \text{ortho}_{\vec{v}} \vec{u} = \langle 1, 3 \rangle - \langle 2, 1 \rangle$$

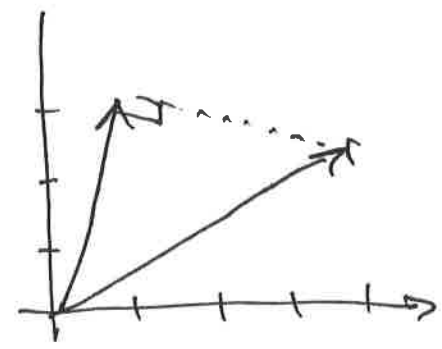
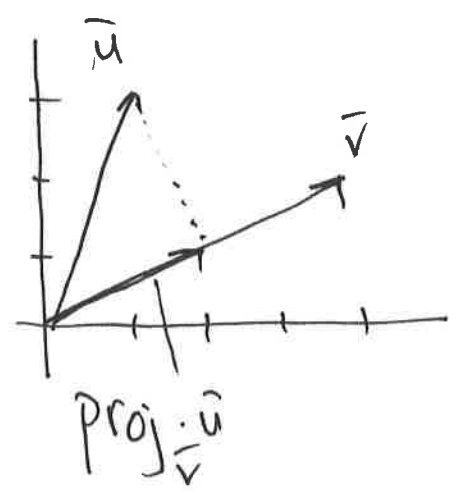
$$= \langle -1, 2 \rangle$$

These 2 compose to give \vec{u}

It's important to realize that

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

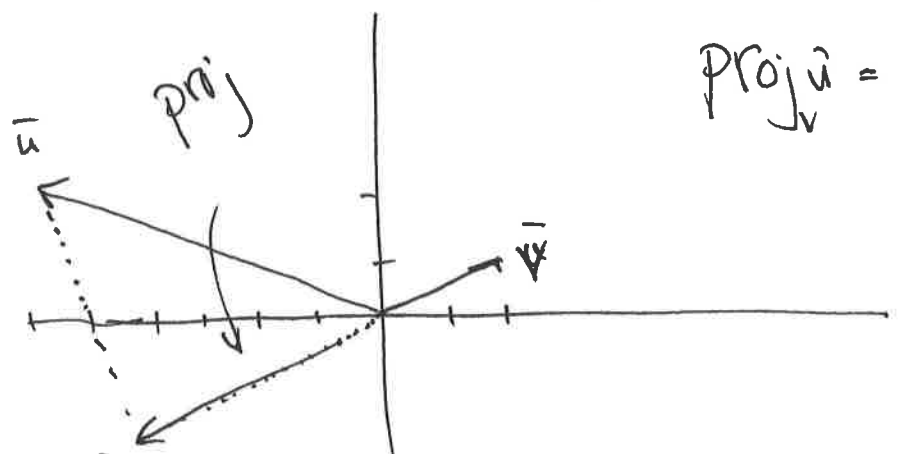
As we will show via the previous ex



$$\text{proj}_{\vec{u}} \vec{v} = \left(\frac{\vec{u} \cdot \vec{v}}{\vec{u} \cdot \vec{u}} \right) \vec{u} = \frac{10}{10} \vec{u} = \langle 1, 3 \rangle$$

$\vec{u} \cdot \vec{u} = 1^2 + 3^2 = 10$ so we see they are different

ex 2 Find $\text{proj}_{\vec{v}} \vec{u}$ when $\vec{u} = \langle -6, 2 \rangle$ $\vec{v} = \langle 2, 1 \rangle$



$$\begin{aligned} \text{proj}_{\vec{v}} \vec{u} &= \frac{-12 + 2}{4 + 1} \vec{v} = \frac{-10}{5} \vec{v} \\ &= -2 \vec{v} \\ &= \langle -4, -2 \rangle \end{aligned}$$

(6)

$$\text{ortho}_{\bar{v}} \bar{u} = \bar{u} - \text{proj}_{\bar{v}} \bar{u}$$

$$= \langle -6, 2 \rangle - \langle -4, -2 \rangle$$

$$= \langle -6+4, 2+2 \rangle = \langle -2, 4 \rangle$$

