

14.3: DOT (INNER) PRODUCT

14.3.1

(A) $\vec{a} \cdot \vec{b}$

is a scalar. Algebraic definition: $\vec{a} \cdot \vec{b} = \sum_{i=1}^n a_i b_i$ ($\vec{a} = \langle a_1, a_2, \dots, a_n \rangle$
 $\vec{b} = \langle b_1, b_2, \dots, b_n \rangle$)
 $= a_1 b_1 + a_2 b_2 + \dots + a_n b_n$

We add products of corresponding components.

Ex $\langle 2, -3, -4 \rangle \cdot \langle 1, -2, 5 \rangle$
 $= (2)(1) + (-3)(-2) + (-4)(5)$
 $= \boxed{-12}$

Up to 5

(B) Properties (p. 702)

$\vec{0}, \vec{a}, \vec{b}, \vec{c}$ in V_n ; c scalar

Prove in 39
for V_3 .

(i) $\vec{a} \cdot \vec{a} = \|\vec{a}\|^2$

(ii) $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$

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

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

(v) $\vec{0} \cdot \vec{a} = 0$

Comments

Ex $\langle 2, 3 \rangle \cdot \langle 2, 3 \rangle = (2)^2 + (3)^2 = \sqrt{(2)^2 + (3)^2}^2 = (\|\langle 2, 3 \rangle\|)^2$

"." is comm.

"." distributes over vector "+" (Proof p. 702)

Scalar mult. is flexible re "."

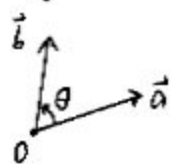
Ex Prove $(c\vec{a}) \cdot \vec{b} = c(\vec{a} \cdot \vec{b})$ if $\vec{a}, \vec{b}$ in V_3 .

Proof Let $\vec{a} = \langle a_1, a_2, a_3 \rangle$
 $\vec{b} = \langle b_1, b_2, b_3 \rangle$
 c any scalar

$$\begin{aligned} (c\vec{a}) \cdot \vec{b} &= (c\langle a_1, a_2, a_3 \rangle) \cdot \langle b_1, b_2, b_3 \rangle \\ &= \langle ca_1, ca_2, ca_3 \rangle \cdot \langle b_1, b_2, b_3 \rangle \\ &= ca_1 b_1 + ca_2 b_2 + ca_3 b_3 \\ &= c(a_1 b_1 + a_2 b_2 + a_3 b_3) \\ &= c(\langle a_1, a_2, a_3 \rangle \cdot \langle b_1, b_2, b_3 \rangle) \\ &= c(\vec{a} \cdot \vec{b}) \end{aligned}$$

QED

© Angle Between $\vec{a}, \vec{b}$



Let θ = smallest nonnegative angle between the position vectors for $\vec{a}, \vec{b}$.

$$0 \leq \theta \leq \pi$$

From the Law of Cosines for triangles,

$$\vec{a} \cdot \vec{b} = \underbrace{\|\vec{a}\|}_{\text{product of lengths}} \underbrace{\|\vec{b}\| \cos \theta}_{\text{times cos of angle between them}}$$

(Geometric def'n)
"polar"

$$\Rightarrow \cos \theta = \frac{\vec{a} \cdot \vec{b}}{\|\vec{a}\| \|\vec{b}\|} \quad (\vec{a} \neq \vec{0}, \vec{b} \neq \vec{0})$$

$$\Rightarrow \theta = \cos^{-1} \left(\frac{\vec{a} \cdot \vec{b}}{\|\vec{a}\| \|\vec{b}\|} \right)$$

Think: $\frac{\text{dot product}}{\text{product of lengths}}$

Ex (#12) Find the angle between $\vec{a} = \vec{i} - 7\vec{j} + 4\vec{k}$, $\vec{b} = 5\vec{i} - \vec{k}$.

Sol'n $\vec{a} = \langle 1, -7, 4 \rangle$, $\vec{b} = \langle 5, 0, -1 \rangle$

$$\theta = \cos^{-1} \left(\frac{\langle 1, -7, 4 \rangle \cdot \langle 5, 0, -1 \rangle}{\|\langle 1, -7, 4 \rangle\| \|\langle 5, 0, -1 \rangle\|} \right)$$

$$= \cos^{-1} \left(\frac{1}{\sqrt{66} \sqrt{26}} \right)$$

$$= \cos^{-1} \left(\frac{1}{\sqrt{1716}} \right)$$

$$\approx 1.547 \text{ (radians) or } 88.6^\circ$$

$$\vec{a} \perp \vec{b} \iff \vec{a} \cdot \vec{b} = 0$$

$\nwarrow$
orthogonal ($\cos \frac{\pi}{2} = 0$)

$\theta = 0$ acute $\nearrow$ $\theta = \frac{\pi}{2}$ $\perp$ $\theta = \text{obtuse}, \pi$ $\nwarrow$
 $\vec{a} \cdot \vec{b}: \oplus \quad \quad \quad \ominus$ $\leftarrow$ determined by $\cos \theta$, if $\vec{a}, \vec{b}$ non- $\vec{0}$

① Cauchy-Schwarz Inequality

$$\vec{a} \cdot \vec{b} = \|\vec{a}\| \|\vec{b}\| \underbrace{\cos \theta}_{-1 \leq \cos \theta \leq 1}$$

(If I give you two sticks of fixed lengths, what are the possible dot products?)

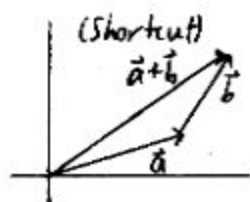
$$\Rightarrow |\vec{a} \cdot \vec{b}| \leq \|\vec{a}\| \|\vec{b}\|$$

The absolute value of a dot product cannot exceed the product of the lengths.

Ex $\begin{array}{c} \vec{b} \\ \nearrow \\ \vec{a} \\ \xrightarrow{5} \end{array}$ can rotate
 $|\vec{a} \cdot \vec{b}| \leq 15$
 $-15 \leq \vec{a} \cdot \vec{b} \leq 15$

⑤ Triangle Inequality

SUV



The length of one side cannot exceed the sum of the lengths of the other two sides.

$$\|\vec{a} + \vec{b}\| \leq \|\vec{a}\| + \|\vec{b}\|$$

Proof uses ①.

Ex (#48) When is $\|\vec{a} + \vec{b}\| = \|\vec{a}\| + \|\vec{b}\|$?

$$\Leftrightarrow (\|\vec{a} + \vec{b}\|)^2 = (\|\vec{a}\| + \|\vec{b}\|)^2$$

because magnitudes are nonnegative

$$\Leftrightarrow (\vec{a} + \vec{b}) \cdot (\vec{a} + \vec{b}) = \|\vec{a}\|^2 + 2\|\vec{a}\|\|\vec{b}\| + \|\vec{b}\|^2$$

we used:

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

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

$$\Leftrightarrow \|\vec{a}\|^2 + 2(\vec{a} \cdot \vec{b}) + \|\vec{b}\|^2 = \|\vec{a}\|^2 + 2\|\vec{a}\|\|\vec{b}\| + \|\vec{b}\|^2$$

$$\Leftrightarrow 2(\vec{a} \cdot \vec{b}) = 2\|\vec{a}\|\|\vec{b}\|$$

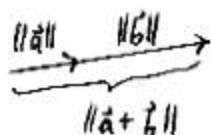
$$\Leftrightarrow \vec{a} \cdot \vec{b} = \|\vec{a}\|\|\vec{b}\|$$

$$\Leftrightarrow \|\vec{a}\|\|\vec{b}\|\cos\theta = \|\vec{a}\|\|\vec{b}\| \quad (0 \leq \theta \leq \pi)$$

$$\Leftrightarrow \vec{a} = \vec{0}, \text{ or } \vec{b} = \vec{0}, \text{ or } \cos\theta = 1$$

$$\theta = 0$$

$$\Leftrightarrow \boxed{\vec{a} = \vec{0}, \text{ or } \vec{b} = \vec{0}, \text{ or } \vec{a} \text{ and } \vec{b} \text{ have the same direction}}$$

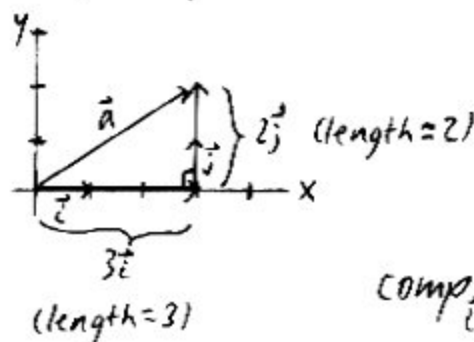


"Degenerate triangle"

⑦ $\text{comp}_{\vec{b}} \vec{a}$ = The Component of $\vec{a}$ Along $\vec{b}$ (scalar)

Review $\vec{a} = \langle 3, 2 \rangle = 3\vec{i} + 2\vec{j}$

We're decomposing $\vec{a}$ as a sum of 2 $\perp$ vectors. Ⓢ

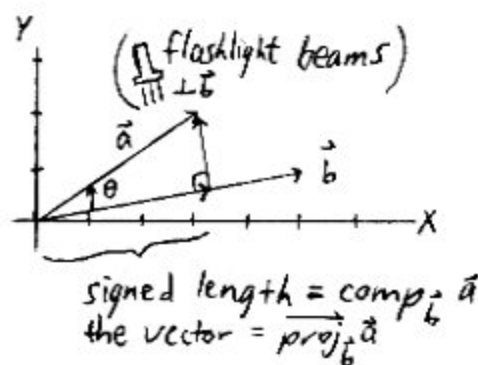


$$\text{comp}_{\vec{i}} \vec{a} = 3$$

$$\text{comp}_{\vec{j}} \vec{a} = 2$$

Other ways to do Ⓢ!

Ex If $\vec{a} = \langle 3, 2 \rangle$, $\vec{b} = \langle 5, 1 \rangle$, find $\text{comp}_{\vec{b}} \vec{a}$.



$$\text{comp}_{\vec{b}} \vec{a} = \|\vec{a}\| \cos \theta \quad (\vec{b} \neq \vec{0})$$

$$= \|\vec{a}\| \left(\frac{\vec{a} \cdot \vec{b}}{\|\vec{a}\| \|\vec{b}\|} \right)$$

$$\text{comp}_{\vec{b}} \vec{a} = \frac{\vec{a} \cdot \vec{b}}{\|\vec{b}\|} \quad (\vec{b} \neq \vec{0})$$

Think "b" for "bottom."

or $\vec{a} \cdot \frac{\vec{b}}{\|\vec{b}\|}$

unit vector in direction of $\vec{b}$

Larson uses this approach. Math 254-Linear Alg. approach

$\vec{\text{proj}}_{\vec{b}} \vec{a}$
Think: shadow of $\vec{a}$ on line thru $\vec{b}$ when a flashlight's beams are $\perp \vec{b}$

See 14.1.7
 $\cos \theta = \frac{A}{H}$
 $A = H \cos \theta$



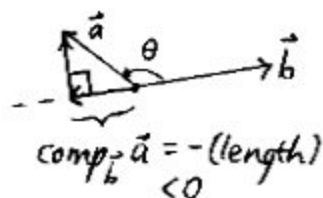
$$\text{In Ex, } \text{comp}_{\vec{b}} \vec{a} = \frac{\langle 3, 2 \rangle \cdot \langle 5, 1 \rangle}{\sqrt{(5)^2 + (1)^2}}$$

$$= \frac{17}{\sqrt{26}}$$

$$\approx 3.334 \quad (\text{makes sense in figure})$$

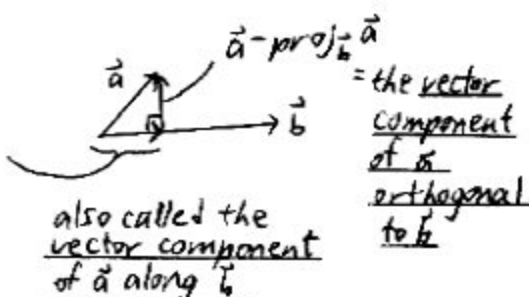
$$\text{If } \theta \text{ is obtuse} \Rightarrow \vec{a} \cdot \vec{b} < 0 \Rightarrow \text{comp}_{\vec{b}} \vec{a} < 0$$

Ex



Up to 23
(All but 25, 29)

Not in book projection
 $\text{proj}_{\vec{b}} \vec{a}$ is this "shadow" vector



Lorson

$$= (\text{comp}_{\vec{b}} \vec{a}) \left(\underbrace{\text{unit vector in the direction of } \vec{b}}_{\text{length}=1 \text{ to ensure } \|\text{proj}_{\vec{b}} \vec{a}\| = |\text{comp}_{\vec{b}} \vec{a}|} \right)$$

$$= \left(\frac{\vec{a} \cdot \vec{b}}{\|\vec{b}\|^2} \right) \left(\frac{\vec{b}}{\|\vec{b}\|} \right)$$

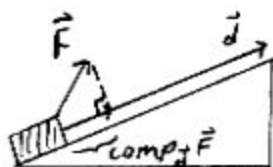
$$\boxed{\text{proj}_{\vec{b}} \vec{a} = \frac{\vec{a} \cdot \vec{b}}{\|\vec{b}\|^2} \vec{b} \quad (\vec{b} \neq \vec{0})}$$

$\underbrace{\frac{\vec{a} \cdot \vec{b}}{\|\vec{b}\|^2}}_{\text{scalar}} \quad (\text{proj}_{\vec{b}} \vec{a}) \parallel \vec{b}$

© Work

$\vec{F}$ = constant force (using Newtons, say)

$\vec{d}$ = displacement (using meters, say)



In 1-D, Work = $\left(\begin{matrix} \text{[constant]} \\ \text{force} \end{matrix} \right) \left(\begin{matrix} \text{distance} \\ \text{covered} \end{matrix} \right)$
 How do we extend this to 2-D, 3-D?
 (Note: 'scalars' is written above the 'distance covered' term with arrows pointing to both.)

$$\text{Work done "W"} = \underbrace{(\text{comp}_{\vec{d}} \vec{F})}_{\substack{\text{relevant} \\ \text{measure} \\ \text{of force}}} \underbrace{(\|\vec{d}\|)}_{\text{distance}}$$

$$= \left(\frac{\vec{F} \cdot \vec{d}}{\|\vec{d}\|} \right) (\|\vec{d}\|)$$

$$\boxed{W = \vec{F} \cdot \vec{d}}$$

in Newton-meters
(or joules)