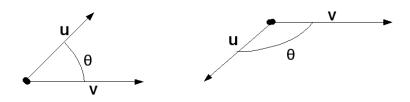
0.1 Dot Product and Projections

Definition 1

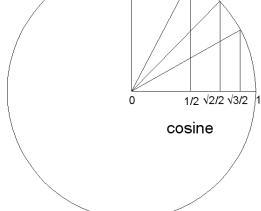
Let **u** and **v** be two vectors, assume that both vector have been positioned to have the same initial point, then the angle between **u** and **v** is the angle θ determined by **u** and **v** that satisfies $0 \le \theta \le \pi$.



Definition 2

Let **u** and **v** be two vectors and θ the angle between **u** and **v**, then the dot product or Euclidean inner product, $\mathbf{u} \cdot \mathbf{v}$, is defined by

$\mathbf{u} \cdot \mathbf{v} = \begin{cases} \mathbf{u} \ \mathbf{v} co \\ 0 \end{cases}$			$ s(\theta) \text{if } \mathbf{u} \neq 0 \text{ and } \mathbf{v} \neq 0 \\ \text{if } \mathbf{u} = 0 \text{ or } \mathbf{v} = 0 $		
θ out of					
360^{o}	2π	cos(heta)	360°	2π	$cos(\theta)$
0^{o}	0	$\sqrt{4}/2 = 1$	120°	$2\pi/3$	$-\sqrt{1}/2 = -1/2$
30^{o}	$\pi/6$	$\sqrt{3}/2$	135^{o}	$3\pi/4$	$-\sqrt{2}/2$
45^{o}	$\pi/4$	$\sqrt{2}/2$	150°	$5\pi/6$	$\begin{vmatrix} -\sqrt{3}/2 \\ -\sqrt{4}/2 = -1 \end{vmatrix}$
60^{o}	$\pi/3$	$\sqrt{1}/2 = 1/2$	180°	π	$-\sqrt{4}/2 = -1$
90^{o}	$\pi/2$	$\sqrt{0}/2 = 0$			'
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$					



Example 1

The dot product of vector $\mathbf{u} = (0, 1)$ and $\mathbf{v} = (1, 1)$ is

$$\mathbf{u} \cdot \mathbf{v} = ||\mathbf{u}|| ||\mathbf{v}|| \cos(45^{\circ}) = \sqrt{1} \sqrt{2} \frac{\sqrt{2}}{2} = 1$$

Component form of dot product

From the cosine law, we get

$$||\overrightarrow{PQ}|| = ||\mathbf{u}||^2 + ||\mathbf{v}||^2 - 2||\mathbf{u}|| ||\mathbf{v}||cos(\theta)$$

Since $\overrightarrow{PQ} = \mathbf{v} - \mathbf{u}$, we get

$$\begin{aligned} \mathbf{u} \cdot \mathbf{v} &= ||\mathbf{u}|| \, ||\mathbf{v}|| cos(\theta) \\ &= \frac{1}{2}(||\mathbf{u}||^2 + ||\mathbf{v}||^2 + ||\mathbf{v} - \mathbf{u}||^2) \\ &= \frac{1}{2}(u_1^2 + u_2^2 + v_1^2 + v_2^2 + (v_1 - u_1)^2 + (v_2 - u_2)^2 + (v_3 - u_3)^2) \\ &= \frac{1}{2}(2u_1v_1 + 2u_2v_2 + 2u_3v_3) \\ &= u_1v_1 + u_2v_2 + u_3v_3 \end{aligned}$$

(Remember, how this relates to matrix multiplication: The dot product is the same as \mathbf{uv}^T (cool?)) We get

$$cos\theta = \frac{\mathbf{u} \cdot \mathbf{v}}{||\mathbf{u}|| \; ||\mathbf{v}||}$$

Example 2

Example find angle between two vectors Consider vectors $\mathbf{u} = (2, 0, 2)$ and $\mathbf{v} = (1, 1, 1)$, then for θ we get

$$\cos\theta = \frac{\mathbf{u} \cdot \mathbf{v}}{||\mathbf{u}|| \, ||\mathbf{v}||} = \frac{(2)(1) + (0)(1) + (2)(1)}{\sqrt{8}\sqrt{3}} = \frac{4}{2\sqrt{6}} = 0.816$$

i.e. $\theta\approx 35.26^o$

Theorem 1

Let \mathbf{u} and \mathbf{v} be vector in 2- or 3-space

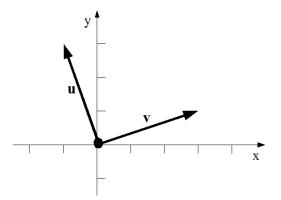
(a)
$$\mathbf{v} \cdot \mathbf{v} = ||v||^2$$

(b) If **u** and **v** are non zero and θ is the angle between the two vectors then

 $\begin{aligned} \theta \text{ is acute if and only if } \mathbf{u} \cdot \mathbf{v} &> 0 \\ \theta \text{ is obtuse if and only if } \mathbf{u} \cdot \mathbf{v} &< 0 \\ \theta &= \pi/2 \text{ if and only if } \mathbf{u} \cdot \mathbf{v} &= 0 \end{aligned}$

Example 3

Let $\mathbf{u} = (-1, 3)$ and $\mathbf{v} = (3, 1)$, then $\mathbf{u} \cdot \mathbf{v} = (-1)3 + (3)(1) = 0$, the two vectors are orthogonal.



Two vector that are perpendicular are also called orthogonal

Theorem 2

Two nonzero vector \mathbf{u} and \mathbf{v} are orthogonal if and only if $\mathbf{u} \cdot \mathbf{v} = 0$

Example 4

In 2-space the nonzero vector $\mathbf{n} = (a, b)$ is orthogonal to the line given by ax + by + c = 0. To prove this claim, let $P_1(x_1, y_1)$ and $P_2(x_2, y_2)$ be distinct points on the line, therefore

$$ax_1 + by_1 + c = 0 \Leftrightarrow ax_1 + by_1 = -c$$
$$ax_2 + by_2 + c = 0 \Leftrightarrow ax_2 + by_2 = -c$$

Since $\overrightarrow{P_1P_2}(x_2 - x_1, y_2 - y_1)$ is on the line we need to prove that $\mathbf{n} \cdot \overrightarrow{P_1P_2} = 0$.

$$\mathbf{n} \cdot \overrightarrow{P_1 P_2} = (a, b) \cdot (x_2 - x_1, y_2 - y_1)$$

= $a(x_2 - x_1) + b(y_2 - y_1)$
= $ax_2 + by_2 - (ax_1 + by_1)$ (see above)
= $-c - (-c)$
= 0

therefore the vectors **n** and $\overrightarrow{P_1P_2}$ are orthogonal, therefore **n** and the line given by ax + by + c = 0 are orthogonal.

Theorem 3

If \mathbf{u}, \mathbf{v} and \mathbf{w} are vectors, and $k \in \mathbb{R}$, then

- (a) $\mathbf{u} \cdot \mathbf{v} = \mathbf{v} \cdot \mathbf{u}$
- (b) $\mathbf{u} \cdot (\mathbf{v} + \mathbf{w}) = \mathbf{u} \cdot \mathbf{v} + \mathbf{u} \cdot \mathbf{w}$
- (c) $k(\mathbf{u} \cdot \mathbf{v}) = (k\mathbf{u}) \cdot \mathbf{v} = \mathbf{u} \cdot (k\mathbf{v})$
- (d) If $\mathbf{v} \neq 0$ then $\mathbf{v} \cdot \mathbf{v} > 0$, and if $\mathbf{v} = 0$, then $\mathbf{v} \cdot \mathbf{v} = 0$

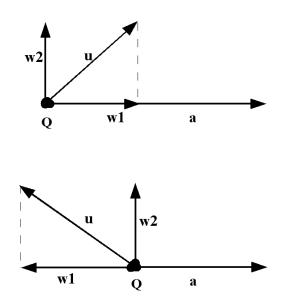
Proof: Do it yourself.

Orthogonal Projection

Many problems can be solved analyzing a vector \mathbf{u} into two terms, one parallel to another vector \mathbf{a} and the second being orthogonal to \mathbf{a} .

If \mathbf{u} and \mathbf{a} have the same initial points Q, we can decompose \mathbf{u} as follows:

- 1. Drop an orthogonal from the terminal point of \mathbf{u} on the line through \mathbf{a} , construct vector \mathbf{w}_1 from Q to the point on the line through \mathbf{a} .
- 2. Find $\mathbf{w_2} = \mathbf{u} \mathbf{w_1}$



The vector $\mathbf{w_1}$ is called the orthogonal projection of u on a, or the vector component of u along a. Denotation

 $proj_{\mathbf{a}}\mathbf{u}$

and $\mathbf{w_2}$ is called the vector component of \mathbf{u} orthogonal to $\mathbf{a}.$ It is always true that

$$\mathbf{u} = \mathbf{w_1} + \mathbf{w_2}$$

Theorem 4

If \mathbf{u} and \mathbf{a} are vectors, then the projection of \mathbf{u} on \mathbf{a} is

$$proj_{\mathbf{a}}\mathbf{u} = \frac{\mathbf{u} \cdot \mathbf{a}}{||\mathbf{a}||^2} \mathbf{a}$$

and the vector component of \mathbf{u} orthogonal to \mathbf{a} is

$$\mathbf{u} - proj_{\mathbf{a}}\mathbf{u} = \mathbf{u} - \frac{\mathbf{u} \cdot \mathbf{a}}{||\mathbf{a}||^2} \mathbf{a}$$

Proof: (see text book pg 140)

Example 5

Let $\mathbf{u} = (1, 2, -1)$ and $\mathbf{a} = (-2, 3, 0)$, then the projection of \mathbf{u} on \mathbf{a} is

$$proj_{\mathbf{a}}\mathbf{u} = \frac{1(-2) + 2(3) + (-1)0}{((-2)^2 + 3^2 + 0^2)} \ (-2, 3, 0) = \frac{4}{13} \ (-2, 3, 0) = (\frac{-8}{13}, \frac{12}{13}, 0)$$

and the vector component of \mathbf{u} orthogonal to \mathbf{a} is

$$\mathbf{u} - proj_{\mathbf{a}}\mathbf{u} = (1, 2, -1) - (\frac{-8}{13}, \frac{12}{13}, 0) = (\frac{21}{13}, \frac{14}{13}, -1)$$

 $\begin{array}{l} Theorem \ 5 \\ For \ vector \ u \ {\rm and} \ a \end{array}$

$$||proj_{\mathbf{a}}\mathbf{u}|| = ||u|| |cos(\theta)|$$

if θ is the angle between **u** and **a**.

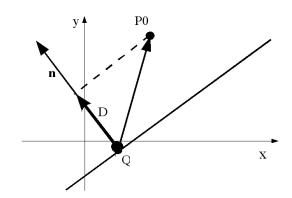
Proof:

Let **u** and **a** vectors, and θ is the angle between **u** and **a**, then

$$||proj_{\mathbf{a}}\mathbf{u}|| = \left| \left| \frac{\mathbf{u} \cdot \mathbf{a}}{||\mathbf{a}||^{2}} \mathbf{a} \right| \right|$$
$$= \left| \frac{\mathbf{u} \cdot \mathbf{a}}{||\mathbf{a}||^{2}} \right| ||\mathbf{a}||$$
$$= \frac{|\mathbf{u} \cdot \mathbf{a}|}{||\mathbf{a}||^{2}} ||\mathbf{a}||$$
$$= \frac{|\mathbf{u} \cdot \mathbf{a}|}{||\mathbf{a}||}$$
$$= \frac{||\mathbf{u}|| \, ||\mathbf{a}|| \, \cos(\theta) \, |}{||\mathbf{a}||}$$
$$= \frac{||\mathbf{u}|| \, ||\mathbf{a}|| \, \cos(\theta)|}{||\mathbf{a}||}$$
$$= ||\mathbf{u}|| \, |\cos(\theta) \, |$$

Example 6

To find the distance D between a point $P_0(x_0, y_0)$ and a line given through ax + by + c = 0, choose any point $Q(x_1, y_1)$ on the line, that is any (x_1, y_1) with



$$ax_1 + by_1 + c = 0$$
 or $c = -ax_1 - by_1$ (*)

We know that $\mathbf{n} = (a, b)$ is orthogonal to the line, then

$$D = ||proj_{\mathbf{n}}\overrightarrow{QP_0}||$$

(see diagram below) Therefore we get (see proof of theorem)

$$D = \frac{|\overrightarrow{QP_0} \cdot \mathbf{n}|}{||\mathbf{n}||}$$
$$= \frac{|(x_0 - x_1, y_0 - y_1) \cdot (a, b)|}{\sqrt{a^2 + b^2}}$$
$$= \frac{|a(x_0 - x_1) + b(y_0 - y_1)|}{\sqrt{a^2 + b^2}}$$

Substituting (\ast) into the nominator, we get

$$D = \frac{|ax_0 + by_0 + c|}{\sqrt{a^2 + b^2}}$$

Example 7

The distance between the point (1,2) and the line given through x + 2y - 1 = 0 is

$$D = \frac{|(1)(1) + 2(2) + (-1)|}{\sqrt{1+4}} = \frac{4}{\sqrt{5}}$$