

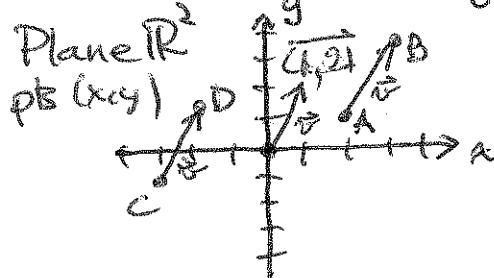
I. Vectors in \mathbb{R}^2 II. Orthogonal decomposition & \vec{v}^\perp

III. Determinant & signed area

Q. Welcome. Course Info. Quiz 1: cosines, shadow

I. Vector \vec{v} = arrow in the plane with length & direction

Same arrow at different locations is same vector

(Can think of \vec{v} as shift motion of whole plane.)

$$\vec{v} = (1, 2)$$

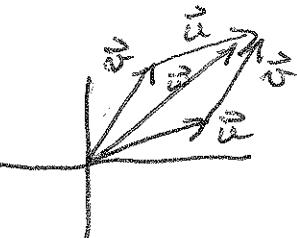
Standard form:

$$\vec{v} = \overrightarrow{(0,0)(v_1, v_2)} = \overrightarrow{(0,0)(v_1, v_2)}$$

Draw with start at origin $(0,0)$
denote by endpoint aloneScalar multiple: stretch or "scale" a vectorby a number s , a "scalar"

$$\vec{v} = \overrightarrow{(0,0)(v_1, v_2)}, \quad s\vec{v} \stackrel{\text{def}}{=} \overrightarrow{(0,0)(sv_1, sv_2)}$$

$$\vec{v} = \overrightarrow{(1,2)}, \quad \frac{3}{2}\vec{v} = \overrightarrow{(\frac{3}{2}, 3)}, \quad -\vec{v} = -1\vec{v} = \overrightarrow{(-2, -3)}$$

Add vectors $\vec{u} + \vec{v} = \vec{w}$ compound motion
first shift by \vec{u} , then by \vec{v} 

In standard form:

$$\vec{u} + \vec{v} = \overrightarrow{(0,0)(u_1, u_2)} + \overrightarrow{(0,0)(v_1, v_2)} = \overrightarrow{(0,0)(u_1+v_1, u_2+v_2)}$$

$$\overrightarrow{(2,3)} + \overrightarrow{(1,2)} = \overrightarrow{(3,5)}$$

Standard basis vectors: $\hat{i} = \overrightarrow{(1,0)}, \hat{j} = \overrightarrow{(0,1)}$

$$\vec{v} = \overrightarrow{(v_1, v_2)} = v_1\overrightarrow{(1,0)} + v_2\overrightarrow{(0,1)} = v_1\hat{i} + v_2\hat{j}$$

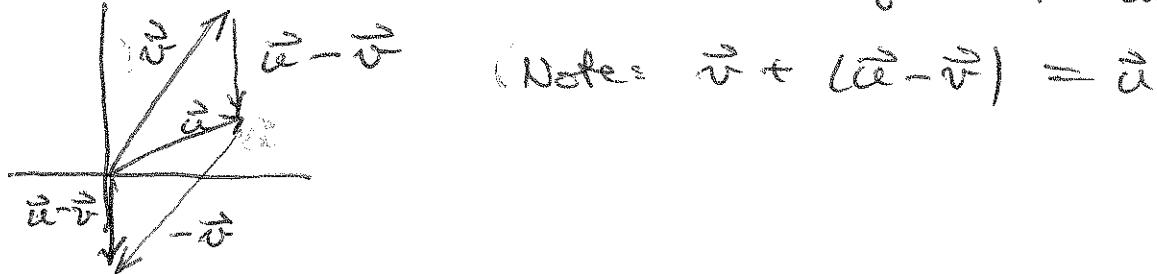
Note usual arithmetic properties

$$s(\vec{u} + \vec{v}) = s\vec{u} + s\vec{v}, \quad (s+t)\vec{v} = s\vec{v} + t\vec{v}$$

$$\vec{u} + \vec{v} = \vec{v} + \vec{u} \quad (\text{Prove by looking at coordinates on both sides.})$$

Subtract: $\vec{u} - \vec{v} = \vec{u} + (-\vec{v})$

vector from end of \vec{v} to end of \vec{u}



Summary: $s\vec{v}$ = stretch \vec{v} by scale factor s

$-\vec{v}$ = opposite arrow

$\vec{u} + \vec{v}$ = diagonal of parallelogram 

$\vec{u} - \vec{v}$ = arrow from \vec{v} to \vec{u}

Parametrized Line: $\vec{l}(t) = \vec{u} + t\vec{v}$

Position at time t , starting at \vec{u} , moving with velocity \vec{v} . Points of line =

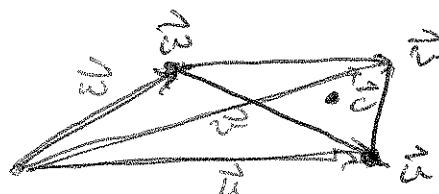


Midpoint between $\vec{u}, \vec{v} = \vec{v} + \frac{1}{2}(\vec{u} - \vec{v})$

$= \vec{v} + \frac{1}{2}\vec{u} - \frac{1}{2}\vec{v} = \frac{1}{2}\vec{v} + \frac{1}{2}\vec{u}$ average.

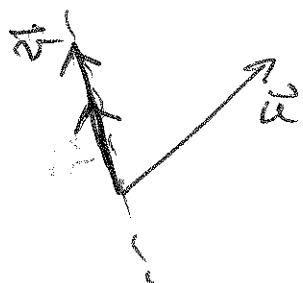
Centroid of triangle

$$\vec{c} = \frac{1}{3}(\vec{a} + \vec{b} + \vec{c})$$



$$\text{II. Length } |\vec{v}| = \sqrt{v_1^2 + v_2^2} \quad (3)$$

Dot product: $\vec{u} \cdot \vec{v} = \text{number (scalar)} \neq |\vec{u}||\vec{v}|$



Let \vec{p} = perpendicular projection of \vec{u} in direction \vec{v}

$$\vec{u} \cdot \vec{v} \stackrel{\text{def}}{=} |\vec{p}| |\vec{v}|$$

i.e. project \vec{u} in same direction as \vec{v}
then multiply the two lengths.

Then: ① If $\vec{u} = \vec{v}$ then $\vec{p} = \vec{v}$, $\vec{u} \cdot \vec{v} = |\vec{v}|^2$

② If $\vec{u} \perp \vec{v}$ perpendicular (orthogonal)
then $\vec{p} = \vec{0}$ so $\vec{u} \cdot \vec{v} = 0 \cdot |\vec{v}| = 0$

③ If θ_{uv} = angle between vectors

$$\text{then } |\vec{p}| = |\vec{u}| \cos \theta_{uv}$$

$$\vec{u} \cdot \vec{v} = |\vec{u}| |\vec{v}| \cos \theta_{uv}$$

④ For obtuse angle $\theta_{uv} > 90^\circ$

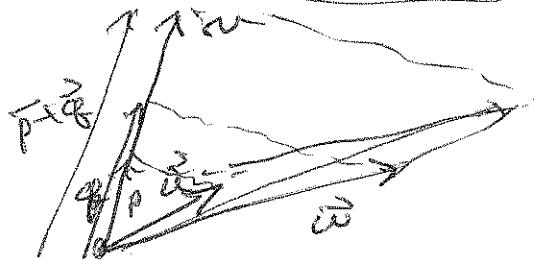
define $\vec{u} \cdot \vec{v} \stackrel{\text{def}}{=} -|\vec{p}| |\vec{v}|$

since \vec{p} is opposite \vec{v} .

This keeps formula $\vec{u} \cdot \vec{v} = |\vec{u}| |\vec{v}| \cos \theta_{uv}$,
since $\cos \theta_{uv} < 0$ for obtuse θ

Commutative law: $\vec{u} \cdot \vec{v} = |\vec{u}| |\vec{v}| \cos \theta_{uv}$
 $= |\vec{v}| |\vec{u}| \cos \theta_{vu} = \vec{v} \cdot \vec{u}$

Distributive Law: $(\vec{u} + \vec{w}) \cdot \vec{v} = \vec{u} \cdot \vec{v} + \vec{w} \cdot \vec{v}$ ④



Perp proj of \vec{u} to \vec{p}
of \vec{w} to \vec{q}
of $\vec{u} + \vec{w}$ to $\vec{p} + \vec{q}$

(all perp proj)

$$|\vec{p} + \vec{q}| = |\vec{p}| + |\vec{q}|$$

Coordinate formula:

$$\begin{aligned}\vec{u} \cdot \vec{v} &= (u_1 \vec{i} + u_2 \vec{j}) \cdot (v_1 \vec{i} + v_2 \vec{j}) \\ &= u_1 v_1 \vec{i} \cdot \vec{i} + u_1 v_2 \vec{i} \cdot \vec{j} + u_2 v_1 \vec{j} \cdot \vec{i} + u_2 v_2 \vec{j} \cdot \vec{j} \\ &= u_1 v_1 + u_2 v_2\end{aligned}$$

Example: Find length & angle
for $\vec{u} = \overrightarrow{(2, 3)}$, $\vec{v} = \overrightarrow{(1, 2)}$

$$|\vec{u}| = \sqrt{\vec{u} \cdot \vec{u}} = \sqrt{2^2 + 3^2} = \sqrt{13}$$

$$|\vec{v}| = \sqrt{\vec{v} \cdot \vec{v}} = \sqrt{1^2 + 2^2} = \sqrt{5}$$

$$\vec{u} \cdot \vec{v} = 2 \cdot 2 + 3 \cdot 1 = 7 = |\vec{u}| |\vec{v}| \cos \theta_{uv}$$

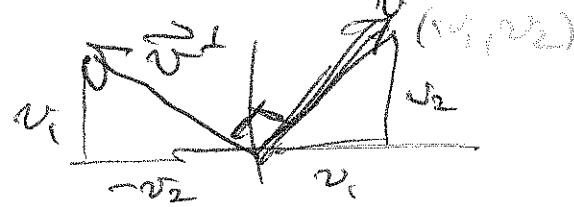
$$\cos \theta_{uv} = \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| |\vec{v}|} = \frac{7}{\sqrt{13} \sqrt{5}}$$

$$\theta_{uv} = \arccos \frac{7}{\sqrt{13} \sqrt{5}} \approx 0.519 \text{ rad.} \\ 29.7^\circ$$

III. Orthogonal of a vector:

$$\vec{v} = (v_1, v_2)$$

$$\vec{v}^\perp = (-v_2, v_1)$$



Proof: $\vec{v}^\perp \cdot \vec{v} = -v_2 v_1 + v_1 v_2 = 0$

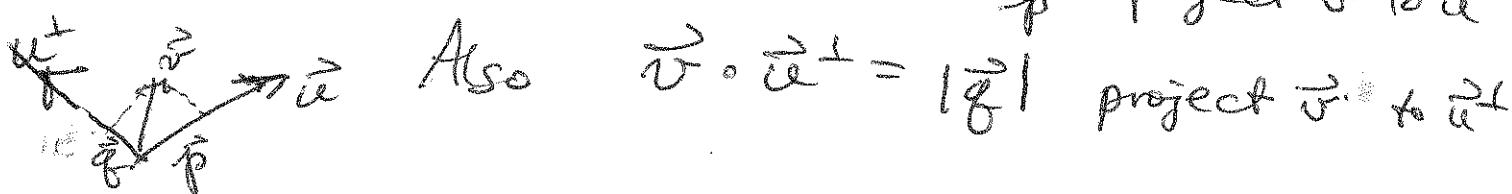
Det prod = 0 \Leftrightarrow ~~angle~~ $\cos \theta = 0$

vectors orthogonal

Orthogonal decomposition:

If $|\vec{u}|=1$, then $\vec{v} \cdot \vec{u} = |\vec{p}| |\vec{u}| = |\vec{p}|$
unit vector

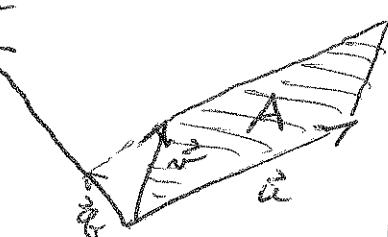
\vec{p} = project \vec{v} to \vec{u}



If $|\vec{u}| \neq 1$, replace \vec{u} by $\frac{\vec{u}}{|\vec{u}|}$ unit vector.

Area of parallelogram:

spanned by \vec{u}, \vec{v}



Area = base \times height

base = $|\vec{u}|$

height = $|\vec{v}|$ project \vec{v} to \vec{u}^\perp

$$= \left| \vec{v} \cdot \frac{\vec{u}^\perp}{|\vec{u}^\perp|} \right| \text{ unit vector} = \frac{|\vec{v} \cdot \vec{u}^\perp|}{|\vec{u}^\perp|}$$

$$\text{area} = |\vec{u}| \cdot \frac{|\vec{v} \cdot \vec{u}^\perp|}{|\vec{u}^\perp|} = |\vec{v} \cdot \vec{u}^\perp| \frac{|\vec{u}|}{|\vec{u}^\perp|}$$

Def: $\det(\vec{v}) > 0$
when $\vec{u}^\perp \in \vec{v}^\perp$
Def: $\det(\vec{v}) < 0$
when $\vec{u}^\perp \notin \vec{v}^\perp$

Define signed area $\det(\vec{v}) = \vec{v} \cdot \vec{u}^\perp = \vec{u}^\perp \cdot \vec{v}$

$$= (u_x, u_y) \cdot (v_x, v_y) = -u_x v_y + u_y v_x = u_x v_x - u_y v_y$$