The Dot Product Lecture 2

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• If $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$ and $\mathbf{b} = \langle b_1, b_2, b_3 \rangle$, then the **dot product** of **a** and **b** is the number

$$\mathbf{a} \cdot \mathbf{b} = a_1 b_1 + a_2 b_2 + a_3 b_3.$$

• It is also called the **scalar product** or **inner product**.

Examples

Properties of the Dot Product

• If \mathbf{a} , \mathbf{b} , and \mathbf{c} are vectors in V_3 and c is a scalar, then

$$a \cdot a = |a|^2$$

$$a \cdot b = b \cdot a$$

$$a \cdot (b + c) = a \cdot b + a \cdot c$$

$$(ca) \cdot b = c(a \cdot b) = a \cdot (cb)$$

$$0 \cdot a = 0.$$

• If θ is the angle between the vectors **a** and **b**, then

$\mathbf{a} \cdot \mathbf{b} = |\mathbf{a}| |\mathbf{b}| \cos \theta$

• If θ is the angle between the nonzero vectors **a** and **b**, then

$$\cos heta = rac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{a}||\mathbf{b}|}$$

• **a** and **b** are orthogonal if and only if $\mathbf{a} \cdot \mathbf{b} = 0$.

- The direction angles of a nonzero vector **α** are the angles *α*, *β*, and *γ* that **α** makes with the positive *x*-,*y*-, and *z*-axes.
- The cosines of these direction angles are called the **direction cosines** of the the vector **G**:

$$\cos \alpha = \frac{a_1}{|\mathbf{a}|}, \ \cos \beta = \frac{a_2}{|\mathbf{a}|}, \ \cos \gamma = \frac{a_3}{|\mathbf{a}|}.$$

• Scalar projection of **b** onto **a**:

$$\operatorname{comp}_{a}\mathbf{b} = \frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{a}|}$$

Vector projection of b onto a

$$\operatorname{proj}_{a}b = \frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{a}|^2}\mathbf{a}$$

Work done by a constant force

 $\bullet\,$ The work done by a constant force F is

$\bm{F}\cdot\bm{D},$

where $\boldsymbol{\mathsf{D}}$ is the displacement vector.

• Example: A constant force $\mathbf{F} = -2\mathbf{i} - 3\mathbf{j} + 2\mathbf{k}$ moves an object along a straight line from the point (1,0,0) to (-3,2,3). Find the work done.