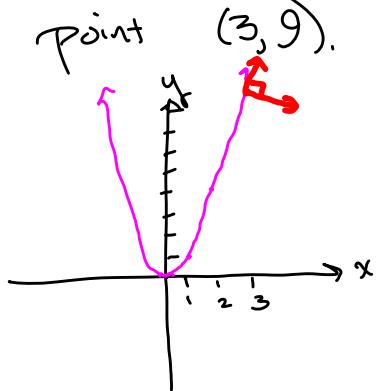


# Homework Q's

Note Title

9/1/2015

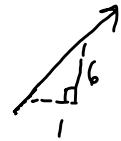
11.1 #67] Find a unit vector  
 ① parallel and  
 ② perpendicular to the graph of  $f(x) = x^2$  at the point  $(3, 9)$ .



Find slope:  $f'(x) = 2x$

$$f'(3) = 2(3) = 6$$

$$\text{slope} = \frac{6}{1}$$



Find a vector in same direction as tangent line:  $\vec{v} = \langle 1, 6 \rangle$

Normalize it:  $\|\vec{v}\| = \sqrt{1^2 + 6^2} = \sqrt{37}$

$$\begin{aligned} \textcircled{1} \text{ Parallel } & \text{ unit vector: } \vec{u} = \frac{\vec{v}}{\|\vec{v}\|} = \frac{\langle 1, 6 \rangle}{\sqrt{37}} \\ & = \left\langle \frac{1}{\sqrt{37}}, \frac{6}{\sqrt{37}} \right\rangle \end{aligned}$$

\textcircled{2} Perpendicular  $\Rightarrow$  slope is opposite reciprocal

$$m_{\perp} = -\frac{1}{6}$$

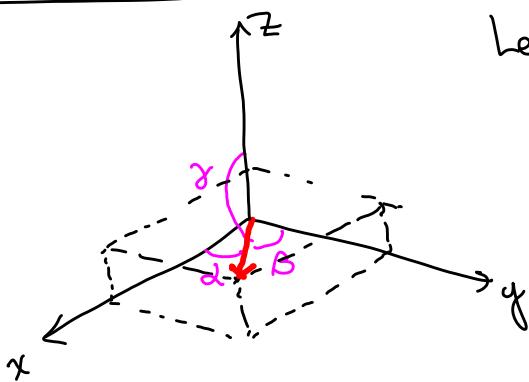
$$\vec{w} = \langle 6, -1 \rangle$$

$$\|\vec{w}\| = \sqrt{37} \text{ also,}$$

$$\text{so perpendicular vector } \vec{w} = \frac{\vec{w}}{\|\vec{w}\|} = \left\langle \frac{6}{\sqrt{37}}, \frac{-1}{\sqrt{37}} \right\rangle.$$

## 11.3 The Dot Product (continued)

### Direction Cosines



Let  
 $\alpha$  = angle between  $\vec{v}$  and  $x$ -axis  
 $\beta$  = angle between  $\vec{v}$  and  $y$ -axis  
 $\gamma$  = angle between  $\vec{v}$  and  $z$ -axis  
 $\alpha$  = "alpha"  
 $\beta$  = "beta"  
 $\gamma$  = "gamma"

Suppose  $\vec{v} = \langle v_1, v_2, v_3 \rangle$

Direction cosines are

$$\cos \alpha = \frac{v_1}{\|\vec{v}\|}, \quad \cos \beta = \frac{v_2}{\|\vec{v}\|}, \quad \cos \gamma = \frac{v_3}{\|\vec{v}\|}$$

Why? Recall: angle  $\theta$  between  $\vec{u}$  and  $\vec{v}$  found by  
 $\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$

To find  $\alpha$ , use vector  $\vec{v} = \langle v_1, v_2, v_3 \rangle$  and  $\vec{i} = \langle 1, 0, 0 \rangle$   
 $\vec{i}$  = unit vector in direction of  $x$ -axis

$$\begin{aligned} \cos \alpha &= \frac{\vec{v} \cdot \vec{i}}{\|\vec{v}\| \|\vec{i}\|} = \frac{\langle v_1, v_2, v_3 \rangle \cdot \langle 1, 0, 0 \rangle}{\|\vec{v}\| (1)} \\ &= \frac{v_1 + 0 + 0}{\|\vec{v}\|} = \frac{v_1}{\|\vec{v}\|} \end{aligned}$$

So, the direction angles  $\alpha, \beta, \gamma$  are

$$\alpha = \cos^{-1} \left( \frac{v_1}{\|\vec{v}\|} \right), \quad \beta = \cos^{-1} \left( \frac{v_2}{\|\vec{v}\|} \right), \quad \gamma = \cos^{-1} \left( \frac{v_3}{\|\vec{v}\|} \right)$$

Note: The unit vector in the direction of  $\vec{v}$  is

$$\frac{\vec{v}}{\|\vec{v}\|} = \left\langle \frac{v_1}{\|\vec{v}\|}, \frac{v_2}{\|\vec{v}\|}, \frac{v_3}{\|\vec{v}\|} \right\rangle = \langle \cos \alpha, \cos \beta, \cos \gamma \rangle$$

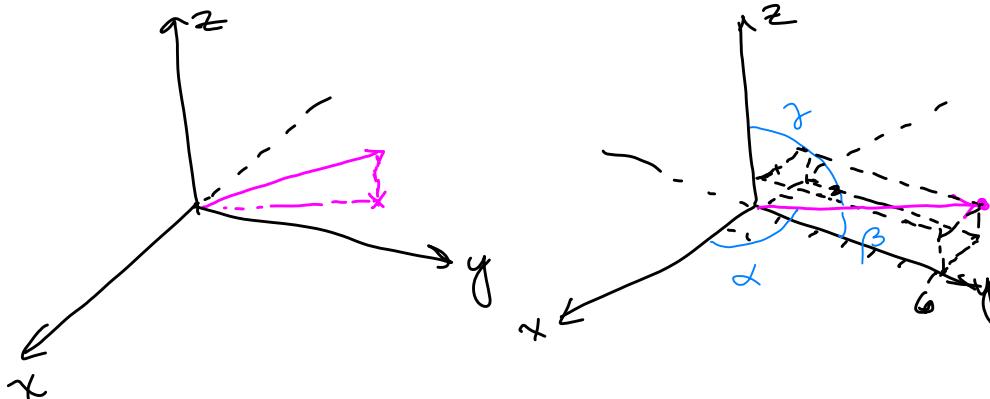
Example: Find the angles between  $\vec{u} = \langle -2, 6, 1 \rangle$  and the axes. (in degrees, round to 2 decimal places)

$$\|\vec{u}\| = \sqrt{41}$$

$$\cos \alpha = \frac{-2}{\sqrt{41}} \Rightarrow \alpha \approx 108.20^\circ$$

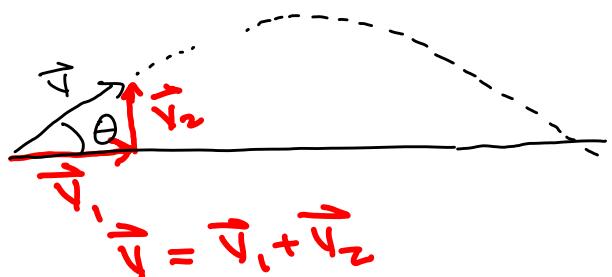
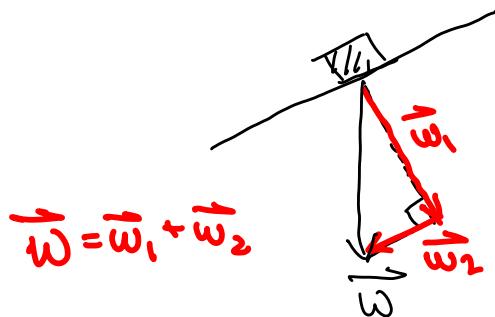
$$\cos \beta = \frac{6}{\sqrt{41}} \Rightarrow \beta \approx 20.44^\circ$$

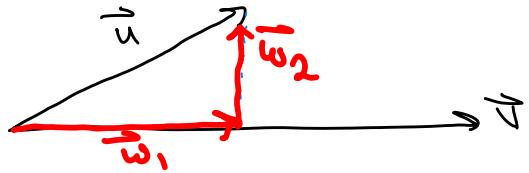
$$\cos \gamma = \frac{1}{\sqrt{41}} \Rightarrow \gamma \approx 81.02^\circ$$



Projections and vector components:

Examples:





Let  $\vec{u}$  and  $\vec{v}$  be nonzero vectors, and let  $\vec{u} = \vec{w}_1 + \vec{w}_2$  where  $\vec{w}_1$  is parallel to  $\vec{v}$  and  $\vec{w}_2$  is orthogonal to  $\vec{v}$ . Then,

- 1)  $\vec{w}_1$  is called the projection of  $\vec{u}$  onto  $\vec{v}$  and is denoted  $\vec{w}_1 = \text{proj}_{\vec{v}} \vec{u}$ .

- 2)  $\vec{w}_2 = \vec{u} - \vec{w}_1$

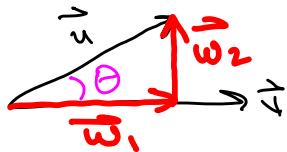
Theorem:

$$\vec{w}_1 = \text{proj}_{\vec{v}} \vec{u} = \left( \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|^2} \right) \vec{v}$$



Know this

Why?



$$\sin \theta = \frac{\|\vec{w}_2\|}{\|\vec{u}\|}$$

$$\|\vec{w}_2\| = \|\vec{u}\| \sin \theta$$

$$\text{and } \cos \theta = \frac{\|\vec{w}_1\|}{\|\vec{u}\|}$$

$$\|\vec{w}_1\| = \|\vec{u}\| \cos \theta$$

$$\|\vec{w}_1\| = \|\vec{u}\| \left( \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|} \right)$$

$$= \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|}$$

Multiply this by a unit vector in the direction of  $\vec{v}$ :

$$\vec{w}_1 = \|\vec{w}_1\| \left( \frac{\vec{v}}{\|\vec{v}\|} \right)$$

$$= \left( \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|} \right) \left( \frac{\vec{v}}{\|\vec{v}\|} \right)$$

$\|\vec{w}_1\|$       Unit vector in  $\vec{v}$  direction

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

Ex. Suppose  $\vec{u} = \langle 3, -5, 2 \rangle$  and  $\vec{v} = \langle 2, 3, -4 \rangle$ .  
 Find  $\vec{w}_1 = \text{proj}_{\vec{v}} \vec{u}$ . Also find  $\vec{w}_2$ , (the component of  $\vec{u}$  that is orthogonal to  $\vec{v}$ .)

$$\begin{aligned}
 \vec{w}_1 &= \text{proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{v}\|^2} \vec{v} \\
 &= \frac{\langle 3, -5, 2 \rangle \cdot \langle 2, 3, -4 \rangle}{\|\langle 2, 3, -4 \rangle\|^2} \langle 2, 3, -4 \rangle \\
 &= \frac{6 - 15 - 8}{(\sqrt{4+9+16})^2} \langle 2, 3, -4 \rangle \\
 &= \frac{-17}{29} \langle 2, 3, -4 \rangle \\
 &= \left\langle -\frac{34}{29}, -\frac{51}{29}, \frac{68}{29} \right\rangle \\
 \vec{w}_1 &= \text{proj}_{\vec{v}} \vec{u} = \left\langle -\frac{34}{29}, -\frac{51}{29}, \frac{68}{29} \right\rangle \\
 \vec{w}_2 &= \vec{u} - \vec{w}_1 = \langle 3, -5, 2 \rangle - \left\langle -\frac{34}{29}, -\frac{51}{29}, \frac{68}{29} \right\rangle \\
 &= \left\langle \frac{121}{29}, \frac{-94}{29}, \frac{-10}{29} \right\rangle
 \end{aligned}$$

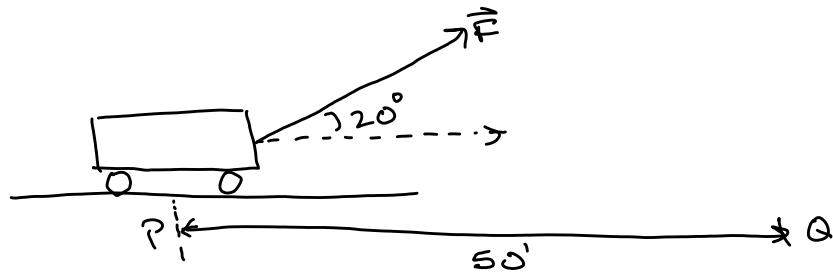
Work:

The work done by force  $\vec{F}$  in moving an object from P to Q is

$$W = \vec{F} \cdot \vec{PQ}$$

$$W = \|\text{proj}_{\vec{PQ}} \vec{F}\| \|\vec{PQ}\|$$

Example: A force of 25 lbs is applied to a wagon at an angle of  $20^\circ$  above the horizontal. Find the work done in pulling the wagon 50 ft.



$$\vec{F} = \langle 25 \text{ lbs} \cos 20^\circ, 25 \text{ lbs} \sin 20^\circ \rangle$$

$$\vec{PQ} = \langle 50 \text{ ft}, 0 \rangle$$

$$W = \vec{F} \cdot \vec{PQ} = \langle 25 \text{ lb} \cos 20^\circ, 25 \text{ lb} \sin 20^\circ \rangle \cdot \langle 50 \text{ ft}, 0 \rangle$$

$$= (25 \text{ lb} \cos 20^\circ)(50 \text{ ft}) + 0$$

$$= \boxed{1174.6 \text{ ft-lb}}$$