### §1.3 Dot product, angles, and orthogonal projection in $\mathbb{R}^n$

## **Definition**.

If  $\vec{a} = \langle a_1, a_2, \dots, a_n \rangle$  and  $\vec{b} = \langle b_1, b_2, \dots, b_n \rangle$  in  $\mathbb{R}^n$ , then the **dot product** (inner product) of  $\vec{a}$  and  $\vec{b}$  is a number given by

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + \dots + a_n b_n.$$

**Example 1.**  $(1, 2, 3) \cdot (-2, 6, 2/3) = -2 + 12 + 2 = 12.$ 

# Theorem.

If  $\vec{a}$ ,  $\vec{b}$  and  $\vec{c}$  are vectors in  $\mathbb{R}^n$ , and c is a scalar, then (1)  $\vec{a} \cdot \vec{a} = |a|^2$ (2)  $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$ (3)  $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$ (4)  $\vec{0} \cdot \vec{a} = 0$ (5)  $(c\vec{a}) \cdot \vec{b} = c(\vec{a} \cdot \vec{b}) = \vec{a} \cdot (c\vec{b})$ 

Let us verify (1) and (2) in  $\mathbb{R}^3$ , the others are similarly.

• 
$$\vec{a} \cdot \vec{a} = a_1 a_1 + a_2 a_2 + a_3 a_3 = a_1^2 + a_2^2 + a_3^2 = |a|^2$$
  
•  $\vec{a} \cdot (\vec{b} + \vec{C}) = \langle a_1, a_2, a_3 \rangle \cdot \langle b_1 + C_1, b_2 + C_2, b_3 + C_3 \rangle$   
=  $a_1 (b_1 + C_1) + a_2 (b_2 + C_2) + a_3 (b_3 + C_3)$   
=  $a_1 (b_1 + a_1 C_1 + a_2 b_2 + a_3 (b_3 + C_3))$   
=  $\vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{C}$ 

**Theorem**. (Cauchy-Schwarz Inequality)

Let  $\vec{a}$  an  $\vec{b}$  be vectors in  $\mathbb{R}^n$ . Then,

$$\vec{a} \cdot \vec{b}| \le |\vec{a}| |\vec{b}|.$$

In particular,  $|\vec{a} \cdot \vec{b}| = |\vec{a}| |\vec{b}|$  if and only if  $\vec{a}$  and  $\vec{b}$  are parallel.

Hint for proof: Consider the fact  $|\vec{a} + t\vec{b}|^2 \ge 0$  for any real number t.

### **Theorem**. Triangle Inequality

Let  $\vec{a}$  an  $\vec{b}$  be vectors in  $\mathbb{R}^n$ . Then,

$$|\vec{a} + \vec{b}| \le |\vec{a}| + |\vec{b}|.$$

In particular,  $|\vec{a} + \vec{b}| = |\vec{a}| + |\vec{b}|$  if and only if a and b have the same direction.

Hint for proof: consider the square of both sides and then use Cauchy-Schwarz inequality.

If  $\theta$   $(0 \le \theta \le \pi)$  is the **angle** between the vector  $\vec{a}$  and  $\vec{b}$  in  $\mathbb{R}^n$ , then

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta.$$

Or, we can write the equality as

$$\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|a||b|}$$
 or  $\theta = \arccos \frac{\vec{a} \cdot \vec{b}}{|a||b|}$ 

In particular, if  $\vec{a}$  and  $\vec{b}$  are parallel, then  $\theta = 0$  or  $\pi$ .

Remark: In  $\mathbb{R}^2$  and  $\mathbb{R}^3$ , the angle is already defined in trigonometry, the above formula is a theorem proved with the help of *Law of Cosines* from trigonometry:

$$|\vec{a} - \vec{b}|^2 = |\vec{a}|^2 + |\vec{b}|^2 - 2|\vec{a}||\vec{b}|\cos\theta$$

For  $\mathbb{R}^n$ ,  $n \ge 4$ , we use it as a definition for the angle between two vectors.

**Example 2.** If the vectors  $\vec{a}$  and  $\vec{b}$  have length 4 and 6, and the angle between  $\vec{a}$  and  $\vec{b}$  is  $\pi/6$ , find  $\vec{a} \cdot \vec{b}$ .

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos(\frac{\pi}{6}) = 4(6)(\sqrt{3}/2) = 12\sqrt{3}.$$

**Example 3.** Find the angle between  $\vec{a} = \langle 1, 2, 3 \rangle$  and  $\vec{b} = \langle 2, -1, 2 \rangle$ .

First, calculate 
$$|\vec{a}| = \sqrt{14}$$
,  $|\vec{b}| = 3$  and  $\vec{a} \cdot \vec{b} = 6$ .  
So, the angle  $\theta = \arccos \frac{\vec{a} \cdot \vec{b}}{|a||b|} = \arccos(2/\sqrt{14}) \approx 1.01 \approx 57.69^\circ$ 

Two non-zero vectors  $\vec{a}$  and  $\vec{b}$  are called **perpendicular** or **orthogonal**, if the angle between them is  $\theta = \pi/2$ .

### Theorem.

Two vectors  $\vec{a}$  and  $\vec{b}$  are orthogonal if and only if  $\vec{a} \cdot \vec{b} = 0$ .

**Example 4.** Show that  $3\vec{i} + 2\vec{j} - \vec{k}$  is perpendicular to  $3\vec{i} - 5\vec{j} - \vec{k}$ .

 $(3\vec{i} + 2\vec{j} - \vec{k}) \cdot (3\vec{i} - 5\vec{j} - \vec{k}) = 0.$ 

# Theorem.

If  $\theta$  is **acute**  $(0 \le \theta < \pi/2)$ , then  $\cos \theta > 0$ . Thus  $\vec{a} \cdot \vec{b} > 0$ . If  $\theta$  is **obtuse**  $(\pi/2 \le \theta \le \pi)$ , then  $\cos \theta < 0$ . Thus  $\vec{a} \cdot \vec{b} < 0$ . When  $\vec{a}$  and  $\vec{b}$  are in the **same direction**  $(\theta = 0)$ , then  $\cos \theta = 1$ . Thus,  $\vec{a} \cdot \vec{b} = |a||b|$ . When  $\vec{a}$  and  $\vec{b}$  are in the **opposite direction**  $(\theta = \pi)$ , then  $\cos \theta = -1$ . Thus,  $\vec{a} \cdot \vec{b} = -|a||b|$ .

The theorem follows from  $\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$ .



**Example 5.** Find a unit vector which is orthogonal to both (1, 1, 0) and (1, 2, 3).

Let 
$$\vec{\alpha}^{2} = \langle a_{1}, a_{2}, a_{3} \rangle$$
 be touch vector.  
Then  $\langle a_{1}, a_{2}, a_{3} \rangle \langle 1, 1, o \rangle = a_{1} + a_{2} = 0$   
 $\langle a_{1}, a_{2}, a_{3} \rangle \langle 1, 2, 3 \rangle = a_{1} + 2a_{2} + 3a_{3} = 0$   
Next, we need to solve  $\begin{cases} a_{1} + a_{2} = 0 \\ a_{1} + 2a_{2} + 3a_{3} = 0 \end{cases}$   
 $\vec{\alpha}_{2} = -3 a_{3} = -3a_{2} = -3a_{3} = -a_{2} + 2a_{2} + 3a_{3} = 0$   
 $\vec{\alpha}_{2} = -3 a_{3} = -3a_{2} = -3a_{3} = -a_{2} + 2a_{2} + 3a_{3} = 0$   
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 $\vec{\alpha}_{2} = -3 a_{3} = -3a_{3} = -3$ 

• Orthogonal Projections in  $\mathbb{R}^n$ 

The orthogonal projection of  $\vec{w}$  onto  $\vec{u}$  is denoted by  $\operatorname{proj}_{\vec{w}} \vec{u}$ . It is also called the component of  $\vec{w}$  parallel to  $\vec{u}$ .



The component of  $\vec{w}$  normal (or orthogonal) to  $\vec{u}$  is the vector

 $\vec{w} - \operatorname{proj}_{\vec{w}} \vec{u}$ 

Formula for projection of  $\vec{b}$  onto  $\vec{a}$ :

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

Proof: Suppose  $\operatorname{proj}_{\vec{a}} \vec{b} = x\vec{a}$ . Then,  $\vec{a} \cdot (\vec{b} - x\vec{a}) = 0$ . That is  $\vec{a} \cdot \vec{b} - \vec{a} \cdot x\vec{a} = 0$ . Hence  $\vec{a} \cdot \vec{b} = x(\vec{a} \cdot \vec{a})$  and so  $x = \frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}}$ .

**Example 6.** Find the orthogonal projection of  $\vec{b} = \langle 7, 6, 3 \rangle$  onto  $\vec{a} = \langle 4, 2, 0 \rangle$ .

$$\operatorname{proj}_{\vec{a}} \vec{b} = \left(\frac{\vec{a} \cdot \vec{b}}{\vec{a} \cdot \vec{a}}\right) \vec{a} = \left(\frac{40}{20}\right) \langle 4, 2, 0 \rangle = \langle 8, 4, 0 \rangle$$

**Example 7.** Find the components of  $\vec{F} = \langle 1, 2, 6 \rangle$  parallel and normal to  $\vec{v} = \langle 1, 1, 2 \rangle$ .

The components of 
$$\vec{F}$$
 parallel to  $\vec{v}$  is  
 $\operatorname{proj}_{\vec{v}}(\vec{F}) = \left(\frac{\vec{F} \cdot \vec{v}}{\vec{v} \cdot \vec{v}}\right) \vec{v} = \frac{15}{6} \langle 1, 1, 2 \rangle = \langle 5/2, 5/2, 5 \rangle$   
The components of  $\vec{F}$  normal to  $\vec{v}$  is  
 $\vec{F}_n = \vec{F} - \operatorname{proj}_{\vec{v}}(\vec{F}) = \langle -3/2, -1/2, 1 \rangle$ 

One application of projection in physics is calculating the **work** W by a constant force F moving an object through a distance d. If the force F is along the line of motion, then the work W = Fd.

#### Definition.

If F in  $\mathbb{R}^n$  has an angle  $\theta$  with the line of motion, then the **work** is defined by  $W = (|\vec{F}|\cos\theta)|\vec{d}|$ . Moreover

$$W = |\vec{F}| |\vec{d}| \cos \theta = \vec{F} \cdot \vec{d}.$$



**Example 8.** A cart is pulled 100 meters along a horizontal path with a force of 60 N exerted at an angle of  $25^{\circ}$  above the horizontal. Find the work done by the force.

The work done by the force is

$$W = \vec{F} \cdot \vec{d} = |\vec{F}| |\vec{d}| \cos \theta = 60(100) \cos 25^{\circ} \approx 5437 \ N \cdot m$$

**Example 9.** A force is given by a vector  $\vec{F} = \langle -1, 2, 4 \rangle$  and move a particle from the point A(2, 2, 1) to the point B(0, 3, 2). Find the work done by the force.

The displacement vector  $\vec{d} = \overrightarrow{AB} = B - A = \langle -2, 1, 1 \rangle$ . The work is  $W = \vec{F} \cdot \vec{d} = 2 + 2 + 4 = 8$ .