

# Math 2270 - Lecture 2: Lengths and Dot Products

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## 1 The Dot Product

Last time we learned how to add vectors together (the result is another vector), how to multiply a vector by a scalar (again, we get a vector), and how to combine these two operations to form linear combinations.

There's no obvious geometric way of multiplying vectors (I mean, what is 10 mph North times 5 mph West...), but we do have a notion of an "inner product" or "dot product" of two vectors.

**Definition** The *dot product* or *inner product* of two vectors  $(u_1, u_2)$  and  $(v_1, v_2)$  is the number:

$$\mathbf{u} \cdot \mathbf{v} = u_1v_1 + u_2v_2.$$

For two  $n$ -dimensional vectors, the above definition generalizes as:

$$\mathbf{u} \cdot \mathbf{v} = \sum_{i=1}^n u_i v_i.$$

Note that the order of the dot product doesn't matter. So,  $\mathbf{u} \cdot \mathbf{v} = \mathbf{v} \cdot \mathbf{u}$ .

*Example* - Calculate the dot product  $\mathbf{u} \cdot \mathbf{v}$  for the vectors

$$\mathbf{u} = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}, \mathbf{v} = \begin{pmatrix} 2 \\ 3 \\ 0 \end{pmatrix}.$$

$$1 \times 2 + 2 \times 3 + 3 \times 0 = \boxed{8}$$

## 2 Lengths and Unit Vectors

If we take the dot product of a nonzero vector with itself, we get a number that is always positive.

*Example* - What is the dot product  $\mathbf{v} \cdot \mathbf{v}$  where  $\mathbf{v} = \begin{pmatrix} 1 \\ 3 \\ 2 \end{pmatrix}$ ?

$$1^2 + 3^2 + 2^2 = \boxed{14}$$

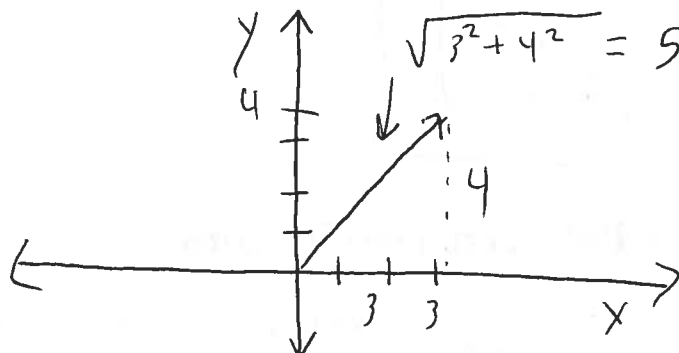
We define the *length* of a vector to be the square root of the dot product of that vector with itself.

Example - What is the length of the vector  $\mathbf{v}$  from the example above?

$$\sqrt{\vec{v} \cdot \vec{v}} = \boxed{\sqrt{14}}$$

The length of a vector  $\mathbf{v}$  is usually written  $\|\mathbf{v}\|$ . So,  $\|\mathbf{v}\| = \sqrt{\mathbf{v} \cdot \mathbf{v}}$ .

Now, this definition makes geometric sense. Suppose, for example, we have the vector  $(3 \ 4)$ . If we draw this vector in the  $xy$ -plane, with its tip at the origin, we can apply the Pythagorean theorem to see that its length is 5.



In general, for a vector with components  $(x \ y)$  the Pythagorean theorem tells us its length is  $\sqrt{x^2 + y^2}$ , and our definition of length in terms of the dot product is just a generalization of this idea.

A *unit* vector is a vector of length 1. Some unit vectors are

$$\begin{pmatrix} 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \begin{pmatrix} \frac{1}{\sqrt{2}} \\ \frac{1}{\sqrt{2}} \end{pmatrix}.$$

If we have a vector  $\mathbf{v}$ , a unit vector in the same direction as  $\mathbf{v}$  is usually written  $\hat{\mathbf{v}}$ , and is defined as:

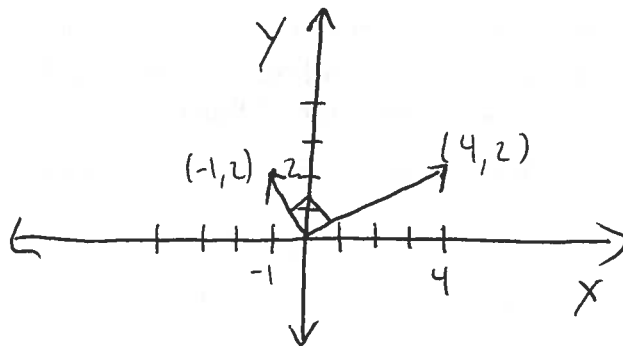
$$\hat{\mathbf{v}} = \frac{\mathbf{v}}{\|\mathbf{v}\|}.$$

*Example* What are the components of a unit vector in the same direction as the vector  $\mathbf{v} = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}$ ?

$$\|\vec{v}\| = \sqrt{14}$$
$$\Rightarrow \hat{\vec{v}} = \begin{pmatrix} \frac{1}{\sqrt{14}} \\ \frac{2}{\sqrt{14}} \\ \frac{3}{\sqrt{14}} \end{pmatrix}$$

### 3 The Angle Between Two Vectors

The vectors  $(4 \ 2)$  and  $(-1 \ 2)$  have dot product  $-4 + 4 = 0$ . If we draw these two vectors, we see they're perpendicular.



This isn't a coincidence. Two vectors are perpendicular if and only if their dot product is 0.

In general, the dot product can be used to measure the angle between any two vectors. If  $\theta$  is the angle between vectors  $\mathbf{u}$  and  $\mathbf{v}$ , then the dot product of  $\mathbf{u}$  and  $\mathbf{v}$  is related to the angle between them by the formula:

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

If the dot product is negative, then  $\theta > 90^\circ$ , while if the dot product is positive, then  $\theta < 90^\circ$ . If the dot product is 0, then  $\theta = 90^\circ$  on the nose.

*Example* - Find the angle  $\theta$  between the vectors

$$\mathbf{u} = \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix} \text{ and } \mathbf{v} = \begin{pmatrix} 2 \\ -1 \\ 2 \end{pmatrix}.$$

$$\vec{u} \cdot \vec{v} = 0 \Rightarrow \cos \theta = 0 \Rightarrow \boxed{\theta = 90^\circ}$$

We can use our angle relation to derive two of the most famous inequalities in mathematics.

**Schwarz Inequality**  $|\mathbf{u} \cdot \mathbf{v}| \leq \|\mathbf{u}\| \|\mathbf{v}\|.$

**Triangle Inequality**  $\|\mathbf{u} + \mathbf{v}\| \leq \|\mathbf{u}\| + \|\mathbf{v}\|.$

Example - Derive the triangle inequality.

$$(\vec{u} + \vec{v}) \cdot (\vec{u} + \vec{v}) = \vec{u} \cdot \vec{u} + 2\vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{v}$$

$$(\|\vec{u}\| + \|\vec{v}\|)^2 = \vec{u} \cdot \vec{u} + 2\|\vec{u}\|\|\vec{v}\| + \vec{v} \cdot \vec{v}$$

Now,  $\vec{u} \cdot \vec{v} \leq \|\vec{u}\|\|\vec{v}\|$ , so

$$(\vec{u} + \vec{v}) \cdot (\vec{u} + \vec{v}) = \|\vec{u} + \vec{v}\|^2 \leq (\|\vec{u}\| + \|\vec{v}\|)^2$$

$$\Rightarrow \boxed{\|\vec{u} + \vec{v}\| \leq \|\vec{u}\| + \|\vec{v}\|}$$

I leave the Schwarz inequality as an exercise for you to do on your own.  
Try it!