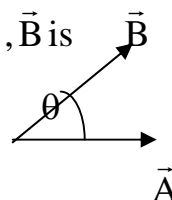


1-6 Multiplying of Vectors

(1) Scalar Product (dot product)

Let \vec{A} and \vec{B} are two vectors. The scalar product of \vec{A}, \vec{B} is

$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta \quad \theta \leq 180$$



Where: $|\vec{A}|$ is the magnitude of \vec{A}

$|\vec{B}|$ is the magnitude of \vec{B}

θ is the angle between \vec{A} and \vec{B}

The quantity obtained from the scalar product is a scalar quantity. For example, the work is a scalar quantity obtained from the product of two vectors (displacement and the component of force in the direction of this displacement); $W = Fd \cos \theta$

Now, from: $\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos \theta$

(1) if $\theta = 0$ then $\cos(0) = 1$ and $\vec{A} \cdot \vec{B} = AB$

(2) if $\theta = 90$ then $\cos(90) = 0$ and $\vec{A} \cdot \vec{B} = 0$

(*) Properties of Scalar Product (Dot Product)

(a) $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$

(b) $\vec{A} \cdot (\vec{B} + \vec{C}) = \vec{A} \cdot \vec{B} + \vec{A} \cdot \vec{C}$

(c) $\vec{A} \cdot \vec{A} = |\vec{A}|^2$ (parallel vectors)

(d) $\vec{A} \cdot (-\vec{A}) = -A^2$ (anti parallel vectors)

Using the unit vector $\hat{i}, \hat{j}, \hat{k}$ we obtain:

$$\hat{i} \cdot \hat{i} = |\hat{i}| |\hat{i}| \cos(0) = (1)(1)(1) = 1 \quad \text{where } \hat{i} \cdot \hat{i}, \hat{j} \cdot \hat{j}, \hat{k} \cdot \hat{k} = 1$$

$$\hat{i} \cdot \hat{j} = |\hat{i}| |\hat{j}| \cos(90) = (1)(1)(0) = 0 \quad \text{where } \hat{i} \cdot \hat{j}, \hat{j} \cdot \hat{k}, \hat{i} \cdot \hat{k} = 0$$

1-7 The Scalar Product of \vec{A} and \vec{B} Analytically

For two vectors \vec{A} and \vec{B} in 3D-space

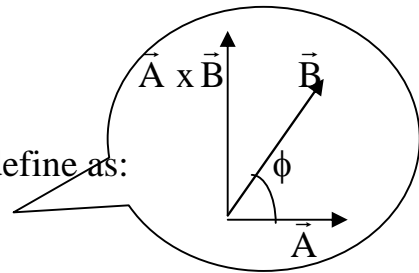
$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k} \quad , \quad \vec{B} = B_x \hat{i} + B_y \hat{j} + B_z \hat{k}$$

$$\begin{aligned} \vec{A} \cdot \vec{B} &= (A_x \hat{i} + A_y \hat{j} + A_z \hat{k}) \cdot (B_x \hat{i} + B_y \hat{j} + B_z \hat{k}) \\ &= A_x \hat{i} \cdot B_x \hat{i} + A_x \hat{i} \cdot B_y \hat{j} + A_x \hat{i} \cdot B_z \hat{k} + A_y \hat{j} \cdot B_x \hat{i} + A_y \hat{j} \cdot B_y \hat{j} + A_y \hat{j} \cdot B_z \hat{k} \\ &\quad + A_z \hat{k} \cdot B_x \hat{i} + A_z \hat{k} \cdot B_y \hat{j} + A_z \hat{k} \cdot B_z \hat{k} \\ &= A_x B_x (\hat{i} \cdot \hat{i}) + A_x B_y (\hat{i} \cdot \hat{j}) + A_x B_z (\hat{i} \cdot \hat{k}) + A_y B_x (\hat{j} \cdot \hat{i}) + A_y B_y (\hat{j} \cdot \hat{j}) + A_y B_z (\hat{j} \cdot \hat{k}) \\ &\quad + A_z B_x (\hat{k} \cdot \hat{i}) + A_z B_y (\hat{k} \cdot \hat{j}) + A_z B_z (\hat{k} \cdot \hat{k}) \\ &= A_x B_x + A_y B_y + A_z B_z \end{aligned}$$

(2) Cross Product (Vector Product)

The vector product for \vec{A} and \vec{B} vectors is define as:

$$\vec{A} \times \vec{B} = |\vec{A}| |\vec{B}| \sin \phi$$



Where ϕ is the angle between the two vectors. The direction of the result

$\vec{A} \times \vec{B}$ is obtained according to the right hand rule

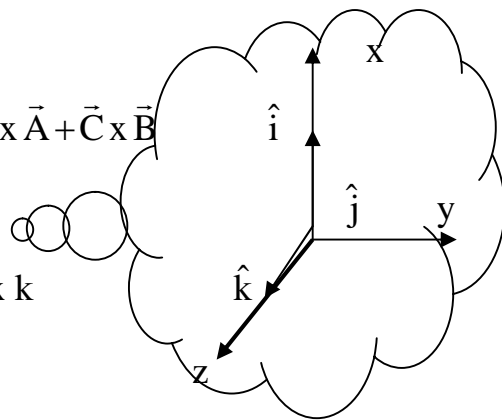
() Properties of Vector Product**

$$(a) \vec{A} \times \vec{B} = - \vec{B} \times \vec{A} \quad (b) \vec{C} \times (\vec{A} + \vec{B}) = \vec{C} \times \vec{A} + \vec{C} \times \vec{B}$$

Using the unit vectors $\hat{i}, \hat{j}, \hat{k}$ we obtain:

$$\hat{i} \times \hat{i} = |\hat{i}| |\hat{i}| \sin(0) = (1)(1)(0) = 0 = \hat{j} \times \hat{j} = \hat{k} \times \hat{k}$$

$$\hat{i} \times \hat{j} = \hat{k} \quad , \quad \hat{j} \times \hat{k} = \hat{i} \quad , \quad \hat{k} \times \hat{i} = \hat{j}$$



1-8 The Vector Product Of \vec{A} and \vec{B} Analytically

For two vectors \vec{A} , \vec{B} in 3D-space, where

$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k} \quad , \quad \vec{B} = B_x \hat{i} + B_y \hat{j} + B_z \hat{k}$$

$$\vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} = (A_y B_z - A_z B_y) \hat{i} - (A_x B_z - A_z B_x) \hat{j} + (A_x B_y - A_y B_x) \hat{k}$$

1-9 Triple Product

1-9-1 Triple Scalar Product

For \vec{A} , \vec{B} , and \vec{C} , the triple scalar product is defined in the form:

$$(\vec{A} \times \vec{B}) \cdot \vec{C} = \vec{A} \cdot (\vec{B} \times \vec{C})$$

$$\vec{A} \cdot (\vec{B} \times \vec{C}) = \begin{vmatrix} A_x & A_y & A_z \\ B_x & B_y & B_z \\ C_x & C_y & C_z \end{vmatrix} = \text{???? (HW)}$$

1-9-2 Triple Vector Product

This type of product can be calculated by

$$\vec{A} \times (\vec{B} \times \vec{C}) = (\vec{A} \cdot \vec{C}) \vec{B} - (\vec{A} \cdot \vec{B}) \vec{C}$$

1-10 Differentiation of Vector

The differential of vectors are the same that used for scalar quantities

Let $\vec{A}(t)$ is a vector as a function to the variable (t), where:

$$\vec{A}(t) = \hat{i} A_x(t) + \hat{j} A_y(t) + \hat{k} A_z(t)$$

Then the differential process due to (t) is:

$$\frac{d\vec{A}}{dt} = \hat{i} \frac{dA_x}{dt} + \hat{j} \frac{dA_y}{dt} + \hat{k} \frac{dA_z}{dt}$$

For two vectors \vec{A} and \vec{B} , we can write:

$$(a) \quad \frac{d}{dt}(\vec{A} + \vec{B}) = \frac{d\vec{A}}{dt} + \frac{d\vec{B}}{dt}$$

$$(b) \quad \frac{d}{dt}(m\vec{A}) = \vec{A} \frac{dm}{dt} + m \frac{d\vec{A}}{dt}$$

$$(c) \quad \frac{d}{dt}(\vec{A} \cdot \vec{B}) = \vec{B} \cdot \frac{d\vec{A}}{dt} + \vec{A} \cdot \frac{d\vec{B}}{dt}$$

$$(d) \quad \frac{d}{dt}(\vec{A} \times \vec{B}) = \frac{d\vec{A}}{dt} \times \vec{B} + \vec{A} \times \frac{d\vec{B}}{dt}$$