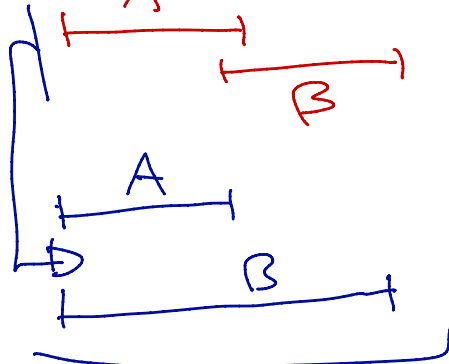


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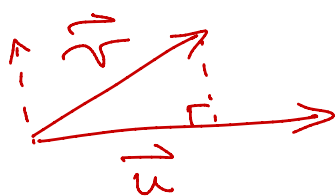
# Lecture # 6

Announcement: • i Clickr ☒ • first questions: Friday.

← 2 week →



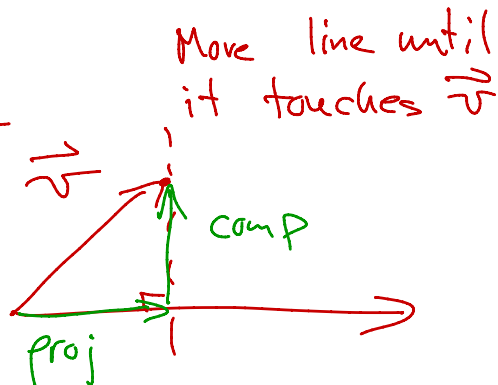
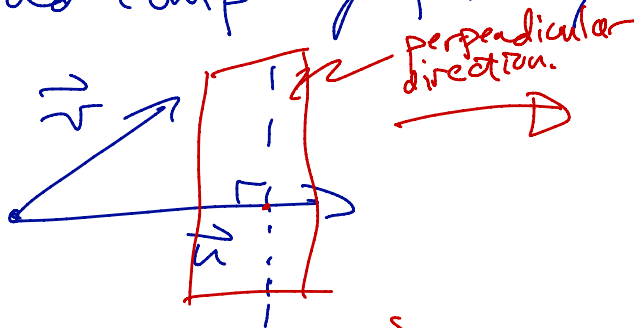
Review: Projection & Complementary Proj



$$\text{proj}(\vec{v}, \vec{u}) = (\vec{v} \cdot \hat{u}) \hat{u}$$

$$\text{comp}(\vec{v}, \vec{u}) = \vec{v} - \text{proj}(\vec{v}, \vec{u})$$

Finding proj and comp graphically:



$$\vec{v} = \text{proj} + \text{comp}.$$

Q:  $\vec{u} \rightarrow \vec{v}$  Suppose  $\vec{u}$  and  $\vec{v}$  are colinear.

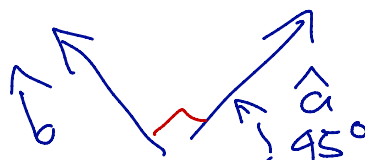
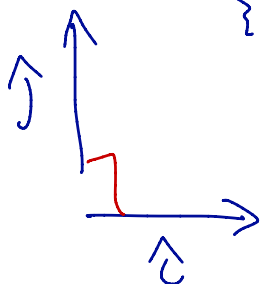
What is  $\text{proj}(\vec{v}, \vec{u})$ ?

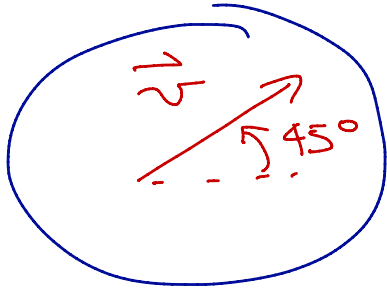
$$\vec{v} \quad \checkmark$$

Bases (express vectors in terms of components)

The idea of a basis is to have a <sup>standard</sup> way of writing and computing with vectors.

$\{\hat{i}, \hat{j}\}$  basis





Vectors can be written out in any basis:

$$\vec{v} = \alpha_1 \hat{i} + \alpha_2 \hat{j} \quad \text{Components are wrt } \hat{i}, \hat{j}$$

$$= \beta_1 \hat{a} + \beta_2 \hat{b}$$

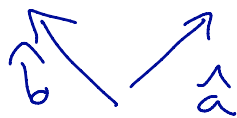
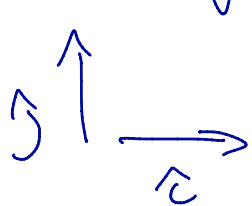
$$\|\vec{v}\| = \sqrt{\alpha_1^2 + \alpha_2^2} = \sqrt{\beta_1^2 + \beta_2^2}$$

$$\sqrt{\vec{v} \cdot \vec{v}}$$

example:  $\vec{v} = 2\hat{i} + 2\hat{j}$   $\|\vec{v}\| = 2\sqrt{2}$

$$= 2\sqrt{2}\hat{a} + 0\hat{b} = \underline{2\sqrt{2}\hat{a}}$$

## Changing Basis



$$\vec{u} = 3\hat{i} + 2\hat{j} \quad (*)$$

$$= \beta_1 \hat{a} + \beta_2 \hat{b}$$

To change to the  $\{\hat{a}, \hat{b}\}$  basis we express  $\hat{i}$  and  $\hat{j}$  in terms of these.

$$\hat{i} = \text{proj}(\hat{i}, \hat{a}) + \text{proj}(\hat{i}, \hat{b}) = \frac{1}{\sqrt{2}}\hat{a} - \frac{1}{\sqrt{2}}\hat{b}$$

$$\hat{j} = \text{proj}(\hat{j}, \hat{a}) + \text{proj}(\hat{j}, \hat{b}) = \frac{1}{\sqrt{2}}\hat{a} + \frac{1}{\sqrt{2}}\hat{b}$$

Substitute into (\*) for  $i \neq j$ :

$$\Rightarrow \vec{u} = 3\left(\frac{1}{\sqrt{2}}\hat{a} - \frac{1}{\sqrt{2}}\hat{b}\right) + 2\left(\frac{1}{\sqrt{2}}\hat{a} + \frac{1}{\sqrt{2}}\hat{b}\right)$$

$$= \frac{5}{\sqrt{2}}\hat{a} - \frac{1}{\sqrt{2}}\hat{b}$$

this is in the new basis  $\beta_1 = 5/\sqrt{2}$   
 $\beta_2 = -1/\sqrt{2}$

Check:  $\|\vec{u}\| = \|3\hat{i} + 2\hat{j}\| = \sqrt{9 + 4} = \sqrt{13}$

$$\|\vec{u}\| = \left\| \frac{5}{\sqrt{2}}\hat{a} - \frac{1}{\sqrt{2}}\hat{b} \right\| = \sqrt{\frac{25}{2} + \frac{1}{2}} = \sqrt{13}$$

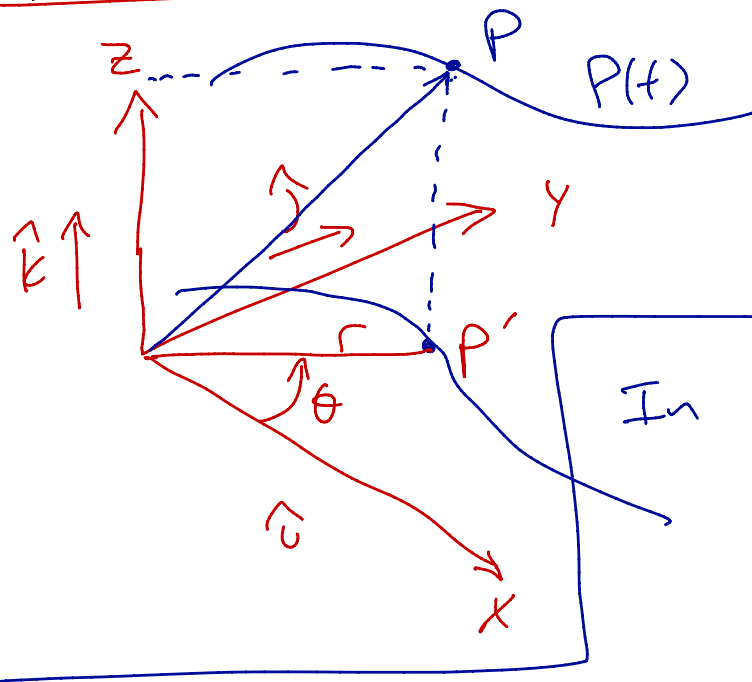
Recall:  $\vec{v} = 2\hat{i} + 2\hat{j} = 2\sqrt{2}\hat{a}$

$$\vec{v} \cdot \vec{w} = (2\hat{i} + 2\hat{j}) \cdot (3\hat{i} + 2\hat{j}) = 6 + 4 = 10 \quad \checkmark$$

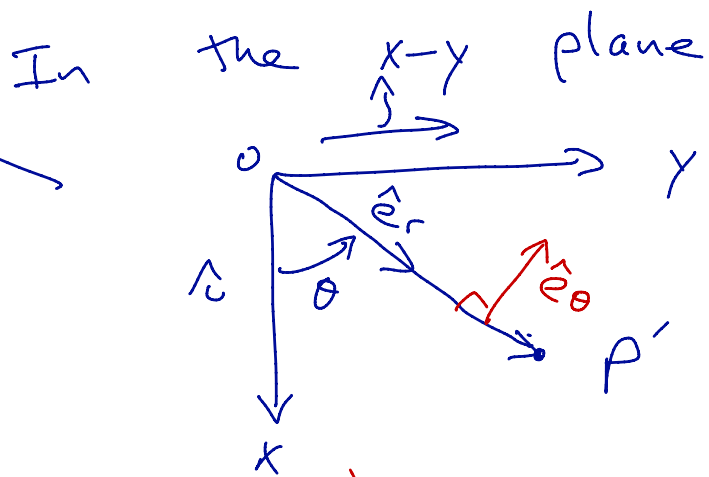
$$\vec{v} \cdot \vec{u} = (2\sqrt{2}\hat{a}) \cdot (5\sqrt{2}\hat{a} - \frac{1}{\sqrt{2}}\hat{b}) = 10 \quad \checkmark$$

All vector operations are basis independent

## Cylindrical Coordinates



$(r, \theta, z)$   
 $\uparrow$  shortest distance from z-axis  
 $\uparrow$  the angle with the x-axis in the plane  
 $\nwarrow$  "height above the x-y plane"



$$\hat{e}_r = \cos\theta\hat{i} + \sin\theta\hat{j}$$

$$\begin{aligned}\hat{e}_\theta &= \hat{k} \times \hat{e}_r = \hat{k} (\cos\theta\hat{i} + \sin\theta\hat{j}) \\ &= \cos\theta\hat{k} \times \hat{i} + \sin\theta\hat{k} \times \hat{j} \\ &= -\sin\theta\hat{j} + \cos\theta\hat{i}\end{aligned}$$

$\theta(t)$  could be changing.