

MATH 2010 F ADVANCED CALCULUS I

① We assume a function $f(x, y, z, \dots)$ and $f(x_1, x_2, \dots, x_n)$ as a function from $\mathbb{R}^n \rightarrow \mathbb{R}$.

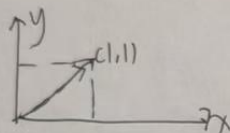
$$f(x, y) = x^2 + y^2, \quad f(x, y, z) = 3x^2 + 4y^2 + 5z^2, \quad f(x_1, x_2, \dots, x_n) = x_1^2 + \dots + x_n^2$$

② We consider function from $\mathbb{R}^n \rightarrow \mathbb{R}$, so we must introduce a concept, vector. A vector in $\mathbb{R}^n$ is like:

$$\vec{x} = (x_1, \dots, x_n) \in \mathbb{R}^n$$

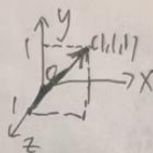
We consider Cartesian coordinate in the most cases:

$n=2$

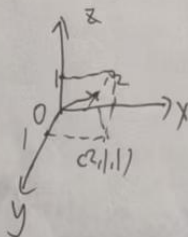


a vector $(1,1)$

$n=3$



a vector $(1,1,1)$



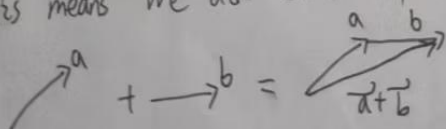
③ For vectors, if we have two vectors, how shall we consider interactions between them? We introduce

not a serious concept, for two vectors $\vec{a} = (a_1, \dots, a_n)$ and $\vec{b} = (b_1, \dots, b_n)$

(1) Equality $\vec{a} = \vec{b}; \vec{a}_1 = \vec{b}_1, \vec{a}_2 = \vec{b}_2, \vec{a}_3 = \vec{b}_3, \dots$

(2) Addition $\vec{a} + \vec{b} = (a_1 + b_1, a_2 + b_2, \dots)$

This means we add each component of them



This is the triangular law.

For many vectors,

$$\vec{a}_1 + \vec{a}_2 + \vec{a}_3 + \vec{a}_4$$

$$= \vec{a}_1 + \vec{a}_2 + \vec{a}_3 = \text{From head to the tail}$$

$$= \vec{a}_1 + \vec{a}_2 + \vec{a}_3$$

(3) Scalar multiplication

$$r\vec{a} = (ra_1, ra_2, ra_3, \dots, ra_n)$$

We just put the factor "r" before each component of the vector.

$$\textcircled{1} \vec{a} \quad \textcircled{2} 2\vec{a} = 2\vec{a}$$

(4) Subtraction: we just consider

$$\vec{a} - \vec{b} = \vec{a} + (-\vec{b}) \text{ as a special case of the addition.}$$

$$\vec{a} + \vec{b} = \vec{a} + \vec{b}$$

$$\vec{a} + (-\vec{b}) = \vec{a} - \vec{b}$$

(5) dot Product:

$$\text{Basic definition: } \vec{a} \cdot \vec{b} = (a_1, \dots, a_n) \cdot (b_1, \dots, b_n) = \sum_{i=1}^n a_i b_i$$

The sum of the product of the each component.

For a special case:

$$\vec{a} \cdot \vec{a} = a_1^2 + \dots + a_n^2 = \|\vec{a}\|^2$$

We call $\|\vec{a}\|$ the length/magnitude of the vector.

Dot Product is a very important property

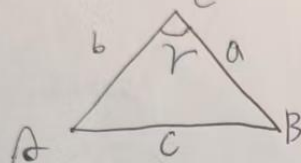
Distributive Law (1) $(\vec{a} + \vec{b}) \cdot \vec{c} = \vec{a} \cdot \vec{c} + \vec{b} \cdot \vec{c}$

(2) $(r\vec{a}) \cdot \vec{b} = \vec{a} \cdot (r\vec{b}) = r\vec{a} \cdot \vec{b}$

Commutative Property (3) $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$

Geometric Property (4) $\vec{a} \cdot \vec{b} = \|\vec{a}\| \|\vec{b}\| \cos \theta(\vec{a}, \vec{b})$

Proof: the law of cosines



$b = \|\vec{AC}\|,$
 $a = \|\vec{BC}\|,$
 $c = \|\vec{AB}\|.$

$$c^2 = a^2 + b^2 - 2ab \cos r$$

$$\Rightarrow (\vec{AB})^2 = (\vec{BC})^2 + (\vec{CA})^2 - 2ab \cos r$$

$$\Rightarrow (\vec{AC} + \vec{CB})^2 = (\vec{BC})^2 + (\vec{CA})^2 - 2ab \cos r$$

$$\Rightarrow \vec{AC}^2 + \vec{CB}^2 + 2\vec{AC} \cdot \vec{CB} = (\vec{BC})^2 + (\vec{CA})^2 - 2ab \cos r$$

$$\Rightarrow -2\vec{AC} \cdot \vec{CB} = 2ab \cos r$$

$$\Rightarrow \vec{CA} \cdot \vec{CB} = ab \cos r$$

This gives the geometric property of the inner product.

Application of Properties of the Vector:

eg: Suppose $\vec{v}$ & $\vec{w}$ are vectors of the same length. Show that

$$(\vec{v} + \vec{w}) \cdot (\vec{v} - \vec{w}) = 0.$$

$$\text{Proof: } (\vec{v} + \vec{w}) \cdot (\vec{v} - \vec{w}) = \vec{v} \cdot \vec{v} - \vec{v} \cdot \vec{w} + \vec{w} \cdot \vec{v} - \vec{w} \cdot \vec{w} \\ = \|\vec{v}\|^2 - \|\vec{w}\|^2 = 0$$

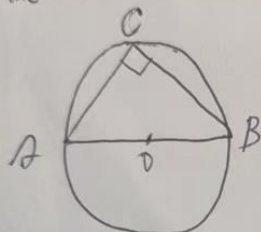
because $\vec{v}$ & $\vec{w}$ are the same length.

Geometric meaning:

Diagonal of the rhombus are perpendicular.



eg: AB is the diameter, C on the circle, show that $\angle ACB = 90^\circ$.



Aim to show that $\vec{AC} \cdot \vec{BC} = 0$, to get the perpendicular. they are

$$\begin{cases} \vec{AC} = \vec{AO} + \vec{OC} \\ \vec{BC} = \vec{BO} + \vec{OC} \end{cases}$$

$$\vec{AC} \cdot \vec{BC} = (\vec{AO} + \vec{OC}) \cdot (\vec{BO} + \vec{OC})$$

$$= \vec{AO} \cdot \vec{BO} + \vec{AO} \cdot \vec{OC} + \vec{OC} \cdot \vec{BO} + (\vec{OC})^2$$

$$= -\vec{AO}^2 + \vec{AO} \cdot \vec{OC} + \vec{BO} \cdot \vec{OC} + \underbrace{(\vec{OC})^2}_{r^2}$$

$$= -\vec{BO} \cdot \vec{OC} + \vec{BO} \cdot \vec{OC}$$

$$= 0.$$

Special structure of $\mathbb{R}^3$: Cross Product

Two ~~key~~ inequalities:

① Cauchy - Schwarz Inequality:

Let $\vec{a}, \vec{b} \in \mathbb{R}^n$. Then $|\vec{a} \cdot \vec{b}| \leq \|\vec{a}\| \|\vec{b}\|$

$$\text{ie. } \left| \sum_{i=1}^n a_i b_i \right| \leq \sqrt{\sum_{i=1}^n a_i^2} \sqrt{\sum_{i=1}^n b_i^2}$$

② Equality holds under conditions:

$$\vec{a} = r \vec{b} \text{ or } \vec{b} = r \vec{a}$$

for some $r \in \mathbb{R}$.

Proof: ① $\vec{a}$ or $\vec{b}$ is zero, trivial.

$$\textcircled{2} |\vec{a} \cdot \vec{b}| = \|\vec{a}\| \|\vec{b}\| |\cos \theta \langle \vec{a}, \vec{b} \rangle|$$

$\cos \theta \langle \vec{a}, \vec{b} \rangle = \pm 1$ only occur under conditions $\vec{a} = r \vec{b}$.

Triangle Inequality

let $\vec{a}, \vec{b} \in \mathbb{R}^n$. Then

$$\|\vec{a} + \vec{b}\| \leq \|\vec{a}\| + \|\vec{b}\|$$

Equality holds $\Leftrightarrow \vec{a} = r \vec{b}$ or $\vec{b} = r \vec{a}$, for some $r \geq 0$.

$$\text{Proof: } \|\vec{a} + \vec{b}\|^2 = (\vec{a} + \vec{b}) \cdot (\vec{a} + \vec{b}) = \|\vec{a}\|^2 + \|\vec{b}\|^2 + 2\vec{a} \cdot \vec{b}$$

$$\text{and } (\|\vec{a}\| + \|\vec{b}\|)^2 = \|\vec{a}\|^2 + \|\vec{b}\|^2 + 2\|\vec{a}\|\|\vec{b}\|$$

$$\text{Equality holds } \Leftrightarrow \vec{a} \cdot \vec{b} = \|\vec{a}\|\|\vec{b}\|$$

$\Leftrightarrow$ Equality holds for Cauchy-S.

$$\Leftrightarrow \vec{a} = r \vec{b} \text{ or } \vec{b} = r \vec{a}.$$

Special structure of $\mathbb{R}^3$: Cross Product

Let $\vec{a} = (a_1, a_2, a_3)$, $\vec{b} = (b_1, b_2, b_3) \in \mathbb{R}^3$

Then we have the cross product

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} \quad \vec{i}, \vec{j}, \vec{k} \rightarrow \text{unit vector in } \mathbb{R}^3$$

$$= (-1)^{1+1} \hat{i} \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} + (-1)^{1+2} \hat{j} \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} + (-1)^{1+3} \hat{k} \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

Here I just think you know

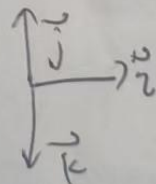
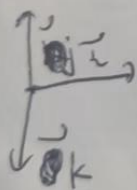
Example: let $\vec{a} = (2, 3, 5)$, $\vec{b} = (1, 2, 3)$, we have

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & 3 & 5 \\ 1 & 2 & 3 \end{vmatrix} = (-1)^{1+1} \hat{i} \begin{vmatrix} 3 & 5 \\ 2 & 3 \end{vmatrix} + (-1)^{1+2} \hat{j} \begin{vmatrix} 2 & 5 \\ 1 & 3 \end{vmatrix} + (-1)^{1+3} \hat{k} \begin{vmatrix} 2 & 3 \\ 1 & 2 \end{vmatrix}$$

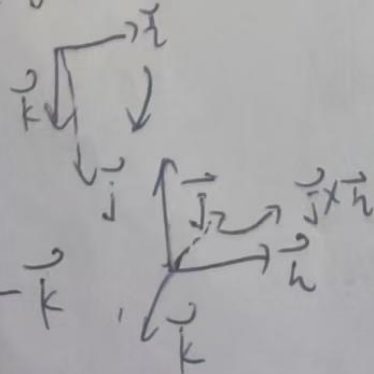
$$= -\hat{i} - \hat{j} + \hat{k} = (-1, -1, 1).$$

Some results of the dot Product

① $\hat{i} \times \hat{i} = 0$, ② $\hat{i} \times \hat{j} = \hat{k}$, ③ $\hat{i} \times \hat{k} = -\hat{j}$



Use your hand (right)!



④ $\vec{j} \times \vec{i} = -\vec{k}$

properties of cross product

(1) $\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$ easily from the right-hand rule

distributive law (2) $(\alpha \vec{a} + \beta \vec{b}) \times \vec{c} = \alpha \vec{a} \times \vec{c} + \beta \vec{b} \times \vec{c}$
 $\vec{a} \times (\alpha \vec{b} + \beta \vec{c}) = \alpha \vec{a} \times \vec{b} + \beta \vec{a} \times \vec{c}$

(3) $(\vec{a} \times \vec{b}) \perp \vec{a}$ and $(\vec{a} \times \vec{b}) \perp \vec{b}$ easily from the definition

Geometric property (4) $\|\vec{a} \times \vec{b}\| = \|\vec{a}\| \|\vec{b}\| \sin \theta$

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = (-1)^{1+1} \hat{i} \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}$$

$$+ (-1)^{1+2} \hat{j} \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} + (-1)^{1+3} \hat{k} \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

$$= (a_2 b_3 - b_2 a_3) \hat{i} - (a_1 b_3 - a_3 b_1) \hat{j} + (a_1 b_2 - a_2 b_1) \hat{k}$$

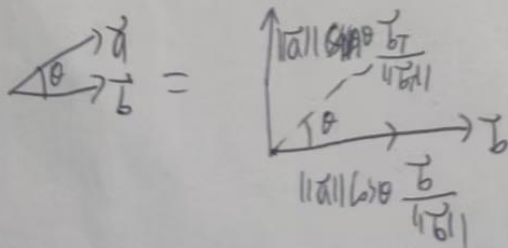
$$\|\vec{a} \times \vec{b}\|^2 = (a_2 b_3 - b_2 a_3)^2 + (a_1 b_3 - a_3 b_1)^2 + (a_1 b_2 - a_2 b_1)^2$$

$$= (a_1^2 + a_2^2 + a_3^2)(b_1^2 + b_2^2 + b_3^2) - (a_1 b_1 + a_2 b_2 + a_3 b_3)^2$$

$$= \|\vec{a}\|^2 \|\vec{b}\|^2 - (\vec{a} \cdot \vec{b})^2$$

$$= \|\vec{a}\|^2 \|\vec{b}\|^2 \sin^2 \theta$$

Explanation



$$\Rightarrow \vec{a} \times \vec{b} = \left(\|\vec{a}\| \sin \theta \frac{\vec{b}}{\|\vec{b}\|} + \|\vec{a}\| \cos \theta \frac{\vec{b}}{\|\vec{b}\|} \right) \times \vec{b} = \|\vec{a}\| \sin \theta \frac{\vec{b}}{\|\vec{b}\|} \times \vec{b} \quad \checkmark$$

$$= \|\vec{a}\| \|\vec{b}\| \sin \theta \frac{\vec{b}}{\|\vec{b}\|} \times \frac{\vec{b}}{\|\vec{b}\|}$$

meaning of $\frac{1}{2} \vec{a} \times \vec{b}$, the area of the triangle

