

11.3 The Law of Cosines

11.3.1 Exercises

page 916 (928): 1, 7, 11, 19

11.4 Polar Coordinates

11.4.1 Exercises

page 930 (942): 2, 11, 17, 19, 22, 37, 57, 64, 72, 85

11.5 Graphs of Polar Equations

11.5.1 Exercises

page 958 (972): 1, 3, 9, 21, 32

11.8 Vectors

11.8.1 Exercises

page 1027 (1039): 1, 11, 29, 33, 53

11.9 The Dot Product and Projection

11.9.1 Exercises

page 1045 (1067): 1, 21

8 Systems of Equations and Matrices**8.1 Systems of Linear Equations: Gaussian Elimination**

8.1.1 Exercises

page 562: 5, 10, 11, 16, 28

8.2 Systems of Linear Equations: Augmented Matrices

8.2.1 Exercises

page 574: 1, 2, 3, 7, 9, 14, 15, 18

11.2

Before class notes

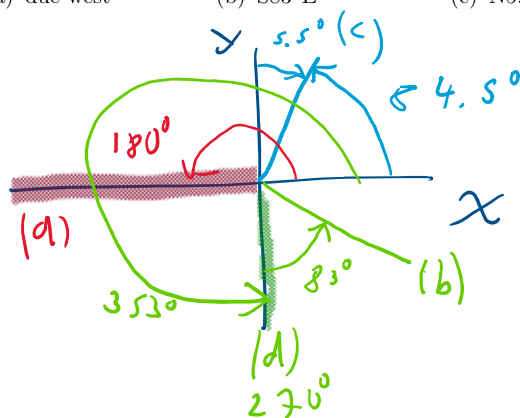
25. Find the angle θ in standard position with $0^\circ \leq \theta < 360^\circ$ which corresponds to each of the bearings given below.

(a) due west

(b) S83°E

(c) N5.5°E

(d) due south



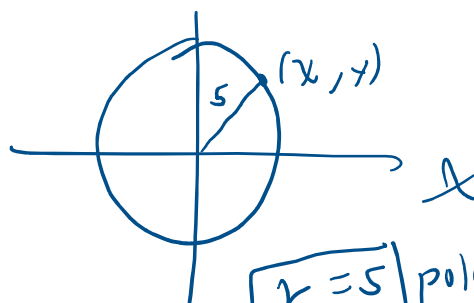
$$\begin{array}{r} 270^\circ \\ + 83^\circ \\ \hline 353^\circ \end{array}$$

11.4: 64

In Exercises 57 - 76, convert the equation from rectangular coordinates into polar coordinates. Solve for r in all but #60 through #63. In Exercises 60 - 63, you need to solve for θ

64. $x^2 + y^2 = 25$

This is the equation of a circle with center (0,0) and radius 5.



$r = 5$ polar equation

$$\begin{aligned} x &= r \cos \theta \\ y &= r \sin \theta \end{aligned}$$

$$x^2 + y^2 = 5^2$$

$$\begin{aligned} \Leftrightarrow r^2 \cos^2 \theta + r^2 \sin^2 \theta &= 5^2 \\ \Leftrightarrow r^2 (\cos^2 \theta + \sin^2 \theta) &= 5^2 \\ \Leftrightarrow r^2 (1) &= 5^2 \end{aligned}$$

$$\begin{array}{l}
 \text{Y} \quad \boxed{r=5} \text{ polar equation} \quad \left| \begin{array}{l} \Leftrightarrow r^2(\cos^2\theta + \sin^2\theta) = 5 \\ \Leftrightarrow r^2(1) = 5^2 \\ \Leftrightarrow r^2 = 5^2 \\ \Leftrightarrow \boxed{r=5} \end{array} \right.
 \end{array}$$

74. $(x+2)^2 + y^2 = 4$

$$(r \cos \theta + 2)^2 + (r \sin \theta)^2 = 4$$

$$r^2 \cos^2 \theta + 4r \cos \theta + \cancel{4} + r^2 \sin^2 \theta = \cancel{4}$$

$$r^2 \cos^2 \theta + r^2 \sin^2 \theta + 4r \cos \theta = 0$$

$$r^2(\cos^2 \theta + \sin^2 \theta) + 4r \cos \theta = 0$$

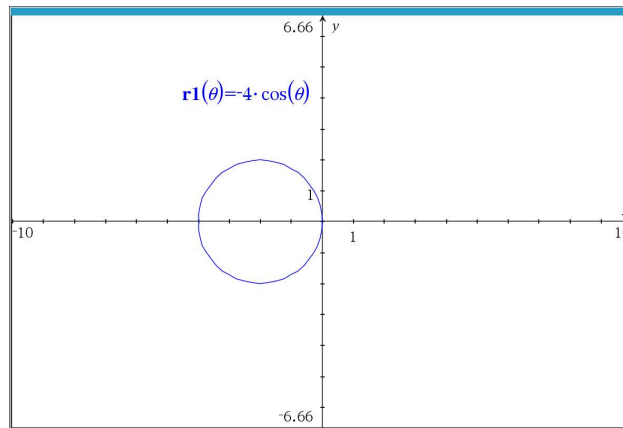
$$r^2 + 4r \cos \theta = 0$$

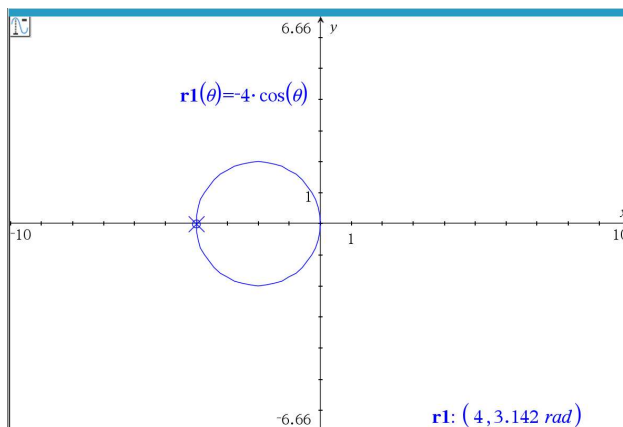
$$r(r + 4 \cos \theta) = 0$$

$$r = 0 \quad \text{or} \quad r + 4 \cos \theta = 0$$

$$r = 0 \quad \text{or} \quad \boxed{r = -4 \cos \theta}$$

Note $\theta = \frac{\pi}{2} \Rightarrow r = -4 \cos\left(\frac{\pi}{2}\right) = (-4)(0) = 0$



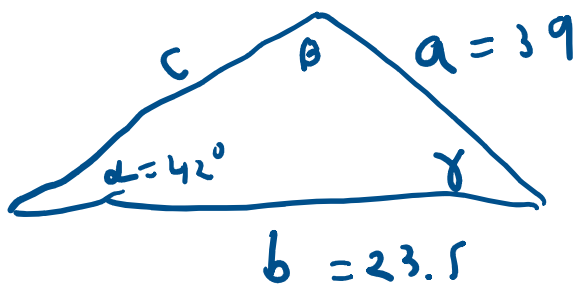


11.2

11.2.1 EXERCISES

In Exercises 1 - 20, solve for the remaining side(s) and angle(s) if possible. As in the text, (α, a) , (β, b) and (γ, c) are angle-side opposite pairs.

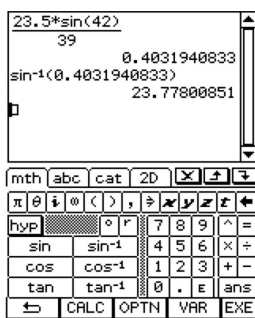
11. $\alpha = 42^\circ$, $a = 39$, $b = 23.5$



$$\frac{\sin \beta}{b} = \frac{\sin \alpha}{a}$$

$$\sin \beta = \frac{b \sin \alpha}{a}$$

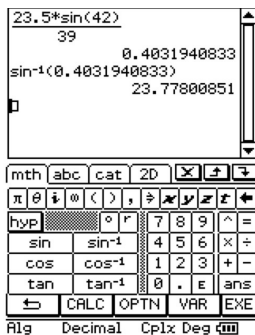
$$\sin \beta = \frac{(23.5)(\sin 42^\circ)}{39}$$



$$\beta = 23.8^\circ$$

$$180 - 42 - 23.8 = 114.2$$

$$\gamma = 114.2^\circ$$



$$\beta = 23.8^\circ$$

$$180-42-23.8=114.2$$

$$\gamma = 114.2^\circ$$

Textbook answer:

$$11. \quad \begin{aligned} \alpha &= 42^\circ & \beta &\approx 23.78^\circ & \gamma &\approx 114.22^\circ \\ a &= 39 & b &= 23.5 & c &\approx 53.15 \end{aligned}$$

$$\frac{c}{\sin \gamma} = \frac{a}{\sin \alpha}$$

$$c = a \frac{\sin \gamma}{\sin \alpha}$$

$$c = 39 \frac{\sin 114.2^\circ}{\sin(42^\circ)}$$

$$c \approx 53.2$$

$$\left| \frac{39 \cdot \sin(114.2)}{\sin(42)} \right| = 53.16254285$$

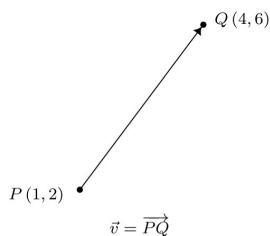
11.8

Memorize

Definition 11.5. Suppose \vec{v} is represented by a directed line segment with initial point $P(x_0, y_0)$ and terminal point $Q(x_1, y_1)$. The **component form** of \vec{v} is given by

$$\vec{v} = \overrightarrow{PQ} = \langle x_1 - x_0, y_1 - y_0 \rangle$$

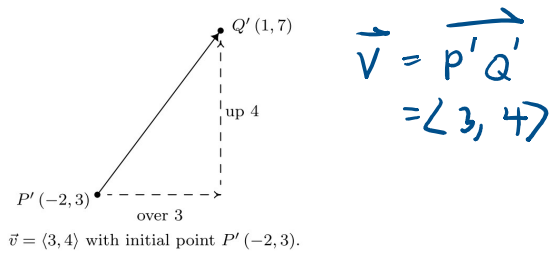
We can think of a vector as an object that has magnitude and direction.



Memorize

Definition 11.5. Suppose \vec{v} is represented by a directed line segment with initial point $P(x_0, y_0)$ and terminal point $Q(x_1, y_1)$. The **component form** of \vec{v} is given by

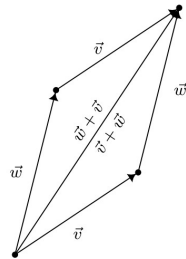
$$\vec{v} = \overrightarrow{PQ} = \langle x_1 - x_0, y_1 - y_0 \rangle$$



Memorize

Definition 11.6. Suppose $\vec{v} = \langle v_1, v_2 \rangle$ and $\vec{w} = \langle w_1, w_2 \rangle$. The vector $\vec{v} + \vec{w}$ is defined by

$$\vec{v} + \vec{w} = \langle v_1 + w_1, v_2 + w_2 \rangle$$



Demonstrating the commutative property of vector addition.

Memorize

Theorem 11.18. Properties of Vector Addition

- **Commutative Property:** For all vectors \vec{v} and \vec{w} , $\vec{v} + \vec{w} = \vec{w} + \vec{v}$.
- **Associative Property:** For all vectors \vec{u} , \vec{v} and \vec{w} , $(\vec{u} + \vec{v}) + \vec{w} = \vec{u} + (\vec{v} + \vec{w})$.
- **Identity Property:** The vector $\vec{0}$ acts as the additive identity for vector addition. That is, for all vectors \vec{v} ,

$$\vec{v} + \vec{0} = \vec{0} + \vec{v} = \vec{v}.$$

- **Inverse Property:** Every vector \vec{v} has a unique additive inverse, denoted $-\vec{v}$. That is, for every vector \vec{v} , there is a vector $-\vec{v}$ so that

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

memorize

Definition 11.7. If k is a real number and $\vec{v} = \langle v_1, v_2 \rangle$, we define $k\vec{v}$ by

$$k\vec{v} = k \langle v_1, v_2 \rangle = \langle kv_1, kv_2 \rangle$$

$k = \text{scalar}$

$\underbrace{0 \ 1 \ 2 \ \dots \ k}_{\text{scalar}}$

$$\begin{aligned} \vec{v} + \vec{0} &= \langle v_1, v_2 \rangle + \langle 0, 0 \rangle \\ &= \langle v_1 + 0, v_2 + 0 \rangle \\ &= \langle v_1, v_2 \rangle = \vec{v} \end{aligned}$$

$$-\vec{v} = -\langle v_1, v_2 \rangle = \langle -v_1, -v_2 \rangle$$

Memorize

Theorem 11.19. Properties of Scalar Multiplication

- **Associative Property:** For every vector \vec{v} and scalars k and r , $(kr)\vec{v} = k(r\vec{v})$.
- **Identity Property:** For all vectors \vec{v} , $1\vec{v} = \vec{v}$.
- **Additive Inverse Property:** For all vectors \vec{v} , $-\vec{v} = (-1)\vec{v}$.
- **Distributive Property of Scalar Multiplication over Scalar Addition:** For every vector \vec{v} and scalars k and r ,

$$(k + r)\vec{v} = k\vec{v} + r\vec{v}$$

- **Distributive Property of Scalar Multiplication over Vector Addition:** For all vectors \vec{v} and \vec{w} and scalars k ,

$$k(\vec{v} + \vec{w}) = k\vec{v} + k\vec{w}$$

- **Zero Product Property:** If \vec{v} is vector and k is a scalar, then

$$k\vec{v} = \vec{0} \text{ if and only if } k = 0 \text{ or } \vec{v} = \vec{0}$$

$$k(\vec{v} + \vec{w}) = k\vec{v} + k\vec{w}$$

- **Zero Product Property:** If \vec{v} is vector and k is a scalar, then

$$k\vec{v} = \vec{0} \text{ if and only if } k = 0 \text{ or } \vec{v} = \vec{0}$$

Prove $k\vec{v} = \vec{0}$ iff $k=0$ or $\vec{v}=\vec{0}$

Assume $k\vec{v} = \vec{0}$

$$\text{Let } \vec{v} = \langle v_1, v_2 \rangle$$

$$k\vec{v} = \langle kv_1, kv_2 \rangle = \langle 0, 0 \rangle$$

$$\Rightarrow kv_1 = 0 \text{ and } kv_2 = 0$$

$$(k=0 \text{ or } v_1=0) \text{ and } (k=0 \text{ or } v_2=0)$$

If $k=0$, we are done

$$\text{If } k \neq 0, \quad kv_1 = 0 \Rightarrow v_1 = 0$$

$$kv_2 = 0 \Rightarrow v_2 = 0$$

$$\therefore \vec{v} = \langle 0, 0 \rangle = \vec{0}$$

The converse is easy.

Memorize

Definition 11.8. Suppose \vec{v} is a vector with component form $\vec{v} = \langle v_1, v_2 \rangle$. Let (r, θ) be a polar representation of the point with rectangular coordinates (v_1, v_2) with $r \geq 0$.

- The **magnitude** of \vec{v} , denoted $\|\vec{v}\|$, is given by $\|\vec{v}\| = r = \sqrt{v_1^2 + v_2^2}$
- If $\vec{v} \neq \vec{0}$, the **(vector) direction** of \vec{v} , denoted \hat{v} is given by $\hat{v} = \langle \cos(\theta), \sin(\theta) \rangle$

Taken together, we get $\vec{v} = \langle \|\vec{v}\| \cos(\theta), \|\vec{v}\| \sin(\theta) \rangle$.

$$\begin{aligned} \|\hat{v}\| &= \|\langle \cos(\theta), \sin(\theta) \rangle\| \\ &= \sqrt{\cos^2(\theta) + \sin^2(\theta)} \\ &= \sqrt{1} = 1 \\ \hat{v} &\text{ is a unit vector, because } \|\hat{v}\| = 1 \end{aligned}$$

Memorize

Theorem 11.20. Properties of Magnitude and Direction: Suppose \vec{v} is a vector.

- $\|\vec{v}\| \geq 0$ and $\|\vec{v}\| = 0$ if and only if $\vec{v} = \vec{0}$
- For all scalars k , $\|k\vec{v}\| = |k|\|\vec{v}\|$.
- If $\vec{v} \neq \vec{0}$ then $\vec{v} = \|\vec{v}\|\hat{v}$, so that $\hat{v} = \left(\frac{1}{\|\vec{v}\|}\right)\vec{v}$.

$$\text{Let } \vec{v} = \langle 1, 2 \rangle$$

Find \hat{v}

$$\hat{v} = \frac{\vec{v}}{\|\vec{v}\|} = \frac{\langle 1, 2 \rangle}{\sqrt{1^2 + 2^2}}$$

$$= \frac{\langle 1, 2 \rangle}{\sqrt{5}}$$

$$\hat{v} = \left\langle \frac{1}{\sqrt{5}}, \frac{2}{\sqrt{5}} \right\rangle$$

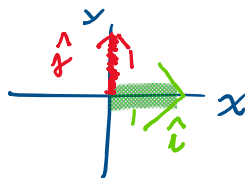
Memorize

Definition 11.9. Unit Vectors: Let \vec{v} be a vector. If $\|\vec{v}\| = 1$, we say that \vec{v} is a **unit vector**.

Memorize

Definition 11.10. The Principal Unit Vectors:

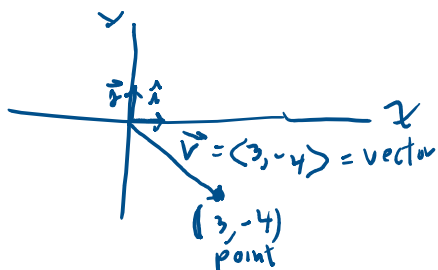
- The vector \hat{i} is defined by $\hat{i} = \langle 1, 0 \rangle$
- The vector \hat{j} is defined by $\hat{j} = \langle 0, 1 \rangle$



Memorize

Theorem 11.21. Principal Vector Decomposition Theorem: Let \vec{v} be a vector with component form $\vec{v} = \langle v_1, v_2 \rangle$. Then $\vec{v} = v_1\hat{i} + v_2\hat{j}$.

$$\begin{aligned}\text{Let } \vec{v} &= \langle 3, -4 \rangle \\ &= \langle 3, 0 \rangle + \langle 0, -4 \rangle \\ &= 3\langle 1, 0 \rangle - 4\langle 0, 1 \rangle \\ &= 3\hat{i} - 4\hat{j}\end{aligned}$$



11.9

Memorize

Definition 11.11. Suppose \vec{v} and \vec{w} are vectors whose component forms are $\vec{v} = \langle v_1, v_2 \rangle$ and $\vec{w} = \langle w_1, w_2 \rangle$. The **dot product** of \vec{v} and \vec{w} is given by

$$\vec{v} \cdot \vec{w} = \langle v_1, v_2 \rangle \cdot \langle w_1, w_2 \rangle = v_1w_1 + v_2w_2$$

$$\begin{aligned}\text{Let } \vec{v} &= \langle 5, 2 \rangle \\ \vec{w} &= \langle 6, 3 \rangle \\ \vec{v} \cdot \vec{w} &= (5)(6) + (2)(3) = 30 + 6 = \boxed{36}\end{aligned}$$

Memorize

Theorem 11.22. Properties of the Dot Product

- **Commutative Property:** For all vectors \vec{v} and \vec{w} , $\vec{v} \cdot \vec{w} = \vec{w} \cdot \vec{v}$.
- **Distributive Property:** For all vectors \vec{u} , \vec{v} and \vec{w} , $\vec{u} \cdot (\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$.
- **Scalar Property:** For all vectors \vec{v} and \vec{w} and scalars k , $(k\vec{v}) \cdot \vec{w} = k(\vec{v} \cdot \vec{w}) = \vec{v} \cdot (k\vec{w})$.
- **Relation to Magnitude:** For all vectors \vec{v} , $\vec{v} \cdot \vec{v} = \|\vec{v}\|^2$.

Proof of commutative property

$$\begin{aligned}\text{Let } \vec{v} &= \langle v_1, v_2 \rangle \\ \vec{w} &= \langle w_1, w_2 \rangle \\ \vec{v} \cdot \vec{w} &= \langle v_1, v_2 \rangle \cdot \langle w_1, w_2 \rangle \\ &= v_1w_1 + v_2w_2 \quad (\text{by def of dot product}) \\ &= w_1v_1 + w_2v_2 \quad (\text{by commutative property of mult. of real numbers})\end{aligned}$$

$$\begin{aligned}
 &= v_1 w_1 + v_2 w_2 \quad (\text{by def of an product}) \\
 &= w_1 v_1 + w_2 v_2 \quad (\text{by commutative property of mult. of real numbers}) \\
 &= \vec{w} \cdot \vec{v} \quad (\text{by def of dot product})
 \end{aligned}$$

prove $\vec{v} \cdot \vec{v} = \|\vec{v}\|^2$

let $\vec{v} = \langle v_1, v_2 \rangle$

$$\begin{aligned}
 \vec{v} \cdot \vec{v} &= \langle v_1, v_2 \rangle \cdot \langle v_1, v_2 \rangle \\
 &= v_1^2 + v_2^2 \\
 &= \|\vec{v}\|^2
 \end{aligned}$$

Memorize

Theorem 11.23. Geometric Interpretation of Dot Product: If \vec{v} and \vec{w} are nonzero vectors then $\vec{v} \cdot \vec{w} = \|\vec{v}\| \|\vec{w}\| \cos(\theta)$, where θ is the angle between \vec{v} and \vec{w} .

let $\theta = \frac{\pi}{2}$



$$\begin{aligned}
 \vec{v} \cdot \vec{w} &= \|\vec{v}\| \|\vec{w}\| \cos\left(\frac{\pi}{2}\right) \\
 &= \|\vec{v}\| \|\vec{w}\| (0) \\
 &= 0
 \end{aligned}$$

Memorize

Theorem 11.24. Let \vec{v} and \vec{w} be nonzero vectors and let θ the angle between \vec{v} and \vec{w} . Then

$$\theta = \arccos\left(\frac{\vec{v} \cdot \vec{w}}{\|\vec{v}\| \|\vec{w}\|}\right) = \arccos(\hat{v} \cdot \hat{w})$$

Memorize

Theorem 11.25. The Dot Product Detects Orthogonality: Let \vec{v} and \vec{w} be nonzero vectors. Then $\vec{v} \perp \vec{w}$ if and only if $\vec{v} \cdot \vec{w} = 0$.

Supplied

Definition 11.12. Let \vec{v} and \vec{w} be nonzero vectors. The **orthogonal projection of \vec{v} onto \vec{w}** , denoted $\text{proj}_{\vec{w}}(\vec{v})$ is given by $\text{proj}_{\vec{w}}(\vec{v}) = (\vec{v} \cdot \hat{w})\hat{w}$.

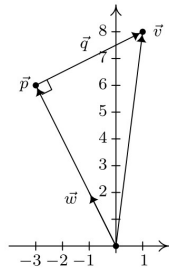
Supplied

Theorem 11.26. Alternate Formulas for Vector Projections: If \vec{v} and \vec{w} are nonzero vectors then

$$\text{proj}_{\vec{w}}(\vec{v}) = (\vec{v} \cdot \hat{w})\hat{w} = \left(\frac{\vec{v} \cdot \vec{w}}{\|\vec{w}\|^2}\right)\vec{w} = \left(\frac{\vec{v} \cdot \vec{w}}{\vec{w} \cdot \vec{w}}\right)\vec{w}$$

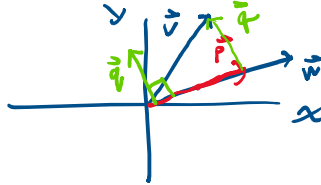
Example 11.9.4. Let $\vec{v} = \langle 1, 8 \rangle$ and $\vec{w} = \langle -1, 2 \rangle$. Find $\vec{p} = \text{proj}_{\vec{w}}(\vec{v})$, and plot \vec{v} , \vec{w} and \vec{p} in standard position.

Solution. We find $\vec{v} \cdot \vec{w} = \langle 1, 8 \rangle \cdot \langle -1, 2 \rangle = (-1) + 16 = 15$ and $\vec{w} \cdot \vec{w} = \langle -1, 2 \rangle \cdot \langle -1, 2 \rangle = 1 + 4 = 5$. Hence, $\vec{p} = \frac{\vec{v} \cdot \vec{w}}{\vec{w} \cdot \vec{w}} \vec{w} = \frac{15}{5} \langle -1, 2 \rangle = \langle -3, 6 \rangle$. We plot \vec{v} , \vec{w} and \vec{p} below.



supplied

Theorem 11.27. Generalized Decomposition Theorem: Let \vec{v} and \vec{w} be nonzero vectors. There are unique vectors \vec{p} and \vec{q} such that $\vec{v} = \vec{p} + \vec{q}$ where $\vec{p} = k\vec{w}$ for some scalar k , and $\vec{q} \cdot \vec{w} = 0$.



Supplied

Theorem 11.28. Work as a Dot Product: Suppose a constant force \vec{F} is applied along the vector \vec{PQ} . The work W done by \vec{F} is given by

$$W = \vec{F} \cdot \vec{PQ} = \|\vec{F}\| \|\vec{PQ}\| \cos(\theta),$$

where θ is the angle between \vec{F} and \vec{PQ} .

8.1

Solve the system of linear equations

$$\begin{aligned} 2x + y &= 3 \\ x - y &= 1 \end{aligned}$$

Substitution, elimination

substitute $x = y + 1$

$$\begin{aligned} 2(y + 1) + y &= 3 \\ 2y + 2 + y &= 3 \\ 3y &= 1 \\ y &= \frac{1}{3} \end{aligned}$$

$$x = \frac{1}{3} + 1 = \frac{4}{3} = x$$

$$\begin{aligned} 2x + y &= 3 \\ x - y &= 1 \end{aligned} \quad \left. \vphantom{\begin{aligned} 2x + y &= 3 \\ x - y &= 1 \end{aligned}} \right\} \begin{array}{l} \text{Add the equations} \\ \text{to eliminate } y \end{array}$$

$$3x = 4$$

$$x = \frac{4}{3}$$

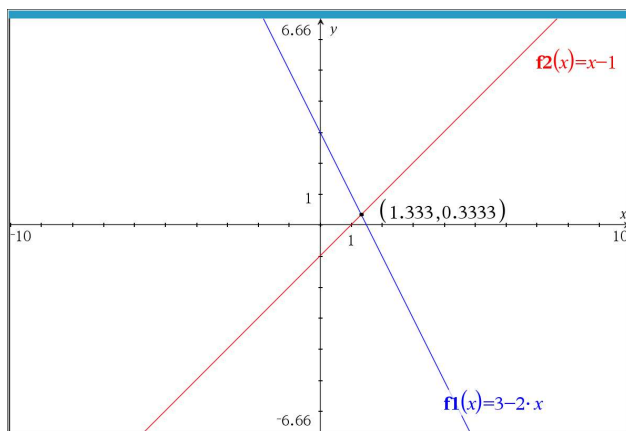
$$\boxed{x = \frac{2}{3}}$$

$$\begin{array}{r} 2x + y = 3 \\ 2x - 2y = 2 \end{array} \left. \vphantom{\begin{array}{r} 2x + y = 3 \\ 2x - 2y = 2 \end{array}} \right\} \begin{array}{l} \text{subtract 2nd from 1st} \\ \text{to eliminate } x \end{array}$$

$$\hline 3y = 1$$

$$\boxed{y = \frac{1}{3}}$$

$$\begin{array}{l} 2x + y = 3 \Rightarrow y = 3 - 2x \\ x - y = 1 \Rightarrow y = x - 1 \end{array}$$



8.1

Memorize

Theorem 8.1. Given a system of equations, the following moves will result in an equivalent system of equations.

- Interchange the position of any two equations.
- Replace an equation with a nonzero multiple of itself.^a
- Replace an equation with itself plus a nonzero multiple of another equation.

^aThat is, an equation which results from multiplying both sides of the equation by the same nonzero number.

8.2

$$\begin{array}{l} 2x + y = 3 \\ x - y = 1 \end{array}$$

Augmented
matrix

$$\left[\begin{array}{cc|c} 2 & 1 & 3 \end{array} \right] R_1 - 2R_2$$

Goal

$$\left[\begin{array}{cc|c} 1 & 0 & a \\ 0 & 1 & b \end{array} \right]$$

$$\left[\begin{array}{cc|c} 2 & 1 & 3 \\ 1 & -1 & 1 \end{array} \right] \xrightarrow{R_1 - 2R_2} \left[\begin{array}{cc|c} 0 & 1 & b \end{array} \right]$$

$$\left[\begin{array}{cc|c} 2-2(-1) & 1-2(-1) & 3-2(1) \\ 1 & -1 & 1 \end{array} \right]$$

$$\begin{array}{l} 1x + 0y = a \\ 0x + 1y = b \\ \hline x = a \\ y = b \end{array}$$

$$\left[\begin{array}{cc|c} 0 & 3 & 1 \\ 1 & -1 & 1 \end{array} \right] \xrightarrow{\text{Interchange } R_1, R_2}$$

$$\left[\begin{array}{cc|c} 1 & -1 & 1 \\ 0 & 3 & 1 \end{array} \right] \xrightarrow{\frac{R_2}{3}}$$

$$\left[\begin{array}{cc|c} 1 & -1 & 1 \\ 0 & 1 & \frac{1}{3} \end{array} \right] \xrightarrow{R_1 + R_2}$$

$$\left[\begin{array}{cc|c} 1 & 0 & \frac{4}{3} \\ 0 & 1 & \frac{1}{3} \end{array} \right] \xrightarrow{\text{rref}}$$

reduced row echelon form

$$\boxed{\begin{array}{l} x = \frac{4}{3} \\ y = \frac{1}{3} \end{array}}$$

Showed how to compute rref on TI.