

Vetores

Tamanho

inicial

sentido

direção

Relatividade $\Rightarrow$ Principais de

Equivalência entre de

Equivalência

masse

Tamanho

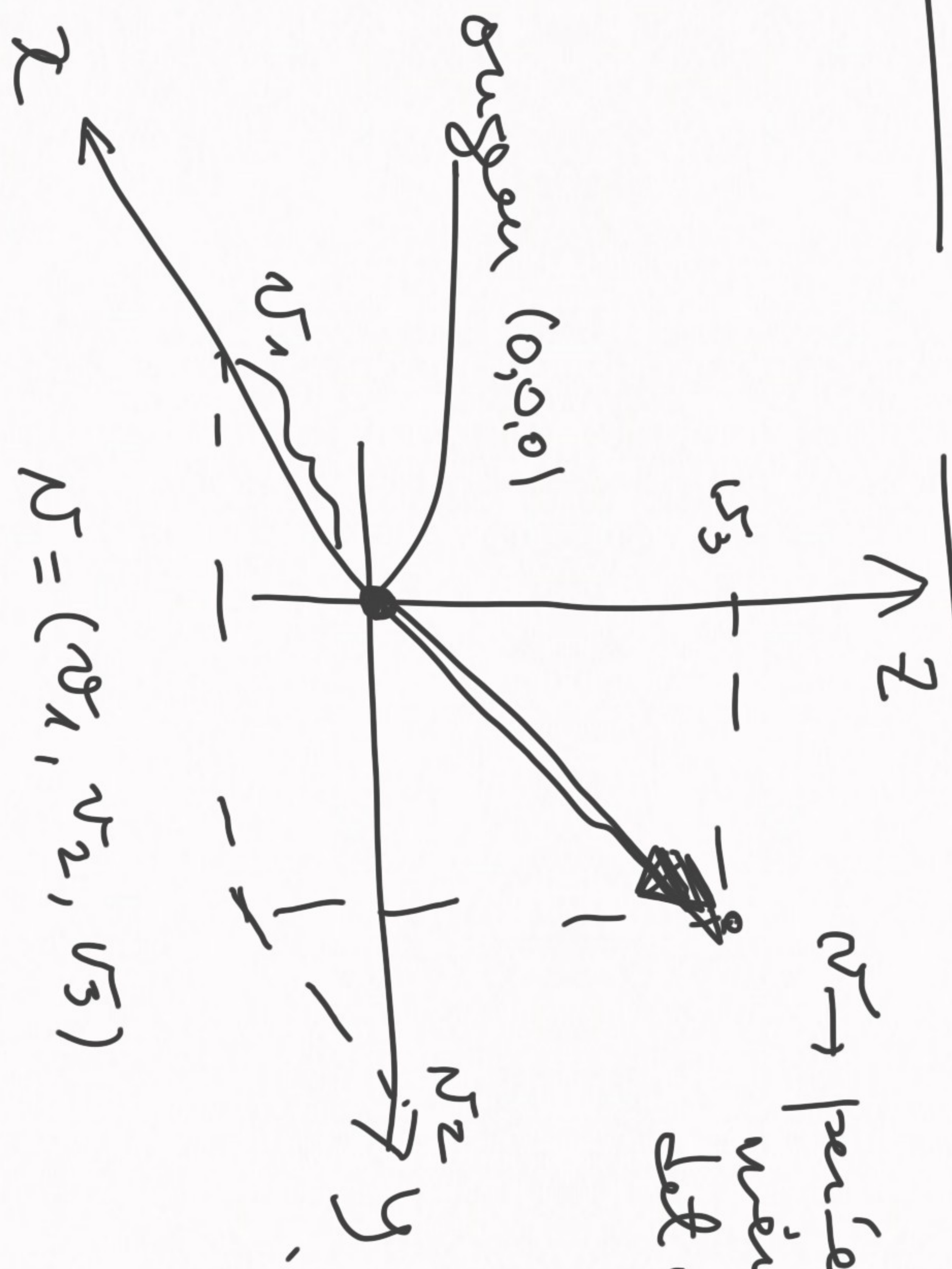
direção

masse

igual

Coordinates Can be seen as $\mathbb{R}^3$

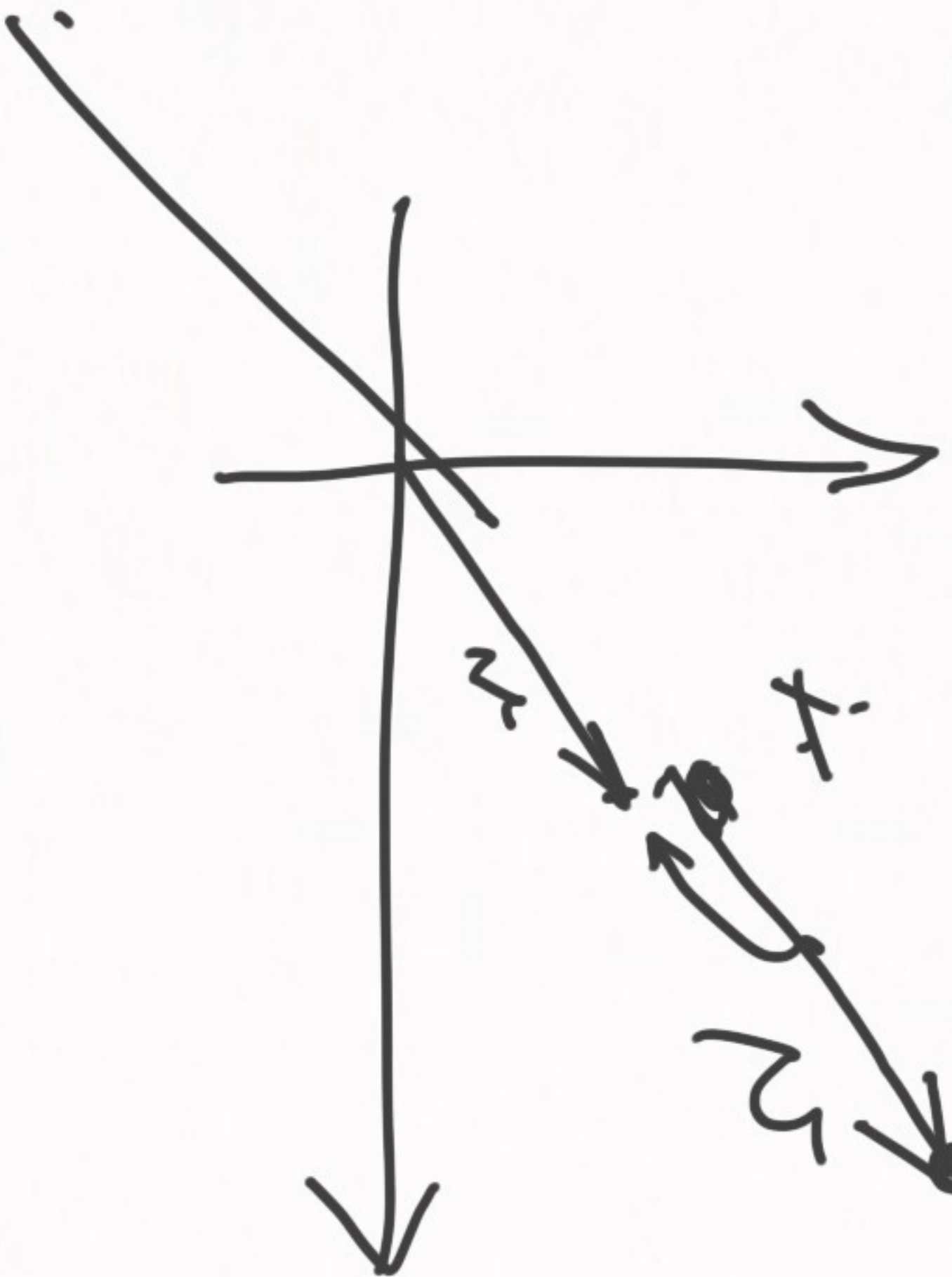
$\vec{v} \rightarrow$ perpendicular
 means
 dot product



$$V = (v_1, v_2, v_3)$$

$\mathbb{R}^2$: down

Relação bilinear entre os pontos do espaço e os vetores
 cada ponto do espaço representa
 um vetor e cada vetor representa
 um ponto do espaço



$$\vec{v} = \vec{AB}$$

$$\begin{aligned} \vec{v} &= (b_1, b_2, b_3) - \\ &\quad (a_1, a_2, a_3) \\ &= (b_1 - a_1, b_2 - a_2, \\ &\quad b_3 - a_3) \end{aligned}$$

$$V = (v_1, v_2, v_3) \Rightarrow \text{Normale}$$

Magnitude

$$\|V\| = \sqrt{v_1^2 + v_2^2 + v_3^2}$$

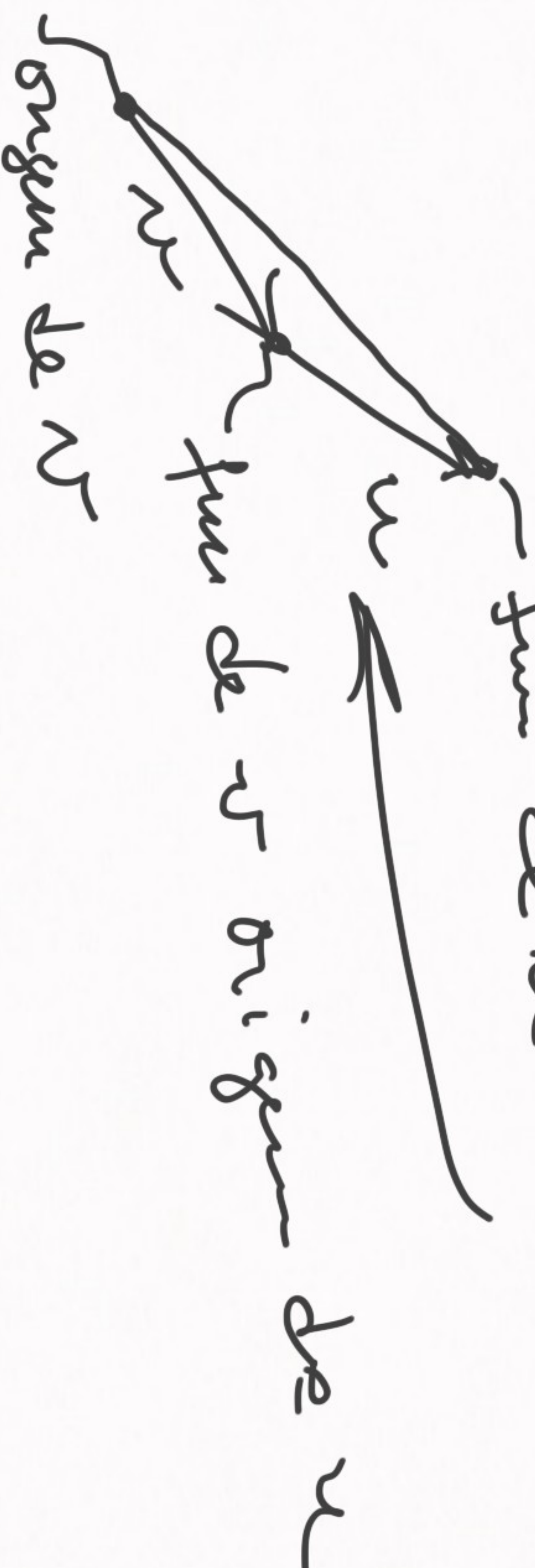
Norme

$\hookrightarrow$ Pitagoras

norme > 0

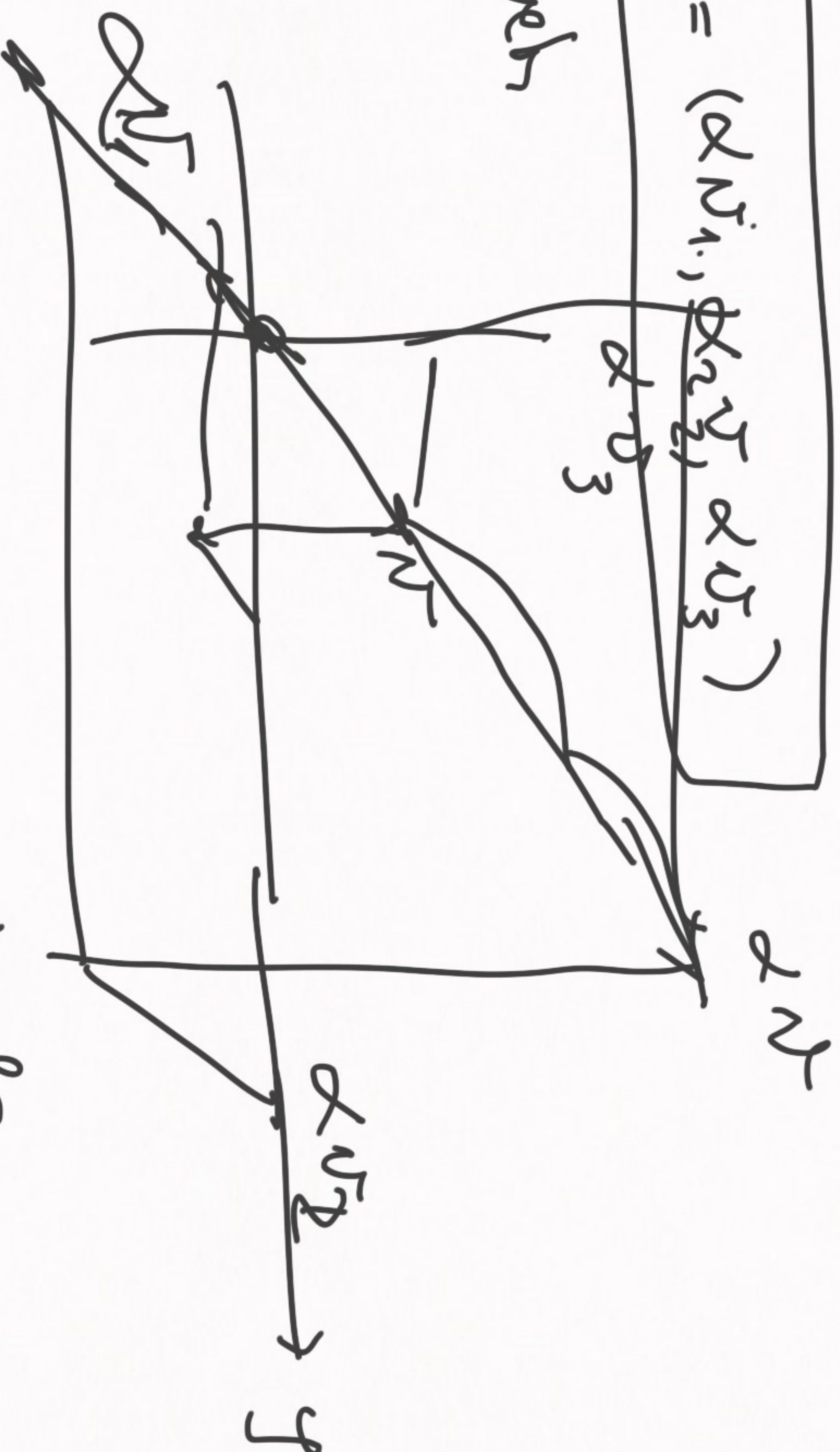
opérations entre vecteurs

$$V + \mu = (v_1 + u_1, v_2 + u_2, v_3 + u_3)$$



$$\alpha N = (\alpha N_1, \alpha N_2, \alpha N_3)$$

E_R N_{eff}



- $\alpha > 1 \rightarrow$ growth a magnitude
- $\alpha < 0 \Rightarrow$ magnitude is zero
- $\alpha < 1 \Rightarrow$ magnitude is negative

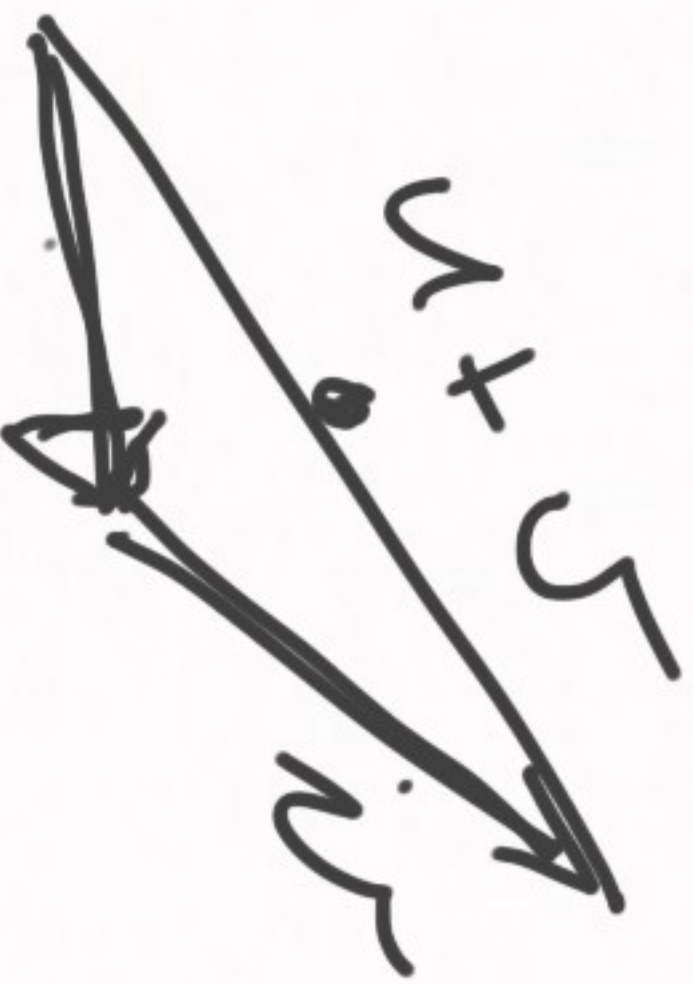
$$u - v = u + (-1)v = (u_1 - v_1, u_2 - v_2, u_3 - v_3)$$

$$\|u + v\| = \sqrt{(u_1 + v_1)^2 + (u_2 + v_2)^2 + (u_3 + v_3)^2}$$

$$\|u\| = 0 \Rightarrow u = 0$$

$$\|\alpha u\| = |\alpha| \|u\|$$

$$\|u + v\| \leq \|u\| + \|v\|$$



$$\alpha(u+v) = \alpha u + \alpha v$$

$$(\alpha+\beta)u = \alpha u + \beta u \quad \left\} \text{dist}$$

$$\mu + v = R + u \quad \text{com.}$$

$$u+v+w = u + (v+w) \quad \text{ass.}$$

$\rightarrow$ ~~a~~ neutral do zero

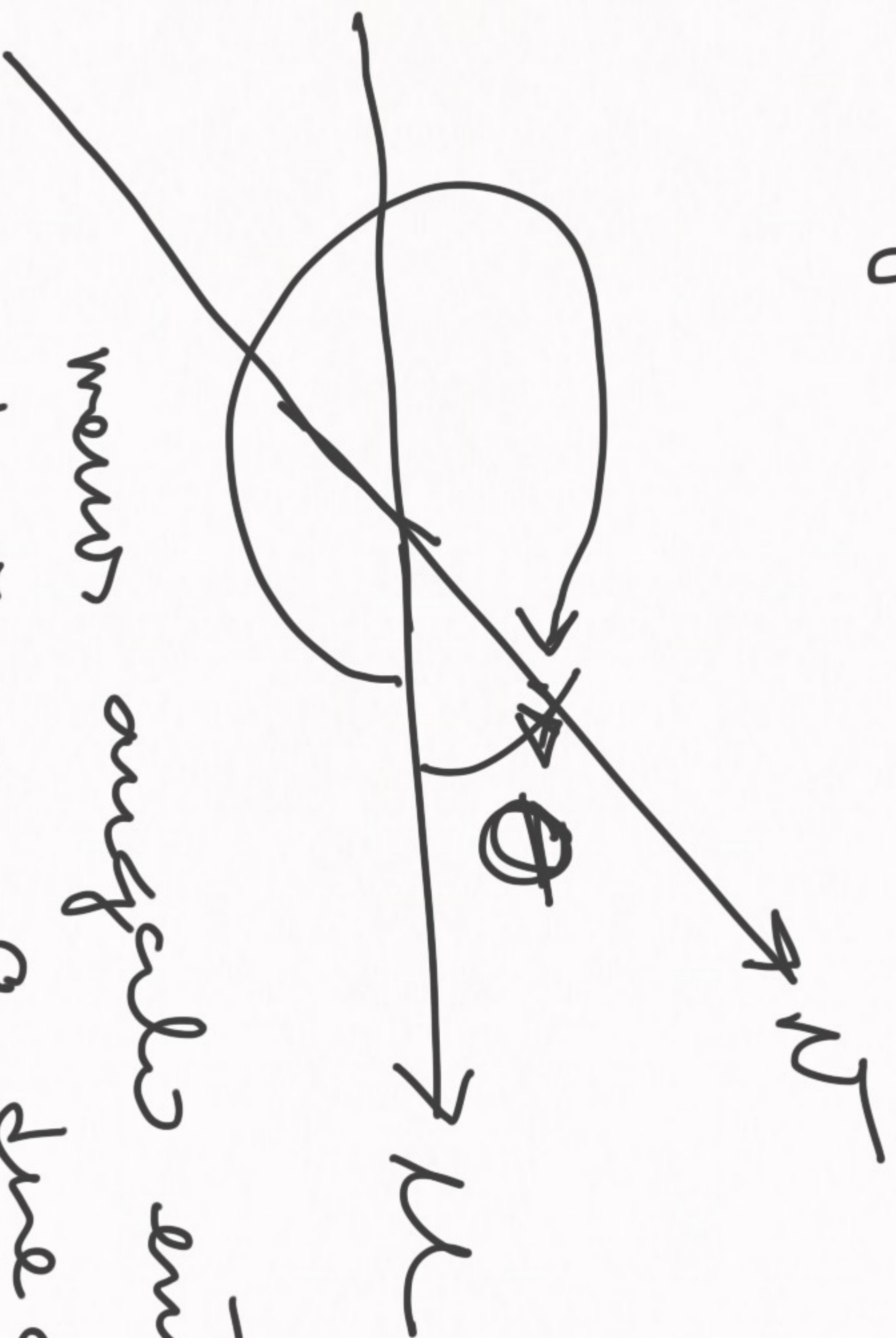
$$u+0 = 0+u = u$$

$\exists$ inverso aditivo $-u$

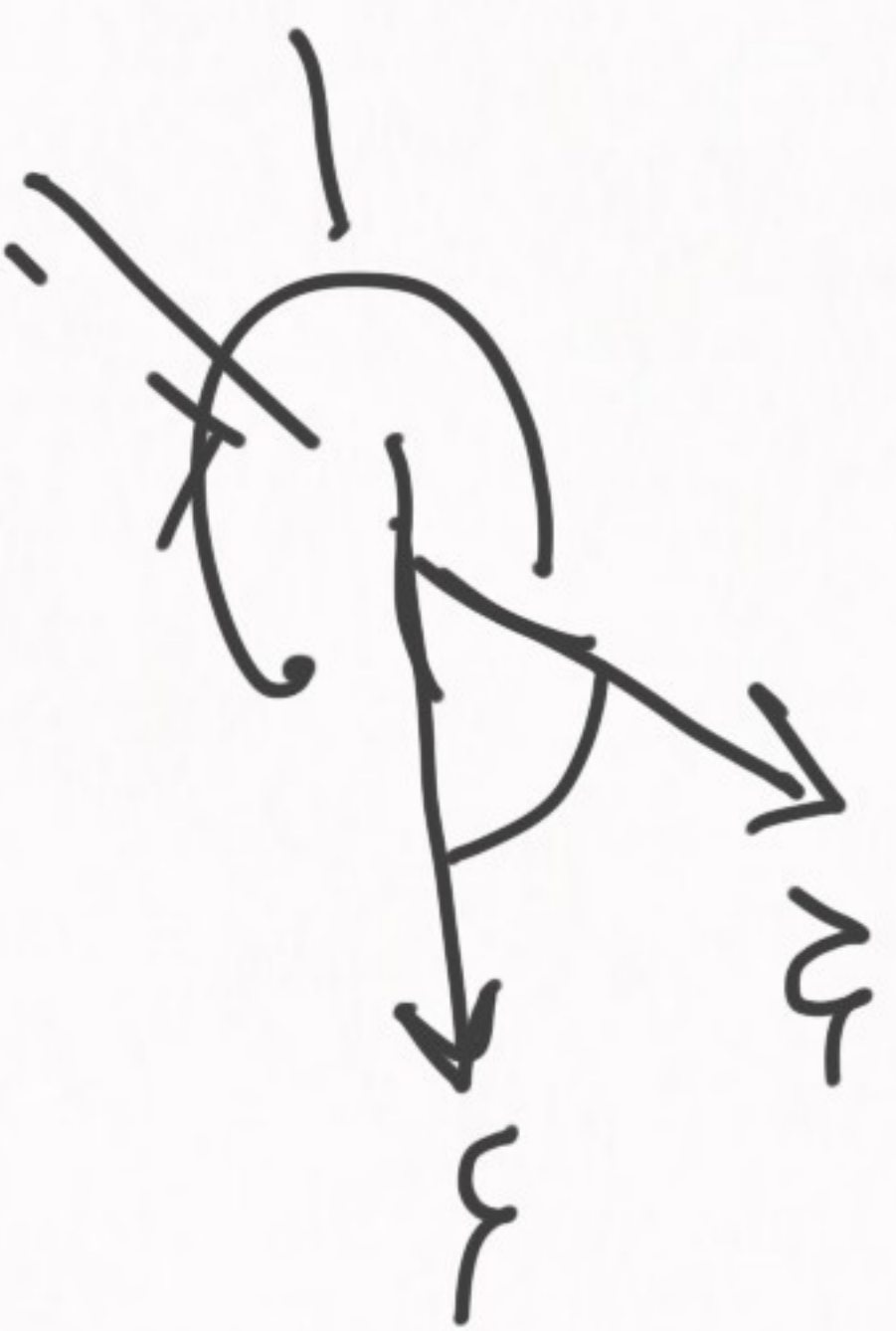
$$1 + (-u) = 0 \rightarrow \text{neutro}$$

$\alpha=1$ $\forall u = u$ neutro, produtos
em escalar

Ângulo entre vetores



novos ângulos entre a direção
de $\vec{u}$ e a direção de $\vec{v}$
levando o sentido



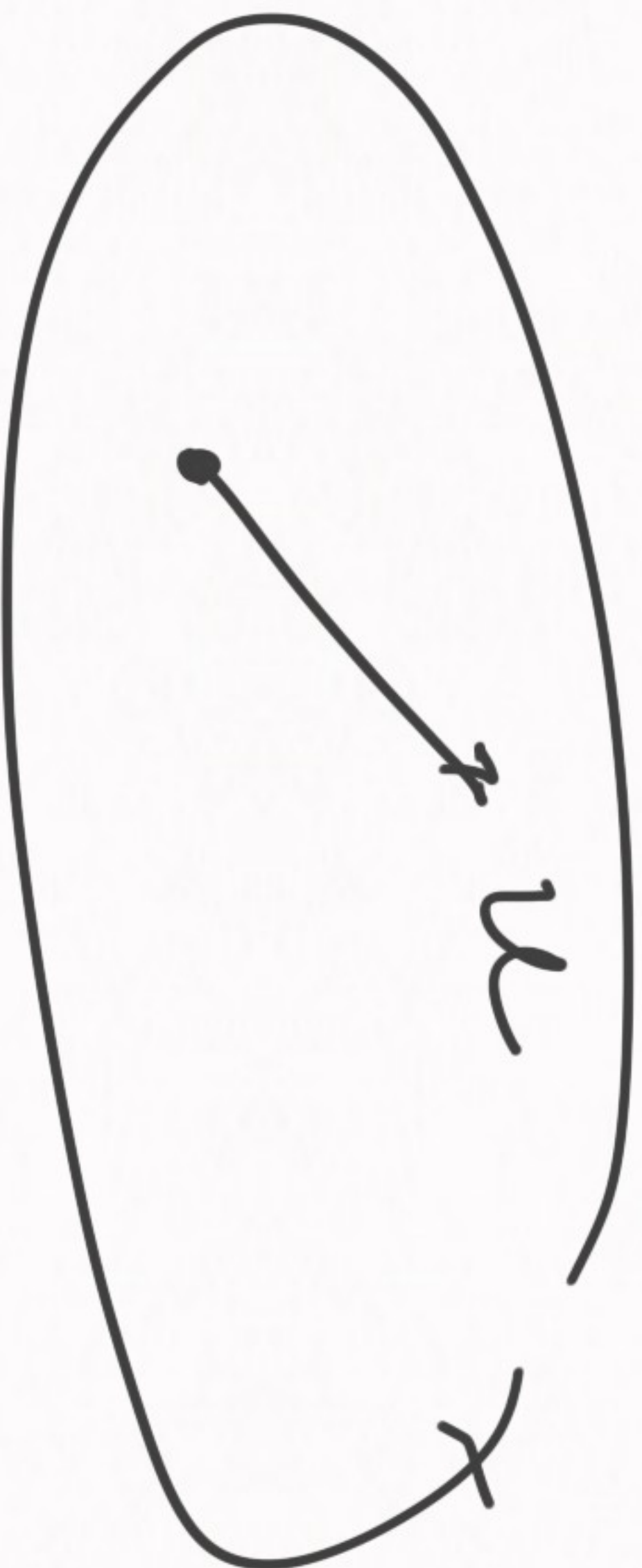
Products entre vecteurs

$$u \cdot v = \langle u, v \rangle \rightarrow \text{num}$$

$$\underbrace{\text{scalair}}_{\lambda \in \mathbb{R}, \mathbb{R}^3 \times \mathbb{R}^3 \rightarrow \mathbb{R}} \rightarrow \text{scal}$$

$$\underbrace{u \times v}_{x: \mathbb{R}^3 \times \mathbb{R}^3 \rightarrow \mathbb{R}^3} \rightarrow \text{vector}$$

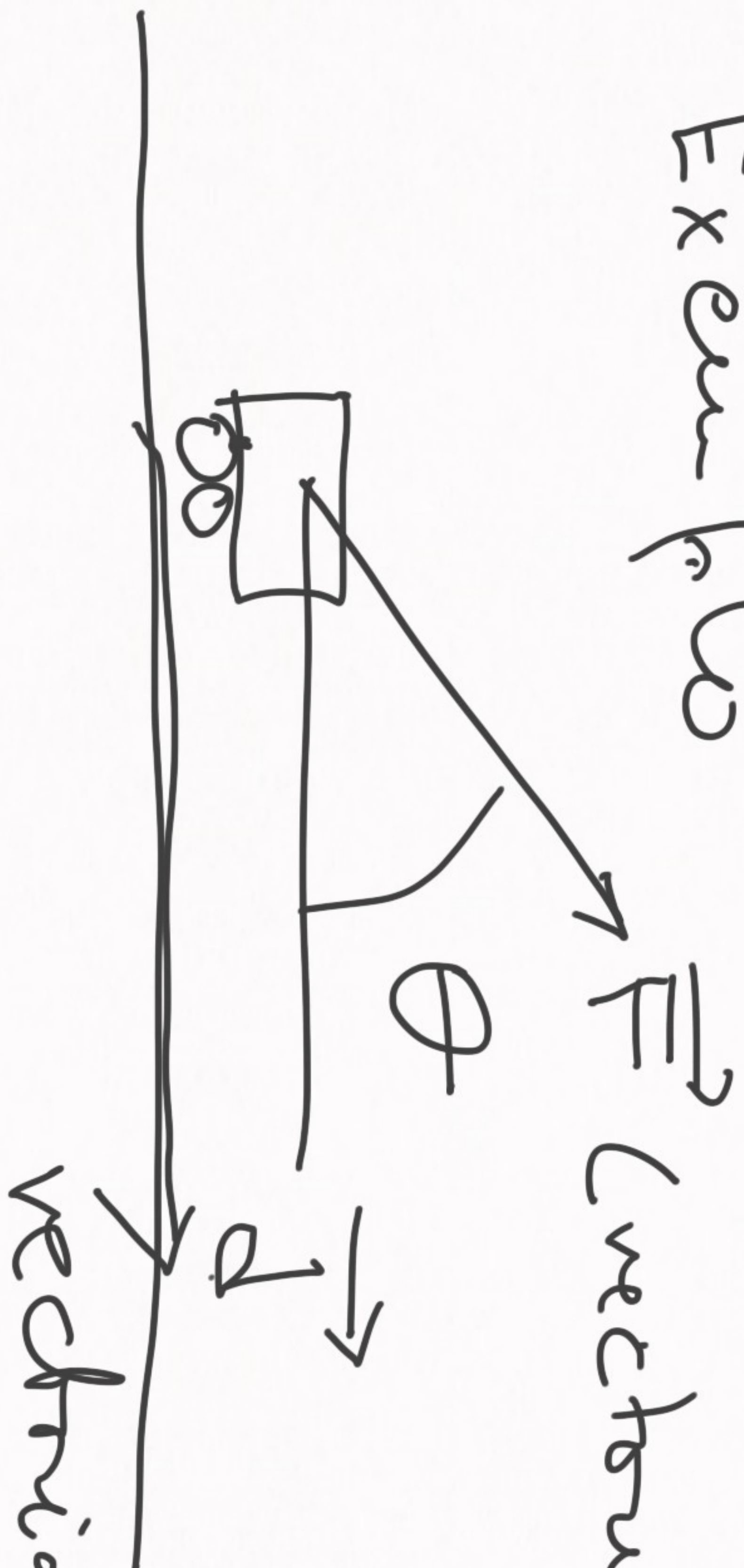
1º) no esta definido o angulo de u com o vetor nulo



Produto Escalar

Produto de dois vetores
recheados, resulte em uma
magnitude escalar.

Exemplo



vetorial

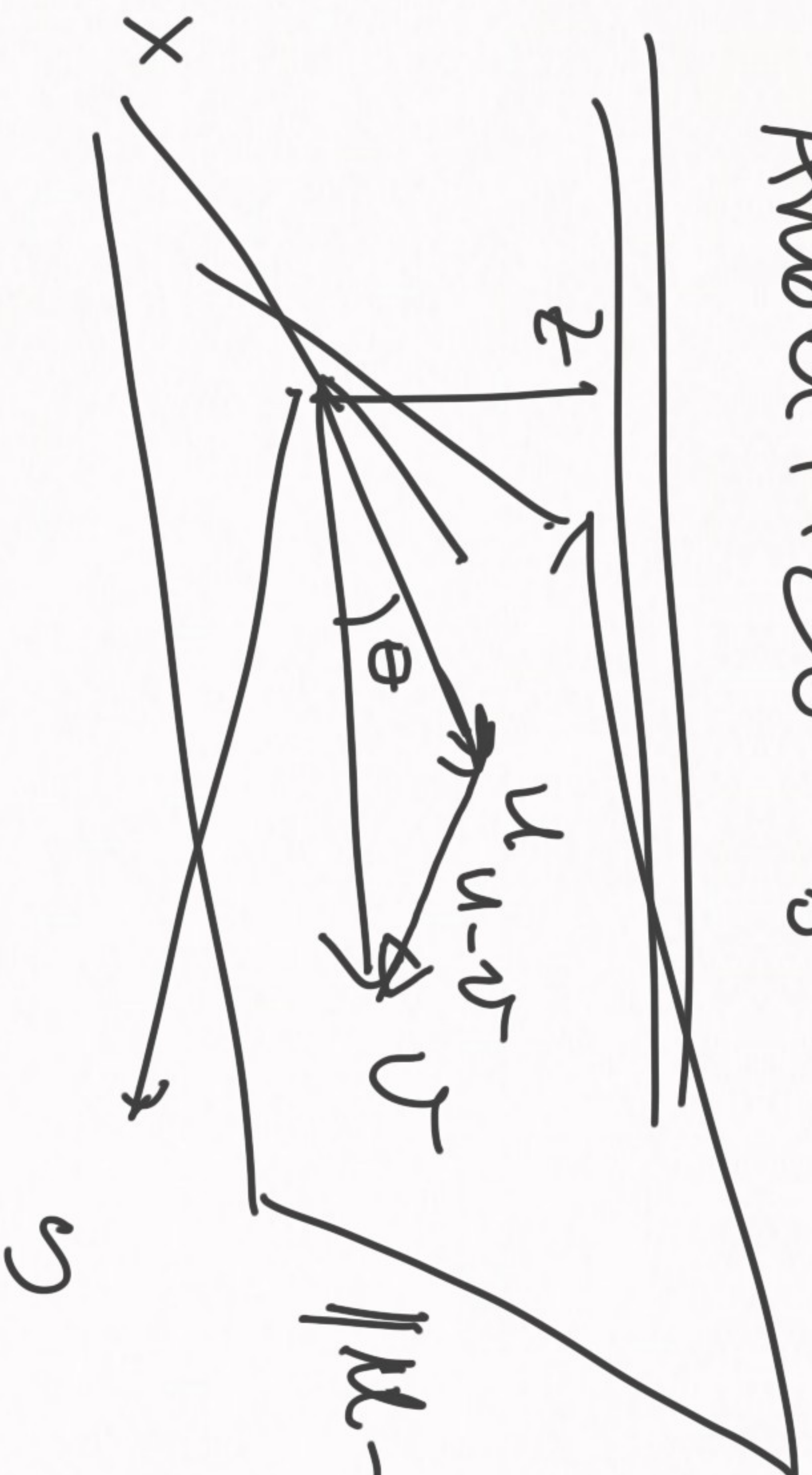
$$F \cdot d = 2 \cdot 2 = 4$$

$$= \|\vec{F}\| \|\vec{d}\| \cos \theta$$

energia.

$$u \cdot v = \langle u, v \rangle = \begin{cases} \|u\| \|v\| \cos \hat{u}v & \text{if } u \neq 0 \text{ or } v \neq 0 \\ 0 & \text{Case trivial} \end{cases}$$

Analytic ?



Geometria

Prova de caso

$$\|u-v\|^2 = \|u\|^2 + \|v\|^2$$

$$- 2\|u\|\|v\|\cos\theta$$



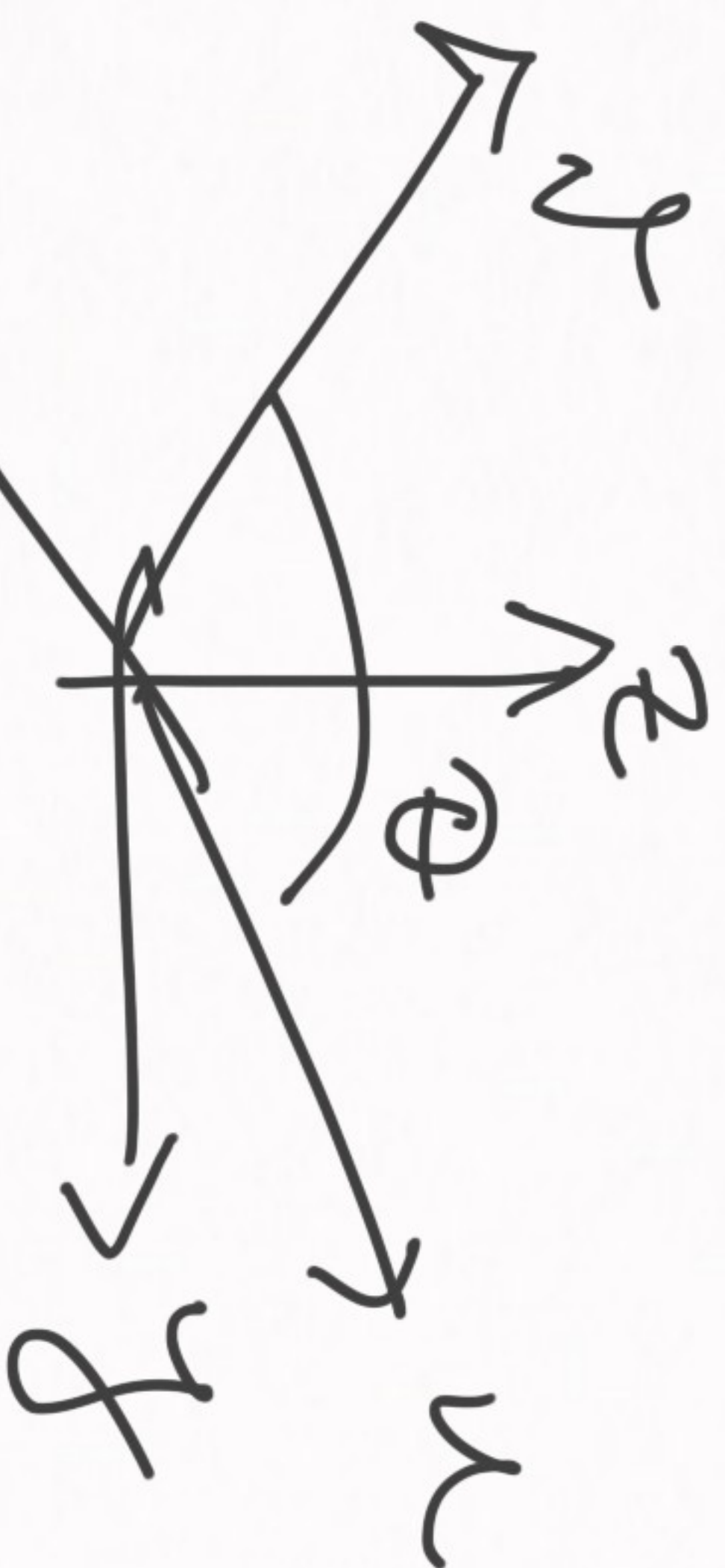
$$\|u-v\|^2 = (u_1-v_1)^2 + (u_2-v_2)^2 + (u_3-v_3)^2$$

$$u_1^2 + u_2^2 + u_3^2 + v_1^2 + v_2^2 + v_3^2 - 2u_1v_1 - 2u_2v_2 - 2u_3v_3$$

$$\|u\|^2 + \|v\|^2 - 2\|u\|\|v\|\cos\theta = u_1^2 + u_2^2 + u_3^2 + v_1^2 + v_2^2 + v_3^2 - 2\|u\|\|v\|\cos\theta$$

$$-2(u_1v_1 + u_2v_2 + u_3v_3) = -2\|u\|\|v\|\cos\theta$$

$$\langle u, v \rangle = u_1v_1 + u_2v_2 + u_3v_3$$



angolo de
norma euclidea

$$\langle u, v \rangle = u_1 v_1 + u_2 v_2 + u_3 v_3 =$$

$$= \|u\| \|v\| \cos \theta$$

$$\cos \theta =$$

$$\frac{u_1 v_1 + u_2 v_2 + u_3 v_3}{\|u\| \|v\|}$$

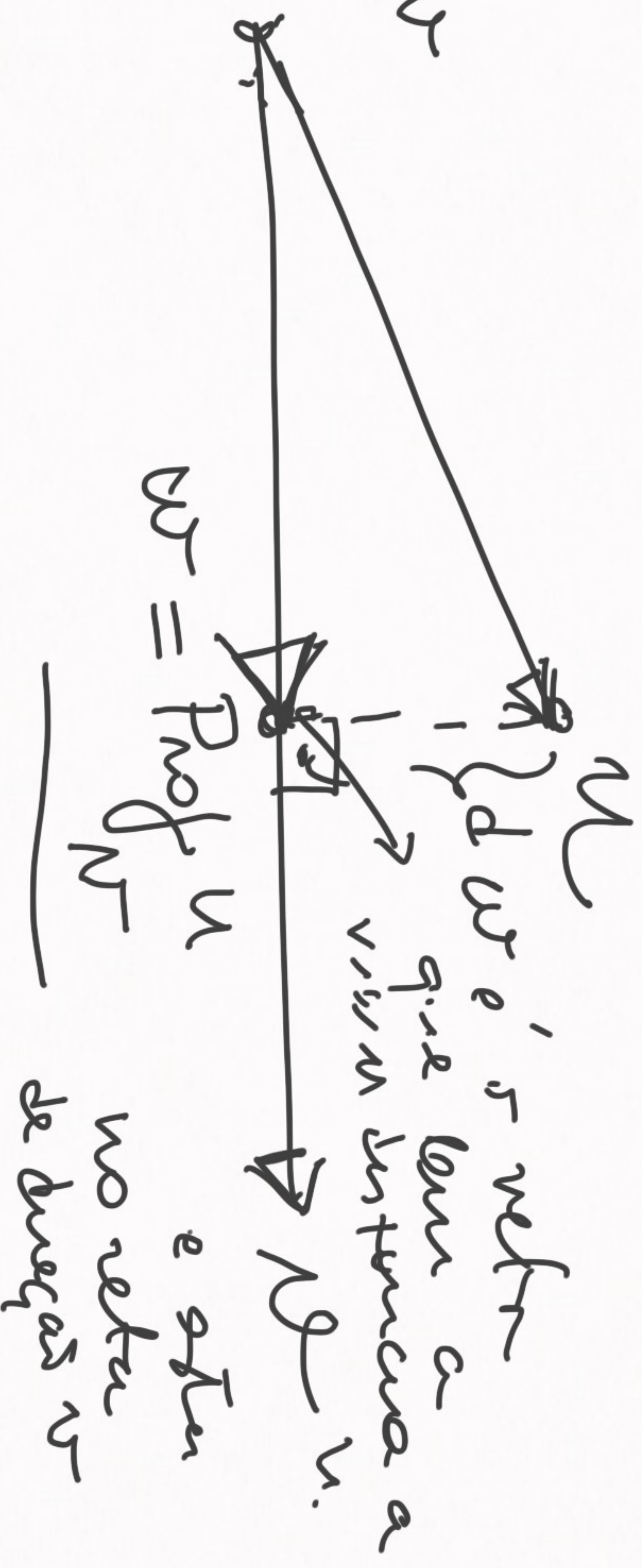
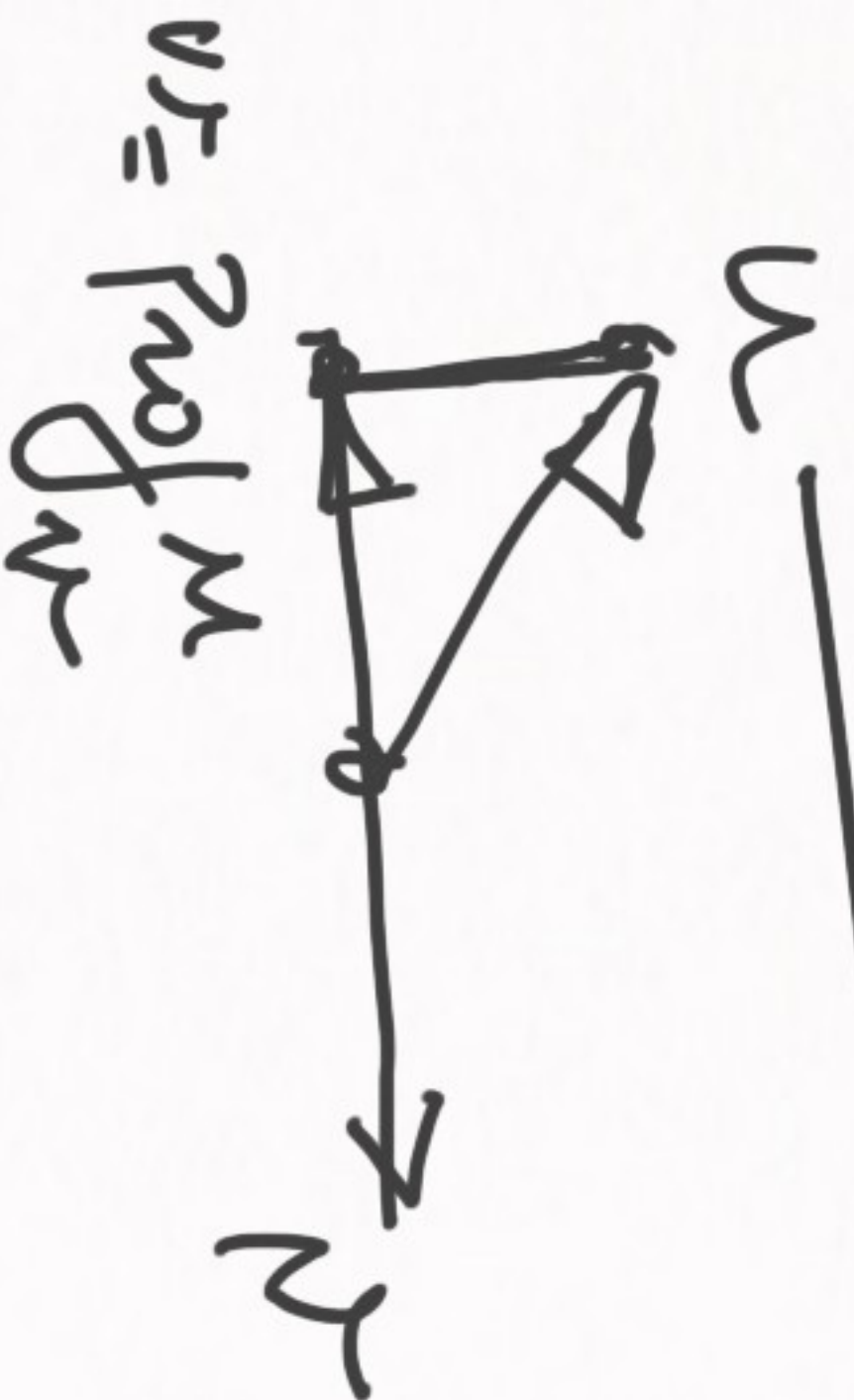
1° su 2°

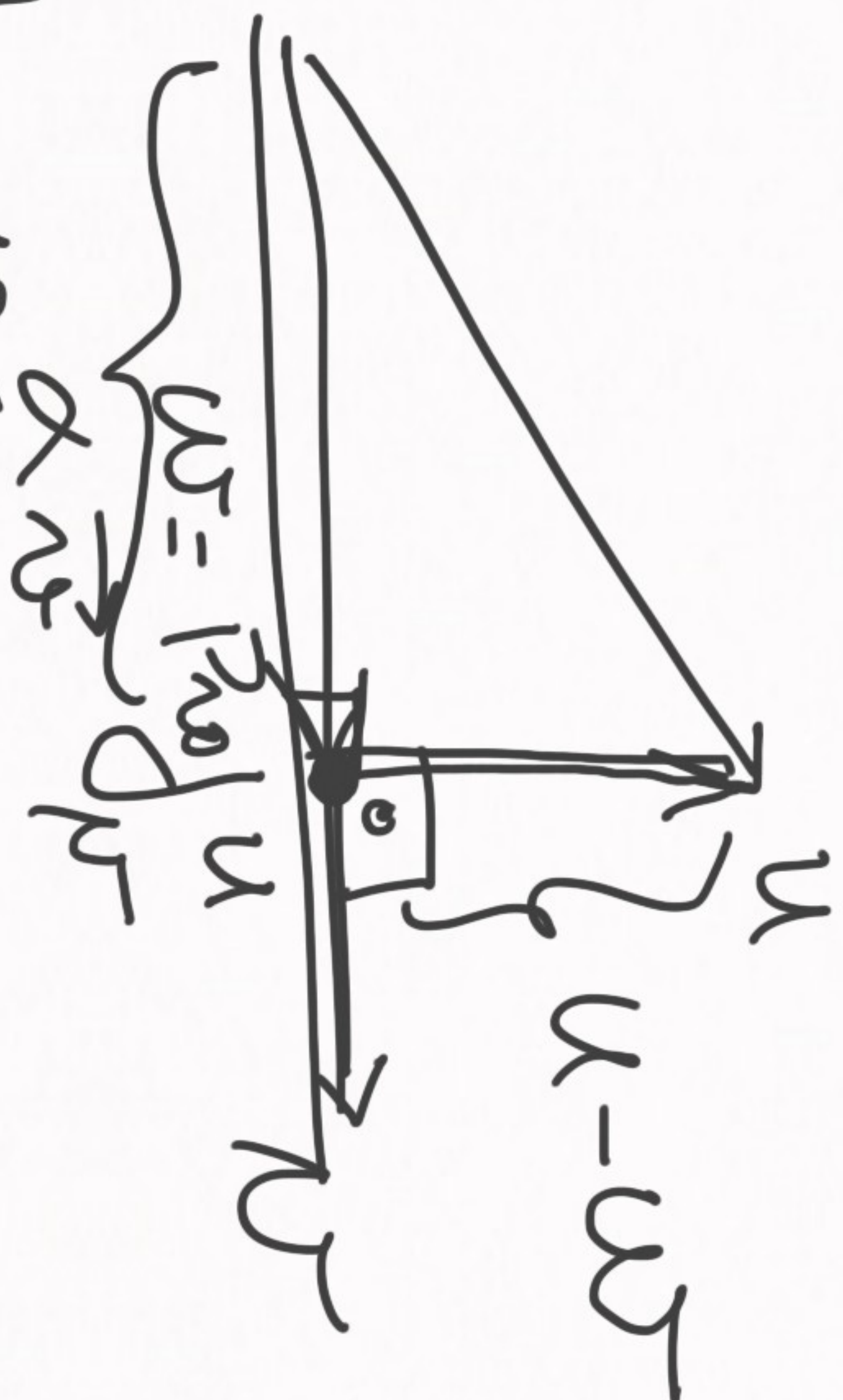
$$u \perp N \iff \langle u, v \rangle = 0$$

↑
ortogonal a N

Caracteriza a ortogonalidade

Projeção ortogonal





$$(u - w) \perp n$$

$$\langle u - w, n \rangle = 0 \Rightarrow$$

$$\langle u, n \rangle = \langle w, n \rangle$$

$$\text{Proj}_n u = \alpha n$$

$$\langle u, n \rangle = \langle \alpha n, n \rangle$$

$$\Rightarrow$$

$$\alpha = \frac{\langle u, n \rangle}{\langle n, n \rangle}$$

$$u = \text{Proj}_V u = \frac{\langle u, v \rangle}{\langle v, v \rangle} \vec{v}$$

✓

$$\langle v, v \rangle = v_1 v_1 + v_2 v_2 + v_3 v_3 = \|v\|^2$$

$$= \frac{\langle u, v \rangle}{\|v\|}$$

$$\frac{\vec{v}}{\|v\|}$$

vetor de norma 1 $\Rightarrow \frac{\vec{v}}{\|v\|}$ vers o na
dire o v

$$N = N_1 e_1 + N_2 e_2 + N_3 e_3$$

$$\mu = \mu_1 e_1 + \mu_2 e_2 + \mu_3 e_3$$

$$e_1 e_2 = e_1 e_3 = 0 \quad e_2 e_3 = 0$$

$\perp \quad \perp$

$$\langle \mu, N \rangle = \langle N_1 e_1 + N_2 e_2 + N_3 e_3, \mu_1 e_1 + \mu_2 e_2 + \mu_3 e_3 \rangle$$

$$= \mu_1 N_1 + \mu_2 N_2 + \mu_3 N_3$$

end node

Control

$$\begin{aligned} e_1 e_1 = 1, & \quad e_1 e_2 = 0, \quad e_2 e_3 = 0 \\ e_2 e_2 = 1, & \quad e_3 e_3 = 1 \end{aligned}$$

$$\text{can } \theta = \frac{u \cdot v}{\|u\| \|v\|}$$

Produto vetorial

$$\vec{u} \times \vec{v} =$$

$\vec{w}$
↑
vetor

1- magnitude

2- direção

3- sentido



1-

$U \times V$ set

of U and V

$U \in \text{integral}$

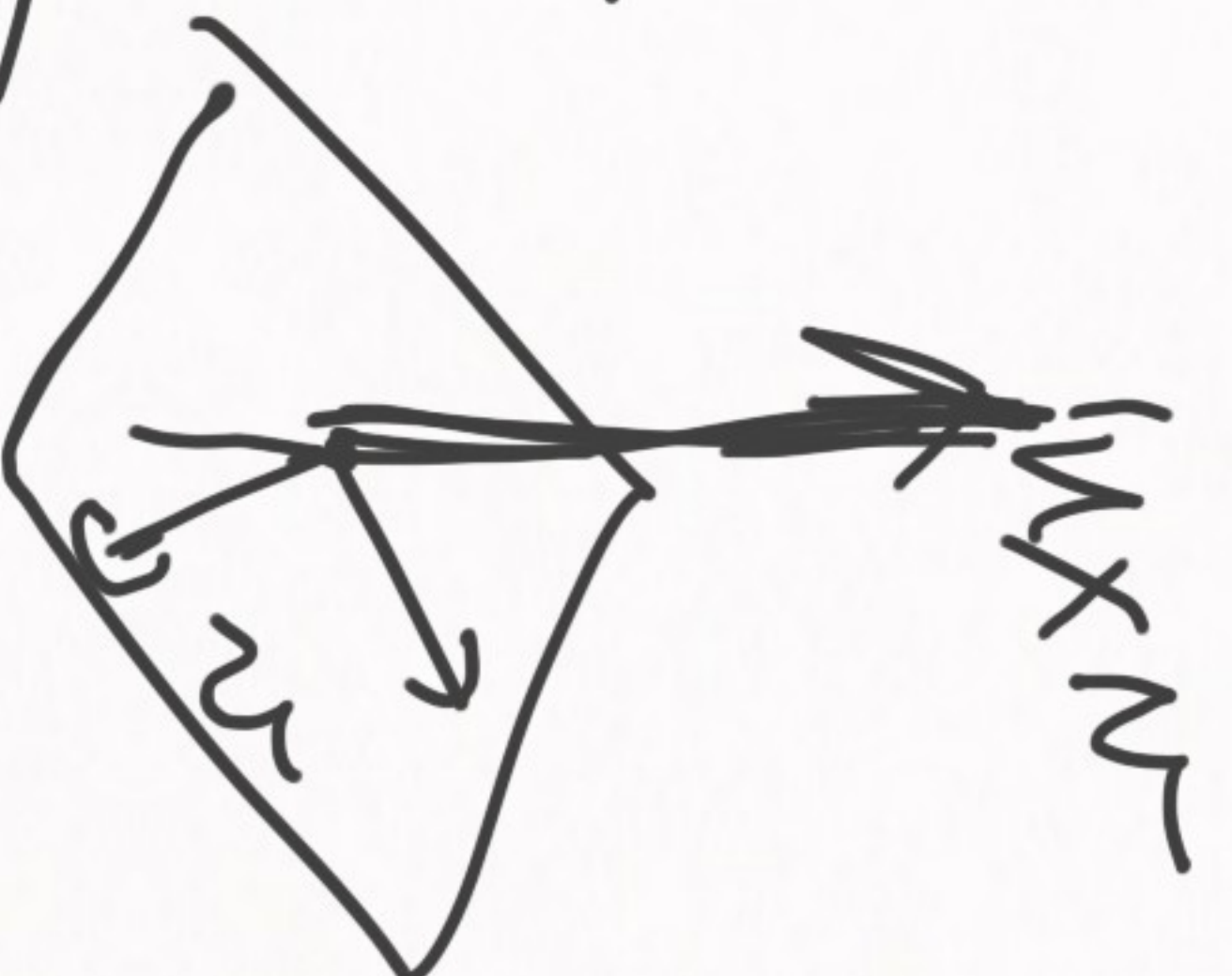
$U \in V$

Plane tangent



or $U \in V$

integral

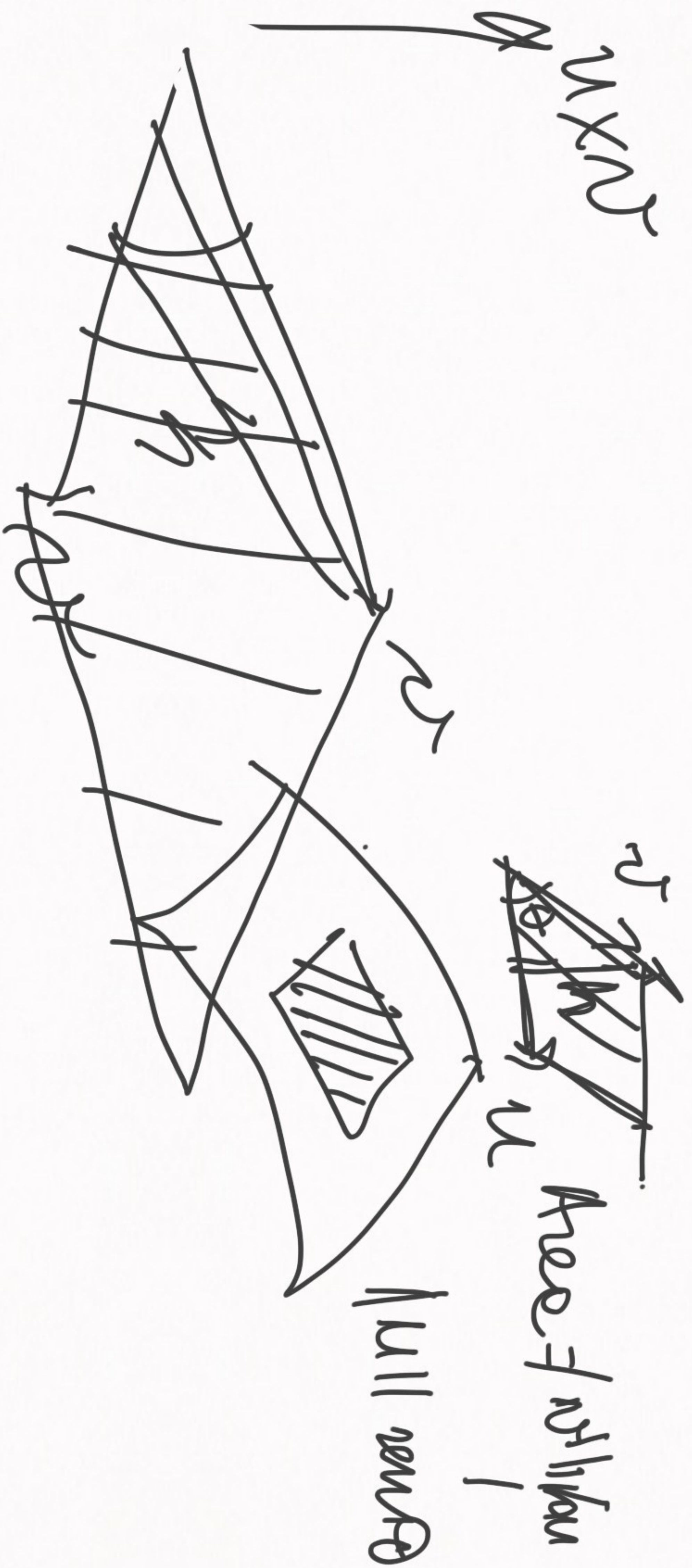


$U \times V$

$U \in V$

linear

$U \times V \Rightarrow$ direct integral $U \times V$



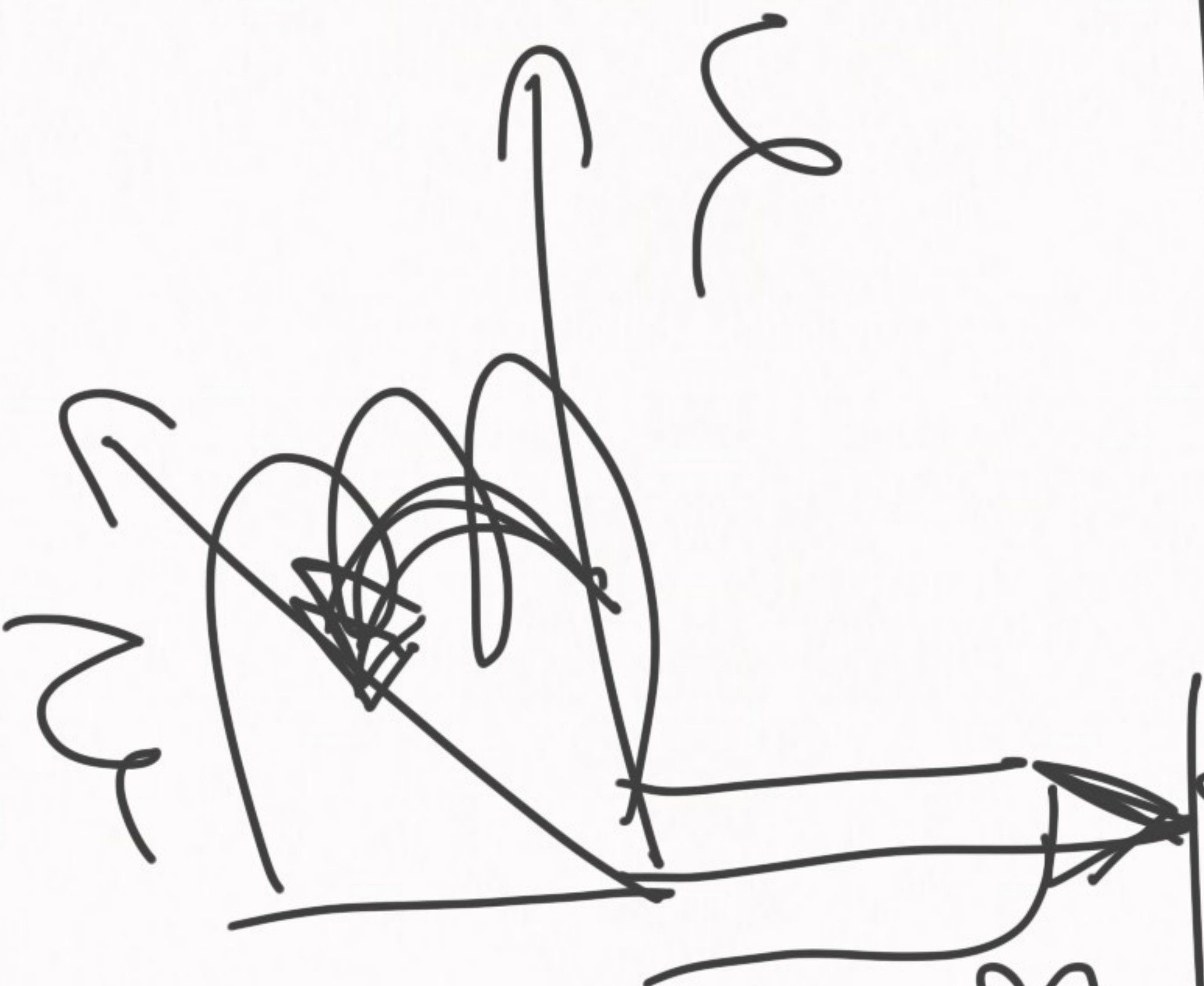
2- $||u \times v|| = \text{Area parallelogram}$

$$= ||u|| ||v|| \sin \theta$$

Sentido

Porque não deu a

Sentido



$$u = u_1 \hat{x} + u_2 \hat{y} + u_3 \hat{z}$$

$$N = N_1 \hat{x} + N_2 \hat{y} + N_3 \hat{z}$$

$$\hat{x} \times \hat{x} = 0$$

$$\hat{x} \times \hat{y} = \hat{z}$$

$$\hat{y} \times \hat{x} = -\hat{z}$$

$$\hat{y} \times \hat{y} = 0$$

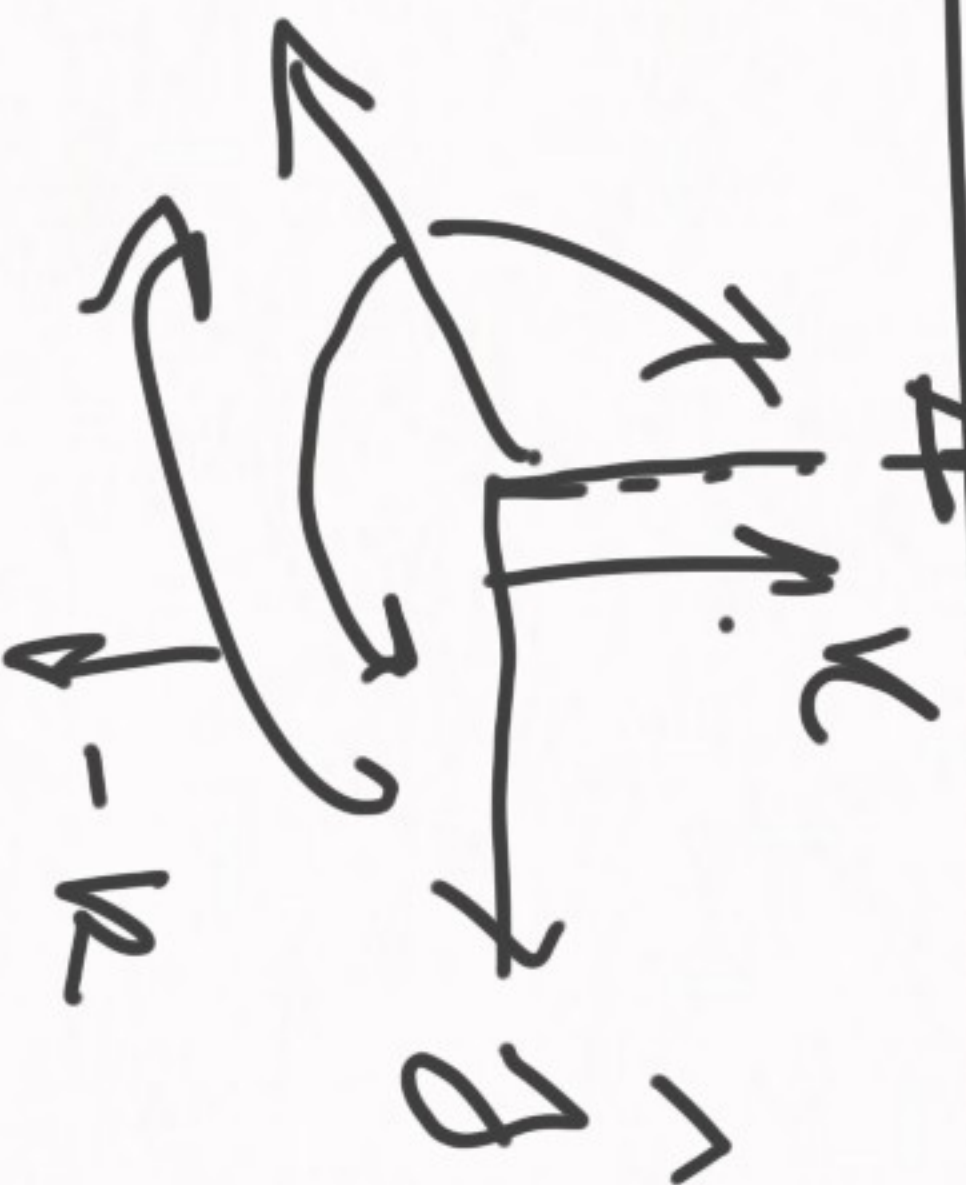
$$\hat{y} \times \hat{z} = -\hat{x}$$

$$\hat{z} \times \hat{y} = \hat{x}$$

$$\hat{z} \times \hat{x} = \hat{y}$$

$$\hat{x} \times \hat{z} = -\hat{y}$$

$$\hat{y} \times \hat{z} = 0$$



|| $\hat{K}$ $\hat{J}$ $\hat{K}$ || $\hat{J}$ ceteris paribus

$$\mu_X V = \begin{vmatrix} \hat{K} & \hat{K} \\ u_1 & u_2 & u_3 \\ \psi_1 & v_2 & v_3 \end{vmatrix} =$$

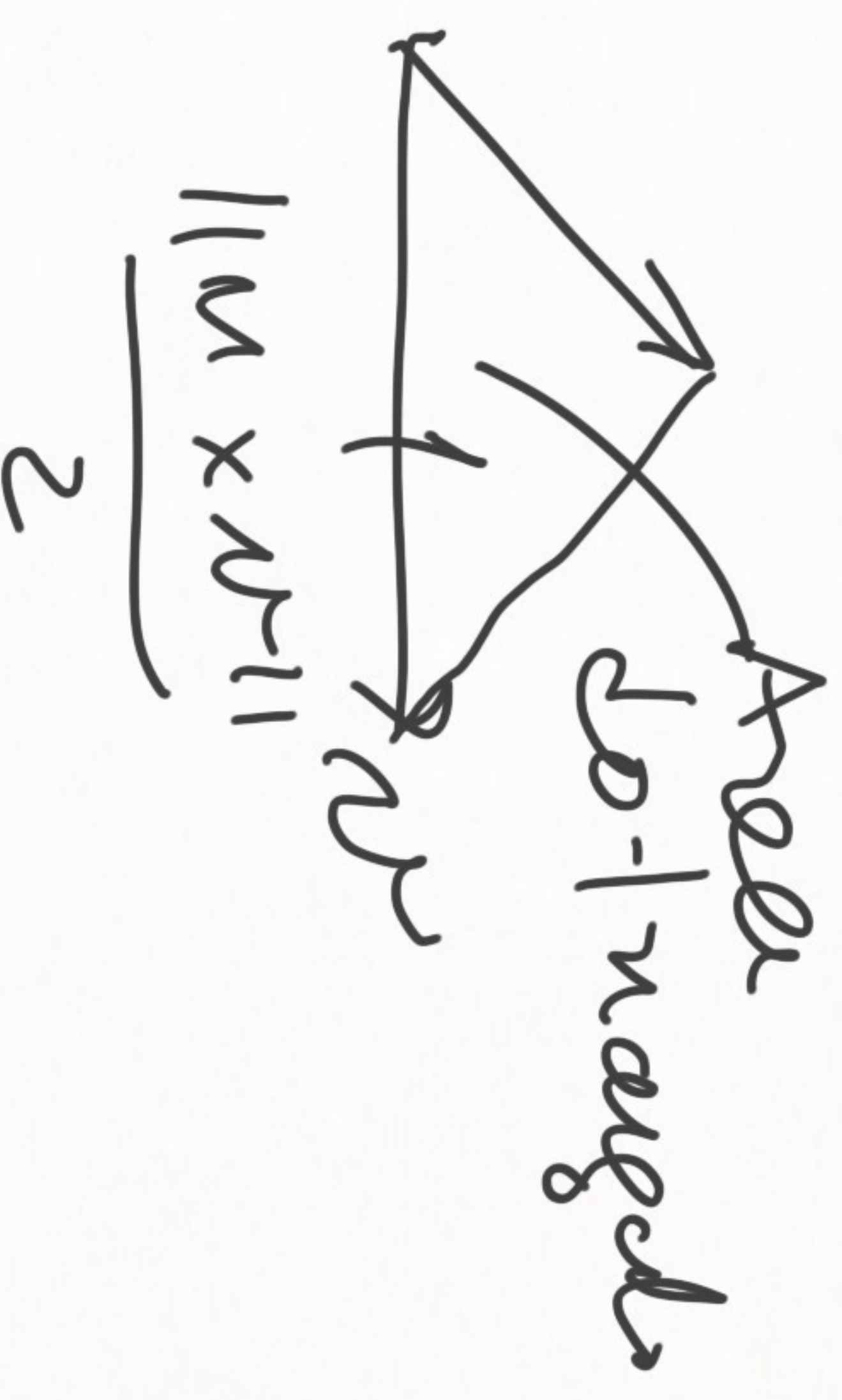
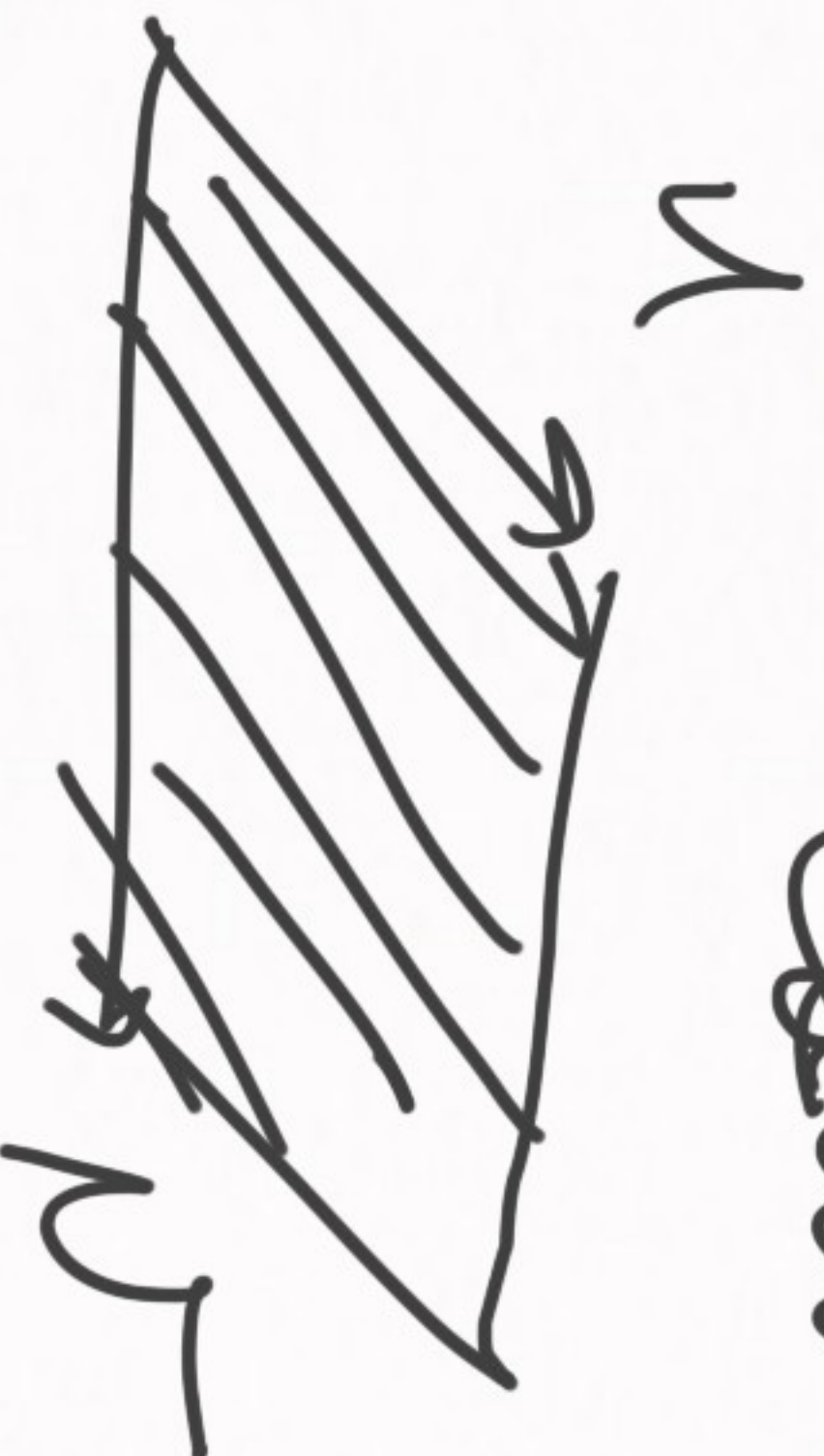
$$= \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix} \hat{J} - \begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix} \hat{J} + \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \hat{K}$$

Caracterização do Produto vetorial

$$u \times v = 0 \iff u \parallel v$$

1) $\|u \times v\| = \text{Área paralelogramo}$

dado por u e v



Products must be:

$$(v \cdot x \cdot u) \cdot (u) = \langle v \times u, w \rangle$$

we must

$$\det \begin{vmatrix} w_1 & w_2 & w_3 \\ v_1 & v_2 & v_3 \\ u_1 & u_2 & u_3 \end{vmatrix}$$

$$\det \begin{vmatrix} v_1 & v_2 & v_3 \\ u_1 & u_2 & u_3 \end{vmatrix}$$

$$(v \times u)_k = \det \begin{vmatrix} v_2 & v_3 \\ u_2 & u_3 \end{vmatrix} \quad k=1$$

$$-w_2 \det \begin{vmatrix} v_1 & v_3 \\ u_1 & u_3 \end{vmatrix} \quad i=2$$

$$+ w_3 \det \begin{vmatrix} v_1 & v_2 \\ u_1 & u_2 \end{vmatrix} \quad i=3$$

Caracterização que é um pouco

μ, ν, u são cofactores de

μ, ν, u

$$(\mu \times \nu) \cdot u = 0$$

qualquer produto misto



