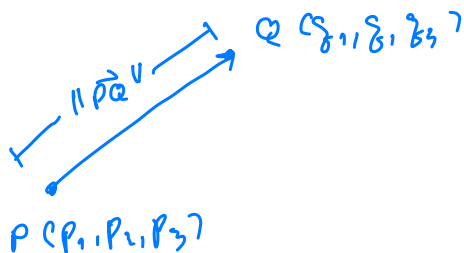


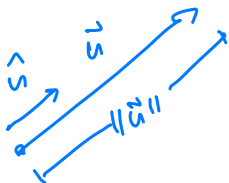
ทบทวน: เวกเตอร์ (จุด) ใน $\mathbb{R}^3$ คือ



$$\vec{PQ} = \vec{Q} - \vec{P}$$

$$= \begin{pmatrix} q_1 \\ q_2 \\ q_3 \end{pmatrix} - \begin{pmatrix} p_1 \\ p_2 \\ p_3 \end{pmatrix} = \begin{pmatrix} q_1 - p_1 \\ q_2 - p_2 \\ q_3 - p_3 \end{pmatrix}$$

$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix}$$



$$\|\vec{u}\| = \sqrt{u_1^2 + u_2^2 + u_3^2}$$

$$\hat{u} = \frac{\vec{u}}{\|\vec{u}\|}$$

• มี 2 อย่างที่เราจะสนใจ (dot product / cross product.)

⇒ Dot product (ผลคูณเชิงสเกลาร์)

$$\text{ให้ } \vec{u} = (u_1, u_2, u_3), \vec{v} = (v_1, v_2, v_3)$$

$$\boxed{\vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 + u_3 v_3} \leftarrow \text{scalar}$$

vectors

Ex: หาผลคูณ (dot) ของเวกเตอร์.

$$1.) \underbrace{(-1, 7, 4)}_{\vec{u}} \cdot \underbrace{(6, 2, -\frac{1}{2})}_{\vec{v}} = (-1 \cdot 6 + 7 \cdot 2 + 4 \cdot (-\frac{1}{2}))$$

$$= -6 + 14 - 2 = 6$$

$$2.) \text{ให้ } \vec{u} = \vec{i} + 2\vec{j} - 3\vec{k}, \vec{v} = 2\vec{j} - \vec{k} \text{ หา } \vec{u} \cdot \vec{v}$$

$$(1, 2, -3) \cdot (0, 2, -1)$$

ឧ. វ៉ិចទ័រ $\vec{u} = (1, 2, -3)$, $\vec{v} = (0, 2, -1)$

$$\vec{u} \cdot \vec{v} = 1 \cdot 0 + 2 \cdot 2 + (-3) \cdot (-1) = 0 + 4 + 3 = 7$$

សម្បត្តិ របស់ dot product: ទ្រឹស្តី $\vec{u}, \vec{v}, \vec{w}$ គឺជា វ៉ិចទ័រ ណាមួយ, k គឺជា ចំនួនពិត.

$$1.) \vec{u} \cdot \vec{u} = \|\vec{u}\|^2 \Rightarrow \vec{u} \cdot \vec{u} = u_1^2 + u_2^2 + u_3^2 = \|\vec{u}\|^2$$

$$2.) \vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u} \Rightarrow \vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 + u_3 v_3 \\ = v_1 u_1 + v_2 u_2 + v_3 u_3 = \vec{v} \cdot \vec{u}$$

$$3.) \vec{u} \cdot (\vec{v} \pm \vec{w}) = \vec{u} \cdot \vec{v} \pm \vec{u} \cdot \vec{w}$$

$$\Rightarrow \vec{u} \cdot (\vec{v} \pm \vec{w}) = \vec{u} \cdot (v_1 \pm w_1, v_2 \pm w_2, v_3 \pm w_3)$$

$$= u_1(v_1 \pm w_1) + u_2(v_2 \pm w_2) + u_3(v_3 \pm w_3)$$

$$= (u_1 v_1 \pm u_1 w_1) + (u_2 v_2 \pm u_2 w_2) + (u_3 v_3 \pm u_3 w_3)$$

$$= (u_1 v_1 + u_2 v_2 + u_3 v_3) \pm (u_1 w_1 + u_2 w_2 + u_3 w_3)$$

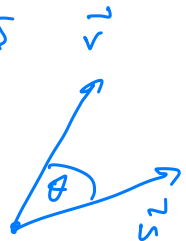
$$= \vec{u} \cdot \vec{v} \pm \vec{u} \cdot \vec{w}. \quad \square$$

$$4.) (k\vec{u}) \cdot \vec{v} = \vec{u} \cdot (k\vec{v})$$

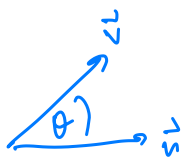
$$5.) \vec{0} \cdot \vec{u} = 0$$

ករណី: $\boxed{\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta}$

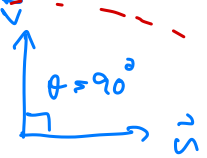
មុំរវាងវ៉ិចទ័រ



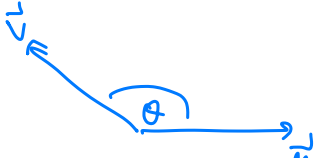
វិស័យគណិតវិទ្យា: $\vec{u} \cdot \vec{v}$ គឺជា ផលគុណ (dot product) រវាង $(\pm)$ វ៉ិចទ័រ $\vec{u}$ និង $\vec{v}$ គឺជា $\cos \theta$.



$0 \leq \theta < 90^\circ \Rightarrow \cos \theta > 0$
 $\vec{u} \cdot \vec{v} > 0$



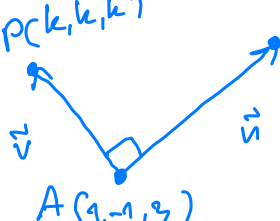
$\theta = 90^\circ \Rightarrow \cos \theta = 0$
 $\vec{u} \cdot \vec{v} = 0$



$90^\circ < \theta \leq 180^\circ$
 $\Rightarrow \cos \theta < 0$
 $\vec{u} \cdot \vec{v} < 0$

Ex: จงหา k ที่ทำให้เส้นตรงที่ผ่านจุด $A(1, -1, 3)$ ใกล้เคียง $B(3, 0, 5)$

คือหาจุดบนเส้นตรงที่ใกล้จุด B ที่มากที่สุด $P(k, k, k)$



$B(3, 0, 5)$ จงหา k ที่ทำให้ $\vec{u} \perp \vec{v}$
 $\vec{u} = B - A = (3-1, 0-(-1), 5-3) = (2, 1, 2)$
 $\vec{v} = P - A = (k-1, k-(-1), k-3) = (k-1, k+1, k-3)$

$\vec{u} \perp \vec{v}$ ใกล้เคียง $\vec{u} \cdot \vec{v} = 0$

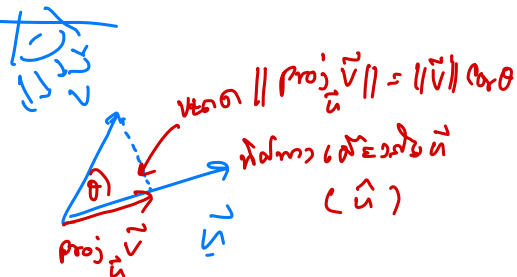
$0 = \vec{u} \cdot \vec{v} = 2 \cdot (k-1) + 1 \cdot (k+1) + 2 \cdot (k-3)$

$\Rightarrow 0 = 2k - 2 + k + 1 + 2k - 6 = 5k - 7$

$\Rightarrow 5k = 7 \Rightarrow k = \frac{7}{5} \quad \therefore P = \left(\frac{7}{5}, \frac{7}{5}, \frac{7}{5}\right)$

$\Rightarrow$ projection of vector.

$$\text{proj}_{\vec{u}} \vec{v} = \underbrace{(\|\vec{v}\| \cos \theta)}_{\text{ขนาด}} \underbrace{\hat{u}}_{\text{ทิศทาง}}$$



$$= \|\vec{v}\| \cos \theta \frac{\vec{u}}{\|\vec{u}\|} \cdot \frac{\|\vec{u}\|}{\|\vec{u}\|}$$

$$= \underbrace{\|\vec{u}\| \|\vec{v}\| \cos \theta}_{\vec{u} \cdot \vec{v}} \frac{\vec{u}}{\|\vec{u}\|^2}$$

$$\text{proj}_{\vec{u}} \vec{v} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\|^2} \vec{u}$$

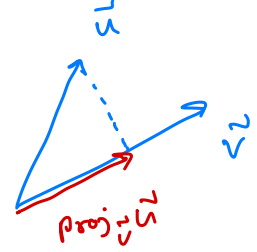
$$\boxed{\text{proj}_{\vec{u}} \vec{v} = (\vec{v} \cdot \hat{u}) \hat{u}}$$

$$\Rightarrow \boxed{\text{proj}_{\vec{u}} \vec{v} = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\|^2} \vec{u}}$$

Ex: $\vec{u} = 6\vec{i} + 3\vec{j} + 2\vec{k}$, $\vec{v} = \vec{i} - 2\vec{j} - 2\vec{k}$

मान. $\text{proj}_{\vec{v}} \vec{u}$

$$\text{proj}_{\vec{v}} \vec{u} = (\vec{u} \cdot \hat{v}) \hat{v} \quad \left(\text{where } \hat{v} = \frac{\vec{v}}{\|\vec{v}\|} \right)$$



$$\text{मान } \hat{v} = \frac{1}{\|\vec{v}\|} (1, -2, -2) = \frac{1}{\sqrt{1^2 + (-2)^2 + (-2)^2}} (1, -2, -2) = \frac{1}{3} (1, -2, -2)$$

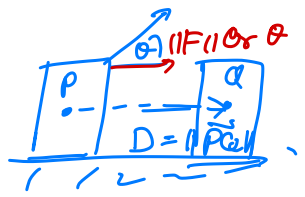
$$\text{अतः } \text{proj}_{\vec{v}} \vec{u} = (\vec{u} \cdot \hat{v}) \hat{v} = \left[(6, 3, 2) \cdot \frac{1}{3} (1, -2, -2) \right] \frac{1}{3} (1, -2, -2)$$

$$= \frac{1}{9} [6 \cdot 1 + 3 \cdot (-2) + 2 \cdot (-2)] (1, -2, -2)$$

$$= \frac{-4}{9} (1, -2, -2)$$

माना $\vec{u}$ और $\vec{v}$ के बीच का कोण θ है

$$\omega = \underbrace{\|\vec{u}\| \|\vec{v}\| \cos \theta}_{\text{Dot Product}} \cdot \underbrace{D}_{\text{Distance}}$$



$$\Rightarrow \omega = \|\vec{F}\| \cos \theta \cdot \|\vec{PQ}\| = \|\vec{F}\| \|\vec{PQ}\| \cos \theta = \vec{F} \cdot \vec{PQ}$$

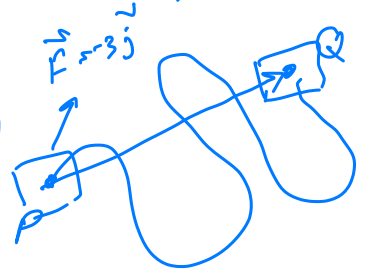
งาน $\boxed{\omega = \vec{F} \cdot \vec{PQ}}$

เวกเตอร์ทิศทาง PQ ↑
(m) ↑
เวกเตอร์
normal

Ex: งานของแรงโน้มถ่วง $\vec{F} = -3\hat{j}$ N. กระทำต่อวัตถุ g เคลื่อนที่
ตาม $P(1,3)$ ไปยัง $Q(4,7)$

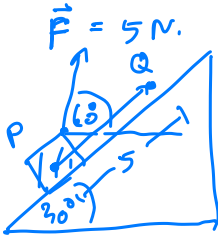
$$\omega = \vec{F} \cdot \text{เวกเตอร์กระจัด}, \quad \vec{PQ} = \begin{pmatrix} 4-1 \\ 7-3 \end{pmatrix}$$

$$= (0, -3) \cdot (3, 4) = \begin{pmatrix} 3 \\ 4 \end{pmatrix}$$



$$= 0 \cdot 3 + (-3) \cdot 4 = -12 \text{ N.m (J.)} \quad \square$$

Ex:



งานของแรงที่ทำโดยแรงโน้มถ่วง
ให้กระจัด 5 m. บนพื้นเอียง.

$$\omega = \vec{F} \cdot \vec{PQ} = \|\vec{F}\| \|\vec{PQ}\| \cos \theta$$

$$= 5 \cdot 5 \cos(30^\circ) = 25 \cos(30^\circ) \quad \square$$

• งานของแรงโน้มถ่วง (Cross product)

$$\vec{u} = (u_1, u_2, u_3), \quad \vec{v} = (v_1, v_2, v_3)$$

$$\vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = (u_2 v_3 - u_3 v_2) \hat{i} + (u_3 v_1 - u_1 v_3) \hat{j} + (u_1 v_2 - u_2 v_1) \hat{k}$$

Ex: $\vec{u} = (1, 3, 4)$, $\vec{v} = (2, 7, -5)$ then $\vec{u} \times \vec{v}$

$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 3 & 4 \\ 2 & 7 & -5 \end{vmatrix} = (3 \cdot (-5) - 7 \cdot 4) \vec{i} + (4 \cdot 2 - (-5) \cdot 1) \vec{j} + (1 \cdot 7 - 3 \cdot 2) \vec{k}$$

$$= (-15 - 28) \vec{i} + (8 + 5) \vec{j} + (7 - 6) \vec{k}$$

$$= -43 \vec{i} + 13 \vec{j} + \vec{k} = (-43, 13, 1)$$

Property: $\vec{u} \times \vec{u} = \vec{0}$

Proof: Let $\vec{u} = u_1 \vec{i} + u_2 \vec{j} + u_3 \vec{k}$ and $\vec{v} = v_1 \vec{i} + v_2 \vec{j} + v_3 \vec{k}$

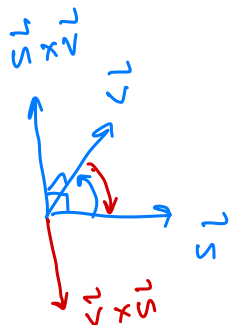
$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = (u_2 v_3 - u_3 v_2) \vec{i} + (u_3 v_1 - u_1 v_3) \vec{j} + (u_1 v_2 - u_2 v_1) \vec{k}$$

Now, $\vec{u} \cdot (\vec{u} \times \vec{v}) = u_1(u_2 v_3 - u_3 v_2) + u_2(u_3 v_1 - u_1 v_3) + u_3(u_1 v_2 - u_2 v_1)$

(u_1, u_2, u_3)

$$+ u_3(u_1 v_2 - u_2 v_1)$$

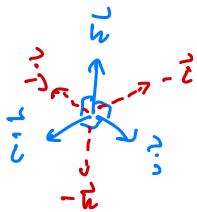
$$= (u_1 u_2 v_3 - u_1 u_3 v_2) + (u_2 u_3 v_1 - u_2 u_1 v_3) + (u_3 u_1 v_2 - u_3 u_2 v_1) = 0$$



Property: $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$

- สมบัติ:
- 1.) $\vec{u} \times \vec{v} = -(\vec{v} \times \vec{u})$
 - 2.) $(k\vec{u}) \times \vec{v} = k(\vec{u} \times \vec{v}) = \vec{u} \times (k\vec{v})$
 - 3.) $\vec{u} \times (\vec{v} + \vec{w}) = (\vec{u} \times \vec{v}) + (\vec{u} \times \vec{w})$
 - 4.) $(\vec{u} + \vec{v}) \times \vec{w} = (\vec{u} \times \vec{w}) + (\vec{v} \times \vec{w})$
 - 5.) $\vec{u} \cdot (\vec{v} \times \vec{w}) = (\vec{u} \times \vec{v}) \cdot \vec{w}$
 - 6.) $\vec{u} \times (\vec{v} \times \vec{w}) = (\vec{u} \cdot \vec{w})\vec{v} - (\vec{u} \cdot \vec{v})\vec{w}$

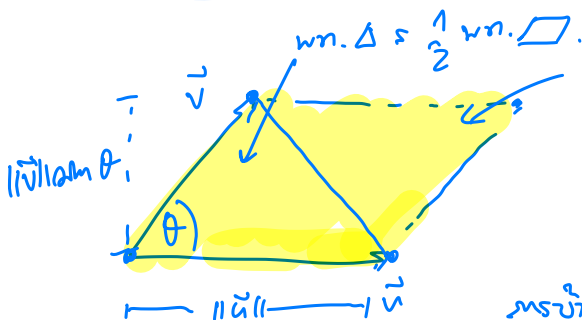
ตัวอย่าง: เวกเตอร์ $\vec{i}, \vec{j}, \vec{k}$ มีขนาด 1 และตั้งฉากกัน



$$\begin{aligned}\vec{i} \times \vec{j} &= \vec{k} = (-\vec{j}) \times \vec{i} \\ \vec{j} \times \vec{k} &= \vec{i} = (-\vec{k}) \times \vec{j} \\ \vec{k} \times \vec{i} &= \vec{j} = (-\vec{i}) \times \vec{k}\end{aligned}$$

ทบทวน: $\vec{u}, \vec{v}$ เวกเตอร์สองตัวที่มีมุมระหว่างกัน $0 \leq \theta \leq \pi$ แล้ว

$$\|\vec{u} \times \vec{v}\| = \|\vec{u}\| \|\vec{v}\| \sin \theta$$



$$\text{พื้นที่} = \underbrace{\|\vec{u}\| \|\vec{v}\|}_{\text{ฐาน}} \underbrace{\sin \theta}_{\text{สูง}}$$

$$= \|\vec{u} \times \vec{v}\| \quad (\text{p. 20-21.})$$

สรุป: 1.4, 2.2, 3.2 สรุปย่อ 1.3