## Some items from the lectures on Colley, Section I.3

**NORMAL COMPONENTS.** On pages 21 and 22 of the text there is a discussion of the projection of one vector **b** onto a given nonzero vector **a**. In fact, the vector **b** can be written (or in the language of physics "resolved") into a sum  $\mathbf{b}_0 + \mathbf{b}_1$ , where  $\mathbf{b}_0$  is the projection as defined on page 22 and  $\mathbf{b}_1$  is perpendicular or **normal** to **a**.

In order to justify this assertion, we need to show that the vector

$$\mathbf{b}_1 = \mathbf{b} - \mathbf{b}_0 = \mathbf{b} - \left(\frac{\mathbf{b} \cdot \mathbf{a}}{\mathbf{a} \cdot \mathbf{a}}\right) \mathbf{a}$$

is perpendicular to

$$\mathbf{b}_0 \ = \ \left(\frac{\mathbf{b}\cdot\mathbf{a}}{\mathbf{a}\cdot\mathbf{a}}\right) \, \mathbf{a}$$

where as before **a** is nonzero. This is actually fairly simple to do, for we need only show that  $\mathbf{b}_1 \cdot \mathbf{a} = 0$ . To see this, use the first displayed equation to substitute for  $\mathbf{b}_1$ , so that

$$\mathbf{b}_1 \cdot \mathbf{a} = \left( \mathbf{b} - \left( \frac{\mathbf{b} \cdot \mathbf{a}}{\mathbf{a} \cdot \mathbf{a}} \right) \mathbf{a} \right) \cdot \mathbf{a} = (\mathbf{b} \cdot \mathbf{a}) - \left( \frac{\mathbf{b} \cdot \mathbf{a}}{\mathbf{a} \cdot \mathbf{a}} \right) (\mathbf{a} \cdot \mathbf{a})$$

and if we simplify the right hand side we see that it is equal to zero, which is what we wanted to show.

**PARALLEL VECTORS.** We often say that two nonzero vectors are *parallel* if each is a nonzero multiple of the other.

## Answers to selected exercises from Colley, Section 1.3

8. The angle is the arc cosine of  $-1/(3\sqrt{3})$ .

**12.** The perpendicular projection is zero.

14. The answer is the negative of the original vector divided by its length, and this is  $\frac{1}{\sqrt{5}} \cdot (1,0,-2)$ .

**20.** The formula for perpendicular projections shows that  $\mathbf{F}_1$  is equal to

$$\left(rac{\mathbf{F}\cdot\mathbf{a}}{\mathbf{a}\cdot\mathbf{a}}
ight) \mathbf{a}$$

and since  $\mathbf{F} \cdot \mathbf{a} = 2$  while  $\mathbf{a} \cdot \mathbf{a} = 17$ , we have that  $\mathbf{F}_1 = \frac{2}{17} \cdot (4, 1)$ . — The vector  $\mathbf{F}_2$  is equal to  $\mathbf{F} - \mathbf{F}_1$ , and it is given by  $\frac{9}{17} \cdot (1, -4)$ .

**24.** First of all, if **m** is the midpoint of **x** and **y**, then as on page 24 of the text we have  $\mathbf{m} - \mathbf{x} = \frac{1}{2}(\mathbf{y} - \mathbf{x})$ , and if we solve for **m** we see that  $\mathbf{m} = \frac{1}{2}(\mathbf{x} + \mathbf{y})$ .

Now let  $\mathbf{a}$ ,  $\mathbf{b}$ ,  $\mathbf{c}$ ,  $\mathbf{d}$  be four points, no three of which lie on a line. Then we have  $\mathbf{m}_1 = \frac{1}{2}(\mathbf{a} + \mathbf{b})$ ,  $\mathbf{m}_2 = \frac{1}{2}(\mathbf{b} + \mathbf{c})$ ,  $\mathbf{m}_3 = \frac{1}{2}(\mathbf{c} + \mathbf{d})$ , and  $\mathbf{m}_4 = \frac{1}{2}(\mathbf{d} + \mathbf{a})$ . We need to show that the vectors  $\mathbf{m}_2 - \mathbf{m}_1$  and  $\mathbf{m}_4 - \mathbf{m}_3$  are nonzero and parallel, and likewise for the vectors the vectors  $\mathbf{m}_4 - \mathbf{m}_1$  and  $\mathbf{m}_2 - \mathbf{m}_3$ . If, say  $\mathbf{m}_2 - \mathbf{m}_1$  is zero, then  $\mathbf{m}_2 = \mathbf{m}_1$  and hence the lines **ab** and **bc** have two points in common (namely, **b** and the common midpoint). Since no three of the original points lie on a single line, this cannot happen, and hence  $\mathbf{m}_2 - \mathbf{m}_1$  is nonzero. Similar considerations show that each of the other three differences of midpoints must be nonzero.

Finally, direct computation shows that

$$\mathbf{m}_2 - \mathbf{m}_1 = \frac{1}{2}(\mathbf{b} + \mathbf{c}) - \frac{1}{2}(\mathbf{a} + \mathbf{b}) = \frac{1}{2}(\mathbf{c} - \mathbf{a})$$
  
$$\mathbf{m}_4 - \mathbf{m}_3 = \frac{1}{2}(\mathbf{a} + \mathbf{d}) - \frac{1}{2}(\mathbf{c} + \mathbf{d}) = \frac{1}{2}(\mathbf{a} - \mathbf{c})$$

so that the difference vectors are  $\pm$  each other and thus parallel. — Similar considerations imply that the other two vectors are also parallel.