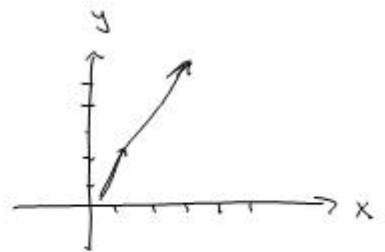


Vektorer i planet (Kap. 13)

⑦ Vinkelen mellom to vektorer


$$\cos \alpha = \frac{\vec{v} \cdot \vec{w}}{|\vec{v}| \cdot |\vec{w}|}$$



Parallelle vektorer:

Eks: $\vec{v} = (1, 2)$ } Er \vec{v} og \vec{w} parallelle?
 $\vec{w} = (3, 5)$

Defn: To vektorer \vec{v} og \vec{w} er parallelle hvis

$$\left. \begin{array}{l} \text{vinkelen mellom } \vec{v} \\ \text{og } \vec{w} \text{ er } 0^\circ \text{ eller} \\ 180^\circ \end{array} \right\} \iff \vec{v} = t \cdot \vec{w} \text{ for et tall } t$$

Eks: (fts). $(1, 2) = t \cdot (3, 5)$

$$(1, 2) = (3t, 5t)$$

$$1 = 3t \quad \text{og} \quad 2 = 5t$$

$$t = \frac{1}{3}$$

$$2 = 5/3$$

umulig.

\Rightarrow ingen løsn.

\Rightarrow \vec{v} og \vec{w} er ikke parallelle

$$\vec{v} \parallel \vec{w} \quad (\vec{v} \text{ er parallell med } \vec{w})$$

$$\left\{ \begin{array}{l} \text{vinkelen er} \\ 0^\circ \text{ eller } 180^\circ \end{array} \right\} \leftrightarrow \left\{ \begin{array}{l} \vec{v} = t \cdot \vec{w} \\ \text{for et helt } t \end{array} \right\} \leftrightarrow \begin{vmatrix} v_1 & v_2 \\ w_1 & w_2 \end{vmatrix} = 0$$

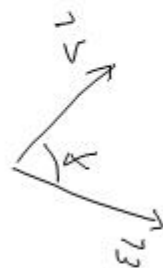
Eks: (fts). $\vec{v} = (1, 2)$
 $\vec{w} = (3, 5)$

$$\begin{vmatrix} 1 & 2 \\ 3 & 5 \end{vmatrix} = 1 \cdot 5 - 3 \cdot 2 = 5 - 6 = -1 \neq 0$$

$\Rightarrow \vec{v}$ og \vec{w} ikke parallele.

Normale vektorer

$$\vec{v} \text{ og } \vec{w} \text{ er normale} \quad (\vec{v} \perp \vec{w})$$



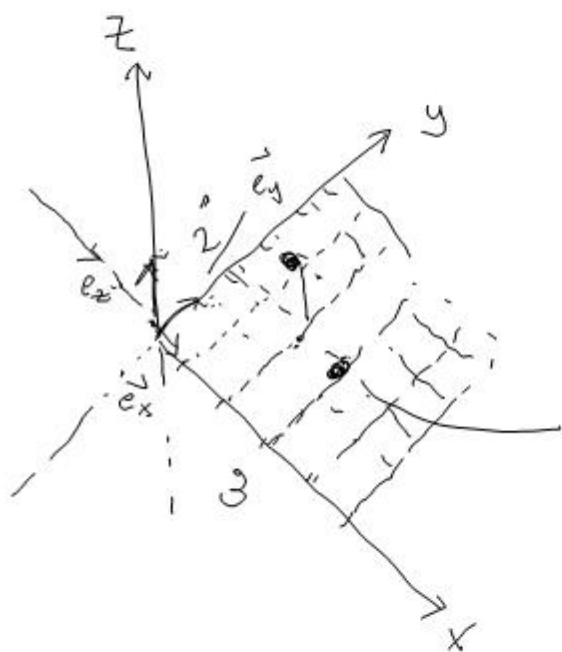
$$\left\{ \begin{array}{l} \text{vinkelen} \\ \text{er } 90^\circ \end{array} \right\} \leftrightarrow \left\{ \vec{v} \cdot \vec{w} = 0 \right\}$$

Eks: $\vec{v} = (1, 3)$ $\vec{w} = (-2, 1)$

Normale? $\vec{v} \cdot \vec{w} = (1, 3) \cdot (-2, 1) = 1 \cdot (-2) + 3 \cdot 1 = 1 \neq 0$
 \Rightarrow ikke normale

Parallele? $\begin{vmatrix} 1 & 3 \\ -2 & 1 \end{vmatrix} = 1 \cdot 1 - 3 \cdot (-2) = 7 \neq 0$
 \Rightarrow ikke parallele

Vektorer i rommet (kap. 14)



Kartesisk koordinatsystem

- alle aksene står normalt på hverandre
- høyre håndregel.

$$(3, 2, 0) \text{ betyr } \begin{cases} x = 3 \\ y = 2 \\ z = 0 \end{cases}$$

$$(2, 2, 1) \text{ betyr } \begin{cases} x = 2 \\ y = 2 \\ z = 1 \end{cases}$$

Vektor i rommet:

$$\begin{cases} \text{Enhetsvektorene:} \\ \vec{e}_x, \vec{e}_y, \vec{e}_z \end{cases}$$

$$\vec{v} = (1, 2, 4)$$

$$\vec{w} = (-1, 2, -3)$$

$$\vec{v} = 1 \cdot \vec{e}_x + 2 \cdot \vec{e}_y + 4 \cdot \vec{e}_z$$

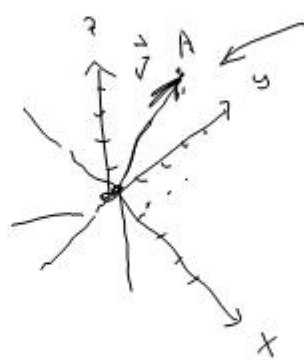
$$\vec{w} = -1 \cdot \vec{e}_x + 2 \cdot \vec{e}_y + 3 \cdot \vec{e}_z$$

Hvis vi parallell forskyver $\vec{v} = (1, 2, 4)$ slik at startpunkt blir origo $O = (0, 0, 0)$, da blir endepkt. til \vec{v} punktet $(1, 2, 4)$.

Eks:

$$\vec{v} = (1, 2, 4)$$

$$O = (0, 0, 0)$$



$$(1, 2, 4)$$

$$\vec{v} = \vec{OA}$$

Regneoperasjoner i rommet

① Vektoraddisjon / subtraksjon:

$$\vec{v} = (v_1, v_2, v_3)$$

$$\vec{w} = (w_1, w_2, w_3)$$

$$\vec{v} + \vec{w} = (v_1 + w_1, v_2 + w_2, v_3 + w_3)$$

$$\vec{v} - \vec{w} = (v_1 - w_1, v_2 - w_2, v_3 - w_3)$$

② Skalar multiplikasjon

$$\vec{v} = (v_1, v_2, v_3) \quad c: \text{et tall (skalar)}$$

$$c \cdot \vec{v} = c \cdot (v_1, v_2, v_3) = (cv_1, cv_2, cv_3)$$

Eks: $(1, 2, 4) + (3, -1, 2) = (4, 1, 6)$

$$2 \cdot (0, 1, 2) = (0, 2, 4)$$

③ Skalar produkt / prikke produkt

$$\vec{v} = (v_1, v_2, v_3)$$

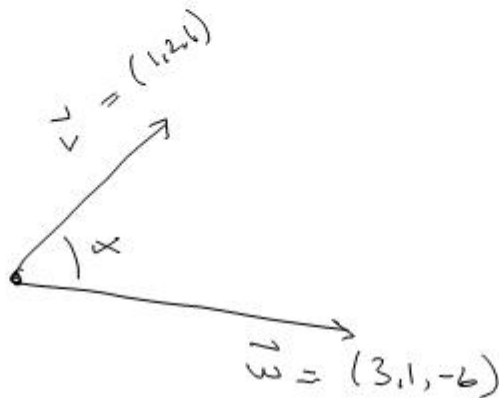
$$\vec{w} = (w_1, w_2, w_3)$$

$$\vec{v} \cdot \vec{w} = v_1 \cdot w_1 + v_2 \cdot w_2 + v_3 \cdot w_3$$

$$\vec{v} \cdot \vec{w} = |\vec{v}| \cdot |\vec{w}| \cdot \cos(\alpha)$$

Ex: $(1, 2, 1) \cdot (3, 1, -6) = 1 \cdot 3 + 2 \cdot 1 + 1 \cdot (-6)$

$$= \underline{\underline{-1}}$$



④ Lengden til en vektor

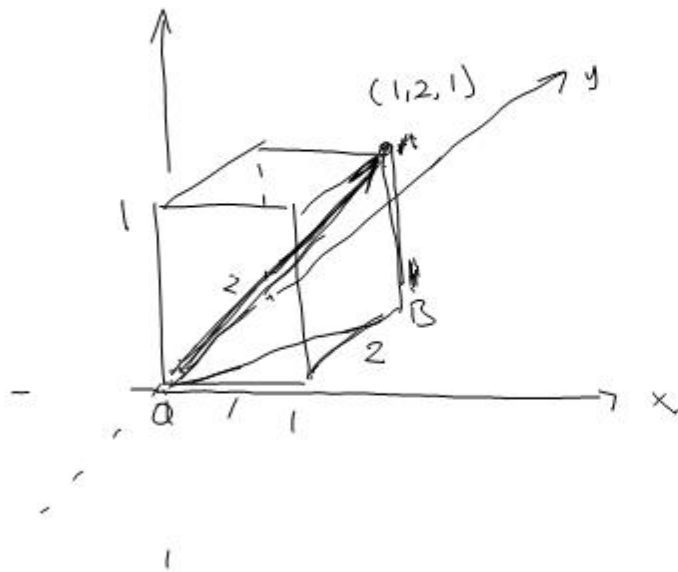
$$\vec{v} = (v_1, v_2, v_3)$$

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

Ex:

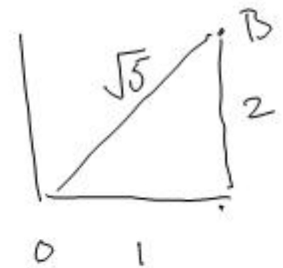
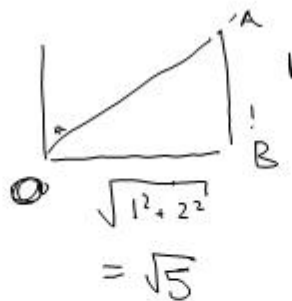
$$|(1, 2, 1)| = \sqrt{1^2 + 2^2 + 1^2}$$
$$= \sqrt{6}$$

$$|(3, 1, -6)| = \sqrt{3^2 + 1^2 + (-6)^2}$$
$$= \underline{\underline{\sqrt{46}}}$$



$$\vec{v} = (1, 2, 1)$$

Tverrsnitt:



$$OA^2 = (\sqrt{1^2 + 2^2})^2 + 1^2$$

$$= 1^2 + 2^2 + 1^2$$

$$OA = \sqrt{1^2 + 2^2 + 1^2}$$

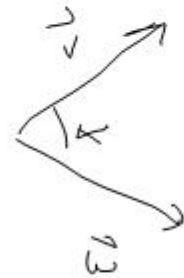
$$= \sqrt{6}$$

$$=$$

⑤ Winkeln mittels 2 Vektoren

$$\vec{v} = (v_1, v_2, v_3)$$

$$\vec{w} = (w_1, w_2, w_3)$$



$$\begin{cases} \vec{v} \cdot \vec{w} = v_1 \cdot w_1 + v_2 \cdot w_2 + v_3 \cdot w_3 \\ \vec{v} \cdot \vec{w} = |\vec{v}| \cdot |\vec{w}| \cdot \cos \alpha \end{cases}$$

$$\cos \alpha = \frac{\vec{v} \cdot \vec{w}}{|\vec{v}| \cdot |\vec{w}|} = \frac{v_1 w_1 + v_2 w_2 + v_3 w_3}{\sqrt{v_1^2 + v_2^2 + v_3^2} \cdot \sqrt{w_1^2 + w_2^2 + w_3^2}}$$

Ex:

$$\left. \begin{array}{l} \vec{v} = (1, 2, 1) \\ \vec{w} = (3, 1, -6) \end{array} \right\} \cos \alpha = \frac{\vec{v} \cdot \vec{w}}{|\vec{v}| \cdot |\vec{w}|}$$

$$\vec{v} \cdot \vec{w} = 1 \cdot 3 + 2 \cdot 1 + 1 \cdot (-6) = -1$$

$$|\vec{v}| = \sqrt{1^2 + 2^2 + 1^2} = \sqrt{6}$$

$$|\vec{w}| = \sqrt{3^2 + 1^2 + (-6)^2} = \sqrt{46}$$

$$\cos \alpha = \frac{-1}{\sqrt{6} \cdot \sqrt{46}} \approx -0.06$$

$$\alpha \approx \underline{\underline{93^\circ}}$$

Spesial tilfeller:

* Normale vektorer: $(\vec{v} \perp \vec{w})$

$$\left. \begin{aligned} \vec{v} &= (v_1, v_2, v_3) \\ \vec{w} &= (w_1, w_2, w_3) \end{aligned} \right\}$$

$$\vec{v} \perp \vec{w} \iff$$

$$\boxed{\vec{v} \cdot \vec{w} = 0}$$

* Parallele vektorer: $(\vec{v} \parallel \vec{w})$

$$\left. \begin{aligned} \vec{v} &= (v_1, v_2, v_3) \\ \vec{w} &= (w_1, w_2, w_3) \end{aligned} \right\}$$

$$\vec{v} \parallel \vec{w} \iff$$

$$\boxed{\vec{v} = t \cdot \vec{w} \text{ for et tall } t}$$

Eks: $\left. \begin{aligned} \vec{v} &= (1, 2, 1) \\ \vec{w} &= (3, 4, -7) \end{aligned} \right\} \underline{\vec{v} \perp \vec{w} ?}$

$$\begin{aligned} \vec{v} \cdot \vec{w} &= (1, 2, 1) \cdot (3, 4, -7) \\ &= 1 \cdot 3 + 2 \cdot 4 + 1 \cdot (-7) = \\ &= 4 \neq 0 \Rightarrow \vec{v} \not\perp \vec{w} \end{aligned}$$

(ikke normal)

$\vec{v} \parallel \vec{w} ?$

$$(1, 2, 1) = t \cdot (3, 4, -7)$$

$$(1, 2, 1) = (3t, 4t, -7t)$$

$$1 = 3t \Rightarrow t = 1/3$$

$$2 = 4t$$

$$1 = -7t$$

$$2 = 4 \cdot 1/3 \text{ umulig.}$$

$$\Rightarrow \text{ingen l\u00f8sning.}$$

$$\left. \begin{aligned} & \\ & \end{aligned} \right\} \vec{v} \not\parallel \vec{w}$$

(ikke parallelle)

Regneregler for vektorer i rommet:

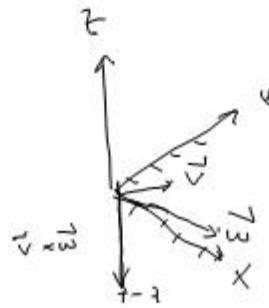
akkurat de samme!

⑥ Vektorprodukt (kryssprodukt)

$$\left. \begin{aligned} \vec{v} &= (v_1, v_2, v_3) \\ \vec{w} &= (w_1, w_2, w_3) \end{aligned} \right\} \vec{v} \times \vec{w} \text{ er en vektor}$$

Eksempel:

$$\begin{aligned} \vec{v} &= (1, 2, 0) \\ \vec{w} &= (4, 1, 0) \end{aligned}$$



$$\begin{aligned} \vec{v} \times \vec{w} &: \begin{vmatrix} \vec{e}_x & \vec{e}_y & \vec{e}_z \\ 1 & 2 & 0 \\ 4 & 1 & 0 \end{vmatrix} = \vec{e}_x \begin{vmatrix} 2 & 0 \\ 1 & 0 \end{vmatrix} \\ &\quad - \vec{e}_y \begin{vmatrix} 1 & 0 \\ 4 & 0 \end{vmatrix} \\ &\quad + \vec{e}_z \begin{vmatrix} 1 & 2 \\ 4 & 1 \end{vmatrix} \end{aligned}$$

$$= \vec{e}_x \cdot (2 \cdot 0 - 0 \cdot 1) - \vec{e}_y \cdot (1 \cdot 0 - 0 \cdot 4) + \vec{e}_z \cdot (1 \cdot 1 - 2 \cdot 4)$$

$$= \vec{e}_x \cdot 0 - \vec{e}_y \cdot 0 + \vec{e}_z \cdot (-7)$$

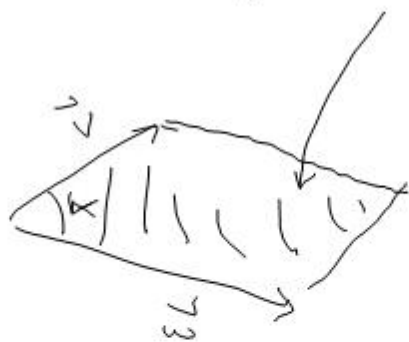
$$= (0, 0, -7)$$

$$\vec{v} \times \vec{w} = (v_2 w_3 - v_3 w_2, v_3 w_1 - v_1 w_3, v_1 w_2 - v_2 w_1)$$

Egenskaper for kryssprodukt

$$\left. \begin{array}{l} \vec{v} = (v_1, v_2, v_3) \\ \vec{w} = (w_1, w_2, w_3) \end{array} \right\} \vec{v} \times \vec{w}$$

* $|\vec{v} \times \vec{w}| =$ arealet av parallelogrammet
utspeit av \vec{v} og \vec{w}



$$= |\vec{v}| \cdot |\vec{w}| \cdot \sin \alpha$$

* Retninger for $\vec{v} \times \vec{w}$:

- normal på \vec{v} og på \vec{w}
- $\vec{v}, \vec{w}, \vec{v} \times \vec{w}$ danner et høyrehåndssystem