

Dot Product Involving the Three Dimensional Wind Vector

A. Representing the Wind as a Vector

The three dimensional wind vector in rectangular coordinates is

$$\vec{V} = u\vec{i} + v\vec{j} + w\vec{k} \quad (1)$$

where \vec{i} , \vec{j} and \vec{k} are the unit vectors along the x, y and z coordinate axes, respectively. Please note that in some books the three dimensional wind vector is given as \vec{v} . In some books, the symbol for the three dimensional velocity vector is given as \vec{U} to prevent confusion with the wind component in the natural coordinate system.

The \vec{i} , \vec{j} , and \vec{k} represent unit vectors with magnitude 1 on each of the coordinate axes, while the quantity multiplied by the unit vector is just a magnitude. Thus, one can have $u\vec{i}$, which simply means that the u component of the wind has a magnitude but a direction along the x-axis. The “unit” is always defined as a magnitude of 1 in the corresponding unit-system.

By the way, sometimes equation (1) can be written as

$$\vec{V} = \vec{V}_h + w\vec{k}$$

where

\vec{V}_h is the horizontal wind vector and

$$\vec{V}_h = u\vec{i} + v\vec{j}$$

B. The Dot Product

The dot product is a vector algebra operation that resembles a multiplication using the rule of the product, but whose result actually determines the component each vector has upon the other.

The procedure is simple. Multiply the x-component of each vector to the x-component of the other, etc. Since the dot product of a unit vector with itself yields 1, then the procedure becomes simpler.

For example suppose there is a dot product of a vector

$$\vec{A} = a\vec{i} + b\vec{j} + c\vec{k} \quad (2)$$

with the three dimensional wind vector as given in equation (1).

$$\vec{V} \cdot \vec{A} = (u\vec{i} + v\vec{j} + w\vec{k}) \cdot (a\vec{i} + b\vec{j} + c\vec{k})$$

$$\vec{V} \cdot \vec{A} = (ua + vb + wc)$$

The dot product of two vectors always results in a scalar. You can see how it works. If there is a dot product of two vectors the result will have no unit vectors. The answer is the sum of the products of the components of each vector.