

12.4 The Cross-Product

Given $\vec{a} = \langle a_1, a_2, a_3 \rangle$ and $\vec{b} = \langle b_1, b_2, b_3 \rangle$ we want to find \vec{c} (non-zero) that is perpendicular to both \vec{a} and \vec{b} .

Let $\vec{c} = \langle c_1, c_2, c_3 \rangle$ be perpendicular to both \vec{a} and \vec{b} , then

$$\vec{a} \cdot \vec{c} = 0 \quad \text{and} \quad \vec{b} \cdot \vec{c} = 0.$$

$$\vec{a} \cdot \vec{c} = a_1 c_1 + a_2 c_2 + a_3 c_3 = 0$$

$$\vec{b} \cdot \vec{c} = b_1 c_1 + b_2 c_2 + b_3 c_3 = 0$$

Solve these 2 equations.

Definition

If $\vec{a} = \langle a_1, a_2, a_3 \rangle$ and $\vec{b} = \langle b_1, b_2, b_3 \rangle$, then the cross product of \vec{a} and \vec{b} , $\vec{a} \times \vec{b}$ is perpendicular to both \vec{a} and \vec{b} .

$$\vec{a} \times \vec{b} = \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle.$$

Remarks

1. The cross product, $\vec{a} \times \vec{b}$ is a vector
2. We can only define $\vec{a} \times \vec{b}$ for 3 dimensional vectors.

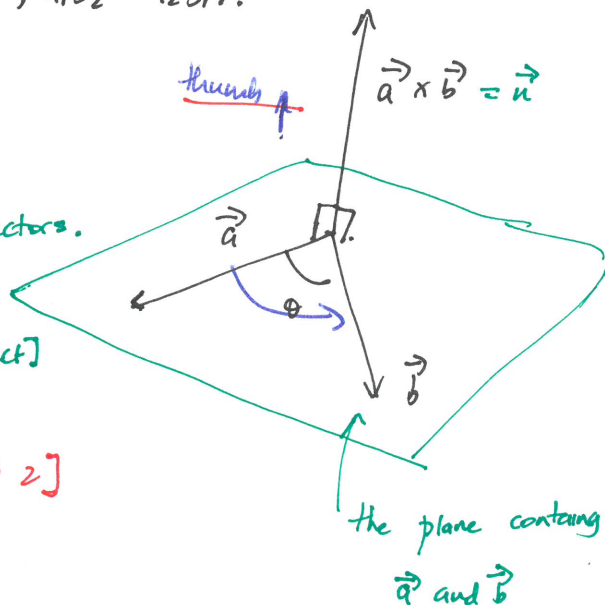
Definition (Determinant) [calculation of vector product]

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc \quad [\text{Determinant of order 2}]$$

Determinant of order 3.

$$\begin{vmatrix} + & - & + \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = a_1 \begin{vmatrix} b_2 & b_3 \\ c_2 & c_3 \end{vmatrix} - a_2 \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix}$$

$$= a_1(b_2 c_3 - b_3 c_2) - a_2(b_1 c_3 - b_3 c_1) + a_3(b_1 c_2 - b_2 c_1)$$



12.4

$$\vec{a} \times \vec{b} = \begin{vmatrix} i & j & k \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} i - \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} j + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} k$$

#2

This comes from noticing that

$$\vec{a} \times \vec{b} = \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle$$

$$\begin{matrix} \downarrow & & \downarrow & & \downarrow \\ \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} & - & \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} & + & \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \end{matrix}$$

Example

Let $\vec{a} = \langle 6, 0, -2 \rangle$ and $\vec{b} = \langle 0, 8, 0 \rangle$.

$$\vec{a} \times \vec{b} = \begin{vmatrix} i & j & k \\ 6 & 0 & -2 \\ 0 & 8 & 0 \end{vmatrix}$$

$$= i \begin{vmatrix} 0 & -2 \\ 8 & 0 \end{vmatrix} - \begin{vmatrix} 6 & -2 \\ 0 & 0 \end{vmatrix} j + \begin{vmatrix} 6 & 0 \\ 0 & 8 \end{vmatrix} k$$

$$= (0 - (-16))i - (0 - (-2))j + (72 - 0)k$$

$$\underline{16i + 2j + 72k}, \quad [\langle 16, 2, 72 \rangle \text{ is orthogonal to both } \langle 6, 0, -2 \rangle \text{ and } \langle 0, 8, 0 \rangle]$$

FACT (length of $\vec{a} \times \vec{b}$)

If θ is the angle between \vec{a} and \vec{b} ($0 \leq \theta \leq \pi$) then

$$|\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$$

Summary

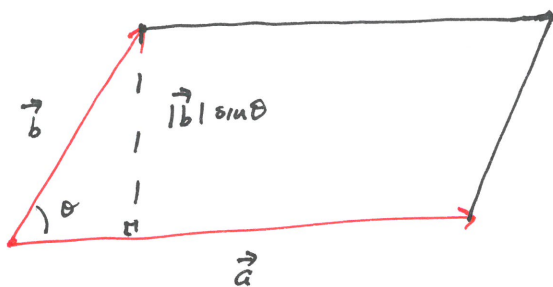
$\vec{a} \times \vec{b}$ is the vector perpendicular to both \vec{a} and \vec{b} , orientation is determined by the right hand rule, and the length is $|\vec{a}| |\vec{b}| \sin \theta$.

FACT

Two vectors \vec{a} and \vec{b} are parallel if and only if

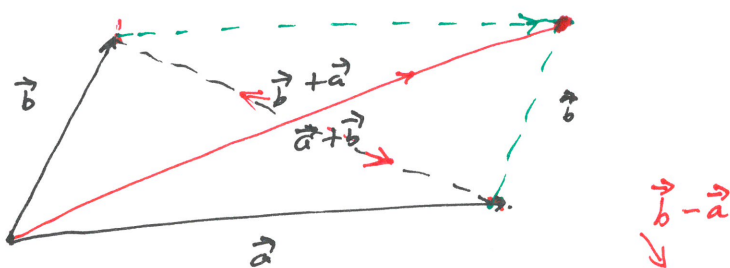
$$\vec{a} \times \vec{b} = \mathbf{0}.$$

$$|\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin(\pi) = 0.$$

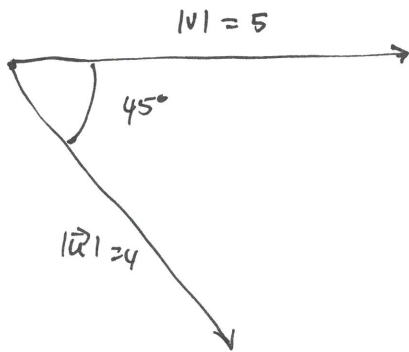


$$A = |\vec{a}| (|\vec{b}| \sin \theta) = |\vec{a} \times \vec{b}|$$

The area length of the cross-product $|\vec{a} \times \vec{b}|$ is equal to the area of the parallelogram determined by \vec{a} and \vec{b}



Example #1



$$|\vec{u} \times \vec{v}| = |\vec{u}| |\vec{v}| \sin(45^\circ)$$

points out of the plane.

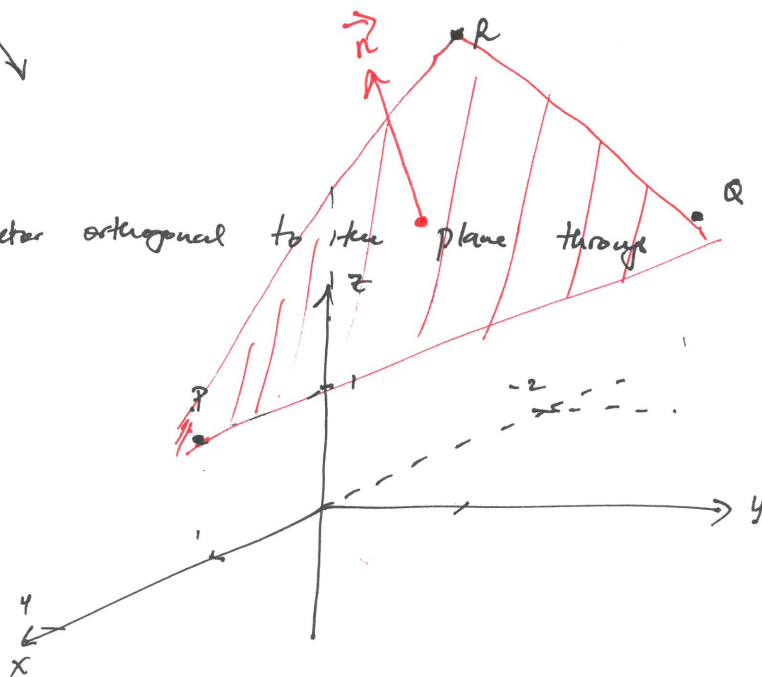
Example #2

Find the nonzero vector orthogonal to the plane through

$P = (1, 0, 1)$

$Q = (-2, 1, 3)$

$R = (4, 2, 5)$



12.4

#29.

$$\text{Let } \vec{u} = \vec{PQ} = \langle -2-1, 1-0, 2-1 \rangle = \langle -3, 1, 2 \rangle$$

$$\vec{v} = \vec{PR} = \langle 4-1, 2-0, 5-1 \rangle = \langle 3, 2, 4 \rangle.$$

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

$$\begin{array}{ccc} i & j & k \\ -3 & 1 & 2 \\ 3 & 2 & 4 \end{array}$$

$$i(4-6) - j(-12-6) + k(-6-3)$$

$$-2i + 18j - 9k = \langle 0, 18, -9 \rangle \text{ is normal to the plane containing}$$

P&R. In fact any scalar multiple of $\langle 0, 18, -9 \rangle$ is perpendicular to the plane.

Properties of the cross-product
are vectors and α

If \vec{a} , \vec{b} , and \vec{c} is a scalar, then

$$1. \vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$$

$$2. (\alpha \vec{a}) \times \vec{b} = \alpha(\vec{a} \times \vec{b}) = \vec{a} \times (\alpha \vec{b})$$

$$3. \vec{a} \times (\vec{b} + \vec{c}) = \vec{a} \times \vec{b} + \vec{a} \times \vec{c}$$

$$4. (\vec{a} + \vec{b}) \times \vec{c} = \vec{a} \times \vec{c} + \vec{b} \times \vec{c}$$

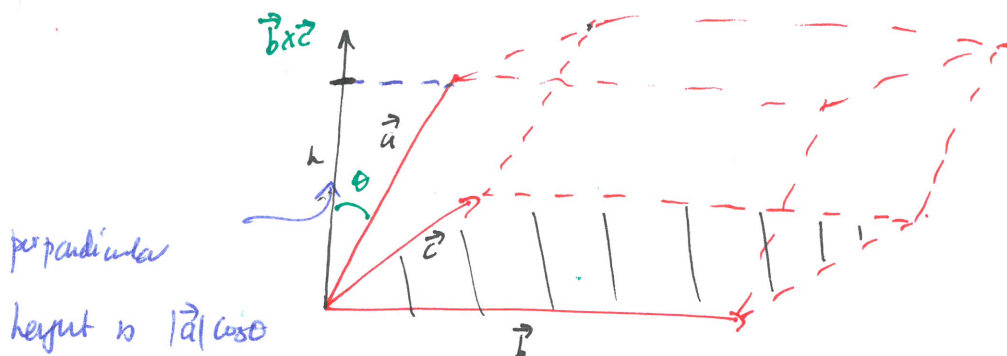
$$5. \vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$$

$$6. \vec{a} \times (\vec{b} \times \vec{c}) = (\vec{a} \cdot \vec{c})\vec{b} - (\vec{a} \cdot \vec{b})\vec{c}$$

ignore.

Triple products

$$\vec{a} \cdot (\vec{b} \times \vec{c})$$



$$\vec{a} \cdot (\vec{b} \times \vec{c}) = |\vec{a}| |\vec{b} \times \vec{c}| \cos \theta$$

$$\text{Area of base} = |\vec{b} \times \vec{c}|$$

Volume of parallelepiped = Area of base \times perpendicular height.

$$\therefore h = |\vec{a}| \cos \theta$$

$$V = |\vec{b} \times \vec{c}| |\vec{a}| \cos \theta = |(\vec{b} \times \vec{c}) \cdot \vec{a}|$$

Recall the dot product

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

Application

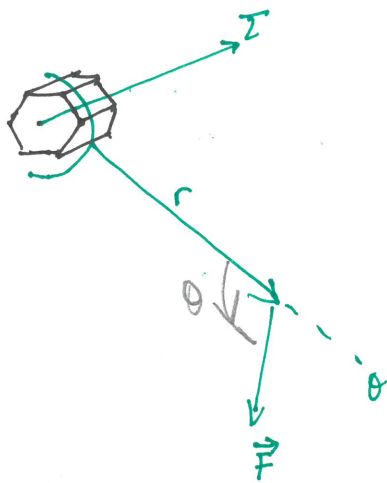
Show that $\vec{u} = i + 5j - 2k$, $\vec{v} = 3i - j$ and $\vec{w} = 5i + 9j - 4k$ are coplanar.

We will compute $\vec{u} \cdot (\vec{v} \times \vec{w})$

$$\begin{aligned} (\vec{v} \times \vec{w}) &= \begin{vmatrix} i & j & k \\ 3 & -1 & 0 \\ 5 & 9 & -4 \end{vmatrix} = i(4 - 0) - j(-12 - 0) + k(27 + 5) \\ &= 4i + 12j + 32k. \end{aligned}$$

$$\begin{aligned} \vec{u} \cdot (\vec{v} \times \vec{w}) &= \langle 1, 5, -2 \rangle \cdot \langle 4, 12, 32 \rangle \\ &= 4 + 60 - 64 = 0. \end{aligned}$$

This means that \vec{u} , \vec{v} and \vec{w} are coplanar.

Torque

Torque τ is the ~~dot~~ cross product of the position vector r and Force

$$|\tau| = |r \times F| = |r| |F| \sin \theta.$$