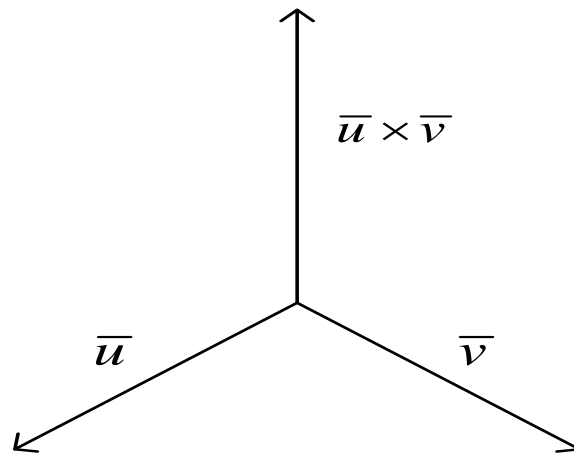


## The Cross Products

- The cross product (vector product)  $\mathbf{u} \times \mathbf{v}$  is a vector perpendicular to  $\mathbf{u}$  and  $\mathbf{v}$ .

(illustrated in figure below)

- The direction is determined by the *right hand rule*.



- ✓ If the first two fingers of the right hand point in the directions of  $\bar{u}$  and  $\bar{v}$  respectively, then the thumb points in the direction of  $\bar{u} \times \bar{v}$ .

$$\text{EX: } \bar{i} \times \bar{j} = \bar{k}$$

- The length is determined by the lengths of  $\mathbf{u}$  and  $\mathbf{v}$  and the angle between them.
- If we change the order informing the cross product, then we change the direction.

Ex:

$$\bar{\mathbf{v}} \times \bar{\mathbf{u}} = -(\bar{\mathbf{u}} \times \bar{\mathbf{v}})$$

***-Theorem-***

If  $\mathbf{u} = u_1\mathbf{i} + u_2\mathbf{j} + u_3\mathbf{k}$  and  $\mathbf{v} = v_1\mathbf{i} + v_2\mathbf{j} + v_3\mathbf{k}$ ,

then,

$$\begin{aligned} \mathbf{u} \times \mathbf{v} &= \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} \\ &= \mathbf{i} \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix} - \mathbf{j} \begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix} + \mathbf{k} \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \\ &= (u_2v_3 - u_3v_2)\mathbf{i} - (u_1v_3 - u_3v_1)\mathbf{j} + (u_1v_2 - u_2v_1)\mathbf{k} \end{aligned}$$

## Properties of Cross Product

(a)  $\mathbf{u} \times \mathbf{u} = \mathbf{0}$

(b)  $\mathbf{u} \times \mathbf{v} = -(\mathbf{v} \times \mathbf{u})$

(c)  $\mathbf{u} \times (\mathbf{v} + \mathbf{w}) = \mathbf{u} \times \mathbf{v} + \mathbf{u} \times \mathbf{w}$

(d)  $(k\mathbf{u}) \times \mathbf{v} = \mathbf{u} \times (k\mathbf{v}) = k(\mathbf{u} \times \mathbf{v})$

(e)  $\mathbf{u} // \mathbf{v}$  if and only if  $\mathbf{u} \times \mathbf{v} = \mathbf{0}$

(f)  $\mathbf{u} \times \mathbf{0} = \mathbf{0} \times \mathbf{u} = \mathbf{0}$

### *Example:*

1) Given that  $\mathbf{u} = \langle 3, 0, 4 \rangle$  and  $\mathbf{v} = \langle 1, 5, -2 \rangle$ ,

find

(a)  $\mathbf{u} \times \mathbf{v}$

(b)  $\mathbf{v} \times \mathbf{u}$

2) Find two unit vectors that are

perpendicular to the vectors  $\mathbf{u} = 2\mathbf{i} + 2\mathbf{j} - 3\mathbf{k}$

and  $\mathbf{v} = \mathbf{i} + 3\mathbf{j} + \mathbf{k}$ .

***Answer:***

1) (a)  $-20\mathbf{i}+10\mathbf{j}+15\mathbf{k}$  (b)  $20\mathbf{i}-10\mathbf{j}-15\mathbf{k}$

2)  $\pm \frac{1}{\sqrt{162}} \langle 11, -5, 4 \rangle$  (The unit vector in the opposite direction is also a unit vector perpendicular to both  $\bar{u}$  and  $\bar{v}$  )

Further geometry interpretation of the cross product comes from computing its magnitude.

$$|\bar{u} \times \bar{v}|^2 = (u_2 v_3 - u_3 v_2)^2 + (u_3 v_1 - u_1 v_3)^2 + (u_1 v_2 - u_2 v_1)^2$$

$$|\bar{u} \times \bar{v}|^2 = (u_1^2 + u_2^2 + u_3^2)(v_1^2 + v_2^2 + v_3^2)$$

$$- (u_1 v_1 + u_2 v_2 + u_3 v_3)^2$$

$$= |\bar{u}|^2 |\bar{v}|^2 - (\bar{u} \cdot \bar{v})^2$$

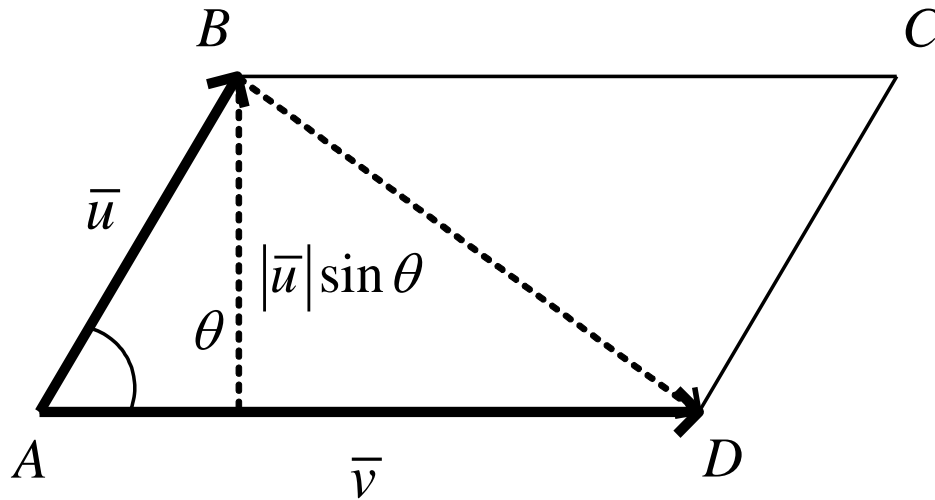
$$= |\bar{u}|^2 |\bar{v}|^2 - |\bar{u}|^2 |\bar{v}|^2 \cos^2 \theta$$

$$= |\bar{u}|^2 |\bar{v}|^2 (1 - \cos^2 \theta)$$

$$= |\bar{u}|^2 |\bar{v}|^2 \sin^2 \theta$$

with  $\theta$  is the angle between  $\bar{u}$  and  $\bar{v}$ .

Therefore,  $|\bar{u} \times \bar{v}| = |\bar{u}||\bar{v}|\sin \theta$ .



From the figure above, we can see that the magnitude of the cross product is the area of the parallelogram of which arrows representing the two vectors are adjacent sides.

$$\text{Area of a parallelogram} = |\mathbf{u}||\mathbf{v}|\sin \theta = |\mathbf{u} \times \mathbf{v}|$$

$$\text{Area of triangle} = \frac{1}{2}|\mathbf{u} \times \mathbf{v}|$$

### *Example:*

(a) Find an area of a parallelogram that is formed from vectors  $\mathbf{u} = \mathbf{i} + \mathbf{j} - 3\mathbf{k}$  and  $\mathbf{v} = -6\mathbf{j} + 5\mathbf{k}$ .

(b) Find an area of a triangle that is formed from vectors  $\mathbf{u} = \mathbf{i} + \mathbf{j} - 3\mathbf{k}$  and  $\mathbf{v} = -6\mathbf{j} + 5\mathbf{k}$ .

### *Answer:*

$$(a) \sqrt{230} \quad (b) \frac{\sqrt{230}}{2}$$

## Scalar Triple Product

### *-Theorem-*

If  $\mathbf{a} = \langle x_1, y_1, z_1 \rangle$ ,  $\mathbf{b} = \langle x_2, y_2, z_2 \rangle$  and

$$\mathbf{c} = \langle x_3, y_3, z_3 \rangle,$$

then

$$\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c}) = \begin{vmatrix} x_1 & y_1 & z_1 \\ x_2 & y_2 & z_2 \\ x_3 & y_3 & z_3 \end{vmatrix}$$

### Properties of The Scalar Triple Product

1)  $\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c}) = (\mathbf{a} \times \mathbf{b}) \cdot \mathbf{c}$

2)  $(\mathbf{a} \times \mathbf{b}) \times \mathbf{c} = (\mathbf{a} \cdot \mathbf{c})\mathbf{b} - (\mathbf{b} \cdot \mathbf{c})\mathbf{a}$

3)  $\mathbf{a} \cdot (\mathbf{c} \times \mathbf{b}) = -\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c})$

4)  $\mathbf{a} \cdot (\mathbf{a} \times \mathbf{b}) = 0$

5)  $(\mathbf{a} + \mathbf{d}) \cdot (\mathbf{b} \times \mathbf{c}) = \mathbf{a} \cdot (\mathbf{b} \times \mathbf{c}) + \mathbf{d} \cdot (\mathbf{b} \times \mathbf{c})$

### *Example:*

If  $\mathbf{a} = 3\mathbf{i} + 4\mathbf{j} - \mathbf{k}$ ,  $\mathbf{b} = -6\mathbf{j} + 5\mathbf{k}$  and  $\mathbf{c} = \mathbf{i} + \mathbf{j} - \mathbf{k}$ ,  
evaluate

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

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

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

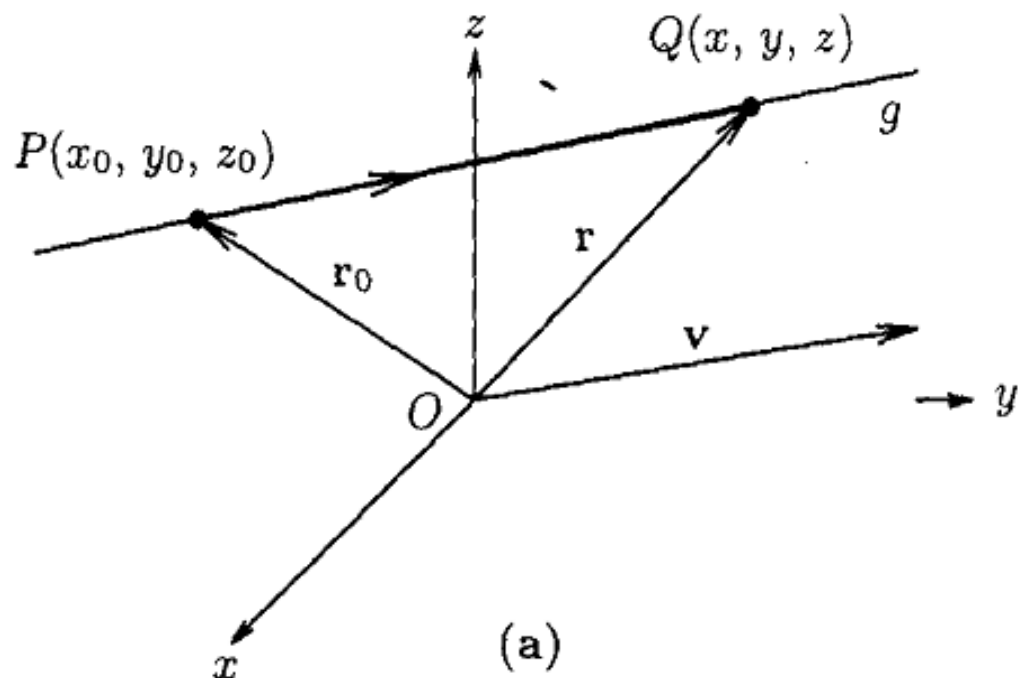
(d)  $\mathbf{b} \cdot (\mathbf{a} \times \mathbf{c})$

## 6.1 Lines in Space

In this section we use vectors to study lines in three-dimensional space.

### HOW LINES CAN BE DEFINED USING VECTORS?

The most convenient way to describe a line in space is to give a point on it and a nonzero vector parallel to it.



Suppose  $L$  is a straight line that passes through  $P(x_0, y_0, z_0)$  and is parallel to the vector  $\mathbf{v} = a\mathbf{i} + b\mathbf{j} + c\mathbf{k}$ .



Thus, a point  $Q(x, y, z)$  also lies on the line if

$$\overrightarrow{PQ} = t\mathbf{v} .$$

Let,

$$\mathbf{r}_0 = \overrightarrow{OP} \quad \text{and} \quad \mathbf{r} = \overrightarrow{OQ} ,$$

Then

$$\therefore \overrightarrow{PQ} = \mathbf{r} - \mathbf{r}_0 .$$

$$\mathbf{r} - \mathbf{r}_0 = t\mathbf{v}$$

$$\mathbf{r} = \mathbf{r}_0 + t\mathbf{v}$$

$$\langle x, y, z \rangle = \langle x_0, y_0, z_0 \rangle + t \langle a, b, c \rangle$$

*-Theorem-*

**(Parametric Equations for a Line)**

The line through the point  $P(x_0, y_0, z_0)$  and parallel to the nonzero vector  $\mathbf{A} = \langle a, b, c \rangle$  has the **parametric equations**,

$$x = x_0 + at, \quad y = y_0 + bt, \quad z = z_0 + ct.$$

If we let  $\mathbf{R}_0 = \langle x_0, y_0, z_0 \rangle$  denote the position vector of  $P(x_0, y_0, z_0)$  and  $\mathbf{R} = \langle x, y, z \rangle$  the position vector of the arbitrary point  $Q(x, y, z)$  on the line, then we write equation (1) in the vector form,

$$\mathbf{R} = \mathbf{R}_0 + t\mathbf{A}.$$

*Example:*

Give the parametric equations for the line through the point  $(6, 4, 3)$  and parallel to the vector  $\langle 2, 0, -7 \rangle$ .

*-Theorem-*

**(Symmetric Equations for a line)**

The line through the point  $P(x_0, y_0, z_0)$  and parallel to the nonzero vector  $\mathbf{A} = \langle a, b, c \rangle$  has the **symmetrical equations**,

$$\frac{x - x_0}{a} = \frac{y - y_0}{b} = \frac{z - z_0}{c}.$$

***Example:***

Given that the symmetrical equations of a line

in space is  $\frac{2x + 1}{3} = \frac{3 - y}{4} = \frac{z + 4}{2}$ .

Find,

- (a) a point on the line.
- (b) a vector that is parallel to the line.