

4 The Cross Product

4.1 Review and Introduction of the Cross Product – Video Before Class

Objective(s):

- Define the cross product
- Review how to find determinants of 3x3 matrices.
- Use the cross product to find a vector that is perpendicular to two other vectors.

The goal of this class is given two non-zero non-parallel vectors \mathbf{a}, \mathbf{b} to be able to find a vector \mathbf{n} that is

perpendicular to both \mathbf{a} and \mathbf{b} .

Definition(s) 4.1. The Cross Product of $\mathbf{a} = a_1\mathbf{i} + a_2\mathbf{j} + a_3\mathbf{k}$ and $\mathbf{b} = b_1\mathbf{i} + b_2\mathbf{j} + b_3\mathbf{k}$ is given by the determinant:

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

Example 4.2. Evaluate $\langle 1, 2, 3 \rangle \times \langle -2, 1, 0 \rangle$

$$\begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 2 & 3 \\ -2 & 1 & 0 \end{vmatrix} = \mathbf{i} \begin{vmatrix} 2 & 3 \\ 1 & 0 \end{vmatrix} - \mathbf{j} \begin{vmatrix} 1 & 3 \\ -2 & 0 \end{vmatrix} + \mathbf{k} \begin{vmatrix} 1 & 2 \\ -2 & 1 \end{vmatrix}$$

$\underbrace{\quad}_{(-3)} \quad \underbrace{\quad}_6 \quad \underbrace{\quad}_5$

$$(-3, -6, 5)$$

$$\begin{vmatrix} \mathbf{i}^+ & \mathbf{j}^- & \mathbf{k}^+ \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

Theorem 4.3.

(a) The vector $\mathbf{a} \times \mathbf{b}$ is perpendicular to both \mathbf{a} and \mathbf{b} .

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

$$|\mathbf{a} \times \mathbf{b}| = |\mathbf{a}| \cdot |\mathbf{b}| \sin \theta$$

(c) Two nonzero vectors \mathbf{a} and \mathbf{b} are parallel if and only if

$$|\mathbf{a} \times \mathbf{b}| = 0$$

number (but $\vec{a} \times \vec{b} = \text{vector}$)

Heart of the Proofs:

(a) Apply dot product with both \mathbf{a} and \mathbf{b} and see that they are 0.

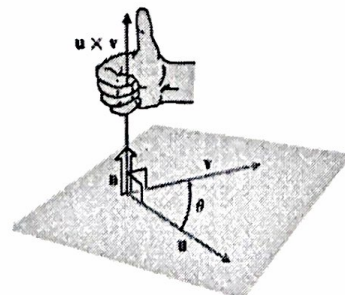
(b) Expand $|\mathbf{a} \times \mathbf{b}|^2$ carefully and group cleverly to get $|\mathbf{a} \times \mathbf{b}|^2 = \|\mathbf{a}\|^2 \|\mathbf{b}\|^2 - (\mathbf{a} \cdot \mathbf{b})^2$.

(c) Comes from (b).

Example 4.4. Find a vector \mathbf{u} that satisfies $\mathbf{u} \cdot \langle 9, 3, 1 \rangle = 0$ and $\mathbf{u} \cdot \langle -2, 4, 0 \rangle = 0$

$$\begin{aligned} \text{Choose } \vec{u} &= (9, 3, 1) \times (-2, 4, 0) \\ &= \begin{vmatrix} i & j & k \\ 9 & 3 & 1 \\ -2 & 4 & 0 \end{vmatrix} = i \begin{vmatrix} 3 & 1 \\ 4 & 0 \end{vmatrix} - j \begin{vmatrix} 9 & 1 \\ -2 & 0 \end{vmatrix} + k \begin{vmatrix} 9 & 3 \\ -2 & 4 \end{vmatrix} \\ &= (-4, -2, 42) \end{aligned}$$

Theorem 4.5 (Direction of the Cross Product). Take two non-zero non-parallel vectors \mathbf{a} , \mathbf{b} . Then the direction of $\mathbf{a} \times \mathbf{b}$ is determined by the right-hand-thumb-rule. That is: the way your right thumb points when your right-hand fingers curl through the angle θ from \mathbf{a} to \mathbf{b} .



4.2 Properties and Applications of the Cross Product – During Class

Objective(s):

- Determine and utilize properties of the cross product.
- Use the cross product to calculate areas of triangles and parallelograms.
- Apply the cross product to the physical application of torque.

Example 4.6. Find the cross product $\mathbf{a} \times \mathbf{b}$ and verify that it is orthogonal to both $\mathbf{a} = \langle 1, 1, -1 \rangle$ and $\mathbf{b} = \langle 2, 4, 6 \rangle$.

$$\begin{aligned} \mathbf{a} \times \mathbf{b} &= \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 1 & -1 \\ 2 & 4 & 6 \end{vmatrix} = \mathbf{i} \begin{vmatrix} 1 & -1 \\ 4 & 6 \end{vmatrix} - \mathbf{j} \begin{vmatrix} 1 & -1 \\ 2 & 6 \end{vmatrix} + \mathbf{k} \begin{vmatrix} 1 & 1 \\ 2 & 4 \end{vmatrix} \\ &= 10\mathbf{i} - 8\mathbf{j} + 2\mathbf{k} \\ &= (10, -8, 2) \end{aligned}$$

$$(\mathbf{a} \times \mathbf{b}) \cdot \mathbf{a} = (10, -8, 2) \cdot (1, 1, -1) = 10 - 8 - 2 = 0$$

$$(\mathbf{a} \times \mathbf{b}) \cdot \mathbf{b} = (10, -8, 2) \cdot (2, 4, 6) = 20 - 32 + 12 = 0$$

Theorem 4.7 (Properties of the Cross Product). Let \mathbf{a} , \mathbf{b} , \mathbf{c} be vectors and r , s are scalars:

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

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

$$(b) (r\mathbf{a}) \times (s\mathbf{b}) = (rs)(\mathbf{a} \times \mathbf{b})$$

$$(e) (\mathbf{b} + \mathbf{c}) \times \mathbf{a} = \mathbf{b} \times \mathbf{a} + \mathbf{c} \times \mathbf{a}$$

$$(c) \mathbf{0} \times \mathbf{a} = \vec{0} \text{ vector}$$

Example 4.8. Given that $\langle 1, 1, 0 \rangle \times \langle 3, 4, -2 \rangle = \langle -2, 2, 1 \rangle$ quickly calculate the following:

$$(a) \langle 3, 4, -2 \rangle \times \langle 1, 1, 0 \rangle = \langle 2, -2, 1 \rangle$$

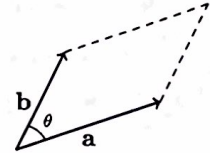
$$(b) \langle 4, 4, 0 \rangle \times \langle 3, 4, -2 \rangle = \langle -8, 8, 4 \rangle$$

Recall from geometry that a parallelogram with side lengths x and y with the angle θ between its sides has area:

$A = xy \sin \theta$. Translated into MTH 234 notation:

Theorem 4.9. The parallelogram formed by vectors \mathbf{a} and \mathbf{b} with angle θ between them is given by:

$$\text{Area of parallelogram} = |\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$$



Example 4.10. Find the area of the parallelogram generated by $\mathbf{u} = \mathbf{i} - \mathbf{j}$ and $\mathbf{v} = \mathbf{j} + 3\mathbf{k}$.

$$\mathbf{u} = (1, -1, 0) \quad \mathbf{v} = (0, 1, 3)$$

$$\vec{u} \times \vec{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & -1 & 0 \\ 0 & 1 & 3 \end{vmatrix} = \mathbf{i} \begin{vmatrix} -1 & 0 \\ 1 & 3 \end{vmatrix} - \mathbf{j} \begin{vmatrix} 1 & 0 \\ 0 & 3 \end{vmatrix} + \mathbf{k} \begin{vmatrix} 1 & -1 \\ 0 & 1 \end{vmatrix}$$

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

$$\text{area} = |(-3, -3, 1)| = \sqrt{3^2 + 3^2 + 1^2} = \sqrt{19}$$

Example 4.11. Find the area of the triangle with vertices $P(1, 0, 1)$, $Q(-2, 1, 3)$, and $R(4, 2, 5)$.

$$\vec{PQ} = (-2, 1, 3) - (1, 0, 1) = (-3, 1, 2) \quad \text{end-start}$$

$$\vec{PR} = (4, 2, 5) - (1, 0, 1) = (3, 2, 4)$$

$$\vec{PQ} \times \vec{PR} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ -3 & 1 & 2 \\ 3 & 2 & 4 \end{vmatrix} = \mathbf{i} \begin{vmatrix} 1 & 2 \\ 2 & 4 \end{vmatrix} - \mathbf{j} \begin{vmatrix} -3 & 2 \\ 3 & 4 \end{vmatrix} + \mathbf{k} \begin{vmatrix} -3 & 1 \\ 3 & 2 \end{vmatrix}$$

$$= (0, 18, -9)$$

$$\text{Area} = \frac{1}{2} \sqrt{0^2 + 18^2 + 9^2} =$$

↑
triangle

Example 4.12. Find two unit vectors orthogonal to both $j - k$ and $i + j$.

$$u = (0, 1, -1)$$

$$v = (1, 1, 0)$$

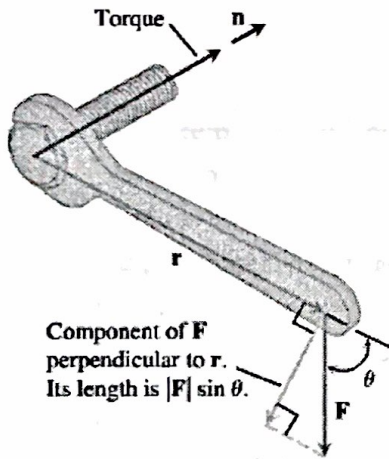
$$\vec{u} \times \vec{v} = \begin{vmatrix} i & j & k \\ 0 & 1 & -1 \\ 1 & 1 & 0 \end{vmatrix}$$

$$= i \begin{vmatrix} 1 & -1 \\ 1 & 0 \end{vmatrix} - j \begin{vmatrix} 0 & -1 \\ 1 & 0 \end{vmatrix} + k \begin{vmatrix} 0 & 1 \\ 1 & 1 \end{vmatrix} = (1, -1, -1) \text{ magnitude } \sqrt{3}$$

two vectors are

$$\frac{(1, -1, -1)}{\sqrt{3}} \text{ and } -\frac{(1, -1, -1)}{\sqrt{3}}$$

So our application to the real world of the day is Torque! Here is the picture



Recall from your favorite physics class that

$$\text{Torque} = (\text{Force})(\text{Distance from pivot}).$$

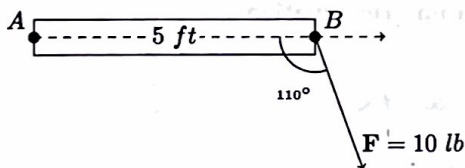
So long as the force is being applied perpendicular to the distance vector. But what if it's not?

The magnitude of the torque vector is = $|\vec{r} \times \vec{F}|$

And what about direction? $\perp(\vec{r} \text{ and } \vec{F})$

The torque vector is of course given by: $\vec{r} \times \vec{F}$

Example 4.13. Find the magnitude of the torque generated by force F at the pivot point A in the figure below



$$|F| \cdot |r| \cdot \sin \theta = 10 \times 5 \times \sin(70^\circ)$$

Theorem

$$(a) \vec{a} \times \vec{b} = -(\vec{b} \times \vec{a})$$

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

$$(c) \vec{0} \times \vec{a} = \vec{0}$$

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

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

Example 4.8. Given that $\langle 1, 1, 0 \rangle \times \langle 3, 4, -2 \rangle = \langle -2, 2, 1 \rangle$ quickly calculate the following:

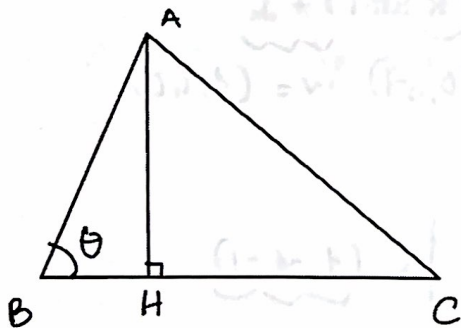
$$(a) \langle 3, 4, -2 \rangle \times \langle 1, 1, 0 \rangle$$

$$(b) \langle 4, 4, 0 \rangle \times \langle 3, 4, -2 \rangle$$

$$a) \vec{b} \times \vec{a} = -\vec{a} \times \vec{b} = -\langle -2, 2, 1 \rangle = \langle 2, -2, 1 \rangle$$

$$b) 4\vec{a} \times \vec{b} = \langle -8, 8, 4 \rangle$$

Area of triangle



$$S_{ABC} = \frac{1}{2} AB \cdot BC \cdot \sin \theta$$

why?

$$AH = AB \sin \theta$$

$$S_{ABC} = \frac{1}{2} AH \cdot BC$$

$$= \frac{1}{2} AB \cdot BC \cdot \sin \theta.$$

thus

$$S_{ABC} = \left| \vec{BA} \times \vec{BC} \right|$$