

Vector Product

Let $\underline{u}, \underline{v}$ be vec's in \mathbb{R}^3 ,

$$\underline{u} = (u_1, u_2, u_3)$$

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

We define the vector product, or cross product as $\underline{u} \wedge \underline{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = (u_2 v_3 - v_2 u_3, u_3 v_1 - u_1 v_3, u_1 v_2 - u_2 v_1)$

also written $\underline{u} \times \underline{v}$

Notes

• $\underline{u} \wedge \underline{v}$ is a vector

• $\underline{u} \wedge \underline{v} = \underline{0}$ iff $\underline{u} = \lambda \underline{v}$ for some λ (ie if $\underline{u}, \underline{v}$ are linearly dependent)

• $|\underline{u} \wedge \underline{v}|^2 = |\underline{u}|^2 |\underline{v}|^2 - (\underline{u} \cdot \underline{v})^2$ ← Problem sheets

• $(\alpha \underline{u} + \beta \underline{v}) \wedge \underline{w} = \alpha \underline{u} \wedge \underline{w} + \beta \underline{v} \wedge \underline{w}$

Geometric interpretation?

Observation 1

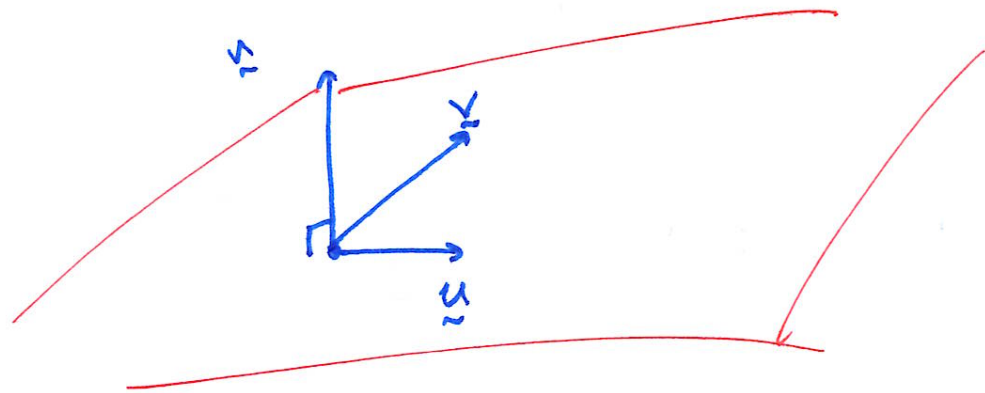
$$(\underline{u} \wedge \underline{v}) \cdot \underline{u} = 0 = (\underline{u} \wedge \underline{v}) \cdot \underline{v}$$

Proof

$$(\underline{u} \wedge \underline{v}) \cdot \underline{u} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} \cdot (u_1, u_2, u_3) = \begin{vmatrix} u_1 & u_2 & u_3 \\ u_2 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = 0$$

repeated row \Rightarrow determinant = 0

$\underline{u} \wedge \underline{v} = \lambda \underline{n}$ w/ \underline{n} normal vector of plane spanned by $\underline{u}, \underline{v}$



Obs. 2 $|\underline{u} \wedge \underline{v}| = |\underline{u}| |\underline{v}| \sin \theta$, w/ θ is (smaller) angle b/t $\underline{u}, \underline{v}$

Pf $|\underline{u} \wedge \underline{v}|^2 = |\underline{u}|^2 |\underline{v}|^2 - \underbrace{(\underline{u} \cdot \underline{v})^2}_{|\underline{u}|^2 |\underline{v}|^2 \cos^2 \theta} = |\underline{u}|^2 |\underline{v}|^2 \underbrace{(1 - \cos^2 \theta)}_{\sin^2 \theta}$

* Thus $\underline{u} \wedge \underline{v}$ has max. magnitude when \underline{u} & \underline{v} are orthog.

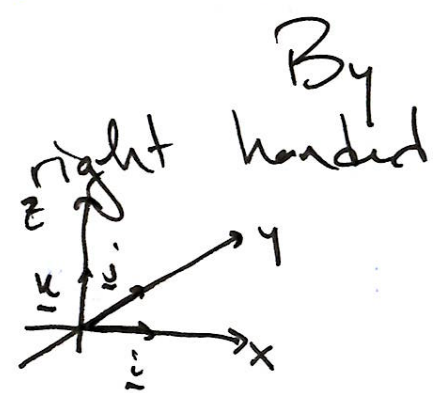
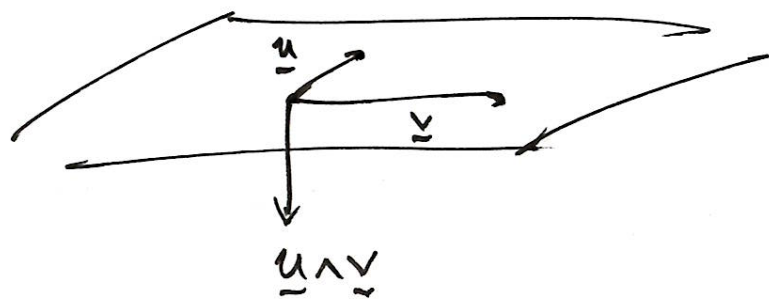
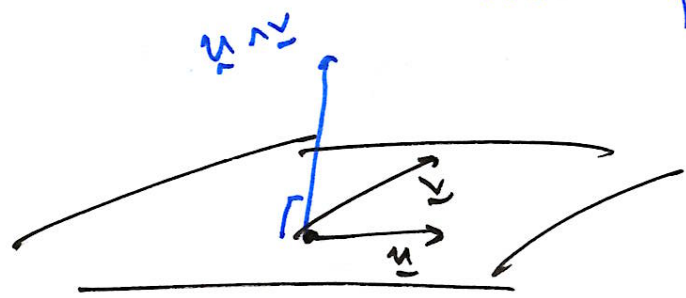
• Also, if $|\underline{u}| = 1$, $|\underline{v}| = 1$, and $\underline{u} \cdot \underline{v} = 0$, then $|\underline{u} \wedge \underline{v}| = 1$

- in particular, note that $\underline{i} \wedge \underline{j} = \underline{k}$, $\underline{j} \wedge \underline{k} = \underline{i}$, $\underline{k} \wedge \underline{i} = \underline{j}$

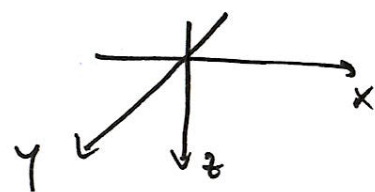
Obs. 3 Order matters! $\underline{v} \wedge \underline{u} = -(\underline{u} \wedge \underline{v})$

Which direction? Determined by "Right hand Rule"

• orient the right hand st fingers point to \underline{u} when straight and point to \underline{v} when curled \rightarrow then $\underline{u} \wedge \underline{v}$ is in direction of your (extended) thumb.



By convention, we use coord. system:



Defn Let $\underline{u}, \underline{v}, \underline{w} \in \mathbb{R}^3$. The scalar triple product is $\underline{u} \cdot (\underline{v} \wedge \underline{w})$

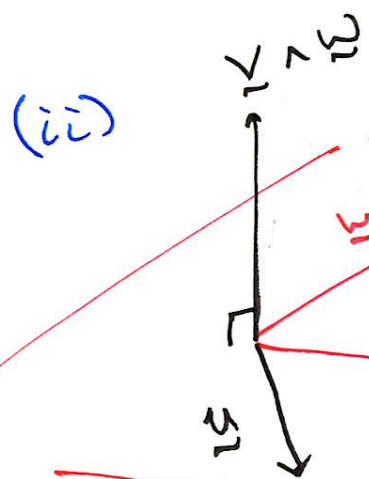
- Often written $[\underline{u}, \underline{v}, \underline{w}] = \underline{u} \cdot (\underline{v} \wedge \underline{w})$

Notes 1. $[\underline{u}, \underline{v}, \underline{w}] = \underline{u} \cdot \begin{vmatrix} i & j & k \\ \leftarrow v_1 \rightarrow & \leftarrow v_2 \rightarrow & \leftarrow v_3 \rightarrow \\ \leftarrow w_1 \rightarrow & \leftarrow w_2 \rightarrow & \leftarrow w_3 \rightarrow \end{vmatrix} = \begin{vmatrix} \leftarrow u_1 \rightarrow & \leftarrow u_2 \rightarrow & \leftarrow u_3 \rightarrow \\ \leftarrow v_1 \rightarrow & \leftarrow v_2 \rightarrow & \leftarrow v_3 \rightarrow \\ \leftarrow w_1 \rightarrow & \leftarrow w_2 \rightarrow & \leftarrow w_3 \rightarrow \end{vmatrix}$

2. $[\underline{u}, \underline{v}, \underline{w}] = [\underline{w}, \underline{u}, \underline{v}] = [\underline{v}, \underline{w}, \underline{u}] = -[\underline{u}, \underline{w}, \underline{v}] = -[\underline{v}, \underline{u}, \underline{w}] = -[\underline{w}, \underline{v}, \underline{u}]$

3. $[\underline{u}, \underline{v}, \underline{w}] = 0$ iff $\underline{u}, \underline{v}, \underline{w}$ are linearly dependent
 $\hookrightarrow \exists c_1, c_2, c_3$ not all 0 st $c_1 \underline{u} + c_2 \underline{v} + c_3 \underline{w} = \underline{0}$

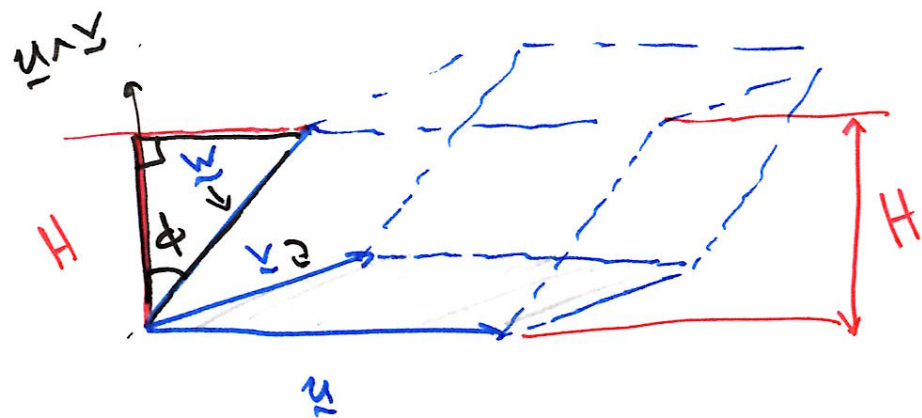
Proofs of 3: (i) if A is a square matrix,
 $\det A = 0$ iff A is singular iff rows of A are lin. dependent



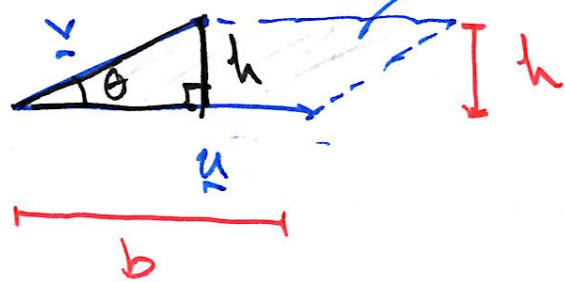
(a) $\underline{v} \wedge \underline{w} = \underline{0}$ iff $\underline{v} = \lambda \underline{w}$ iff $\underline{v}, \underline{w}$ are lin. dep.
 then $\underline{u} \cdot (\underline{v} \wedge \underline{w}) = 0$

(b) $\underline{v} \wedge \underline{w} \neq \underline{0}$ spanned by \underline{v} & \underline{w} iff \underline{u} lives in plane
 iff $\underline{u}, \underline{v}, \underline{w}$ lin. dep.

• if construct a parallelepiped of $\underline{u}, \underline{v}, \underline{w}$



claim: volume is $|\underline{u}, \underline{v}, \underline{w}|$



area of parallelogram is $b \cdot h$

$$b = |\underline{u}|, \quad h = |\underline{v}| \sin \theta$$

$$\Rightarrow \text{area} = |\underline{u}| |\underline{v}| \sin \theta = |\underline{u} \wedge \underline{v}|$$

Volume of parallelepiped is area of base \times height, $H = |\underline{w}| |\cos \phi|$

• ϕ is angle between \underline{w} and $\underline{u} \wedge \underline{v}$

$$\Rightarrow \text{volume} = |\underline{u} \wedge \underline{v}| |\underline{w}| |\cos \phi| = |(\underline{u} \wedge \underline{v}) \cdot \underline{w}| = |\underline{u}, \underline{v}, \underline{w}|$$

• Consider volume is zero iff "box is squashed", i.e. flat,
ie $\underline{u}, \underline{v}, \underline{w}$ all live in same plane i.e. lin. dep!

Defn Let $\underline{u}, \underline{v}, \underline{w} \in \mathbb{R}^3$, the vector triple product

is $\underline{u} \wedge (\underline{v} \wedge \underline{w})$. - this satisfies

$$\underline{u} \wedge (\underline{v} \wedge \underline{w}) = (\underline{u} \cdot \underline{w}) \underline{v} - (\underline{u} \cdot \underline{v}) \underline{w}$$

Pf Let's choose i to align w/ \underline{u} . So $\underline{u} = u \underline{i}$, then

$$(\underline{u} \cdot \underline{w}) \underline{v} - (\underline{u} \cdot \underline{v}) \underline{w} = u w_1 \underline{v} - u v_1 \underline{w} = u (0, w_1 v_2 - v_1 w_2, w_1 v_3 - v_1 w_3)$$

$$\underline{u} \wedge \underline{x} = \begin{vmatrix} \underline{i} & \underline{j} & \underline{k} \\ 1 & 0 & 0 \\ x_1 & x_2 & x_3 \end{vmatrix} = (0, -x_3, x_2) \Rightarrow u \underline{i} \wedge (\underline{v} \wedge \underline{w}) = u (0, w_1 v_2 - v_1 w_2, w_1 v_3 - v_1 w_3)$$

Defn The scalar quadruple product: $(\underline{a} \wedge \underline{b}) \cdot (\underline{c} \wedge \underline{d})$

Claim $= (\underline{a} \cdot \underline{c})(\underline{b} \cdot \underline{d}) - (\underline{a} \cdot \underline{d})(\underline{b} \cdot \underline{c})$

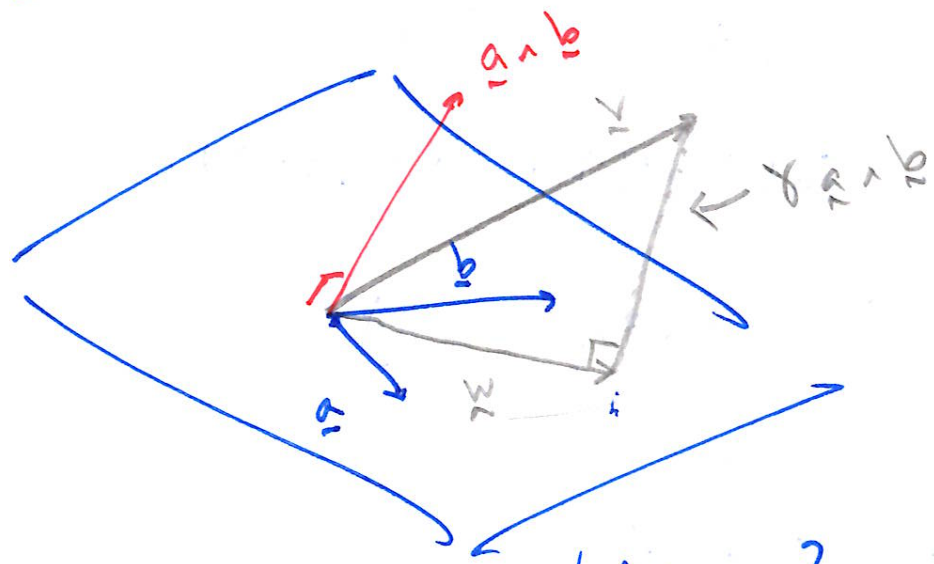
Pf. $(\underline{a} \wedge \underline{b}) \cdot (\underline{c} \wedge \underline{d}) = [\underline{a} \wedge \underline{b}, \underline{c} \wedge \underline{d}] = [\underline{d}, \underline{a} \wedge \underline{b}, \underline{c}] = \underline{d} \cdot (\underline{a} \wedge \underline{b} \wedge \underline{c})$

$$= \underline{d} \cdot ((\underline{c} \cdot \underline{a}) \underline{b} - (\underline{c} \cdot \underline{b}) \underline{a}) = (\underline{a} \cdot \underline{c})(\underline{b} \cdot \underline{d}) - (\underline{c} \cdot \underline{b})(\underline{a} \cdot \underline{d})$$

Ex. If $\underline{a}, \underline{b} \in \mathbb{R}^3$ are lin. independent, $\left\{ \begin{array}{l} \underline{a} \neq \gamma \underline{b} \text{ for any } \gamma \\ \underline{a} \wedge \underline{b} \neq \underline{0} \end{array} \right\}$
 then $\underline{a}, \underline{b}, \underline{a} \wedge \underline{b}$ form a basis for \mathbb{R}^3

- Formally, for any $\underline{v} \in \mathbb{R}^3$, \exists unique $\{\alpha, \beta, \gamma\}$ (scalars)
 st $\underline{v} = \alpha \underline{a} + \beta \underline{b} + \gamma \underline{a} \wedge \underline{b}$

Pf



define $\underline{w} = \underline{v} - \gamma \underline{a} \wedge \underline{b}$ where $\gamma = \frac{\underline{v} \cdot (\underline{a} \wedge \underline{b})}{|\underline{a} \wedge \underline{b}|^2}$

$\underline{w} \cdot (\underline{a} \wedge \underline{b}) = 0$ using $\underline{w} \cdot (\underline{a} \wedge \underline{b}) = 0$

$\underline{w} = \alpha \underline{a} + \beta \underline{b}$ for some α, β

Unique?

suppose

$$\alpha_1 \underline{a} + \beta_1 \underline{b} + \gamma_1 \underline{a} \wedge \underline{b} = \underline{v} = \alpha_2 \underline{a} + \beta_2 \underline{b} + \gamma_2 \underline{a} \wedge \underline{b}$$

$$\Rightarrow \alpha_1 = \alpha_2 = \beta_1 = \beta_2 = \gamma_1 = \gamma_2$$

Yes, $\underline{v} = \alpha \underline{a} + \beta \underline{b} + \gamma \underline{a} \wedge \underline{b} = \underline{0}$

\hookrightarrow Dot w/

$\underline{a} \wedge \underline{b} \Rightarrow \gamma = 0. \Rightarrow \alpha = \beta = 0$ since $\underline{a}, \underline{b}$ are lin. indep.

Let $\vec{a}, \vec{b} \in \mathbb{R}^3$. Consider all points \vec{r} st $\boxed{\vec{r} \wedge \vec{a} = \vec{b}}$
 be linearly indep.

$\{\vec{a}, \vec{b}, \vec{a} \wedge \vec{b}\}$ forms basis \Rightarrow can write $\vec{r} = \alpha \vec{a} + \beta \vec{b} + \gamma \vec{a} \wedge \vec{b}$

So $\vec{r} \wedge \vec{a} = \alpha \vec{a} \wedge \vec{a} + \beta \vec{b} \wedge \vec{a} + \gamma (\vec{a} \cdot \vec{b}) \vec{a} - (\vec{a} \cdot \vec{a}) \vec{b} = \vec{b}$

Since $\{\vec{a}, \vec{b}, \vec{a} \wedge \vec{b}\}$ is a basis, any pt has unique representation

$\Rightarrow \beta = 0$. Case 1: if $\vec{a} \cdot \vec{b} = 0$, $\gamma = \frac{1}{|\vec{a}|^2}$ \checkmark γ can't equal 0 and $\frac{1}{|\vec{a}|^2}$!

Case 2: if $\vec{a} \cdot \vec{b} \neq 0$ No solns!

α is free! $\Rightarrow \boxed{\vec{r} = \frac{\vec{a} \wedge \vec{b}}{|\vec{a}|^2} + \alpha \vec{a}}$ is soln for $\boxed{\text{any } \alpha}$

$\therefore \vec{r} \wedge \vec{a} = \vec{b}, \vec{a} \cdot \vec{b} = 0$, is a line thru pt $\frac{\vec{a} \wedge \vec{b}}{|\vec{a}|^2}$, in direction \vec{a}

Compare: $\vec{r} \cdot \vec{n} = c$ plane w/ normal \vec{n}
 $\vec{r} \wedge \vec{a} = \vec{b}$ line w/ dir. \vec{a}

Ex Find intersection of $\vec{r} \cdot \vec{n} = c$, $\vec{r} \wedge \vec{a} = \vec{b}$ ($\vec{a} \cdot \vec{b} = 0$)

(expect 0, 1, or ∞ solns)

• pts on line satisfy $\vec{r} = \frac{\vec{a} \wedge \vec{b}}{|\vec{a}|^2} + \alpha \vec{a}$

plug into $\vec{r} \cdot \vec{n} = c$: $\frac{(\vec{a} \wedge \vec{b}) \cdot \vec{n}}{|\vec{a}|^2} + \alpha \vec{a} \cdot \vec{n} = c$ ← eqn for α

Possibilities

- $\vec{a} \cdot \vec{n} \neq 0 \rightarrow$ one unique soln for α , $\alpha = \frac{c - \vec{P} \cdot \vec{n}}{\vec{a} \cdot \vec{n}}$
- $\vec{a} \cdot \vec{n} = 0$ AND $\vec{P} \cdot \vec{n} = c \Rightarrow$ true for any α , so ∞ many solns
- $\vec{a} \cdot \vec{n} = 0$ AND $\vec{P} \cdot \vec{n} \neq c \Rightarrow$ false for all $\alpha \Rightarrow$ No solns!

line is \vec{n}
 plane
 line is \parallel
 to plane

