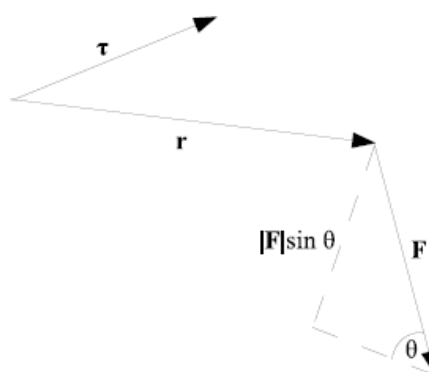


Chapter 11. Three dimensional analytic geometry and vectors.
Section 11.3 The cross product.

If we tighten a bolt by applying a force to a wrench, we produce a turning effect called a *torque* $\vec{\tau}$ that acts along the axis of the bolt to move it forward.



The magnitude of the torque depends on two things:

- The distance from the axis of the bolt to the point where the force is applied. This is $|\vec{r}|$, the length of the position vector \vec{r} .
- The scalar component of the force \vec{F} in the direction perpendicular to \vec{r} . This is the only component that can cause a rotation and it is

$$|\vec{F}| \sin \theta$$

where θ is an angle between the vectors \vec{r} and \vec{F} .

We define the magnitude of the torque to be the product of these two factors:

$$|\tau| = |\vec{r}| |\vec{F}| \sin \theta$$

If \vec{n} is a unit vector that points in the direction in which a right-threaded bolt moves, we define the torque to be the vector

$$\vec{\tau} = (|\vec{r}| |\vec{F}| \sin \theta) \vec{n}. \quad \equiv \quad \vec{r} \times \vec{F}$$

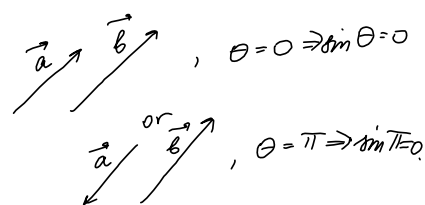
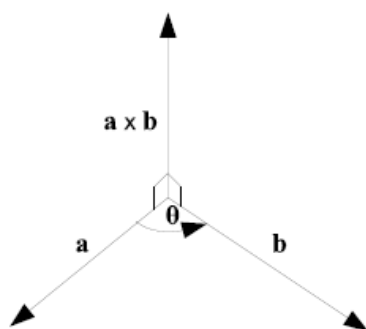
We denote this torque vector by $\vec{\tau} = \vec{r} \times \vec{F}$ and we call it the **cross product** or **vector product** of \vec{r} and \vec{F} .

Definition. If \vec{a} and \vec{b} are nonzero three-dimensional vectors, the **cross product** of \vec{a} and \vec{b} is the vector

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

where θ is the angle between \vec{a} and \vec{b} and \vec{n} is a unit vector perpendicular to both \vec{a} and \vec{b} and whose direction is given by the **right-hand rule**: If the fingers of your hand curl through the angle θ from \vec{a} to \vec{b} , then your thumb points in the direction of \vec{n} .

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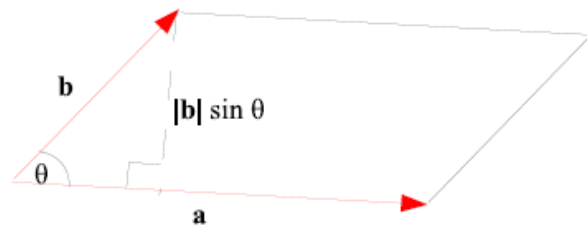
If either \vec{a} or \vec{b} is $\vec{0}$, then we define $\vec{a} \times \vec{b}$ to be $\vec{0}$.

- $\vec{a} \times \vec{b}$ is orthogonal to both \vec{a} and \vec{b} .
- Two nonzero vectors \vec{a} and \vec{b} are parallel if and only if $\vec{a} \times \vec{b} = \vec{0}$.

Properties of the cross product. If \vec{a} , \vec{b} , and \vec{c} are vectors and k is a scalar, then

1. $\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$
2. $(k\vec{a}) \times \vec{b} = k(\vec{a} \times \vec{b}) = \vec{a} \times (k\vec{b})$
3. $\vec{a} \times (\vec{b} + \vec{c}) = \vec{a} \times \vec{b} + \vec{a} \times \vec{c}$
4. $(\vec{a} + \vec{b}) \times \vec{c} = \vec{a} \times \vec{c} + \vec{b} \times \vec{c}$

The 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} .



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

The cross product in component form.

A determinant of order 2 is defined by

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc$$

A determinant of order 3 can be defined in terms of second-order determinants as follows:

$$\begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = a_1 \begin{vmatrix} b_2 & b_3 \\ c_2 & c_3 \end{vmatrix} - a_2 \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix} = a_1(b_2c_3 - c_2b_3) - a_2(b_1c_3 - c_1b_3) + a_3(b_1c_2 - c_1b_2)$$

$$= a_1b_2c_3 + a_2b_3c_1 + a_3b_1c_2 - a_3b_2c_1 - a_2b_1c_3 - a_1b_3c_2$$

The cross product of a $\vec{a} = a_1\vec{i} + a_2\vec{j} + a_3\vec{k}$ and $\vec{b} = b_1\vec{i} + b_2\vec{j} + b_3\vec{k}$ is

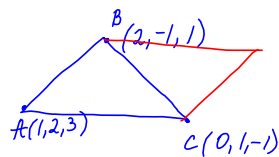
$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \vec{i} \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} - \vec{j} \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} + \vec{k} \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} = (a_2b_3 - a_3b_2)\vec{i} - (a_1b_3 - a_3b_1)\vec{j} + (a_1b_2 - a_2b_1)\vec{k}$$

Example 1. If $\vec{a} = \langle -2, 3, 4 \rangle$ and $\vec{b} = \langle 3, 0, 1 \rangle$, find $\vec{a} \times \vec{b}$.

$$\vec{c} = \vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -2 & 3 & 4 \\ 3 & 0 & 1 \end{vmatrix} = \vec{i} \begin{vmatrix} 3 & 4 \\ 0 & 1 \end{vmatrix} - \vec{j} \begin{vmatrix} -2 & 4 \\ 3 & 1 \end{vmatrix} + \vec{k} \begin{vmatrix} -2 & 3 \\ 3 & 0 \end{vmatrix} = 3\vec{i} - \vec{j}(-2-12) + \vec{k}(0-9) = 3\vec{i} + 14\vec{j} - 9\vec{k} = \langle 3, 14, -9 \rangle$$

$$= 3\vec{i} + 12\vec{j} + 0 - 9\vec{k} - (-2)\vec{j} - 0 = 3\vec{i} + 14\vec{j} - 9\vec{k} = \langle 3, 14, -9 \rangle$$

Example 2. Find the area of the triangle with vertices $A(1, 2, 3)$, $B(2, -1, 1)$, $C(0, 1, -1)$.



area (parallelogram) = $|\vec{AB} \times \vec{AC}|$
 area ($\triangle ABC$) = $\frac{1}{2} |\vec{AB} \times \vec{AC}|$
 $\vec{AB} = \langle 2-1, -1-2, 1-3 \rangle = \langle 1, -3, -2 \rangle$
 $\vec{AC} = \langle 0-1, 1-2, -1-3 \rangle = \langle -1, -1, -4 \rangle$

$$\vec{AB} \times \vec{AC} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & -3 & -2 \\ -1 & -1 & -4 \end{vmatrix} = \vec{i} \begin{vmatrix} -3 & -2 \\ -1 & -4 \end{vmatrix} - \vec{j} \begin{vmatrix} 1 & -2 \\ -1 & -4 \end{vmatrix} + \vec{k} \begin{vmatrix} 1 & -3 \\ -1 & -1 \end{vmatrix} = \vec{i}(12-2) - \vec{j}(-4-2) + \vec{k}(-1-3) = 10\vec{i} + 6\vec{j} - 4\vec{k}$$

$$\text{area} = \frac{1}{2} |\vec{AB} \times \vec{AC}| = \frac{1}{2} \sqrt{10^2 + 6^2 + (-4)^2} = \frac{1}{2} \sqrt{100 + 36 + 16} = \frac{1}{2} \sqrt{152} = \frac{38.4}{2} = \sqrt{38}$$

Example 3. Find two unit vectors orthogonal to both $\vec{i} + \vec{j}$ and $\vec{i} - \vec{j} + \vec{k}$.

$$\vec{a} = \vec{i} + \vec{j} = \langle 1, 1, 0 \rangle$$

$$\vec{b} = \vec{i} - \vec{j} + \vec{k} = \langle 1, -1, 1 \rangle$$

$\vec{c} = \vec{a} \times \vec{b}$ is orthogonal to both \vec{a} and \vec{b} .

$$\vec{c} = \vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 1 & 0 \\ 1 & -1 & 1 \end{vmatrix} = \vec{i} \begin{vmatrix} 1 & 0 \\ -1 & 1 \end{vmatrix} - \vec{j} \begin{vmatrix} 1 & 0 \\ 1 & 1 \end{vmatrix} + \vec{k} \begin{vmatrix} 1 & 1 \\ 1 & -1 \end{vmatrix}$$

$$= \vec{i} - \vec{j} + \vec{k}(-1-1) = \vec{i} - \vec{j} - 2\vec{k} = \langle 1, -1, -2 \rangle$$

$\vec{u} = \frac{\vec{c}}{|\vec{c}|}$ is the unit vector in the direction of \vec{c} .
 \vec{u} is orthogonal to both \vec{a} and \vec{b} .

$$\vec{u} = \frac{\langle 1, -1, -2 \rangle}{\sqrt{1^2 + (-1)^2 + (-2)^2}} = \frac{\langle 1, -1, -2 \rangle}{\sqrt{6}} = \left\langle \frac{1}{\sqrt{6}}, -\frac{1}{\sqrt{6}}, -\frac{2}{\sqrt{6}} \right\rangle$$

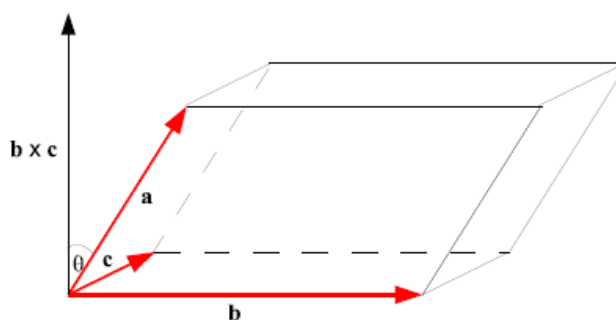
$$\vec{u}_2 = -\vec{u} = \left\langle -\frac{1}{\sqrt{6}}, \frac{1}{\sqrt{6}}, \frac{2}{\sqrt{6}} \right\rangle$$

Triple products

The product $\vec{a} \cdot (\vec{b} \times \vec{c})$ is called the **scalar triple product** of the vectors \vec{a} , \vec{b} , and \vec{c} .

The volume of the parallelepiped determined by the vectors \vec{a} , \vec{b} , and \vec{c} is the magnitude of their scalar triple product:

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



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

Suppose that \vec{a} , \vec{b} , and \vec{c} are given in component form:

$$\vec{a} = \langle a_1, a_2, a_3 \rangle, \quad \vec{b} = \langle b_1, b_2, b_3 \rangle, \quad \vec{c} = \langle c_1, c_2, c_3 \rangle.$$

Then

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

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Example 4. Find the volume of the parallelepiped determined by vectors $\vec{a} = 2\vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{b} = \vec{i} - \vec{j}$, and $\vec{c} = 2\vec{i} + 3\vec{k}$.

$$\vec{a} = \langle 2, 3, -2 \rangle, \quad \vec{b} = \langle 1, -1, 0 \rangle, \quad \vec{c} = \langle 2, 0, 3 \rangle$$

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \begin{vmatrix} 2 & 3 & -2 \\ 1 & -1 & 0 \\ 2 & 0 & 3 \end{vmatrix} = -6 + 0 + 0 - 4 - 9 - 0 = -19$$

$$\text{Volume} = |\vec{a} \cdot (\vec{b} \times \vec{c})| = |-19| = 19$$

Example 5. Use the scalar triple product to verify that the vectors $\vec{a} = 2\vec{i} + 3\vec{j} + \vec{k}$, $\vec{b} = \vec{i} - \vec{j}$, and $\vec{c} = 7\vec{i} + 3\vec{j} + 2\vec{k}$ are coplanar; that is, they lie in the same plane.

if \vec{a}, \vec{b} and \vec{c} lie in the same plane if and only if $\vec{a} \cdot (\vec{b} \times \vec{c}) = 0$
are coplanar

$$\vec{a} = \langle 2, 3, 1 \rangle, \quad \vec{b} = \langle 1, -1, 0 \rangle, \quad \vec{c} = \langle 7, 3, 2 \rangle$$

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \begin{vmatrix} 2 & 3 & 1 \\ 1 & -1 & 0 \\ 7 & 3 & 2 \end{vmatrix} = -4 + 0 + 3 - (-7) - 6 - 0 = 0$$

YES

The product $\vec{a} \cdot (\vec{b} \times \vec{c})$ is called the **vector triple product** of the vectors \vec{a} , \vec{b} , and \vec{c} .

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