

2.4 The Cross Product (9.4)

Def: A 2x2 matrix is an entity of the following form $A = \begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix}$. Similarly a 3x3 matrix has

a form $A = \begin{pmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix}$.

Def: Every matrix is associated with a special number called **determinant**. The determinant of 2x2 matrix is given by $\det A = |A| = \begin{vmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{vmatrix} = a_{11}a_{22} - a_{12}a_{21}$. The determinant of 3x3 matrix is given in terms of determinants of 2x2 matrices as following

$$\det A = |A| = \begin{vmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{vmatrix} = a_{11} \begin{vmatrix} a_{22} & a_{23} \\ a_{32} & a_{33} \end{vmatrix} - a_{12} \begin{vmatrix} a_{11} & a_{13} \\ a_{31} & a_{33} \end{vmatrix} + a_{13} \begin{vmatrix} a_{21} & a_{22} \\ a_{31} & a_{32} \end{vmatrix} =$$

$$= a_{11}(a_{22}a_{33} - a_{23}a_{32}) + a_{12}(a_{11}a_{33} - a_{13}a_{31}) + a_{13}(a_{21}a_{32} - a_{22}a_{31})$$

Ex 7. $\begin{vmatrix} 1 & 2 \\ 3 & 4 \end{vmatrix} = 4 - 6 = -2$

Ex 8. $\begin{vmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{vmatrix} = 1 \cdot \begin{vmatrix} 5 & 6 \\ 8 & 9 \end{vmatrix} - 2 \cdot \begin{vmatrix} 4 & 6 \\ 7 & 9 \end{vmatrix} + 3 \cdot \begin{vmatrix} 4 & 5 \\ 7 & 8 \end{vmatrix} =$
 $= (5 \cdot 9 - 6 \cdot 8) - 2(4 \cdot 9 - 6 \cdot 7) + 3(4 \cdot 8 - 5 \cdot 7) =$
 $= (45 - 48) - 2(36 - 42) + 3(32 - 35) = -3 - 2 \cdot (-6) + 3 \cdot (-3) = -3 + 12 - 9 = 0$

Def: The cross product between vectors $\vec{a} = \langle a_1, a_2, a_3 \rangle$ and $\vec{b} = \langle b_1, b_2, b_3 \rangle$ is given by

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

$$= \langle a_2b_3 - a_3b_2, a_3b_1 - a_1b_3, a_1b_2 - a_2b_1 \rangle$$

Ex 9. $\langle 1, 2, 3 \rangle \times \langle 4, 5, 6 \rangle = \langle 2 \cdot 6 - 3 \cdot 5, 3 \cdot 4 - 1 \cdot 6, 1 \cdot 5 - 2 \cdot 4 \rangle = \langle 12 - 15, 12 - 6, 5 - 8 \rangle = \langle -3, 6, -3 \rangle$

Ex 10. $\mathbf{i} \times \mathbf{j} = \langle 1, 0, 0 \rangle \times \langle 0, 1, 0 \rangle = \langle 0 \cdot 0 - 0 \cdot 1, 0 \cdot 0 - 1 \cdot 0, 1 \cdot 1 - 0 \cdot 0 \rangle = \langle 0, 0, 1 \rangle = \mathbf{k}$

Ex 11. $\mathbf{j} \times \mathbf{i} = \langle 0, 1, 0 \rangle \times \langle 1, 0, 0 \rangle = \langle 1 \cdot 0 - 0 \cdot 0, 0 \cdot 1 - 0 \cdot 0, 0 \cdot 0 - 1 \cdot 1 \rangle = \langle 0, 0, -1 \rangle = -\mathbf{k}$

Similarly $\mathbf{j} \times \mathbf{k} = \mathbf{i}$ $\mathbf{k} \times \mathbf{j} = -\mathbf{i}$ $\mathbf{k} \times \mathbf{i} = \mathbf{j}$ $\mathbf{i} \times \mathbf{k} = -\mathbf{j}$

Note that in general cross product is not commutative, i.e. $\vec{a} \times \vec{b} \neq \vec{b} \times \vec{a}$

Ex 12. $\mathbf{i} \times \mathbf{i} = \langle 1, 0, 0 \rangle \times \langle 1, 0, 0 \rangle = \langle 0 \cdot 0 - 0 \cdot 0, 0 \cdot 1 - 1 \cdot 0, 1 \cdot 0 - 0 \cdot 1 \rangle = \vec{0}$

In general $\vec{a} \times \vec{a} = \langle a, b, c \rangle \times \langle a, b, c \rangle = \langle a_2 a_3 - a_3 a_2, a_3 a_1 - a_1 a_3, a_1 a_2 - a_2 a_1 \rangle = \vec{0}$ also if $b = k\vec{a}$ then $\vec{a} \times \vec{b} = 0$

Ex 13. $(\mathbf{i} \times \mathbf{i}) \times \mathbf{j} = 0 \times \mathbf{j} = 0 \neq \mathbf{i} \times (\mathbf{i} \times \mathbf{j}) = \mathbf{i} \times \mathbf{k} = -\mathbf{j}$

In general $(\mathbf{a} \times \mathbf{b}) \times \mathbf{c} \neq \mathbf{a} \times (\mathbf{b} \times \mathbf{c})$

Properties of Cross Product

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

2) $(k\mathbf{a}) \times \mathbf{b} = \langle (ka_2)b_3 - (ka_3)b_2, (ka_3)b_1 - (ka_1)b_3, (ka_1)b_2 - (ka_2)b_1 \rangle =$
 $= k \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle = k \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle = k(\mathbf{a} \times \mathbf{b}) =$
 $= \mathbf{a} \times (k\mathbf{b})$

3) $\mathbf{a} \times (\mathbf{b} + \mathbf{c}) = \langle a_2(b_3 + c_3) - a_3(b_2 + c_2), a_3(b_1 + c_1) - a_1(b_3 + c_3), a_1(b_2 + c_2) - a_2(b_1 + c_1) \rangle =$
 $= \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle + \langle a_2 c_3 - a_3 c_2, a_3 c_1 - a_1 c_3, a_1 c_2 - a_2 c_1 \rangle = \mathbf{a} \times \mathbf{b} + \mathbf{a} \times \mathbf{c}$

4) $(\mathbf{a} + \mathbf{b}) \times \mathbf{c} = \langle (a_2 + b_2)c_3 - (a_3 + b_3)c_2, (a_3 + b_3)c_1 - (a_1 + b_1)c_3, (a_1 + b_1)c_2 - (a_2 + b_2)c_1 \rangle =$
 $= \langle a_2 c_3 - a_3 c_2, a_3 c_1 - a_1 c_3, a_1 c_2 - a_2 c_1 \rangle + \langle b_2 c_3 - b_3 c_2, b_3 c_1 - b_1 c_3, b_1 c_2 - b_2 c_1 \rangle = \mathbf{a} \times \mathbf{c} + \mathbf{b} \times \mathbf{c}$

2.4.1 Geometric meaning of cross product

Def: Geometrical definition of cross product is given by $\vec{a} \times \vec{b} = (|\vec{a}||\vec{b}|\sin\alpha)\mathbf{n}$

where α is the angle between the vectors \vec{a} and \vec{b} and \mathbf{n} is a unit vector perpendicular\orthogonal to both vectors \vec{a} and \vec{b} .

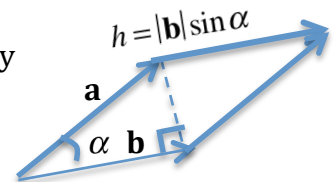
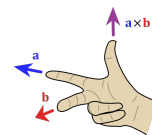
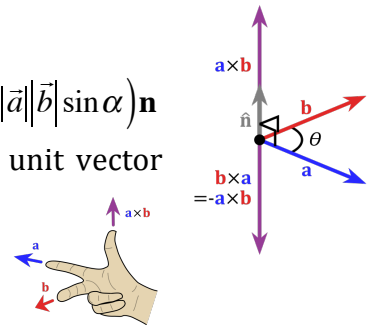
Corollary: $\vec{a} \times \vec{b}$ orthogonal to both vectors \vec{a} and \vec{b} .

Corollary: Non zero vectors \vec{a} and \vec{b} are parallel iff $\vec{a} \times \vec{b} = 0$.

Thm: $|\vec{a} \times \vec{b}| = |\vec{a}||\vec{b}|\sin\alpha$ is area of parallelogram determined by vectors \vec{a} and \vec{b} .

Def: An angle between 2 vectors defined $|\sin\alpha| = \frac{|\vec{a} \times \vec{b}|}{|\vec{a}||\vec{b}|}$. Thus

$$0 \leq \alpha \leq \pi : \alpha = \arcsin \frac{|\vec{a} \times \vec{b}|}{|\vec{a}||\vec{b}|} \qquad \pi \leq \alpha \leq 2\pi : \alpha = -\arcsin \frac{|\vec{a} \times \vec{b}|}{|\vec{a}||\vec{b}|}$$



2.4.2 Triple products

Def: Scalar Triple product of vectors $\vec{a}, \vec{b}, \vec{c}$ is defined to be $\vec{a} \cdot (\vec{b} \times \vec{c})$.

If we think about parallelepiped defined by vectors $\vec{a}, \vec{b}, \vec{c}$ with with a base of parallelogram defined by \vec{b}, \vec{c} . The height of the parallelogram is $h = |\vec{a} \cos \theta|$ and the area of the base is $A = |\vec{b} \times \vec{c}|$.

Def: The volume parallelepiped defined by vectors $\vec{a}, \vec{b}, \vec{c}$ is given by:

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

If we consider another side of the parallelepiped as base, say \vec{a}, \vec{b} , then we get the following identity: $\vec{a} \cdot (\vec{b} \times \vec{c}) = \vec{c} \cdot (\vec{a} \times \vec{b}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$ (the last equality is due to commutative property of dot product).

Def: The **vector triple product** is given by $\vec{a} \times (\vec{b} \times \vec{c}) = (\vec{a} \cdot \vec{c})\vec{b} - (\vec{a} \cdot \vec{b})\vec{c}$ (it will be useful in chapter 10)

The proof is long algebraic work, you have it as a homework exercise, the hints for it are:

- 1) use component notations;
- 2) develop both sides using definitions to get them to the similar expression.

Ex 14. Let $\vec{a} = \langle 1, 0, 2 \rangle, \vec{b} = \langle 0, 1, 1 \rangle, \vec{c} = \langle 3, 4, 0 \rangle$ compute

a. $(\vec{a} \times \vec{b}) \cdot \vec{c} = (\langle 1, 0, 2 \rangle \times \langle 0, 1, 1 \rangle) \cdot \langle 3, 4, 0 \rangle = \langle 0 \cdot 1 - 2 \cdot 1, 2 \cdot 0 - 1 \cdot 1, 1 \cdot 1 - 0 \cdot 0 \rangle \cdot \langle 3, 4, 0 \rangle = \langle -2, -1, 1 \rangle \cdot \langle 3, 4, 0 \rangle = -2 \cdot 3 + (-1) \cdot 4 + 1 \cdot 0 = -6 - 4 = -10$

b. $\vec{a} \cdot (\vec{b} \times \vec{c}) = \langle 1, 0, 2 \rangle \cdot (\langle 0, 1, 1 \rangle \times \langle 3, 4, 0 \rangle) = \langle 1, 0, 2 \rangle \cdot \langle 1 \cdot 0 - 1 \cdot 4, 1 \cdot 3 - 0 \cdot 0, 0 \cdot 4 - 1 \cdot 3 \rangle = \langle 1, 0, 2 \rangle \cdot \langle -4, 3, -3 \rangle = 1 \cdot (-4) + 0 \cdot 3 + 2 \cdot (-3) = -4 + 0 - 6 = -10$

c. $\vec{a} \times (\vec{b} \times \vec{c}) = \langle 1, 0, 2 \rangle \times (\langle 0, 1, 1 \rangle \times \langle 3, 4, 0 \rangle) = \langle 1, 0, 2 \rangle \times \langle -4, 3, -3 \rangle = \langle 0 \cdot (-3) - 2 \cdot 3, 2 \cdot (-4) - 1 \cdot (-3), 1 \cdot 3 - 0 \cdot (-4) \rangle = \langle -6, -5, 3 \rangle$

d. $(\vec{a} \cdot \vec{c})\vec{b} - (\vec{a} \cdot \vec{b})\vec{c} = (\langle 1, 0, 2 \rangle \cdot \langle 3, 4, 0 \rangle)\langle 0, 1, 1 \rangle - (\langle 1, 0, 2 \rangle \cdot \langle 0, 1, 1 \rangle)\langle 3, 4, 0 \rangle = (1 \cdot 3 + 0 \cdot 4 + 2 \cdot 0)\langle 0, 1, 1 \rangle - (1 \cdot 0 + 0 \cdot 1 + 1 \cdot 2)\langle 3, 4, 0 \rangle = 3\langle 0, 1, 1 \rangle - 2\langle 3, 4, 0 \rangle = \langle 0, 3, 3 \rangle - \langle 6, 8, 0 \rangle = \langle -6, -5, 3 \rangle$