

Lecture 18

Lecturer: Prof. Sergei Fedotov

10131 - Calculus and Vectors

Cross Product

Lecture 18

- 1 Cross product
- 2 Basis vectors
- 3 Cross product as determinant

Definition

For two vectors

$$\vec{\mathbf{a}} = (a_1, a_2, a_3) \quad \text{and} \quad \vec{\mathbf{b}} = (b_1, b_2, b_3),$$

we define the cross product $\vec{\mathbf{a}} \times \vec{\mathbf{b}}$ as

$$\vec{\mathbf{a}} \times \vec{\mathbf{b}} = (a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1).$$

Definition

For two vectors

$$\vec{\mathbf{a}} = (a_1, a_2, a_3) \quad \text{and} \quad \vec{\mathbf{b}} = (b_1, b_2, b_3),$$

we define the cross product $\vec{\mathbf{a}} \times \vec{\mathbf{b}}$ as

$$\vec{\mathbf{a}} \times \vec{\mathbf{b}} = (a_2b_3 - a_3b_2, a_3b_1 - a_1b_3, a_1b_2 - a_2b_1).$$

Theorem

The $\vec{\mathbf{a}} \times \vec{\mathbf{b}}$ is orthogonal to both vectors $\vec{\mathbf{a}}$ and $\vec{\mathbf{b}}$.

Proof:

Definition

For two vectors

$$\vec{\mathbf{a}} = (a_1, a_2, a_3) \quad \text{and} \quad \vec{\mathbf{b}} = (b_1, b_2, b_3),$$

we define the cross product $\vec{\mathbf{a}} \times \vec{\mathbf{b}}$ as

$$\vec{\mathbf{a}} \times \vec{\mathbf{b}} = (a_2b_3 - a_3b_2, a_3b_1 - a_1b_3, a_1b_2 - a_2b_1).$$

Theorem

The $\vec{\mathbf{a}} \times \vec{\mathbf{b}}$ is orthogonal to both vectors $\vec{\mathbf{a}}$ and $\vec{\mathbf{b}}$.

Proof:

Theorem

If θ is angle between vectors $\vec{\mathbf{a}}$ and $\vec{\mathbf{b}}$, then

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

Proof:

Definition

For two vectors

$$\vec{\mathbf{a}} = (a_1, a_2, a_3) \quad \text{and} \quad \vec{\mathbf{b}} = (b_1, b_2, b_3),$$

we define the cross product $\vec{\mathbf{a}} \times \vec{\mathbf{b}}$ as

$$\vec{\mathbf{a}} \times \vec{\mathbf{b}} = (a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1).$$

Theorem

The $\vec{\mathbf{a}} \times \vec{\mathbf{b}}$ is orthogonal to both vectors $\vec{\mathbf{a}}$ and $\vec{\mathbf{b}}$.

Proof:

Theorem

If θ is angle between vectors $\vec{\mathbf{a}}$ and $\vec{\mathbf{b}}$, then

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

Proof:

Geometric interpretation: the magnitude of $\vec{\mathbf{a}} \times \vec{\mathbf{b}}$ is the area of the parallelogram having $\vec{\mathbf{a}}$ and $\vec{\mathbf{b}}$ as sides.

Basis vectors

It is convenient to introduce the **basis vectors**:

$$\vec{\mathbf{i}} = (1, 0, 0), \quad \vec{\mathbf{j}} = (0, 1, 0), \quad \vec{\mathbf{k}} = (0, 0, 1).$$

They have length 1 and point in directions of the positive x, y, z axes.

Basis vectors

It is convenient to introduce the **basis vectors**:

$$\vec{\mathbf{i}} = (1, 0, 0), \quad \vec{\mathbf{j}} = (0, 1, 0), \quad \vec{\mathbf{k}} = (0, 0, 1).$$

They have length 1 and point in directions of the positive x, y, z axes.

If $\vec{\mathbf{a}} = (a_1, a_2, a_3)$, then we write

$$\vec{\mathbf{a}} = a_1 \vec{\mathbf{i}} + a_2 \vec{\mathbf{j}} + a_3 \vec{\mathbf{k}}.$$

Basis vectors

It is convenient to introduce the **basis vectors**:

$$\vec{i} = (1, 0, 0), \quad \vec{j} = (0, 1, 0), \quad \vec{k} = (0, 0, 1).$$

They have length 1 and point in directions of the positive x, y, z axes.

If $\vec{a} = (a_1, a_2, a_3)$, then we write

$$\vec{a} = a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}.$$

Unit vector in the direction of the vector \vec{a} is a vector with length 1 defined as follows

$$\vec{u} = \frac{\vec{a}}{|\vec{a}|}.$$

Basis vectors

It is convenient to introduce the **basis vectors**:

$$\vec{i} = (1, 0, 0), \quad \vec{j} = (0, 1, 0), \quad \vec{k} = (0, 0, 1).$$

They have length 1 and point in directions of the positive x, y, z axes.

If $\vec{a} = (a_1, a_2, a_3)$, then we write

$$\vec{a} = a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}.$$

Unit vector in the direction of the vector \vec{a} is a vector with length 1 defined as follows

$$\vec{u} = \frac{\vec{a}}{|\vec{a}|}.$$

Example: Find the unit vector in the direction of the vector $3\vec{i} + 4\vec{k}$.

Determinant of order 2:

$$\begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} = a_1 b_2 - a_2 b_1$$

Determinant of order 2:

$$\begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} = a_1 b_2 - a_2 b_1$$

Determinant of order 3:

$$\begin{vmatrix} c_1 & c_2 & c_3 \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = c_1 \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} - c_2 \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} + c_3 \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

Cross product

We can write the cross product as

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

where

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

Cross product

We can write the cross product as

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

where

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

Example

Find the cross product of two vectors

$$\vec{\mathbf{a}} = (3, 2, -1) \quad \text{and} \quad \vec{\mathbf{b}} = (1, -1, 1)$$