

# Differential Geometry - Homework 1

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Let  $\vec{u} = u_x\hat{x} + u_y\hat{y} + u_z\hat{z} \in \mathbb{R}^3$ . Determine two vectors  $\vec{v}$  and  $\vec{w}$  such that  $\vec{u} = \vec{v} \times \vec{w}$ .

We know that for two vectors  $\vec{v}, \vec{w} \in \mathbb{R}^3$ , the cross product is defined as

$$\vec{v} \times \vec{w} = \det \begin{bmatrix} \hat{x} & \hat{y} & \hat{z} \\ v_x & v_y & v_z \\ w_x & w_y & w_z \end{bmatrix} = \hat{x}(v_y w_z - v_z w_y) - \hat{y}(v_x w_z - v_z w_x) + \hat{z}(v_x w_y - v_y w_x)$$

And, we know also that the cross product is orthogonal to both of the input vectors.

In the case that  $\vec{u} = 0$ , simply choose  $\vec{v} = 0 = \vec{w}$  (this is only one of many possible solutions). Otherwise  $\vec{u} \neq 0$ . In this scenario, we know that for any two vectors that lie on the plane  $0 = u_x x + u_y y + u_z z$  (that is, a plane whose normal vector is  $\vec{u}$ ), both will be orthogonal to  $\vec{u}$ . We choose  $\vec{v}_0, \vec{w}_0$  to be two orthogonal unit vectors that lie on this plane. Then, let  $\vec{v} = \vec{v}_0$ , and let  $\vec{w} = \|\vec{u}\| \vec{w}_0$ . As a result, we will have either  $\vec{u} = \vec{v} \times \vec{w}$  or  $-\vec{u} = \vec{v} \times \vec{w}$ . This is because of the property of cross products where  $\|a \times b\| = \|a\| \|b\| |\sin \theta|$  where  $\theta$  is the angle between  $a$  and  $b$ . Since we chose two vectors orthogonal to each other  $\sin \theta = 1$ . In the case where  $-\vec{u} = \vec{v} \times \vec{w}$ , without loss of generality, relabel  $\vec{v}$  and  $\vec{w}$  so that they are swapped, and then we will have  $\vec{u} = \vec{v} \times \vec{w}$  by the anti-commutative property of cross products.