

## MATH 100 2

## LECTURE 3-A.

### CROSS PRODUCT

Recall: Taking the dot product of two vectors in  $\mathbb{R}^n$  produces a scalar.

In  $\mathbb{R}^3$ : there is another operation that produces a vector.

Definition: The cross product of two vectors  $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}$ ,  $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix}$  in  $\mathbb{R}^3$  is the vector

$$\vec{u} \times \vec{v} := \begin{bmatrix} u_2 v_3 - u_3 v_2 \\ u_3 v_1 - u_1 v_3 \\ u_1 v_2 - u_2 v_1 \end{bmatrix}$$

Input: two vectors in  $\mathbb{R}^3$



Output: one vector in  $\mathbb{R}^3$

How are we supposed to remember this?

(a) Practice!

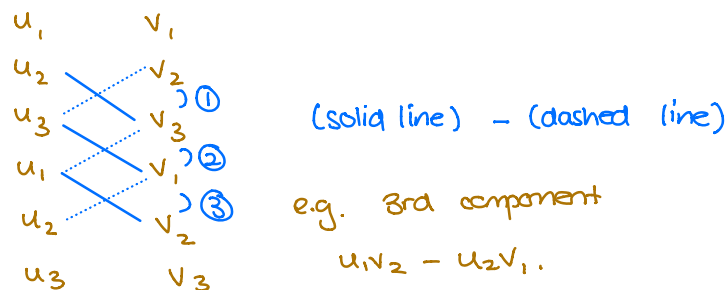
(b) Trick #1: • Memorise the first component  $u_2 v_3 - u_3 v_2$ .

• Now you can deduce the second & third components by permuting the subscripts:

$$1 \rightarrow 2 \rightarrow 3 \rightarrow 1$$

second:  $u_3 v_1 - u_1 v_3$

(c) Trick #2:



(d) Trick #3: we'll see a mnemonic later on using  
determinants.

Example #1 Let  $\vec{a} = \begin{bmatrix} 3 \\ 1 \\ 2 \end{bmatrix}$ ,  $\vec{b} = \begin{bmatrix} 5 \\ 0 \\ 4 \end{bmatrix}$ .

$$\begin{aligned} \text{Then } \vec{a} \times \vec{b} &= \begin{bmatrix} 3 \\ 1 \\ 2 \end{bmatrix} \times \begin{bmatrix} 5 \\ 0 \\ 4 \end{bmatrix} \\ &= \begin{bmatrix} 1 \times 4 - 2 \times 0 \\ 2 \times 5 - 3 \times 4 \\ 3 \times 0 - 1 \times 5 \end{bmatrix} = \begin{bmatrix} 4 \\ -2 \\ -5 \end{bmatrix} \end{aligned}$$

$$\begin{array}{r} 3 \quad 5 \\ 1 \quad \diagdown \quad 0 \\ 2 \quad \diagdown \quad 4 \\ 3 \quad \diagdown \quad 5 \\ 1 \quad \diagdown \quad 0 \\ 2 \quad 4 \end{array}$$

Example #2: Recall the standard vectors  $\vec{e}_1 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$ ,  $\vec{e}_2 = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$ ,  
 $\vec{e}_3 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$ .

Exercise: Find  $\vec{e}_1 \times \vec{e}_2$ ,  $\vec{e}_2 \times \vec{e}_3$ ,  $\vec{e}_3 \times \vec{e}_1$ .

Solution:  $\vec{e}_1 \times \vec{e}_2 = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} \times \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$

$$= \begin{bmatrix} 0 \cdot 0 - 0 \cdot 0 \\ 0 \cdot 0 - 1 \cdot 0 \\ 1 \cdot 0 - 0 \cdot 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \vec{e}_3.$$

$$\begin{array}{r} 1 \quad 0 \\ 0 \quad \diagdown \quad 0 \\ 0 \quad \diagdown \quad 0 \\ 0 \quad \diagdown \quad 0 \\ 0 \quad 0 \end{array}$$

Similarly,  $\vec{e}_2 \times \vec{e}_3 = \vec{e}_1$ ;  $\vec{e}_3 \times \vec{e}_1 = \vec{e}_2$ .

Exercise:

For  $\vec{a}, \vec{b} \in \mathbb{R}^3$ , is it true that  $\vec{a} \times \vec{b} = \vec{b} \times \vec{a}$ ?

Solution: No!

$$\left. \begin{aligned} \vec{a} \times \vec{b} &= \begin{bmatrix} a_2 b_3 - a_3 b_2 \\ a_3 b_1 - a_1 b_3 \\ a_1 b_2 - a_2 b_1 \end{bmatrix} \\ \vec{b} \times \vec{a} &= \begin{bmatrix} b_2 a_3 - b_3 a_2 \\ b_3 a_1 - b_1 a_3 \\ b_1 a_2 - b_2 a_1 \end{bmatrix} \end{aligned} \right\} \Rightarrow \vec{a} \times \vec{b} = -\vec{b} \times \vec{a}.$$

Properties of the cross product

Let  $\vec{u}, \vec{v}, \vec{w} \in \mathbb{R}^3$ ,  $c \in \mathbb{R}$ . Then

(a)  $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$  ! anti-commutativity.  
The order is important.

(b)  $\vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$  distributivity.

(c)  $(c\vec{u}) \times \vec{v} = \vec{u} \times (c\vec{v}) = c(\vec{u} \times \vec{v})$

(d)  $\vec{u} \times \vec{u} = \vec{0}$

(e)  $\vec{u} \times \vec{0} = \vec{0}$ ;  $\vec{0} \times \vec{u} = \vec{0}$

(f)  $\vec{u} \times \vec{v}$  is orthogonal to both  $\vec{u}$  &  $\vec{v}$ .

Exercise: prove (d):  $\vec{u} \times \vec{u} = \vec{0}$

Solution: Let  $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}$ .

$$\text{So } \vec{u} \times \vec{u} = \begin{bmatrix} u_2 u_3 - u_3 u_2 \\ u_3 u_1 - u_1 u_3 \\ u_1 u_2 - u_2 u_1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} \quad \square.$$

proof of (f): We need to show  $(\vec{u} \times \vec{v}) \cdot \vec{u} = 0$

$$(\vec{u} \times \vec{v}) \cdot \vec{v} = 0.$$

$$\begin{aligned} (\vec{u} \times \vec{v}) \cdot \vec{u} &= \begin{bmatrix} u_2 v_3 - u_3 v_2 \\ u_3 v_1 - u_1 v_3 \\ u_1 v_2 - u_2 v_1 \end{bmatrix} \cdot \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix} \\ &= (u_2 v_3 - u_3 v_2) u_1 + (u_3 v_1 - u_1 v_3) u_2 + (u_1 v_2 - u_2 v_1) u_3 \\ &= \underbrace{u_1 u_2 v_3} - \underbrace{u_1 v_2 u_3} + \underbrace{v_1 u_2 u_3} - \underbrace{u_1 u_2 v_3} + \underbrace{u_1 v_2 u_3} - \underbrace{v_1 u_2 u_3} \\ &= 0 \end{aligned}$$

•  $(\vec{u} \times \vec{v}) \cdot \vec{v}$  is similar.

□

Remark: There is no associative law for the cross product.

Example: We can show that  $(\vec{e}_1 \times \vec{e}_1) \times \vec{e}_2 \neq \vec{e}_1 \times (\vec{e}_1 \times \vec{e}_2)$ .

$$(\vec{e}_1 \times \vec{e}_1) \times \vec{e}_2 = \vec{0} \times \vec{e}_2 = \vec{0}$$

$$\vec{e}_1 \times (\vec{e}_1 \times \vec{e}_2) = \vec{e}_1 \times \vec{e}_3 = -(\vec{e}_3 \times \vec{e}_1) = -\vec{e}_2.$$

Example: For  $\vec{u}, \vec{v} \in \mathbb{R}^3$ , simplify  $(\vec{u} + \vec{v}) \times (\vec{u} - \vec{v})$  using the above properties.

Solution:  $(\vec{u} + \vec{v}) \times (\vec{u} - \vec{v}) = \vec{u} \times (\vec{u} - \vec{v}) + \vec{v} \times (\vec{u} - \vec{v})$  [dist.]

$$= \vec{u} \times \vec{u} - \vec{u} \times \vec{v} + \vec{v} \times \vec{u} - \vec{v} \times \vec{v} \quad [\text{dist}]$$

$$= \vec{0} - \vec{u} \times \vec{v} + \vec{v} \times \vec{u} - \vec{0}$$

$$= \vec{v} \times \vec{u} + \vec{v} \times \vec{u}$$

$$= 2\vec{v} \times \vec{u}$$

### Summary of the lecture:

- The cross product of  $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}$ ,  $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix} \in \mathbb{R}^3$  is

the vector  $\vec{u} \times \vec{v} := \begin{bmatrix} u_2 v_3 - u_3 v_2 \\ u_3 v_1 - u_1 v_3 \\ u_1 v_2 - u_2 v_1 \end{bmatrix} \in \mathbb{R}^3$ .

### Satisfies nice properties

- anti-commutativity
- distributivity
- $\vec{u} \times \vec{u} = 0$
- $\vec{u} \times \vec{v}$  is orthogonal to  $\vec{u}$  & to  $\vec{v}$ .
- No associativity law.

### You should be able to:

- calculate cross products
- manipulate expressions involving cross products & linear combinations using the properties listed above.