

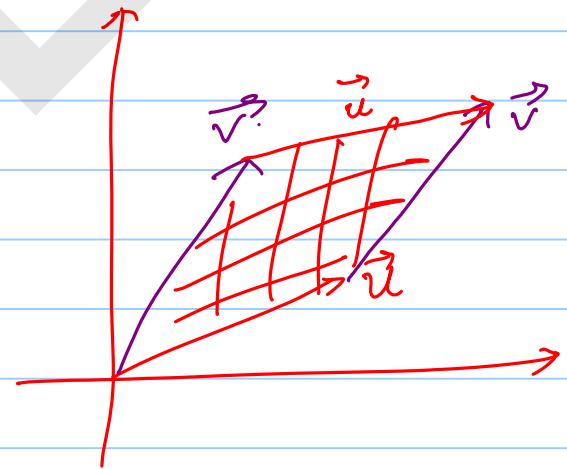
Recall:

If $\vec{u} = \begin{pmatrix} u_1 \\ u_2 \end{pmatrix}$ & $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$ are

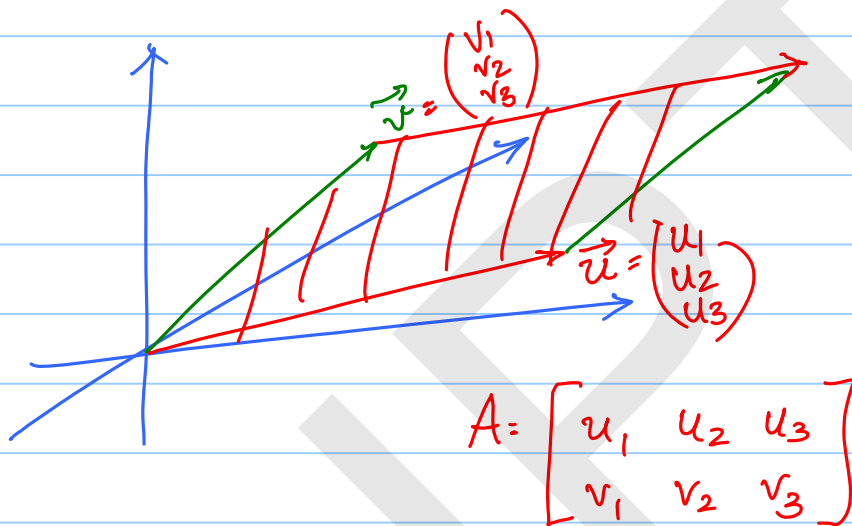
2 vectors s.t the matrix

$$A \text{ is } A = \begin{bmatrix} \vec{u} & \vec{v} \end{bmatrix} =$$
$$\Rightarrow A = \begin{bmatrix} u_1 & v_1 \\ u_2 & v_2 \end{bmatrix}$$

$\text{Det}(A) = u_1 v_2 - u_2 v_1$
= Area of the $\parallel\text{gm}$
formed by these
two vectors

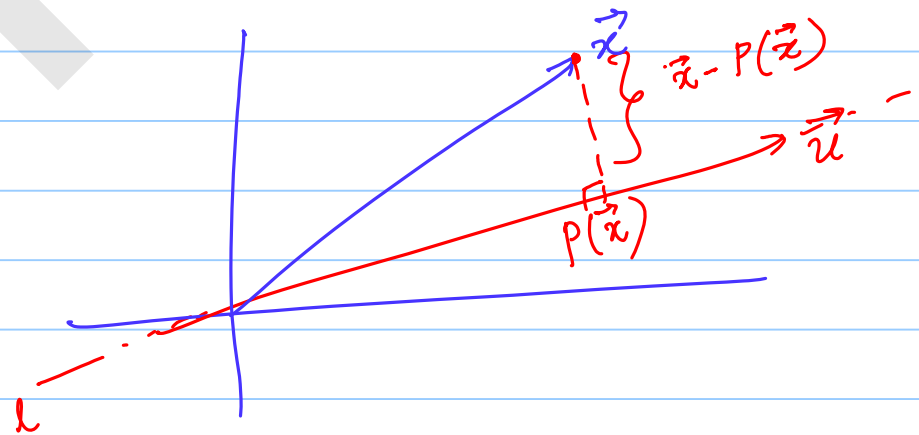


Let $\vec{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix}$ & $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix}$

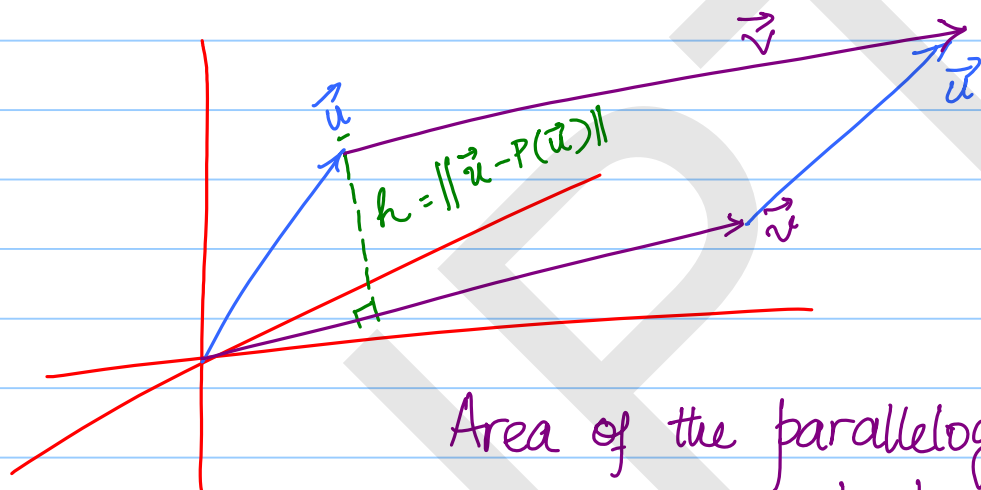


Recall:

The distance from a point \vec{x} to the line along \vec{u} ($\vec{u} \neq \vec{0}$)



$$\|\vec{x} - P(\vec{x})\| = \frac{\sqrt{(\vec{x} \cdot \vec{x})(\vec{u} \cdot \vec{u}) - (\vec{x} \cdot \vec{u})^2}}{\|\vec{u}\|}$$



Area of the parallelogram
= $b \times h$

$$\text{Area} = b \times h$$

$$b : \|\vec{v}\|$$

$$h = \|\vec{u} - P(\vec{u})\| = \frac{\sqrt{(\vec{u} \cdot \vec{u})(\vec{v} \cdot \vec{v}) - (\vec{u} \cdot \vec{v})^2}}{\|\vec{v}\|}$$

$$\therefore \text{Area} = b \times h \\ = \cancel{\|\vec{v}\|} \cdot \frac{\sqrt{(\vec{u} \cdot \vec{u})(\vec{v} \cdot \vec{v}) - (\vec{u} \cdot \vec{v})^2}}{\cancel{\|\vec{v}\|}}$$

Area of the parallelogram

$$= \sqrt{(\vec{u} \cdot \vec{u})(\vec{v} \cdot \vec{v}) - (\vec{u} \cdot \vec{v})^2}$$

$$= \sqrt{\|\vec{u}\|^2 \|\vec{v}\|^2 - (\vec{u} \cdot \vec{v})^2} \rightarrow \textcircled{1}$$

Recall $\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta$

$$\text{Area} = \sqrt{\|\vec{u}\|^2 \|\vec{v}\|^2 - (\|\vec{u}\| \|\vec{v}\| \cos \theta)^2}$$

$$\text{Area} = \|\vec{u}\| \|\vec{v}\| \sin \theta$$

Consider:

$$u_1 x_1 + u_2 x_2 + u_3 x_3 = 0 \rightarrow$$

$$v_1 x_1 + v_2 x_2 + v_3 x_3 = 0 \rightarrow$$

find the solution the above
sys. of eqns.

$$A \vec{x} = \vec{0}$$

$$= \begin{bmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$u_1 x_1 + u_2 x_2 + u_3 x_3 = 0$$

$$\Rightarrow u^T x = 0 \Rightarrow \vec{u} \cdot \vec{x} = 0$$

$$\vec{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix}$$

$$v_1 x_1 + v_2 x_2 + v_3 x_3 = 0 \Rightarrow v^T x = 0 \Rightarrow \vec{v} \cdot \vec{x} = 0$$

$$\vec{u} \cdot \vec{x} = 0$$

$$\vec{v} \cdot \vec{x} = 0$$

⇒ Find the vector $\vec{x} = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$

Orthogonal to both $\vec{u} \neq \vec{v}$

$$u_1 x_1 + u_2 x_2 + u_3 x_3 = 0 \rightarrow \textcircled{1}$$

$$v_1 x_1 + v_2 x_2 + v_3 x_3 = 0 \rightarrow \textcircled{2}$$

$$\textcircled{1} \times v_1 - \textcircled{2} \times v_2$$

$$u_1 v_1 x_1 + u_2 v_1 x_2 + u_3 v_1 x_3 = 0$$

$$u_1 v_1 x_1 + v_2 u_1 x_2 + v_3 u_1 x_3 = 0$$

$$\Rightarrow x_2(v_1 u_2 - v_2 u_1) + x_3(v_1 u_3 - v_3 u_1) = 0 \quad \textcircled{3}$$

Similarly $(1) \times v_2 - (2) \times u_2$

$$\begin{array}{r} \Rightarrow u_1 v_2 x_1 + \cancel{u_2 v_2 x_2} + u_3 v_2 x_3 = 0 \\ v_1 u_2 x_1 + \cancel{v_2 u_2 x_2} + v_3 u_2 x_3 = 0 \\ \hline - \qquad - \qquad - \end{array}$$

$$\Rightarrow x_1(u_1 v_2 - u_2 v_1) + x_3(u_3 v_2 - u_2 v_3) = 0$$

Choosing

$$x_1 = u_2 v_3 - u_3 v_2$$

$$x_2 = u_3 v_1 - u_1 v_3$$

$$x_3 = u_1 v_2 - u_2 v_1$$

We get $A\vec{x} = \vec{0}$

$$\vec{x} = \begin{bmatrix} u_2 v_3 - u_3 v_2 \\ u_3 v_1 - u_1 v_3 \\ u_1 v_2 - u_2 v_1 \end{bmatrix} = \text{CROSS PRODUCT of } \vec{u} \times \vec{v}$$

If $\vec{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix}$ & $\vec{v} = \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix}$,

the vector which is perpendicular to both \vec{u} & \vec{v} .

We define the cross product of

\vec{u} & \vec{v} as

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

Area of the llgm formed

by $\vec{u} \times \vec{v}$

$$\text{Area} = \sqrt{(\vec{u} \cdot \vec{u})(\vec{v} \cdot \vec{v}) - (\vec{u} \cdot \vec{v})^2}$$

$$= \sqrt{(u_1^2 + u_2^2 + u_3^2)(v_1^2 + v_2^2 + v_3^2) - (u_1v_1 + u_2v_2 + u_3v_3)^2}$$

$$= \sqrt{\cancel{u_1^2v_1^2} + \cancel{u_1^2v_2^2} + \cancel{u_1^2v_3^2} + \cancel{u_2^2v_1^2} + \cancel{u_2^2v_2^2} + \cancel{u_2^2v_3^2} + \cancel{u_3^2v_1^2} + \cancel{u_3^2v_2^2} + \cancel{u_3^2v_3^2} - \cancel{u_1^2v_1^2} - \cancel{u_2^2v_2^2} - \cancel{u_3^2v_3^2} - 2u_1v_1u_2v_2 - 2u_1v_1u_3v_3 - 2u_2v_2u_3v_3}$$

$$= \sqrt{\cancel{u_1^2v_2^2} + \cancel{u_1^2v_3^2} + \cancel{u_2^2v_1^2} + \cancel{u_2^2v_3^2} + \cancel{u_3^2v_1^2} + \cancel{u_3^2v_2^2} - 2u_1v_1u_2v_2 - 2u_1v_1u_3v_3 - 2u_2v_2u_3v_3}$$

$$= \sqrt{(u_1v_2 - u_2v_1)^2 + (u_1v_3 - u_3v_1)^2 + (u_2v_3 - u_3v_2)^2}$$

$$= \sqrt{(u_2v_3 - u_3v_2)^2 + (u_3v_1 - u_1v_3)^2 + (u_1v_2 - u_2v_1)^2}$$

$$\text{Area of llgm} = \|\vec{u} \times \vec{v}\| = \left\| \begin{bmatrix} u_2v_3 - u_3v_2 \\ u_3v_1 - u_1v_3 \\ u_1v_2 - u_2v_1 \end{bmatrix} \right\|$$

The cross product

$$\vec{u} \times \vec{v} = \begin{bmatrix} \\ \\ \end{bmatrix}$$

has components that look like
the determinant of 2×2

matrices. How do we interpret
this?

② Suppose $\vec{u}, \vec{v}, \vec{w}$ are 3 l.i. vectors in 3D, what is the geometry formed?