12.4 The cross product of two vectors

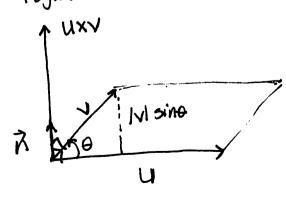
Many problems in geometry require us to find a vector that is perpendicular to each of two given vectors u and v. One way of doing this is provided by the cross product of u and v denoted by uxv.

Lets define this new product

Def Given two non-zero vectors u and v in 123, the cross product uxv is defined as follows:

UXV = |u||v| Sint n

where $0 \le \theta \le \pi$ is the angle between u and v and \vec{R} is a unit vector which is normal (perpendicular) and \vec{R} is a unit vector which is normal (perpendicular) to u and \vec{V} whose direction is determined by the right-hand thumb rule.



- · u and v are parallel $\theta=0$ or $\theta=\pi$ if and only if $\theta=0$.
 - . If u and v are two sides of a pavallelogiam, then the area of this parallelogram is: $|u \times v| = |u||v| \sin \varphi$
 - . v x u = (uxv)
 - . Uxv is orthogonal to u and v (by definition), that means (uxv). u=0 and (uxv). v=0

 - · If c is a scalar, (cu)×v = cluxv) = ux(cv)

cross products of unit vectors

$$\hat{\lambda} \times \hat{j} = \hat{k} \qquad \hat{j} \times \hat{\lambda} = -\hat{k} \qquad \hat{\lambda} \times \hat{\lambda} = 0$$

$$\hat{j} \times \hat{k} = \hat{\lambda} \qquad k \times \hat{j} = -\hat{\lambda} \qquad \hat{j} \times \hat{j} = 0$$

$$\hat{k} \times \hat{k} = \hat{j} \qquad \hat{k} \times \hat{k} = -\hat{j} \qquad \hat{k} \times \hat{k} = 0$$

Let
$$u = u_1 \hat{\lambda} + u_2 \hat{j} + u_3 \hat{k}$$
; $V = V_1 \hat{\lambda} + V_2 \hat{j} + V_3 \hat{k}$
 $\Rightarrow u_1 \times v = (u_1 \hat{\lambda} + u_2 \hat{j} + u_3 \hat{k}) \times (v_1 \hat{\lambda} + v_2 \hat{j} + v_3 \hat{k})$
 $= (u_1 v_1)(\hat{\lambda} \times \hat{\lambda}) + u_1 v_2 (\hat{\lambda} \times \hat{j}) + \dots + (u_3 v_3) \hat{k} \times \hat{k}$
 \vdots
 $= (u_2 v_3 - u_3 v_2) \hat{\lambda} - (u_1 v_3 - u_3 v_1) \hat{j} + (u_1 v_2 - u_2 v_1) \hat{k}$

Thm
$$U_1 \times V_2 = \begin{vmatrix} \hat{\lambda} & \hat{j} & \hat{k} \\ U_1 & U_2 & U_3 \end{vmatrix} \longrightarrow \text{components of } V_1 + V_2 + V_3 = \begin{vmatrix} U_1 & U_3 \\ V_2 & V_3 \end{vmatrix} \hat{\lambda} - \begin{vmatrix} U_1 & U_3 \\ V_1 & V_3 \end{vmatrix} \hat{j} + \begin{vmatrix} U_1 & U_2 \\ V_1 & V_2 \end{vmatrix} \hat{k} + V_1 + V_2 \end{vmatrix} \hat{k}$$

Example Calculate the cross product of
$$u = 2\hat{\lambda} - \hat{j} + 4\hat{k}$$

and $V = \hat{\lambda} + 5\hat{j} - 3\hat{k}$

$$U \times V = \begin{vmatrix} \hat{\lambda} & \hat{j} & \hat{k} \\ 2 & -1 & 4 \\ 1 & 5 & -3 \end{vmatrix} = \hat{\lambda} \begin{vmatrix} -1 & 4 \\ 5 & -3 \end{vmatrix} - \hat{j} \begin{vmatrix} 2 & 4 \\ 1 & -3 \end{vmatrix} + \hat{k} \begin{vmatrix} 2 & -1 \\ 1 & 5 \end{vmatrix}$$

$$U \times V = \begin{vmatrix} 2 & -1 & 4 \\ 2 & -5 & -3 \end{vmatrix} = \hat{\lambda} \begin{vmatrix} -1 & 4 \\ 5 & -3 \end{vmatrix} - \hat{j}$$

$$= \hat{\lambda} (3 - 20) - \hat{j} (-16 - 4) + \hat{k} (10 + 1)$$

$$= -17\hat{\lambda} + 10\hat{j} + 11\hat{k}$$

$$(U \times V) \cdot U = -34 - 10 + 44 = 0$$

 $(U \times V) \cdot V = -17 + 50 - 33 = 0$

Example Find the area of the triangle whose vertices are P(2,-1,3), Q(1,2,4) and P(3,1,1)

$$\overrightarrow{PQ} = -\hat{\lambda} + 3\hat{j} + \hat{k}$$

$$\overrightarrow{PQ} = \hat{\lambda} + 2\hat{j} - 2\hat{k}$$

$$\overrightarrow{PQ} \times \overrightarrow{PQ} = -8\hat{\lambda} - \hat{j} - 5\hat{k}$$

$$|\overrightarrow{PQ} \times \overrightarrow{PQ}| = 3\sqrt{10}$$

: area of triangle = $3\sqrt{10}$