

FORMULAS FROM VECTOR ANALYSIS

Dot or Scalar Product

$$20.7. \quad \mathbf{A} \cdot \mathbf{B} = AB \cos \theta \quad 0 \leq \theta \leq \pi$$

where θ is the angle between \mathbf{A} and \mathbf{B} .

Fundamental results follow:

$$20.8. \quad \mathbf{A} \cdot \mathbf{B} = \mathbf{B} \cdot \mathbf{A} \quad \text{Commutative law}$$

$$20.9. \quad \mathbf{A} \cdot (\mathbf{B} + \mathbf{C}) = \mathbf{A} \cdot \mathbf{B} + \mathbf{A} \cdot \mathbf{C} \quad \text{Distributive law}$$

$$20.10. \quad \mathbf{A} \cdot \mathbf{B} = A_1 B_1 + A_2 B_2 + A_3 B_3$$

where $\mathbf{A} = A_1 \mathbf{i} + A_2 \mathbf{j} + A_3 \mathbf{k}$, $\mathbf{B} = B_1 \mathbf{i} + B_2 \mathbf{j} + B_3 \mathbf{k}$.

Cross or Vector Product

$$20.11. \quad \mathbf{A} \times \mathbf{B} = AB \sin \theta \mathbf{u} \quad 0 \leq \theta \leq \pi$$

where θ is the angle between \mathbf{A} and \mathbf{B} and \mathbf{u} is a unit vector perpendicular to the plane of \mathbf{A} and \mathbf{B} such that \mathbf{A} , \mathbf{B} , \mathbf{u} form a *right-handed system* (i.e., a right-threaded screw rotated through an angle less than 180° from \mathbf{A} to \mathbf{B} will advance in the direction of \mathbf{u} as in Fig. 20-5).

Fundamental results follow:

$$20.12. \quad \mathbf{A} \times \mathbf{B} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ A_1 & A_2 & A_3 \\ B_1 & B_2 & B_3 \end{vmatrix} \\ = (A_2 B_3 - A_3 B_2) \mathbf{i} + (A_3 B_1 - A_1 B_3) \mathbf{j} + (A_1 B_2 - A_2 B_1) \mathbf{k}$$

$$20.13. \quad \mathbf{A} \times \mathbf{B} = -(\mathbf{B} \times \mathbf{A})$$

$$20.14. \quad \mathbf{A} \times (\mathbf{B} + \mathbf{C}) = \mathbf{A} \times \mathbf{B} + \mathbf{A} \times \mathbf{C}$$

$$20.15. \quad |\mathbf{A} \times \mathbf{B}| = \text{area of parallelogram having sides } \mathbf{A} \text{ and } \mathbf{B}$$

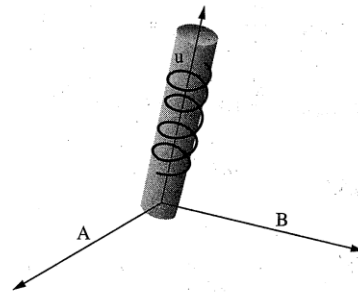


Fig. 20-5

Miscellaneous Formulas Involving Dot and Cross Products

$$20.16. \quad \mathbf{A} \cdot (\mathbf{B} \times \mathbf{C}) = \begin{vmatrix} A_1 & A_2 & A_3 \\ B_1 & B_2 & B_3 \\ C_1 & C_2 & C_3 \end{vmatrix} = A_1 B_2 C_3 + A_2 B_3 C_1 + A_3 B_1 C_2 - A_3 B_2 C_1 - A_2 B_1 C_3 - A_1 B_3 C_2$$

$$20.17. \quad |\mathbf{A} \cdot (\mathbf{B} \times \mathbf{C})| = \text{volume of parallelepiped with sides } \mathbf{A}, \mathbf{B}, \mathbf{C}$$

$$20.18. \quad \mathbf{A} \times (\mathbf{B} \times \mathbf{C}) = \mathbf{B}(\mathbf{A} \cdot \mathbf{C}) - \mathbf{C}(\mathbf{A} \cdot \mathbf{B})$$

$$20.19. \quad (\mathbf{A} \times \mathbf{B}) \times \mathbf{C} = \mathbf{B}(\mathbf{A} \cdot \mathbf{C}) - \mathbf{A}(\mathbf{B} \cdot \mathbf{C})$$

$$20.20. \quad (\mathbf{A} \times \mathbf{B}) \cdot (\mathbf{C} \times \mathbf{D}) = (\mathbf{A} \cdot \mathbf{C})(\mathbf{B} \cdot \mathbf{D}) - (\mathbf{A} \cdot \mathbf{D})(\mathbf{B} \cdot \mathbf{C})$$

$$20.21. \quad (\mathbf{A} \times \mathbf{B}) \times (\mathbf{C} \times \mathbf{D}) = \mathbf{C}\{\mathbf{A} \cdot (\mathbf{B} \times \mathbf{D})\} - \mathbf{D}\{\mathbf{A} \cdot (\mathbf{B} \times \mathbf{C})\} \\ = \mathbf{B}\{\mathbf{A} \cdot (\mathbf{C} \times \mathbf{D})\} - \mathbf{A}\{\mathbf{B} \cdot (\mathbf{C} \times \mathbf{D})\}$$