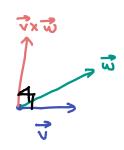
Recap:
$$\vec{v} \times \vec{w} = \left(\text{Area of parallelogram} \right) \vec{n}$$

Geometric Defin

$$= \left(||\vec{v}|| \, ||\vec{w}|| \, \sin \theta \right) \vec{n}$$



For the algebraic definition, we need determinants.

1) Determinant of a 2x2 matrix
$$\det \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad-bc$$

E.g.
$$\begin{vmatrix} 4 & -3 \\ 9 & 7 \end{vmatrix} = 4 \cdot 7 - (-3) \cdot 9$$

= 55

Note the sigh:

$$\begin{vmatrix} a & b & c \\ d & e & f \\ \end{vmatrix} = a \begin{vmatrix} e & f \\ h & i \end{vmatrix} - b \begin{vmatrix} d & e \\ g & h \end{vmatrix}$$

$$= a \begin{vmatrix} e & f \\ h & i \end{vmatrix} - b \begin{vmatrix} d & f \\ g & i \end{vmatrix} + c \begin{vmatrix} d & e \\ g & h \end{vmatrix}$$

$$= a (ei - fh) - b (di - fg) + c (dh - eg)$$

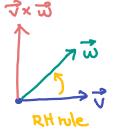
Example: Find $(2, -3, 5) \times (4, 1, -3)$. (Will probably skip this in the lecture)

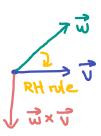
$$\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & -3 & 5 \end{vmatrix} = \begin{vmatrix} \vec{i} & -3 & 5 \\ 1 & -3 \end{vmatrix} - \begin{vmatrix} \vec{j} & 3 & 5 \\ 4 & -3 \end{vmatrix} + \begin{vmatrix} \vec{k} & 2 & -3 \\ 4 & 1 \end{vmatrix}$$

$$= (4, 26, 14)$$

Properties of X

2)
$$(\lambda \vec{v}) \times \vec{\omega} = \lambda (\vec{v} \times \vec{\omega}) = \vec{v} \times (\lambda \vec{\omega})$$





Example: Find unit vector perpendicular to both $\vec{v} = 3\vec{i} + 3\vec{j} + 4\vec{k}$ and $\vec{w} = 3\vec{i} + 4\vec{k}$.

Unit vector =
$$\frac{(12, 0, -9)}{\sqrt{144+81}} = \frac{(12, 0, -9)}{\sqrt{225}} = (\frac{12}{15}, 0, \frac{-9}{15}) = (\frac{1}{5}, 0, \frac{-3}{5})$$

Example: Find the equation of the plane containing 3 points: P = (1, 2, -1), Q = (2, 3, 0) and R = (3, -1, 2).

A:// Choose Pas a basepoint.

$$\vec{n} = \vec{PQ} \times \vec{PR} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 1 & 1 \\ 2 & -3 & 3 \end{vmatrix}$$

$$= \vec{i} \begin{vmatrix} 1 & 1 \\ -3 & 3 \end{vmatrix} - \vec{j} \begin{vmatrix} 1 & 1 \\ 2 & 3 \end{vmatrix} + \vec{k} \begin{vmatrix} 1 & 1 \\ 2 & -3 \end{vmatrix}$$

$$= \vec{i} (3+3) - \vec{j} (3-2) + \vec{k} (-3-2)$$

$$= 6\vec{i} - \vec{j} - 5\vec{k}$$

$$= (6, -1, -5)$$

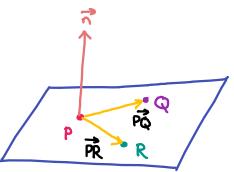
Let Po = (1, 2, -1). By Point-normal form,

$$\vec{n} \cdot \vec{PP}_{0} = (6,-1,-5) \cdot (x-1,y-2,z+1) = 0$$

$$6(x-1) - (y-2) - 5(z+1) = 0$$

$$6x-6-y+2-5z-5 = 0$$

$$6x-y-5z=9$$



Example: Find the area of the parallelogram with vertices

A://
$$\overrightarrow{PQ} = (3,3,0) - (2,1,1) = (1,2,-1)$$

PQ × PR =
$$\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & -1 \\ 2 & -1 & 1 \end{vmatrix}$$

= $\begin{vmatrix} 2 & -1 & | -\vec{j} & | 1 & -1 & | + \vec{k} & | 1 & 2 \\ | -1 & 1 & | & | & 2 & | & 1 \end{vmatrix}$

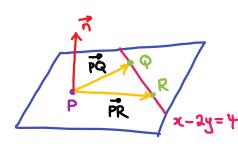
= $(2-1)\vec{i} - \vec{j}(1+2) + \vec{k}(-1-4)$

= $(1, -3, -5)$

Area =
$$\|(1, -3, -5)\| = \sqrt{1+9+25} = \sqrt{35}$$

Example: Find the plane that contains (1,0,-1) and the line x-2y=4 in the xy-plane.

Method 1: Using the cross product (More steps but works for general lines)



Find 2 other points on the line: Q = (4,0,0) Other points R = (0,-2,0) work like Q = (4-1,0-0,0-1) = (3,0,1)

$$-2y=+$$
 $\overrightarrow{PR}=(0-1,-2-0,0-1)=(-1,-2,1)$

$$\vec{n} \cdot \vec{PP_0} = (2, -4, -6) \cdot (x-1, y, z+1) = 0$$

$$2(x-1) - 4y - 6(z+1) = 0$$

$$2x - 4y - 6z - 2 - 6 = 0$$

$$2x - 4y - 6z = 8$$

For more examples like this, See Questions 9-12 of 13.3-13.4 practice worksheet.

Method 2: Using the fact that the line is in the zy-plane

In xy-plane, z=0 and the plane is x+2y+0=4.

In general

the plane is x + 2y + Cz = 4.

Since $(1,0,-1) \in plane$

1+0-c=4 => c=-3.

:. The plane is x + 2y - 3z = 4.

Bonus: Determinant of 4x4 matrices

$$\begin{vmatrix} a & b & c & d \\ e & f & g & h \end{vmatrix} = a \begin{vmatrix} b & c & d \\ e & f & g & h \end{vmatrix} - b \begin{vmatrix} e & f & g & h \\ e & f & g & h \end{vmatrix}$$

$$\begin{vmatrix} i & j & k & k \\ m & n & o & P \end{vmatrix}$$

$$\begin{vmatrix} i & j & k & k \\ m & n & o & P \end{vmatrix}$$

$$\begin{vmatrix} m & n & o & P \\ m & n & o & P \end{vmatrix}$$

= Now compute each 3×3 determinant