



# MAT1320-Linear Algebra

## Lecture Notes

Vectors

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# Table of contents

1. Vectors
2. Vector Addition
3. Scalar Multiplication
4. Dot (Inner) Product
5. Dot (Inner) Product: Properties
6. The Angle Between Two Nonzero Vectors
7. Projection of A Vector onto Another
8. Cross Product
9. Cross Product: Properties
10. Mixed Product
11. Mixed Product: Properties
12. Two Fold Cross Product

# Vectors

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## Vectors: Physical Point of View

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- On the other hand, there are also quantities, such as force and velocity, that possess both **magnitude** and **direction**.
- These quantities, which can be represented by arrows having appropriate lengths and directions and emanating from some given reference point  $A$ , are called **vectors**.

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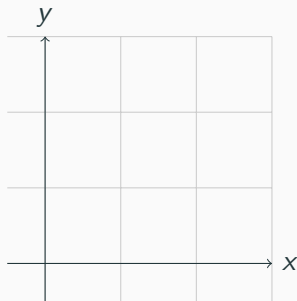
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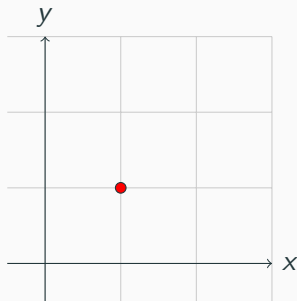


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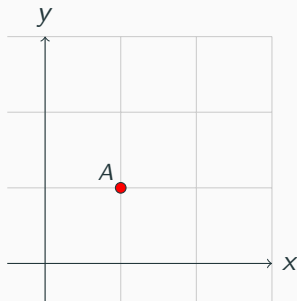


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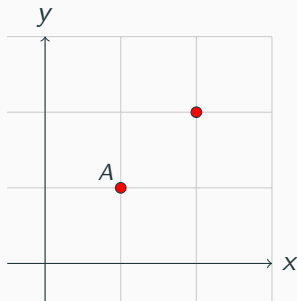


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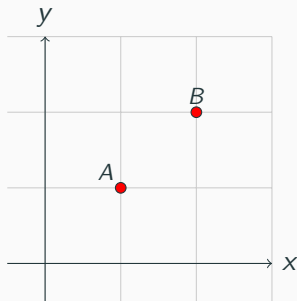


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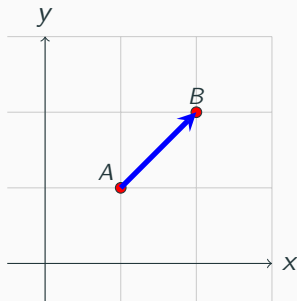


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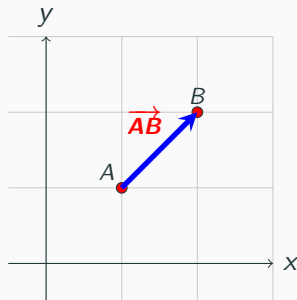


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## Norm (Length) of a Vector

- Let  $P_0(x_0, y_0, z_0)$  and  $P_1(x_1, y_1, z_1)$  be two points in  $\mathbb{R}^3$ . Then the vector with start point  $P_0$  and end point  $P_1$  is denoted by  $\overrightarrow{P_0P_1}$  and defined as

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**Note:** For any nonzero vector  $\vec{v}$ , the vector  $\frac{\vec{v}}{|\vec{v}|}$  is the unique unit vector in the same direction as  $\vec{v}$ .



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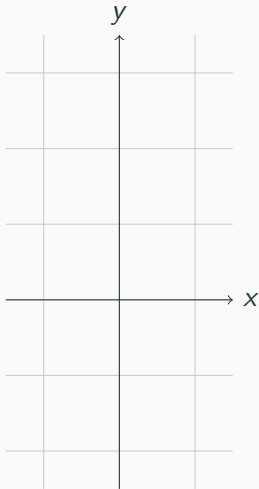
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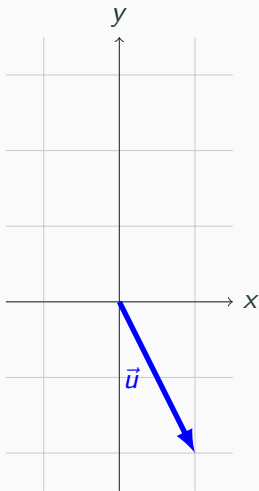


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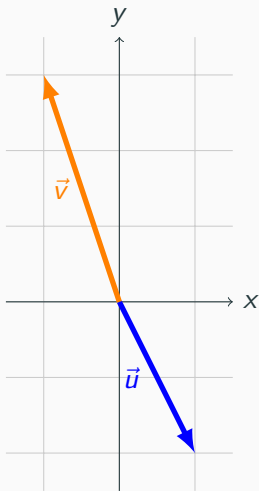


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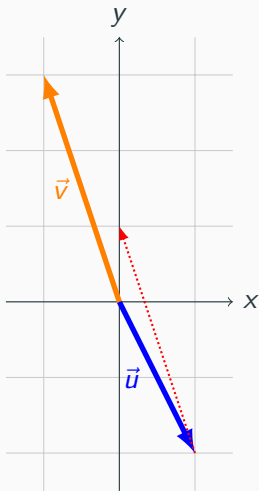


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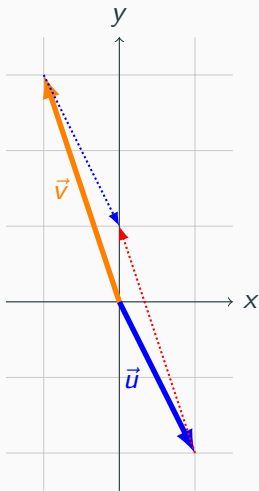


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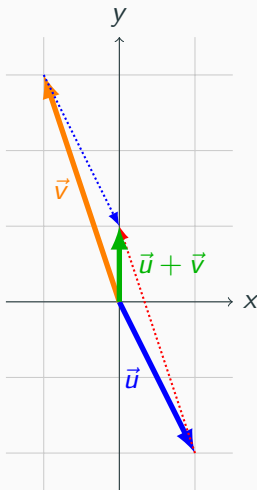


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4. If  $\lambda < -1$  and  $1 < \lambda$ , then  $|\vec{u}| < |\lambda \vec{u}|$ .

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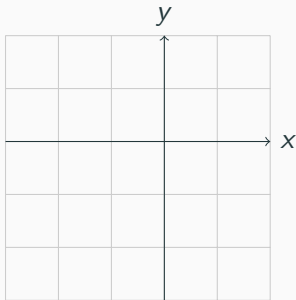
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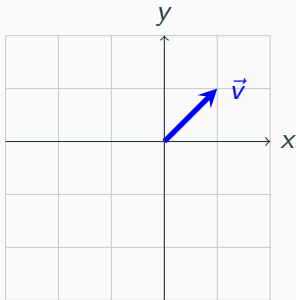
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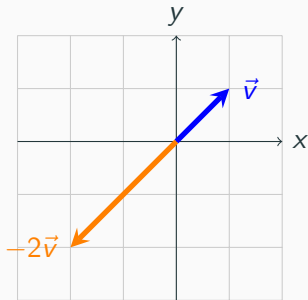
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## Example

If  $\vec{u} = (2, 1, 0, 1)$  and  $\vec{v} = (-1, 1, 3, 2)$ , then the dot product of  $\vec{u}$  and  $\vec{v}$  is

$$\begin{aligned}\vec{u} \cdot \vec{v} &= u_1 v_1 + u_2 v_2 + u_3 v_3 + u_4 v_4 = \sum_{i=1}^4 u_i v_i \\ &= 2(-1) + 1 \cdot 1 + 0 \cdot 3 + 1 \cdot 2 = 1.\end{aligned}$$

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**Note:** The dot product of two vectors is a real number.

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3.  $\alpha(\vec{u} \cdot \vec{v}) = (\alpha \vec{u}) \cdot \vec{v} = \vec{u} \cdot (\alpha \vec{v})$
4.  $\vec{0} \cdot \vec{u} = 0$

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2.  $\vec{u} \cdot (\vec{v} \mp \vec{w}) = \vec{u} \cdot \vec{v} \mp \vec{u} \cdot \vec{w}$
3.  $\alpha(\vec{u} \cdot \vec{v}) = (\alpha\vec{u}) \cdot \vec{v} = \vec{u} \cdot (\alpha\vec{v})$
4.  $\vec{0} \cdot \vec{u} = 0$
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## Dot (Inner) Product: Properties

Let the vectors  $\vec{u} = (u_1, u_2, \dots, u_n)$ ,  $\vec{v} = (v_1, v_2, \dots, v_n)$ ,  $\vec{w} = (w_1, w_2, \dots, w_n)$  the scalars  $\alpha, \beta \in \mathbb{R}$  be given. The inner product satisfies the following properties:

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9.  $\theta = 0$  or  $\theta = \pi \Leftrightarrow \vec{u} \parallel \vec{v}$

# The Angle Between Two Nonzero Vectors

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# The Angle Between Two Nonzero Vectors

The cosine between vectors  $\vec{\mathbf{u}} = (u_1, u_2, \dots, u_n)$  and  $\vec{\mathbf{v}} = (v_1, v_2, \dots, v_n)$  is given by

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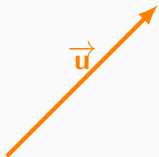
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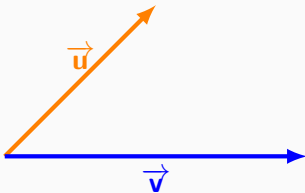
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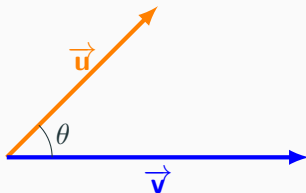
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# The Angle Between Two Nonzero Vectors

## Example

Find the angle between the vectors  $\vec{u} = (2, 2, 0, 1)$  and  $\vec{v} = (-1, 1, 0, 2)$ .

$$\vec{u} \cdot \vec{v} = \sum_{i=1}^4 u_i v_i = 2(-1) + 2 \cdot 1 + 0 \cdot 0 + 1 \cdot 2 = 2$$

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# Projection of A Vector onto Another

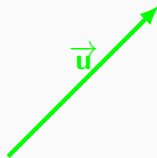
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# Projection of A Vector onto Another

The projection of the vector  $\vec{u} = \overrightarrow{AB}$  onto the nonzero vector  $\vec{v} = \overrightarrow{AD}$  is denoted by  $proj_{\vec{v}}(\vec{u})$  and is defined as the vector  $\overrightarrow{AC}$ .

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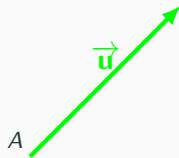


Let  $|\vec{u}| \cos \theta = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|}$  be the scalar projection of the vector  $\vec{u}$  onto the vector  $\vec{v}$ . Then the vector projection of the vector  $\vec{u}$  onto the vector  $\vec{v}$  is denoted by  $proj_{\vec{v}}(\vec{u})$  and defined by

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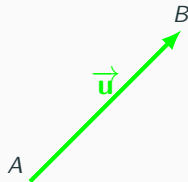


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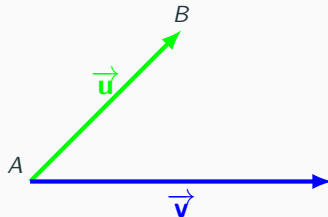


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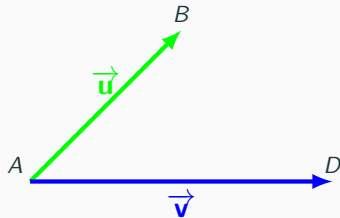
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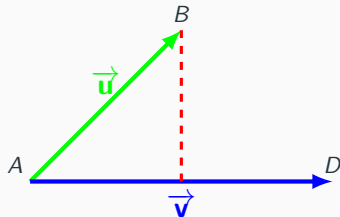


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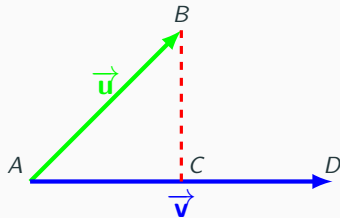


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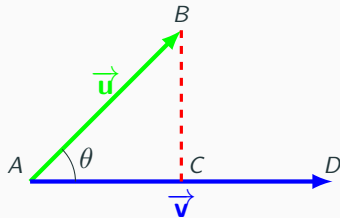


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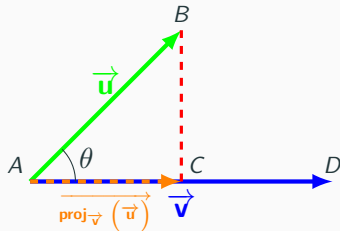


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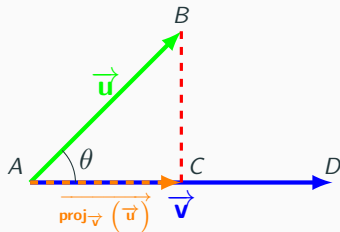


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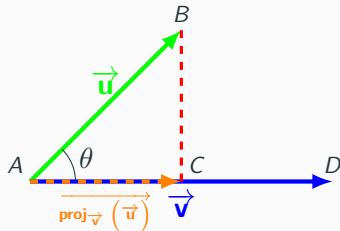
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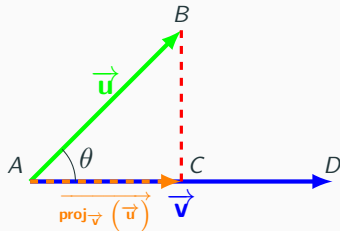
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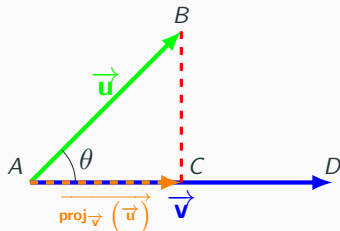
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## Example

Let  $\vec{u} = (2, 2, 0, 1)$  and  $\vec{v} = (-1, 1, 0, 2)$  be two nonzero vectors.

Find  $\text{proj}_{\vec{v}}(\vec{u})$ .

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$$\text{proj}_{\vec{v}}(\vec{u}) = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v}$$

$$\vec{u} \cdot \vec{v} = \sum_{i=1}^4 u_i v_i = 2(-1) + 2 \cdot 1 + 0 \cdot 0 + 1 \cdot 2 = 2$$

$$|\vec{v}| = \sqrt{1 + 1 + 0 + 4} = \sqrt{6}$$

# Projection of A Vector onto Another

## Example

Let  $\vec{u} = (2, 2, 0, 1)$  and  $\vec{v} = (-1, 1, 0, 2)$  be two nonzero vectors.

Find  $\text{proj}_{\vec{v}}(\vec{u})$ .

$$\text{proj}_{\vec{v}}(\vec{u}) = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v}$$

$$\vec{u} \cdot \vec{v} = \sum_{i=1}^4 u_i v_i = 2(-1) + 2 \cdot 1 + 0 \cdot 0 + 1 \cdot 2 = 2$$

$$|\vec{v}| = \sqrt{1 + 1 + 0 + 4} = \sqrt{6}$$

$$\text{proj}_{\vec{v}}(\vec{u}) = \frac{2}{6}(-1, 1, 0, 2) = \left(-\frac{1}{3}, \frac{1}{3}, 0, \frac{2}{3}\right)$$

## Cross Product

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## Definition

Let  $\vec{u} = (u_1, u_2, u_3)$  and  $\vec{v} = (v_1, v_2, v_3)$  be two vectors in  $\mathbb{R}^3$ . The **cross product** of the vectors  $\vec{u}$  and  $\vec{v}$  is denoted by  $\vec{u} \times \vec{v}$  or  $\vec{u} \wedge \vec{v}$  and defined as follows:

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**Note:**  $|\vec{u} \times \vec{v}|$  is the area of the parallelogram having  $\vec{u}$  and  $\vec{v}$  as sides.

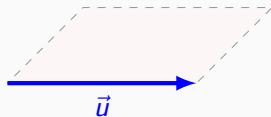


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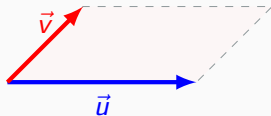


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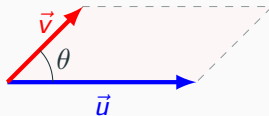


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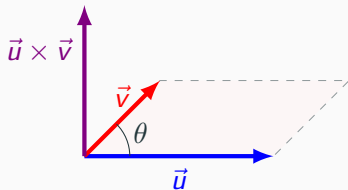


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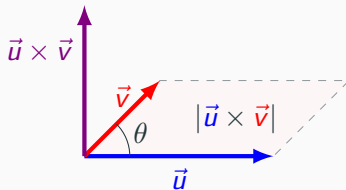


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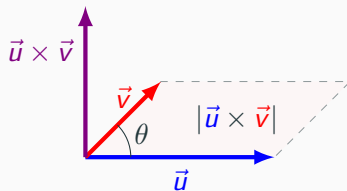
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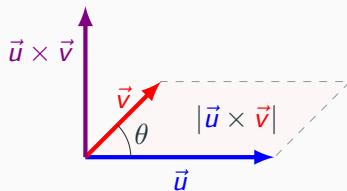


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# Cross Product

$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix}$$



# Cross Product

$$\begin{aligned}\vec{u} \times \vec{v} &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} \\ &= \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix} \vec{i} - \begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix} \vec{j} + \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \vec{k}\end{aligned}$$

# Cross Product

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or

$$\vec{u} \times \vec{v} = \left( \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix}, \begin{vmatrix} u_3 & u_1 \\ v_3 & v_1 \end{vmatrix}, \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \right)$$

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**Note:** The cross product is only defined over  $\mathbb{R}^3$ .

# Cross Product

## Example

Let  $\vec{u} = (1, 2, -1)$  and  $\vec{v} = (-2, 3, 4) \in \mathbb{R}^3$ . Find the cross product of  $\vec{u}$  and  $\vec{v}$ .

# Cross Product

## Example

Let  $\vec{u} = (1, 2, -1)$  and  $\vec{v} = (-2, 3, 4) \in \mathbb{R}^3$ . Find the cross product of  $\vec{u}$  and  $\vec{v}$ .

I. Method:  $\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & -1 \\ -2 & 3 & 4 \end{vmatrix}$

# Cross Product

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Let  $\vec{u} = (1, 2, -1)$  and  $\vec{v} = (-2, 3, 4) \in \mathbb{R}^3$ . Find the cross product of  $\vec{u}$  and  $\vec{v}$ .

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$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & -1 \\ -2 & 3 & 4 \end{vmatrix}$$
$$= \begin{vmatrix} 2 & -1 \\ 3 & 4 \end{vmatrix} \vec{i} - \begin{vmatrix} 1 & -1 \\ -2 & 4 \end{vmatrix} \vec{j} + \begin{vmatrix} 1 & 2 \\ -2 & 3 \end{vmatrix} \vec{k}$$
$$= 11\vec{i} - 2\vec{j} + 7\vec{k} = (11, -2, 7)$$

**II. Method:** 
$$\vec{u} \times \vec{v} = \left( \begin{vmatrix} 2 & -1 \\ 3 & 4 \end{vmatrix}, \begin{vmatrix} -1 & 1 \\ 4 & -2 \end{vmatrix}, \begin{vmatrix} 1 & 2 \\ -2 & 3 \end{vmatrix} \right)$$



# Cross Product

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$$\begin{aligned}\text{II. Method: } \vec{u} \times \vec{v} &= \left( \begin{vmatrix} 2 & -1 \\ 3 & 4 \end{vmatrix}, \begin{vmatrix} -1 & 1 \\ 4 & -2 \end{vmatrix}, \begin{vmatrix} 1 & 2 \\ -2 & 3 \end{vmatrix} \right) \\ &= (11, -2, 7)\end{aligned}$$

## Cross Product: Properties

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Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3) \in \mathbb{R}^3$  and  $c \in \mathbb{R}$ .

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1.  $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$

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Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3) \in \mathbb{R}^3$  and  $c \in \mathbb{R}$ .

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4.  $(\vec{u} \mp \vec{v}) \times \vec{w} = \vec{u} \times \vec{w} \mp \vec{v} \times \vec{w}$

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



## Cross Product: Properties

Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3) \in \mathbb{R}^3$  and  $c \in \mathbb{R}$ .

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5.  $\vec{u} \cdot (\vec{v} \times \vec{w}) = (\vec{u} \times \vec{v}) \cdot \vec{w}$
6.  $\vec{u} \times (\vec{v} \times \vec{w}) = (\vec{u} \cdot \vec{w}) \vec{v} - (\vec{u} \cdot \vec{v}) \vec{w}$

## Cross Product: Properties

Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3) \in \mathbb{R}^3$  and  $c \in \mathbb{R}$ .

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6.  $\vec{u} \times (\vec{v} \times \vec{w}) = (\vec{u} \cdot \vec{w}) \vec{v} - (\vec{u} \cdot \vec{v}) \vec{w}$
7.  $\vec{u} \times \vec{v} = (|\vec{u}| |\vec{v}| \sin \theta) \vec{n}$   
( $\vec{u} \perp \vec{n}$ ,  $\vec{v} \perp \vec{n}$ , ve  $|\vec{n}| = 1$ )

## Cross Product: Properties

Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3) \in \mathbb{R}^3$  and  $c \in \mathbb{R}$ .

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( $\vec{u} \perp \vec{n}$ ,  $\vec{v} \perp \vec{n}$ , ve  $|\vec{n}| = 1$ )
8.  $\theta = 0$  or  $\theta = \pi \Rightarrow \vec{u} \times \vec{v} = \vec{0}$

## Cross Product: Properties

Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3) \in \mathbb{R}^3$  and  $c \in \mathbb{R}$ .

1.  $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$
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( $\vec{u} \perp \vec{n}$ ,  $\vec{v} \perp \vec{n}$ , ve  $|\vec{n}| = 1$ )
8.  $\theta = 0$  or  $\theta = \pi \Rightarrow \vec{u} \times \vec{v} = \vec{0}$
9.  $\vec{u} \perp (\vec{u} \times \vec{v})$  and  $\vec{v} \perp (\vec{u} \times \vec{v})$

## Mixed Product

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# Mixed Product

## Definition

Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3)$  be three vectors in  $\mathbb{R}^3$ . Then the **mixed product** of the vectors  $\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$  is denoted by  $\vec{u} \cdot (\vec{v} \times \vec{w})$  or  $(\vec{u}, \vec{v}, \vec{w})$

# Mixed Product

## Definition

Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3)$  be three vectors in  $\mathbb{R}^3$ . Then the **mixed product** of the vectors  $\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$  is denoted by  $\vec{u} \cdot (\vec{v} \times \vec{w})$  or  $(\vec{u}, \vec{v}, \vec{w})$  and defined by

$$\vec{u} \cdot (\vec{v} \times \vec{w}) = \begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix}.$$

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**Note:** Mixed product is only defined over  $\mathbb{R}^3$ .



## Mixed Product: Geometric Interpretation

Geometrically, mixed product of the vectors  $\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$  is the volume of the parallelepiped having edges as  $\vec{u}$ ,  $\vec{v}$  and  $\vec{w}$ .

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Let  $A = |\vec{v} \times \vec{w}|$  be the area of the base and  $h = |\vec{u}| \cos \phi$  height, then the volume is

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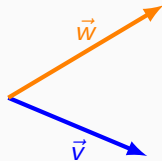


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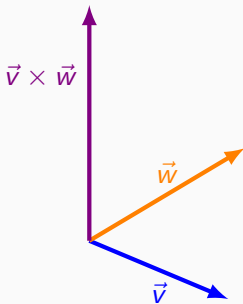


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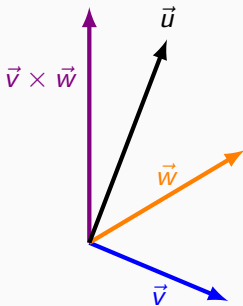


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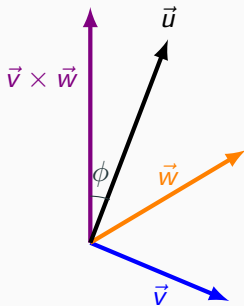
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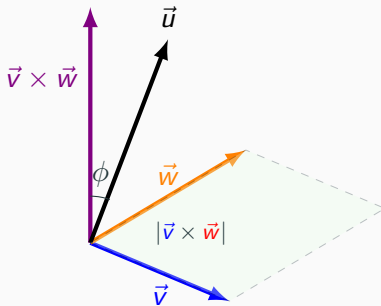


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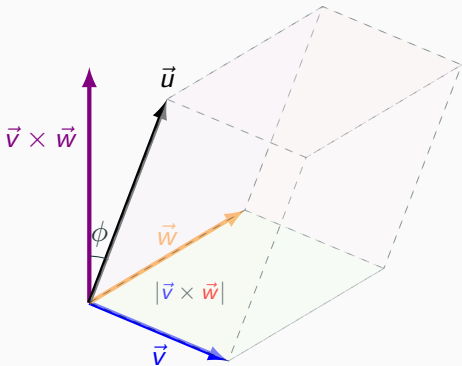
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# Mixed Product

## Example

The mixed product  $\vec{u} \cdot (\vec{v} \times \vec{w})$ , of the vectors  $\vec{u} = (1, 2, -1)$ ,  $\vec{v} = (-2, 3, 4)$  and  $\vec{w} = (2, 1, 0) \in \mathbb{R}^3$  is

$$\vec{u} \cdot (\vec{v} \times \vec{w}) = \begin{vmatrix} 1 & 2 & -1 \\ -2 & 3 & 4 \\ 2 & 1 & 0 \end{vmatrix}$$

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## Mixed Product: Properties

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Let  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$ ,  $\vec{w} = (w_1, w_2, w_3)$  and  $\vec{r} = (r_1, r_2, r_3) \in \mathbb{R}^3$   $c \in \mathbb{R}$ .

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3.  $(c\vec{u}) \cdot (\vec{v} \times \vec{w}) = \vec{u} \cdot ((c\vec{v}) \times \vec{w}) = \vec{u} \cdot (\vec{v} \times (c\vec{w}))$

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4.  $(\vec{u} + \vec{r}) \cdot (\vec{v} \times \vec{w}) = \vec{u} \cdot (\vec{v} \times \vec{w}) + \vec{r} \cdot (\vec{v} \times \vec{w})$

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5.  $\vec{u} \cdot (\vec{v} \times \vec{w}) = 0 \Leftrightarrow \vec{u} \parallel \vec{v} \text{ or } \vec{u} \parallel \vec{w} \text{ or } \vec{v} \parallel \vec{w} \text{ or } \vec{u} \parallel \vec{v} \parallel \vec{w}$

## Two Fold Cross Product

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The **two fold cross product** of the vectors  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$  and  $\vec{w} = (w_1, w_2, w_3) \in \mathbb{R}^3$  is defined by

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**Note:** The result of two fold cross product is a vector over  $\mathbb{R}^3$ .

## Two Fold Cross Product

### Example

Let  $\vec{u} = (1, 2, -1)$ ,  $\vec{v} = (-2, 3, 4)$  and  $\vec{w} = (2, 1, 0) \in \mathbb{R}^3$  given. Find  $\vec{u} \times (\vec{v} \times \vec{w})$ .

$$\vec{u} \cdot \vec{w} = 1.2 + 2.1 + (-1).0 = 4$$

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$$\vec{u} \cdot \vec{w} = 1 \cdot 2 + 2 \cdot 1 + (-1) \cdot 0 = 4$$

$$\vec{u} \cdot \vec{v} = 1 \cdot (-2) + 2 \cdot 3 + (-1) \cdot 4 = 0$$

$$\begin{aligned}\vec{u} \times (\vec{v} \times \vec{w}) &= (\vec{u} \cdot \vec{w}) \vec{v} - (\vec{u} \cdot \vec{v}) \vec{w} \\ &= 4\vec{v} - 0\vec{w} = 4(-2, 3, 4)\end{aligned}$$

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