### Section 2.4 – Cross Product

#### The Cross Product

To find a vector in 3-space that is perpendicular to two vectors; the type of vector multiplication that facilities this construction is the cross product.

### **Definition**

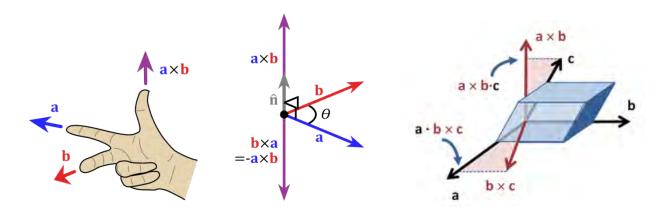
The cross product of  $\vec{u} = (u_1, u_2, u_3)$  and  $\vec{v} = (v_1, v_2, v_3)$  is the vector

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

$$= \begin{vmatrix} u_2 & v_2 \\ u_3 & v_3 \end{vmatrix} \hat{i} - \begin{vmatrix} u_1 & v_1 \\ u_3 & v_3 \end{vmatrix} \hat{j} + \begin{vmatrix} u_1 & v_2 \\ u_2 & v_1 \end{vmatrix} \hat{k}$$

$$= (u_2 v_3 - u_3 v_2) \hat{i} - (u_1 v_3 - u_3 v_1) \hat{j} + (u_1 v_2 - u_2 v_1) \hat{k}$$

$$= (u_2 v_3 - u_3 v_2, u_3 v_1 - u_1 v_3, u_1 v_2 - u_2 v_1)$$



In 1773, *Joseph Louis Lagrange* introduced the component form of both the dot and cross products in order to study the tetrahedron in three dimensions. In 1843 the Irish mathematical physicist Sir *William Rowan Hamilton* introduced the quaternion product, and with it the terms "*vector*" and "*scalar*". Given two quaternions  $[0, \vec{u}]$  and  $[0, \vec{v}]$ , where  $\vec{u}$  and  $\vec{v}$  are vectors in  $\mathbb{R}^3$ , their quaternion product can be summarized as  $[-\vec{u} \cdot \vec{v}, \vec{u} \times \vec{v}]$ . *James Clerk Maxwell* used Hamilton's quaternion tools to develop his famous *electromagnetism* equations, and for this and other reasons quaternions for a time were an essential part of physics education.

## Example

Find  $\vec{u} \times \vec{v}$ , where  $\vec{u} = (1, 2, -2)$  and  $\vec{v} = (3, 0, 1)$ 

#### **Solution**

$$\begin{bmatrix} 1 & 2 & -2 \\ 3 & 0 & 1 \end{bmatrix}$$

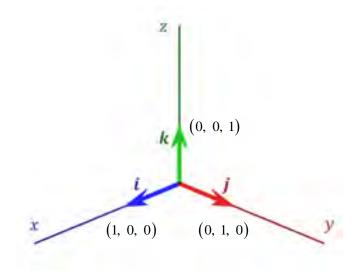
$$\vec{u} \times \vec{v} = \begin{pmatrix} \begin{vmatrix} 2 & -2 \\ 0 & 1 \end{vmatrix}, & -\begin{vmatrix} 1 & -2 \\ 3 & 1 \end{vmatrix}, & \begin{vmatrix} 1 & 2 \\ 3 & 0 \end{vmatrix} \end{pmatrix}$$

$$= \begin{pmatrix} 2, & -7, & -6 \end{pmatrix}$$

### Example

Consider the vectors  $\hat{i} = (1, 0, 0) \quad \hat{j} = (0, 1, 0) \quad \hat{k} = (0, 0, 1)$ 

These vectors each have length of 1 and lie along the coordinate axes. They are called the *standard unit vectors* in 3-space.



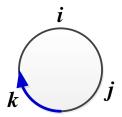
For example:  $(2, 3, -4) = 2\hat{i} + 3\hat{j} - 4\hat{k}$ 

## $\underline{Note}$ :

$$\checkmark \quad \hat{i} \times \hat{i} = \hat{j} \times \hat{j} = \hat{k} \times \hat{k} = \vec{0}$$

$$\checkmark$$
  $\hat{j} \times \hat{i} = -\hat{k}$ ,  $\hat{k} \times \hat{j} = -\hat{i}$ ,  $\hat{i} \times \hat{k} = -\hat{j}$ 

$$\checkmark$$
  $\hat{i} \times \hat{j} = \hat{k}$ ,  $\hat{j} \times \hat{k} = \hat{i}$ ,  $\hat{k} \times \hat{i} = \hat{j}$ 



## **Properties**

1.  $\vec{u} \times \vec{v}$  reverses rows 2 and 3 in the determinant so it is equals  $-(\vec{u} \times \vec{v})$ 

**2.** The cross product  $\vec{u} \times \vec{v}$  is perpendicular to  $\vec{u}$ , then  $\vec{u} \cdot (\vec{u} \times \vec{v}) = 0$ 

**3.** The cross product  $\vec{u} \times \vec{v}$  is perpendicular to  $\vec{v}$ , then  $(\vec{u} \times \vec{v}) \cdot \vec{v} = 0$ 

**4.** The cross product of any vector with itself (two equal rows) is  $\vec{u} \times \vec{u} = 0$ .

5. Lagrange's identity:  $\|\vec{u} \times \vec{v}\|^2 = \|\vec{u}\|^2 \|\vec{v}\|^2 - (\vec{u} \cdot \vec{v})^2$ =  $\|\vec{u}\| \|\vec{v}\| |\sin \theta|$ 

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

#### **Theorem**

 $a) \quad \vec{u} \times \vec{v} = -(\vec{v} \times \vec{u})$ 

b)  $\vec{u} \times (\vec{v} + \vec{w}) = (\vec{u} \times \vec{v}) + (\vec{u} \times \vec{w})$ 

c)  $(\vec{u} + \vec{v}) \times \vec{w} = (\vec{u} \times \vec{w}) + (\vec{v} \times \vec{w})$ 

d)  $k(\vec{u} \times \vec{v}) = (k\vec{u}) \times \vec{v} = \vec{u} \times (k\vec{v})$ 

e)  $\vec{u} \times \vec{0} = \vec{0} \times \vec{u} = \vec{0}$ 

f)  $\vec{u} \times \vec{u} = 0$ 

## Definition

If  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$  are vectors in 3-space, then  $\boxed{\vec{u} \cdot (\vec{v} \times \vec{w})}$  is called the *scalar triple product* of  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$ .

## **Example**

Calculate the scalar triple product  $\vec{u} \cdot (\vec{u} \times \vec{v})$  of the vectors:

$$\vec{u} = -2\hat{i} + 6\hat{k}$$
  $\vec{v} = \hat{i} - 3\hat{j} + \hat{k}$   $\vec{w} = -5\hat{i} - \hat{j} + \hat{k}$ 

#### **Solution**

$$\vec{u} \cdot (\vec{u} \times \vec{v}) = \begin{vmatrix} -2 & 0 & 6 \\ 1 & -3 & 1 \\ -5 & -1 & 1 \end{vmatrix}$$
$$= -92 \mid$$

### Area of a Parallelogram

#### **Theorem**

If  $\vec{u}$  and  $\vec{v}$  are vectors in 3-space, then  $\|\vec{u} \times \vec{v}\|$  is equal to the area of the parallelogram determined by  $\vec{u}$  and  $\vec{v}$ .

### **Example**

Find the area of the triangle determined by the points  $P_1(2, 2, 0)$ ,  $P_2(-1, 0, 2)$ , and  $P_3(0, 4, 3)$ .

#### **Solution**

The area of the triangle is  $\frac{1}{2}$  the area of the parallelogram determined by the vectors  $\overrightarrow{P_1P_2}$  and  $\overrightarrow{P_1P_3}$ 

$$\overrightarrow{P_1P_2} = (-1, 0, 2) - (2, 2, 0)$$

$$= (-3, -2, 2)$$

$$\overrightarrow{P_1P_3} = (0, 4, 3) - (2, 2, 0)$$

$$= (-2, 2, 3)$$

$$\overline{P_1 P_2} \times \overline{P_1 P_3} = \begin{pmatrix} \begin{vmatrix} -2 & 2 \\ 2 & 3 \end{vmatrix}, & -\begin{vmatrix} -3 & 2 \\ -2 & 3 \end{vmatrix}, & \begin{vmatrix} -3 & -2 \\ -2 & 2 \end{vmatrix} \end{pmatrix}$$

$$\underline{= (-10, 5, -10)}$$

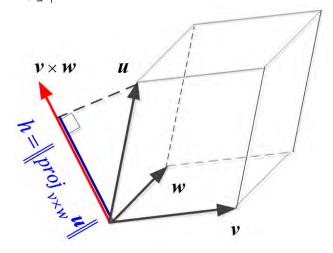
Area = 
$$\frac{1}{2} \| \overrightarrow{P_1 P_2} \times \overrightarrow{P_1 P_3} \|$$
  
=  $\frac{1}{2} \sqrt{(-10)^2 + 5^2 + (-10)^2}$   
=  $\frac{15}{2}$ 

## Volume

The Volume of the Parallelepiped is

$$V = (area\ of\ base).(height) = \|\vec{v} \times \vec{w}\| \frac{|\vec{u} \cdot (\vec{v} \times \vec{w})|}{\|\vec{v} \times \vec{w}\|} = |\vec{u} \cdot (\vec{u} \times \vec{v})|$$

$$V = \left| \det \begin{bmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{bmatrix} \right|$$



### **Theorem**

If the vectors  $\vec{u} = (u_1, u_2, u_3)$ ,  $\vec{v} = (v_1, v_2, v_3)$ , and  $\vec{w} = (w_1, w_2, w_3)$  have the initial point, then they lie in the same plane if and only if

$$\vec{u} \cdot (\vec{v} \times \vec{w}) = \begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix} = 0$$

## Example

Find the volume of the parallelepiped with sides  $\vec{u} = (2, -6, 2)$ ,  $\vec{v} = (0, 4, -2)$ , and  $\vec{w} = (2, 2, -4)$ 

### Solution

$$V = \begin{vmatrix} \det \begin{bmatrix} 2 & -6 & 2 \\ 0 & 4 & -2 \\ 2 & 2 & -4 \end{vmatrix} \end{vmatrix}$$
= 16

# Exercises Section 2.4 - Cross Product

- 1. Prove when the cross product  $\vec{u} \times \vec{v}$  is perpendicular to  $\vec{u}$ , then  $\vec{u} \cdot (\vec{u} \times \vec{v}) = 0$
- **2.** Find  $\vec{u} \times \vec{v}$ , where  $\vec{u} = (1, 2, -2)$  and  $\vec{v} = (3, 0, 1)$  and show that  $\vec{u} \times \vec{v}$  is perpendicular to  $\vec{u}$  and to  $\vec{v}$ .
- 3. Given  $\vec{u} = (3, 2, -1)$ ,  $\vec{v} = (0, 2, -3)$ , and  $\vec{w} = (2, 6, 7)$  Compute the vectors
  - a)  $\vec{u} \times \vec{v}$

c)  $\vec{u} \times (\vec{v} \times \vec{w})$ 

e)  $\vec{u} \times (\vec{v} - 2\vec{w})$ 

b)  $\vec{v} \times \vec{w}$ 

- d)  $(\vec{u} \times \vec{v}) \times \vec{w}$
- **4.** Use the cross product to find a vector that is orthogonal to both
  - a)  $\vec{u} = (-6, 4, 2), \vec{v} = (3, 1, 5)$
  - b)  $\vec{u} = (1, 1, -2), \quad \vec{v} = (2, -1, 2)$
  - c)  $\vec{u} = (-2, 1, 5), \vec{v} = (3, 0, -3)$
- **5.** Find the area of the parallelogram determined by the given vectors
  - a)  $\vec{u} = (1, -1, 2)$  and  $\vec{v} = (0, 3, 1)$
  - b)  $\vec{u} = (3, -1, 4)$  and  $\vec{v} = (6, -2, 8)$
  - c)  $\vec{u} = (2, 3, 0)$  and  $\vec{v} = (-1, 2, -2)$
- **6.** Find the area of the parallelogram with the given vertices

$$P_1(3, 2), P_2(5, 4), P_3(9, 4), P_4(7, 2)$$

- **7.** Find the area of the triangle with the given vertices:
  - a) A(2, 0) B(3, 4) C(-1, 2)
  - b) A(1, 1) B(2, 2) C(3, -3)
  - c) P(2, 6, -1) Q(1, 1, 1) R = (4, 6, 2)
- **8.** a) Find the area of the parallelogram with edges  $\vec{v} = (3, 2)$  and  $\vec{w} = (1, 4)$ 
  - b) Find the area of the triangle with sides  $\vec{v}$ ,  $\vec{w}$ , and  $\vec{v} + \vec{w}$ . Draw it.
  - c) Find the area of the triangle with sides  $\vec{v}$ ,  $\vec{w}$ , and  $\vec{v} \vec{w}$ . Draw it.
- **9.** Find the volume of the parallelepiped with sides  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$ .
  - a)  $\vec{u} = (2, -6, 2), \quad \vec{v} = (0, 4, -2), \quad \vec{w} = (2, 2, -4)$
  - b)  $\vec{u} = (3, 1, 2), \quad \vec{v} = (4, 5, 1), \quad \vec{w} = (1, 2, 4)$

- 10. Compute the scalar triple product  $\vec{u} \cdot (\vec{v} \times \vec{w})$ 
  - a)  $\vec{u} = (-2, 0, 6), \vec{v} = (1, -3, 1), \vec{w} = (-5, -1, 1)$
  - b)  $\vec{u} = (-1, 2, 4), \quad \vec{v} = (3, 4, -2), \quad \vec{w} = (-1, 2, 5)$
  - c)  $\vec{u} = (a, 0, 0), \quad \vec{v} = (0, b, 0), \quad \vec{w} = (0, 0, c)$
  - d)  $\vec{u} = 3\hat{i} 2\hat{j} 5\hat{k}$ ,  $\vec{v} = \hat{i} + 4\hat{j} 4\hat{k}$ ,  $\vec{w} = 3\hat{j} + 2\hat{k}$
  - e)  $\vec{u} = (3, -1, 6)$   $\vec{v} = (2, 4, 3)$   $\vec{w} = (5, -1, 2)$
- 11. Use the cross product to find the sine of the angle between the vectors  $\vec{u} = (2, 3, -6), \vec{v} = (2, 3, 6)$
- **12.** Simplify  $(\vec{u} + \vec{v}) \times (\vec{u} \vec{v})$
- **13.** Prove Lagrange's identity:  $\|\vec{u} \times \vec{v}\|^2 = \|\vec{u}\|^2 \|\vec{v}\|^2 (\vec{u} \cdot \vec{v})^2$
- **14.** Polar coordinates satisfy  $x = r \cos \theta$  and  $y = \sin \theta$ . Polar area  $J dr d\theta$  includes J:

$$J = \begin{bmatrix} \frac{\partial x}{\partial r} & \frac{\partial x}{\partial \theta} \\ \frac{\partial y}{\partial r} & \frac{\partial y}{\partial \theta} \end{bmatrix} = \begin{bmatrix} \cos \theta & -r \sin \theta \\ \sin \theta & r \cos \theta \end{bmatrix}$$

The two columns are orthogonal. Their lengths are \_\_\_\_\_. Thus J = \_\_\_\_\_.

- **15.** Prove that  $\|\vec{u} + \vec{v}\| = \|\vec{u}\| + \|\vec{v}\|$  if and only if  $\vec{u}$  and  $\vec{v}$  are parallel vectors.
- **16.** State the following statements as True or False
  - a) The cross product of two nonzero vectors  $\vec{u}$  and  $\vec{v}$  is a nonzero vector if and only if  $\vec{u}$  and  $\vec{v}$  are not parallel.
  - b) A normal vector to a plane can be obtained by taking the cross product of two nonzero and noncollinear vectors lying in the plane.
  - c) The scalar triple product of  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$  determines a vector whose length is equal to the volume of the parallelepiped determined by  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$ .
  - d) If  $\vec{u}$  and  $\vec{v}$  are vectors in 3-space, then  $\|\vec{u} \times \vec{v}\|$  is equal to the area of the parallelogram determine by  $\vec{u}$  and  $\vec{v}$ .
  - e) For all vectors  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$  in  $R^3$ , the vectors  $(\vec{u} \times \vec{v}) \times \vec{w}$  and  $\vec{u} \times (\vec{v} \times \vec{w})$  are the same.
  - f) If  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$  are vectors in  $\vec{R}^3$ , where  $\vec{u}$  is nonzero and  $\vec{u} \times \vec{v} = \vec{u} \times \vec{w}$ , then  $\vec{v} = \vec{w}$