# Lecture 4: The cross product (§12.4)

#### Goals:

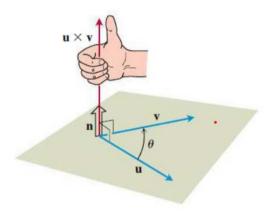
- 1. Algebraically compute the cross product of two given vectors using determinants.
- 2. Geometrically interpret the magnitude and direction of the cross product of two given vectors.
- 3. Perform elementary vector algebra using properties of vector addition, scalar multiplication, the dot product, and the cross product.

In this lecture we focus on the following operation:

**Definition.** (intuition) The **cross product**  $\overrightarrow{u} \times \overrightarrow{v}$  of vectors  $\overrightarrow{u}$  and  $\overrightarrow{v}$  is the vector

$$\overrightarrow{u} \times \overrightarrow{v} := |\overrightarrow{u}| |\overrightarrow{v}| \sin(\theta) \cdot \overrightarrow{n},$$

where  $\overrightarrow{n}$  is the unit normal vector perpendicular to the plane spanned by  $\overrightarrow{u}$  and  $\overrightarrow{v}$ , chosen according to the right-hand rule.



**FIGURE 12.28** The construction of  $\mathbf{u} \times \mathbf{v}$ .

- 1. Note that  $\overrightarrow{u} \times \overrightarrow{v} = \overrightarrow{0}$  if  $\overrightarrow{u}$  and  $\overrightarrow{v}$  are parallel, or if  $\overrightarrow{u}$  or  $\overrightarrow{v}$  are the zero vector.
- 2. Further note that  $|\overrightarrow{u} \times \overrightarrow{v}|$  is the area of the parallelogram determined by  $\overrightarrow{u}$  and  $\overrightarrow{v}$ .

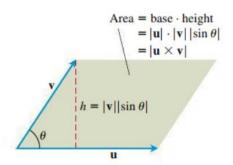


FIGURE 12.31 The parallelogram determined by  $\mathbf{u}$  and  $\mathbf{v}$ .

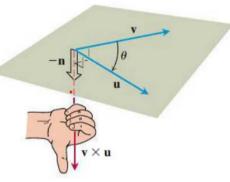
#### Here are a few properties of cross product:

Let  $\overrightarrow{u}$ ,  $\overrightarrow{v}$ ,  $\overrightarrow{w}$  be vectors, and let r, s be scalars. Then:

$$(\vec{\nabla} + \vec{\omega}) = \vec{\omega} \times \vec{V} + \vec{\omega} \times \vec{W}$$

$$3 \vec{k} \times \vec{V} = -\vec{V} \times \vec{k}$$

$$\frac{\partial}{\partial x} (\vec{u} + \vec{v}) \times \vec{w} = \vec{u} \times \vec{w} + \vec{v} \times \vec{w}$$



**FIGURE 12.29** The construction of  $\mathbf{v} \times \mathbf{u}$ .

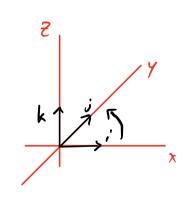
### Example. Compute

1. 
$$i \times j = k$$

2. 
$$k \times i = j$$

3. 
$$k \times j = -$$

4. 
$$j \times j = \bigcirc$$





We now give an explicit formula to the cross product. We first define determinants:

#### Definition.

1. The determinant of a  $2 \times 2$ -matrix is calculated as follows

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc$$

2. The determinant of a  $3 \times 3$ -matrix is calculated as follows

$$\begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_2 & b_3 \\ c_2 & c_3 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 \\ c_1 & c_3 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_2 & b_3 \\ c_1 & c_3 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & c_3 - b_3 & c_1 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_2 & c_2 - b_3 & c_1 \\ c_1 & c_2 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & c_3 - b_3 & c_1 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & c_3 - b_3 & c_1 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & c_3 - b_2 & c_1 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & c_3 - b_3 & c_1 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & c_3 - b_2 & c_1 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & c_3 - b_3 & c_1 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & c_3 - b_2 & c_1 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & c_3 - b_3 & c_1 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} - a_2 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_2 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} = a_1 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_2 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_2 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_2 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_2 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_2 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_2 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_2 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 & b_2 \\ c_1 & c_2 \end{vmatrix} + a_3 \cdot \begin{vmatrix} b_1 & b_2 &$$

We can now define the cross product more explicitly:

**Definition** (Cross product as a determinant). Let 
$$\overrightarrow{u} = \langle u_1, u_2, u_3 \rangle$$
 and  $\overrightarrow{v} = \langle v_1, v_2, v_3 \rangle$ . Then
$$\overrightarrow{u} \times \overrightarrow{v} = \begin{vmatrix} i & j & k \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = \mathbf{i} \cdot \begin{vmatrix} u_1 & u_3 \\ v_2 & v_3 \end{vmatrix} - \mathbf{j} \begin{vmatrix} u_1 & u_3 \\ v_1 & v_2 \end{vmatrix} + \mathbf{k} \begin{vmatrix} u_1 & u_1 \\ v_1 & v_2 \end{vmatrix}$$

$$= i(u_2v_3 - u_3v_2) - j(u_1v_3 - u_3v_1) + k(u_1v_2 - u_2v_1)$$

**Example.** Let  $\overrightarrow{u} = \langle 2, 1, 1 \rangle$  and  $\overrightarrow{v} = \langle -4, 3, 1 \rangle$ . Find  $\overrightarrow{u} \times \overrightarrow{v}$ ? How about Find  $\overrightarrow{u} \times (\overrightarrow{u} + \overrightarrow{v})$ ?

$$\vec{u} \times \vec{v} = \langle 2, 1, 1 \rangle \times \langle -4, 3, 1 \rangle = \begin{vmatrix} i & j & k \\ 2 & 1 & 1 \\ -4 & 3 & 1 \end{vmatrix} = \begin{vmatrix} -4 & 3 & 1 \\ -4 & 3 & 1 \end{vmatrix}$$

$$= i / \frac{1}{3} | \frac{1}{3} - j | \frac{2}{-4} | \frac{1}{3} + k | \frac{2}{-4} | \frac{1}{3} = -2i - 6j + 10k = \langle -2, -6, 10 \rangle$$

$$\vec{u} \times (\vec{u} + \vec{v}) = \vec{u} \times \vec{u} + \vec{u} \times \vec{v} = \vec{u} \times \vec{v} = \langle -2, -6, 10 \rangle$$

**Example.** Let P(1, -1, 0), Q(2, 1, -1), and R(-1, 1, 2) be points. Find:

- 1. A unit vector perpendicular to the plane of P, Q and R (how many such unit vectors exist?)
- 2. The area if the triangle PQR.

$$\vec{V} = \vec{P}\vec{R} = \langle -2, 2, 2 \rangle$$
 $\vec{V} = \vec{P}\vec{Q} = \langle 1, 2, -1 \rangle$ 

$$\vec{u} \times \vec{v} = \begin{vmatrix} i & j & k \\ -2 & 2 & 2 \\ 1 & 2 & -1 \end{vmatrix} = i(-2-4)-j(2-2)+k(-4-2)=-6i-6k$$

$$= \langle -6,0,-6 \rangle = \sqrt{36+0.136} = \sqrt{72} = 6\sqrt{2}$$

The normalized orthogonal vector is  $\frac{1}{6\sqrt{2}} \langle -6,0,-6 \rangle = \langle \frac{1}{\sqrt{2}},0,\frac{1}{\sqrt{2}} \rangle$  **Example.** Is it true that  $(\overrightarrow{u} \times \overrightarrow{v}) \times \overrightarrow{w} = \overrightarrow{u} \times (\overrightarrow{v} \times \overrightarrow{w})$ ? The area

Example 
$$(ixi)xj = 0xj = 0$$
  
 $ix(ixj) = ixk = -5j \neq 0$ 

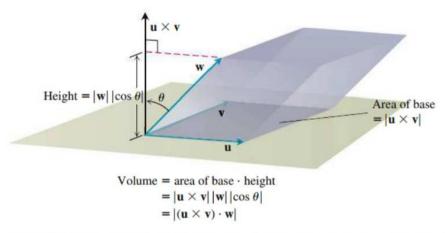
$$=\frac{1}{2}.6\sqrt{2}=3\sqrt{2}$$

## Triple (or Box) product

**Definition.** Given vectors  $\overrightarrow{u}$ ,  $\overrightarrow{v}$  and  $\overrightarrow{w}$ , the **box product** is (the scalar) defined by

$$(\overrightarrow{u} \times \overrightarrow{v}) \cdot \overrightarrow{w}$$

 $(\overrightarrow{u} \times \overrightarrow{v}) \cdot \overrightarrow{w}.$ The absolute value  $|(\overrightarrow{u} \times \overrightarrow{v}) \cdot \overrightarrow{w}| = |\overrightarrow{u} \times \overrightarrow{v}| |\overrightarrow{w}| |\cos(\theta)|$  of the box product can be seen geometrically as the volume of the parallelepiped, as below:



**FIGURE 12.35** The number  $|(\mathbf{u} \times \mathbf{v}) \cdot \mathbf{w}|$  is the volume of a parallelepiped.

#### The box product has the following nice formula:

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

**Example.** Find the volume of the parallelepiped determined by  $\overrightarrow{u} = \langle 1, 2, -1 \rangle$ ,  $\overrightarrow{v} = \langle -2, 0, 3 \rangle$  and  $\overrightarrow{w} = \langle 0, 7, -4 \rangle$  (the coordinates are in meters).

**Example.** Is it always true that

$$(\overrightarrow{u} \times \overrightarrow{v}) \cdot \overrightarrow{w} = \overrightarrow{u} \cdot (\overrightarrow{v} \times \overrightarrow{w})?$$

**Example.** Using the dot product and cross product to describe the following:

- 1. A vector orthogonal to  $\overrightarrow{u}$  and  $\overrightarrow{v}$ .
- 2. A vector orthogonal to  $\overrightarrow{u} \times \overrightarrow{v}$  and  $\overrightarrow{w}$ .
- 3. The area of a triangle with vertices P, Q and R.