


**Key takeaways:**

- Cross-product  $\mathbf{a} \times \mathbf{b}$  computations, it is  $\perp$  both  $\mathbf{a}$  and  $\mathbf{b}$ .
- Area of triangles

**The Cross Product of**

$$\mathbf{a} = a_1\mathbf{i} + a_2\mathbf{j} + a_3\mathbf{k} = (a_1, a_2, a_3) \quad \text{and} \quad \mathbf{b} = b_1\mathbf{i} + b_2\mathbf{j} + b_3\mathbf{k} = (b_1, b_2, b_3)$$

is a vector that is perpendicular to both  $\mathbf{a}$  and  $\mathbf{b}$ .

$$\mathbf{a} \times \mathbf{b} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \mathbf{i} \underbrace{\begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}}_{a_2b_3 - b_2a_3} - \mathbf{j} \underbrace{\begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix}}_{a_1b_3 - b_1a_3} + \mathbf{k} \underbrace{\begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}}_{a_1b_2 - b_1a_2}.$$

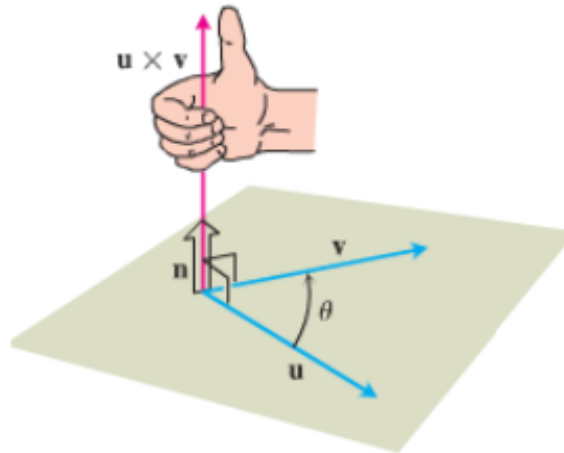
**Example** Evaluate  $(1, 2, 3) \times (-2, 1, 0)$ .

**Notes and Theorem**  $\mathbf{a} \cdot \mathbf{b}$  is a number, while  $\mathbf{a} \times \mathbf{b}$  is a vector.

- $\mathbf{a} \times \mathbf{b}$  is both perpendicular to  $\mathbf{a}$  and  $\mathbf{b}$ .
- If  $\theta$  is the angle between  $\mathbf{a} \cdot \mathbf{b}$  ( $0 \leq \theta \leq \pi$ ) then  $|\mathbf{a} \cdot \mathbf{b}| = |\mathbf{a}| \cdot |\mathbf{b}| \sin \theta$ .
- Two nonzero vectors  $\mathbf{a}$  and  $\mathbf{b}$  are parallel if and only if  $|\mathbf{a} \times \mathbf{b}| = 0$ .

**Example** Find a vector  $\mathbf{u}$  that satisfies  $\mathbf{u} \cdot (9, 3, 1) = 0$  and  $\mathbf{u} \cdot (-2, 4, 0) = 0$ .

**Theorem - Direction of the Cross Product** Take two non-zero non-parallel vectors  $\mathbf{a}$  and  $\mathbf{b}$ . Then the direction of  $\mathbf{a} \times \mathbf{b}$  is determined by the right-hand rule. That is: the way your right thumb handrub right points when your right-hand fingers curl through the angle  $\theta$  from  $\mathbf{a}$  to  $\mathbf{b}$ .

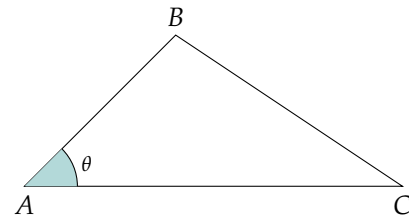


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### Computing area of triangle

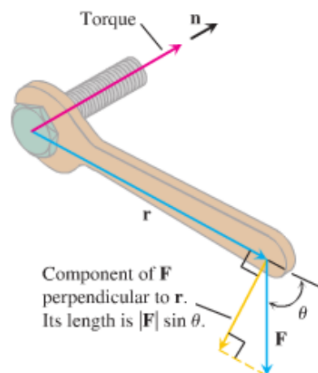
Given a triangle  $ABC$ , we have

$$S_{ABC} = \frac{1}{2} |\vec{AB} \times \vec{AC}| = \frac{1}{2} |AB| \cdot |AC| \cdot \sin(\theta).$$



**Example** Find the area of the triangle with vertices  $P(1,0,1)$ ,  $Q(-2,1,3)$ , and  $R(4,2,5)$ .

### Torch



Torch = Force  $\times$  Distance from pivot

- The magnitude of the torque is  
Magnitude of  $\mathbf{F} \times \mathbf{r}$
- The torch vector is  $\mathbf{F} \times \mathbf{r}$   
(note the direction with right hand thumb rule)

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