

# EE5609-Matrix Theory Assignment 1

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Download python and latex codes from

<https://github.com/v-squared99/EE5609/tree/master/Assignment1>

**Abstract—**This document contains the solution to problem 30 from Points and Vectors

## 1 PROBLEM

To find the torque about the origin by the force

$$\begin{pmatrix} 4 & 3 \end{pmatrix} \mathbf{x} = 12 \quad (1.0.1)$$

are 4 units.

## 2 PROBLEM

To find the torque about the origin by the force

$$\mathbf{F} = \begin{pmatrix} 7 \\ 3 \\ -5 \end{pmatrix} \quad (2.0.1)$$

acting at the point

$$\mathbf{r} = \begin{pmatrix} 1 \\ -1 \\ 1 \end{pmatrix} \quad (2.0.2)$$

## 3 THEORY

The torque  $\mathbf{T}$  is given by the cross product (vector product) of the position (or distance) vector  $\mathbf{r}$  and the force vector  $\mathbf{F}$ .

$$\mathbf{T} = \mathbf{r} \times \mathbf{F} \quad (3.0.1)$$

And the vector cross product of vectors

$$\mathbf{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} \quad (3.0.2)$$

$$\mathbf{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} \quad (3.0.3)$$

can be expressed as the product of a skew-symmetric matrix and a vector:

$$\mathbf{a} \times \mathbf{b} = \begin{pmatrix} 0 & -a_3 & a_2 \\ a_3 & 0 & -a_1 \\ -a_2 & a_1 & 0 \end{pmatrix} \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} \quad (3.0.4)$$

## 4 SOLUTION

Torque at the origin is given by,

$$\mathbf{F} \times \mathbf{r} = \begin{pmatrix} 0 & -1 & -1 \\ 1 & 0 & -1 \\ 1 & 1 & 0 \end{pmatrix} \begin{pmatrix} 7 \\ 3 \\ -5 \end{pmatrix} \quad (4.0.1)$$

$$\Rightarrow \mathbf{F} \times \mathbf{r} = \begin{pmatrix} (0 \times 7) + (-1 \times 3) + (-1 \times -5) \\ (1 \times 7) + (0 \times 3) + (-1 \times -5) \\ (1 \times 7) + (1 \times 3) + (0 \times -5) \end{pmatrix} \quad (4.0.2)$$

$$\Rightarrow \mathbf{T} = \begin{pmatrix} 2 \\ 12 \\ 10 \end{pmatrix} \quad (4.0.3)$$