

### 11 - 23 Vector and scalar triple products

With respect to right-handed Cartesian coordinates, let  $a = \{2, 1, 0\}$ ,  $b = \{-3, 2, 0\}$ ,  $c = \{1, 4, -2\}$ , and  $d = \{5, -1, 3\}$ . Showing details, find:

11.  $a \times b, b \times a, a \cdot b$

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Clear["Global`*"]
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e1 = a = {2, 1, 0}
```

```
{2, 1, 0}
```

```
e2 = b = {-3, 2, 0}
```

```
{-3, 2, 0}
```

```
e3 = c = {1, 4, -2}
```

```
{1, 4, -2}
```

```
e4 = d = {5, -1, 3}
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```
{5, -1, 3}
```

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e5 = e1 × e2
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```
{0, 0, 7}
```

```
e6 = e2 × e1
```

```
{0, 0, -7}
```

```
e7 = e1 · e2
```

```
-4
```

13.  $c \times (a+b), a \times c + b \times c$

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e8 = e3 × (e1 + e2)
```

```
{6, 2, 7}
```

```
e85 = e1 × e3 + e2 × e3
```

```
{-6, -2, -7}
```

15.  $(a + d) \times (d + a)$

$$\mathbf{e9} = (\mathbf{e1} + \mathbf{e4}) \times (\mathbf{e4} + \mathbf{e1})$$

$$\{0, 0, 0\}$$

$$17. (\mathbf{b} \times \mathbf{c}) \times \mathbf{d}, \mathbf{b} \times (\mathbf{c} \times \mathbf{d})$$

$$\mathbf{e10} = (\mathbf{e2} \times \mathbf{e3}) \times \mathbf{e4}$$

$$\{-32, -58, 34\}$$

$$\mathbf{e11} = \mathbf{e2} \times (\mathbf{e3} \times \mathbf{e4})$$

$$\{-42, -63, 19\}$$

$$19. (\mathbf{i} \cdot \mathbf{j} \cdot \mathbf{k}), (\mathbf{i} \cdot \mathbf{k} \cdot \mathbf{j})$$

$$\mathbf{i1} = \{1, 0, 0\}; \mathbf{j1} = \{0, 1, 0\}; \mathbf{k1} = \{0, 0, 1\}$$

$$\mathbf{e12} = (\mathbf{i1} \times \mathbf{j1} \cdot \mathbf{k1})$$

$$1$$

$$\mathbf{e13} = \mathbf{i1} \cdot \mathbf{k1} \times \mathbf{j1}$$

$$-1$$

Above: the text did not show any operator symbols, so I took a guess, experimenting a little to get the text answer.

$$21. 4\mathbf{b} \times 3\mathbf{c}, 12|\mathbf{b} \times \mathbf{c}|, 12|\mathbf{c} \times \mathbf{b}|$$

$$\mathbf{e14} = (4 \mathbf{e2}) \times (3 \mathbf{e3})$$

$$\{-48, -72, -168\}$$

$$\mathbf{e15} = 12 \text{ Norm}[\mathbf{e2} \times \mathbf{e3}]$$

$$24 \sqrt{62}$$

$$\mathbf{e16} = 12 \text{ Norm}[\mathbf{e3} \times \mathbf{e2}]$$

$$24 \sqrt{62}$$

$$23. \mathbf{b} \times \mathbf{b}, (\mathbf{b} - \mathbf{c}) \times (\mathbf{c} - \mathbf{b}), \mathbf{b} \cdot \mathbf{b}$$

$$\mathbf{e17} = \mathbf{e2} \times \mathbf{e2}$$

$$\{0, 0, 0\}$$

$$\mathbf{e18} = (\mathbf{e2} - \mathbf{e3}) \times (\mathbf{e3} - \mathbf{e2})$$

$$\{0, 0, 0\}$$

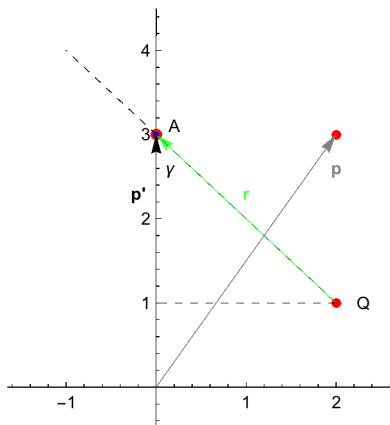
$$\mathbf{e19} = \mathbf{e2} \cdot \mathbf{e2}$$

$$13$$

## 25 - 35 Applications

25. Moment  $\mathbf{m}$  of a force  $\mathbf{p}$ . Find the moment vector  $\mathbf{m}$  and  $m$  of  $\mathbf{p} = \{2, 3, 0\}$  about Q:  $(2, 1, 0)$  acting on a line through A:  $\{0, 3, 0\}$ . Make a sketch.

Since all the coordinates for the z-axis are zero, this problem can be considered in two dimensions. However, if I need to do any cross products, I will need to include all three coordinates.



In example 3 on p. 371, the line of action of  $\mathbf{p}'$  goes through A. I think that needs to be maintained. The vector  $\mathbf{p}$  does not actually go through A, but there would be a component. The length of this component would be the norm of  $\mathbf{p}$  times the cosine of the angle  $\gamma$  between. I could call the vector with this length and A's direction,  $\mathbf{p}'$ .

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```
e2 = {2, 3}
```

```
{2, 3}
```

```
e3 = Norm[e2]
```

```
 $\sqrt{13}$ 
```

$$e4 = \text{ArcTan}\left[\frac{2}{3}\right]$$

$$\text{ArcTan}\left[\frac{2}{3}\right]$$

$$e5 = \text{Cos}[e4]$$

$$\frac{3}{\sqrt{13}}$$

$$e6 = e3 \, e5$$

$$3$$

Here is something remarkable. If I haven't miscalculated, the vector  $\mathbf{p}'$  is a vector terminating at A.

The length of  $\mathbf{p}'$  is 3. The quantity  $m_{\text{light}}$  is the norm of  $\mathbf{m}$ . Not written in the text or problem description as a norm, though just light face, not bold.

Because of the length of its sides being equal, the angle  $\gamma$  is seen to be  $\frac{\pi}{4}$ .

$$e7 = \mathbf{r} = \{0, 3\} - \{2, 1\}$$

$$\{-2, 2\}$$

$$e9 = \mathbf{m} = e7 \times e2$$

Cross::nonn1: The arguments are expected to be vectors of equal length and the number of arguments is expected to be 1 less than their length >>

$$\{-2, 2\} \times \{2, 3\}$$

Above: here is where I have to put the third coordinate back in.

$$e10 = \mathbf{m}3 = \{-2, 2, 0\} \times \{2, 3, 0\}$$

$$\{0, 0, -10\}$$

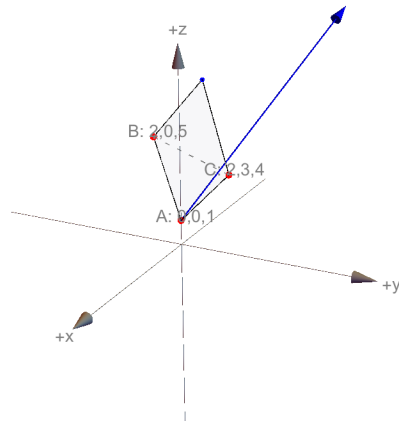
$$e11 = m_{\text{light}} = \text{Norm}[e10]$$

$$10$$

Looking down the z-axis toward the sketch of the problem, with positive x to the right, the moment  $\mathbf{m}$  would tend to exert a clockwise motion around Q.

29. Triangle. Find the area if the vertices are  $\{0, 0, 1\}$ ,  $\{2, 0, 5\}$ , and  $\{2, 3, 4\}$ .

`Clear["Global`*"]`



In the sketch, I need to find the area of the triangle, ABC. Following the s.m. pretty closely, I make two vectors out of points B and C, using the common point A as their origin.

$$\mathbf{bbold} = \{2 - 0, 0 - 0, 5 - 1\}$$

$$\{2, 0, 4\}$$

$$\mathbf{cbold} = \{2 - 0, 3 - 0, 4 - 1\}$$

$$\{2, 3, 3\}$$

Then I cross these two,

$$\mathbf{vbold} = \mathbf{bbold} \times \mathbf{cbold}$$

$$\{-12, 2, 6\}$$

and find the norm of the cross vbold,

$$\mathbf{e1} = \text{Norm}[\mathbf{vbold}]$$

$$2 \sqrt{46}$$

The s.m. reminds me that the cross product is defined in such a way that its length is equal to the area of the base parallelogram (see sketch). Since the area of the triangle I want is exactly half the area of the parallelogram, I have,

$$\mathbf{e}_2 = \frac{\mathbf{e}_1}{2}$$

$$\sqrt{46}$$

I added vbold to the sketch.

Note: Green cells in this problem set agree with the corresponding answers in the text.

31.

33.