MATH 10C: Calculus III (Lecture B00)

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Today: The cross product

Next: Strang 2.4

Week 2:

- homework 2 (due Monday, October 10)
- survey on Canvas Quizzes (due Friday, October 7)

Then the cross product of
$$\vec{a}$$
 and \vec{J} is vector $\vec{u} \times \vec{V} =$

Example
$$\vec{p} = \langle 1, 2, 3 \rangle$$
, $\vec{q} = \langle -1, 2, 0 \rangle$

$$\vec{p} \cdot (\vec{p} \times \vec{q}) = |\vec{q} \cdot (\vec{p} \times \vec{q})| = |\vec{q} \cdot (\vec{p} \times \vec{q})$$

The cross product

Fact: Vector $\vec{u} \times \vec{v}$ is orthogonal to both \vec{u} and \vec{v} !

and the direction is

determined by the right-hand

rule.

$$\vec{p} = \langle 1, 2, 3 \rangle$$
, $\vec{q} = \langle -1, 2, 0 \rangle$, $\vec{p} \times \vec{q} = \langle -6, -3, 4 \rangle$
 $\vec{q} \times \vec{p} =$

Properties of the cross product

Exercise
$$\vec{i} \times \vec{j} = \langle 1,0,0 \rangle \times \langle 0,1,0 \rangle =$$

$$\vec{i} \times \vec{j} = \vec{j} \times \vec{k} = \vec{k} \times \vec{i} =$$

Theorem 2.6 Let \vec{u} , \vec{v} , \vec{w} be vectors in \mathbb{R}^3 . Then

(i) $\vec{u} \times \vec{v} =$

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

(iii) $\vec{c} \cdot (\vec{u} \times \vec{v}) =$

(iv) $\vec{u} \times \vec{o} = \vec{o} \times \vec{u} =$ For proof expand

(v) $\vec{v} \times \vec{v} =$ both sides in terms

(vi) $\vec{u} \cdot (\vec{v} \times \vec{w}) =$ of components of $\vec{u}_i \vec{v}_i \vec{w}$

$$(\vec{i} \times \vec{i}) \times \vec{j} =$$

$$\vec{i} \times (\vec{i} \times \vec{j}) =$$

v·(u×v)=

$$(2\vec{i}) \times ((3\vec{j}) \times \vec{k} + \vec{i} \times (-4)\vec{k}) =$$

(b) Show that
$$\vec{u} \times \vec{v}$$
 is orthogonal to \vec{u} and \vec{j}

Show that
$$\vec{u} \times \vec{v}$$
 is orthogonal to $\vec{u} \cdot (\vec{u} \times \vec{v}) =$

$$(2i) \times ((3j) \times k + i \times (-4) k) =$$

$$(2\vec{i}) \cdot ((3\vec{j}) \times \vec{k} + \vec{i} \times (-4)\vec{k})$$



Magnitude of the cross product Fact. Let is and is be vectors in R3. Then Proof. Expand both sides using components \(\vec{u} = \lambda u, u_2, u_3 \rangle \) Theorem 2.7 Let u and v be vectors, let 0 be the angle between them. Then

Then

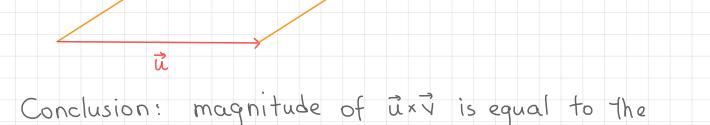
Proof From (*) $\|\vec{u} \times \vec{v}\|^2 = \frac{1}{|\vec{u}| \cdot |\vec{v}|} = \frac{1}{|\vec{v}| \cdot |\vec{v}$

Geometric interpretation Summary: Let is and is be vectors in IR3.

Then uxv is a vector in R3 such that

- · uxv is orthogonal to both a and v (right-hand rule)
- || ū×7 || = || ū || · || 7 || · sin θ with θ = angle between ū and v Consider a parallelogram spanned by vectors it and i

Area (_____)=



Example

PQ =

Let P=(1,2,1), Q=(2,-3,1), R=(0,0,-1) be the vertices on a triangle. Find its area.

$$Q = (2_{1}-3_{1})$$
 $R = (0_{1}0_{1}-1)$

, Area (D) =

Volume of a paralle le piped Three - dimensional prism with six facets that are each parallelograms. Volume = Let u, v, w be vectors in IR3, consider a parallelepiped spanned by it, v. w. Area of the base = Height =

Volume of a paralle le piped

Definition The triple scalar product of \vec{u}, \vec{v} and \vec{w} is given by

Theorem 2.10 The volume of a parallelepiped given by vectors \vec{u} , \vec{v} , \vec{w} is the absolute value of the triple scalar product

Summary

Dot (scalar) product: u.v. + u2 v2 + u3 v3

• characterizes the angle $0 \le \theta \le T$ between \vec{u} and \vec{v} $\vec{u} \cdot \vec{v} = ||\vec{u}|| ||\vec{v}|| \cos \theta$

Cross (vector) product: uxv = (u2 v3-u3 v2) i-(u1 v3-u3 v1) j+(u1 v2-u2 v1) k

gives a vector that is orthogonal to both u and v

its length gives the area of the parallelogram spanned by u and v || u × v || = || u || || v || · sin θ

Triple scalar product of \vec{u} , \vec{v} and \vec{w} : $\vec{u} \cdot (\vec{v} \times \vec{w})$ its absolute value gives the volume of the parallelepiped spanned by \vec{u} , \vec{v} and \vec{w} .

Last remark

If you know how to compute the determinant of a

$$3 \times 3$$
 matrix, then the cross product of $\vec{u} = (u_1, u_2, u_3)$ and $\vec{v} = (v_1, v_2, v_3)$ can be computed as

$$\vec{V} = (V_1, V_2, V_3)$$
 can be computed as
$$\vec{u} \times \vec{V} = [u_1, u_2, u_3] = \vec{i}(u_2 v_3 - u_3 v_2) - \vec{j}(u_1 v_3 - u_3 v_1) + \vec{k}(u_1 v_2 - u_2 v_1)$$
 V_1, V_2, V_3

Similarly, the triple scalar product of
$$\vec{u} = (u_1, u_2, u_3), \vec{v} - (v_1, v_2, v_3)$$
and $\vec{w} = (w_1, w_2, w_3)$ can be computed as
$$\vec{u} \cdot (\vec{v} \times \vec{w}) = \begin{array}{c} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{array} = u_1(v_2w_3 - v_3w_2) - u_2(v_1w_3 - v_3w_1) + u_3(v_1w_2 - v_2w_1)$$

$$\vec{w}_1 & \vec{w}_2 & \vec{w}_3 \end{array}$$