

Lecture XII: § 2.3 The cross product

§ 3. Cross product in \mathbb{R}^3 :

Fix $\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}$, $\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix}$ in \mathbb{R}^3

Definition: The cross product $\vec{u} \times \vec{v}$ is a vector in \mathbb{R}^3 with

coordinates $\vec{u} \times \vec{v} = \begin{bmatrix} u_2 v_3 - u_3 v_2 \\ -(u_1 v_3 - u_3 v_1) \\ u_1 v_2 - u_2 v_1 \end{bmatrix}$

Note: Each component is a 2×2 determinant $[\det(a b) = |ab| = ad - bc]$

$$\det \begin{pmatrix} x & y & z \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{pmatrix} = x \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix} - y \begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix} + z \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix}$$

↑ remove row 1 col 1 remove row 1 col 2 remove row 1 col 3

$$\text{So } \vec{u} \times \vec{v} = \det \begin{bmatrix} i & j & k \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{bmatrix} = \underbrace{\begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix} i}_{\text{scalar}} - \underbrace{\begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix} j}_{\text{scalar}} + \underbrace{\begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} k}_{\text{scalar}}$$

Example $\vec{u} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$ $\vec{v} = \begin{bmatrix} 2 \\ -1 \\ 2 \end{bmatrix}$

$$\begin{aligned} \vec{u} \times \vec{v} &= \det \begin{pmatrix} i & j & k \\ 1 & 2 & 3 \\ 2 & -1 & 2 \end{pmatrix} = \begin{vmatrix} 2 & 3 \\ -1 & 2 \end{vmatrix} i - \begin{vmatrix} 1 & 3 \\ 2 & 2 \end{vmatrix} j + \begin{vmatrix} 1 & 2 \\ 2 & -1 \end{vmatrix} k \\ &= (4+3)i - (2-6)j + (-1-4)k = \begin{bmatrix} 7 \\ 4 \\ -5 \end{bmatrix} \end{aligned}$$

Properties $\vec{u}, \vec{v}, \vec{w}$ in \mathbb{R}^3 , a, b scalars

① [Anticommutative] $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$ ($\det(a b) = -\det(c d)$)

In particular, $\vec{u} \times \vec{u} = -\vec{u} \times \vec{u} = \vec{0}$.

$$\textcircled{2} \text{ [Associative]} \quad (a\vec{u}) \times (b\vec{v}) = (ab) \vec{u} \times \vec{v} \quad , \text{ so } \vec{0} \times \vec{u} = \vec{0}$$

\textcircled{3} [Distributive]

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

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

$$\textcircled{4} \quad \vec{u} \cdot (\vec{v} \times \vec{w}) = (\vec{u} \times \vec{v}) \cdot \vec{w} \quad (\text{direct calculation})$$

Why \textcircled{1} ? $\det \begin{pmatrix} a & b \\ c & d \end{pmatrix} = ad - bc = -\det \begin{pmatrix} c & d \\ a & b \end{pmatrix}$

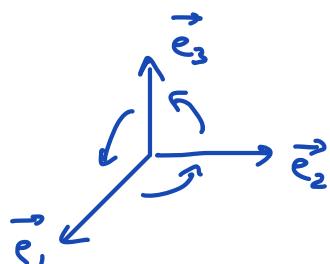
Alternative way to compute :

(1) Know $\vec{e}_1 \times \vec{e}_2, \vec{e}_1 \times \vec{e}_3, \vec{e}_2 \times \vec{e}_3$:

$$\vec{e}_1 \times \vec{e}_2 = \vec{e}_3$$

$$\vec{e}_2 \times \vec{e}_3 = \vec{e}_1$$

$$\vec{e}_3 \times \vec{e}_1 = \vec{e}_2$$



(2) Use Properties \textcircled{1}, \textcircled{2} & \textcircled{3} to compute

Example $\vec{u} = \begin{bmatrix} 1 \\ -1 \\ 3 \end{bmatrix} \quad \vec{v} = \begin{bmatrix} 4 \\ 7 \\ 0 \end{bmatrix} \quad \text{Claim } \vec{u} \times \vec{v} = -2\vec{e}_1 + 12\vec{e}_2 + 11\vec{e}_3$

$$\vec{u} = \vec{e}_1 - \vec{e}_2 + 3\vec{e}_3 \quad , \quad \vec{v} = 4\vec{e}_1 - 7\vec{e}_2$$

$$\vec{u} \times \vec{v} = (\vec{e}_1 - \vec{e}_2 + 3\vec{e}_3) \times (4\vec{e}_1 - 7\vec{e}_2)$$

$$= \vec{e}_1 \times 4\vec{e}_1 + \vec{e}_1 \times 7\vec{e}_2 - \vec{e}_2 \times 4\vec{e}_1 + \vec{e}_2 \times 7\vec{e}_2$$

$$\textcircled{3} \quad + 3\vec{e}_3 \times 4\vec{e}_1 + 3\vec{e}_3 \times 7\vec{e}_2$$

$$\textcircled{2} \quad = 4\vec{e}_1 \times \vec{e}_1 + 7\vec{e}_1 \times \vec{e}_2 - 4\vec{e}_2 \times \vec{e}_1 + 7\vec{e}_2 \times \vec{e}_2 + 12\vec{e}_3 \times \vec{e}_1$$

$$+ 21\vec{e}_3 \times \vec{e}_2 = 4 \cdot 0 + (7+4)\vec{e}_1 \times \vec{e}_2 + 7 \cdot 0 + 12\vec{e}_3 \times \vec{e}_1$$

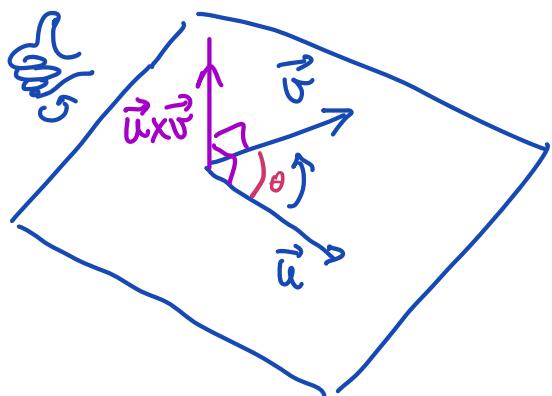
$$\textcircled{1} \quad - 21\vec{e}_2 \times \vec{e}_3 = 11\vec{e}_3 + 12\vec{e}_2 - 21\vec{e}_1$$

Consequence of ④: $\vec{u} \perp \vec{u} \times \vec{v}$ & $\vec{v} \perp \vec{u} \times \vec{v}$

Why? $\vec{u} \cdot (\vec{u} \times \vec{v}) = (\vec{u} \times \vec{u}) \cdot \vec{v} = \vec{0} \cdot \vec{v} = 0$
& $\vec{v} \cdot (\vec{u} \times \vec{v}) = \vec{v} \cdot (-\vec{v} \times \vec{u}) = -\vec{v} \cdot (\vec{v} \times \vec{u}) = 0$

↑ same idea

Thus, given \vec{u} & \vec{v} , the direction of $\vec{u} \times \vec{v}$ is \perp to the plane in which \vec{u} & \vec{v} lie : it comes from the right-hand rule



To determine $\vec{u} \times \vec{v}$ we need its magnitude. There is a geometric interpretation for this quantity (as with the dot product)

Sine formula

$$\|\vec{u} \times \vec{v}\| = \|\vec{u}\| \|\vec{v}\| \sin \theta$$

$0 \leq \theta \leq \pi$
angle between \vec{u} & \vec{v}

(The angle θ can be recovered from $\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta$ (LAST TIME))

Why is the sine formula true? We check that

$$(*) \quad \|\vec{u} \times \vec{v}\|^2 + (\vec{u} \cdot \vec{v})^2 = \|\vec{u}\|^2 \|\vec{v}\|^2$$

and use the cosine formula for the dot product + $\cos^2 \theta = 1 - \sin^2 \theta$

$$\|\vec{u} \times \vec{v}\|^2 + \|\vec{u}\|^2 \|\vec{v}\|^2 (1 - \sin^2 \theta) = \|\vec{u}\| \|\vec{v}\|^2$$

gives $\|\vec{u} \times \vec{v}\|^2 = \|\vec{u}\|^2 \|\vec{v}\|^2 \sin^2 \theta$ ($\sin \theta \geq 0$
at $0 \leq \theta \leq 180^\circ$)

We check (*) by a direct calculation

$$\vec{u} = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}, \vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix}$$

$$(LHS) \text{ of } (*): (u_2 v_3 - u_3 v_2)^2 + (u_3 v_1 - u_1 v_3)^2 + (u_1 v_2 - u_2 v_1)^2 + (u_1 v_1 + u_2 v_2 + u_3 v_3)^2$$

$$= u_2^2 v_3^2 + u_3^2 v_2^2 - 2u_2 u_3 v_2 v_3 + u_3^2 v_1^2 + u_1^2 v_3^2 - 2u_1 u_3 v_1 v_3 + u_1^2 v_2^2 + u_2^2 v_1^2$$

$$\begin{aligned}
 & -2u_1 u_2 v_1 v_2 + u_1^2 v_1^2 + u_2^2 v_2^2 + u_3^2 v_3^2 + 2u_1 u_2 v_1 v_2 + 2u_1 u_3 v_1 v_3 + 2u_2 u_3 v_2 v_3 \\
 & = u_1^2 (v_1^2 + v_2^2 + v_3^2) + u_2^2 (v_1^2 + v_2^2 + v_3^2) + u_3^2 (v_1^2 + v_2^2 + v_3^2) = \|\vec{u}\|^2 \|\vec{v}\|^2 \\
 & = (\text{LHS}) \text{ of (4)}
 \end{aligned}$$

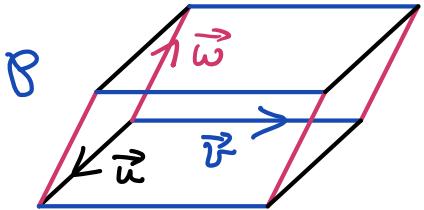
§ 2. Applications

(1) Check Collinearity:

We can test whether 2 vectors lie on a line (collinear) by checking if their cross product is 0. ($\theta = 0 \text{ or } 180^\circ$)

(Easier way : check if directions are scalar multiples of each other)

(2) Volume of parallelopiped:



Parallelopiped with sides \vec{u} , \vec{v} & \vec{w} has volume : $\text{vol}(P) = |\vec{u} \cdot (\vec{v} \times \vec{w})|$ (page 2)

EXAMPLE: Determine whether $\vec{u} = \begin{bmatrix} 1 \\ 0 \\ -1 \end{bmatrix}$, $\vec{v} = \begin{bmatrix} 3 \\ 7 \\ 3 \end{bmatrix}$, $\vec{w} = \begin{bmatrix} 5 \\ 3 \\ 1 \end{bmatrix}$ are coplanar (ie lie on the same plane) or not.

Solution: coplanar \equiv parallelopiped P is flat ($\text{vol}(P)=0$)

$$\vec{v} \times \vec{w} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & 7 & 3 \\ 5 & 3 & 1 \end{vmatrix} = (7-21)\hat{i} - (3-15)\hat{j} + (21-35)\hat{k} = \begin{bmatrix} -14 \\ 12 \\ -14 \end{bmatrix}$$

$$\vec{u} \cdot (\vec{v} \times \vec{w}) = [1 \ 0 \ -1] \begin{bmatrix} -14 \\ 12 \\ -14 \end{bmatrix} = -14 + 0 + 14 = 0. \quad \Rightarrow \vec{u}, \vec{v}, \vec{w} \text{ are coplanar}$$

Remarks: (1) $\vec{u} \cdot (\vec{v} \times \vec{w}) = \det \begin{pmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{pmatrix} = (\vec{u} \times \vec{v}) \cdot \vec{w}$

(2) $(\vec{u} \times \vec{v}) \times \vec{w} \neq \vec{u} \times (\vec{v} \times \vec{w})$

Eg.: $(\vec{e}_1 \times \vec{e}_2) \times \vec{e}_3 = \vec{e}_3 \times \vec{e}_2 = -\vec{e}_1$ but $\vec{e}_1 \times (\vec{e}_2 \times \vec{e}_3) = \vec{e}_1 \times \vec{0} = \vec{0}$