

Lecture 7: Geometric properties of cross product

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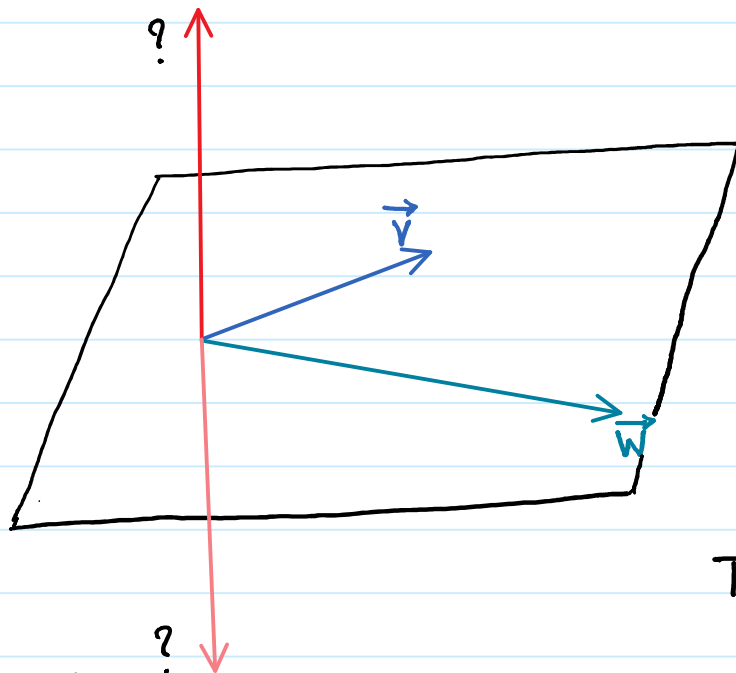
In the previous lecture we showed

$$(\vec{v} \times \vec{w}) \cdot \vec{u} = \begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{vmatrix} \quad \text{if } \begin{aligned} \vec{v} &= (a_1, b_1, c_1), \\ \vec{w} &= (a_2, b_2, c_2), \\ \vec{u} &= (a_3, b_3, c_3). \end{aligned}$$

In particular, $(\vec{v} \times \vec{w}) \cdot \vec{v} = \begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_1 & b_1 & c_1 \end{vmatrix} = 0$

and $(\vec{v} \times \vec{w}) \cdot \vec{w} = \begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0$

So $\vec{v} \times \vec{w}$ is perpendicular to both \vec{v} and \vec{w} . Therefore it is perpendicular to the plane spanned by \vec{v} and \vec{w} .



Therefore

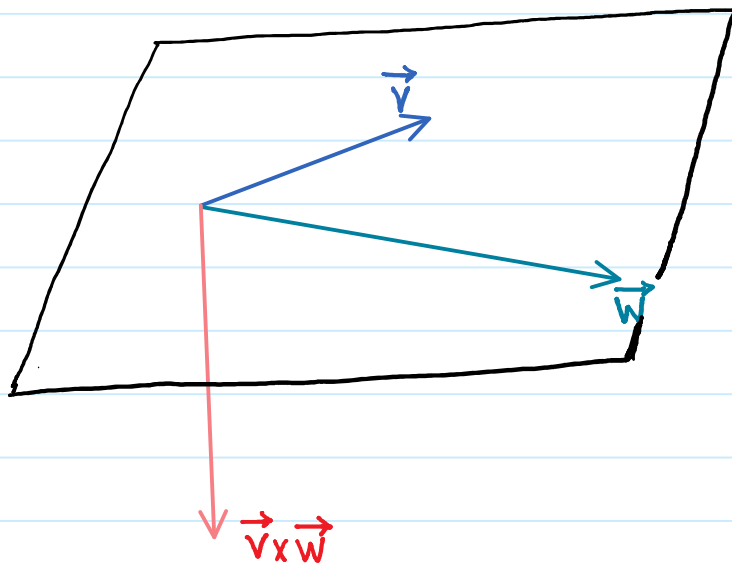
$\vec{v} \times \vec{w}$ has two possible directions.

To determine which one is the correct direction, one has to use right-hand rule.

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Fingers of your right hand should curl from the direction of \vec{v} towards the direction of \vec{w} . Then your thumb gives you the direction of $\vec{v} \times \vec{w}$.



Now that we know how to find the direction of $\vec{v} \times \vec{w}$, let's look for its length. One can check the following equality:

$$\|\vec{v} \times \vec{w}\|^2 + |\vec{v} \cdot \vec{w}|^2 = \|\vec{v}\|^2 \|\vec{w}\|^2.$$

$$\begin{aligned} \vec{v} \times \vec{w} &= (b_1 c_2 - b_2 c_1, c_1 a_2 - a_1 c_2, a_1 b_2 - b_1 a_2) \\ \Rightarrow \|\vec{v} \times \vec{w}\|^2 + |\vec{v} \cdot \vec{w}|^2 &= (b_1 c_2 - b_2 c_1)^2 + (c_1 a_2 - a_1 c_2)^2 + (a_1 b_2 - b_1 a_2)^2 \\ &\quad + (a_1 a_2 + b_1 b_2 + c_1 c_2)^2 \\ &= b_1^2 c_2^2 + b_2^2 c_1^2 - 2 b_1 b_2 c_1 c_2 + c_1^2 a_2^2 + a_1^2 c_2^2 - 2 a_1 a_2 c_1 c_2 \\ &\quad + a_1^2 b_2^2 + b_1^2 a_2^2 - 2 a_1 a_2 b_1 b_2 + a_1^2 a_2^2 + b_1^2 b_2^2 + c_1^2 c_2^2 + \\ &\quad 2 a_1 a_2 b_1 b_2 + 2 a_1 a_2 c_1 c_2 + 2 b_1 b_2 c_1 c_2 = (a_1^2 + b_1^2 + c_1^2)(a_2^2 + b_2^2 + c_2^2) \end{aligned}$$

Lecture 7: Geometric understanding of cross product

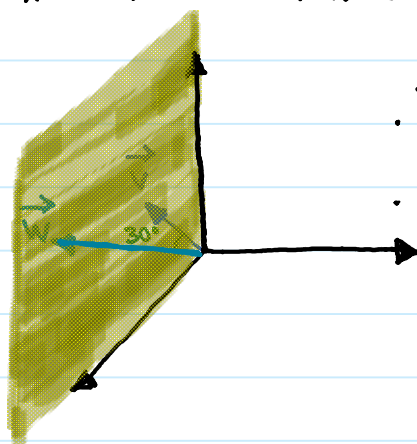
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[I have included the reasoning above, but in this you are expected to know only how to use the following conclusion.]

$$\begin{aligned}\text{Hence } \|\vec{v} \times \vec{w}\|^2 &= \|\vec{v}\|^2 \|\vec{w}\|^2 - (\vec{v} \cdot \vec{w})^2 \\ &= \|\vec{v}\|^2 \|\vec{w}\|^2 - \|\vec{v}\|^2 \|\vec{w}\|^2 \cos^2 \theta \\ &= \|\vec{v}\|^2 \|\vec{w}\|^2 (1 - \cos^2 \theta) \\ &= \|\vec{v}\|^2 \|\vec{w}\|^2 \sin^2 \theta\end{aligned}$$

Hence $\|\vec{v} \times \vec{w}\| = \|\vec{v}\| \|\vec{w}\| \sin \theta$
where θ is the angle
between \vec{v} and \vec{w}
(and $0 \leq \theta \leq \pi$.)

Ex. Sketch $\vec{v} \times \vec{w}$ in the following figure:



• \vec{v} and \vec{w} are in xz -plane

• $\|\vec{v}\| = 1$ and $\|\vec{w}\| = 2$.

Solution. $\vec{v} \times \vec{w}$ is perpendicular to the plane spanned by \vec{v} and \vec{w} . So it is perpendicular to the xz -plane. Hence it is parallel to the y -axis. Using the Right-Hand Rule, we see

Lecture 7: Geometric applications of cross product

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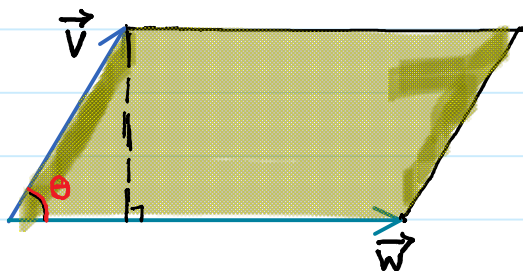
that $\vec{v} \times \vec{w}$ is towards the positive direction of y-axis.

We also know

$$\begin{aligned}\|\vec{v} \times \vec{w}\| &= \|\vec{v}\| \|\vec{w}\| \sin \theta = (1)(2) \sin(30^\circ) \\ &= (1)(2)(\frac{1}{2}) = 1.\end{aligned}$$

Hence $\vec{v} \times \vec{w} = \vec{j}$.

Area of a parallelogram



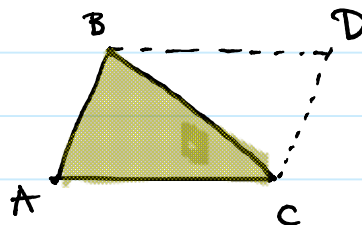
$$\begin{aligned}\text{Area} &= (\text{height})(\text{base}) \\ &= (\|\vec{v}\| \sin \theta) \|\vec{w}\| \\ &= \|\vec{v} \times \vec{w}\|.\end{aligned}$$

Ex. Find the area of the triangle ABC where

$$A = (1, 2, 0), \quad B = (0, 1, 2), \quad C = (1, 1, 1).$$

Solution. Area of ABC

$$= \frac{1}{2} \text{ area of ABCD}$$



$$= \frac{1}{2} \|\vec{AB} \times \vec{AC}\|$$

$$\vec{AB} = (0, 1, 2) - (1, 2, 0) = (-1, -1, 2).$$

$$\vec{AC} = (1, 1, 1) - (1, 2, 0) = (0, -1, 1).$$

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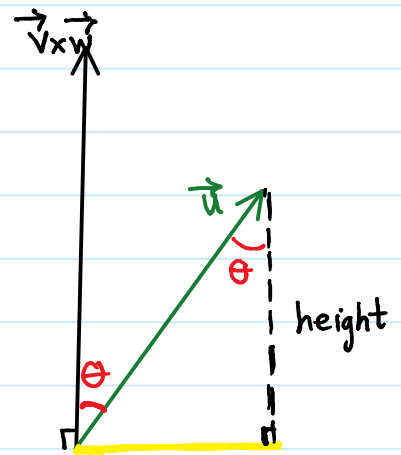
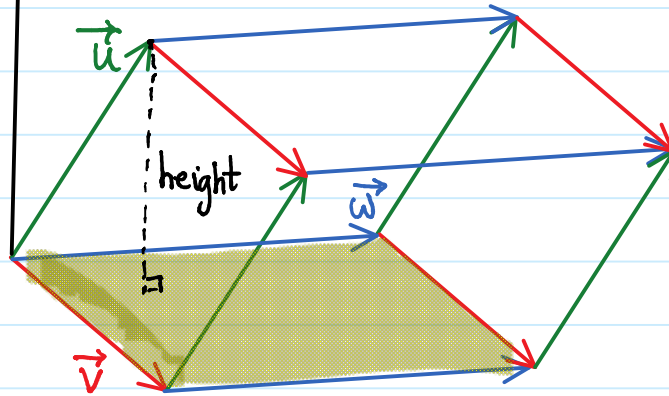
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$$\vec{AB} \times \vec{AC} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -1 & -1 & 2 \\ 0 & -1 & 1 \end{vmatrix} = \begin{vmatrix} -1 & 2 \\ -1 & 1 \end{vmatrix} \vec{i} - \begin{vmatrix} -1 & 2 \\ 0 & 1 \end{vmatrix} \vec{j} + \begin{vmatrix} -1 & -1 \\ 0 & -1 \end{vmatrix} \vec{k}$$
$$= (-1+2) \vec{i} + \vec{j} + \vec{k} = (1, 1, 1).$$

$$\text{So } \|\vec{AB} \times \vec{AC}\| = \sqrt{1^2 + 1^2 + 1^2} = \sqrt{3}.$$

$$\text{Hence area of } ABC = \frac{\sqrt{3}}{2}.$$

Volume of a parallelepiped.



$$\text{volume} = (\text{height}) \underbrace{(\text{area of the base})}$$

area of the parallelogram
spanned by \vec{v} and \vec{w} .

$$= (\text{height}) \|\vec{v} \times \vec{w}\|.$$

$\vec{v} \times \vec{w}$ is perpendicular to the base. Hence $\vec{v} \times \vec{w}$ is parallel to the height. I am going to draw $\vec{v} \times \vec{w}$, \vec{u} , and the height separately (above figure on the right). So height = $\|\vec{u}\| |\cos \theta|$

Lecture 7: Volume of a parallelepiped

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where θ is the angle between $\vec{v} \times \vec{w}$ and \vec{u} . Thus

$$\begin{aligned}\text{volume} &= (\|\vec{u}\| |\cos \theta|) \|\vec{v} \times \vec{w}\| \\ &= |\|\vec{v} \times \vec{w}\| \|\vec{u}\| \cos \theta| \\ &= |(\vec{v} \times \vec{w}) \cdot \vec{u}|.\end{aligned}$$

So we end up with the following formulas:

$$\begin{aligned}\text{volume} &= |(\vec{v} \times \vec{w}) \cdot \vec{u}| \\ \text{volume} &= \left| \det \begin{bmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{bmatrix} \right| \\ \text{where } \vec{v} &= (a_1, b_1, c_1), \vec{w} = (a_2, b_2, c_2) \\ \text{and } \vec{u} &= (a_3, b_3, c_3).\end{aligned}$$