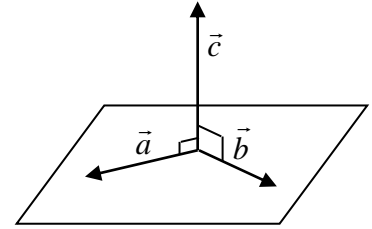


**What is Cross Product?**

Cross Product is a **vector quantity** occurring in 3-space only. It is a vector perpendicular to both vectors in the plane.

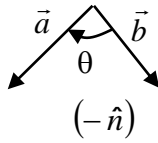
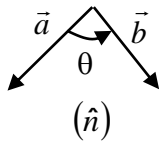
$$\vec{c} \perp \vec{a} \ \& \ \vec{c} \perp \vec{b} \Leftrightarrow \vec{a} \times \vec{b} \text{ (read as “} \vec{a} \text{ crosses } \vec{b} \text{”)}$$



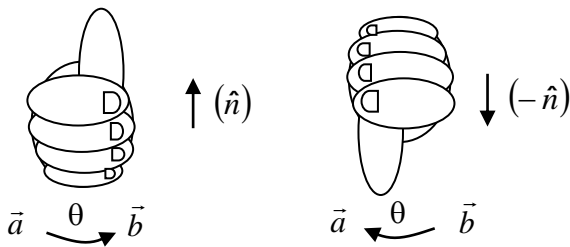
**Cross Product in Geometric form**

If  $\vec{a}$  and  $\vec{b}$  are two vectors with angle  $\theta$  between them, then the cross product of  $\vec{a}$  and  $\vec{b}$ , with respect to the diagram, is defined as:

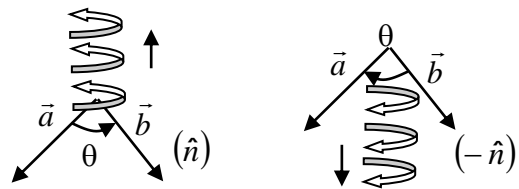
$$\vec{a} \times \vec{b} = |\vec{a}||\vec{b}|\sin\theta(\hat{n}); \quad \vec{b} \times \vec{a} = |\vec{b}||\vec{a}|\sin\theta(-\hat{n})$$



**Right-hand system**



**Curl the direction of the angle up or down**



**Cross Product in Component form**

$$\text{If } \vec{a} = (x_1, y_1, z_1) \quad \vec{b} = (x_2, y_2, z_2)$$

$$\vec{a} \times \vec{b} = (y_1z_2 - z_1y_2, z_1x_2 - x_1z_2, x_1y_2 - y_1x_2)$$

**Properties of Cross Product**

$$\vec{p} \times \vec{q} = -(\vec{q} \times \vec{p})$$

$$\vec{p} \times (\vec{q} + \vec{r}) = \vec{p} \times \vec{q} + \vec{p} \times \vec{r}$$

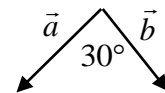
$$k(\vec{p} \times \vec{q}) = (k\vec{p}) \times \vec{q} = \vec{p} \times (k\vec{q})$$

**Example 1: Cross Product in Geometric form**

In the figure,  $|\vec{a}| = 8$ ,  $|\vec{b}| = 6$ , the angle between  $\vec{a}$  and  $\vec{b}$  is  $30^\circ$ , find

a)  $\vec{a} \times \vec{b}$   
 $= |\vec{a}||\vec{b}|\sin\theta(\hat{n})$   
 $= (8)(6)\sin 30^\circ(\hat{n})$   
 $= 24\hat{n}$

b)  $\vec{b} \times \vec{a}$   
 $= |\vec{b}||\vec{a}|\sin\theta(-\hat{n})$   
 $= (6)(8)\sin 30^\circ(-\hat{n})$   
 $= -24\hat{n}$



c)  $|\vec{a} \times \vec{b}|$   
 $= |\vec{a}||\vec{b}|\sin\theta$   
 $= (8)(6)\sin 30^\circ$   
 $= 24$

d)  $|\vec{b} \times \vec{a}|$   
 $= |\vec{b}||\vec{a}|\sin\theta$   
 $= (6)(8)\sin 30^\circ$   
 $= 24$

**Example 2: Cross product in component form**

If  $\vec{a} = (4, 5, -3)$ ,  $\vec{b} = (3, -7, 2)$ , find

a)  $\vec{a} \times \vec{b}$

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 4 & 5 & -3 \\ 3 & -7 & 2 \end{vmatrix} = \begin{vmatrix} 10 & -9 & -28 \\ -21 & 8 & 15 \\ -11 & -17 & -43 \end{vmatrix}$$

b)  $\vec{b} \times \vec{a}$

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & -7 & 2 \\ 4 & 5 & -3 \end{vmatrix} = \begin{vmatrix} 21 & 8 & 15 \\ -10 & -9 & -28 \\ 11 & 17 & 43 \end{vmatrix} = -(\vec{a} \times \vec{b})$$

c)  $|\vec{a} \times \vec{b}|$

$$\sqrt{(-11)^2 + (-17)^2 + (-43)^2} = \sqrt{2259} \approx 47.5$$

d)  $|\vec{b} \times \vec{a}|$

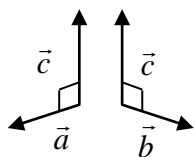
$$\sqrt{(11)^2 + (17)^2 + (43)^2} = \sqrt{2259} \approx 47.5 = |\vec{a} \times \vec{b}|$$

**Example 3: Cross product applications**

Find a unit vector  $\vec{c}$  perpendicular to  $\vec{a} = (4, -3, 1)$  and  $\vec{b} = (2, 3, -1)$ .

$\vec{c} \perp \vec{a}$  and  $\vec{c} \perp \vec{b} \Leftrightarrow \vec{c} = \vec{a} \times \vec{b}$  or  $\vec{b} \times \vec{a}$  (2 possibilities)

$\vec{a} \times \vec{b} = (4, -3, 1) \times (2, 3, -1)$



$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 4 & -3 & 1 \\ 2 & 3 & -1 \end{vmatrix} = \begin{vmatrix} 3 & 2 & 12 \\ -3 & -4 & -6 \\ 0 & 6 & 18 \end{vmatrix}$$

$\hat{c} = \frac{1}{|\vec{c}|} \vec{c}$

$= \frac{1}{|(0,6,18)|} (0,6,18)$

$= \frac{1}{\sqrt{0+36+324}} (0,6,18)$

$= \frac{1}{\sqrt{360}} (0,6,18)$

$= \frac{1}{6\sqrt{10}} (0,6,18)$

$= \left(0, \frac{1}{\sqrt{10}}, \frac{3}{\sqrt{10}}\right)$

or  $\left(0, \frac{-1}{\sqrt{10}}, \frac{-3}{\sqrt{10}}\right)$

**Example 4: Showing a property using Dot Product**

Prove that  $|\vec{a} \times \vec{b}| = \sqrt{(\vec{a} \cdot \vec{a})(\vec{b} \cdot \vec{b}) - (\vec{a} \cdot \vec{b})^2}$ .

$$\begin{aligned} \text{RS} &= \sqrt{(\vec{a} \cdot \vec{a})(\vec{b} \cdot \vec{b}) - (\vec{a} \cdot \vec{b})^2} = \sqrt{|\vec{a}|^2 |\vec{b}|^2 (1 - \cos^2 \theta)} \\ &= \sqrt{|\vec{a}|^2 |\vec{b}|^2 - (|\vec{a}| |\vec{b}| \cos \theta)^2} = \sqrt{|\vec{a}|^2 |\vec{b}|^2 (\sin^2 \theta)} \\ &= \sqrt{|\vec{a}|^2 |\vec{b}|^2 - |\vec{a}|^2 |\vec{b}|^2 \cos^2 \theta} = |\vec{a}| |\vec{b}| \sin \theta \\ &= |\vec{a} \times \vec{b}| = \text{LS} \end{aligned}$$

LS = RS

**Example 5: Cross product applications**

Given  $\vec{a} = (2, 1, 0)$ ,  $\vec{b} = (-1, 0, 3)$  and  $\vec{c} = (4, -1, 1)$ , calculate the following triple scalar and triple vector products.

a)  $\vec{a} \times \vec{b} \cdot \vec{c}$

$= (2,1,0) \times (-1,0,3) \cdot (4,-1,1)$

→ Scalar

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & 1 & 0 \\ -1 & 0 & 3 \end{vmatrix} = \begin{vmatrix} 3 & 0 & 0 \\ 0 & 6 & -1 \\ 3 & -6 & 1 \end{vmatrix}$$

$(3, -6, 1) \cdot (4, -1, 1) = 12 + 6 + 1 = 19$

b)  $(\vec{a} \cdot \vec{b}) \times \vec{c}$

$= (-2) \times \vec{c}$

DNE

Always do the cross product first

c)  $(\vec{a} \times \vec{b}) \times \vec{c}$

$= (2,1,0) \times (-1,0,3) \times (4,-1,1)$

→ Vector

Recall  $\vec{a} \times \vec{b} = (3, -6, 1)$

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & -6 & 1 \\ 4 & -1 & 1 \end{vmatrix} = \begin{vmatrix} -6 & 4 & -3 \\ -1 & 3 & -24 \\ -5 & 1 & 21 \end{vmatrix}$$

d)  $\vec{a} \times (\vec{b} \times \vec{c})$

$\vec{b} \times \vec{c} = (3, 13, 1)$

$\vec{a} \times (3, 13, 1)$

$(2, 1, 0) \times (3, 13, 1)$

$= (1, -2, 23)$

$(\vec{a} \times \vec{b}) \times \vec{c} \neq \vec{a} \times (\vec{b} \times \vec{c})$

**Triple Product Expansion**

**Vector Triple Product: (Lagrange's Formula)**

$$\vec{a} \times (\vec{b} \times \vec{c}) = \vec{b}(\vec{a} \cdot \vec{c}) - \vec{c}(\vec{a} \cdot \vec{b})$$

“ABC = BAC – CAB”

**Homework: P.407**  
 #3,4abc,5,7,8b,11

**Scalar Triple Product**

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \vec{b} \cdot (\vec{c} \times \vec{a}) \text{ or } -\vec{b} \cdot (\vec{a} \times \vec{c}) \text{ or } \vec{c} \cdot (\vec{a} \times \vec{b})$$

“ABC = – BAC or CAB”

**Wedge Product: Exterior Product**

In mathematics, the exterior product or wedge product of vectors  $\vec{a}$  and  $\vec{b}$  is denoted as  $\vec{a} \wedge \vec{b}$  is an algebraic construction used in Euclidean geometry to study areas, volumes, and their higher-dimensional analogs

