

12.4 Cross Product

Suppose $\vec{a} = \langle a_1, a_2, a_3 \rangle$

and $\vec{b} = \langle b_1, b_2, b_3 \rangle$ are

vectors in \mathbb{R}^3

We define

$$\vec{a} \times \vec{b} = \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle$$

cross product

$$\langle a_1 b_2 - a_2 b_1 \rangle$$

$$\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$$

$$\text{or } \vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

$$= \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} \vec{i} - \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} \vec{j} + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \vec{k}$$

Ex. Compute $\langle 2, 1, -2 \rangle \times \langle 1, 3, -1 \rangle$

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

$$= \begin{vmatrix} 1 & -2 \\ 3 & -1 \end{vmatrix} \vec{i} - \begin{vmatrix} 2 & -2 \\ 1 & -1 \end{vmatrix} \vec{j} + \begin{vmatrix} 2 & 1 \\ 1 & 3 \end{vmatrix} \vec{k}$$

$$= (-1 + 6) \vec{i} - (-2 + 2) \vec{j} + (6 - 1) \vec{k}$$

$$= \underline{\underline{5 \vec{i} + 5 \vec{k}}}$$

Fact: $\vec{a} \times \vec{b}$ is \perp to \vec{a}

and $\vec{a} \times \vec{b}$ is \perp to \vec{b}

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

$$= \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} a_1 - \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} a_2 + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} a_3$$

$$= (a_2 b_3 - a_3 b_2) a_1 - (a_1 b_3 - a_3 b_1) a_2$$

$$+ (a_1 b_2 - a_2 b_1) a_3 = 0.$$

$\therefore \vec{a} \times \vec{b}$ is \perp to \vec{a}

Similarly

$\vec{a} \times \vec{b}$ is \perp to \vec{b}

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

$$= \left(\cancel{\begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}} \vec{i} - \cancel{\begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix}} \vec{j} + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \vec{k} \right)$$

Ex. Find a vector \vec{v} that is

\perp to $\langle 1, 2, 3 \rangle$ and $\langle 2, 2, -1 \rangle$

$\vec{a} \nearrow$ $\vec{b} \nearrow$

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & 3 \\ 2 & 2 & -1 \end{vmatrix}$$

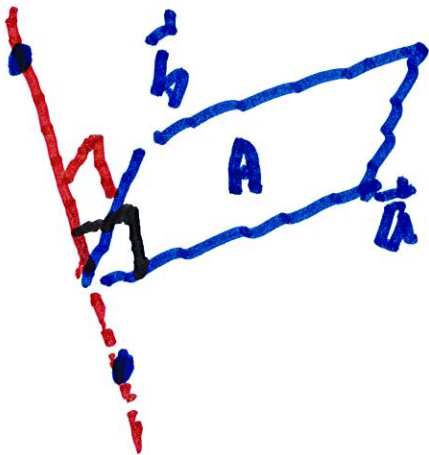
$$= \begin{vmatrix} 2 & 3 \\ 2 & -1 \end{vmatrix} \vec{i} - \begin{vmatrix} 1 & 3 \\ 2 & -1 \end{vmatrix} \vec{j} + \begin{vmatrix} 1 & 2 \\ 2 & 2 \end{vmatrix} \vec{k}$$

$$= -8\vec{i} - (-1-6)\vec{j} + (2-4)\vec{k}$$

$$= -8\vec{i} + 7\vec{j} - 2\vec{k} = \vec{v}$$

$\therefore \vec{a} \times \vec{b}$ lies on line

that is \perp to \vec{a} and \vec{b}



Fact: $|\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$

where θ = angle between

\vec{a} and \vec{b} .

Also, $|\vec{a} \times \vec{b}| =$ area of

parallelogram spanned

by \vec{a} and \vec{b}

Ex. Find the area of the ³⁶
triangle with vertices at

$P(2, 1, -1)$ $Q(1, 1, 2)$ and

$R(3, 2, 1)$.

$\vec{v} = \overrightarrow{PQ}$ and $\vec{w} = \overrightarrow{PR}$

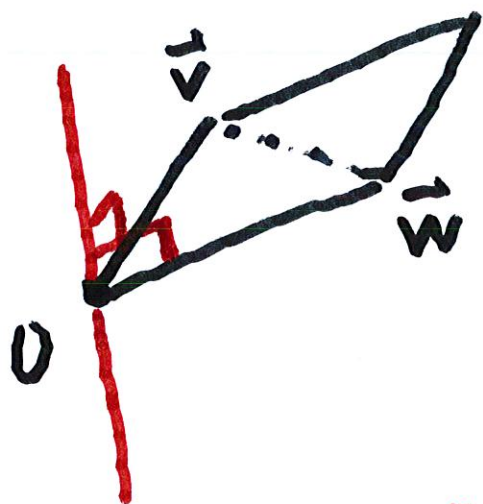
span parallelogram,

Note: $(0, 0, 0)$ is now a

vertex of the parallelogram.

$$\vec{v} = \langle -1, 0, 3 \rangle \quad \text{and}$$

$$\vec{w} = \langle 1, 1, 2 \rangle$$



$\vec{a} \times \vec{b}$ is \perp
to plane
spanned by \vec{v} and \vec{w} .

Area of Δ spanned by

$$\vec{v} \text{ and } \vec{w} = \frac{1}{2} \left(\begin{array}{l} \text{Area of} \\ \text{Parallelogram} \end{array} \right)$$

$$\vec{v} \times \vec{w} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -1 & 0 & 3 \\ 1 & 1 & 2 \end{vmatrix}$$

$$= -3\vec{i} - (-5)\vec{j} + (-1)\vec{k}$$

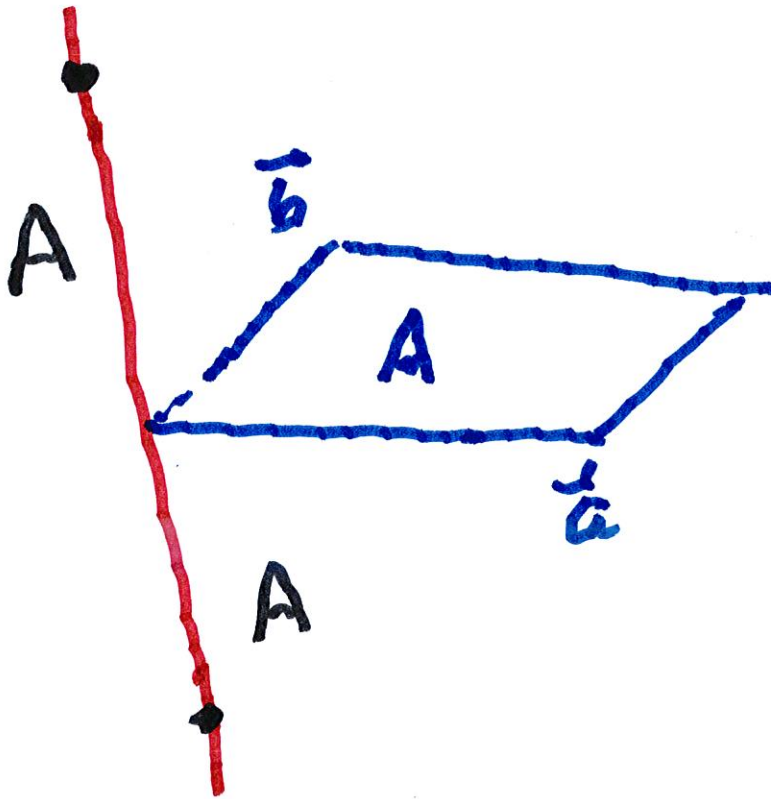
$$= -3\vec{i} + 5\vec{j} - \vec{k}$$

$$|\vec{v} \times \vec{w}| = \sqrt{9 + 25 + 1}$$

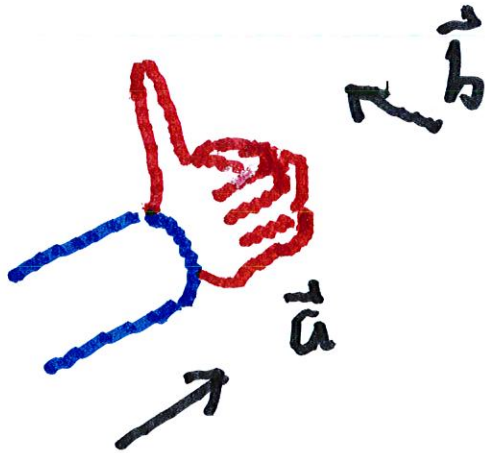
$$\text{Area of } \Delta = \frac{1}{2} \sqrt{35}$$

Now we know $\vec{a} \times \vec{b}$

lies at one of 2 locations



Right Hand Rule



Fingers curl from \vec{a} to \vec{b}

$\Rightarrow \vec{a} \times \vec{b}$ points in

direction of thumb

Triple Product

Given vectors

\vec{a} , \vec{b} and \vec{c} ,

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

equals volume of

parallelepiped

spanned by

\vec{a} , \vec{b} and \vec{c}

