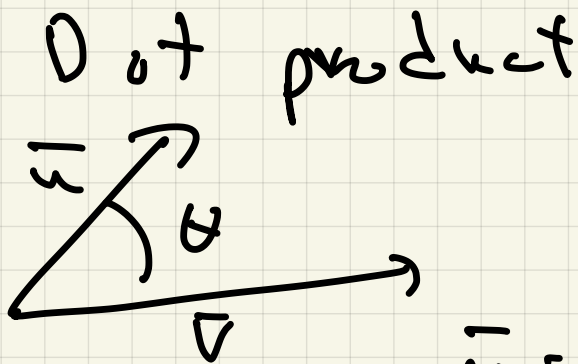


1/23/Calc3

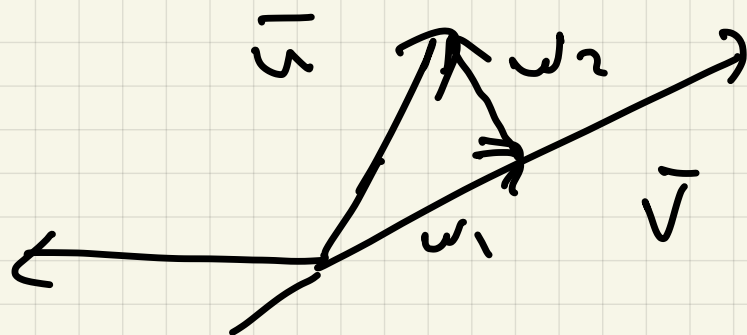
Last time



$$\text{Proj}_{\vec{v}} \vec{u} = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} \vec{v} = \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| |\vec{v}|}$$

$$\vec{w}_1 = \text{Proj}_{\vec{v}} \vec{u}$$

component of \vec{u} orthogonal to \vec{v} ,



11.4 Defn

If $\vec{u} = \langle u_1, u_2, u_3 \rangle$ and $\vec{v} = \langle v_1, v_2, v_3 \rangle$ are vectors in \mathbb{R}^3 , then the cross product of u and v is

$$\vec{u} \times \vec{v} = \langle u_2 v_3 - u_3 v_2, -(u_1 v_3 - u_3 v_1), u_1 v_2 - u_2 v_1 \rangle$$

↑ hard to remember!

Easier to remember with
determinants

2x2 determinant $\begin{vmatrix} a & b \\ c & d \end{vmatrix} =$

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

Ex 1 $\begin{vmatrix} 2 & 1 \\ 3 & 7 \end{vmatrix} = 2 \cdot 7 - 3 \cdot 1 = 11$

$$\begin{vmatrix} 1 & 6 \\ 2 & 9 \end{vmatrix} = -3$$

3x3 determinants

$$\begin{vmatrix} a & b & c \\ d & e & f \\ g & h & i \end{vmatrix} = a \begin{vmatrix} e & f \\ h & i \end{vmatrix} - b \begin{vmatrix} d & f \\ g & i \end{vmatrix} + c \begin{vmatrix} d & e \\ g & h \end{vmatrix}$$

Ex 2

$$(a) \begin{vmatrix} 2 & 1 & 3 \\ 7 & 1 & 4 \\ 2 & 6 & 5 \end{vmatrix} =$$

$$2 \begin{vmatrix} 1 & 4 \\ 6 & 5 \end{vmatrix} - 1 \begin{vmatrix} 7 & 4 \\ 2 & 5 \end{vmatrix} + 3 \begin{vmatrix} 7 & 1 \\ 2 & 6 \end{vmatrix}$$

$$2(-19) - 1(27) + 3(40)$$

$$-38 - 27 + 120$$

$$-65 + 120 = 55$$

$$(b) \begin{vmatrix} 2 & 3 & 7 \\ 4 & -1 & 6 \\ 2 & 0 & 5 \end{vmatrix} =$$

$$2 \begin{vmatrix} -1 & 6 \\ 0 & 5 \end{vmatrix} - 3 \begin{vmatrix} 4 & 6 \\ 2 & 5 \end{vmatrix} + 7 \begin{vmatrix} 4 & -1 \\ 2 & 0 \end{vmatrix}$$

$$= -10 - 24 + 14$$

$$= -34 + 14 = -20$$

Now the cross product is
easy:

$$\vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} =$$

$$\hat{i} (u_2 v_3 - u_3 v_2) - \hat{j} \dots \text{etc.}$$

Ex 3

$$\vec{u} = \langle 1, 2, 3 \rangle$$
$$\vec{v} = \langle 1, 0, 2 \rangle$$

$$(a) \vec{u} \times \vec{v} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 2 & 3 \\ 1 & 0 & 2 \end{vmatrix} =$$

$$\hat{i} (4) - \hat{j} (-1) + \hat{k} (-2)$$

$$= \langle 4, 1, -2 \rangle$$

$$(b) \vec{v} \times \vec{u} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 0 & 2 \\ 1 & 2 & 3 \end{vmatrix} =$$

$$i(-4) - j(1) + k(2) = \langle -4, -1, 2 \rangle$$

$$(c) \vec{v} \times \vec{v} = \begin{vmatrix} i & j & k \\ 1 & 0 & 2 \\ 1 & 0 & 2 \end{vmatrix} =$$

$$i(0 - j(0) + k(0)) = \langle 0, 0, 0 \rangle$$

$$(d) i \times j = \begin{vmatrix} i & j & k \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{vmatrix} =$$

$$i(0 - j(0) + k(1)) = k$$

Algebraic properties

$$(1) \vec{u} \times \vec{v} = -(\vec{v} \times \vec{u})$$

$$(2) \vec{e}_1 \times \vec{0} = \vec{0}$$

$$(3) \vec{e}_1 \times \vec{e}_1 = \vec{0}$$

$$(4) \quad c(\vec{u} \times \vec{v}) = \quad c \in \mathbb{R}$$

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

dist. (5) $\vec{u} \times (\vec{v} + \vec{w}) =$
 $(\vec{u} \times \vec{v}) + (\vec{u} \times \vec{w})$

$$(6) \quad \vec{u} \cdot (\vec{v} \times \vec{w}) = (\vec{u} \times \vec{v}) \cdot \vec{w}$$

Geometric properties

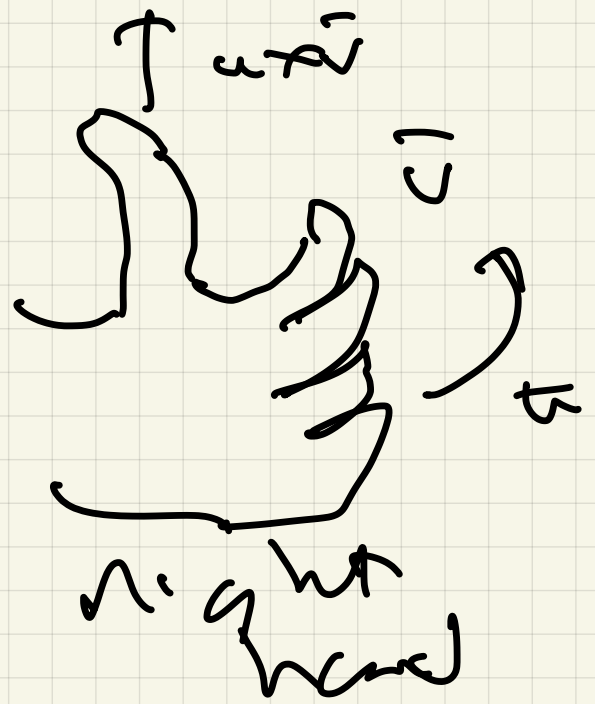
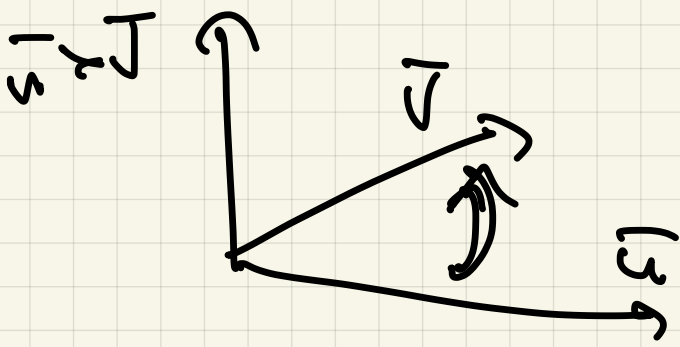
$$(A) \quad \vec{u} \times \vec{v} = 0 \iff \vec{u} \parallel \vec{v}$$
$$\left(\begin{array}{l} \vec{u} = c\vec{v}, \quad c \neq 0 \\ c \text{ number} \end{array} \right)$$

$$(B) \quad \vec{u} \times \vec{v} \text{ is } \perp \text{ to } \vec{u} \text{ and } \vec{v} !$$

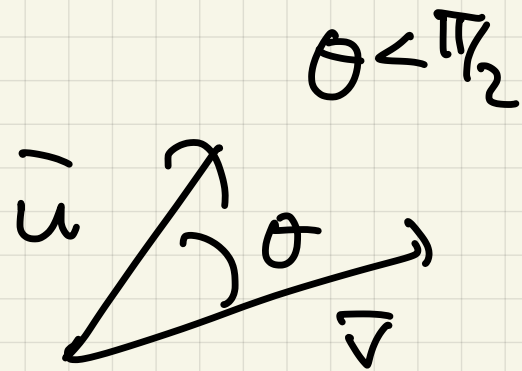
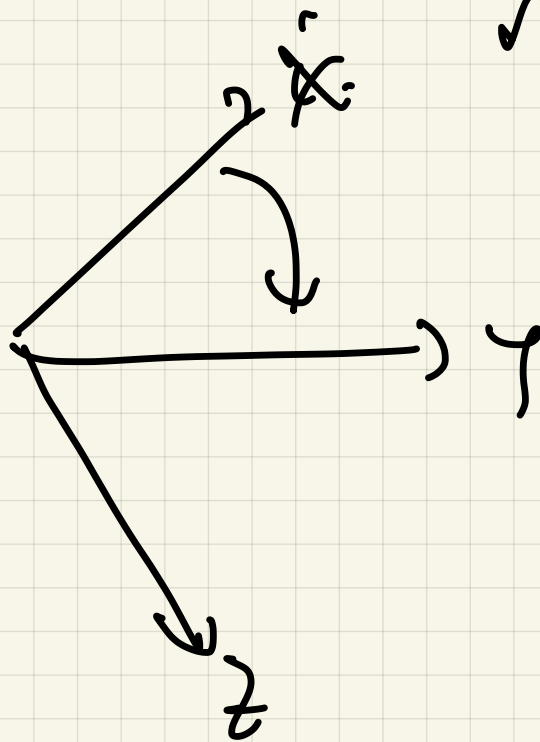
Why? $\vec{u} \cdot (\vec{u} \times \vec{v}) \stackrel{(6)}{=} (\vec{u} \times \vec{u}) \cdot \vec{v} =$
 $0 \cdot \vec{v} = 0$

Moreover, $\vec{u} \times \vec{v} \perp \vec{u}, \vec{v}$

$\vec{u}, \vec{v}, \vec{u} \times \vec{v}$ obey right hand rule



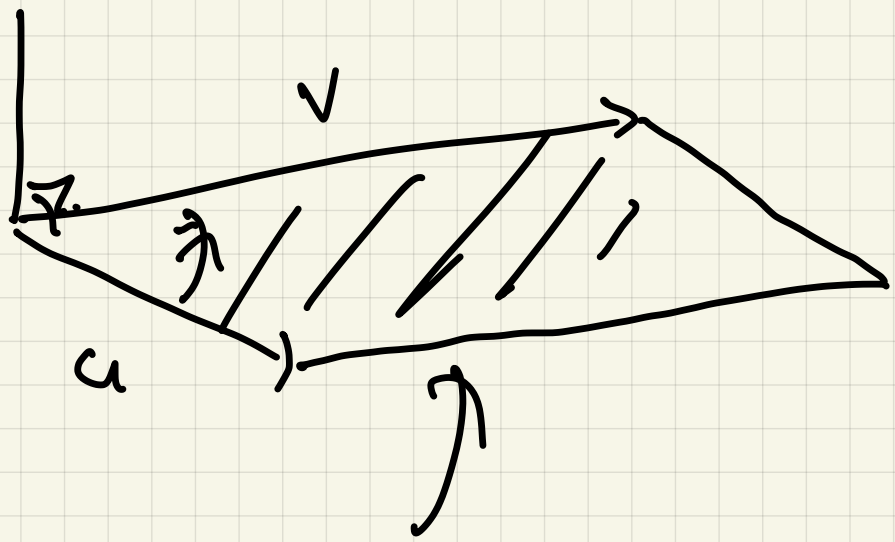
$$\begin{pmatrix} u_x \\ u_y \end{pmatrix} = \begin{pmatrix} u \cos \theta \\ u \sin \theta \end{pmatrix}$$



$$(c) \quad \| \vec{u} \times \vec{v} \| = \| \vec{u} \| \| \vec{v} \| \sin \theta$$

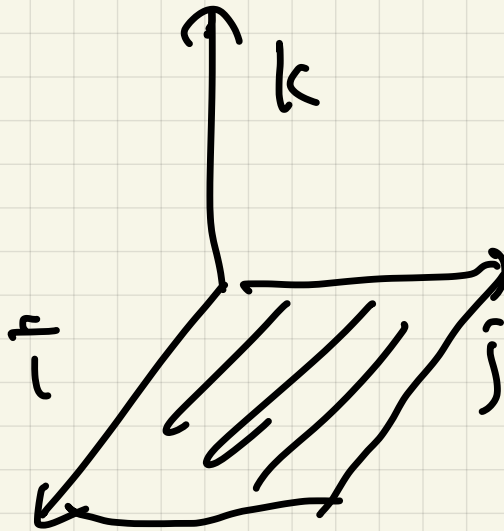
Area of the parallelogram
with edges \vec{u} and \vec{v}

$$\vec{u} \times \vec{v}$$



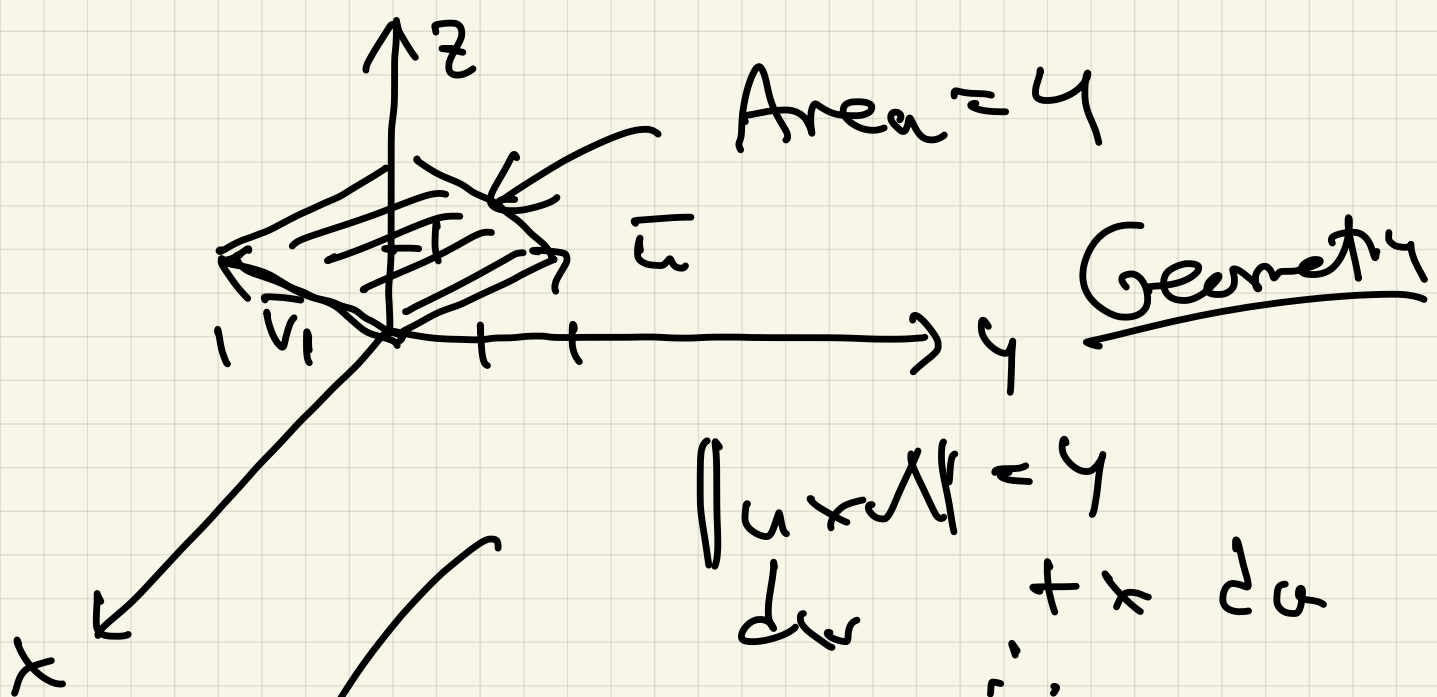
$$\text{Area} = \|\vec{u} \times \vec{v}\|$$

Ex 4



square of
side
Area = 1
 $\|\vec{i} \times \vec{j}\| = \|\vec{k}\| = 1$

Ex 5



$$\|u \times v\| = 4$$

$$dA = dx \, dy$$

$$\vec{n} \times \vec{v} = \langle 4, 0, 0 \rangle$$

Answer:

$$\vec{u} = \langle 0, 2, 1 \rangle$$

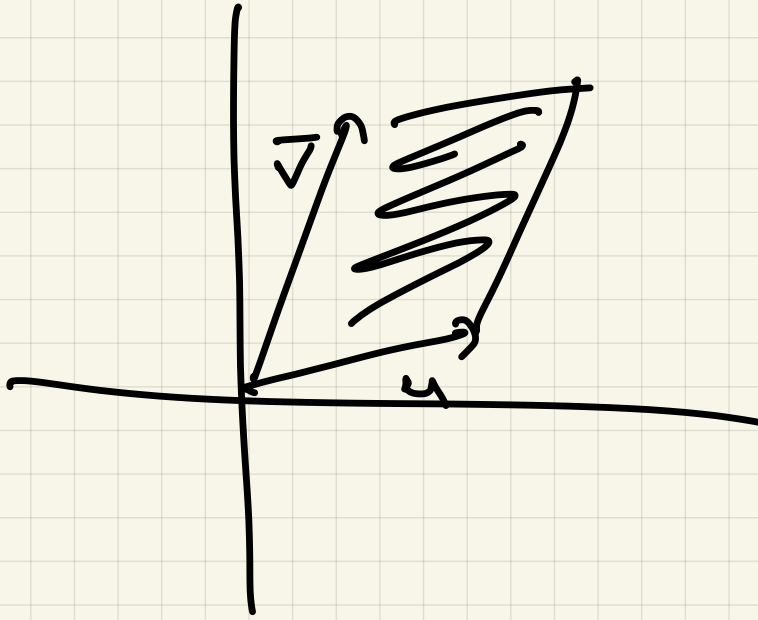
$$\vec{v} = \langle 0, -2, 1 \rangle$$

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

$$= 4 + 0\hat{j} + 0\hat{k} = \langle 4, 0, 0 \rangle$$

In general,

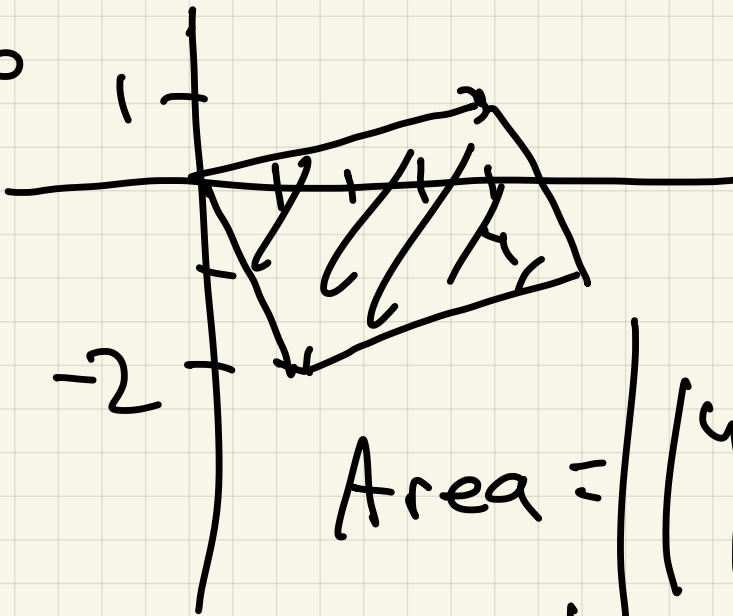
if $u = \langle u_1, u_2 \rangle$
 $v = \langle v_1, v_2 \rangle$ in plane



Area of parallelogram in \mathbb{R}^2

$$\begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix}$$

Ex 6



$u = \langle 4, 1 \rangle$
 $v = \langle 1, -2 \rangle$

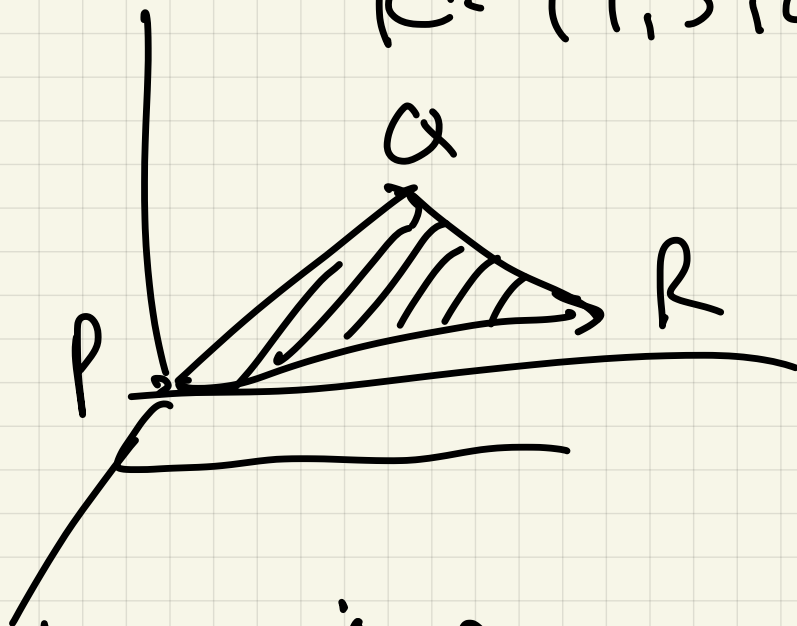
$$\text{Area} = \begin{vmatrix} 4 & 1 \\ 1 & -2 \end{vmatrix} =$$

$$|-8 - 1| = |-9| = 9$$

Ex7 Find area of the triangle with vertices

$$P = (0, 0, 0), \quad Q = (-2, 2, 3)$$

$$R = (1, 5, 2)$$



$$\text{Area } \triangle PQR = \frac{1}{2}$$

$$\frac{1}{2} \text{ Area } P \begin{array}{l} Q \\ R \end{array}$$

$$= \frac{1}{2} \|\vec{PQ} \times \vec{PR}\| =$$

$$\frac{1}{2} \| \langle -2, 2, 3 \rangle \times \langle 1, 5, 2 \rangle \| =$$

$$\frac{1}{2} \sqrt{(-11)^2 + 7^2 + (-12)^2} =$$

$$\begin{vmatrix} i & j & k \\ -2 & 2 & 3 \\ 1 & 5 & 2 \end{vmatrix} = \langle -11, 7, -12 \rangle$$

$$\frac{1}{2} \sqrt{121 + 49 + 144} =$$

$$\frac{1}{2} \sqrt{314}$$

Defn: Triple scalar product
 of \vec{u} , \vec{v} and \vec{w} is

$$(\vec{u} \times \vec{v}) \cdot \vec{w}$$

Note: for easy calculation:

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

$$\langle u_1, u_2, u_3 \rangle.$$

Calculate $\begin{vmatrix} i & j & k \\ u_1 & u_2 & u_3 \\ w_1 & w_2 & w_3 \end{vmatrix}$

$$\begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix}$$

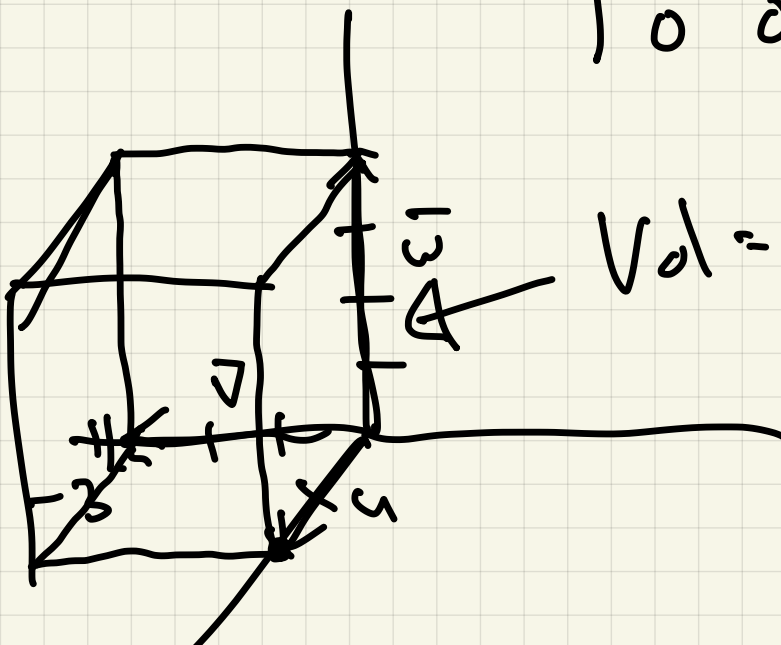
Ex)

$$\vec{u} = \langle 2, 0, 0 \rangle$$

$$\vec{v} = \langle 0, -3, 0 \rangle \rightarrow$$

$$\vec{w} = \langle 0, 0, 4 \rangle$$

$$(\vec{u} \times \vec{v}) \cdot \vec{w} = \begin{vmatrix} 2 & 0 & 0 \\ 0 & -3 & 0 \\ 0 & 0 & 4 \end{vmatrix} = \underline{\underline{-24}}$$

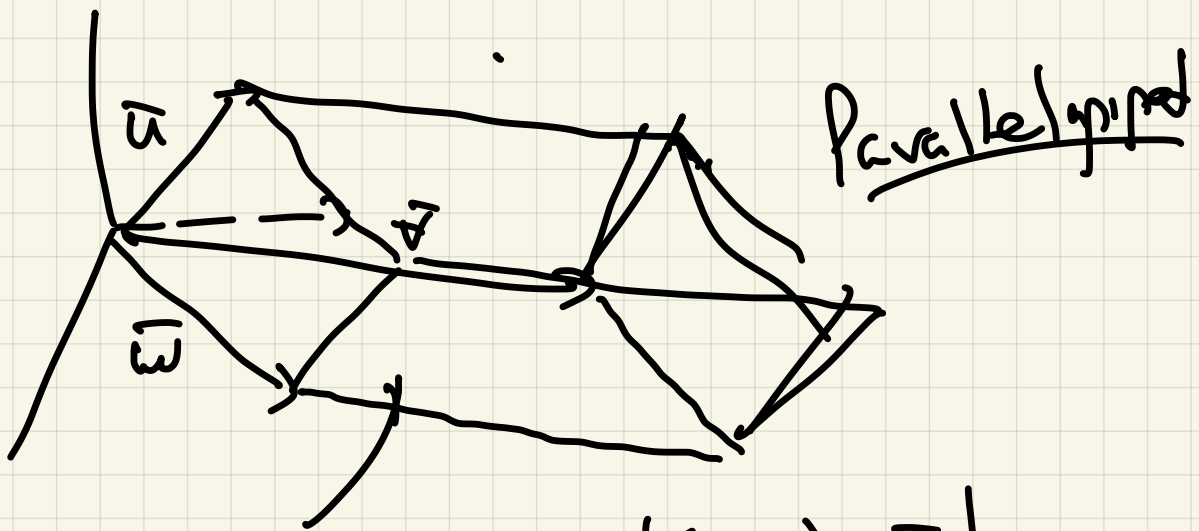


Geometrically

$|(\vec{u} \times \vec{v}) \cdot \vec{w}| =$ volume of
"parallelepiped"

spanned by
 $\vec{u}, \vec{v}, \vec{w}$,

Usually $\vec{u}, \vec{v}, \vec{w}$ not \perp , (in \mathbb{R}^3)



Volume = $|(\vec{u} \times \vec{v}) \cdot \vec{w}|$