

Last: 1) boundary of a closed ball  
is a sphere.

2) projections  
- will review  
when we use  
them  
next week.

↑  
will be important  
for continuity,  
differentiability.  
Seek help: if not  
comfortable.

Today: Magic in  $\mathbb{R}^3$ :

Cross product

Warm-up: mystery vector in  $\mathbb{R}^3$ .

- ask: give me the dot product of  
the mystery vector with

the vector I give you.  
Goal: guess the vector.

Easy: ask for

$$\begin{aligned} \vec{x} \cdot \vec{i} &= a \\ \vec{x} \cdot \vec{j} &= b \\ \vec{x} \cdot \vec{k} &= c \end{aligned}$$

$$\vec{x} = \langle a, b, c \rangle.$$

If  $\vec{v}_1, \vec{v}_2, \vec{v}_3$  - given

know

$$\begin{aligned} \vec{x} \cdot \vec{v}_1 \\ \vec{x} \cdot \vec{v}_2 \\ \vec{x} \cdot \vec{v}_3 \end{aligned}$$

if  $\vec{v}_1, \vec{v}_2, \vec{v}_3$  are  
linearly independent  
(not in  
the same plane).  
can recover  $\vec{x}$ .

Def:  $\vec{u}, \vec{v}$  - given vectors in  $\mathbb{R}^3$ .

Then  $\vec{u} \times \vec{v}$  is a vector such that:

(1) is  $\vec{0}$  if  $\vec{u} \parallel \vec{v}$  (parallel)

is ~~is~~ perpendicular to both  $\vec{u}$  and  $\vec{v}$   
and  $\vec{u}, \vec{v}, \vec{u} \times \vec{v}$  form a right-hand triple.

$$(2) \quad |\vec{u} \times \vec{v}| = |\vec{u}| \cdot |\vec{v}| \cdot \sin \alpha$$



Notation:  $\vec{u} \parallel \vec{v}$  means parallel ( $\vec{u} = k \cdot \vec{v}$   
 $k \in \mathbb{R}$ )  
 $\vec{u} \perp \vec{v}$  - perpendicular  
(check:  $\vec{u} \cdot \vec{v} = 0$ ).

- We need to show it exists!

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• Is it unique? - Yes.

- In other words,

(see next page)

Given  $\vec{u}, \vec{v}$ , can two different vectors satisfy the definition of  $\vec{u} \times \vec{v}$ ?

- No: (1) <sup>defines</sup> direction (2) defines magnitude. uniquely.

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Existence: will give a formula in terms of components of  $\vec{u}, \vec{v}$ .

First, some properties:

bilinear

$$\left\{ \begin{array}{l} t\vec{u} \times \vec{v} = t(\vec{u} \times \vec{v}) \\ \vec{u} \times t\vec{v} = t(\vec{u} \times \vec{v}) \end{array} \right. \quad \text{- easy to check from det.$$
$$\left\{ \begin{array}{l} \vec{u} \times (\vec{v}_1 + \vec{v}_2) = \vec{u} \times \vec{v}_1 + \vec{u} \times \vec{v}_2 \\ (\vec{u}_1 + \vec{u}_2) \times \vec{v} = \vec{u}_1 \times \vec{v} + \vec{u}_2 \times \vec{v} \end{array} \right. \quad \text{harder!}$$

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

- will construct an operation satisfying these properties, and then show it satisfies the def. of cross product.
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• For  $\bar{i}, \bar{j}, \bar{k}$ , define

$$\boxed{\bar{i} \times \bar{j} = \bar{k} \quad \bar{j} \times \bar{k} = \bar{i} \quad \bar{k} \times \bar{i} = \bar{j}}$$

$\overbrace{i \rightarrow j \rightarrow k}^{\leftarrow}$  - helps remember.

• Using bilinearity

$$\bar{u} = \langle a_1, b_1, c_1 \rangle = a_1 \bar{i} + b_1 \bar{j} + c_1 \bar{k}$$

$$\bar{v} = \langle a_2, b_2, c_2 \rangle = a_2 \bar{i} + b_2 \bar{j} + c_2 \bar{k}$$

$$\bar{u} \times \bar{v} = (a_1 \bar{i} + b_1 \bar{j} + c_1 \bar{k}) \times (a_2 \bar{i} + b_2 \bar{j} + c_2 \bar{k})$$

$$= \underbrace{a_1 a_2 \bar{i} \times \bar{i}}_0 + a_1 b_2 \underbrace{\bar{i} \times \bar{j}}_k + a_1 c_2 \underbrace{\bar{i} \times \bar{k}}_{-j}$$

$$+ b_1 a_2 \underbrace{\bar{j} \times \bar{i}}_{-k} + b_1 b_2 \underbrace{\bar{j} \times \bar{j}}_0 + b_1 c_2 \underbrace{\bar{j} \times \bar{k}}_i$$

$$+ c_1 a_2 \underbrace{\bar{k} \times \bar{i}}_j + c_1 b_2 \underbrace{\bar{k} \times \bar{j}}_{-i} + c_1 c_2 \underbrace{\bar{k} \times \bar{k}}_0$$

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$$= (b_1 c_2 - c_1 b_2) \bar{i} + (c_1 a_2 - a_1 c_2) \bar{j} + (a_1 b_2 - b_1 a_2) \bar{k}.$$

- This is how we define  $\bar{u} \times \bar{v}$  for  $\bar{u} = \langle a_1, b_1, c_1 \rangle$   $\bar{v} = \langle a_2, b_2, c_2 \rangle$

Now, need to check that this vector satisfies the Definition.

Check: (1)  $\bar{w}$  easy: need to check this from Def  $\bar{w}$  perp. to  $\bar{u}, \bar{v}$ .

Compute dot products.

right-hand: a bit later.

(2) Magnitude: - will need to develop some theory in order to check that the magnitude is equal to  $|\bar{u}||\bar{v}|\sin \alpha$ .

• consider dot products of our  $\bar{u} \times \bar{v}$  with an arbitrary vector  $\bar{w}$ .  
(mixed/triple product).

First, a short-hand for cross product.

$$\bar{u} = \langle a_1, b_1, c_1 \rangle$$

$$\bar{v} = \langle a_2, b_2, c_2 \rangle$$

$$\bar{u} \times \bar{v} = \begin{vmatrix} \bar{i} & \bar{j} & \bar{k} \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = \bar{i} \begin{vmatrix} b_1 & c_1 \\ b_2 & c_2 \end{vmatrix} - \bar{j} \begin{vmatrix} a_1 & c_1 \\ a_2 & c_2 \end{vmatrix} + \bar{k} \begin{vmatrix} a_1 & b_1 \\ a_2 & b_2 \end{vmatrix}$$

easy to remember

$$\bar{u} \times \bar{v} = \bar{i} (b_1 c_2 - c_1 b_2) - \bar{j} (a_1 c_2 - c_1 a_2) + \bar{k} (a_1 b_2 - b_1 a_2)$$

## Meaning of this determinant:

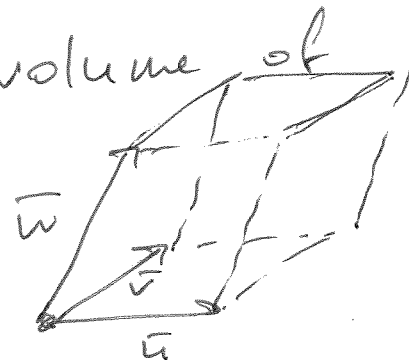
- When we replace the first row  $\hat{i}, \hat{j}, \hat{k}$  in this determinant with 3 numbers - components of a vector  $\vec{w} = \langle a_0, b_0, c_0 \rangle$

Get an honest determinant:

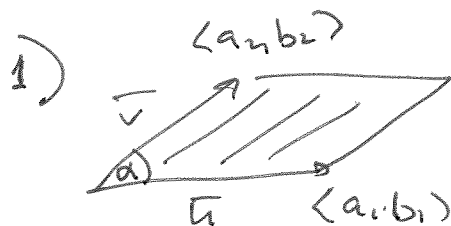
$$\begin{array}{c} \text{a number} \rightarrow \end{array}
 \begin{vmatrix} a_0 & b_0 & c_0 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}
 = \underbrace{a_0}_{\text{components of } \vec{w}} \begin{vmatrix} b_1 & c_1 \\ b_2 & c_2 \end{vmatrix}
 - \underbrace{b_0}_{\text{components of } \vec{w}} \begin{vmatrix} a_1 & c_1 \\ a_2 & c_2 \end{vmatrix}
 + \underbrace{c_0}_{\text{components of } \vec{w}} \begin{vmatrix} a_1 & b_1 \\ a_2 & b_2 \end{vmatrix}$$

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

mixed triple product of  $\vec{w}, \vec{u}, \vec{v}$

- Fact  $\vec{w} \cdot (\vec{u} \times \vec{v}) = \text{volume of}$  

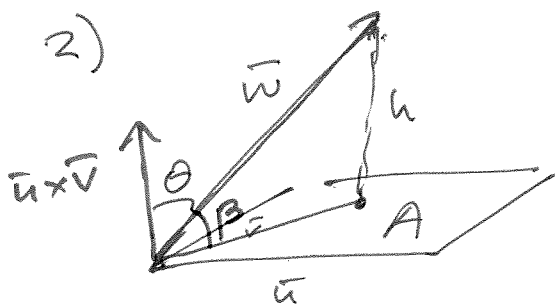
Proof:



$$A = |a_1 b_2 - a_2 b_1| = \left| \begin{vmatrix} a_1 & b_1 \\ a_2 & b_2 \end{vmatrix} \right|$$

$$= |\vec{u}| |\vec{v}| \sin \alpha = |\vec{u} \times \vec{v}| (!)$$

← absolute value of the det.



volume of box

$$= h \cdot A$$

$$|\vec{w}| \cdot \sin \beta = |\vec{w}| \cdot \cos \theta$$

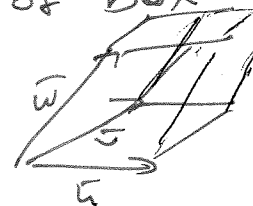
$$\beta = \frac{\pi}{2} - \theta$$

where  $\theta$  = angle between  $\vec{w}$  and  $\vec{u} \times \vec{v}$

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

Punchline:

$$\begin{vmatrix} a_0 & b_0 & c_0 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = \vec{w} \cdot (\vec{u} \times \vec{v}) = \text{volume of box}$$



general -  
works in  $\mathbb{R}^n$ .  
(later).

So, we have proved:

- For the vector  $\vec{u} \times \vec{v}$  that we defined, we always (for any  $w$ ) have that:

$$\vec{w} \cdot (\vec{u} \times \vec{v}) = \text{volume of the box.}$$

- For the vector  $\vec{u} \times \vec{v}$  that we want in the geometric definition, we have  $w \cdot (\vec{u} \times \vec{v}) = \text{volume of the box.}$

Then they match!