

## Dot product and vector projections (Sect. 12.3)

- ▶ Two definitions for the dot product.
- ▶ Geometric definition of dot product.
- ▶ Orthogonal vectors.
- ▶ Dot product and orthogonal projections.
- ▶ Properties of the dot product.
- ▶ Dot product in vector components.
- ▶ Scalar and vector projection formulas.

# Two main ways to introduce the dot product

Geometrical  
definition

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Geometrical  
definition  $\rightarrow$  Properties

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We choose the first way, the textbook chooses the second way.

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# The dot product of two vectors is a scalar

## Definition

The *dot product* of the vectors  $\mathbf{v}$  and  $\mathbf{w}$  in  $\mathbb{R}^n$ , with  $n = 2, 3$ , having magnitudes  $|\mathbf{v}|$ ,  $|\mathbf{w}|$  and angle in between  $\theta$ , where  $0 \leq \theta \leq \pi$ , is denoted by  $\mathbf{v} \cdot \mathbf{w}$  and given by

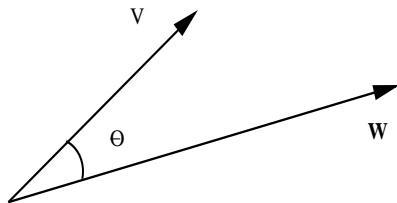
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Initial points together.

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- ▶ The angle between two vectors usually is not known in applications.
- ▶ It is useful to have a formula for the dot product involving the vector components.

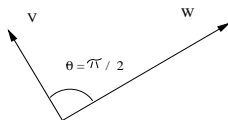
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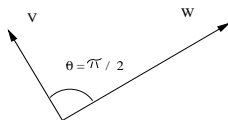
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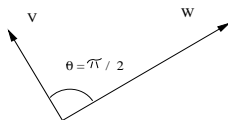
## Theorem

*The non-zero vectors  $\mathbf{v}$  and  $\mathbf{w}$  are perpendicular iff  $\mathbf{v} \cdot \mathbf{w} = 0$ .*

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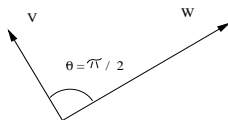
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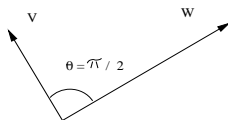
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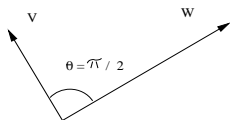
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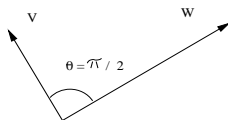
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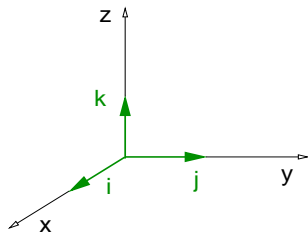
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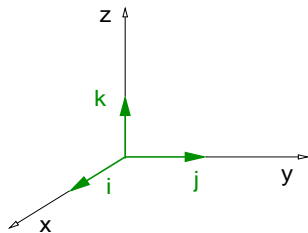


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$$\mathbf{i} \cdot \mathbf{i} = 1,$$

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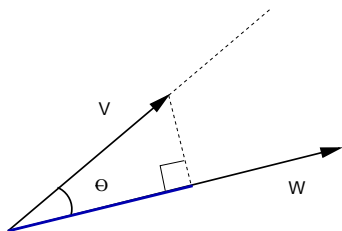
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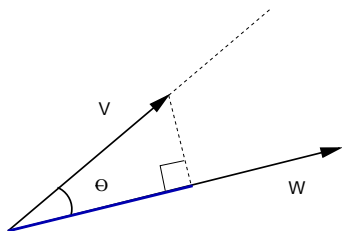
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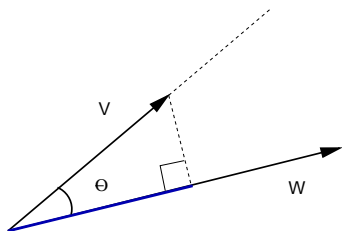


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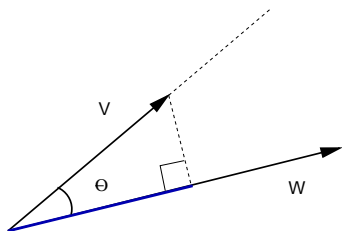


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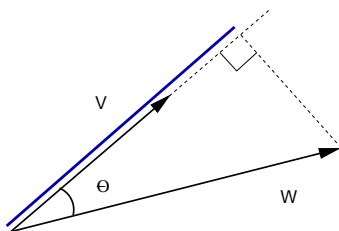
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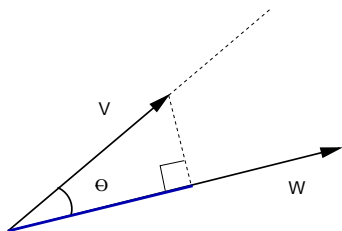
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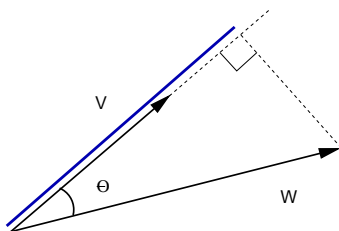
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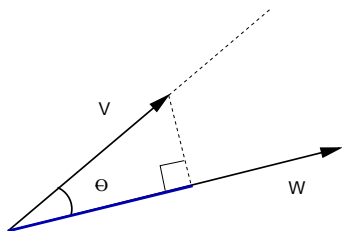


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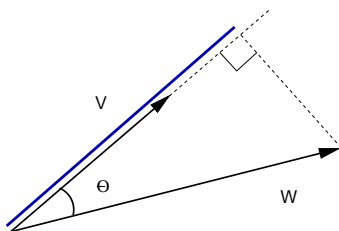
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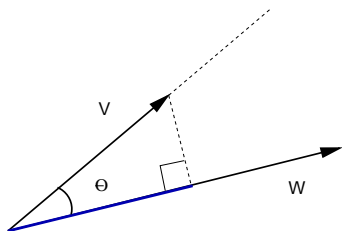


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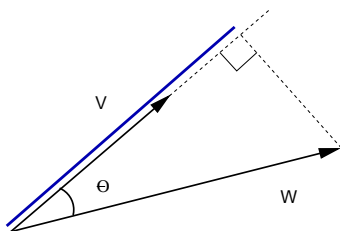
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**Remark:** If  $|\mathbf{u}| = 1$ , then  $\mathbf{v} \cdot \mathbf{u}$  is the projection of  $\mathbf{v}$  along  $\mathbf{u}$ .

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$$\mathbf{v} \cdot (a\mathbf{w}) = |\mathbf{v}| |a\mathbf{w}| \cos(\theta) = a |\mathbf{v}| |\mathbf{w}| \cos(\theta) = a(\mathbf{v} \cdot \mathbf{w}).$$

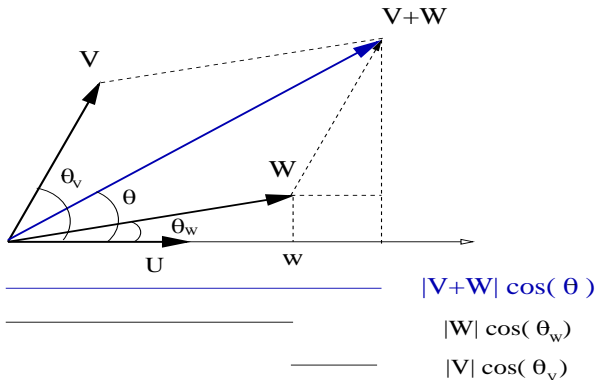


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(c)  $\mathbf{u} \cdot (\mathbf{v} + \mathbf{w}) = \mathbf{u} \cdot \mathbf{v} + \mathbf{u} \cdot \mathbf{w}$ , is non-trivial.

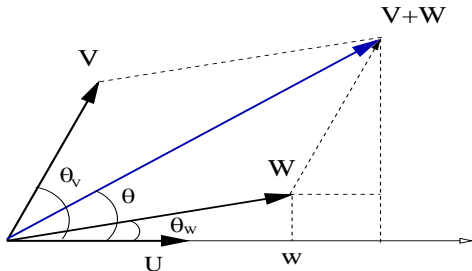
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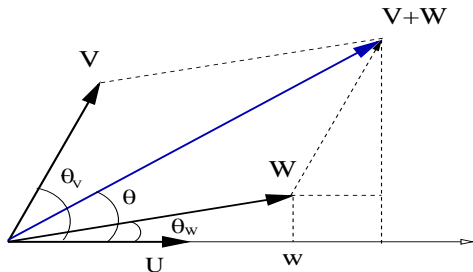
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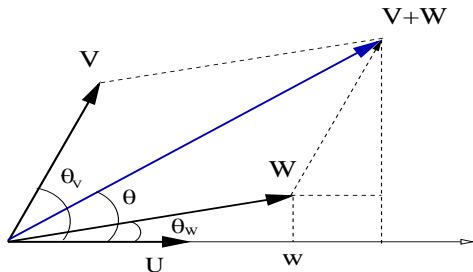
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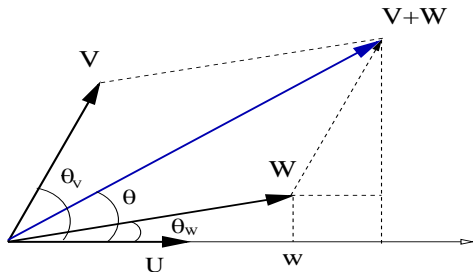
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## Dot product and vector projections (Sect. 12.3)

- ▶ Two definitions for the dot product.
- ▶ Geometric definition of dot product.
- ▶ Orthogonal vectors.
- ▶ Dot product and orthogonal projections.
- ▶ Properties of the dot product.
- ▶ **Dot product in vector components.**
- ▶ Scalar and vector projection formulas.

# The dot product in vector components (Case $\mathbb{R}^2$ )

## Theorem

If  $\mathbf{v} = \langle v_x, v_y \rangle$  and  $\mathbf{w} = \langle w_x, w_y \rangle$ , then  $\mathbf{v} \cdot \mathbf{w}$  is given by

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## Proof.

Recall:  $\mathbf{v} = v_x \mathbf{i} + v_y \mathbf{j}$  and  $\mathbf{w} = w_x \mathbf{i} + w_y \mathbf{j}$ .

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Recall:  $\mathbf{i} \cdot \mathbf{i} = \mathbf{j} \cdot \mathbf{j} = 1$  and  $\mathbf{i} \cdot \mathbf{j} = \mathbf{j} \cdot \mathbf{i} = 0$ .

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$$\mathbf{v} \cdot \mathbf{w} = v_x w_x + v_y w_y.$$



# The dot product in vector components (Case $\mathbb{R}^3$ )

## Theorem

If  $\mathbf{v} = \langle v_x, v_y, v_z \rangle$  and  $\mathbf{w} = \langle w_x, w_y, w_z \rangle$ , then  $\mathbf{v} \cdot \mathbf{w}$  is given by

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# The dot product in vector components (Case $\mathbb{R}^3$ )

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- ▶ The geometrical meaning of the dot product is simple to see from the formula  $\mathbf{v} \cdot \mathbf{w} = |\mathbf{v}| |\mathbf{w}| \cos(\theta)$ .

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$$\left. \begin{array}{l} \mathbf{v} \cdot \mathbf{w} = (1)(2) + (2)(1) \\ |\mathbf{v}| = \sqrt{1^2 + 2^2} = \sqrt{5}, \\ |\mathbf{w}| = \sqrt{2^2 + 1^2} = \sqrt{5}, \end{array} \right\} \Rightarrow \cos(\theta) = \frac{4}{5}.$$



## Dot product and vector projections (Sect. 12.3)

- ▶ Two definitions for the dot product.
- ▶ Geometric definition of dot product.
- ▶ Orthogonal vectors.
- ▶ Dot product and orthogonal projections.
- ▶ Properties of the dot product.
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- ▶ **Scalar and vector projection formulas.**

# Scalar and vector projection formulas.

## Theorem

The scalar projection of  $\mathbf{v}$  along  $\mathbf{w}$  is the number  $p_{\mathbf{w}}(v)$ ,

$$p_{\mathbf{w}}(v) = \frac{\mathbf{v} \cdot \mathbf{w}}{|\mathbf{w}|}.$$

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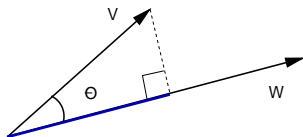
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# Scalar and vector projection formulas.

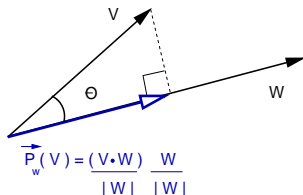
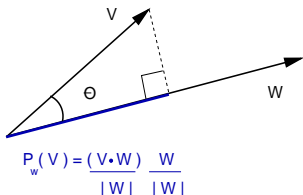
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The scalar projection of  $\mathbf{v}$  along  $\mathbf{w}$  is the number  $p_w(v)$ ,

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The vector projection of  $\mathbf{v}$  along  $\mathbf{w}$  is the vector  $\mathbf{p}_w(v)$ ,

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We therefore obtain  $p_{\mathbf{a}}(\mathbf{b}) = -\frac{2}{\sqrt{5}}$ .

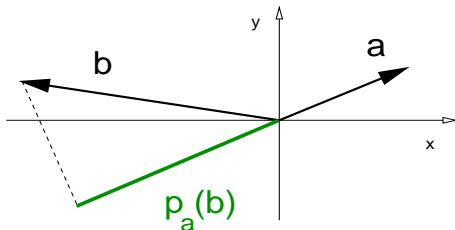
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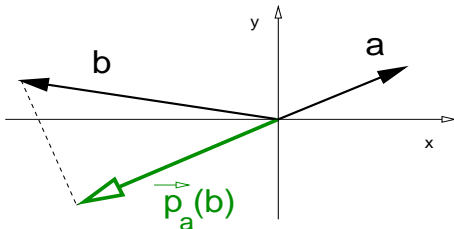
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$$\mathbf{p}_b(\mathbf{a}) = \left( \frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{b}|} \right) \frac{\mathbf{b}}{|\mathbf{b}|}$$

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$$\mathbf{p}_b(\mathbf{a}) = \left( \frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{b}|} \right) \frac{\mathbf{b}}{|\mathbf{b}|} = \left( -\frac{2}{\sqrt{17}} \right) \frac{1}{\sqrt{17}} \langle -4, 1 \rangle.$$

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We therefore obtain  $\mathbf{p}_a(\mathbf{b}) = \left\langle \frac{8}{17}, -\frac{2}{17} \right\rangle$ .

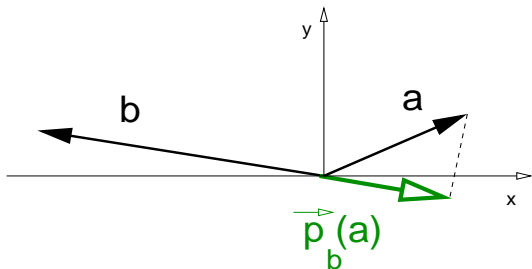
## Example

Find the vector projection of  $\mathbf{a} = \langle 1, 2 \rangle$  onto  $\mathbf{b} = \langle -4, 1 \rangle$ .

**Solution:** The vector projection of  $\mathbf{a}$  onto  $\mathbf{b}$  is the vector

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## Cross product and determinants (Sect. 12.4)

- ▶ Two definitions for the cross product.
- ▶ Geometric definition of cross product.
- ▶ Properties of the cross product.
- ▶ Cross product in vector components.
- ▶ Determinants to compute cross products.
- ▶ Triple product and volumes.

# Two main ways to introduce the cross product

Geometrical  
definition

# Two main ways to introduce the cross product

Geometrical  
definition  $\rightarrow$  Properties

# Two main ways to introduce the cross product



# Two main ways to introduce the cross product

Geometrical definition  $\rightarrow$  Properties  $\rightarrow$  Expression in components.

Definition in components

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Geometrical definition  $\rightarrow$  Properties  $\rightarrow$  Expression in components.

Definition in components  $\rightarrow$  Properties  $\rightarrow$  Geometrical expression.

We choose the first way, like the textbook.

## Cross product and determinants (Sect. 12.4)

- ▶ Two definitions for the cross product.
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- ▶ Properties of the cross product.
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# Geometric definition of cross product

## Definition

The *cross product* of vectors  $\mathbf{v}$  and  $\mathbf{w}$  in  $\mathbb{R}^3$  having magnitudes  $|\mathbf{v}|$ ,  $|\mathbf{w}|$  and angle in between  $\theta$ , where  $0 \leq \theta \leq \pi$ , is denoted by  $\mathbf{v} \times \mathbf{w}$  and is the **vector perpendicular to both  $\mathbf{v}$  and  $\mathbf{w}$** , pointing in the direction given by the right-hand rule, with norm

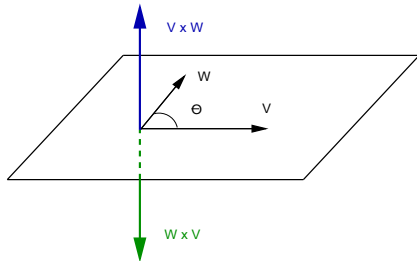
$$|\mathbf{v} \times \mathbf{w}| = |\mathbf{v}| |\mathbf{w}| \sin(\theta).$$

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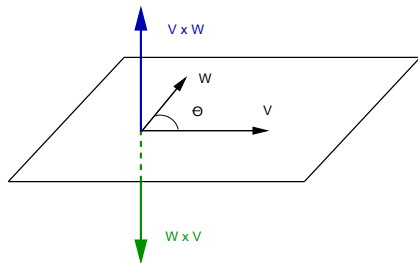


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**Remark:** Cross product of two vectors is another vector; which is perpendicular to the original vectors.

# Geometric definition of cross product

## Theorem

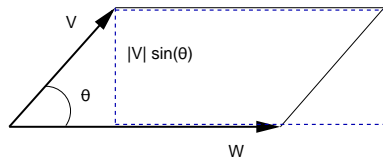
$|\mathbf{v} \times \mathbf{w}|$  is the area of the parallelogram formed by vectors  $\mathbf{v}$  and  $\mathbf{w}$ .

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Proof.

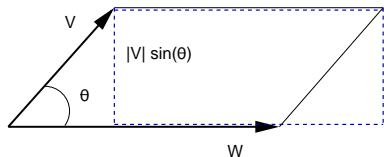


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The area  $A$  of the parallelogram formed by  $\mathbf{v}$  and  $\mathbf{w}$  is

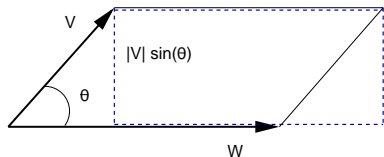
$$A = |\mathbf{w}|(|\mathbf{v}| \sin(\theta))$$

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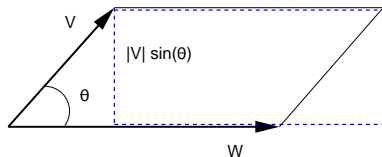


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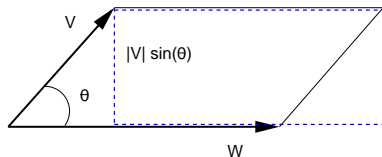
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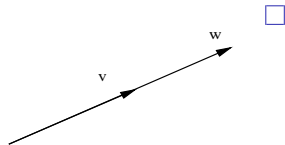


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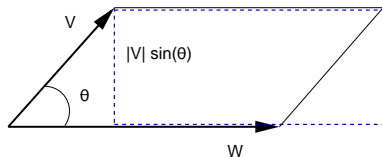


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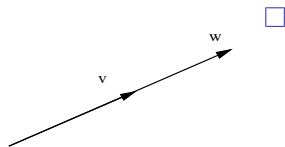
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The non-zero vectors  $\mathbf{v}$  and  $\mathbf{w}$  are *parallel* iff  $\mathbf{v} \times \mathbf{w} = \mathbf{0}$ .



# Geometric definition of cross product

Recall:  $|\mathbf{v} \times \mathbf{w}|$  is the area of a parallelogram.

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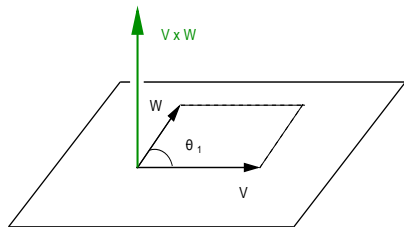
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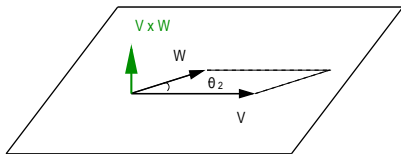
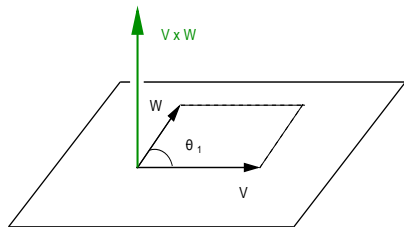


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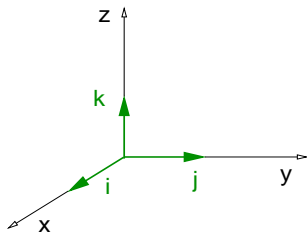
Compute all cross products involving the vectors  $\mathbf{i}$ ,  $\mathbf{j}$ , and  $\mathbf{k}$ .

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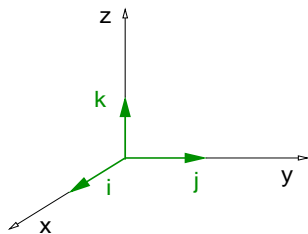


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$$\mathbf{i} \times \mathbf{j} = \mathbf{k},$$

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$$\mathbf{k} \times \mathbf{i} = \mathbf{j},$$

$$\mathbf{i} \times \mathbf{i} = \mathbf{0},$$

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$$\mathbf{k} \times \mathbf{k} = \mathbf{0},$$

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# Properties of the cross product

## Theorem

- (a)  $\mathbf{v} \times \mathbf{w} = -(\mathbf{w} \times \mathbf{v})$ , *(skew-symmetric);*
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- (c)  $(a\mathbf{v}) \times \mathbf{w} = \mathbf{v} \times (a\mathbf{w}) = a(\mathbf{v} \times \mathbf{w})$ , *(linear);*
- (d)  $\mathbf{u} \times (\mathbf{v} + \mathbf{w}) = \mathbf{u} \times \mathbf{v} + \mathbf{u} \times \mathbf{w}$ , *(linear);*
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Show that the cross product is *not associative*, that is,

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# Properties of the cross product

## Example

Show that the cross product is *not associative*, that is,

$$\mathbf{u} \times (\mathbf{v} \times \mathbf{w}) \neq (\mathbf{u} \times \mathbf{v}) \times \mathbf{w}.$$

**Solution:** We prove this statement giving an example. We now show that  $\mathbf{i} \times (\mathbf{i} \times \mathbf{k}) \neq (\mathbf{i} \times \mathbf{i}) \times \mathbf{k} = \mathbf{0}$ . Indeed,

$$\mathbf{i} \times (\mathbf{i} \times \mathbf{k}) = \mathbf{i} \times (-\mathbf{j}) = -(\mathbf{i} \times \mathbf{j}) = -\mathbf{k} \quad \Rightarrow \quad \mathbf{i} \times (\mathbf{i} \times \mathbf{k}) = -\mathbf{k},$$

$$(\mathbf{i} \times \mathbf{i}) \times \mathbf{k} = \mathbf{0} \times \mathbf{k} = \mathbf{0} \quad \Rightarrow \quad (\mathbf{i} \times \mathbf{i}) \times \mathbf{k} = \mathbf{0}.$$

We conclude that  $\mathbf{i} \times (\mathbf{i} \times \mathbf{k}) \neq (\mathbf{i} \times \mathbf{i}) \times \mathbf{k} = \mathbf{0}$ . ◁

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**Recall:** The cross product of parallel vectors vanishes.

## Cross product and determinants (Sect. 12.4)

- ▶ Two definitions for the cross product.
- ▶ Geometric definition of cross product.
- ▶ Properties of the cross product.
- ▶ **Cross product in vector components.**
- ▶ Determinants to compute cross products.
- ▶ Triple product and volumes.

# Cross product in vector components

## Theorem

The cross product of vectors  $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$  and  $\mathbf{w} = \langle w_1, w_2, w_3 \rangle$  is given by

$$\mathbf{v} \times \mathbf{w} = \langle (v_2 w_3 - v_3 w_2), (v_3 w_1 - v_1 w_3), (v_1 w_2 - v_2 w_1) \rangle.$$

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**Proof:** Use the cross product properties

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**Proof:** Use the cross product properties and recall the non-zero cross products  $\mathbf{i} \times \mathbf{j} = \mathbf{k}$ , and  $\mathbf{j} \times \mathbf{k} = \mathbf{i}$ , and  $\mathbf{k} \times \mathbf{i} = \mathbf{j}$ .

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Express  $\mathbf{v} = v_1 \mathbf{i} + v_2 \mathbf{j} + v_3 \mathbf{k}$  and  $\mathbf{w} = w_1 \mathbf{i} + w_2 \mathbf{j} + w_3 \mathbf{k}$ ,

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Use the linearity property.

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**Exercise:** Find the angle between  $\mathbf{v}$  and  $\mathbf{w}$  above, using both the cross and the dot products. Verify that you get the same answer.

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(a) The determinant of a  $2 \times 2$  matrix is given by

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc.$$

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$2 \times 2$  determinants are used to find  $3 \times 3$  determinants.

# Determinants to compute cross products.

## Theorem

*The formula to compute determinants of  $3 \times 3$  matrices can be used to find the the cross product  $\mathbf{v} \times \mathbf{w}$ , where  $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$  and  $\mathbf{w} = \langle w_1, w_2, w_3 \rangle$ , as follows*

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## Determinants to compute cross products.

### Example

Given the vectors  $\mathbf{v} = \langle 1, 2, 3 \rangle$  and  $\mathbf{w} = \langle -2, 3, 1 \rangle$ , compute both  $\mathbf{w} \times \mathbf{v}$  and  $\mathbf{v} \times \mathbf{w}$ .

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The result is

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$$\mathbf{w} \times \mathbf{v} = (9 - 2)\mathbf{i} - (-6 - 1)\mathbf{j} + (-4 - 3)\mathbf{k} \Rightarrow \mathbf{w} \times \mathbf{v} = \langle 7, 7, -7 \rangle.$$

## Determinants to compute cross products.

### Example

Given the vectors  $\mathbf{v} = \langle 1, 2, 3 \rangle$  and  $\mathbf{w} = \langle -2, 3, 1 \rangle$ , compute both  $\mathbf{w} \times \mathbf{v}$  and  $\mathbf{v} \times \mathbf{w}$ .

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$$\mathbf{w} \times \mathbf{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ w_1 & w_2 & w_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ -2 & 3 & 1 \\ 1 & 2 & 3 \end{vmatrix}$$

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Hence,  $\mathbf{v} \times \mathbf{w} = \langle -7, -7, 7 \rangle$ . ◀

## Cross product and determinants (Sect. 12.4)

- ▶ Two definitions for the cross product.
- ▶ Geometric definition of cross product.
- ▶ Properties of the cross product.
- ▶ Cross product in vector components.
- ▶ Determinants to compute cross products.
- ▶ **Triple product and volumes.**

# Triple product and volumes

## Definition

The *triple product* of the vectors  $\mathbf{u}$ ,  $\mathbf{v}$ ,  $\mathbf{w}$ , is the scalar  $\mathbf{u} \cdot (\mathbf{v} \times \mathbf{w})$ .

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## Theorem (Cyclic rotation formula for triple product)

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

# Triple product and volumes

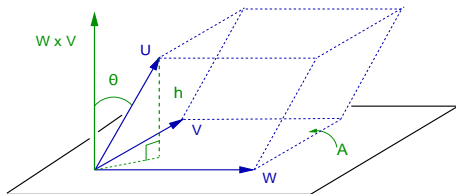
## Theorem

*The number  $|\mathbf{u} \cdot (\mathbf{v} \times \mathbf{w})|$   
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# Triple product and volumes

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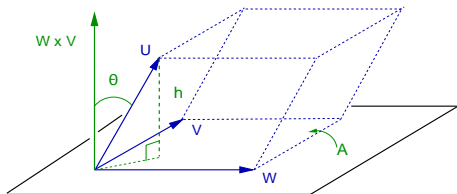
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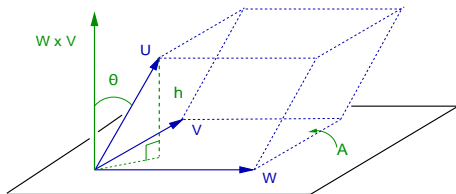


**Proof:** Recall the dot product:  $\mathbf{x} \cdot \mathbf{y} = |\mathbf{x}| |\mathbf{y}| \cos(\theta)$ .

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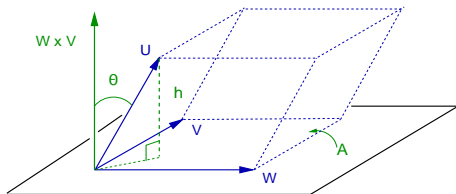
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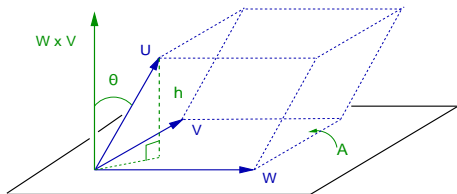
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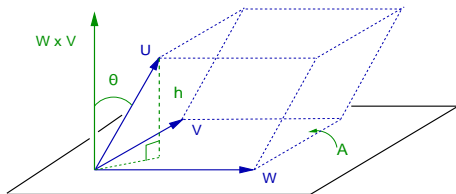
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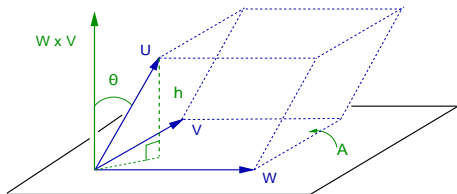
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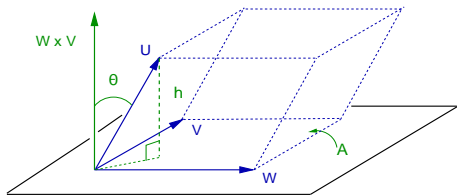
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## Example

Compute the volume of the parallelepiped formed by the vectors  $\mathbf{u} = \langle 1, 2, 3 \rangle$ ,  $\mathbf{v} = \langle 3, 2, 1 \rangle$ ,  $\mathbf{w} = \langle 1, -2, 1 \rangle$ .

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Compute the volume of the parallelepiped formed by the vectors  $\mathbf{u} = \langle 1, 2, 3 \rangle$ ,  $\mathbf{v} = \langle 3, 2, 1 \rangle$ ,  $\mathbf{w} = \langle 1, -2, 1 \rangle$ .

**Solution:**

$$\mathbf{u} \cdot (\mathbf{v} \times \mathbf{w}) = \begin{vmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \\ 1 & -2 & 1 \end{vmatrix} = (1)(2 + 2) - (2)(3 - 1) + (3)(-6 - 2),$$

that is,  $\mathbf{u} \cdot (\mathbf{v} \times \mathbf{w}) = 4 - 4 - 24 = -24$ .

## The triple product and volumes

**Remark:** The triple product can be computed with a determinant.

### Theorem

If  $\mathbf{u} = \langle u_1, u_2, u_3 \rangle$ ,  $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$ , and  $\mathbf{w} = \langle w_1, w_2, w_3 \rangle$ , then

$$\mathbf{u} \cdot (\mathbf{v} \times \mathbf{w}) = \begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix}.$$

### Example

Compute the volume of the parallelepiped formed by the vectors  $\mathbf{u} = \langle 1, 2, 3 \rangle$ ,  $\mathbf{v} = \langle 3, 2, 1 \rangle$ ,  $\mathbf{w} = \langle 1, -2, 1 \rangle$ .

**Solution:**

$$\mathbf{u} \cdot (\mathbf{v} \times \mathbf{w}) = \begin{vmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \\ 1 & -2 & 1 \end{vmatrix} = (1)(2 + 2) - (2)(3 - 1) + (3)(-6 - 2),$$

that is,  $\mathbf{u} \cdot (\mathbf{v} \times \mathbf{w}) = 4 - 4 - 24 = -24$ . Hence  $V = 24$ .  $\triangleleft$