

Section Summary: the cross product

a. Definitions

We create the **cross-product** to be a sort of “right-hand rule” operator. We might start by saying that we want the cross-product to have the following results:

$$\begin{aligned}\hat{i} \otimes \hat{j} &= \hat{k} \\ \hat{j} \otimes \hat{i} &= -\hat{k} \\ \hat{j} \otimes \hat{k} &= \hat{i} \\ \hat{k} \otimes \hat{j} &= -\hat{i} \\ \hat{i} \otimes \hat{k} &= -\hat{j} \\ \hat{k} \otimes \hat{i} &= \hat{j}\end{aligned}$$

Now assume the usual sorts of distributive properties, so that given $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$ and $\mathbf{b} = \langle b_1, b_2, b_3 \rangle$, we can compute

$$\mathbf{a} \otimes \mathbf{b} = \langle a_1, a_2, a_3 \rangle \otimes \langle b_1, b_2, b_3 \rangle = (a_1\hat{i} + a_2\hat{j} + a_3\hat{k}) \otimes (b_1\hat{i} + b_2\hat{j} + b_3\hat{k})$$

or

$$\mathbf{a} \otimes \mathbf{b} = (a_2b_3 - a_3b_2)\hat{i} + (a_3b_1 - a_1b_3)\hat{j} + (a_1b_2 - a_2b_1)\hat{k}.$$

Note that the cross-product is a vector-product, by contrast with the dot product which produces a number (scalar). Furthermore, the direction of the cross-product is determined by using the right-hand rule.

This cross-product is only defined for three-dimensional vectors, by contrast with the dot product, which is defined for all vectors in all dimensions.

b. Theorems

$$\begin{aligned}\mathbf{a} \otimes \mathbf{a} &= \mathbf{0} \\ \mathbf{a} \otimes \mathbf{b} &\perp \mathbf{a} \\ \mathbf{a} \otimes \mathbf{b} &\perp \mathbf{b} \\ \mathbf{a} \otimes \mathbf{b} &= -\mathbf{b} \otimes \mathbf{a} \\ |\mathbf{a} \otimes \mathbf{b}| &= |\mathbf{a}||\mathbf{b}| \sin \theta\end{aligned}$$

where $0 \leq \theta \leq \pi$ is the angle between \mathbf{a} and \mathbf{b} . This last property can be interpreted geometrically: the norm (length) of the cross product $\mathbf{a} \otimes \mathbf{b}$ is the area of the parallelogram constructed using vectors \mathbf{a} and \mathbf{b} .

This can be generalized to the parallelepiped, constructed of three vectors, whose volume V is given by

$$V = |\mathbf{c} \cdot (\mathbf{a} \otimes \mathbf{b})|$$

If we discover that V is zero, then the vectors \mathbf{a} , \mathbf{b} and \mathbf{c} must be coplanar (the parallelepiped is at most two-dimensional). Note: by symmetry,

$$V = |\mathbf{c} \cdot (\mathbf{a} \otimes \mathbf{b})| = |\mathbf{a} \cdot (\mathbf{b} \otimes \mathbf{c})| = |\mathbf{b} \cdot (\mathbf{c} \otimes \mathbf{a})|$$

Two non-zero vectors \mathbf{a} and \mathbf{b} are parallel if and only if

$$\mathbf{a} \otimes \mathbf{b} = \mathbf{0}$$

c. Properties/Tricks/Hints/Etc.

d. Summary

Thus the cross-product of two vectors produces a vector which is perpendicular to those two vectors, having magnitude the area of the parallelogram created by the two vectors. We can use this product as a means for determining when two vectors are parallel (they have a zero – zero **vector** – cross-product).