#### Vectors

# Scalar product - Vector product - Triple scalar product

#### Specification

Vectors and Three-Dimensional Coordinate Geometry

Definition and properties of the vector product. Calculation of vector products. Including the use of vector products in the calculation of the area of a triangle or parallelogram.

Calculation of scalar triple products.

Including the use of the scalar triple product in the calculation of the volume of a parallelepiped and in identifying coplanar vectors. Proof of the distributive law and knowledge of particular formulae is not required.

#### Linear Independence

Linear independence and dependence of vectors.

#### In formulae booklet

Vector product: 
$$\mathbf{a} \times \mathbf{b} = |\mathbf{a}| |\mathbf{b}| \sin \theta \,\hat{\mathbf{n}} = \begin{vmatrix} \mathbf{i} & a_1 & b_1 \\ \mathbf{j} & a_2 & b_2 \\ \mathbf{k} & a_3 & b_3 \end{vmatrix} = \begin{bmatrix} a_2b_3 - a_3b_2 \\ a_3b_1 - a_1b_3 \\ a_1b_2 - a_2b_1 \end{bmatrix}$$

## Introduction and definitions

In year 11, we have introduced vectors to describe a translation.

The vector represents a DISPLACEMENT from one point to another.

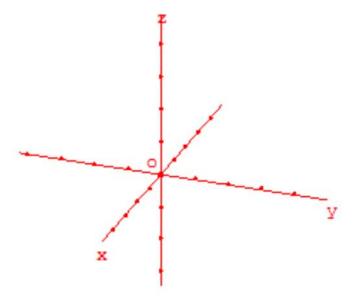
We can extend this notion in 3 dimensions:

$$\mathbf{v} = \begin{pmatrix} -2\\3\\1 \end{pmatrix}$$
 means move -2-units in the x-direction, 3 units in the y-direction

and 1 unit in the z-direction

Notation: In the exam paper, a vector will be written as a bold lower case letter.

other notations for vectors are  $\mathbf{v} = \underline{v} = v$  or  $\overrightarrow{v}$ 



## Equivalent vectors

Two vectors are equivalent (equal) if they represent the same displacement Consequence: Unless you are given the starting point (or "the tail") of a vector, there are an infinite numbers of way to draw/represent this vector.

# A vector has a **DIRECTION**.

This direction is represented by an arrow

v and -v are opposite vectors, they have opposite direction

## Magnitude/modulus

The modulus/magnitude of a vector is the length of the displacement it represents ("the size of the vector").

Notation: If the vector 
$$\mathbf{v} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$
, its modulus / magnitude is noted  $|\mathbf{v}| = \sqrt{x^2 + y^2 + z^2}$ 

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#### Unit vectors

#### A vector is a unit vector if its modulus is 1

*Notation*:  $\hat{\mathbf{a}}$  is the unit vector in the director of the vector  $\mathbf{a}$ .

$$\hat{\mathbf{a}} = \frac{1}{|\mathbf{a}|} \times \mathbf{a}$$

Example: Work out the unit vector in the direction 2i+3j+6k

#### **Base** vectors

In a standard set of axis, we use three directions
the x-direction, the y-direction and the z-direction.
The unit vector in the x-direction is called i
The unit vector in the y-direction is called j
The unit vector in the z-direction is called k

$$\mathbf{i} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} , \quad \mathbf{j} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} , \quad \mathbf{k} = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

## Component of vectors

Any vector  $\mathbf{v} \begin{pmatrix} x \\ y \\ z \end{pmatrix}$  can be written in terms of the base vectors

$$\mathbf{v} = x\mathbf{i} + y\mathbf{j} + z\mathbf{j}$$

We say that vis a LINEAR COMBINATION of i, j and k

O is the Origin : O(0,0) A is a point with coordinates (x,y,z)

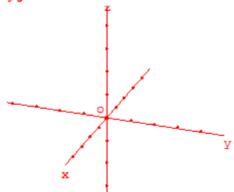
#### **Position Vector**

The position vector associated to the point A(x, y, z)

is the vector 
$$\mathbf{a} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$
.

It is the translation vector which maps O onto A.

We can also write  $\mathbf{a} = x\mathbf{i} + y\mathbf{j} + z\mathbf{k}$ .



# Operations with vectors

Consider two points  $A(x_A, y_A, z_A)$  and  $B(x_B, y_B, z_B)$ 

with the position vectors 
$$\mathbf{a} = \begin{pmatrix} x_A \\ y_A \\ z_A \end{pmatrix}$$
 and  $\mathbf{b} = \begin{pmatrix} x_B \\ y_B \\ z_B \end{pmatrix}$  respectively

• The triangle rule

For any point C, the following identity is true:

$$\overrightarrow{AB} = \overrightarrow{AC} + \overrightarrow{CB}$$

· Additions and subtractions

The vector 
$$\overrightarrow{OA} + \overrightarrow{OB} = \mathbf{a} + \mathbf{b} = \begin{pmatrix} x_A + x_B \\ y_A + y_B \\ z_A + z_B \end{pmatrix}$$
  
The vector  $\overrightarrow{OA} - \overrightarrow{OB} = \mathbf{a} - \mathbf{b} = \begin{pmatrix} x_A - x_B \\ y_A - y_B \\ z_A - z_B \end{pmatrix}$ 

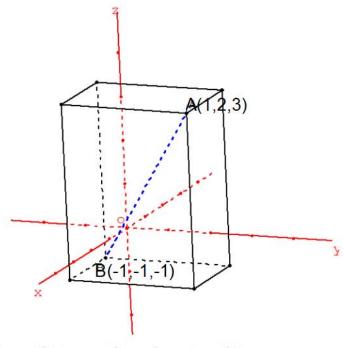
• The vector  $\overrightarrow{AB}$ , (displacement from A to B) is

$$\overrightarrow{AB} = \overrightarrow{AO} + \overrightarrow{OB} = -\overrightarrow{OA} + \overrightarrow{OB} = \overrightarrow{OB} - \overrightarrow{OA}$$

$$\overline{AB} = \mathbf{b} - \mathbf{a} \qquad \overline{AB} = \begin{pmatrix} x_B - x_A \\ y_B - y_A \\ z_B - z_A \end{pmatrix}$$

Multiplication by a scalar (number)
 \(\lambda\) is a real number.

The vector 
$$\lambda \overrightarrow{OA} = \lambda \mathbf{a} = \begin{pmatrix} \lambda x_A \\ \lambda y_A \\ \lambda y_B \end{pmatrix}$$



#### Consequence:

The distance between the points A and B

is AB= 
$$|\mathbf{b} - \mathbf{a}| = \sqrt{(x_B - x_A)^2 + (y_B - y_A)^2 + (z_B - z_A)^2}$$

1 Find the modulus of:

**a** 
$$3i + 5j + k$$
 **b**  $4i - 2k$  **c**  $i + j - k$ 

$$ci+j-k$$

**d** 
$$5i - 9j - 8k$$
 **e**  $i + 5j - 7k$ 

$$e i + 5j - 7k$$

Given that  $\mathbf{a} = \begin{pmatrix} 5 \\ 0 \\ 2 \end{pmatrix}$ ,  $\mathbf{b} = \begin{pmatrix} 2 \\ 1 \\ -3 \end{pmatrix}$  and  $\mathbf{c} = \begin{pmatrix} 7 \\ -4 \\ 2 \end{pmatrix}$ , find in column matrix form:

$$a a + b$$

$$d 3a - c$$

$$e \, a - 2b + 6$$

$$a \ a + b$$
  $b \ b - c$   $c \ a + b + c$   $d \ 3a - c$   $e \ a - 2b + c$   $f \ |a - 2b + c|$ 

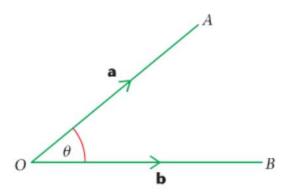
- The position vector of the point A is  $2\mathbf{i} 7\mathbf{j} + 3\mathbf{k}$  and  $\overrightarrow{AB} = 5\mathbf{i} + 4\mathbf{j} \mathbf{k}$ . Find the position of the point B.
- Given that  $\mathbf{a} = t\mathbf{i} + 2\mathbf{j} + 3\mathbf{k}$ , and that  $|\mathbf{a}| = 7$ , find the possible values of t.
- Given that  $\mathbf{a} = 5t\mathbf{i} + 2t\mathbf{j} + t\mathbf{k}$ , and that  $|\mathbf{a}| = 3\sqrt{10}$ , find the possible values of t.
- **6** The points A and B have position vectors  $\begin{pmatrix} 2 \\ 9 \end{pmatrix}$  and  $\begin{pmatrix} 2t \\ 5 \end{pmatrix}$  respectively.
  - a Find  $\overrightarrow{AB}$ .
  - **b** Find, in terms of t,  $|\overrightarrow{AB}|$ .
  - **c** Find the value of t that makes  $|\overrightarrow{AB}|$  a minimum.
  - **d** Find the minimum value of  $|\overrightarrow{AB}|$ .
- The points *A* and *B* have position vectors  $\begin{pmatrix} 2t+1\\t+1 \end{pmatrix}$  and  $\begin{pmatrix} t+1\\5 \end{pmatrix}$  respectively.
  - a Find  $\overrightarrow{AB}$ .
  - **b** Find, in terms of t,  $|\overrightarrow{AB}|$ .
  - **c** Find the value of t that makes  $|\overrightarrow{AB}|$  a minimum.
  - **d** Find the minimum value of  $|\overline{AB}|$ .

# Scalar product of two vectors

■ The scalar product of two vectors **a** and **b** is written as **a**.**b** (say 'a dot b'), and defined by

$$\mathbf{a}.\mathbf{b} = |\mathbf{a}| |\mathbf{b}| \cos \theta$$

where  $\theta$  is the angle between **a** and **b**.



You can see from this diagram that if **a** and **b** are the position vectors of A and B, then the angle between **a** and **b** is  $\angle AOB$ .

If a and b are the position vectors of the points A and B, then

$$\cos AOB = \frac{\mathbf{a.b}}{|\mathbf{a}| |\mathbf{b}|}$$

The non-zero vectors  $\mathbf{a}$  and  $\mathbf{b}$  are perpendicular if and only if  $\mathbf{a}.\mathbf{b} = 0$ .

Also, because  $\cos 0^{\circ} = 1$ ,

If **a** and **b** are parallel,  $\mathbf{a}.\mathbf{b} = |\mathbf{a}| |\mathbf{b}|$ .  $|\mathbf{a}| |\mathbf{b}| \cos 0^{\circ}$ 

• In particular,  $\mathbf{a} \cdot \mathbf{a} = |\mathbf{a}|^2$ . •  $|\mathbf{a}| |\mathbf{a}| \cos 0^\circ$ 

# Properties of the scalar product

- $\mathbf{a}$ ,  $\mathbf{b}$  and  $\mathbf{c}$  are three vectors,  $\lambda$  is a scalar
- $(\lambda \mathbf{a}).\mathbf{b} = \mathbf{a}.(\lambda \mathbf{b}) = \lambda(\mathbf{a}.\mathbf{b})$
- $\bullet$  a.b = b.a
- Distributivity

$$\mathbf{a}.(\mathbf{b}+\mathbf{c})=\mathbf{a}.\mathbf{b}+\mathbf{a}.\mathbf{c}$$



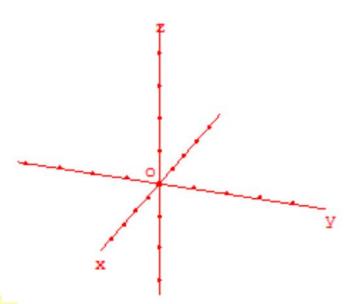
The vector a and b are given as

$$\mathbf{a} = \begin{pmatrix} a_1 \\ b_1 \\ c_1 \end{pmatrix} \text{ and } \mathbf{b} = \begin{pmatrix} a_2 \\ b_2 \\ c_2 \end{pmatrix}$$

Let's work out a.b

Use the results for parallel and perpendicular unit vectors:

$$i.i = j.j = k.k = 1$$
  
 $i.j = i.k = j.i = j.k = k.i = k.j = 0$ 



# Scalar product

If 
$$\mathbf{a} = a_1 \mathbf{i} + a_2 \mathbf{j} + a_3 \mathbf{k}$$
 and  $\mathbf{b} = b_1 \mathbf{i} + b_2 \mathbf{j} + b_3 \mathbf{k}$ ,

$$\mathbf{a.b} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} \cdot \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} = a_1 b_1 + a_2 b_2 + a_3 b_3$$

# Typical exercises:

Given that  $\mathbf{a} = 8\mathbf{i} - 5\mathbf{j} - 4\mathbf{k}$  and  $\mathbf{b} = 5\mathbf{i} + 4\mathbf{j} - \mathbf{k}$ :

- a Find a.b
- **b** Find the angle between **a** and **b**, giving your answer in degrees to 1 decimal place.



Given that the vectors  $\mathbf{a} = 2\mathbf{i} - 6\mathbf{j} + \mathbf{k}$  and  $\mathbf{b} = 5\mathbf{i} + 2\mathbf{j} + \lambda\mathbf{k}$  are perpendicular, find the value of  $\lambda$ .

- 1 The vectors **a** and **b** each have magnitude 3 units, and the angle between **a** and **b** is 60°. Find **a.b**.
- 2 In each part, find a.b:

$$a = 5i + 2j + 3k, b = 2i - j - 2k$$

**b** 
$$\mathbf{a} = 10\mathbf{i} - 7\mathbf{j} + 4\mathbf{k}, \, \mathbf{b} = 3\mathbf{i} - 5\mathbf{j} - 12\mathbf{k}$$

$$c a = i + j - k, b = -i - j + 4k$$

**d** 
$$a = 2i - k$$
,  $b = 6i - 5j - 8k$ 

$$e \ a = 3j + 9k, \ b = i + 12j - 4k$$

3 In each part, find the angle between **a** and **b**, giving your answer in degrees to 1 decimal place:

$$a = 3i + 7j, b = 5i + j$$

**b** 
$$a = 2i - 5j$$
,  $b = 6i + 3j$ 

$$c a = i - 7j + 8k, b = 12i + 2j + k$$

$$\mathbf{d} \ \mathbf{a} = -\mathbf{i} - \mathbf{j} + 5\mathbf{k}, \ \mathbf{b} = 11\mathbf{i} - 3\mathbf{j} + 4\mathbf{k}$$

e 
$$a = 6i - 7j + 12k$$
,  $b = -2i + j + k$ 

$$f a = 4i + 5k, b = 6i - 2j$$

$$\mathbf{g} \ \mathbf{a} = -5\mathbf{i} + 2\mathbf{j} - 3\mathbf{k}, \ \mathbf{b} = 2\mathbf{i} - 2\mathbf{j} + 11\mathbf{k}$$

$$\mathbf{h} \ \mathbf{a} = \mathbf{i} + \mathbf{j} + \mathbf{k}, \ \mathbf{b} = \mathbf{i} - \mathbf{j} + \mathbf{k}$$

- **4** Find the value, or values, of  $\lambda$  for which the given vectors are perpendicular:
  - **a**  $3\mathbf{i} + 5\mathbf{j}$  and  $\lambda \mathbf{i} + 6\mathbf{j}$
  - **b** 2i + 6j k and  $\lambda i 4j 14k$
  - **c**  $3i + \lambda j 8k$  and 7i 5j + k
  - **d**  $9\mathbf{i} 3\mathbf{j} + 5\mathbf{k}$  and  $\lambda \mathbf{i} + \lambda \mathbf{j} + 3\mathbf{k}$
  - $\mathbf{e} \ \lambda \mathbf{i} + 3\mathbf{j} 2\mathbf{k} \ \text{and} \ \lambda \mathbf{i} + \lambda \mathbf{j} + 5\mathbf{k}$

#### **Answers**

2 a 
$$\sqrt{33}$$
,  $\sqrt{173}$  b  $\sqrt{20}$  c  $\sqrt{20}$   
1 64,  $7^{\circ}$ , 64,  $7^{\circ}$ , 50.6°  
2 a  $\sqrt{33}$ ,  $\sqrt{173}$  b  $\sqrt{34}$  c  $\sqrt{$ 

- 5 Find, to the nearest tenth of a degree, the angle that the vector 9i 5j + 3k makes with:
  - **a** the positive x-axis

**b** the positive y-axis

6 Find, to the nearest tenth of a degree, the angle that the vector i + 11j - 4k makes with:

a the positive y-axis

b the positive z-axis

- 7 The angle between the vectors i + j + k and 2i + j + k is θ. Calculate the exact value of cos θ.
- **8** The angle between the vectors  $\mathbf{i} + 3\mathbf{j}$  and  $\mathbf{j} + \lambda \mathbf{k}$  is 60°.

Show that  $\lambda = \pm \sqrt{\frac{13}{5}}$ .

- 9 Simplify as far as possible:
  - **a**  $\mathbf{a} \cdot (\mathbf{b} + \mathbf{c}) + \mathbf{b} \cdot (\mathbf{a} \mathbf{c})$ , given that **b** is perpendicular to **c**.
  - **b**  $(\mathbf{a} + \mathbf{b}).(\mathbf{a} + \mathbf{b})$ , given that  $|\mathbf{a}| = 2$  and  $|\mathbf{b}| = 3$ .
  - c (a + b).(2a b), given that a is perpendicular to b.
- 10 Find a vector which is perpendicular to both a and b, where:

$$a = i + j - 3k, b = 5i - 2j - k$$

**b** 
$$a = 2i + 3j - 4k$$
,  $b = i - 6j + 3k$ 

$$c a = 4i - 4j - k, b = -2i - 9j + 6k$$

The points A and B have position vectors  $2\mathbf{i} + 5\mathbf{j} + \mathbf{k}$  and  $6\mathbf{i} + \mathbf{j} - 2\mathbf{k}$  respectively, and O is the origin.

Calculate each of the angles in  $\triangle OAB$ , giving your answers in degrees to 1 decimal place.

- The points A, B and C have position vectors  $\mathbf{i} + 3\mathbf{j} + \mathbf{k}$ ,  $2\mathbf{i} + 7\mathbf{j} 3\mathbf{k}$  and  $4\mathbf{i} 5\mathbf{j} + 2\mathbf{k}$  respectively.
  - a Find, as surds, the lengths of AB and BC.
  - **b** Calculate, in degrees to 1 decimal place, the size of  $\angle ABC$ .

# The vector product or cross product

The scalar product combines two vectors and returns a scalar/number.

The vector product combines two vectors and returns a third vector

The vector (or cross) product of the vectors a and b is defined as

$$\mathbf{a} \times \mathbf{b} = |\mathbf{a}| |\mathbf{b}| \sin \theta \hat{\mathbf{n}}, -$$

This is a key fact which you should learn.

where again  $\theta$  is the angle between **a** and **b**, and where  $\hat{\bf n}$  is a unit vector perpendicular to both a and b. The direction of n is that in which a right-handed screw would move when turned from a to b.

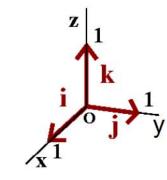
# Using the base vectors

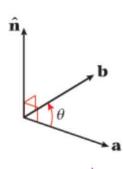
#### Complete

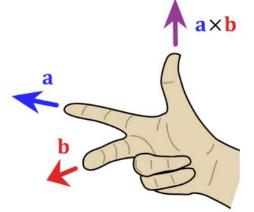
• 
$$\mathbf{i} \times \mathbf{i} = \mathbf{i} \times \mathbf{j} = \mathbf{i}$$
 and  $\mathbf{j} \times \mathbf{i} = \mathbf{i}$ 

• 
$$\mathbf{j} \times \mathbf{j} = \mathbf{j} \times \mathbf{k} = \mathbf{k} \times \mathbf{j} = \mathbf{k}$$

• 
$$\mathbf{k} \times \mathbf{i} =$$
and  $\mathbf{i} \times \mathbf{k} =$ 







# Properties of the vector product

 $\mathbf{a}$ ,  $\mathbf{b}$  and  $\mathbf{c}$  are three vectors and  $\lambda$  is a scalar

$$\bullet a \times b = -b \times a$$

$$\bullet(\lambda \mathbf{a}) \times \mathbf{b} = \mathbf{a} \times (\lambda \mathbf{b}) = \lambda(\mathbf{a} \times \mathbf{b})$$

Distributivity

$$\mathbf{a} \times (\mathbf{b} + \mathbf{c}) = \mathbf{a} \times \mathbf{b} + \mathbf{a} \times \mathbf{c}$$

 $\mathbf{a} \times \mathbf{b} = 0 \iff \mathbf{a} = 0 \text{ or } \mathbf{b} = 0 \text{ or } \mathbf{a} \text{ and } \mathbf{b} \text{ are parallel}$ 

# Application:

Find the following vector products.

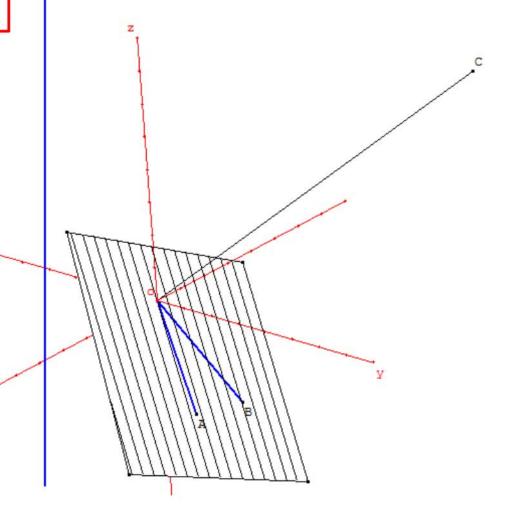
1. 
$$\mathbf{i} \times (\mathbf{i} + \mathbf{j} + \mathbf{k})$$
.

2. 
$$(\mathbf{i} + \mathbf{j} + \mathbf{k}) \times \mathbf{i}$$
.

3. 
$$(3\mathbf{i} + \mathbf{j}) \times 2\mathbf{k}$$
.

4. 
$$(i+j)\times(i+k)$$
.

Use these properties to work out  $\mathbf{a} \times \mathbf{b}$ with  $\mathbf{a} = 2\mathbf{i} + 3\mathbf{j} - 2\mathbf{k}$  and  $\mathbf{b} = -\mathbf{i} + 2\mathbf{j} - 3\mathbf{k}$ 



#### Generalisation and alternative method:

The distributivity of the vector product over addition can be used to find the vector product of any two vectors,  $\mathbf{a} = a_1 \mathbf{i} + a_2 \mathbf{j} + a_3 \mathbf{k}$  and  $\mathbf{b} = b_1 \mathbf{i} + b_2 \mathbf{j} + b_3 \mathbf{k}$ .

#### Conclusion

$$\mathbf{a} = a_1 \mathbf{i} + a_2 \mathbf{j} + a_3 \mathbf{k}$$
 and  $\mathbf{b} = b_1 \mathbf{i} + b_2 \mathbf{j} + b_3 \mathbf{k}$ .

$$\mathbf{a} = a_1 \mathbf{i} + a_2 \mathbf{j} + a_3 \mathbf{k} \text{ and } \mathbf{b} = b_1 \mathbf{i} + b_2 \mathbf{j} + b_3 \mathbf{k}.$$

$$\mathbf{a} \times \mathbf{b} = (a_2 b_3 - a_3 b_2) \mathbf{i} - (a_1 b_3 - a_3 b_1) \mathbf{j} + (a_1 b_2 - a_2 b_1) \mathbf{k}$$

This formula is not easy to remember, but there is an alternative, using determinants.

## Determinants method:

#### 2×2 matrices

The determinant of the matrix  $M = \begin{bmatrix} a_1 & a_2 \\ b_1 & b_2 \end{bmatrix}$ 

is the number noted  $\det(M) = \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} = a_1b_2 - a_2b_1$ 

(This number is the area scale factor of the matrix transformation M)

# Examples:

$$M = \begin{bmatrix} 2 & 1 \\ 1 & 2 \end{bmatrix}$$
 then  $\det(M) =$ 

$$A = \begin{bmatrix} 1 & 1 \\ 2 & 3 \end{bmatrix}$$
 then  $\det(A) =$ 

# Working out the components of the vector product

two vectors,  $\mathbf{a} = a_1 \mathbf{i} + a_2 \mathbf{j} + a_3 \mathbf{k}$  and  $\mathbf{b} = b_1 \mathbf{i} + b_2 \mathbf{j} + b_3 \mathbf{k}$ 

Be careful with this "-" sign

Write the determinant: 
$$\mathbf{a} \times \mathbf{b} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} \mathbf{i} - \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} \mathbf{j} + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \mathbf{k}$$

# In practice: Method 1

# Numerical examples:

• Work out the components of a × b in each case

$$\mathbf{a}) \mathbf{a} = \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} \text{ and } \mathbf{b} = \begin{pmatrix} 2 \\ -1 \\ 3 \end{pmatrix}$$
 
$$\mathbf{b}) \mathbf{a} = \begin{pmatrix} -1 \\ 3 \\ 2 \end{pmatrix} \text{ and } \mathbf{b} = \begin{pmatrix} -2 \\ 0 \\ 1 \end{pmatrix}$$

• Find a unit vector perpendicular to both  $(4\mathbf{i} + 3\mathbf{j} + 2\mathbf{k})$  and  $(8\mathbf{i} + 3\mathbf{j} + 3\mathbf{k})$ .

#### Note:

When writing the determinant, it does not matter if you write the components of the vectors in lines or in columns

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

# More practice

Work out the components of these vectors Give your answers as a column matrix

(a) 
$$\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \times \begin{pmatrix} -2 \\ 3 \\ -2 \end{pmatrix}$$

(a) 
$$\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \times \begin{pmatrix} -2 \\ 3 \\ -2 \end{pmatrix}$$
 (b)  $\begin{pmatrix} -2 \\ 3 \\ -1 \end{pmatrix} \times \begin{pmatrix} 1 \\ -5 \\ 0 \end{pmatrix}$  (c)  $\begin{pmatrix} 4 \\ -5 \\ 7 \end{pmatrix} \times \begin{pmatrix} 2 \\ -3 \\ 6 \end{pmatrix}$ 

(c) 
$$\begin{pmatrix} 4 \\ -5 \\ 7 \end{pmatrix} \times \begin{pmatrix} 2 \\ -3 \\ 6 \end{pmatrix}$$

(d) 
$$\begin{pmatrix} 5 \\ -1 \\ 2 \end{pmatrix} \times \begin{pmatrix} 4 \\ 0 \\ 0 \end{pmatrix}$$
 (e)  $\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \times \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$  (f)  $\begin{pmatrix} 1 \\ 0 \\ 2 \end{pmatrix} \times \begin{pmatrix} 0 \\ 1 \\ 2 \end{pmatrix}$ 

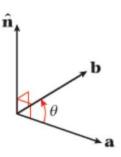
(e) 
$$\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \times \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$$

(f) 
$$\begin{pmatrix} 1 \\ 0 \\ 2 \end{pmatrix} \times \begin{pmatrix} 0 \\ 1 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} 2 - \\ 0 - \\ 1 - \\ 1 \end{pmatrix} (a) \qquad \begin{pmatrix} 2 - \\ 1 - \\ 1 \\ 1 \end{pmatrix} (b) \qquad \begin{pmatrix} 2 - \\ 1 - \\ 1 \\ 1 \end{pmatrix} (c) \qquad \begin{pmatrix} 2 - \\ 4 - \\ 8 \\ 1 \end{pmatrix} (d) \qquad \begin{pmatrix} 2 - \\ 4 - \\ 8 \\ 1 \end{pmatrix} (d) \qquad \begin{pmatrix} 2 - \\ 4 - \\ 8 \\ 1 \end{pmatrix} (d) \qquad \begin{pmatrix} 2 - \\ 4 - \\ 8 \\ 1 \end{pmatrix} (d) \qquad \begin{pmatrix} 2 - \\ 4 - \\ 8 \\ 1 \end{pmatrix} (d) \qquad \begin{pmatrix} 2 - \\ 4 - \\ 4 \end{pmatrix} (d) \qquad \begin{pmatrix} 2 - \\ 4 - \\ 4 \end{pmatrix}$$

# Vector product and angles

$$\mathbf{a} \times \mathbf{b} = |\mathbf{a}| |\mathbf{b}| \sin \theta \hat{\mathbf{n}}$$
 so  $|\mathbf{a} \times \mathbf{b}| =$ 



Note that without anymore information, it is not possible to determine a measure of  $\boldsymbol{\theta}$ 

# В' В А

# Typical question:

Find the sine of the acute angle between the vectors  $\mathbf{a} = 2\mathbf{i} + \mathbf{j} + 2\mathbf{k}$  and  $\mathbf{b} = -3\mathbf{j} + 4\mathbf{k}$ .

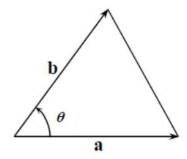
Find the sine of the angle between  ${\bf a}$  and  ${\bf b}$  in each of the following. You may leave your answers as surds, in their simplest form.

$$\mathbf{a} = 3\mathbf{i} - 4\mathbf{j}, \, \mathbf{b} = 2\mathbf{i} + 2\mathbf{j} + \mathbf{k}$$

$$\mathbf{b} \ \mathbf{a} = \mathbf{j} + 2\mathbf{k}, \, \mathbf{b} = 5\mathbf{i} + 4\mathbf{j} - 2\mathbf{k}$$

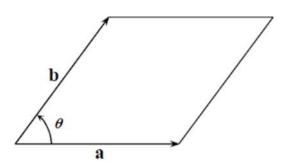
$$\mathbf{c} \ \mathbf{a} = 5\mathbf{i} + 2\mathbf{j} + 2\mathbf{k}, \, \mathbf{b} = 4\mathbf{i} + 4\mathbf{j} + \mathbf{k}$$

# Application of vector products to areas



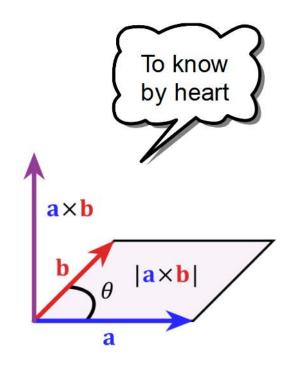
Area  $=\frac{1}{2}ab\sin\theta = \frac{1}{2}|\mathbf{a}\times\mathbf{b}|$ 

The area of a triangle is  $\frac{1}{2} |\mathbf{a} \times \mathbf{b}|$ 



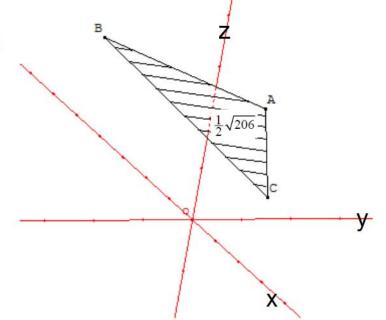
Area =  $ab\sin\theta = |\mathbf{a} \times \mathbf{b}|$ 

The area of a parallelogram is  $|\mathbf{a} \times \mathbf{b}|$ 



# Let's try it...

Find the area of triangle ABC, where A is (2, 0, 3), B is (1, -3, 4) and C is (-1, 2, 0).



Find the area of triangle *OAB*, where *O* is the origin, *A* is the point with position vector **a** and *B* is the point with position vector **b** in the following cases.

1 
$$a = i + j - 4k$$
  $b = 2i - j - 2k$ 

$$\mathbf{b} = 2\mathbf{i} - \mathbf{j} - 2\mathbf{k}$$

2 
$$a = 3i + 4j - 5k$$
  $b = 2i + j - 2k$ 

$$\mathbf{b} = 2\mathbf{i} + \mathbf{j} - 2\mathbf{k}$$

$$\mathbf{3} \quad \mathbf{a} = \begin{pmatrix} 2 \\ 3 \\ 0 \end{pmatrix}$$

$$\mathbf{b} = \begin{pmatrix} 2 \\ 6 \\ -9 \end{pmatrix}$$

- Find the area of the triangle with vertices A(0, 0, 0), B(1, -2, 1) and C(2, -1, -1).
- 5 Find the area of triangle ABC, where the position vectors of A, B and C are a, b and c respectively, in the following cases:

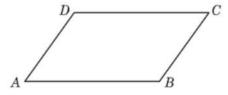
$$i \ a = i - j - k$$
  $b = 4i + j + k$   $c = 4i - 3j + k$ 

$$\mathbf{b} = 4\mathbf{i} + \mathbf{j} + \mathbf{k}$$

$$\mathbf{c} = 4\mathbf{i} - 3\mathbf{j} + \mathbf{k}$$

**ii** 
$$\mathbf{a} = \begin{pmatrix} 0 \\ 1 \\ 2 \end{pmatrix} \quad \mathbf{b} = \begin{pmatrix} 1 \\ 0 \\ 2 \end{pmatrix} \quad \mathbf{c} = \begin{pmatrix} 2 \\ 0 \\ -10 \end{pmatrix}$$

- **6** Find the area of the triangle with vertices A(1, 0, 2), B(2, -2, 0) and C(3, -1, 1).
- **7** Find the area of the triangle with vertices A(-1, 1, 1), B(1, 0, 2) and C(0, 3, 4).



8 Find the area of the parallelogram ABCD, shown in the figure, where the position vectors of A, B and D are  $\mathbf{i} + \mathbf{j} + \mathbf{k}$ ,  $-3\mathbf{i} + 4\mathbf{j} + \mathbf{k}$  and  $2\mathbf{i} - \mathbf{j}$  respectively.

$$\underline{2} \wedge \underline{\frac{7}{2}} \wedge \underline{3}$$

$$\underline{Z} \wedge \underline{z} = 9$$

$$\frac{5}{4}\sqrt{3}$$

$$\frac{z}{2^{\land \varsigma}}$$
 z

# The triple scalar product

The scalar product and the vector product involve only two vectors.

There are "operators" which involve 3 vectors, one is the triple vector product:  $\mathbf{a} \times (\mathbf{b} \times \mathbf{c})$ .

Another one is the triple scalar product: a.(b×c)

Note: the triple scalar product returns a scalar (number).

# The triple scalar product formula

The three vectors 
$$\mathbf{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$$
,  $\mathbf{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$  and  $\mathbf{c} = \begin{pmatrix} c_1 \\ c_2 \\ c_3 \end{pmatrix}$ 

$$\mathbf{a.(b \times c)} = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = a_1 \begin{vmatrix} b_2 & b_3 \\ c_2 & c_3 \end{vmatrix} - a_2 \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix}$$

In practice: Method 1

$$\begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = OR$$

Method 2

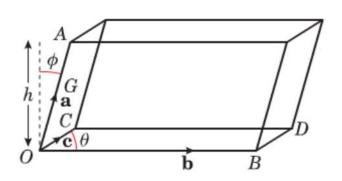
# Numerical examples:

Given that 
$$\mathbf{a} = 3\mathbf{i} - \mathbf{j} + 4\mathbf{k}$$
,  $\mathbf{b} = \mathbf{i} + \mathbf{j} - \mathbf{k}$  and  $\mathbf{c} = 2\mathbf{i} + 3\mathbf{j} + 5\mathbf{k}$   
Find  $\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c})$ 

Given that 
$$\mathbf{a} = 5\mathbf{i} + 2\mathbf{j} - \mathbf{k}$$
,  $\mathbf{b} = \mathbf{i} + \mathbf{j} + \mathbf{k}$  and  $\mathbf{c} = 3\mathbf{i} + 4\mathbf{k}$  find  $\mathbf{b} \cdot (\mathbf{c} \times \mathbf{a})$ 

# Interpretations and uses of the scalar triple product

# Volume of Parallelepipeds (parallelogram prism)



# **Proof**

Volume = area base × height

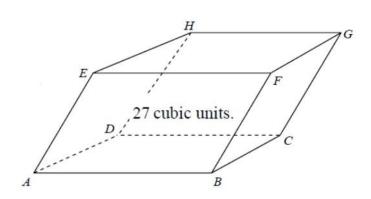
- The volume of the parallelepiped is given by  $|\mathbf{a}.(\mathbf{b} \times \mathbf{c})|$ 
  - ( **a**, **b** and **c** are adjacent edges)

Note that :

$$\mathbf{a.b} \times \mathbf{c} = \mathbf{b.c} \times \mathbf{a} = \mathbf{c.a} \times \mathbf{b}$$

# Application:

Find the volume of the parallelepiped ABCDEFGH, where A is (1, -1, 4), B is (2, 0, 7), D is (5, 0, -4) and E is (6, 1, 8)



# Other volumes

 $\mathbf{a.b} \times \mathbf{c}$  means  $\mathbf{a.(b} \times \mathbf{c})$ 

#### Pyramid

Volume =  $\frac{1}{3}$  × area of base × perpendicular height (the base is a rectangle or parallelogram)

• volume 
$$=\frac{1}{3}|\mathbf{a}.\mathbf{b}\times\mathbf{c}|$$

#### Tetrahedron

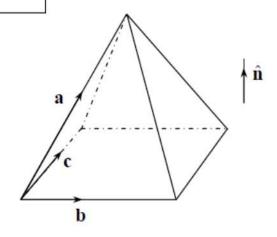
Volume =  $\frac{1}{3}$  × area of base × perpendicular height (the base is a triangle)

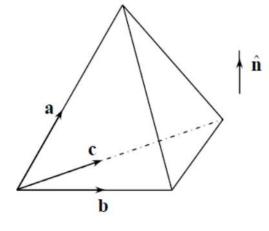
• volume = 
$$\frac{1}{6} |\mathbf{a}.\mathbf{b} \times \mathbf{c}|$$

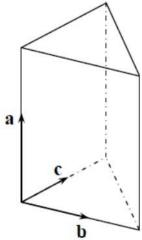
#### Triangular prism

Volume = area of base  $\times$  height

• area of base 
$$=\frac{1}{2}|\mathbf{a}.\mathbf{b}\times\mathbf{c}|$$







- **5** A tetrahedron has vertices at A(1, 2, 3), B(4, 3, 4), C(1, 3, 1) and D(3, 1, 4). Find the volume of the tetrahedron.
- **6** A tetrahedron has vertices at A(2, 2, 1), B(3, -1, 2), C(1, 1, 3) and D(3, 1, 4).
  - a Find the area of base BCD.
  - **b** Find a unit vector normal to the face BCD.
  - c Find the volume of the tetrahedron.
- **7** A tetrahedron has vertices at A(0, 0, 0), B(2, 0, 0),  $C(1, \sqrt{3}, 0)$  and  $D\left(1, \frac{\sqrt{3}}{3}, \frac{2\sqrt{6}}{3}\right)$ .
  - a Show that the tetrahedron is regular.
  - **b** Find the volume of the tetrahedron.
- **8** A tetrahedron *OABC* has its vertices at the points O(0, 0, 0), A(1, 2, -1), B(-1, 1, 2) and C(2, -1, 1).
  - **a** Write down expressions for  $\overrightarrow{AB}$  and  $\overrightarrow{AC}$  in terms of **i**, **j** and **k** and find  $\overrightarrow{AB} \times \overrightarrow{AC}$ .
  - **b** Deduce the area of triangle ABC.
  - c Find the volume of the tetrahedron.
- **9** The points *A*, *B*, *C* and *D* have position vectors
  - $\mathbf{a}=(2\mathbf{i}+\mathbf{j})$   $\mathbf{b}=(3\mathbf{i}-\mathbf{j}+\mathbf{k})$   $\mathbf{c}=(-2\mathbf{j}-\mathbf{k})$   $\mathbf{d}=(2\mathbf{i}-\mathbf{j}+3\mathbf{k})$  respectively.
  - **a** Find  $\overrightarrow{AB} \times \overrightarrow{BC}$  and  $\overrightarrow{BD} \times \overrightarrow{DC}$ .
  - b Hence find
    - i the area of triangle ABC
    - ii the volume of the tetrahedron ABCD.

```
6 a 3 b \pm \frac{3}{2}\sqrt{3}

7 b \pm \frac{5}{2}\sqrt{3}

8 a \pm \frac{3}{4}\sqrt{2}

8 a \pm \frac{3}{4}\sqrt{2}

9 b \pm \frac{3}{4}\sqrt{2}

10 c \pm \frac{3}{4}\sqrt{2}

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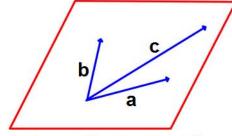
# Coplanarity of vectors - Linear independence

Three vectors are coplanar if one is the combination of the two other ones. In this case, the vectors are said the be LINEARLY DEPENDENT.

$$\mathbf{a}$$
,  $\mathbf{b}$  and  $\mathbf{c}$  are coplanar  $\Leftrightarrow |\mathbf{a} \cdot \mathbf{b} \times \mathbf{c}| = 0$ 

meaning

Three vectors 
$$\begin{bmatrix} a_1 \\ a_2 \\ a_3 \end{bmatrix}$$
,  $\begin{bmatrix} b_1 \\ b_2 \\ b_3 \end{bmatrix}$  and  $\begin{bmatrix} c_1 \\ c_2 \\ c_3 \end{bmatrix}$  are linearly dependent if, and only if, 
$$\begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{vmatrix} = 0$$



c is a combination of a andb:  $c = \alpha a + \beta b$ 

Determine whether or not the following sets of vectors are coplanar.

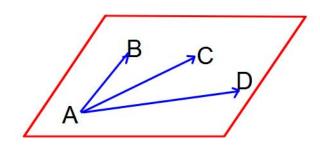
(a) 
$$2i-3j+7k$$
,  $3i-j+2k$ ,  $7j-17k$  (b)  $3i-2j+7k$ ,  $2i-3j+4k$ ,  $5j+4k$ 

(b) 
$$3i-2j+7k$$
,  $2i-3j+4k$ ,  $5j+4k$ 

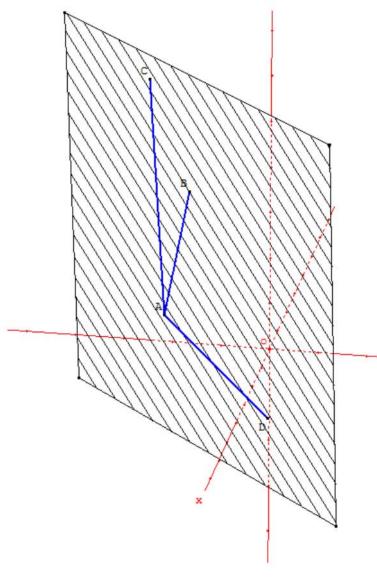
Four points are coplanar if they belongs to the same plane. (Note: three points are always coplanar)

> The four distincts points A, B, C and D are coplanar if and only if

$$\overrightarrow{AB} \cdot (\overrightarrow{AC} \times \overrightarrow{AD}) = 0$$



Determine whether the four points (1, -2, 1), (4, -1, 5), (3, -2, 7) and (6, 1, 1) lie in a plane or not.



#### Summary of key points

1 The vector (or cross) product of the vectors **a** and **b** is defined as

$$\mathbf{a} \times \mathbf{b} = |\mathbf{a}| |\mathbf{b}| \sin \theta \hat{\mathbf{n}},$$

where  $\theta$  is the angle between  $\mathbf{a}$  and  $\mathbf{b}$ , and where  $\hat{\mathbf{n}}$  is a unit vector perpendicular to both  $\mathbf{a}$  and  $\mathbf{b}$ . The direction of  $\hat{\mathbf{n}}$  is that in which a right handed screw would move when turned from  $\mathbf{a}$  to  $\mathbf{b}$ .

2  $\mathbf{b} \times \mathbf{a} = -\mathbf{a} \times \mathbf{b}$ 

The vector product is not commutative. The order matters.

3 If i, j and k are unit vectors in the x, y and z directions respectively, then

$$j \times j = 0$$

$$k \times k = 0$$
also  $i \times j = k$  and  $j \times i = -k$ 

$$j \times k = i$$
 and  $k \times j = -i$ 

$$k \times i = j$$
 and  $i \times k = -j$ 

4 If  $\mathbf{a} \times \mathbf{b} = 0$ , then either

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

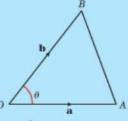
 $\mathbf{a} = 0$  or  $\mathbf{b} = 0$  or  $\mathbf{a}$  and  $\mathbf{b}$  are parallel.

5 In Cartesian form when  $\mathbf{a} = (a_1\mathbf{i} + a_2\mathbf{j} + a_3\mathbf{k})$  and  $\mathbf{b} = (b_1\mathbf{i} + b_2\mathbf{j} + b_3\mathbf{k})$ 

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

i.e. 
$$\mathbf{a} \times \mathbf{b} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

- 6 After evaluating a cross product take the dot product of each of the given vectors with your answer vector. Both answers should be zero as a × b is perpendicular to each of a and b. This is a useful check.
- 7 Area of triangle  $OAB = \frac{1}{2}|\mathbf{a} \times \mathbf{b}|$



- 8 Area of triangle  $ABC = \frac{1}{2} |\overrightarrow{AB} \times \overrightarrow{AC}| = \frac{1}{2} |(\mathbf{b} \mathbf{a}) \times (\mathbf{c} \mathbf{a})|$ =  $\frac{1}{2} |(\mathbf{a} \times \mathbf{b}) + (\mathbf{b} \times \mathbf{c}) + (\mathbf{c} \times \mathbf{a})|$
- 9 Area of parallelogram  $ABCD = |\overrightarrow{AB} \times \overrightarrow{AD}|$ =  $|(\mathbf{b} - \mathbf{a}) \times (\mathbf{d} - \mathbf{a})|$ =  $|(\mathbf{a} \times \mathbf{b}) + (\mathbf{b} \times \mathbf{d}) + (\mathbf{d} \times \mathbf{a})|$



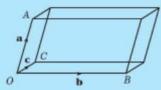
10 In Cartesian form when  $\mathbf{a} = (a_1\mathbf{i} + a_2\mathbf{j} + a_3\mathbf{k})$ ,  $\mathbf{b} = (b_1\mathbf{i} + b_2\mathbf{j} + b_3\mathbf{k})$  and  $\mathbf{c} = (c_1\mathbf{i} + c_2\mathbf{j} + c_3\mathbf{k})$ .

$$\mathbf{a}.(\mathbf{b} \times \mathbf{c}) = a_1(b_2c_3 - b_3c_2) + a_2(b_3c_1 - b_1c_3) + a_3(b_1c_2 - b_2c_1)$$

This can also be written as

$$\mathbf{a.(b \times c)} = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

- 11 Note that  $\mathbf{a}.(\mathbf{b} \times \mathbf{c}) = \mathbf{b}.(\mathbf{c} \times \mathbf{a}) = \mathbf{c}.(\mathbf{a} \times \mathbf{b})$ Also  $\mathbf{a}.(\mathbf{a} \times \mathbf{x}) = 0$  for any vector  $\mathbf{x}$ .
- 12 The volume of the parallelepiped is given by |a.(b × c)|.



The volume of the tetrahedron is given by  $\left|\frac{1}{6}\mathbf{a}.(\mathbf{b}\times\mathbf{c})\right|$ .



#### The scalar product

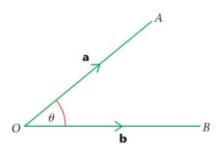
The vector a and b are given as

$$\mathbf{a} = \begin{pmatrix} a_1 \\ b_1 \\ c_1 \end{pmatrix} \text{ and } \mathbf{b} = \begin{pmatrix} a_2 \\ b_2 \\ c_2 \end{pmatrix}$$

 $\mathbf{a}.\mathbf{b} = |\mathbf{a}||\mathbf{b}| \cos \theta$ 

and

$$\mathbf{a.b} = a_1 a_2 + b_1 b_2 + c_1 c_2$$



Consequence:  $Cos\theta = \frac{\mathbf{a.b}}{|\mathbf{a}||\mathbf{b}}$