

### 4.3 Scalar, vector and mixed triple products

*Scalar product or Dot product* of vector  $\vec{a}$  and vector  $\vec{b}$  is equal to the product of their magnitudes and the cosine of the angle between these vectors.

$$\vec{a} \cdot \vec{b} = |\vec{a}| \cdot |\vec{b}| \cos \angle (\vec{a}, \vec{b})$$

Vectors  $\vec{a}$  and  $\vec{b}$  are perpendicular ( $\vec{a} \perp \vec{b}$ ) if and only if  $\vec{a} \cdot \vec{b} = 0$ .

#### *Vector product or Cross product*

If  $\vec{a}$  and  $\vec{b}$  are two vectors in space, then their *cross product*:

$$\vec{a} \times \vec{b} = |\vec{a}| |\vec{b}| \sin \varphi, \text{ where } \varphi \text{ is the angle between vectors.}$$

The Cross Product  $\vec{a} \times \vec{b}$  of two vectors is another vector  $\vec{c}$  that is at right angles to both.

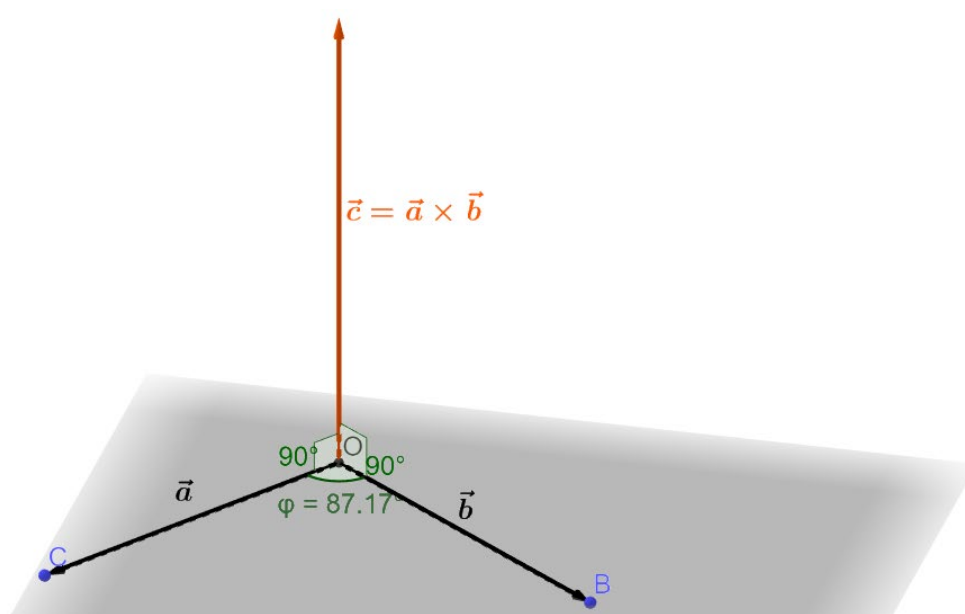


Figure 4.13 Vector product

The vector or cross product (*red*) is:

- zero in length when vectors  $\vec{a}$  and  $\vec{b}$  point in the same, or opposite, direction

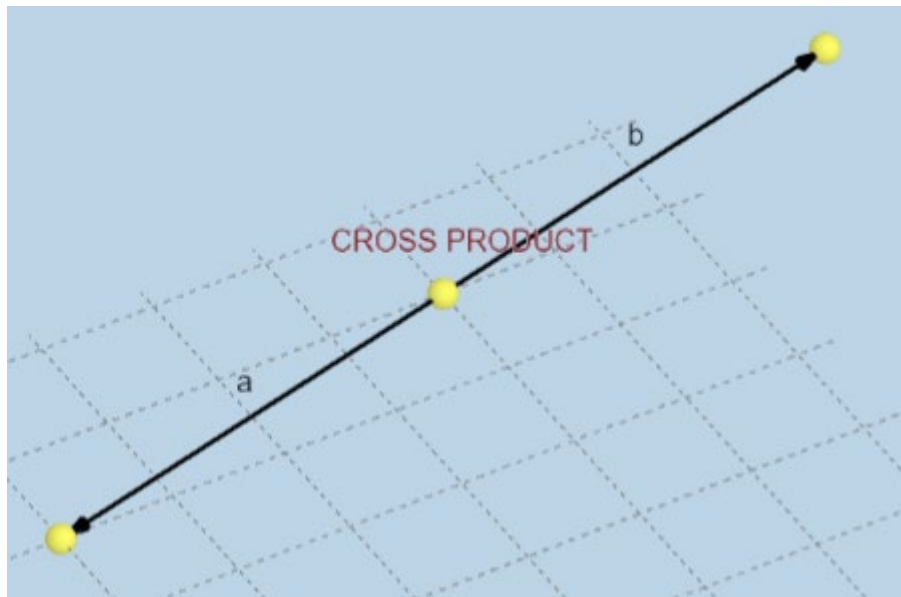


Figure 4.14 Vector product when vectors  $\vec{a}$  and  $\vec{b}$  point in the opposite direction

- reaches maximum length when vectors  $\vec{a}$  and  $\vec{b}$  are at right angles.

From the geometric perspective,  $|\vec{a} \times \vec{b}|$  is the **area of the parallelogram** spanned by vectors  $\vec{a}$  and  $\vec{b}$ .

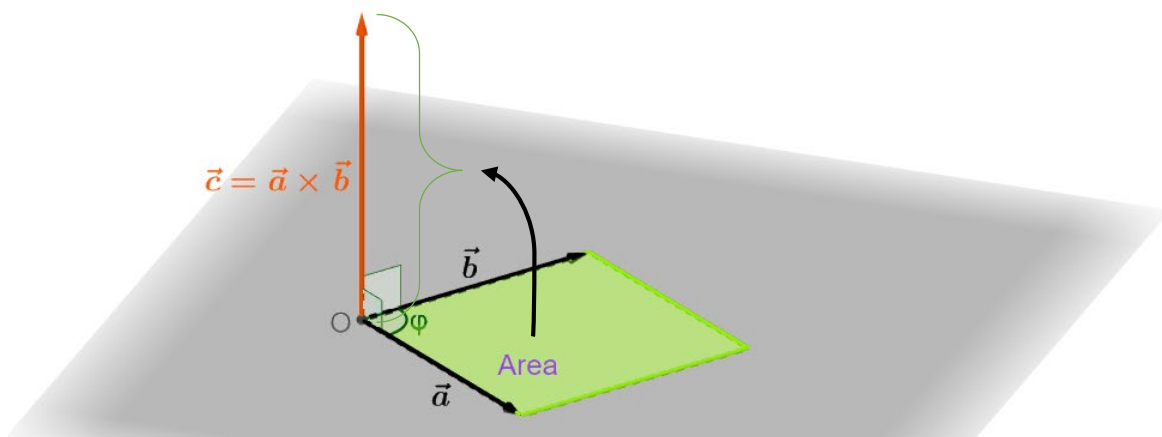


Figure 4.15 Area of the parallelogram spanned by vectors  $\vec{a}$  and  $\vec{b}$ .

Vector  $\vec{a} \times \vec{b}$  is perpendicular to vectors  $\vec{a}$  and  $\vec{b}$ .

The features of vector product:

- (1)  $\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$
- (2)  $\vec{a} \times (\vec{b} + \vec{c}) = (\vec{a} \times \vec{b}) + (\vec{a} \times \vec{c})$

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

$$(3) \quad (\lambda \vec{a}) \times \vec{b} = \vec{a} \times (\lambda \vec{b}) = \lambda (\vec{a} \times \vec{b})$$

*Mixed product* of vectors  $\vec{a}$ ,  $\vec{b}$  and  $\vec{c}$  is scalar:

$$(\vec{a} \times \vec{b}) \cdot \vec{c} = |\vec{a} \times \vec{b}| \cdot |\vec{c}| \cos \varphi, \text{ where } \varphi \text{ is the angle between vectors } \vec{a} \times \vec{b} \text{ and } \vec{c}.$$

Volume  $V$  of the parallelepiped determined by vectors  $\vec{a}$ ,  $\vec{b}$  and  $\vec{c}$  is calculated as:

$$V = |(\vec{a} \times \vec{b}) \cdot \vec{c}|.$$

It holds that:

$$(1) \quad \vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$$

$$(2) \quad \begin{cases} \vec{a} \times (\vec{b} + \vec{c}) = (\vec{a} \times \vec{b}) + (\vec{a} \times \vec{c}) \\ (\vec{a} + \vec{b}) \times \vec{c} = (\vec{a} \times \vec{c}) + (\vec{b} \times \vec{c}) \end{cases}$$

$$(3) \quad (\lambda \vec{a}) \times \vec{b} = \vec{a} \times (\lambda \vec{b}) = \lambda (\vec{a} \times \vec{b})$$