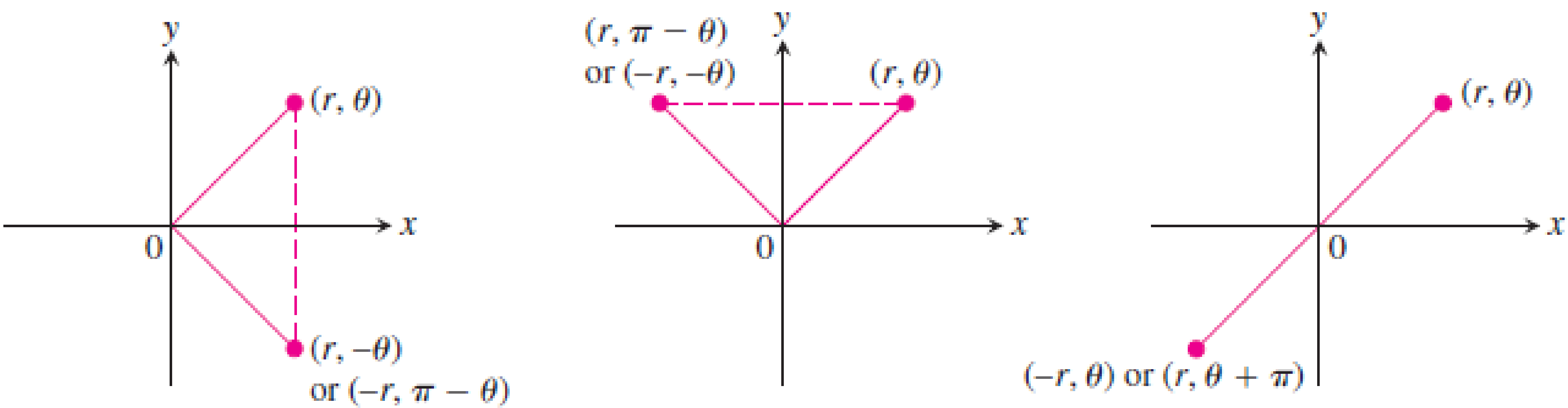
10.6 Graphing in Polar Coordinates

Symmetry

Figure illustrates the standard polar coordinate tests for symmetry.



(a) About the x-axis (b) About the y-axis (c) About the origin

Slope

The slope of a polar curve $r = f(\theta)$ is given by dy/dx, not by $r' = df/d\theta$. think of the graph of f as the graph of the parametric equations

$$x = r\cos\theta = f(\theta)\cos\theta, \qquad y = r\sin\theta = f(\theta)\sin\theta.$$

with $t = \theta$ $$\frac{dy}{dx} = \frac{dy/d\theta}{dx/d\theta}$$

$$= \frac{\frac{d}{d\theta}(f(\theta)\cdot \sin\theta)}{\frac{d}{d\theta}(f(\theta)\cdot \cos\theta)} = \frac{\frac{df}{d\theta}\sin\theta + f(\theta)\cos\theta}{\frac{df}{d\theta}\cos\theta - f(\theta)\sin\theta}$$

Slope of the Curve $r = f(\theta)$

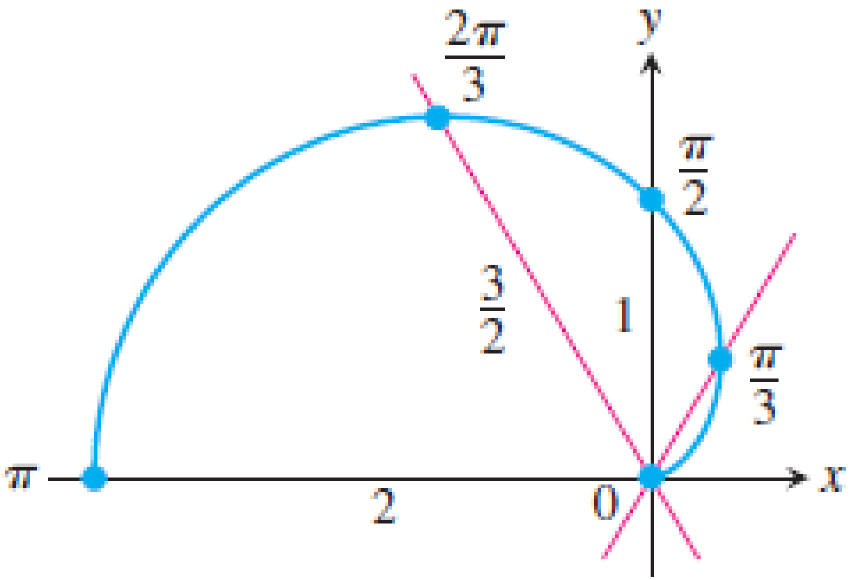
$$\left.\frac{dy}{dx}\right|_{(r,\theta)} = \frac{f'(\theta)\sin\theta + f(\theta)\cos\theta}{f'(\theta)\cos\theta - f(\theta)\sin\theta},$$

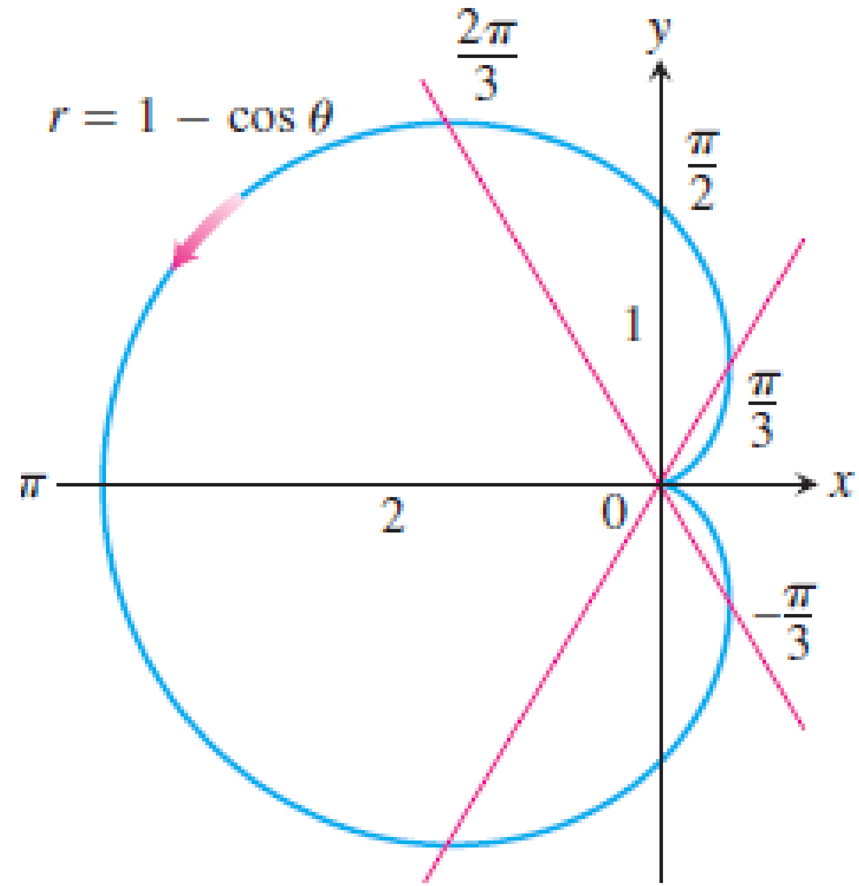
provided $dx/d\theta \neq 0$ at (r, θ).

A Cardioid

Graph the curve $r = 1 - \cos\theta$.

θ	$\pi/3$	$\pi/2$	$2\pi/3$	π
r	1/2	1	3/2	2

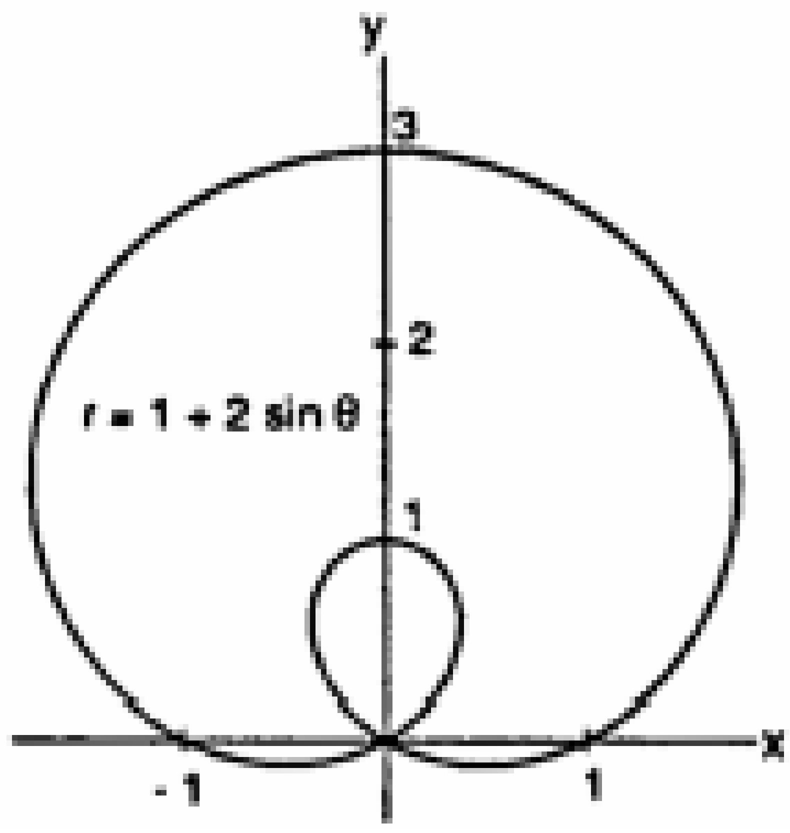




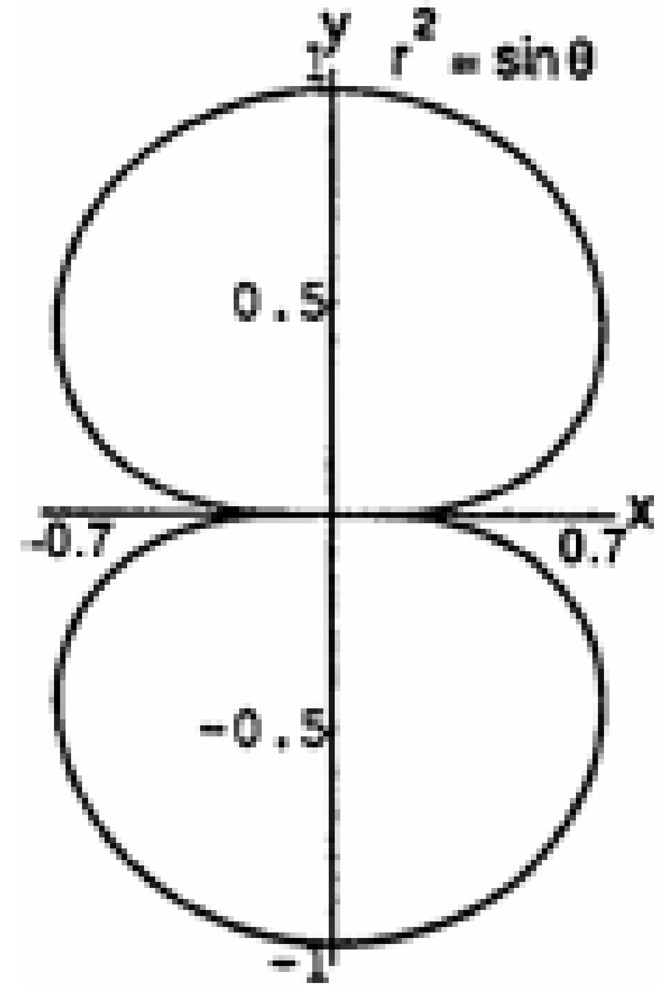
The curve is symmetric about the *x*-axis

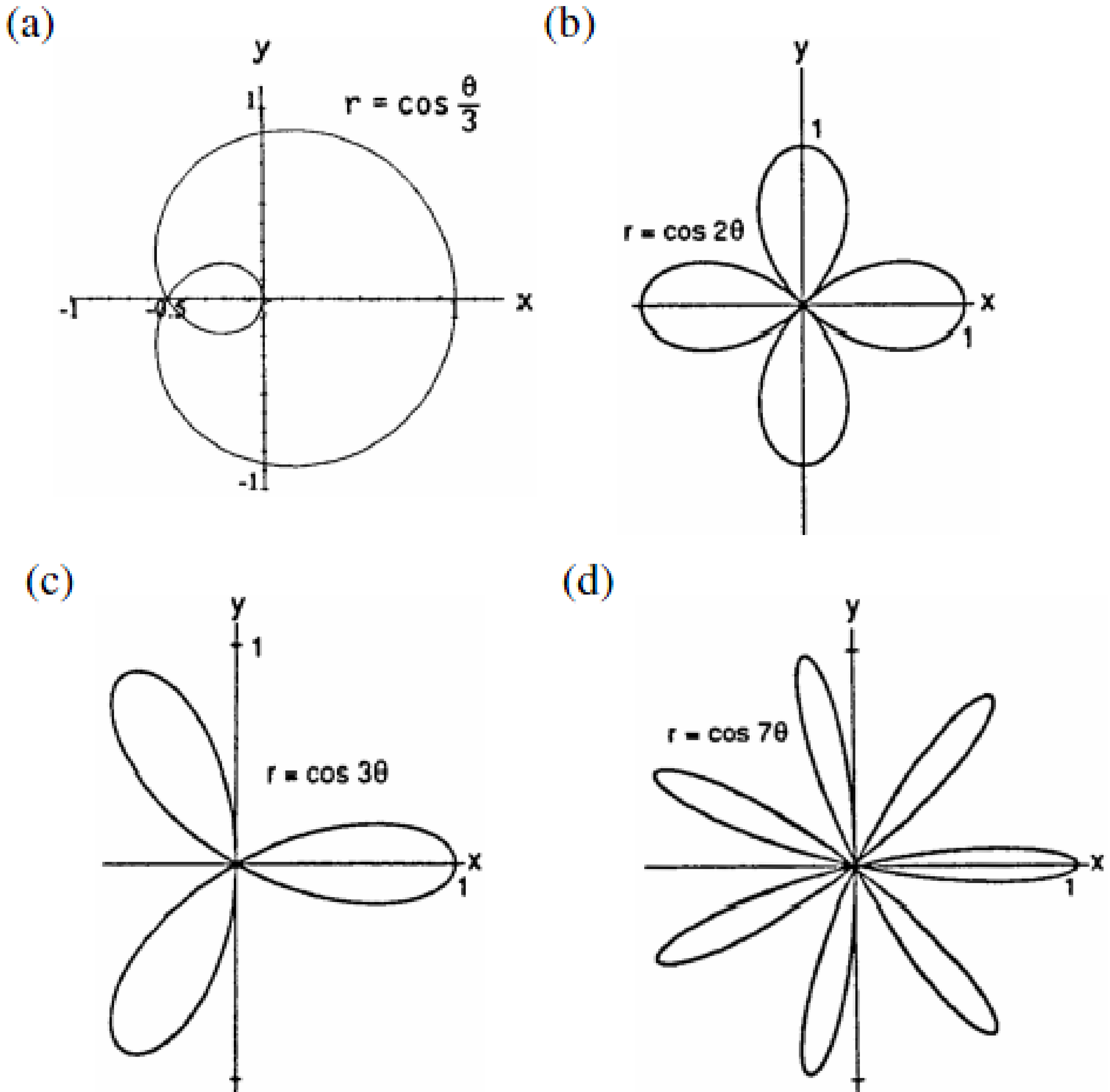
θ	π/3	π/2	2π/3	π
r	1/2	1	3/2	2

$r = 1 + 2\sin\theta$

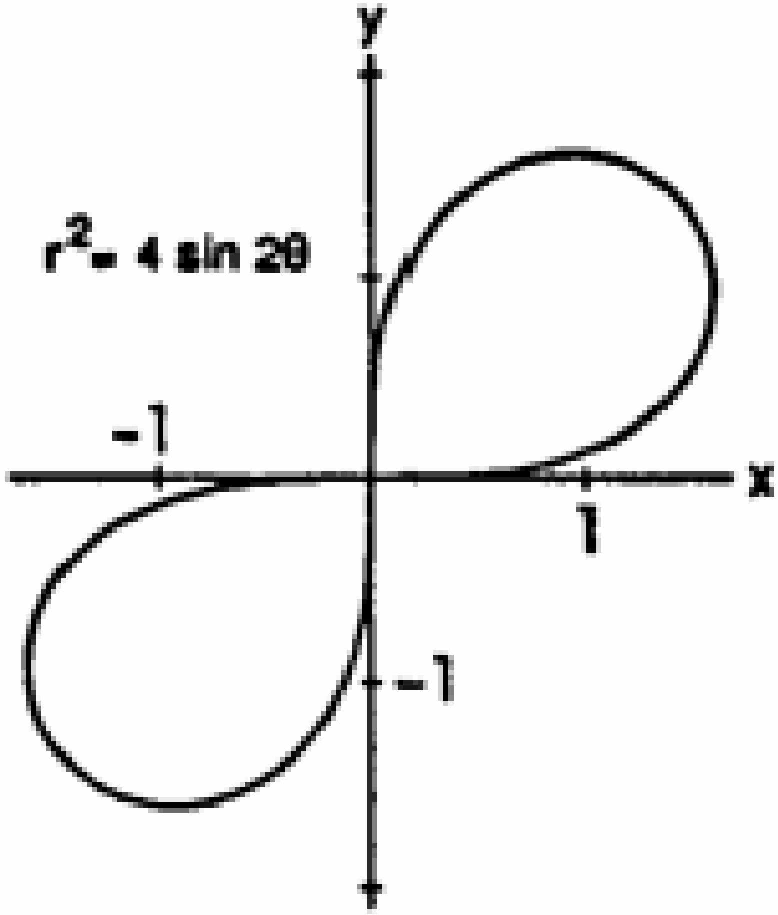


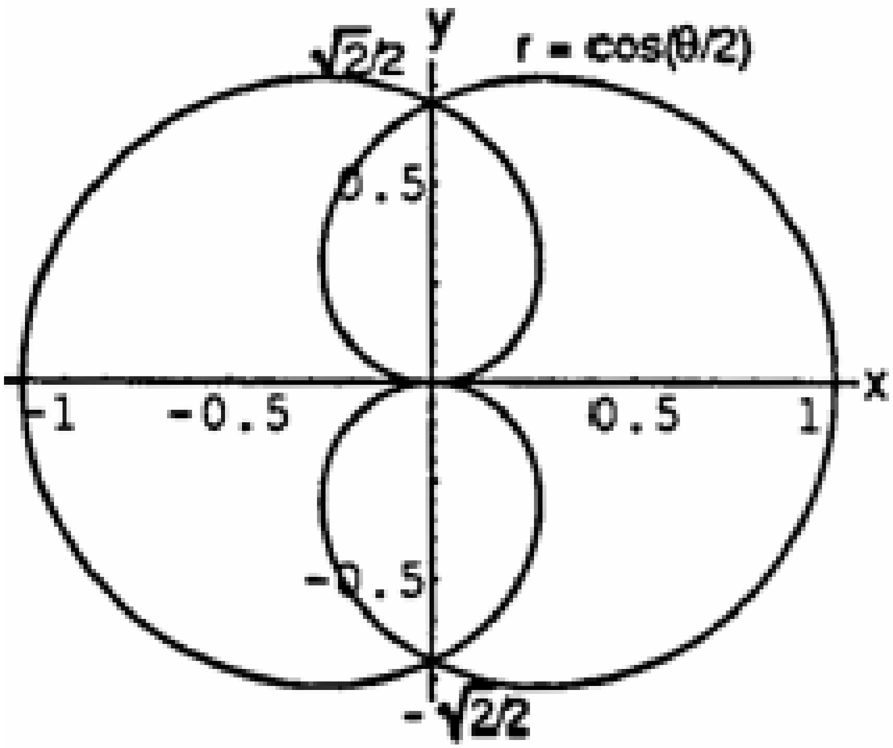
$r^2 = \sin\theta$




(a)
y
1
r = cos θ/3
x
-1
-0.5
-1
(b)
y
1
r = cos 2θ
x
1
(c)
y
1
r = cos 3θ
x
1
(d)
y
r = cos 7θ
x
1

$r^2 = 4\sin 2\theta$ $\qquad$ $r = \cos(\theta/2)$

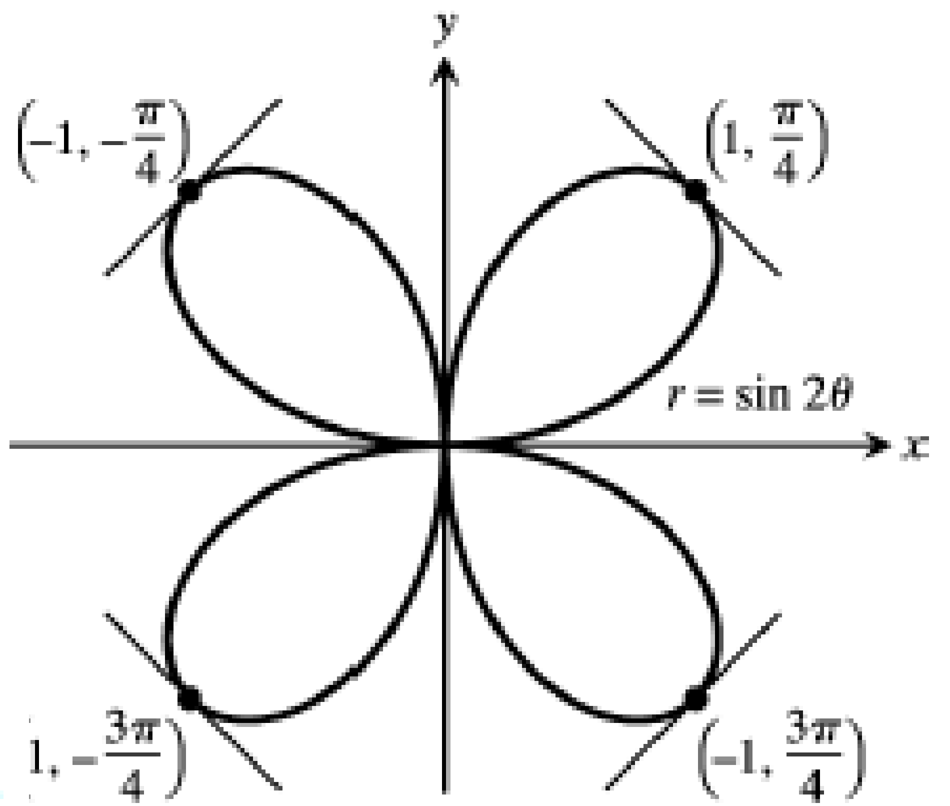




Find the slopes of the curve

Sketch the curves along with their tangents at these points.

Four-leaved rose $r = \sin 2\theta; \quad \theta = \pm\pi/4, \pm 3\pi/4$



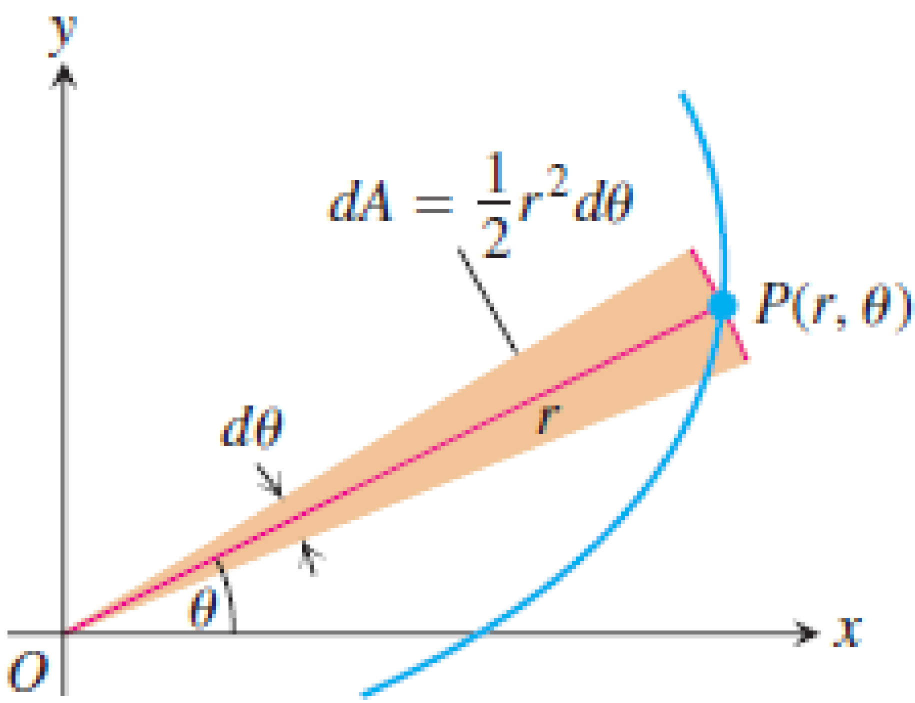
$$\text{Slope} = \frac{r' \sin\theta + r\cos\theta}{r'\cos\theta - r\sin\theta}$$

$\Rightarrow$ Slope at $\left(1, \frac{\pi}{4}\right)$ i

$$= \frac{2\cos 2\theta \sin\theta + r\cos\theta}{2\cos 2\theta \cos\theta - r\sin\theta}$$

$$\frac{2\cos\left(\frac{\pi}{2}\right)\sin\left(\frac{\pi}{4}\right) + (1)\cos\left(\frac{\pi}{4}\right)}{2\cos\left(\frac{\pi}{2}\right)\cos\left(\frac{\pi}{4}\right) - (1)\sin\left(\frac{\pi}{4}\right)} = -1;$$

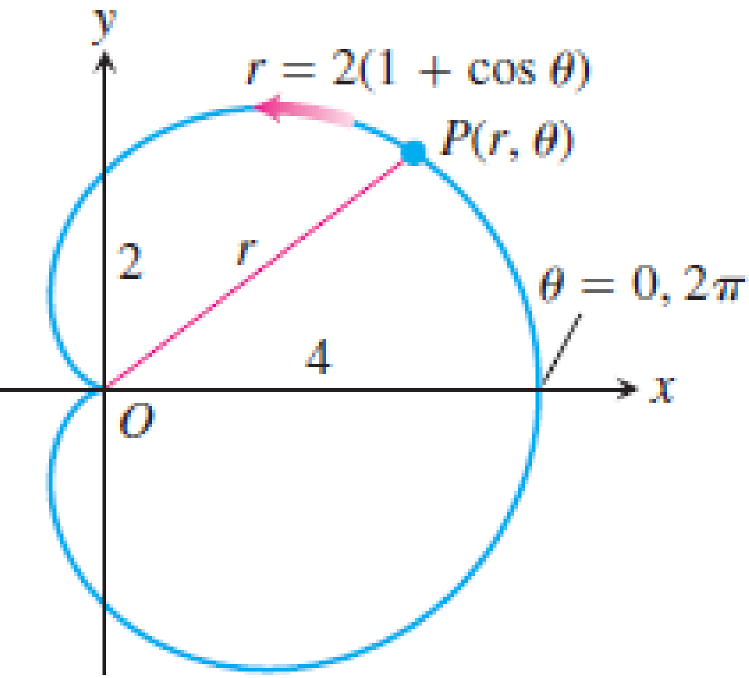
10.7 Areas and Lengths in Polar Coordinates



Area of the Fan-Shaped Region Between the Origin and the Curve $r = f(\theta)$, $\alpha \le \theta \le \beta$

$$A = \int_{\alpha}^{\beta} \frac{1}{2} r^2 \, d\theta.$$

Find the area of the region in the plane enclosed by the cardioid $r = 2(1 + \cos\theta)$.



$$\int_{\theta=0}^{\theta=2\pi} \frac{1}{2} r^2\, d\theta = \int_0^{2\pi} \frac{1}{2} \cdot 4(1 + \cos\theta)^2\, d\theta$$

$$= \int_0^{2\pi} 2(1 + 2\cos\theta + \cos^2\theta)\, d\theta$$

$$= \int_0^{2\pi} \left(2 + 4\cos\theta + 2\,\frac{1 + \cos 2\theta}{2}\right) d\theta$$

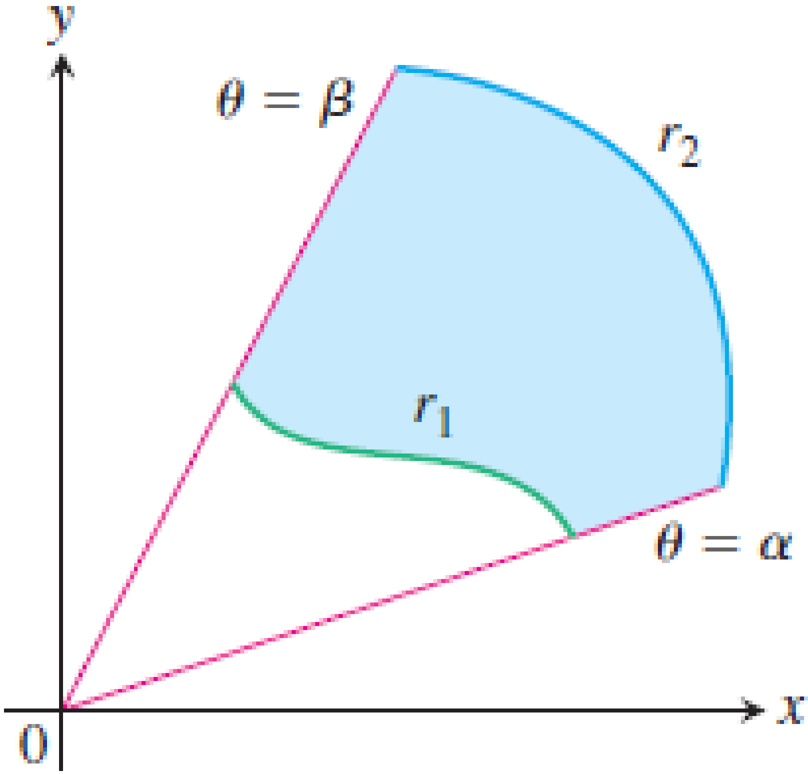
$$= \int_0^{2\pi} (3 + 4\cos\theta + \cos 2\theta)\, d\theta$$

$$= \left[3\theta + 4\sin\theta + \frac{\sin 2\theta}{2}\right]_0^{2\pi} = 6\pi - 0 = 6\pi.$$

Finding Area Between Polar Curves

Area of the Region $0 \le r_1(\theta) \le r \le r_2(\theta), \quad \alpha \le \theta \le \beta$

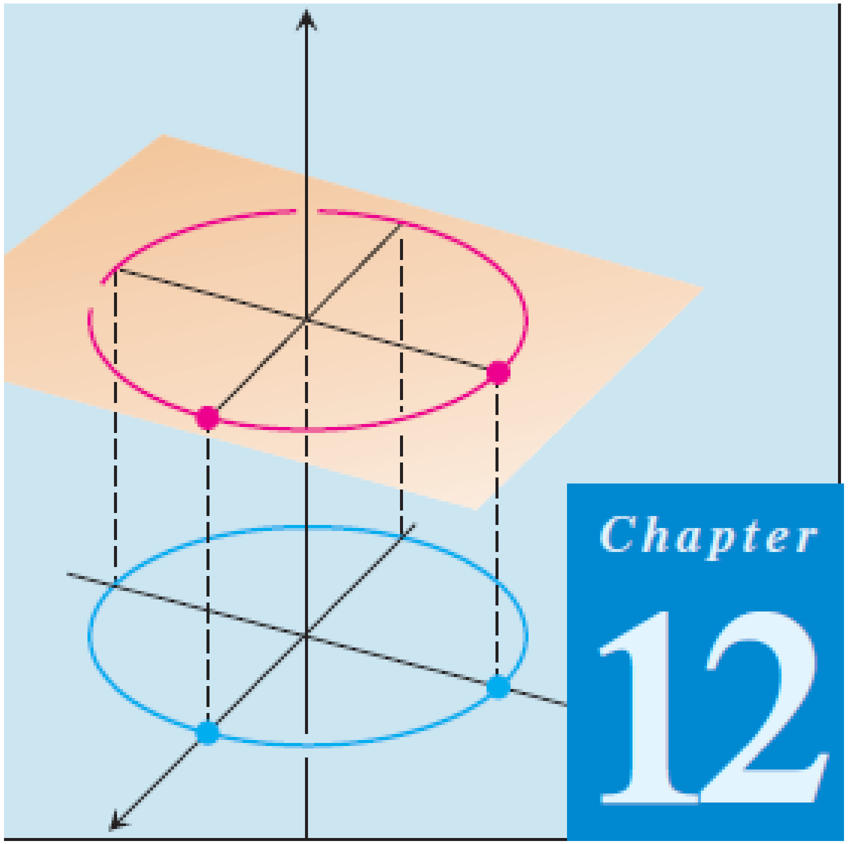
$$A = \int_{\alpha}^{\beta} \frac{1}{2} r_2^2 \, d\theta - \int_{\alpha}^{\beta} \frac{1}{2} r_1^2 \, d\theta = \int_{\alpha}^{\beta} \frac{1}{2} \left(r_2^2 - r_1^2 \right) d\theta$$



Length of a Polar Curve

If $r = f(\theta)$ has a continuous first derivative for $\alpha \leq \theta \leq \beta$ and if the point $P(r, \theta)$ traces the curve $r = f(\theta)$ exactly once as θ runs from α to β, then the length of the curve is

$$L = \int_{\alpha}^{\beta} \sqrt{r^2 + \left(\frac{dr}{d\theta}\right)^2}\, d\theta. \tag{3}$$

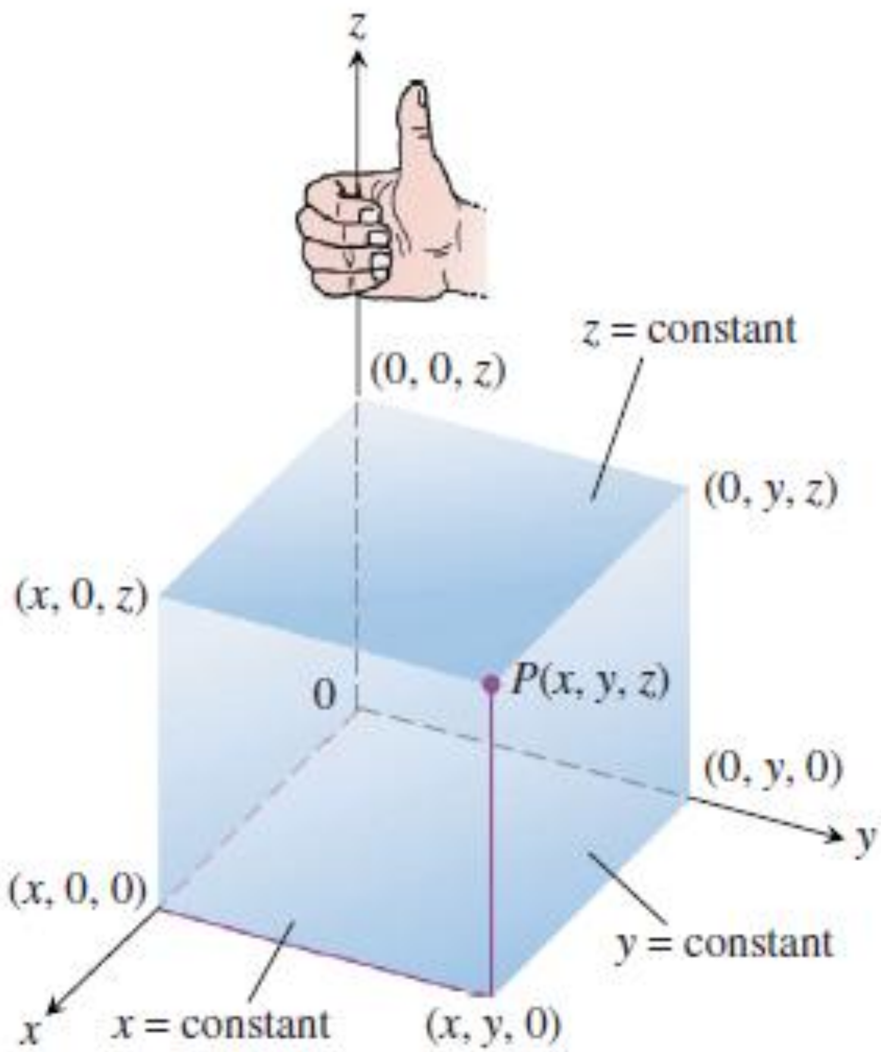


Chapter 12

VECTORS AND THE GEOMETRY OF SPACE

12.1 Three-Dimensional Coordinate Systems

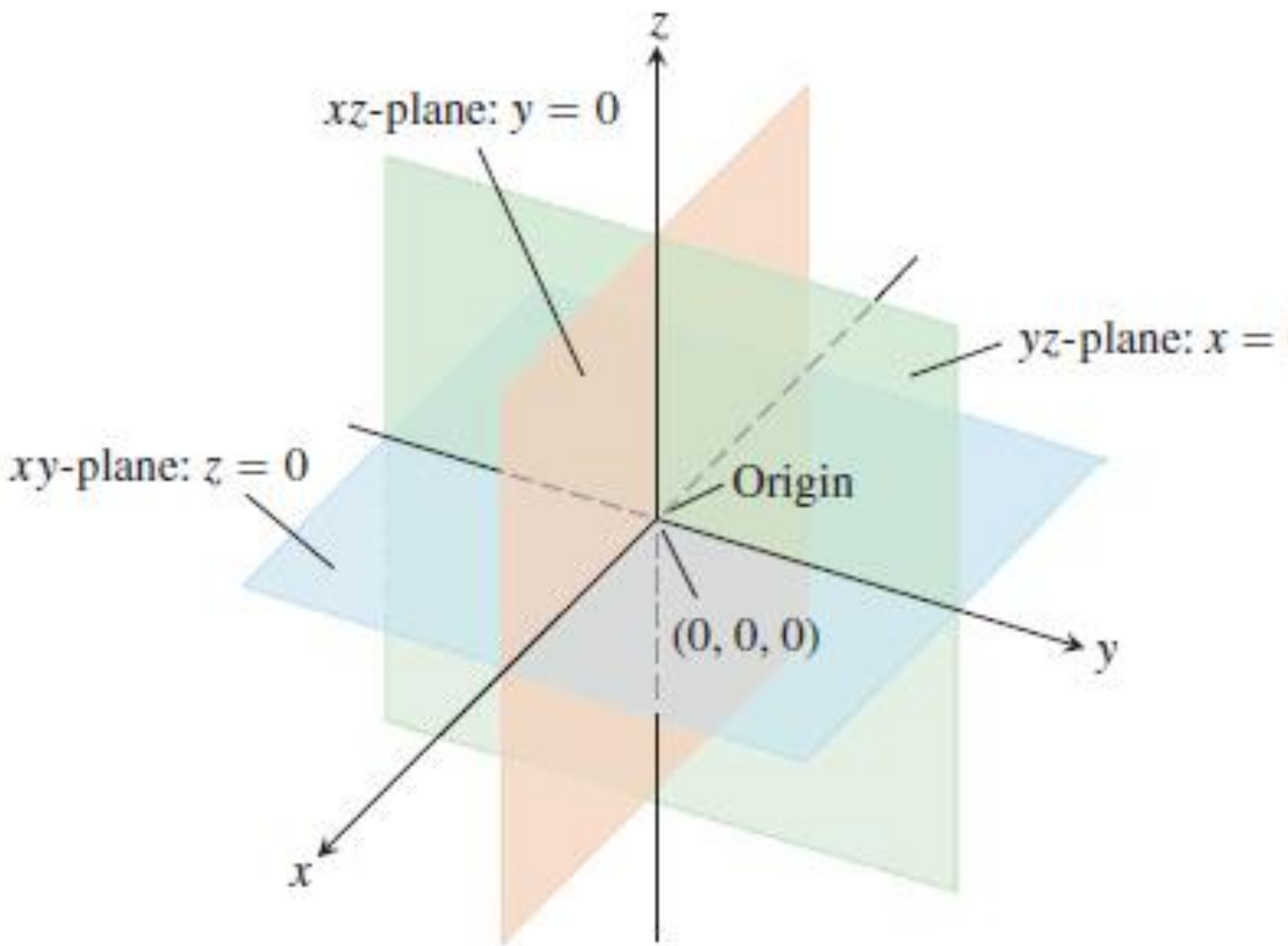
The Cartesian coordinate (**rectangular coordinates)** system is right-handed.



The three **coordinate planes x = 0, y = 0** and **z = 0** divide space into eight cells called **octants**.

The octant in which the point coordinates are all positive is called the **first octant**;

There is no conventional numbering for the other seven octants.

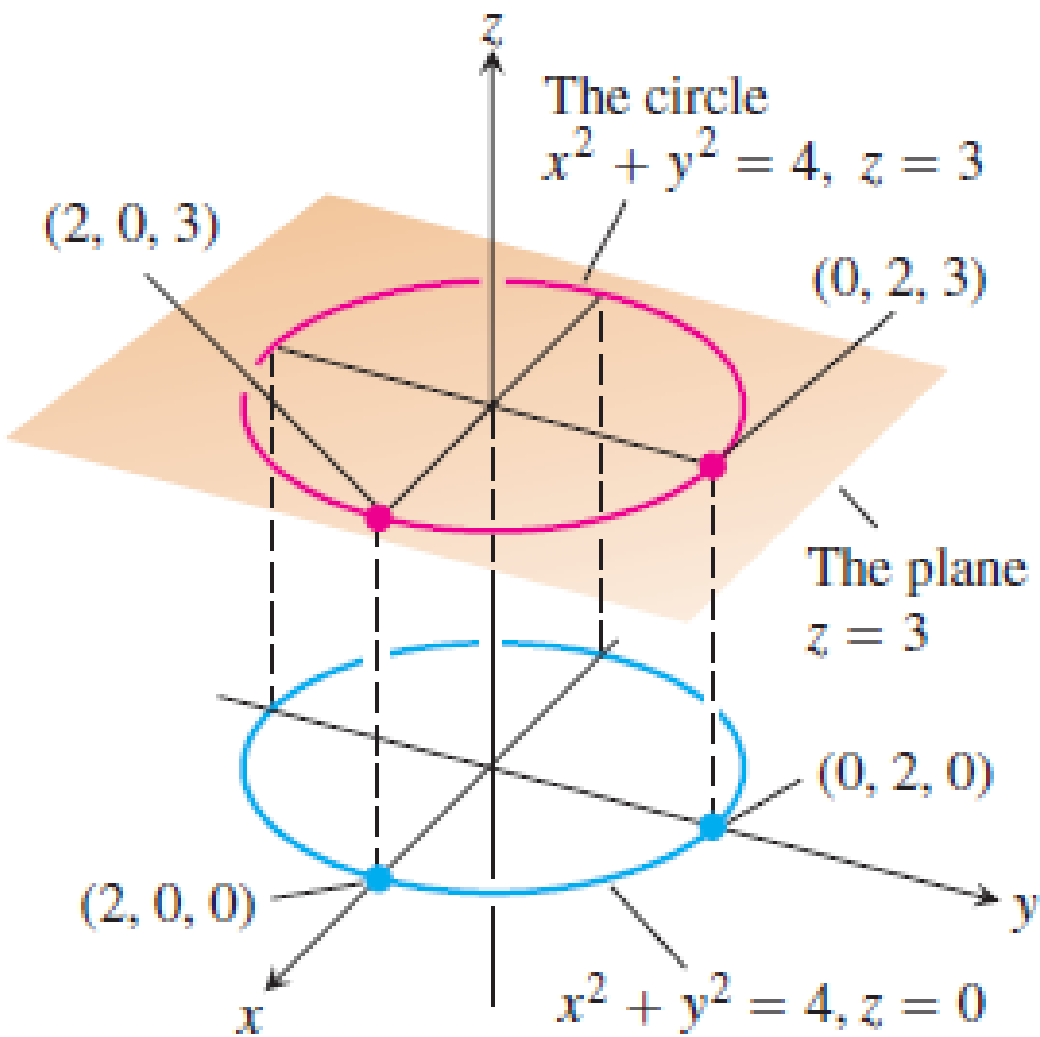


The planes $x = 0, y = 0$, and $z = 0$ divide space into eight octants.

$z \geq 0$	The half-space consisting of the points on and above the xy-plane.
$x = -3$	The plane perpendicular to the x-axis at $x = -3$. This plane lies parallel to the yz-plane and 3 units behind it.
$z = 0, x \leq 0, y \geq 0$	The second quadrant of the xy-plane.
$x \geq 0, y \geq 0, z \geq 0$	The first octant.
$-1 \leq y \leq 1$	The slab between the planes $y = -1$ and $y = 1$ (planes included).
$y = -2, z = 2$	The line in which the planes $y = -2$ and $z = 2$ intersect. Alternatively, the line through the point $(0, -2, 2)$ parallel to the x-axis. ■

What points $P(x, y, z)$ satisfy the equations

$$x^2 + y^2 = 4 \qquad \text{and} \qquad z = 3?$$

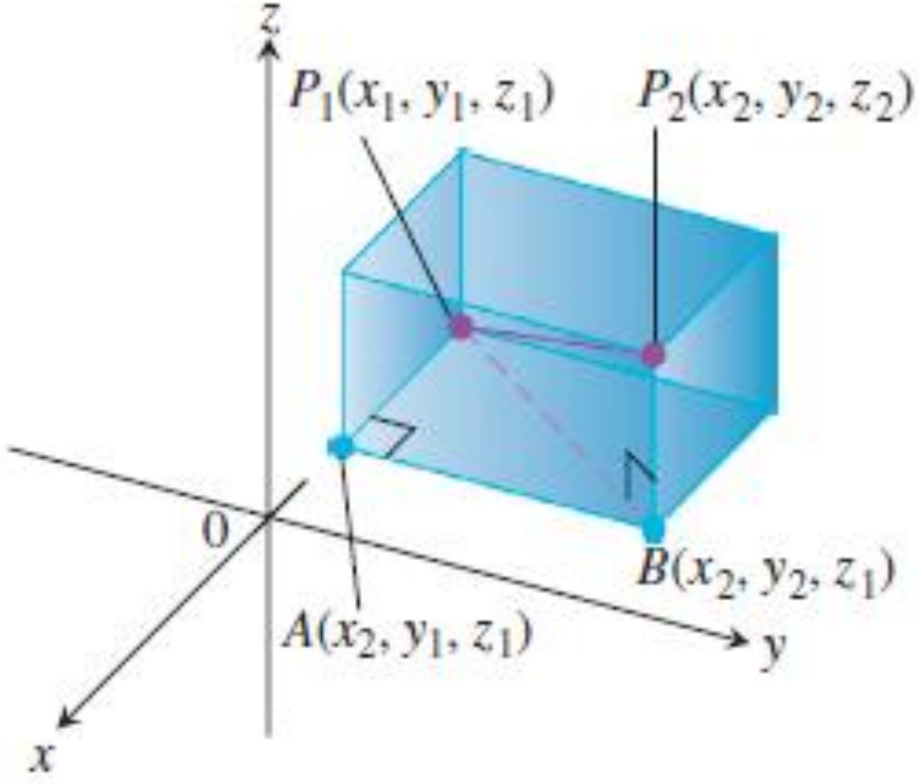


Distance and Spheres in Space

The formula for the distance between two points in the xy-plane extends to points in space

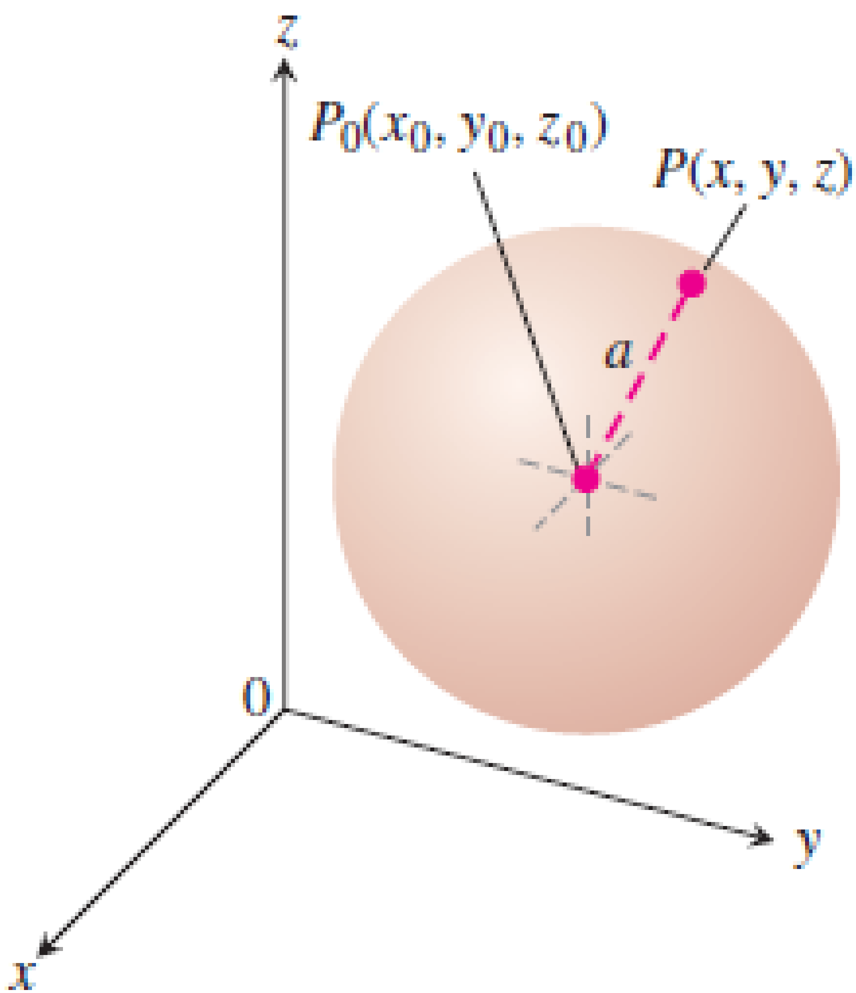
The Distance Between $P_1(x_1, y_1, z_1)$ and $P_2(x_2, y_2, z_2)$ is

$$|P_1P_2| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$



The Standard Equation for the Sphere of Radius a and Center (x_0, y_0, z_0)

$$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = a^2$$



Distance

In Exercises 35–40, find the distance between points P_1 and P_2.

35. $P_1(1, 1, 1)$, $P_2(3, 3, 0)$

36. $P_1(-1, 1, 5)$, $P_2(2, 5, 0)$

37. $P_1(1, 4, 5)$, $P_2(4, -2, 7)$

38. $P_1(3, 4, 5)$, $P_2(2, 3, 4)$

39. $P_1(0, 0, 0)$, $P_2(2, -2, -2)$

40. $P_1(5, 3, -2)$, $P_2(0, 0, 0)$

Spheres

Find the centers and radii of the spheres in Exercises 41–44.

41. $(x + 2)^2 + y^2 + (z - 2)^2 = 8$

42. $\left(x + \frac{1}{2}\right)^2 + \left(y + \frac{1}{2}\right)^2 + \left(z + \frac{1}{2}\right)^2 = \frac{21}{4}$

43. $(x - \sqrt{2})^2 + (y - \sqrt{2})^2 + (z + \sqrt{2})^2 = 2$

44. $x^2 + \left(y + \frac{1}{3}\right)^2 + \left(z - \frac{1}{3}\right)^2 = \frac{29}{9}$

Find equations for the spheres whose centers and radii are given in

	Center	Radius
45.	$(1, 2, 3)$	$\sqrt{14}$
46.	$(0, -1, 5)$	2
47.	$(-2, 0, 0)$	$\sqrt{3}$
48.	$(0, -7, 0)$	7

Find the centers and radii of the spheres

49. $x^2 + y^2 + z^2 + 4x - 4z = 0$

50. $x^2 + y^2 + z^2 - 6y + 8z = 0$

, give a geometric description of the set of points in space whose coordinates satisfy the given pairs of equations.

1. $x = 2, \quad y = 3$

2. $x = -1, \quad z = 0$

3. $y = 0, \quad z = 0$

4. $x = 1, \quad y = 0$

5. $x^2 + y^2 = 4, \quad z = 0$

6. $x^2 + y^2 = 4, \quad z = -2$

7. $x^2 + z^2 = 4, \quad y = 0$

8. $y^2 + z^2 = 1, \quad x = 0$

9. $x^2 + y^2 + z^2 = 1, \quad x = 0$

10. $x^2 + y^2 + z^2 = 25, \quad y = -4$

11. $x^2 + y^2 + (z + 3)^2 = 25, \quad z = 0$

12. $x^2 + (y - 1)^2 + z^2 = 4, \quad y = 0$

describe the sets of points in space whose coordinates satisfy the given inequalities or combinations of equations and inequalities.

13. **a.** $x \geq 0, \quad y \geq 0, \quad z = 0$ **b.** $x \geq 0, \quad y \leq 0, \quad z = 0$

14. **a.** $0 \leq x \leq 1$ **b.** $0 \leq x \leq 1, \quad 0 \leq y \leq 1$

c. $0 \leq x \leq 1, \quad 0 \leq y \leq 1, \quad 0 \leq z \leq 1$

15. **a.** $x^2 + y^2 + z^2 \leq 1$ **b.** $x^2 + y^2 + z^2 > 1$

16. **a.** $x^2 + y^2 \leq 1, \quad z = 0$ **b.** $x^2 + y^2 \leq 1, \quad z = 3$

c. $x^2 + y^2 \leq 1$, no restriction on z

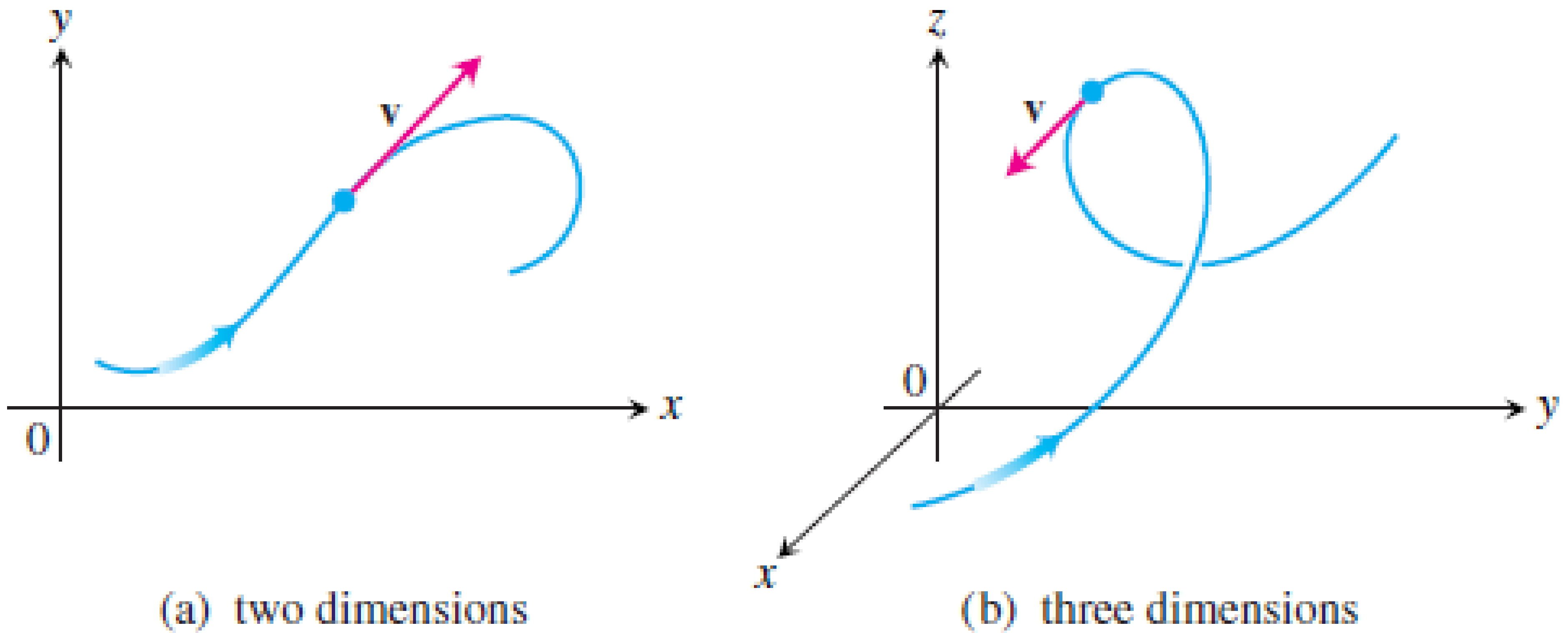
17. **a.** $x^2 + y^2 + z^2 = 1, \quad z \geq 0$

b. $x^2 + y^2 + z^2 \leq 1, \quad z \geq 0$

18. **a.** $x = y, \quad z = 0$ **b.** $x = y$, no restriction on z

12.2 Vectors

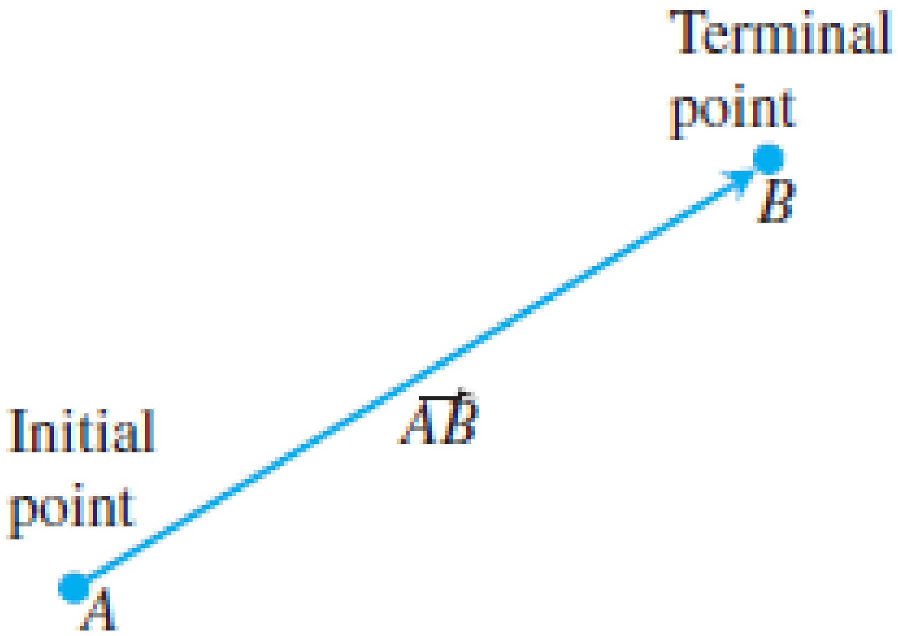
- Some of the things are determined simply by their **magnitudes**. To record mass, length, or time
- only write down a number and name an appropriate unit of measure.
- more information required to describe a **force**, **displacement**, or **velocity**.
- We need to record the **direction** in which it acts as well as **how large** it is.



The velocity vector of a particle moving along a path (a) in the plane (b) in space. The arrowhead on the path indicates the direction of motion of the particle.

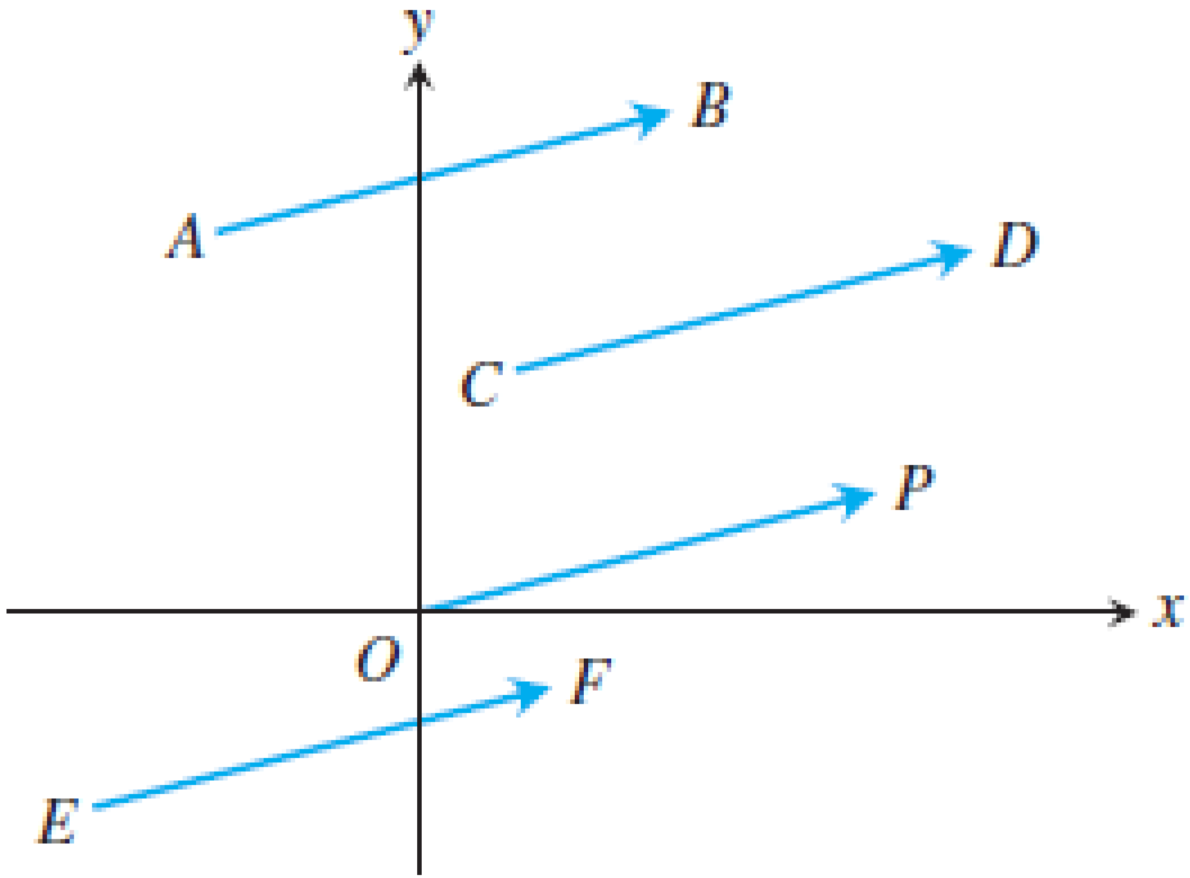
DEFINITIONS **Vector, Initial and Terminal Point, Length**

A **vector** in the plane is a directed line segment. The directed line segment $\overrightarrow{AB}$ has **initial point** A and **terminal point** B; its **length** is denoted by $|\overrightarrow{AB}|$. Two vectors are **equal** if they have the same length and direction.



The directed line segment

$\overrightarrow{AB}$.



have the same length and direction. They therefore represent the same vector, and we write $\overrightarrow{AB} = \overrightarrow{CD} = \overrightarrow{OP} = \overrightarrow{EF}$.

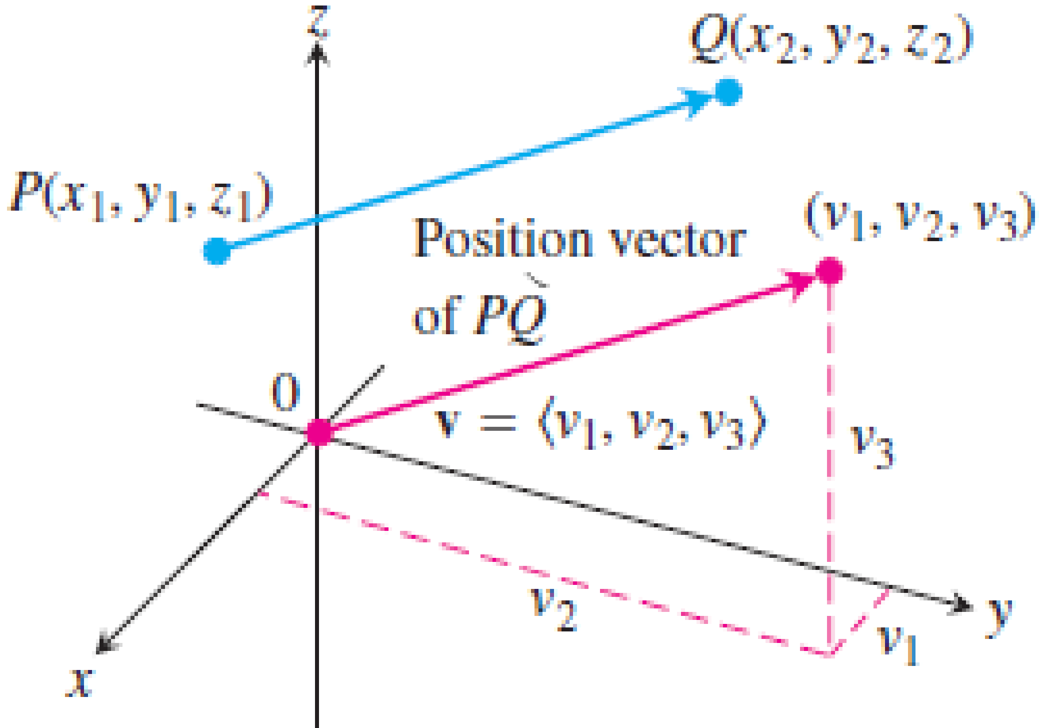
DEFINITION **Component Form**

If **v** is a **two-dimensional** vector in the plane equal to the vector with initial point at the origin and terminal point (v_1, v_2), then the **component form** of **v** is

$$\mathbf{v} = \langle v_1, v_2 \rangle .$$

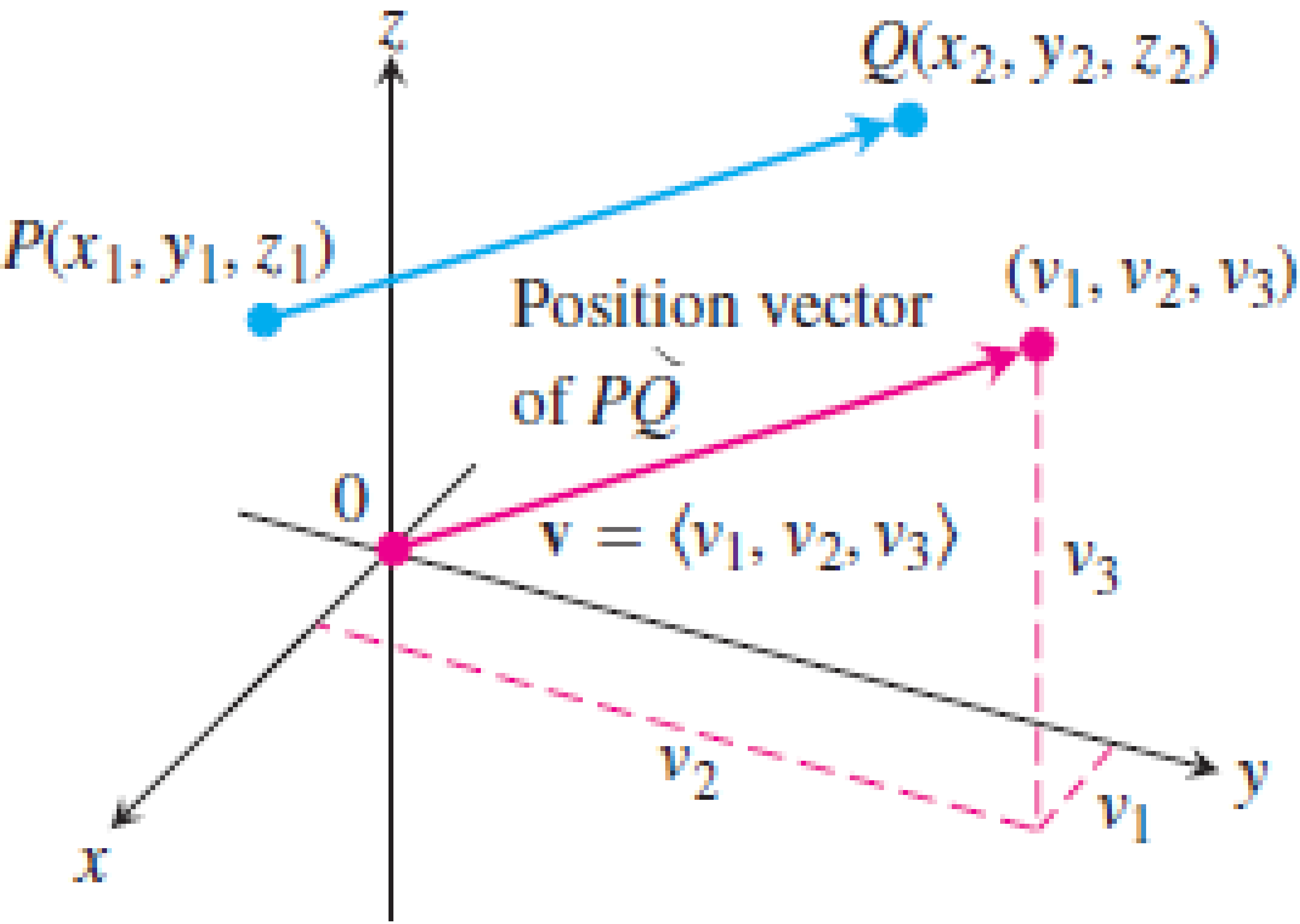
If **v** is a **three-dimensional** vector equal to the vector with initial point at the origin and terminal point (v_1, v_2, v_3), then the **component form** of **v** is

$$\mathbf{v} = \langle v_1, v_2, v_3 \rangle .$$



The **magnitude** or **length** of the vector $\mathbf{v} = \overrightarrow{PQ}$ is the nonnegative number

$$|\mathbf{v}| = \sqrt{v_1^2 + v_2^2 + v_3^2} = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$



Vector Algebra Operations

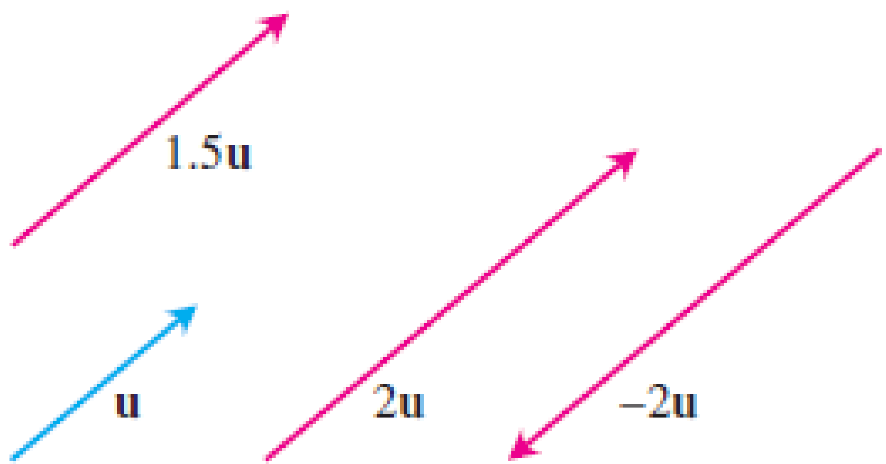
Two principal operations involving vectors are *vector addition* and *scalar multiplication*. A **scalar** is simply a real number, and is called such when we want to draw attention to its differences from vectors. Scalars can be positive, negative, or zero.

DEFINITIONS **Vector Addition and Multiplication of a Vector by a Scalar**

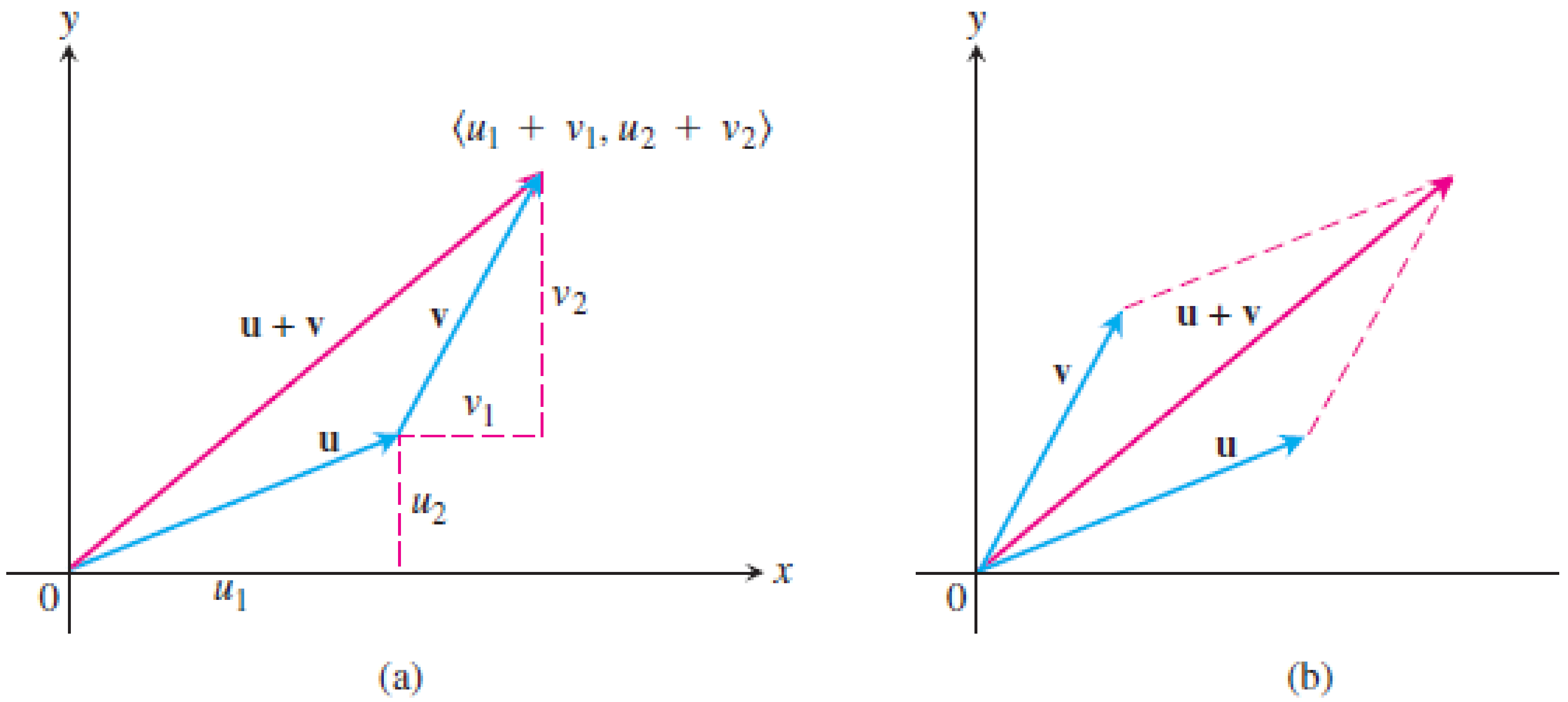
Let $\mathbf{u} = \langle u_1, u_2, u_3 \rangle$ and $\mathbf{v} = \langle v_1, v_2, v_3 \rangle$ be vectors with k a scalar.

Addition: $\mathbf{u} + \mathbf{v} = \langle u_1 + v_1, u_2 + v_2, u_3 + v_3 \rangle$

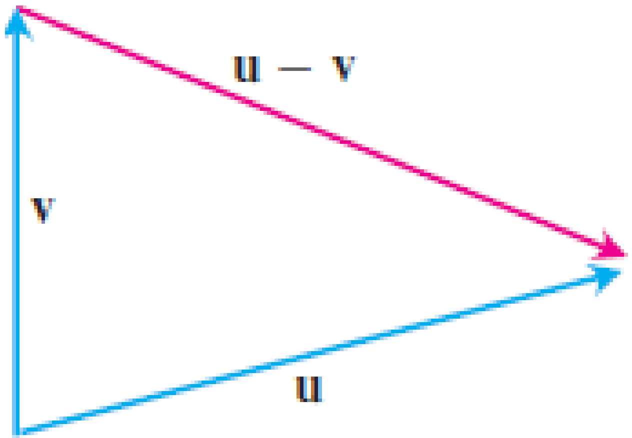
Scalar multiplication: $k\mathbf{u} = \langle ku_1, ku_2, ku_3 \rangle$



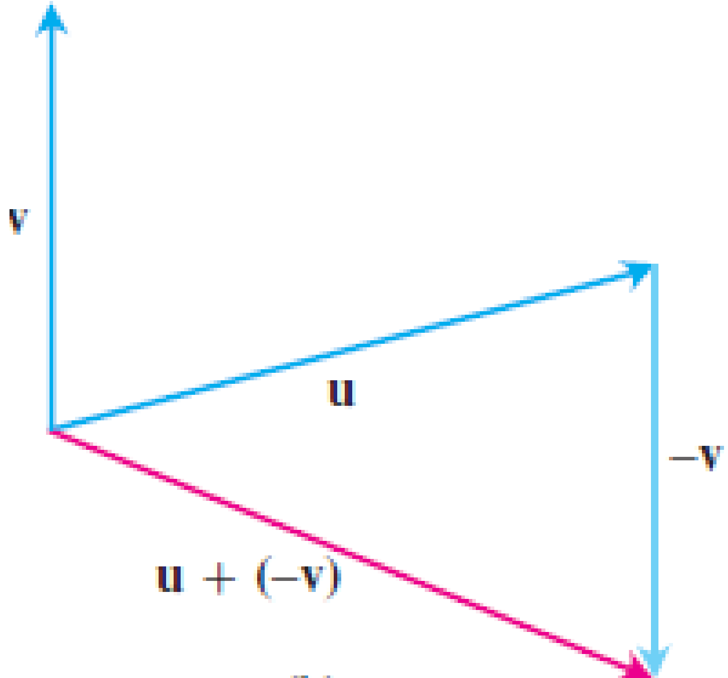
Scalar multiples of **u**.



(a) Geometric interpretation of the vector sum. (b) The parallelogram
vector addition.



(a)



(b)

Properties of Vector Operations

Let $\mathbf{u}$, $\mathbf{v}$, $\mathbf{w}$ be vectors and a, b be scalars.

1. $\mathbf{u} + \mathbf{v} = \mathbf{v} + \mathbf{u}$
2. $(\mathbf{u} + \mathbf{v}) + \mathbf{w} = \mathbf{u} + (\mathbf{v} + \mathbf{w})$
3. $\mathbf{u} + \mathbf{0} = \mathbf{u}$
4. $\mathbf{u} + (-\mathbf{u}) = \mathbf{0}$
5. $0\mathbf{u} = \mathbf{0}$
6. $1\mathbf{u} = \mathbf{u}$
7. $a(b\mathbf{u}) = (ab)\mathbf{u}$
8. $a(\mathbf{u} + \mathbf{v}) = a\mathbf{u} + a\mathbf{v}$
9. $(a + b)\mathbf{u} = a\mathbf{u} + b\mathbf{u}$

Unit Vectors

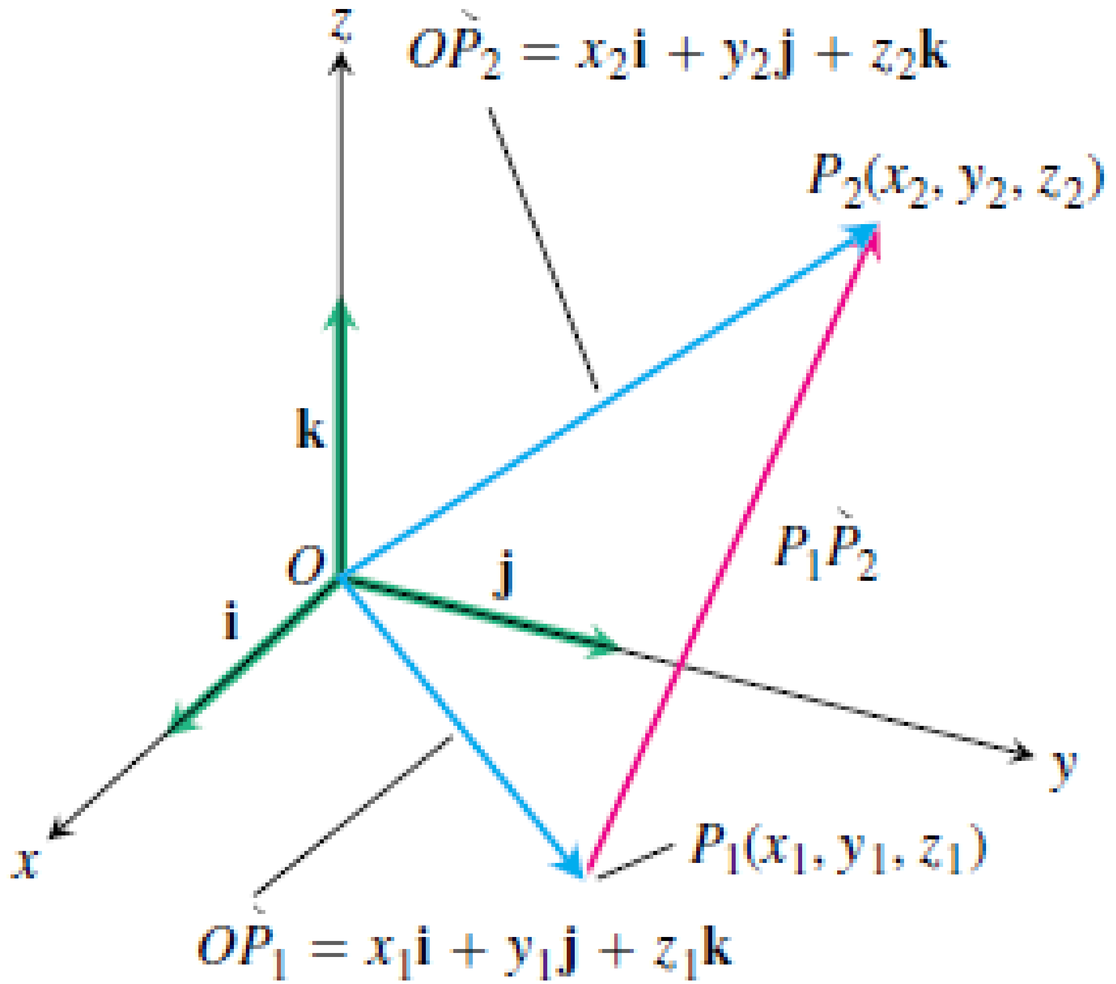
A vector $\mathbf{v}$ of length 1 is called a **unit vector**. The **standard unit vectors** are

$$\mathbf{i} = \langle 1, 0, 0 \rangle, \qquad \mathbf{j} = \langle 0, 1, 0 \rangle, \qquad \text{and} \quad \mathbf{k} = \langle 0, 0, 1 \rangle.$$

$$\begin{aligned}\mathbf{v} &= \langle v_1, v_2, v_3 \rangle = \langle v_1, 0, 0 \rangle + \langle 0, v_2, 0 \rangle + \langle 0, 0, v_3 \rangle \\ &= v_1\langle 1, 0, 0 \rangle + v_2\langle 0, 1, 0 \rangle + v_3\langle 0, 0, 1 \rangle \\ &= v_1\mathbf{i} + v_2\mathbf{j} + v_3\mathbf{k}.\end{aligned}$$

$$\overrightarrow{P_1P_2} = (x_2 - x_1)\mathbf{i} + (y_2 - y_1)\mathbf{j} + (z_2 - z_1)\mathbf{k}$$

$$\left|\frac{1}{|\mathbf{v}|}\mathbf{v}\right| = \frac{1}{|\mathbf{v}|}\,|\mathbf{v}| = 1$$



The vector from P_1 to P_2 is $\overline{P_1P_2} = (x_2 - x_1)\mathbf{i} + (y_2 - y_1)\mathbf{j} + (z_2 - z_1)\mathbf{k}$.

Find,

$5\mathbf{u} - \mathbf{v}$ if $\mathbf{u} = \langle 1, 1, -1 \rangle$ and $\mathbf{v} = \langle 2, 0, 3 \rangle$

$-2\mathbf{u} + 3\mathbf{v}$ if $\mathbf{u} = \langle -1, 0, 2 \rangle$ and $\mathbf{v} = \langle 1, 1, 1 \rangle$

Midpoint of a Line Segment

Vectors are often useful in geometry. For example, the coordinates of the midpoint of a line segment are found by averaging.

The **midpoint** M of the line segment joining points $P_1(x_1, y_1, z_1)$ and $P_2(x_2, y_2, z_2)$ is the point

$$\left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2}, \frac{z_1 + z_2}{2}\right).$$

Vectors Determined by Points; Midpoints

find

a. the direction of $\overrightarrow{P_1P_2}$ and

b. the midpoint of line segment P_1P_2.

35. $P_1(-1, 1, 5)$ $P_2(2, 5, 0)$

36. $P_1(1, 4, 5)$ $P_2(4, -2, 7)$

37. $P_1(3, 4, 5)$ $P_2(2, 3, 4)$

38. $P_1(0, 0, 0)$ $P_2(2, -2, -2)$

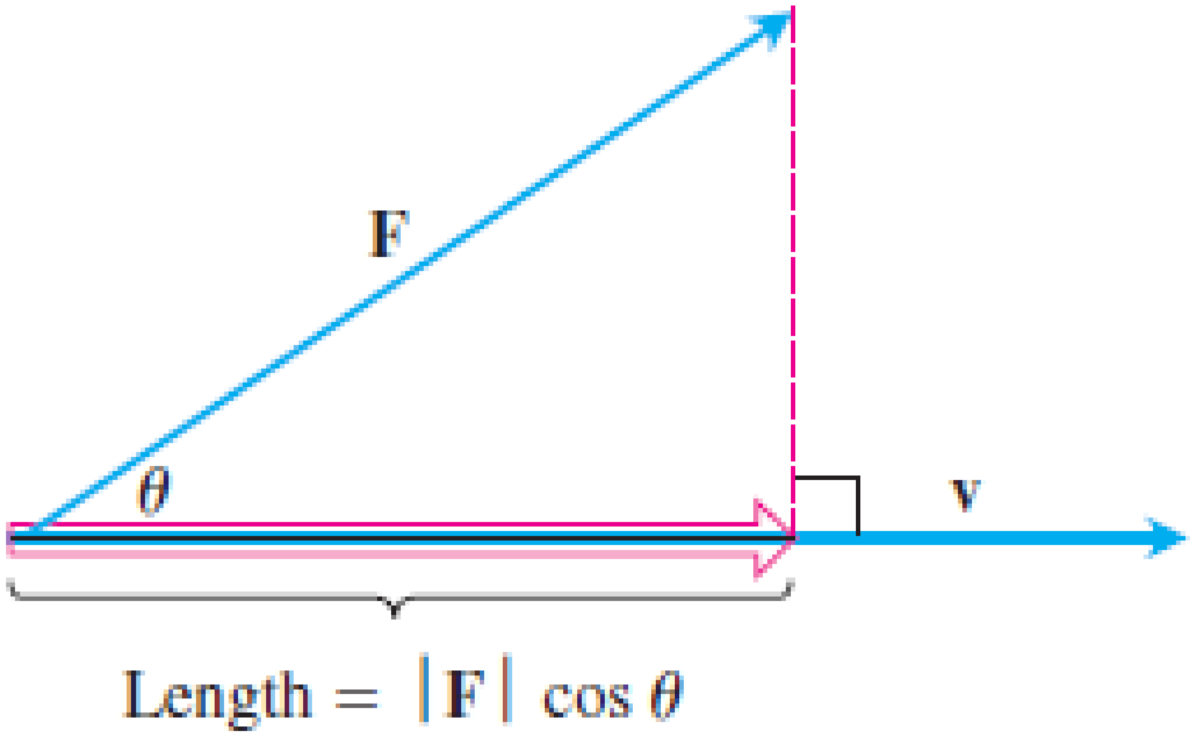
39. If $\overrightarrow{AB} = \mathbf{i} + 4\mathbf{j} - 2\mathbf{k}$ and B is the point $(5, 1, 3)$, find A.

40. If $\overrightarrow{AB} = -7\mathbf{i} + 3\mathbf{j} + 8\mathbf{k}$ and A is the point $(-2, -3, 6)$, find B.

12.3 The Dot Product

- how to calculate **the angle** between two vectors directly from their components.
- A key part of the calculation is an expression called the ***dot product***.
- also called ***inner*** or ***scalar*** products because the product results in a scalar, not a vector. finding the **projection** of one vector onto another

$$|\mathbf{u}|\,|\mathbf{v}|\cos\theta = u_1 v_1 + u_2 v_2 + u_3 v_3$$



The magnitude of the force $\mathbf{F}$ in the direction of vector $\mathbf{v}$ is the length $|\mathbf{F}|\cos\theta$ of the projection of $\mathbf{F}$ onto $\mathbf{v}$.

$$|\mathbf{u}|\,|\mathbf{v}|\cos\theta = u_1v_1 + u_2v_2 + u_3v_3$$

$$\cos\theta = \frac{u_1v_1 + u_2v_2 + u_3v_3}{|\mathbf{u}|\,|\mathbf{v}|}$$

$$\theta = \cos^{-1}\left(\frac{u_1v_1 + u_2v_2 + u_3v_3}{|\mathbf{u}|\,|\mathbf{v}|}\right)$$

find

a. $\mathbf{v} \cdot \mathbf{u}$, $|\mathbf{v}|$, $|\mathbf{u}|$

b. the cosine of the angle between $\mathbf{v}$ and $\mathbf{u}$

c. the scalar component of $\mathbf{u}$ in the direction of $\mathbf{v}$

d. the vector $\text{proj}_{\mathbf{v}}\, \mathbf{u}$.

1. $\mathbf{v} = 2\mathbf{i} - 4\mathbf{j} + \sqrt{5}\mathbf{k}$, $\quad \mathbf{u} = -2\mathbf{i} + 4\mathbf{j} - \sqrt{5}\mathbf{k}$
2. $\mathbf{v} = (3/5)\mathbf{i} + (4/5)\mathbf{k}$, $\quad \mathbf{u} = 5\mathbf{i} + 12\mathbf{j}$
3. $\mathbf{v} = 10\mathbf{i} + 11\mathbf{j} - 2\mathbf{k}$, $\quad \mathbf{u} = 3\mathbf{j} + 4\mathbf{k}$
4. $\mathbf{v} = 2\mathbf{i} + 10\mathbf{j} - 11\mathbf{k}$, $\quad \mathbf{u} = 2\mathbf{i} + 2\mathbf{j} + \mathbf{k}$
5. $\mathbf{v} = 5\mathbf{j} - 3\mathbf{k}$, $\quad \mathbf{u} = \mathbf{i} + \mathbf{j} + \mathbf{k}$
6. $\mathbf{v} = -\mathbf{i} + \mathbf{j}$, $\quad \mathbf{u} = \sqrt{2}\mathbf{i} + \sqrt{3}\mathbf{j} + 2\mathbf{k}$
7. $\mathbf{v} = 5\mathbf{i} + \mathbf{j}$, $\quad \mathbf{u} = 2\mathbf{i} + \sqrt{17}\mathbf{j}$

Triangle Find the measures of the angles of the triangle whose vertices are $A = (-1, 0)$, $B = (2, 1)$, and $C = (1, -2)$.

Rectangle Find the measures of the angles between the diagonals of the rectangle whose vertices are $A = (1, 0)$, $B = (0, 3)$, $C = (3, 4)$, and $D = (4, 1)$.

DEFINITION **Orthogonal Vectors**

Vectors $\mathbf{u}$ and $\mathbf{v}$ are **orthogonal** (or **perpendicular**) if and only if $\mathbf{u} \cdot \mathbf{v} = 0$.

Properties of the Dot Product

If $\mathbf{u}$, $\mathbf{v}$, and $\mathbf{w}$ are any vectors and c is a scalar, then

1. $\mathbf{u} \cdot \mathbf{v} = \mathbf{v} \cdot \mathbf{u}$
2. $(c\mathbf{u}) \cdot \mathbf{v} = \mathbf{u} \cdot (c\mathbf{v}) = c(\mathbf{u} \cdot \mathbf{v})$
3. $\mathbf{u} \cdot (\mathbf{v} + \mathbf{w}) = \mathbf{u} \cdot \mathbf{v} + \mathbf{u} \cdot \mathbf{w}$
4. $\mathbf{u} \cdot \mathbf{u} = |\mathbf{u}|^2$
5. $0 \cdot \mathbf{u} = 0$.

$$
\begin{aligned}
\text{Work} &= \begin{pmatrix}\text{scalar component of } \mathbf{F} \\ \text{in the direction of } \mathbf{D}\end{pmatrix}(\text{length of } \mathbf{D}) \\
&= (|\mathbf{F}| \cos \theta)|\mathbf{D}| \\
&= \mathbf{F} \cdot \mathbf{D}.
\end{aligned}
$$

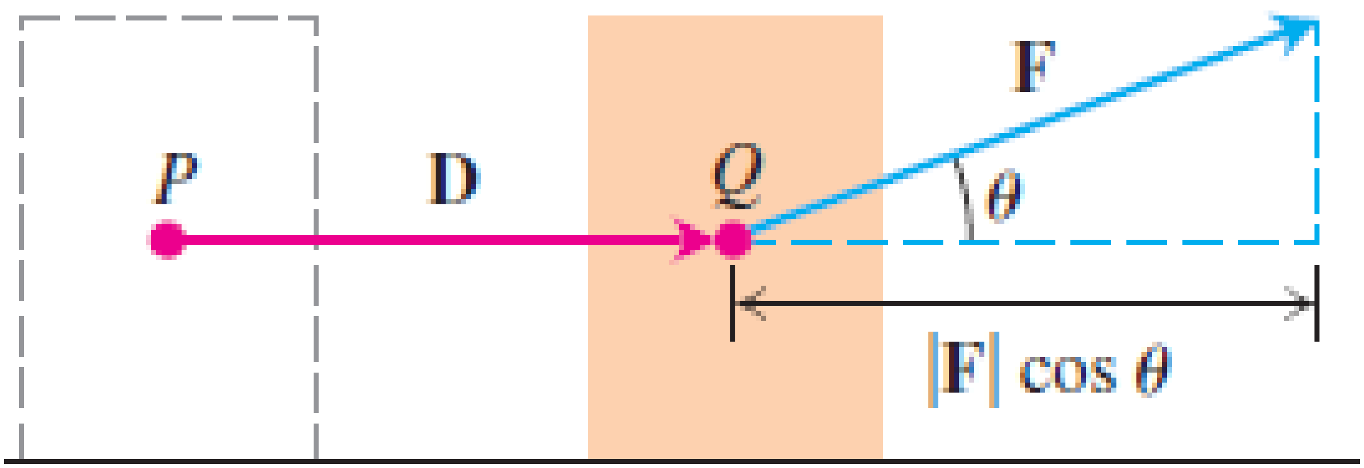
DEFINITION Work by Constant Force

The **work** done by a constant force $\mathbf{F}$ acting through a displacement $\mathbf{D} = \overrightarrow{PQ}$ is

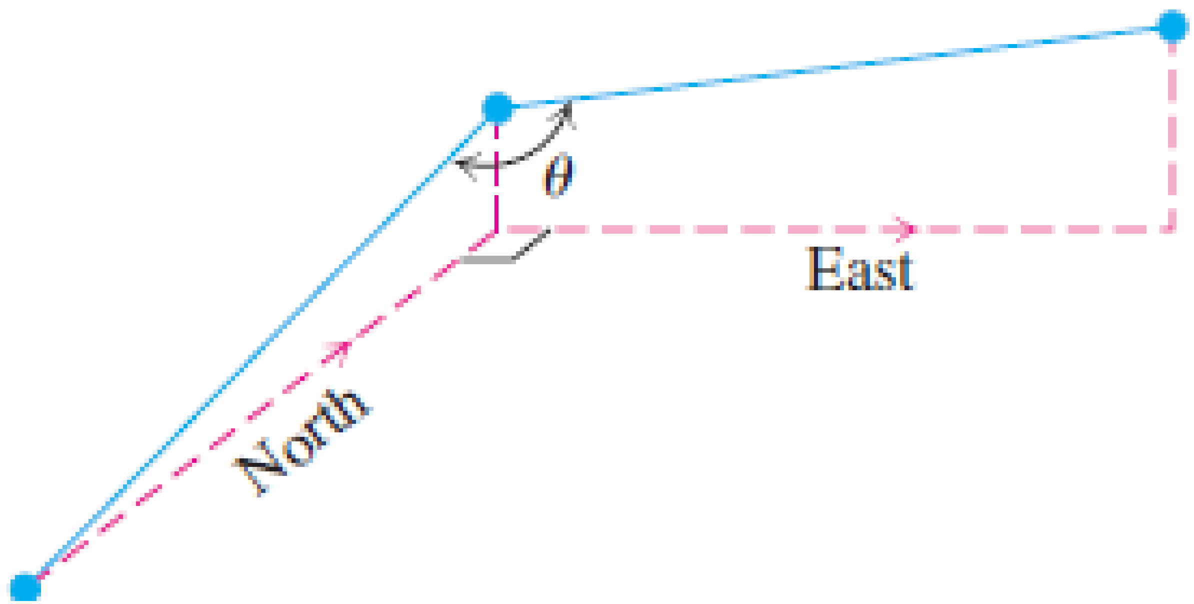
$$W = \mathbf{F} \cdot \mathbf{D} = |\mathbf{F}||\mathbf{D}| \cos \theta,$$

where θ is the angle between $\mathbf{F}$ and $\mathbf{D}$.

If $|\mathbf{F}| = 40$ N (newtons), $|\mathbf{D}| = 3$ m, and $\theta = 60°$, the work done by $\mathbf{F}$ in acting from P to Q is



Water main construction A water main is to be constructed with a 20% grade in the north direction and a 10% grade in the east direction. Determine the angle θ required in the water main for the turn from north to east.



$\mathbf{u} = 10\mathbf{i} + 2\mathbf{k}$ is parallel to the pipe in the north direction and $\mathbf{v} = 10\mathbf{j} + \mathbf{k}$ is parallel to the pipe in the east direction. The angle between the two pipes is $\theta = \cos^{-1}\left(\frac{\mathbf{u}\cdot\mathbf{v}}{|\mathbf{u}|\,|\mathbf{v}|}\right) = \cos^{-1}\left(\frac{2}{\sqrt{104}\,\sqrt{101}}\right) \approx 1.55 \text{ rad} \approx 88.88°$.

12.4 The Cross Product

The Cross Product of Two Vectors in Space

We start with two nonzero vectors **u** and **v** in space. If **u** and **v** are not parallel, they determine a plane. We select a unit vector **n** perpendicular to the plane by the **right-hand rule.** This means that we choose **n** to be the unit (normal) vector that points the way your right thumb points when your fingers curl through the angle θ from **u** to **v** . Then the **cross product u × v** ("**u** cross **v**") is the *vector* defined as follows.

DEFINITION Cross Product

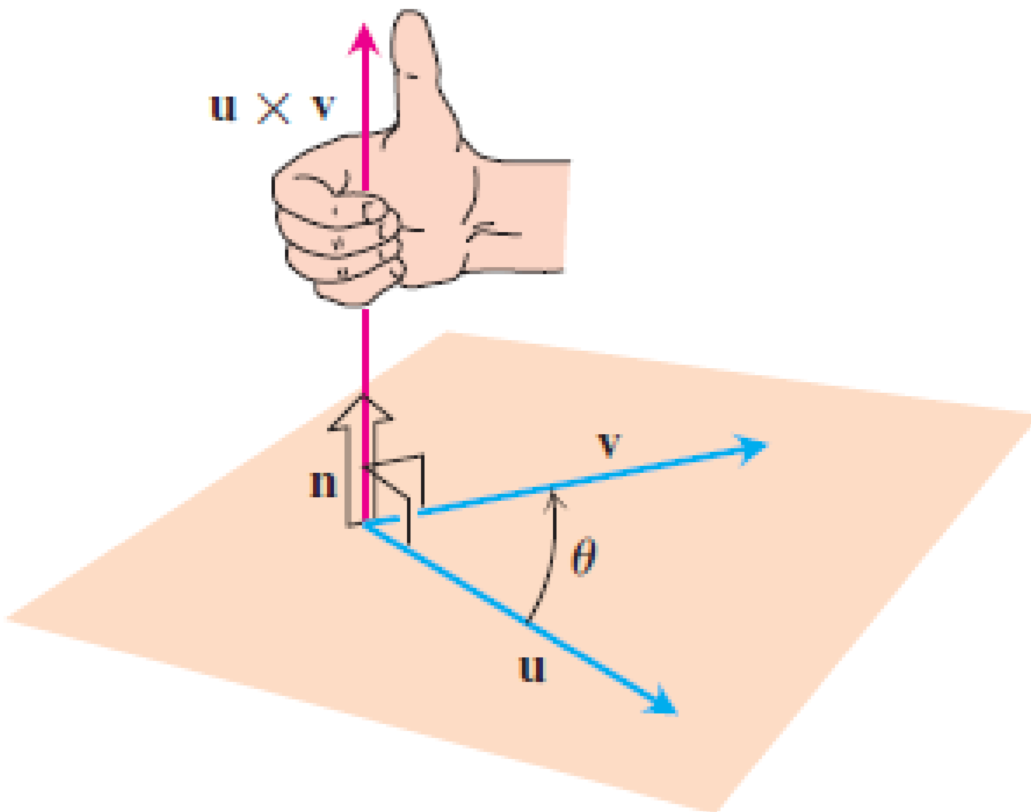
$$\mathbf{u} \times \mathbf{v} = (|\mathbf{u}|\,|\mathbf{v}|\sin\theta)\,\mathbf{n}$$

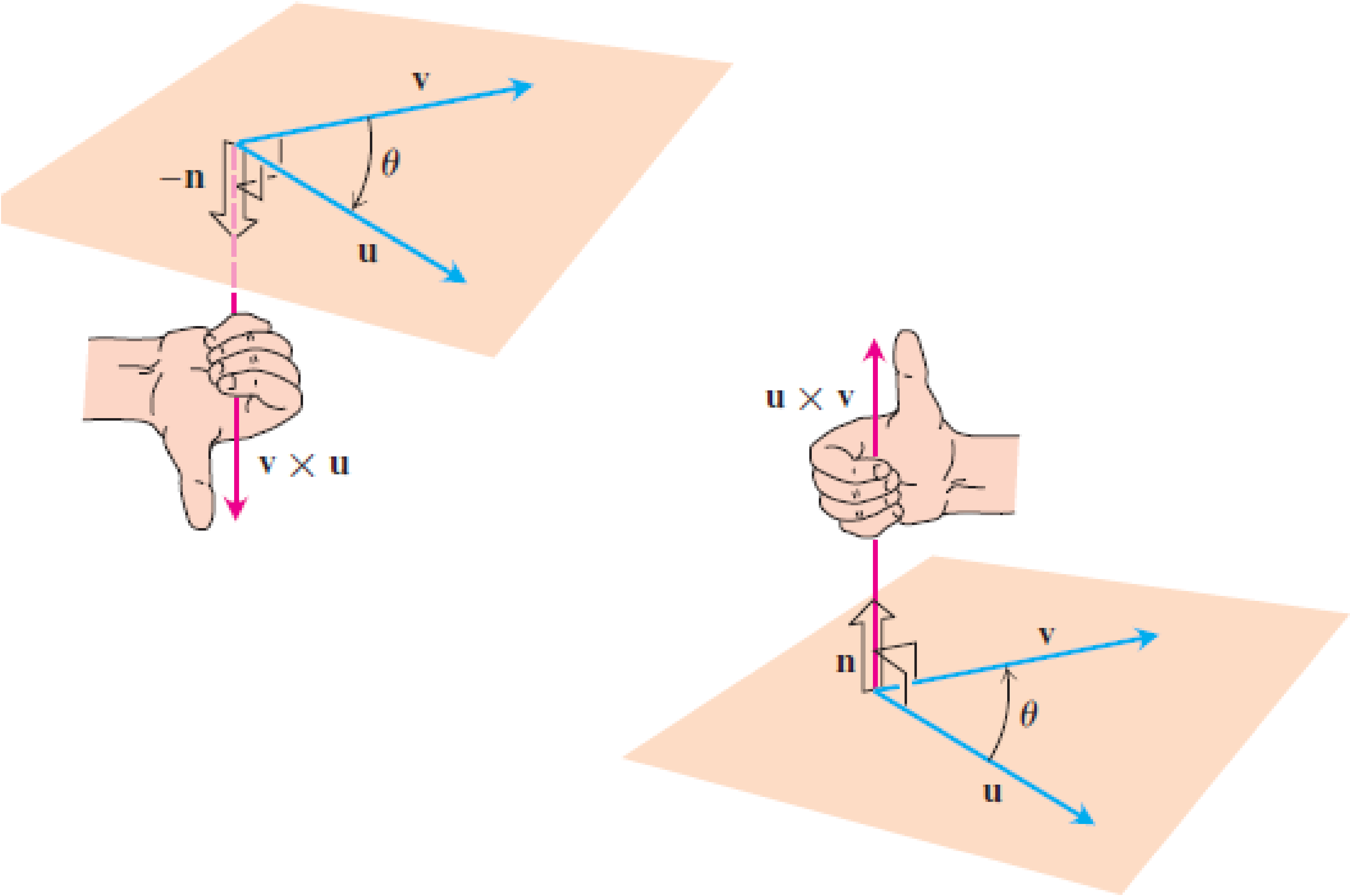
DEFINITION Cross Product

$$\mathbf{u} \times \mathbf{v} = (|\mathbf{u}|\,|\mathbf{v}|\sin\theta)\,\mathbf{n}$$

Parallel Vectors

Nonzero vectors **u** and **v** are parallel if and only if $\mathbf{u} \times \mathbf{v} = \mathbf{0}$.

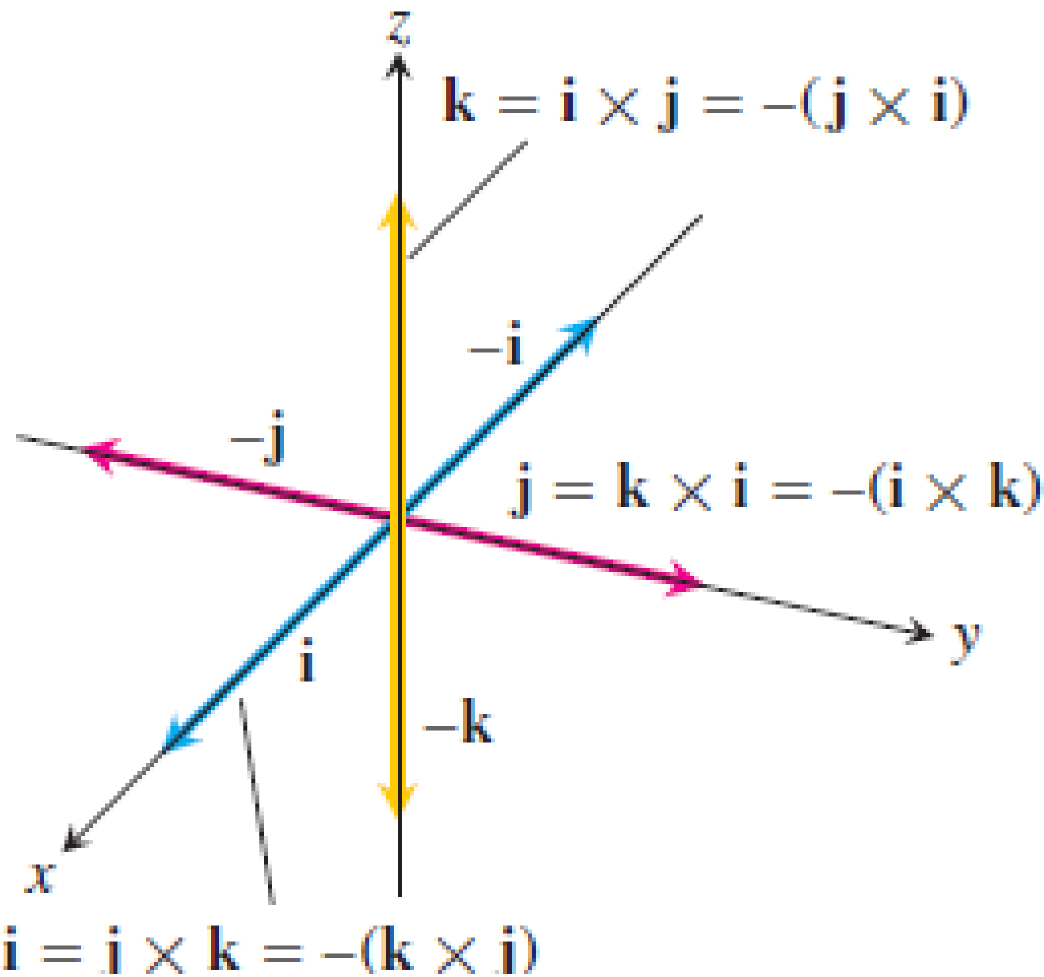



v
θ
−n
u
v × u
u × v
v
n
θ
u

Properties of the Cross Product

If $\mathbf{u}$, $\mathbf{v}$, and $\mathbf{w}$ are any vectors and r, s are scalars, then

1. $(r\mathbf{u}) \times (s\mathbf{v}) = (rs)(\mathbf{u} \times \mathbf{v})$
2. $\mathbf{u} \times (\mathbf{v} + \mathbf{w}) = \mathbf{u} \times \mathbf{v} + \mathbf{u} \times \mathbf{w}$
3. $(\mathbf{v} + \mathbf{w}) \times \mathbf{u} = \mathbf{v} \times \mathbf{u} + \mathbf{w} \times \mathbf{u}$
4. $\mathbf{v} \times \mathbf{u} = -(\mathbf{u} \times \mathbf{v})$
5. $\mathbf{0} \times \mathbf{u} = \mathbf{0}$



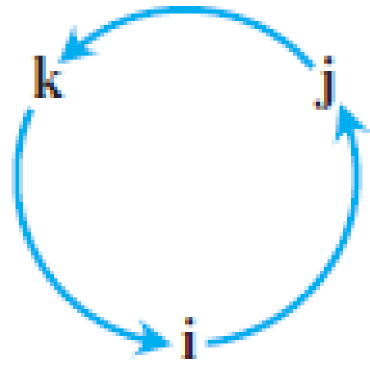


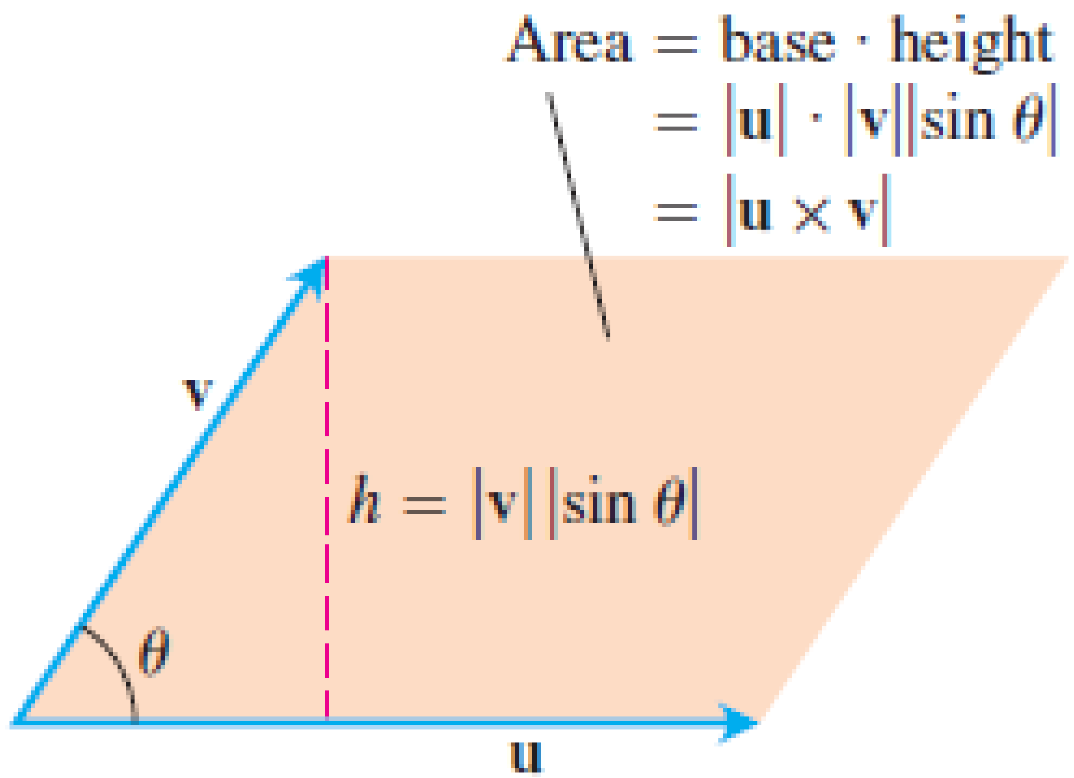
Diagram for recalling these products

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

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

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

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



$|\mathbf{u} \times \mathbf{v}|$ Is the Area of a Parallelogram

Because $\mathbf{n}$ is a unit vector, the magnitude of $\mathbf{u} \times \mathbf{v}$ is

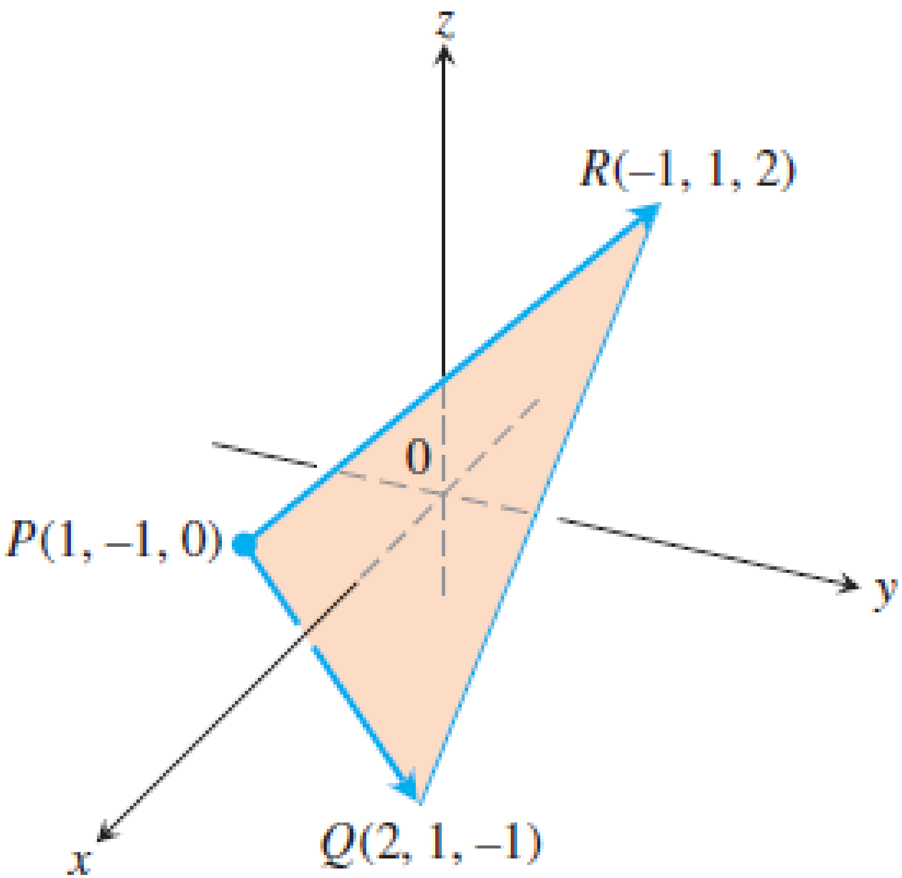
$$|\mathbf{u} \times \mathbf{v}| = |\mathbf{u}||\mathbf{v}| \, |\sin\theta| \, |\mathbf{n}| = |\mathbf{u}||\mathbf{v}| \sin\theta.$$

Calculating Cross Products Using Determinants

If $\mathbf{u} = u_1\mathbf{i} + u_2\mathbf{j} + u_3\mathbf{k}$ and $\mathbf{v} = v_1\mathbf{i} + v_2\mathbf{j} + v_3\mathbf{k}$, then

$$\mathbf{u} \times \mathbf{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix}.$$

Find the area of the triangle with vertices $P(1, -1, 0)$, $Q(2, 1, -1)$, and $R(-1, 1, 2)$



The area of triangle PQR is half of $|\overrightarrow{PQ} \times \overrightarrow{PR}|$

$$\overrightarrow{PQ} = (2 - 1)\mathbf{i} + (1 + 1)\mathbf{j} + (-1 - 0)\mathbf{k} = \mathbf{i} + 2\mathbf{j} - \mathbf{k}$$

$$\overrightarrow{PR} = (-1 - 1)\mathbf{i} + (1 + 1)\mathbf{j} + (2 - 0)\mathbf{k} = -2\mathbf{i} + 2\mathbf{j} + 2\mathbf{k}$$

$$\overrightarrow{PQ} \times \overrightarrow{PR} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 2 & -1 \\ -2 & 2 & 2 \end{vmatrix} = \begin{vmatrix} 2 & -1 \\ 2 & 2 \end{vmatrix}\mathbf{i} - \begin{vmatrix} 1 & -1 \\ -2 & 2 \end{vmatrix}\mathbf{j} + \begin{vmatrix} 1 & 2 \\ -2 & 2 \end{vmatrix}\mathbf{k}$$

$$= 6\mathbf{i} + 6\mathbf{k}.$$

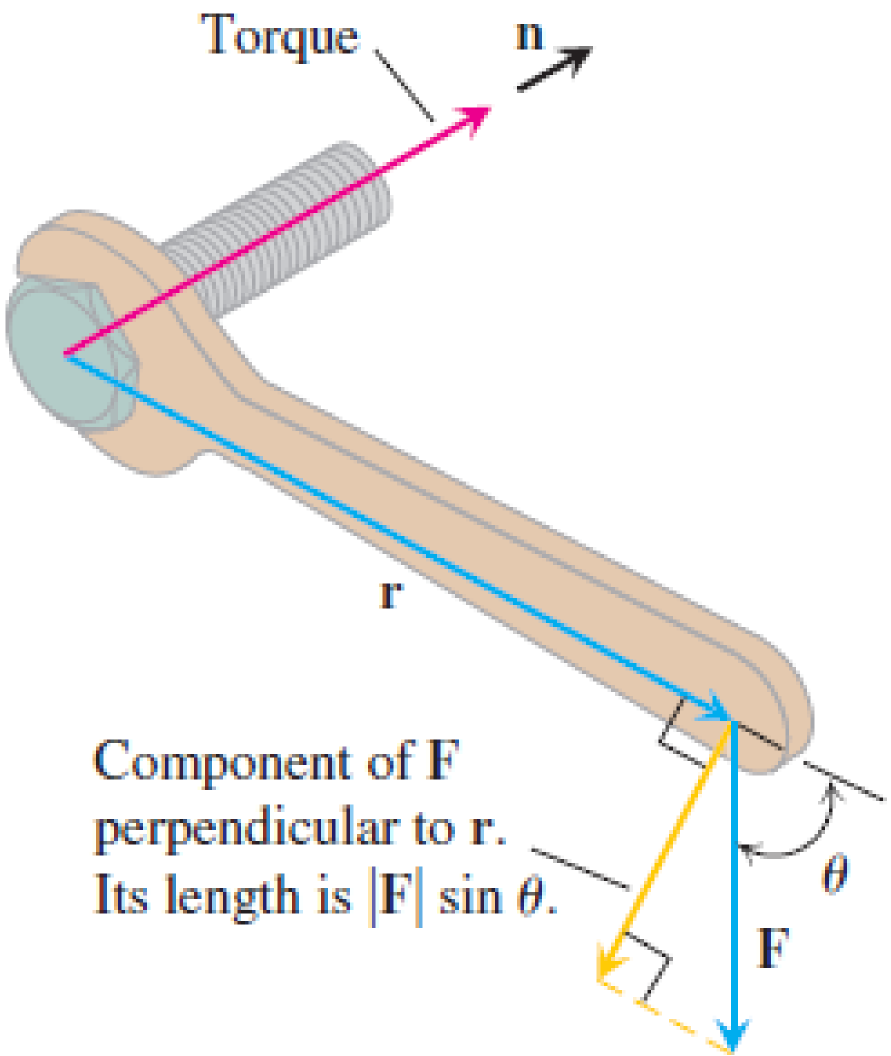
Solution The area of the parallelogram determined by P, Q, and R is

$$|\overrightarrow{PQ} \times \overrightarrow{PR}| = |6\mathbf{i} + 6\mathbf{k}|$$

Values from

$$= \sqrt{(6)^2 + (6)^2} = \sqrt{2 \cdot 36} = 6\sqrt{2}.$$

The triangle's area is half of this, or $3\sqrt{2}$.



Torque

When we turn a bolt by applying a force **F** to a wrench, the torque we produce acts along the axis of the bolt to drive the bolt forward

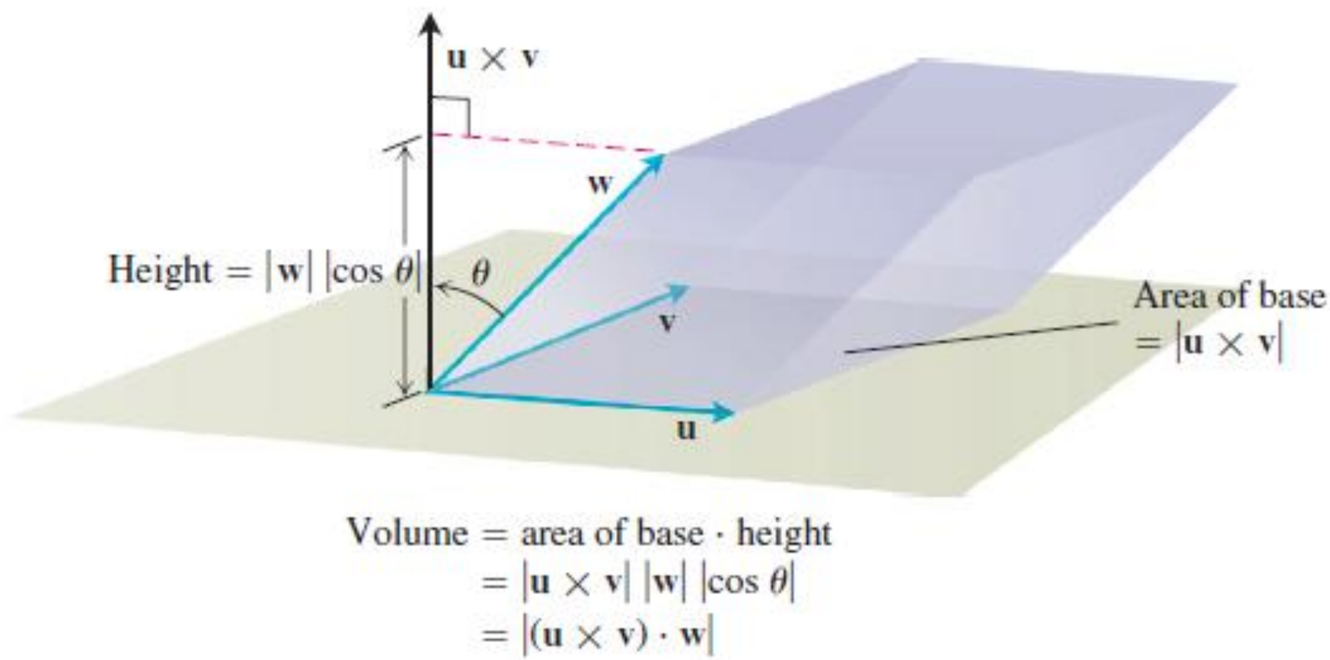
$$\text{Magnitude of torque vector} = |\mathbf{r}|\,|\mathbf{F}|\,\sin\theta,$$

Triple Scalar or Box Product

The product $(\mathbf{u} \times \mathbf{v}) \cdot \mathbf{w}$ is called the **triple scalar product** of **u**, **v**, and **w** (in that order). As you can see from the formula

$$|(\mathbf{u} \times \mathbf{v}) \cdot \mathbf{w}| = |\mathbf{u} \times \mathbf{v}|\,|\mathbf{w}|\,|\cos\theta|,$$

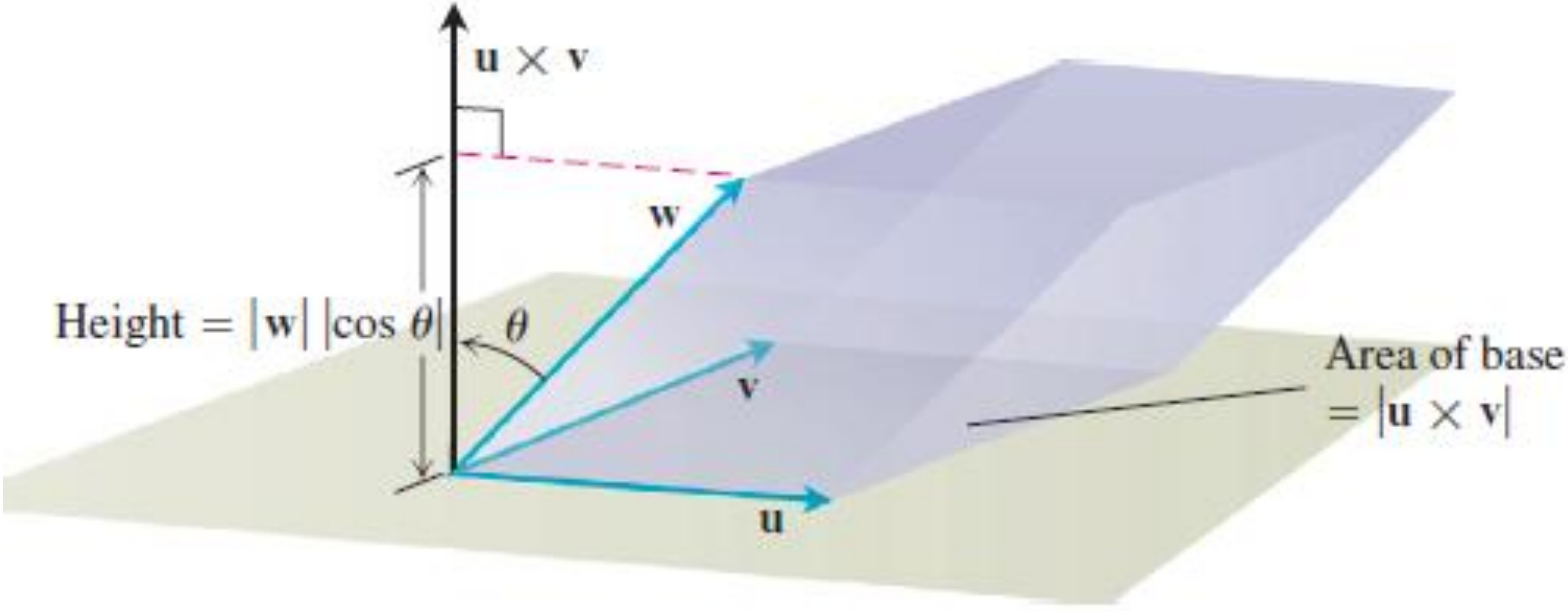
the absolute value of the product is the volume of the parallelepiped (parallelogram-sided box) determined by **u**, **v**, and **w**). The number $|\mathbf{u} \times \mathbf{v}|$ is the area of the base parallelogram. The number $|\mathbf{w}|\,|\cos\theta|$ is the parallelepiped's height. Because of this geometry, $(\mathbf{u} \times \mathbf{v}) \cdot \mathbf{w}$ is also called the **box product** of **u**, **v**, and **w**.



The number $|(\mathbf{u} \times \mathbf{v}) \cdot \mathbf{w}|$ is the volume of a parallelepiped.

Calculating the Triple Scalar Product

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



Volume = area of base · height

$= |\mathbf{u} \times \mathbf{v}|\,|\mathbf{w}|\,|\cos\theta|$

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