

Vector Product

Steven Vukazich

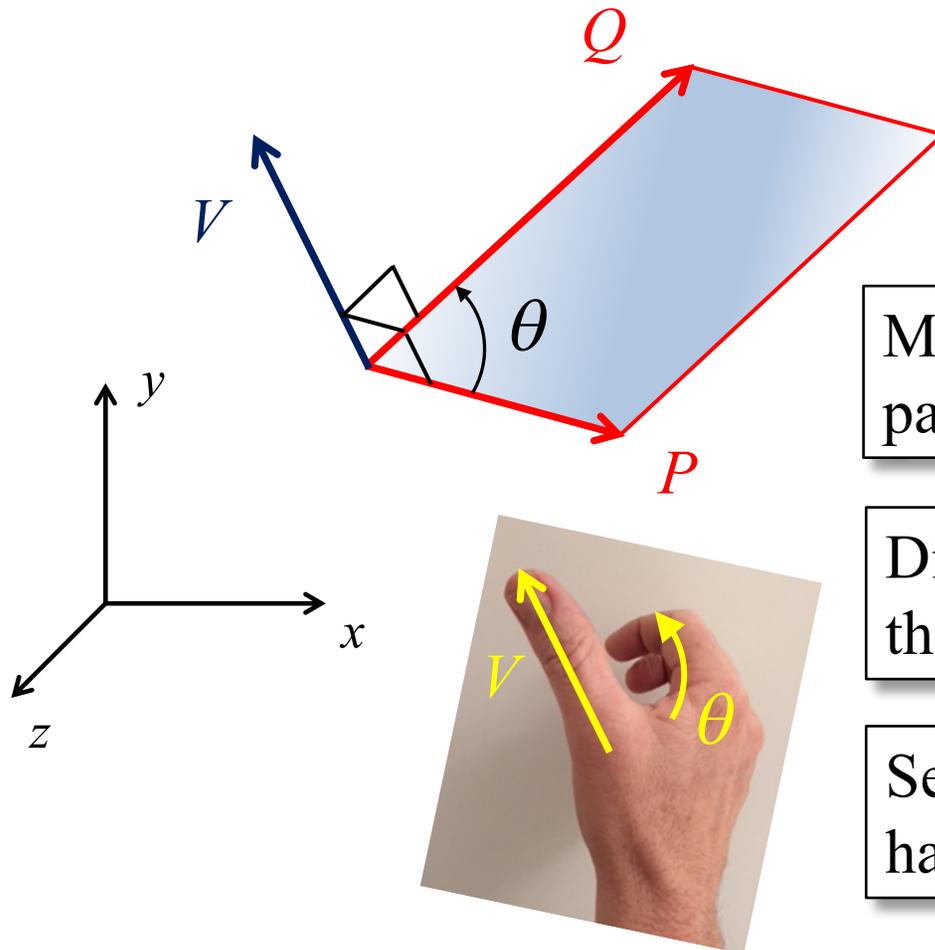
San Jose State University

Definition of the Vector Product of Two Vectors

Two Vectors in space define a plane

$$\mathbf{V} = \mathbf{P} \times \mathbf{Q}$$

$$V = PQ \sin \theta$$



Magnitude of V is the area of the parallelogram defined by P and Q

Direction of V is perpendicular to the plane defined by P and Q

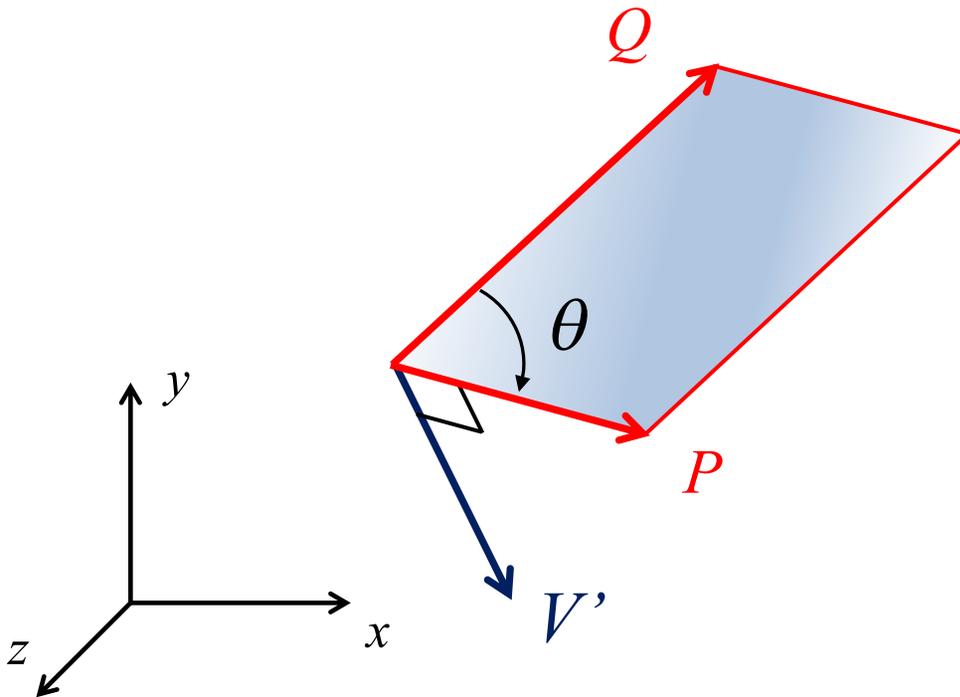
Sense of V is defined by the right-hand rule

Definition of the Vector Product of Two Vectors

Note that the order of the vector product operation changes the sense of the vector product

$$\mathbf{V}' = \mathbf{Q} \times \mathbf{P}$$

$$V' = PQ \sin \theta$$



Vector Products of Unit Vectors

$$\hat{i} \times \hat{j} = \hat{k}$$

$$\hat{j} \times \hat{i} = -\hat{k}$$

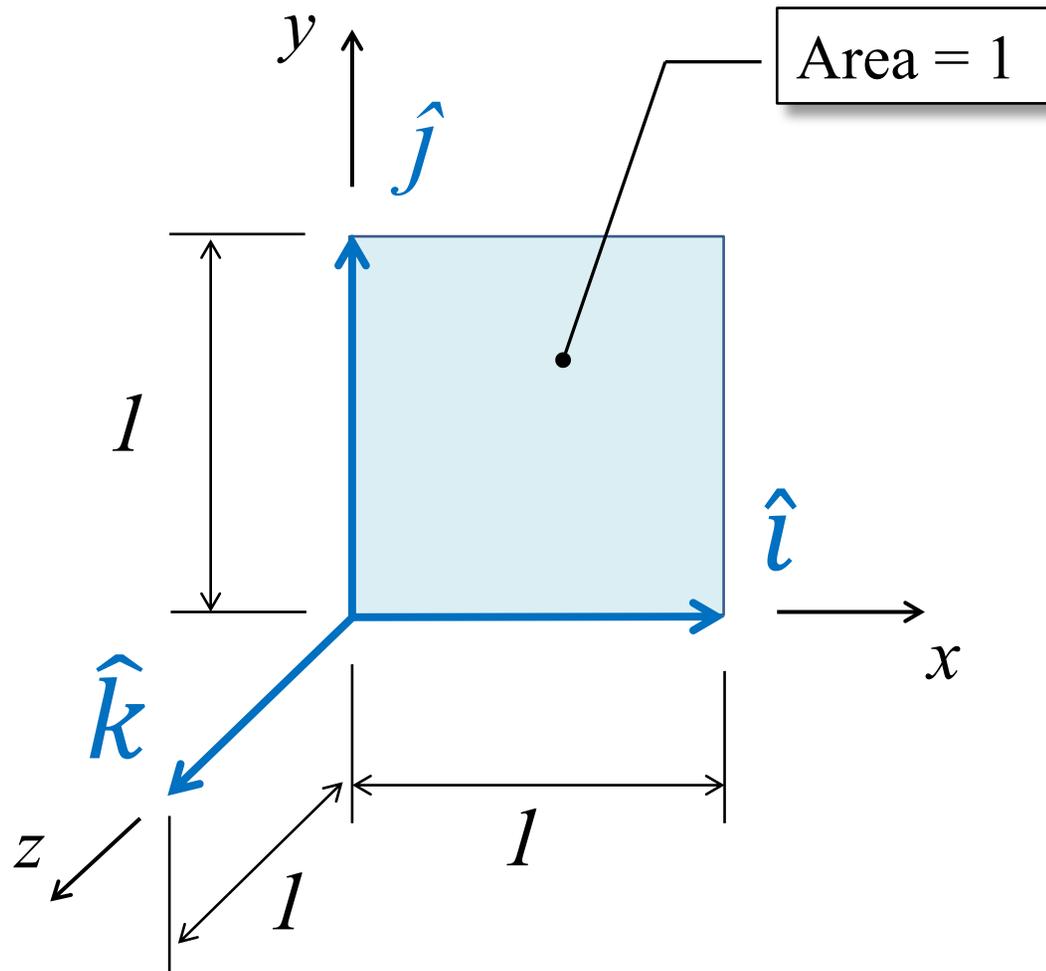
$$\hat{k} \times \hat{i} = \hat{j}$$

$$\hat{i} \times \hat{k} = -\hat{j}$$

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

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

Etc.



Vector Product of Two Vectors in Cartesian Vector Form

$$\mathbf{V} = \mathbf{P} \times \mathbf{Q}$$

\mathbf{P} and \mathbf{Q} expressed in Cartesian Vector Form

$$\mathbf{P} = P_x \hat{i} + P_y \hat{j} + P_z \hat{k}$$

$$\mathbf{Q} = Q_x \hat{i} + Q_y \hat{j} + Q_z \hat{k}$$

$$\mathbf{V} = (P_x \hat{i} + P_y \hat{j} + P_z \hat{k}) \times (Q_x \hat{i} + Q_y \hat{j} + Q_z \hat{k})$$

$$\mathbf{V} = (P_y Q_z - P_z Q_y) \hat{i} + (P_z Q_x - P_x Q_z) \hat{j} + (P_x Q_y - P_y Q_x) \hat{k}$$

Vector Product of Two Vectors in Cartesian Vector Form

$$\mathbf{V} = \mathbf{P} \times \mathbf{Q}$$

Convenient “trick” to find vector product of two vectors in Cartesian Vector Form is to arrange the unit vectors and components in matrix form

$$\mathbf{V} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ P_x & P_y & P_z \\ Q_x & Q_y & Q_z \end{vmatrix}$$

Vector product is the determinate of the 3x3 matrix

$$\mathbf{V} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ P_x & P_y & P_z \\ Q_x & Q_y & Q_z \end{vmatrix} \begin{matrix} \hat{i} & \hat{j} \\ P_x & P_y \\ Q_x & Q_y \end{matrix}$$

(-) (-) (-) (+) (+) (+)

$$\mathbf{V} = (P_y Q_z - P_z Q_y) \hat{i} + (P_z Q_x - P_x Q_z) \hat{j} + (P_x Q_y - P_y Q_x) \hat{k}$$