

Vector Cross Product

Consider a vector **A** (we use **boldface** to denote a vector) with rectangular coordinates A_x , A_y , and A_z . We can write **A** as follows:

$$\mathbf{A} = A_x\mathbf{i} + A_y\mathbf{j} + A_z\mathbf{k}$$

where **i** is a unit vector in the x direction, **j** is a unit vector in the y direction, and **k** is a unit vector in the z direction.

If we have two vectors **A** and **B**, defined as above, then we define the *cross product* of **A** and **B**, written **A x B** (read “A cross B”) as follows:

$$\mathbf{A} \times \mathbf{B} = (A_yB_z - A_zB_y) \mathbf{i} - (A_xB_z - A_zB_x) \mathbf{j} + (A_xB_y - A_yB_x) \mathbf{k} \quad (1)$$

Notice that the cross product is a *vector*. It may also be referred to as the *vector product*.

This is an ugly formula, so it is often expressed as a determinant:

$$\begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

(For a quick review of how to calculate determinants, see <http://www.ucl.ac.uk/mathematics/geomath/level2/mat/mat121.html>)

The following websites may also be helpful:

<http://mathworld.wolfram.com/CrossProduct.html>

<http://www.khanacademy.org/math/linear-algebra/v/linear-algebra--cross-product-introduction>

<http://hyperphysics.phy-astr.gsu.edu/hbase/vvec.html>

EXAMPLE:

Suppose $\mathbf{A} = 3\mathbf{i} + 5\mathbf{j}$ and $\mathbf{B} = 4\mathbf{i} - 2\mathbf{j}$. Compute $\mathbf{A} \times \mathbf{B}$.

STEP 1: Identify the components of the individual vectors

$$A_x = 3 \quad A_y = 5 \quad A_z = 0 \quad B_x = 4 \quad B_y = -2 \quad B_z = 0$$

STEP 2: Use equation (1) to compute the cross product

We could barrel through the formula, or we could notice that $A_z = B_z = 0$. That means the first two terms in the ugly formula will also be zero. So here,

$$\mathbf{A} \times \mathbf{B} = (A_x B_y - A_y B_x) \mathbf{k} = [(3)(-2) - (5)(4)] \mathbf{k} = (-6 - 20) \mathbf{k} = -26 \mathbf{k}$$

Aha. In this example, the vectors \mathbf{A} and \mathbf{B} were all in the x-y plane, but the cross product $\mathbf{A} \times \mathbf{B}$ was all in the z direction. This leads us to an important point:

NOTE: The cross product $\mathbf{A} \times \mathbf{B}$ defines a vector that is *perpendicular* to \mathbf{A} and \mathbf{B} .

Alternate Formula

It happens that the magnitude of the cross product can also be calculated as follows:

$$|\mathbf{A} \times \mathbf{B}| = |\mathbf{A}| |\mathbf{B}| \sin \theta \quad (2)$$

where $|\mathbf{A}|$ is the magnitude of \mathbf{A} , $|\mathbf{B}|$ is the magnitude of \mathbf{B} , and θ is the angle between them. This formula may be helpful when you are given the magnitudes and angles to begin with.

EXAMPLE:

Suppose \mathbf{A} is a vector of magnitude 6 at an angle of 60° . Suppose \mathbf{B} is a vector of magnitude 4 at an angle of -25° . Compute $|\mathbf{A} \times \mathbf{B}|$.

STEP 1: Compute the angle θ between the vectors

$$\theta = 60^\circ - (-25^\circ) = 85^\circ$$

STEP 2: Compute the sine of the angle θ

$$\sin \theta = \sin(85^\circ) \sim 0.996 \text{ (rounding off)}$$

STEP 3: Use equation (2) to compute the magnitude of the cross product

$$|\mathbf{A} \times \mathbf{B}| = |\mathbf{A}| |\mathbf{B}| \sin \theta = (6)(4)(0.996) \sim 23.9$$

Note that $|\mathbf{A} \times \mathbf{B}|$ ranges from 0 when \mathbf{A} and \mathbf{B} are parallel to $|\mathbf{A}| |\mathbf{B}|$ when \mathbf{A} and \mathbf{B} are perpendicular.