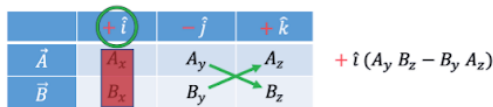


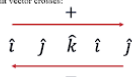
Define the $\hat{i}$ components:



Constant multiple:

$$c(\vec{A} \times \vec{B}) = c\vec{A} \times \vec{B} = \vec{A} \times c\vec{B} \neq c\vec{A} \times c\vec{B}$$

Perpendicular vectors, when crossed will give a magnitude of 1...but order matters. In a "right-handed system" (as defined in figure 1.30) Use the following to determine the sign of unit vector cross:



This says that any cross product of any pair of unit vectors that are ordered moving to the RIGHT (i.e., $\hat{i} \rightarrow \hat{j} \rightarrow \hat{k}$) will give the POSITIVE of the remaining unit vector. Products of pairs in the negative direction (i.e., $\hat{k} \rightarrow \hat{j} \rightarrow \hat{i}$) will give a NEGATIVE result.

Positive Order	Negative Order
$\hat{i} \times \hat{j} = \hat{k}$	$\hat{j} \times \hat{i} = -\hat{k}$
$\hat{j} \times \hat{k} = \hat{i}$	$\hat{i} \times \hat{k} = -\hat{j}$
$\hat{k} \times \hat{i} = \hat{j}$	$\hat{k} \times \hat{j} = -\hat{i}$

1.30 The vector product of (a) $\vec{A} \times \vec{B}$ and (b) $\vec{B} \times \vec{A}$.

(a) Using the right-hand rule to find the direction of $\vec{A} \times \vec{B}$

- 1 Place $\vec{A}$ and $\vec{B}$ tail to tail.
- 2 Point fingers of right hand along $\vec{A}$, with palm facing $\vec{B}$.
- 3 Curl fingers toward $\vec{B}$.
- 4 Thumb points in direction of $\vec{A} \times \vec{B}$.

(b) Using the right-hand rule to find the direction of $\vec{B} \times \vec{A} = -\vec{A} \times \vec{B}$ (vector product is anticommutative)

- 1 Place $\vec{B}$ and $\vec{A}$ tail to tail.
- 2 Point fingers of right hand along $\vec{B}$, with palm facing $\vec{A}$.
- 3 Curl fingers toward $\vec{A}$.
- 4 Thumb points in direction of $\vec{B} \times \vec{A}$.
- 5 $\vec{B} \times \vec{A}$ has same magnitude as $\vec{A} \times \vec{B}$ but points in opposite direction.

questions for duff 3/28/2020 digest 1

What is the difference between scalar and vector product?

Both are the products of two vectors.

The scalar product (Dot Product):

- Multiplies only the parts of the vectors that are **parallel** to each other
- Results in a **scalar**, NOT a vector. It loses its direction and represents a magnitude (though it CAN be negative)
 - It will be positive if the parallel parts are "co-parallel" $\rightarrow \cos \theta > 0$
 - It will be negative if the parallel parts are "anti-parallel" $\rightarrow \cos \theta < 0$

The vector product (Cross Product):

- Multiplies only the parts of the vectors that are **perpendicular** to each other
- Results in a vector that is perpendicular to BOTH of the parent vectors.
- The magnitude of the resulting vector can be visualized as the parallelogram that results from placing the vectors head to tail.
- Order is important for the cross product:

$$\vec{A} \times \vec{B} = -(\vec{B} \times \vec{A})$$

- We can also calculate the cross using the angle between the parent vectors:

$$|\vec{A} \times \vec{B}| = AB \sin \theta \text{ (use the right-hand rule to determine the direction)}$$

If the result of a vector product is a magnitude then what is the result of a scalar product called?

You've got it exactly backwards

Why is Constant multiple true like this?

Imagine two perpendicular vectors (A and B) of length 1. Their cross product $A \times B = 1$. Now let $c=2$.

Calculate $c(A \times B) \rightarrow$ It must be 2. That means $c(A \times B) = cA \times B$ NOT $cA \times cB$ because that would equal 4!

How does the right hand rule work again? Watch these: [Video 1](#) [Video 2](#)

Why is I and K hat negative, and J hat positive in the tabular method?

Because it HAS to be. If you want to understand where it comes from, go back and rework vector worksheet 2 (on website) and FOIL out the cross product. You'll see the minus appear because of the nature of the unit vector cross products.