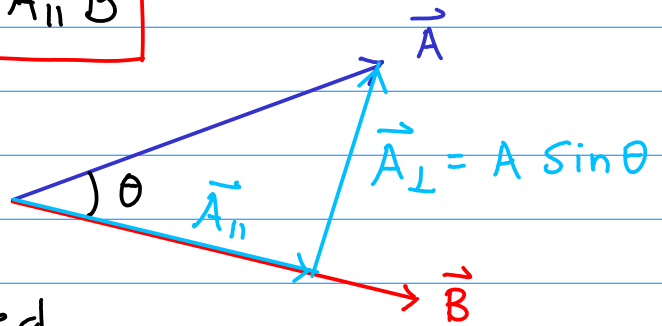


The Cross Product

We have already encountered one type of product of two vectors, the dot product or scalar product

$$\vec{A} \cdot \vec{B} = AB \cos \theta = A_{\parallel} B$$

This produces a scalar, which does not depend on how the axes are oriented.



There is another important product between two vectors, called the **cross** or **vector product** which results in a vector.

$$\vec{C} = \vec{A} \times \vec{B}$$

\vec{C} can be specified by giving its magnitude and direction.

$$|\vec{C}| = |\vec{A}| |\vec{B}| \sin \theta = A_{\perp} B$$

The direction of \vec{C} is given by the **Right Hand Rule**.

Any two vectors \vec{A}, \vec{B} that are not parallel define a plane. \vec{C} is perpendicular

to this plane. There are two "sides" to any plane, and thus two perpendiculars.

To choose the correct \perp curl the fingers of your right hand from \vec{A} to \vec{B} . Your extended thumb points to the direction of \vec{C}

Apply this set of rules to the unit vectors $\hat{i}, \hat{j}, \hat{k}$

$\hat{i} \times \hat{i} = 0$	$\hat{i} \times \hat{j} = \hat{k}$	$\hat{i} \times \hat{k} = -\hat{j}$
$\hat{j} \times \hat{i} = -\hat{k}$	$\hat{j} \times \hat{j} = 0$	$\hat{j} \times \hat{k} = \hat{i}$
$\hat{k} \times \hat{i} = \hat{j}$	$\hat{k} \times \hat{j} = -\hat{i}$	$\hat{k} \times \hat{k} = 0$

Note that $\vec{A} \times \vec{B}$ is antisymmetric

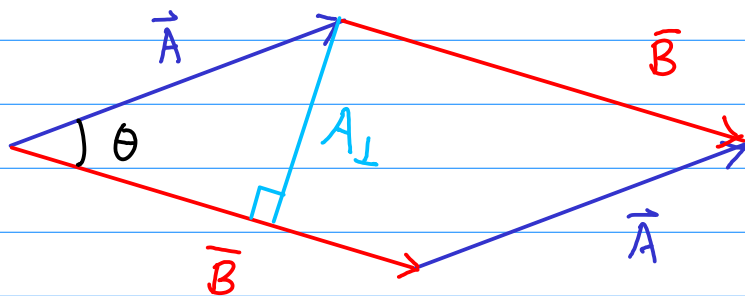
$$\vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$$

Algebraically if $\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$ and

$$\vec{B} = B_x \hat{i} + B_y \hat{j} + B_z \hat{k}$$

$$\vec{A} \times \vec{B} = \hat{i} (A_y B_z - A_z B_y) + \hat{j} (A_z B_x - A_x B_z) + \hat{k} (A_x B_y - A_y B_x)$$

The magnitude of $\vec{A} \times \vec{B}$ is the area of the parallelogram made by \vec{A} and \vec{B}



$$\text{Area} = \text{Base} \times \text{height} = A_{\perp} B = AB \sin \theta$$

A useful identity is the cyclic triple product

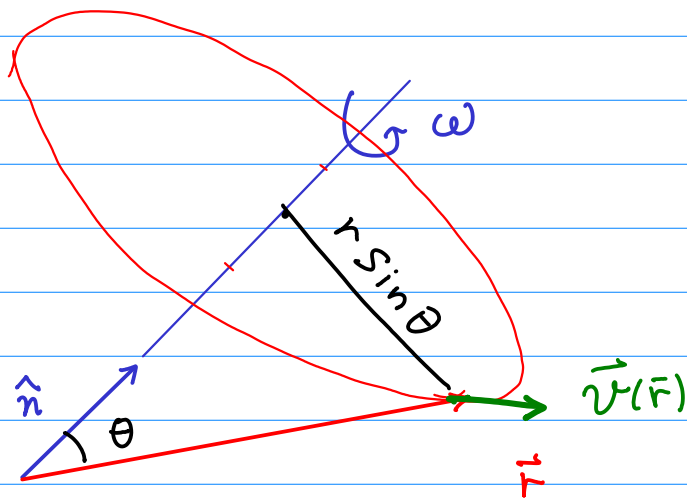
$$\begin{aligned} \vec{A} \cdot (\vec{B} \times \vec{C}) &= \vec{C} \cdot (\vec{A} \times \vec{B}) = \vec{B} \cdot (\vec{C} \times \vec{A}) \\ &= A_x (B_y C_z - B_z C_y) + A_y (B_z C_x - B_x C_z) + A_z (B_x C_y - B_y C_x) \end{aligned}$$

The cross product has an enormous number of applications in physics.

Our first application is to find the velocity of a point in a rotating rigid body

Suppose the axis of rotation is \hat{n} (a unit vector) and the fixed point of the body is the origin. Then the rotational velocity of the point \vec{r} is

$$\vec{v}_{\text{rot}}(\vec{r}) = \omega \hat{n} \times \vec{r}$$



Clearly $|\vec{v}_{\text{rot}}(\vec{r})| = \omega r \sin \theta = \omega \times \text{distance from axis.}$

Also \vec{v}_{rot} should be \perp to the plane of \hat{n} and \vec{r} so indeed it is

$$\vec{v}_{\text{rot}}(\vec{r}) = \omega \hat{n} \times \vec{r}$$

Now consider a body that is rotating while its CM is moving at \vec{v}_{cm} .

Let us assume that the origin O is the CM of the body. Then

$$\vec{v}_{\text{tot}}(\vec{r}) = \vec{v}_{\text{cm}} + \vec{v}_{\text{rot}}(\vec{r}) = \vec{v}_{\text{cm}} + \omega \hat{n} \times \vec{r}$$

The KE is $\int \frac{1}{2} d^3\vec{r} \rho(\vec{r}) (\vec{v}_{\text{tot}}(\vec{r}))^2$

$$= \frac{1}{2} \int d^3\vec{r} \rho(\vec{r}) \left[\vec{v}_{\text{cm}}^2 + 2\vec{v}_{\text{cm}} \cdot \vec{v}_{\text{rot}}(\vec{r}) + \vec{v}_{\text{rot}}^2(\vec{r}) \right]$$

In the 1st term \vec{v}_{cm}^2 is independent of \vec{r} and

$$\int \rho(\vec{r}) d^3\vec{r} = M \quad (\text{total mass})$$

$$\text{1st term} = \frac{1}{2} M \vec{v}_{\text{cm}}^2 = \text{Translational KE}$$

$$\text{Last term} = \frac{1}{2} \int \rho(\vec{r}) d^3\vec{r} \omega^2 \delta(\vec{r})^2$$

$\delta(\vec{r}) =$ distance from axis of rotation

$$\int d^3\vec{r} \rho(\vec{r}) (\delta(\vec{r}))^2 = I \quad (\text{moment of inertia})$$

$$\text{Last term} = \frac{1}{2} I \omega^2 = \text{Rotational KE}$$

What about the cross-term?

$$\int d^3\vec{r} \rho(\vec{r}) \vec{v}_{\text{cm}} \cdot \vec{v}_{\text{rot}}(\vec{r}) = \omega \int d^3\vec{r} \rho(\vec{r}) \vec{v}_{\text{cm}} \cdot (\hat{n} \times \vec{r})$$

Use the triple product identity

$$\vec{v}_{cm} \cdot (\hat{n} \times \vec{r}) = \vec{r} \cdot (\vec{v}_{cm} \times \hat{n})$$

\vec{v}_{cm} and \hat{n} are independent of \vec{r} , so take them out of the integral

cross-term

$$(\vec{v}_{cm} \times \hat{n}) \cdot \underbrace{\int d^3r \rho(\vec{r}) \vec{r}}_{M \vec{R}_{cm}}$$

However, we have chosen the CM as the origin. So

$$\vec{R}_{cm} = 0$$

$$\Rightarrow K = \frac{1}{2} M \vec{v}_{cm}^2 + \frac{1}{2} I \omega^2$$

Note: This only works if we choose the CM as the fixed point.