

9 Dec. 2016,

Housekeeping: Homework due Monday

Monday w/b review for final exam

You can use an 8.5" x 11" sheet of notes (both sides) on final exam

Final exam is W, Dec. 14 at 1p.m. here

Last time:  
• Dot prod.  
• Cross prod.

Q. :  $(a\vec{u}) \times \vec{v} = ?$

$$\vec{u} := \langle u_1, u_2, u_3 \rangle$$

$$a\vec{u} = \langle au_1, au_2, au_3 \rangle$$

$$\vec{v} := \langle v_1, v_2, v_3 \rangle$$

$$(a\vec{u}) \times \vec{v} = \det \begin{pmatrix} \hat{i} & \hat{j} & \hat{k} \\ au_1 & au_2 & au_3 \\ v_1 & v_2 & v_3 \end{pmatrix}$$

$$= \hat{i} \det \begin{pmatrix} au_2 & au_3 \\ v_2 & v_3 \end{pmatrix} - \hat{j} \det \begin{pmatrix} au_1 & au_3 \\ v_1 & v_3 \end{pmatrix} + \hat{k} \det \begin{pmatrix} au_1 & au_2 \\ v_1 & v_2 \end{pmatrix}$$

$$= \hat{i} (au_2 v_3 - au_3 v_2) - \hat{j} (au_1 v_3 - au_3 v_1) + \hat{k} (au_1 v_2 - au_2 v_1)$$

$$= a \left[ \hat{i} (u_2 v_3 - u_3 v_2) - \hat{j} (u_1 v_3 - u_3 v_1) + \hat{k} (u_1 v_2 - u_2 v_1) \right]$$

$$= a (\vec{u} \times \vec{v})$$

$$\boxed{(a\vec{u}) \times \vec{v} = a(\vec{u} \times \vec{v}) = \vec{u} \times (a\vec{v})}$$

Exercise. Find a vector  $\perp$  to the plane that contains  $P(1, -1, 0)$ ,  $Q(2, 1, -1)$ , and  $R(-1, 1, 2)$ .  $\surd$

Strategy: Find two vectors in the plane,  $\ni$  take their cross product.

$$\vec{PQ} = \langle 2-1, 1-(-1), -1-0 \rangle = \langle 1, 2, -1 \rangle$$

$$\begin{aligned}\vec{PR} &= \langle -1-1, 1-(-1), 2-0 \rangle = \langle -2, 2, 2 \rangle \\ &= 2\langle -1, 1, 1 \rangle\end{aligned}$$

A vector normal to both  $\vec{PQ} \ni \vec{PR}$  will be  $\perp$  to the plane containing  $P, Q, \ni R$ .

$\vec{PQ} \times \vec{PR}$  is just such a vector (by def'n of cross prod.)

$$\det \begin{pmatrix} a & b \\ c & d \end{pmatrix} := | \begin{matrix} a & b \\ c & d \end{matrix} |$$

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

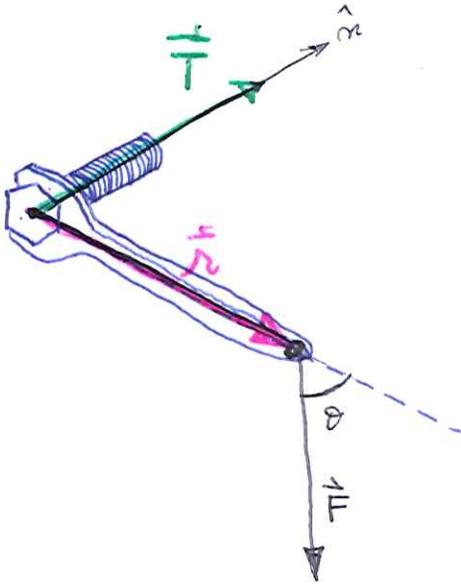
$$= \hat{i} (2 \cdot 2 - 2(-1)) - \hat{j} (1(2) - (-1)(-2)) + \hat{k} (1(2) - (2)(-2))$$

$$= \hat{i} (4+2) - \hat{j} (2-2) + \hat{k} (2+4)$$

$$= 6\hat{i} + 0\hat{j} + 6\hat{k} = \langle 6, 0, 6 \rangle.$$

The unit vector in this direc'n is  $\frac{\langle 6, 0, 6 \rangle}{\sqrt{6^2+0^2+6^2}} = \left\langle \frac{1}{\sqrt{2}}, 0, \frac{1}{\sqrt{2}} \right\rangle$ .

# Torque



Torque vector that results when we apply force  $\vec{F}$  to turn a bolt, a distance  $\vec{r}$  away from the bolt's head, is:

$$\begin{aligned}\vec{\tau} &= \vec{r} \times \vec{F} \\ &= (|\vec{r}| |\vec{F}| \sin\theta) \hat{n}\end{aligned}$$

Note:  $|\vec{\tau}| = \underbrace{|\vec{r}| |\vec{F}| \sin\theta}_{\text{scalar}} \hat{n} = \overbrace{|\vec{r}| |\vec{F}| \sin\theta}^{\text{abs. val.}} \underbrace{|\hat{n}|}_{=1}^{\text{mag.}} = |\vec{r}| |\vec{F}| |\sin\theta|$

The 3 ways of increasing torque's magnitude:

- Increasing  $|\vec{F}|$  (push harder)
- Increasing  $|\sin\theta|$  (push in the right direction —  $\theta = \frac{\pi}{2}, \frac{3\pi}{2}, \dots$ )
- Increase  $|\vec{r}|$