

## 0.1. Cross Product of vectors.

- (1) Find the area of the triangle with edges given by vectors

$$\langle 1, 1, 1 \rangle, \langle 2, -1, 0 \rangle$$

**Solution:** The area of such a triangle is  $|\vec{u} \times \vec{v}|/2$ . This gives us

$$\begin{aligned} \langle 1, 1, 1 \rangle \times \langle 2, -1, 0 \rangle &= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 1 & 1 \\ 2 & -1 & 0 \end{vmatrix} \\ &= \hat{i} \begin{vmatrix} 1 & 1 \\ -1 & 0 \end{vmatrix} - \hat{j} \begin{vmatrix} 1 & 1 \\ 2 & 0 \end{vmatrix} + \hat{k} \begin{vmatrix} 1 & 1 \\ 2 & -1 \end{vmatrix} \\ &= (1-0)\hat{i} - (0-2)\hat{j} + (-1-2)\hat{k} = \langle 1, 2, -3 \rangle \end{aligned}$$

The length of this vector is  $\sqrt{1^2 + 2^2 + (-3)^2} = \sqrt{14}$ , so the area of the triangle is  $\sqrt{14}/2$ .

- (2) For which value of
- $a$
- is the following cross product the zero vector?

$$\langle 2, -2, 3 \rangle \times \langle 1, -1, a \rangle$$

**Solution:** We have that if  $\vec{v} = s\vec{u}$ , then  $\vec{v} \times \vec{u} = 0$ . When  $a = \frac{3}{2}$ , the first vector is a multiple of the second, and so the cross product is zero.

- (3) When in general is
- $\vec{v} \times \vec{u} = 0$
- ?

**Solution:** We have that if  $\vec{v} = s\vec{u}$ , then  $\vec{v} \times \vec{u} = 0$ .

- (4) Explain that if
- $\vec{v}, \vec{u}$
- satisfies

$$|\vec{u} \times \vec{v}| = \vec{u} \cdot \vec{v} = 0$$

that one of  $\vec{v}$  or  $\vec{u}$  must be the zero vector.

## 0.2. Lines and Planes.

(1) Find a unit vector perpendicular to the plane  $3x + y - z = 2$ .

(2) Find a plane  $P$  that contains the origin and the line  $\ell$  defined by

$$x = t + 1$$

$$y = -1$$

$$z = -t$$

**Solution:** We need to find 3 points on the plane. The points we can use this example will be given by the origin, and 2 points on the line,  $\ell(0) = (1, -1, 0)$  and  $\ell(1) = (2, -1, -1)$ . Then we have two vectors in this plane, given by  $\langle 1, -1, 0 \rangle = (1, -1, 0) - (0, 0, 0)$  and similarly  $\langle 2, -1, -1 \rangle$ . The normal to the plane can be found by taking the cross product of these vectors, giving us  $\vec{N} = \langle 1, 1, 1 \rangle$ . So, the equation for the plane is given by

$$(1)x + (1)y + (1)z = c$$

for some constant  $c$  that we need to find. By checking this equation on a single point (say, the origin,) we get that  $c = 0$ . So the equation of the plane is

$$(1)x + (1)y + (1)z = 0$$