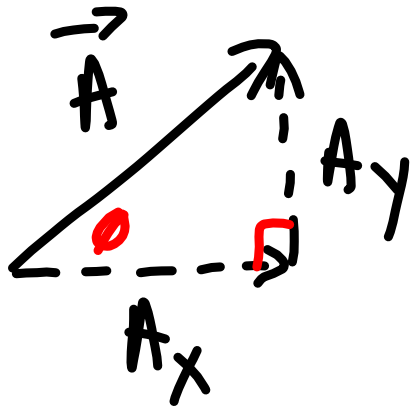


Magnitude



$$a^2 + b^2 = c^2$$

$$(A_x)^2 + (A_y)^2 = (\vec{A})^2$$

$$\sqrt{(A_x)^2 + (A_y)^2} = \vec{A}$$

~ in 3D, we add another

Dimension: $c^2 + d^2 = e^2$

$$a^2 + b^2 \leftarrow$$

$$c^2 + d^2 = \boxed{e^2} \rightarrow \text{3D vector magnitude}$$

$$\sqrt{(\sqrt{a^2 + b^2})^2 + d^2} = \sqrt{e^2}$$

$$\sqrt{a^2 + b^2} + \sqrt{d^2} = e$$

$$\sqrt{a^2 + b^2 + d^2} = e$$

or: $\sqrt{A_x^2 + A_y^2 + A_z^2} = e$

or: $\sqrt{\hat{i}^2 + \hat{j}^2 + \hat{k}^2} = e$

$$\text{ex: } \vec{A} = (3.0)\hat{i} + (4.0)\hat{j} - (6.0)\hat{k}$$

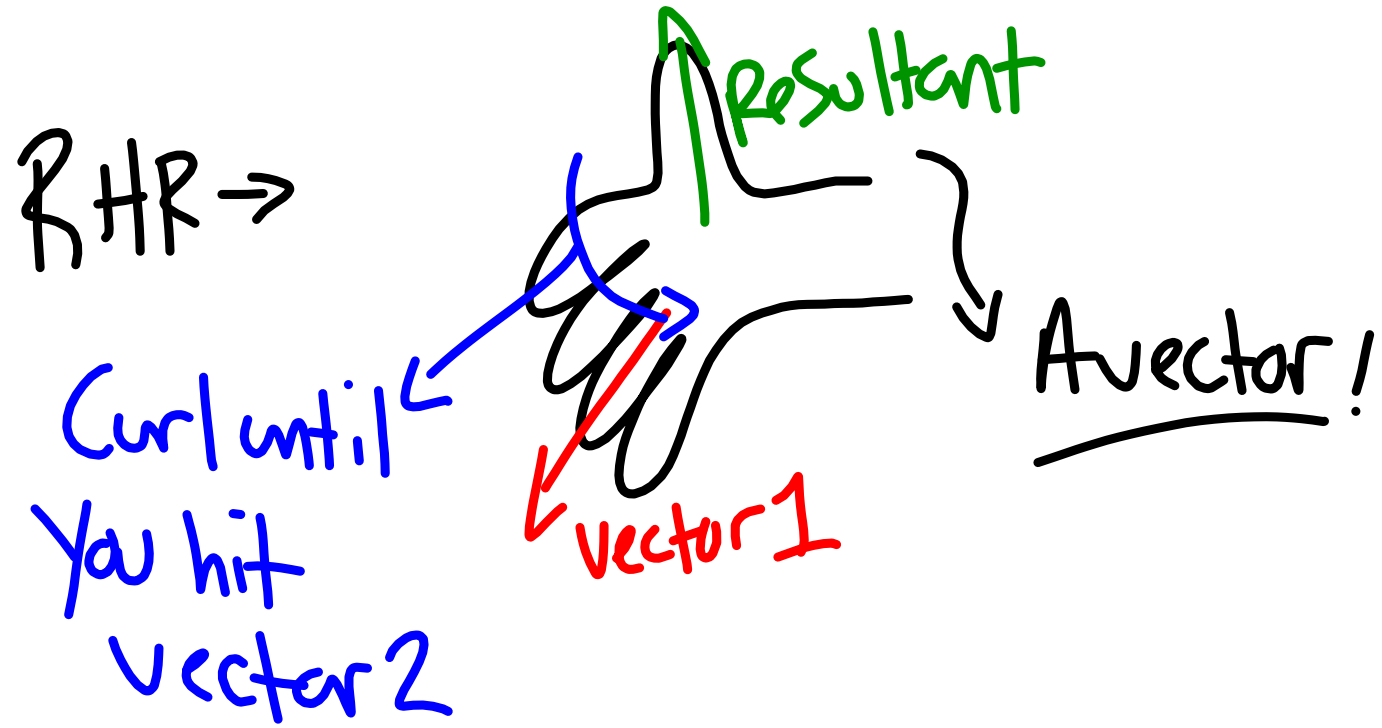
$$\text{magnitude? } \sqrt{(3)^2 + (4)^2 + (-6)^2}$$
$$\sqrt{9 + 16 + 36} = 7.8$$

Cross Products

~ multiplying two vectors
to get a third vector
that is perpendicular to
the first two.

~ which way does it point?

↳ RHR



Cross product is

Anticommutative

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

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

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


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

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

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

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

$$\vec{A} = (A_x \hat{i} + A_y \hat{j} + A_z \hat{k})$$

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


$$\begin{aligned}
 & \left(\cancel{A_x \hat{i} \times B_x \hat{i}} \right) + \left(A_x \hat{i} \times B_y \hat{j} \right) + \left(A_x \hat{i} \times B_z \hat{k} \right) + \\
 & \left(A_y \hat{j} \times B_x \hat{i} \right) + \left(\cancel{A_y \hat{j} \times B_y \hat{j}} \right) + \left(A_y \hat{j} \times B_z \hat{k} \right) + \\
 & \left(A_z \hat{k} \times B_x \hat{i} \right) + \left(A_z \hat{k} \times B_y \hat{j} \right) + \left(\cancel{A_z \hat{k} \times B_z \hat{k}} \right)
 \end{aligned}$$

$$\begin{aligned}
 & A_x B_y (\hat{i} \times \hat{j}) + A_x B_z (\hat{i} \times \hat{k}) + \\
 & A_y B_x (\hat{j} \times \hat{i}) + A_y B_z (\hat{j} \times \hat{k}) + \\
 & A_z B_x (\hat{k} \times \hat{i}) + A_z B_y (\hat{k} \times \hat{j})
 \end{aligned}$$

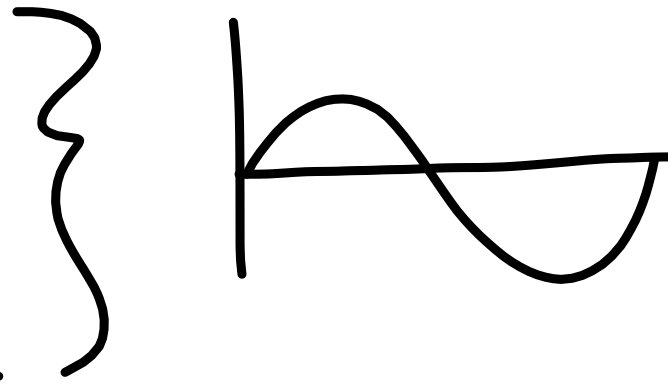
$$\begin{aligned}\vec{A} \times \vec{B} = & (A_y B_z - A_z B_y) \hat{i} + \\ & (A_z B_x - A_x B_z) \hat{j} + \\ & (A_x B_y - A_y B_x) \hat{k}\end{aligned}$$

What if you only have magnitudes?

$$\hat{i} \times \hat{i} = 0$$

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

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



$$\vec{A} \times \vec{B} = |\vec{A}| |\vec{B}| \sin \theta$$

+ RHR