

Cross Product Literacy

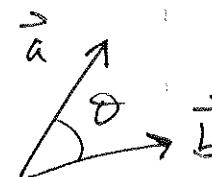
This is a refresher on how to compute cross products, including advice for which method to employ.

$$\vec{c} = \vec{a} \times \vec{b}$$

Method 1

If you are given the angle between the two vectors \vec{a} and \vec{b} , and you are given their magnitudes, then compute the magnitude and direction of \vec{c} in a 2 step process.

step 1: $|\vec{c}| = |\vec{a}| |\vec{b}| \sin \theta$

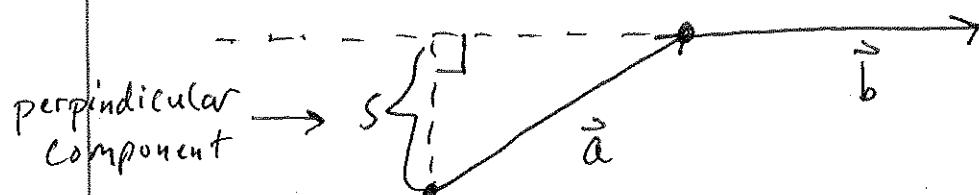


step 2: use right hand rule

to figure out the direction.

In this example, $\vec{a} \times \vec{b}$ is into the page.

Method 2 Sometimes we are given the perpendicular component of vector \vec{a} compared to \vec{b} :



Then:

step 1: magnitude of \vec{c} is $|\vec{c}| = s |\vec{b}|$ or $s b$

step 2: use right hand rule to figure out the direction. In this example, direction is into the page.

Method 3

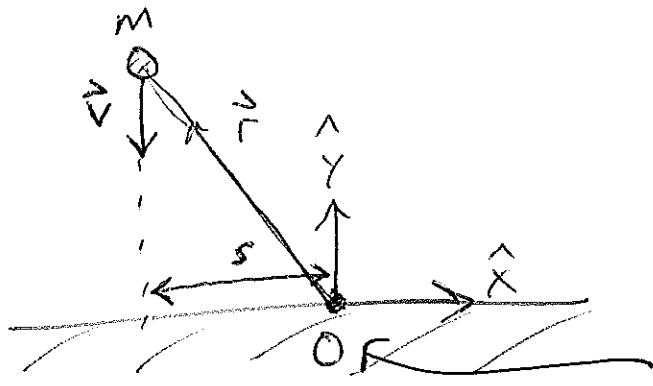
If we are given the x, y, and z components of both vectors, then we can compute with brute force:

$$\text{Example: } \vec{a} = 2\hat{x} + 3\hat{y} + 6\hat{z}$$
$$\vec{b} = 9\hat{y} + 2\hat{z}$$

Then

$$\vec{c} = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ 2 & 3 & 6 \\ 0 & 9 & 2 \end{vmatrix} = (-54)\hat{x} - 4\hat{y} + 18\hat{z}$$

① Ball falling with non-zero impact parameter (s)



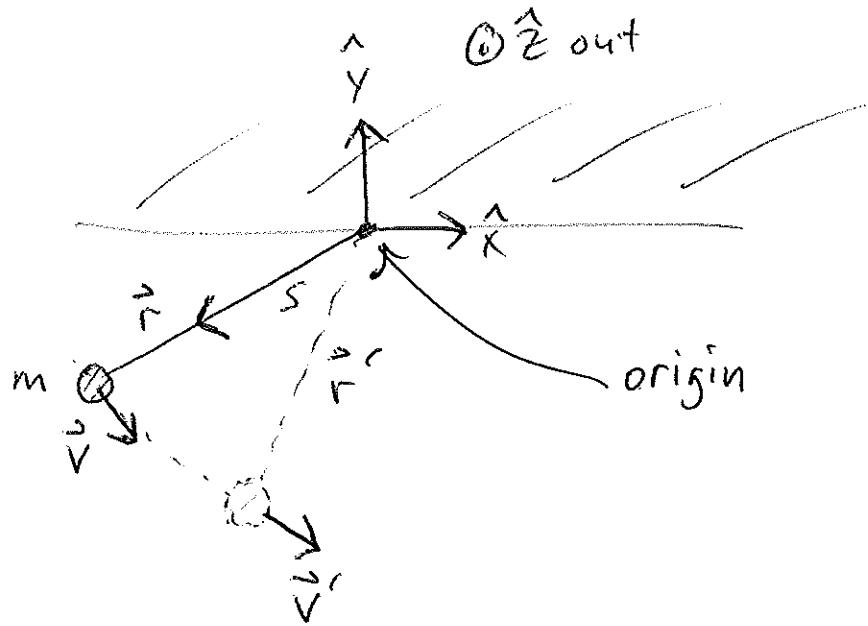
$$\vec{L} = \vec{r} \times \vec{mv}$$

origin is here.

- Is \vec{L} zero or non-zero?
- If non-zero, what direction?
- If non-zero, what magnitude?
- Is \vec{L} changing as the ball drops and accelerates?
If yes, is the magnitude, the direction, or both changing?

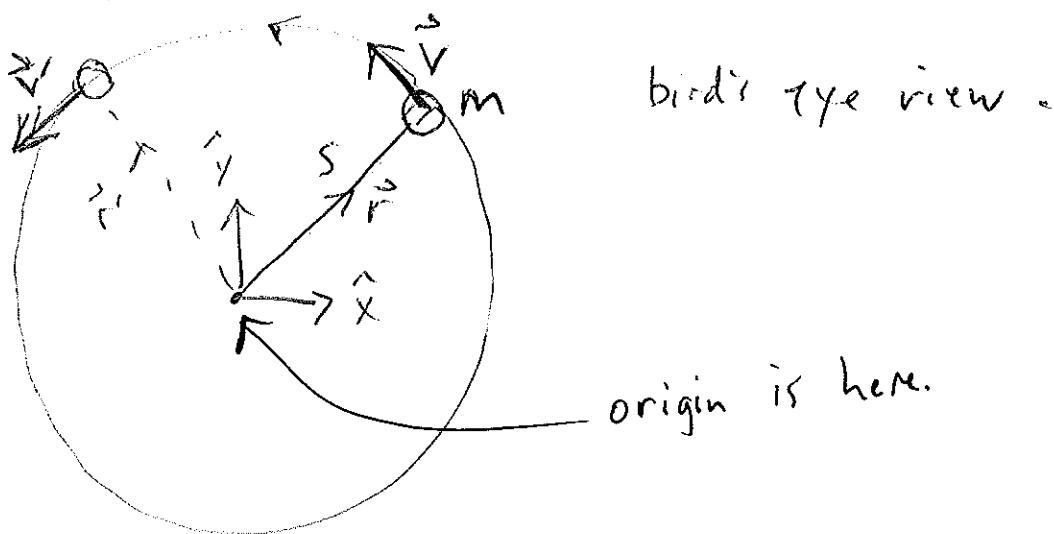
② Repeat but with the origin directly underneath the ball. \rightarrow (zero impact parameter.)

③ Swinging Pendulum



- a) Is \vec{L} zero or non-zero?
- b) If non-zero, what direction?
- c) If non-zero, what magnitude?
- d) Is \vec{L} changing as the pendulum swings?
If yes, is magnitude changing? Is direction changing?
- e) Can we pick an origin that makes \vec{L} zero at the moment shown?
- f) Can we pick an origin that makes \vec{L} zero for all time?

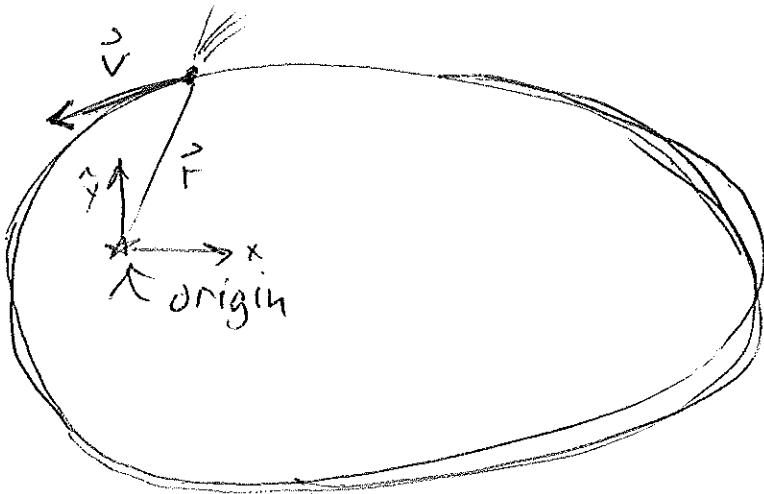
(4) Circular motion - Tetherball, no gravity, just rope tension.



origin is here.

- Is \vec{L} zero or non-zero at the moment shown?
- If non-zero, what direction?
- If non-zero, what magnitude?
- Is \vec{L} changing?
If yes is magnitude changing? Is direction changing?
- Can we pick an origin that makes \vec{L} zero at the moment shown? That makes \vec{L} zero for all time?

⑤ Comet in elliptical orbit



- a) Is \vec{L} zero or non-zero?
- b) If non-zero, what direction?
- c) If non-zero, what magnitude?
- d) Is L changing? (Answer is not obvious, unless we know the force is central, and that $\vec{L} = \vec{r} \times \vec{p} = \vec{r} \times \vec{F}$).