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B. Sc. (Honrs) Part 2 paper 4

Subject: Mathematics

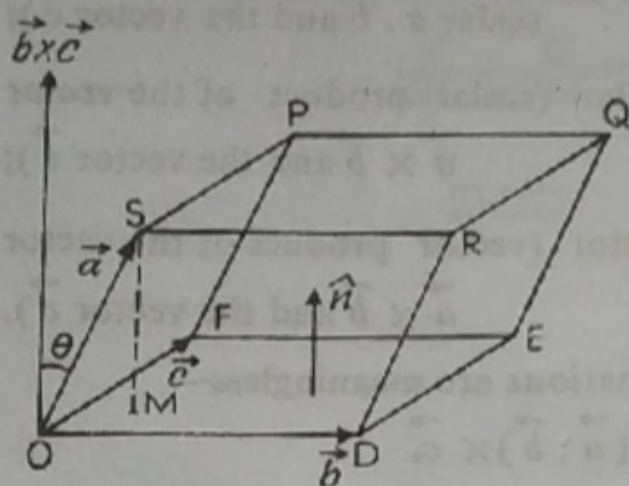
Topic: Products of three vectors

Scalar triple product

Definition. If \vec{a} , \vec{b} and \vec{c} be any three vectors, the dot product of one vector with the vector product of other two vectors i.e. the products of the type $\vec{a} \cdot (\vec{b} \times \vec{c})$, $(\vec{a} \times \vec{b}) \cdot \vec{c}$, $(\vec{a} \times \vec{c}) \cdot \vec{b}$ etc. are called *scalar triple products* of \vec{a} , \vec{b} and \vec{c} .

Geometrical Interpretation of Scalar Triple Product

To prove that $\vec{a} \cdot (\vec{b} \times \vec{c})$ is numerically equal to the volume of a parallelepiped with \vec{a} , \vec{b} and \vec{c} as coterminous edges.



Proof. Let us consider a parallelepiped $ODEF PQRS$ with coterminous edges

$$\vec{OS} = \vec{a}, \vec{OD} = \vec{b} \text{ and } \vec{OF} = \vec{c}.$$

Let \hat{n} be a unit normal to the parallelogram $ODEF$ having the direction of $\vec{b} \times \vec{c}$. From S draw SM perpendicular to the face $ODEF$.

Let $SM = h$, and θ be the

angle between the directions of \hat{n} and \vec{a} .

$$\begin{aligned} \text{Then } \vec{a} \cdot (\vec{b} \times \vec{c}) &= \vec{a} \cdot (\text{area } ODEF) \hat{n} \\ &= (\text{area } ODEF) \vec{a} \cdot \hat{n} \\ &= (\text{area } ODEF) \cdot OS \cdot 1 \cdot \cos \theta \\ &= (\text{area } ODEF) \cdot (\pm h), \end{aligned}$$

the sign $+$ or $-$ is taken according as θ is acute or obtuse, that is, according as \vec{a} , \vec{b} and \vec{c} form a right-handed system or a left-handed system

$= \pm V$, where V is the measure of the volume of the parallelepiped.

$$\therefore \vec{a} \cdot (\vec{b} \times \vec{c}) = \text{the volume of the parallelepiped (numerically).}$$

Properties of Scalar Triple Product

(i) In a scalar triple product the position of dot and cross can be interchanged

i.e.

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$$

Proof. We know that

$\vec{a} \cdot (\vec{b} \times \vec{c}) =$ the volume V of the parallelepiped with $\vec{a}, \vec{b}, \vec{c}$ as vectors represented by the coterminus edges and $\vec{a}, \vec{b}, \vec{c}$ forming a right-handed triad.

Similarly $\vec{c} \cdot (\vec{a} \times \vec{b}) = V$ and $\vec{b} \cdot (\vec{c} \times \vec{a}) = V$.

But $\vec{c} \cdot (\vec{a} \times \vec{b}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$, $\{\because \vec{m} \cdot \vec{n} = \vec{n} \cdot \vec{m}\}$

$$\therefore (\vec{a} \times \vec{b}) \cdot \vec{c} = V.$$

Hence $\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$.

\therefore In a scalar triple product dot and cross can be interchanged.

Note. As the position of dot and cross is immaterial, both $\vec{a} \cdot (\vec{b} \times \vec{c})$ and $(\vec{a} \times \vec{b}) \cdot \vec{c}$ are represented by

$$[\vec{a} \vec{b} \vec{c}] \text{ or } [\vec{a}, \vec{b}, \vec{c}].$$

So

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c} = [\vec{a} \vec{b} \vec{c}].$$

(ii) In the scalar triple product $[\vec{a} \vec{b} \vec{c}]$ if $\vec{a}, \vec{b}, \vec{c}$ are changed in cyclic order the product does not change but if any two are interchanged the product changes its value in sign only.

Proof. As above we can prove that

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \vec{b} \cdot (\vec{c} \times \vec{a}) = \vec{c} \cdot (\vec{a} \times \vec{b}).$$

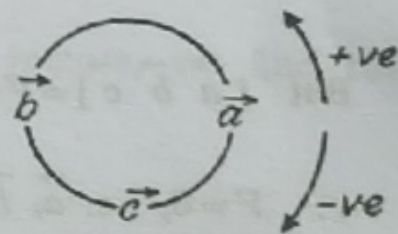
$$\therefore [\vec{a} \vec{b} \vec{c}] = [\vec{b} \vec{c} \vec{a}] = [\vec{c} \vec{a} \vec{b}].$$

Now $\vec{b} \cdot (\vec{a} \times \vec{c}) = -\vec{b} \cdot (\vec{c} \times \vec{a})$,

$$\{\because \vec{a} \times \vec{c} = -\vec{c} \times \vec{a}\}$$

$$\therefore [\vec{b} \vec{a} \vec{c}] = -[\vec{b} \vec{c} \vec{a}],$$

$$\therefore [\vec{b} \vec{a} \vec{c}] = -[\vec{a} \vec{b} \vec{c}].$$



Similarly,

$$[\vec{c} \vec{b} \vec{a}] = -[\vec{b} \vec{c} \vec{a}]$$

$$[\vec{a} \vec{c} \vec{b}] = -[\vec{c} \vec{a} \vec{b}].$$

Note. The above result can also be proved by using the method of evaluation in 2.6.

(iii) *The scalar triple product of three vectors vanishes if at least two of the vectors are equal.*

Proof.

$$[\vec{a} \vec{a} \vec{b}] = (\vec{a} \times \vec{a}) \cdot \vec{b} = \vec{0} \cdot \vec{b} = 0;$$

$$[\vec{a} \vec{b} \vec{a}] = (\vec{a} \times \vec{b}) \cdot \vec{a} = \vec{a} \cdot (\vec{a} \times \vec{b})$$

$$= (\vec{a} \times \vec{a}) \cdot \vec{b} = \vec{0} \cdot \vec{b} = 0;$$

$$[\vec{a} \vec{a} \vec{a}] = (\vec{a} \times \vec{a}) \cdot \vec{a} = \vec{0} \cdot \vec{a} = 0.$$

vector triple product

Definition. The *vector triple product* is the vector product of one with the vector product of the other two. If \vec{a} , \vec{b} and \vec{c} be any three vectors, the products of the type $\vec{a} \times (\vec{b} \times \vec{c})$ and $(\vec{a} \times \vec{b}) \times \vec{c}$ are vector triple products.

By definition of vector product of two vectors, we find that $\vec{b} \times \vec{c}$ is a vector quantity.

$$\text{Let } \vec{b} \times \vec{c} = \vec{d}.$$

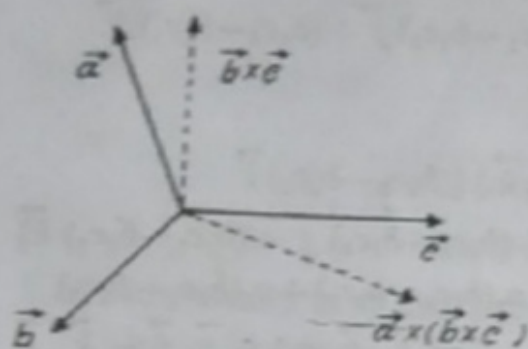
Then $\vec{a} \times (\vec{b} \times \vec{c}) = \vec{a} \times \vec{d}$, which is again a vector quantity.

Therefore $\vec{a} \times (\vec{b} \times \vec{c})$ is a vector quantity. But it is the product of three vectors. Hence $\vec{a} \times (\vec{b} \times \vec{c})$ is called vector product of three vectors.

To Find the Expansion of $\vec{a} \times (\vec{b} \times \vec{c})$
or, to prove that

$$\vec{a} \times (\vec{b} \times \vec{c}) = (\vec{a} \cdot \vec{c})\vec{b} - (\vec{a} \cdot \vec{b})\vec{c}$$

Proof. We know that $\vec{b} \times \vec{c}$ is a vector perpendicular to the plane containing \vec{b} and \vec{c} .

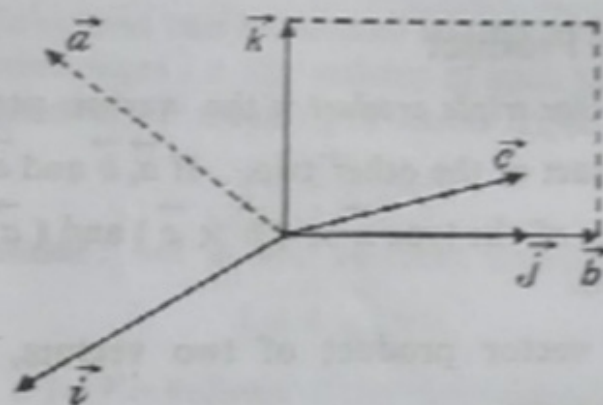


Likewise $\vec{a} \times (\vec{b} \times \vec{c})$ is a vector perpendicular to the plane containing \vec{a} and $\vec{b} \times \vec{c}$. Hence $\vec{a} \times (\vec{b} \times \vec{c})$ must lie in the plane of \vec{b} and \vec{c} and is perpendicular to \vec{a} .

Let us consider the unit vectors \vec{i} , \vec{j} and \vec{k} .

Let \vec{b} be along \vec{j} .

Therefore, let $\vec{b} = b_2 \vec{j}$.



Let \vec{k} be perpendicular to \vec{b} and in the plane of \vec{b} and \vec{c} .

Therefore, \vec{c} is in the plane of \vec{j} and \vec{k} .

Let $\vec{c} = c_2 \vec{j} + c_3 \vec{k}$.

Let \vec{a} be any arbitrary vector. Then we can take

$$\vec{a} = a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}.$$

Now $\vec{b} \times \vec{c} = b_2 \vec{j} \times (c_2 \vec{j} + c_3 \vec{k})$

$$= b_2 c_3 \vec{j} \times \vec{k} = b_2 c_3 \vec{i}, \quad \text{as } \vec{j} \times \vec{j} = \vec{0}, \vec{j} \times \vec{k} = \vec{i}.$$

Therefore $\vec{a} \times (\vec{b} \times \vec{c}) = (a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}) \times b_2 c_3 \vec{i}$

$$= a_2 b_2 c_3 \vec{j} \times \vec{i} + a_3 b_2 c_3 \vec{k} \times \vec{i}, \quad \text{as } \vec{i} \times \vec{i} = \vec{0}$$

$$= -a_2 b_2 c_3 \vec{k} + a_3 b_2 c_3 \vec{j}, \quad \dots (1)$$

$$\text{as } \vec{j} \times \vec{i} = -\vec{k}, \vec{k} \times \vec{i} = \vec{j}.$$

Again $(\vec{a} \cdot \vec{c}) \vec{b} = [(a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}) \cdot (c_2 \vec{j} + c_3 \vec{k})] b_2 \vec{j}$

$$= (a_2 c_2 + a_3 c_3) b_2 \vec{j},$$

$$\text{as } \vec{i} \cdot \vec{j} = 0, \vec{j} \cdot \vec{j} = 1, \vec{k} \cdot \vec{k} = 1,$$

and $(\vec{a} \cdot \vec{b}) \vec{c} = [(a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}) \cdot b_2 \vec{j}] (c_2 \vec{j} + c_3 \vec{k})$

$$= a_2 b_2 (c_2 \vec{j} + c_3 \vec{k}).$$

Therefore $(\vec{a} \cdot \vec{c}) \vec{b} - (\vec{a} \cdot \vec{b}) \vec{c}$

$$= (a_2 c_2 + a_3 c_3) b_2 \vec{j} - a_2 b_2 (c_2 \vec{j} + c_3 \vec{k})$$

$$= a_3 c_3 b_2 \vec{j} - a_2 b_2 c_3 \vec{k}. \quad \dots (2)$$

From (1) and (2), we conclude that

$$\vec{a} \times (\vec{b} \times \vec{c}) = (\vec{a} \cdot \vec{c}) \vec{b} - (\vec{a} \cdot \vec{b}) \vec{c}.$$