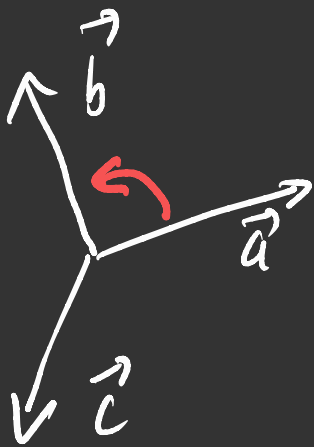


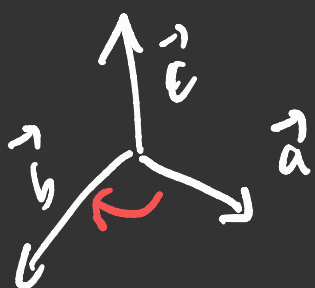
Signed volume of a parallelepiped

consider three vectors $\vec{a}, \vec{b}, \vec{c}$
not lying in the same plane.



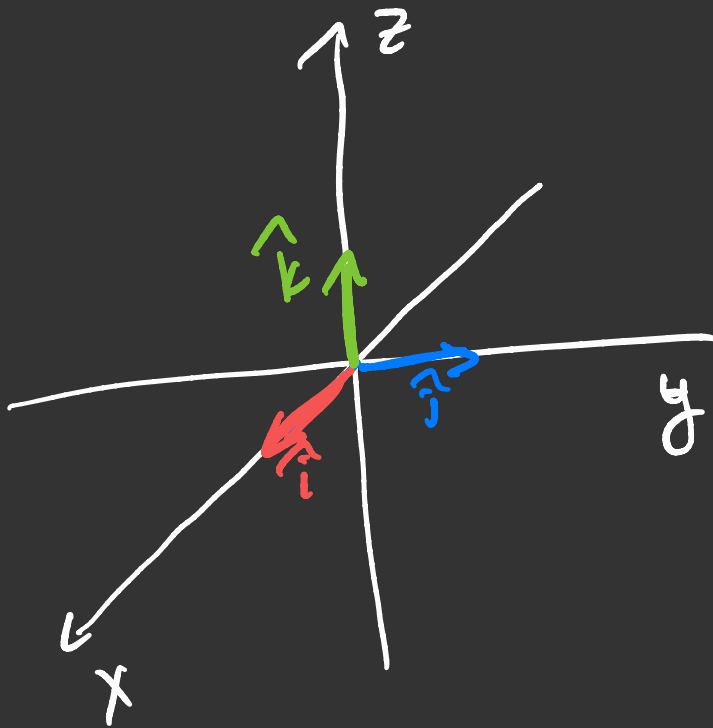
Def: These vectors form a right triple

If you look at $\vec{a}, \vec{b}$ from the
view of vector $\vec{c}$, and you have
to rotate $\vec{a}$ counter-clockwise to
align with $\vec{b}$, then $(\vec{a}, \vec{b}, \vec{c})$ is a
right triple.

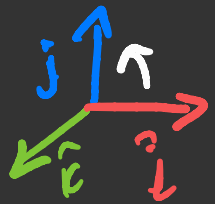


← if clockwise, then
 $(\vec{a}, \vec{b}, \vec{c})$ is a left triple.

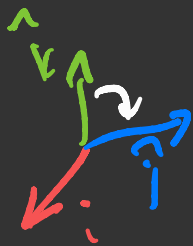
E.g.



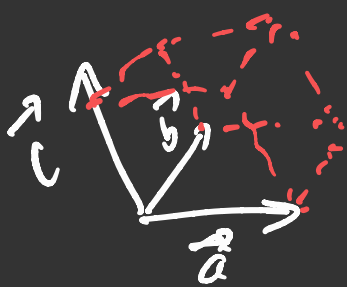
$(\hat{i}, \hat{j}, \hat{k})$ form a right triple



$(\hat{k}, \hat{j}, \hat{i})$



form a left triple



Π = parallelepiped

Def: The signed volume of Π defined by vectors $\vec{a}, \vec{b}, \vec{c}$ is

$$V(\vec{a}, \vec{b}, \vec{c}) = \begin{cases} \text{usual volume of } \Pi & \text{if } (\vec{a}, \vec{b}, \vec{c}) \text{ is right triple} \\ -\text{usual volume} & \text{if } (\vec{a}, \vec{b}, \vec{c}) \text{ is left triple} \end{cases}$$

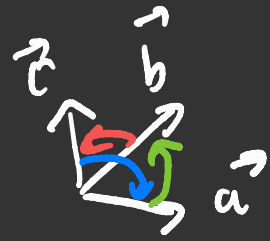
What properties?

$$\begin{aligned} 1) \quad V(\vec{a}, \vec{b}, \vec{c}) &= -V(\vec{b}, \vec{a}, \vec{c}) \\ &= -V(\vec{a}, \vec{c}, \vec{b}) \\ &= -V(\vec{c}, \vec{b}, \vec{a}) \end{aligned}$$

Since $(\vec{a}, \vec{b}, \vec{c})$ is right triple, then $(\vec{b}, \vec{a}, \vec{c})$, $(\vec{a}, \vec{c}, \vec{b})$ and $(\vec{c}, \vec{b}, \vec{a})$ are left triples.

On other hand,

$$\begin{aligned} V(\vec{a}, \vec{b}, \vec{c}) &= V(\vec{c}, \vec{a}, \vec{b}) \\ &= V(\vec{b}, \vec{c}, \vec{a}) \end{aligned}$$



↗ all right (or left) triples.

There are 6 total permutations of $(\vec{a}, \vec{b}, \vec{c})$. 3 are right and 3 are left.

Volume is always the same.

3 cases signed volume is positive

3 cases " " is negative

$$2) \quad V(k\vec{a}, \vec{b}, \vec{c}) = k V(\vec{a}, \vec{b}, \vec{c})$$

$$V(\vec{a}, k\vec{b}, \vec{c}) = k V(\vec{a}, \vec{b}, \vec{c})$$

$$V(\vec{a}, \vec{b}, k\vec{c}) = k V(\vec{a}, \vec{b}, \vec{c}).$$

$$3) \quad V(\vec{a} + \vec{d}, \vec{b}, \vec{c}) = V(\vec{a}, \vec{b}, \vec{c}) + V(\vec{d}, \vec{b}, \vec{c})$$

Proved in the same way as in 20.

draw the two parallelepipeds $\vec{a}, \vec{b}, \vec{c}$ and $\vec{d}, \vec{b}, \vec{c}$.

Their difference is some prism.

Same property for other slots:

$$V(\vec{a}, \vec{b} + \vec{d}, \vec{c}) = V(\vec{a}, \vec{b}, \vec{c}) + V(\vec{a}, \vec{d}, \vec{c})$$

$$V(\vec{a}, \vec{b}, \vec{c} + \vec{d}) = V(\vec{a}, \vec{b}, \vec{c}) + V(\vec{a}, \vec{b}, \vec{d})$$

$$4) \quad \left. \begin{aligned} V(\hat{i}, \hat{j}, \hat{k}) &= 1 \\ V(\hat{k}, \hat{i}, \hat{j}) &= 1 \\ V(\hat{j}, \hat{k}, \hat{i}) &= 1 \end{aligned} \right\} \begin{array}{l} \text{(unit cube)} \\ \text{right triple} \end{array}$$

$$\left. \begin{aligned} V(\hat{j}, \hat{i}, \hat{k}) &= -1 \\ V(\hat{k}, \hat{j}, \hat{i}) &= -1 \\ V(\hat{i}, \hat{k}, \hat{j}) &= -1 \end{aligned} \right\} \text{left triples}$$

If any two are same, e.g. $V(\hat{i}, \hat{i}, \hat{i}) = 0$ ← degenerate
volume is zero

$$\begin{aligned} \vec{a} &= (a_1, a_2, a_3) & \vec{b} &= (b_1, b_2, b_3) \\ &= a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{k} & &= b_1 \hat{i} + b_2 \hat{j} + b_3 \hat{k} \\ \vec{c} &= (c_1, c_2, c_3) & &= c_1 \hat{i} + c_2 \hat{j} + c_3 \hat{k} \end{aligned}$$

$$V(\vec{a}, \vec{b}, \vec{c}) =$$

$$V(a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{k}, b_1 \hat{i} + b_2 \hat{j} + b_3 \hat{k}, c_1 \hat{i} + c_2 \hat{j} + c_3 \hat{k}) \quad (15)$$

$$V(\vec{a}, \vec{b}, \vec{c}) =$$

$$V(a_1\hat{i} + a_2\hat{j} + a_3\hat{k}, b_1\hat{i} + b_2\hat{j} + b_3\hat{k}, c_1\hat{i} + c_2\hat{j} + c_3\hat{k})$$

$$= 27 \text{ terms } (3 \times 3 \times 3)$$

$$= V(a_1\hat{i}, b_1\hat{i}, c_1\hat{i}) +$$

$$V(a_1\hat{i}, b_1\hat{j}, c_1\hat{j}) +$$

$$\vdots$$

$$V(a_3\hat{k}, b_3\hat{k}, c_3\hat{k})$$

$$= a_1b_1c_1 V(\hat{i}, \hat{i}, \hat{i}) + \dots + a_3b_3c_3 V(\hat{k}, \hat{k}, \hat{k})$$

$$= a_1b_2c_3 V(\hat{i}, \hat{j}, \hat{k}) + a_1b_3c_2 V(\hat{i}, \hat{k}, \hat{j})$$

$$+ a_2b_1c_3 V(\hat{j}, \hat{i}, \hat{k}) + a_2b_3c_1 V(\hat{j}, \hat{k}, \hat{i})$$

$$+ a_3b_1c_2 V(\hat{k}, \hat{i}, \hat{j}) + a_3b_2c_1 V(\hat{k}, \hat{j}, \hat{i})$$

$$= a_1b_2c_3 + a_2b_1c_3 + a_2b_3c_1 - a_1b_3c_2 - a_2b_1c_3 - a_3b_2c_1$$

$$V(\vec{a}, \vec{b}, \vec{c})$$

$$= a_1 b_2 c_3 + a_3 b_1 c_2 + a_2 b_3 c_1 - a_1 b_3 c_2 - a_2 b_1 c_3 - a_3 b_2 c_1$$

This funny formula turns out simply to be the determinant!

$$V(\vec{a}, \vec{b}, \vec{c}) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

Let us write

$$= c_1 \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}$$

$$- c_2 \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix}$$

$$+ c_3 \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix}$$

expand
determinant
relative
to last row

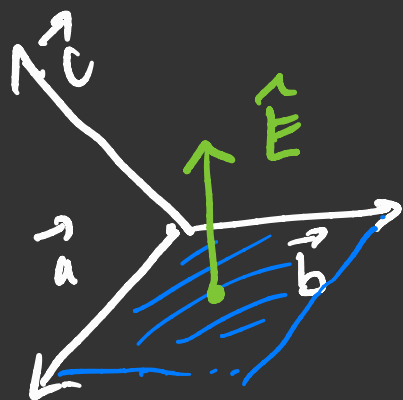
Let us define a vector

$$\vec{F}(\vec{a}, \vec{b}) = \left(\begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix}, - \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix}, \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \right)$$

With this, we have the formula

$$V(\vec{a}, \vec{b}, \vec{c}) = \vec{F}(\vec{a}, \vec{b}) \cdot \vec{c}$$

But what is the volume geometrically?

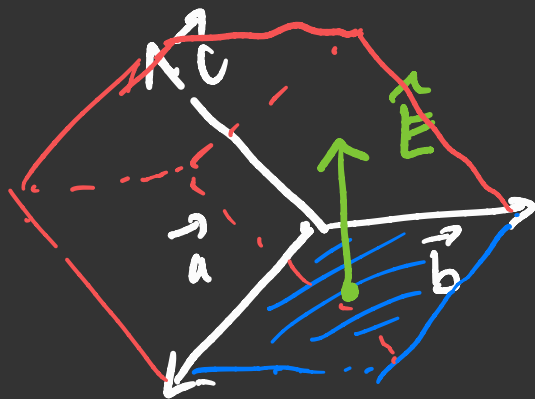


$\hat{E}$ is vector
normal to the plane
of parallelogram $(\vec{a}, \vec{b})$,
call it Π .

Moreover

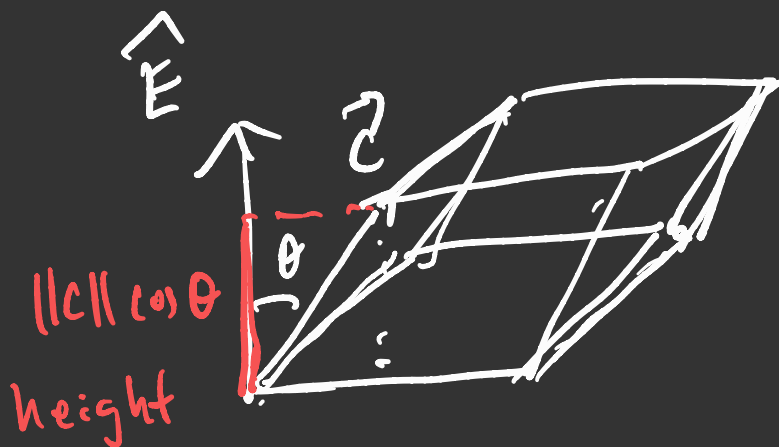
- $\|\hat{E}\| = |\text{area}(\Pi)|$
- direction is so that
 $(\vec{a}, \vec{b}, \hat{E})$
form a right triple

Now, we see that



Parallelepiped defined by
 $(\vec{a}, \vec{b}, \vec{c})$

$$\begin{aligned} V(\vec{a}, \vec{b}, \vec{c}) &= (\text{area of base}) \cdot (\text{height}) \\ &= \vec{E} \cdot \vec{c} \\ &= \|\vec{E}\| \|\vec{c}\| \cos \theta \end{aligned}$$



Thus

$$V(\vec{a}, \vec{b}, \vec{c}) = \vec{F} \cdot \vec{c} = \vec{E} \cdot \vec{c}$$

This holds for any $\vec{c}$. Thus

$$\boxed{\vec{E} = \vec{F}}$$

$\vec{E}$ is a vector orthogonal to plane spanned by $\vec{a}, \vec{b}$ whose length is equal to the area of the parallelogram.

We shall name this quantity:

$$\vec{F}(\vec{a}, \vec{b}) = \vec{a} \times \vec{b}$$

Cross product

The formula is

$$\vec{a} \times \vec{b} = \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} \hat{i} + \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} \hat{j} + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \hat{k}$$

$$\text{(symbolically)} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

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

Example: $\vec{a} = (1, 2, 3)$, $\vec{b} = (3, 2, -1)$, $\vec{c} = (0, 2, -3)$

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 2 & 3 \\ 3 & 2 & -1 \end{vmatrix} = \begin{vmatrix} 2 & 3 \\ 2 & -1 \end{vmatrix} \hat{i} - \begin{vmatrix} 1 & 3 \\ 3 & -1 \end{vmatrix} \hat{j} + \begin{vmatrix} 1 & 2 \\ 3 & 2 \end{vmatrix} \hat{k}$$

$$= (-2-6)\hat{i} - (-1-9)\hat{j} + (2-6)\hat{k}$$

$$= -8\hat{i} + 10\hat{j} - 4\hat{k} = (-8, 10, -4)$$

$$(\vec{a} \times \vec{b}) \cdot \vec{c} = (-8, 10, -4) \cdot (0, 2, -3) = 20 + 12 = 32$$

Since $V(\vec{a}, \vec{b}, \vec{c}) \neq 0$, $(\vec{a}, \vec{b}, \vec{c})$ is right triple.