Properties of Vector Operations

Addition and Scalar Multiplication

$$1. \quad \vec{a} + \vec{b} = \vec{b} + \vec{a}$$

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$$\vec{a} + \vec{b} = \vec{b} + \vec{a}$$
 2. $\vec{a} + (\vec{b} + \vec{c}) = (\vec{a} + \vec{b}) + \vec{c}$

$$3. \quad \vec{a} + \vec{0} = \vec{a}$$

4.
$$\vec{a} + (-\vec{a}) = \vec{0}$$

5.
$$c(\vec{a} + \vec{b}) = c\vec{a} + c\vec{b}$$
 6. $(c+d)\vec{a} = c\vec{a} + d\vec{a}$

$$6. \quad (c+d)\vec{a} = c\vec{a} + d\vec{a}$$

7.
$$(cd)\vec{a} = c(d\vec{a})$$
 8. $1\vec{a} = \vec{a}$

8.
$$1\vec{a} = \bar{a}$$

Dot Product

The dot product is defined by

$$\vec{a} = (a_1, a_2, a_3), \ \vec{b} = (b_1, b_2, b_3)$$

$$\implies \vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$$

and obeys

0. \vec{a}, \vec{b} are vectors and $\vec{a} \cdot \vec{b}$ is a number

$$1. \quad \vec{a} \cdot \vec{a} = \|\vec{a}\|^2$$

$$2. \quad \vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$$

3.
$$\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$$
 4. $(c\vec{a}) \cdot \vec{b} = c(\vec{a} \cdot \vec{b})$

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

$$5. \quad \vec{0} \cdot \vec{a} = 0$$

$$6. \quad \vec{a} \cdot \vec{b} = \|\vec{a}\| \|\vec{b}\| \cos \theta$$

7.
$$\vec{a} \cdot \vec{b} = 0 \iff \vec{a} = \vec{0} \text{ or } \vec{b} = \vec{0} \text{ or } \vec{a} \perp \vec{b}$$

In property 6, θ is the angle between \vec{a} and \vec{b} .

Cross Product

The cross product is defined by

$$\vec{a} = (a_1, a_2, a_3), \ \vec{b} = (b_1, b_2, b_3)$$

$$\implies \vec{a} \times \vec{b} = (a_2b_3 - a_3b_2, a_3b_1 - a_1b_3, a_1b_2 - a_2b_1)$$

and obeys

- 0. \vec{a}, \vec{b} and $\vec{a} \times \vec{b}$ are all vectors in three dimensions
- 1. $\vec{a} \times \vec{b} \perp \vec{a}, \vec{b}$
- 2. $\|\vec{a} \times \vec{b}\| = \|\vec{a}\| \|\vec{b}\| \sin \theta$
- 3. $\hat{\imath} \times \hat{\jmath} = \hat{k}, \ \hat{\jmath} \times \hat{k} = \hat{\imath}, \ \hat{k} \times \hat{\imath} = \hat{\jmath}$
- 4. $\vec{a} \times \vec{b} = \|\vec{a}\| \|\vec{b}\| \sin \theta \ \hat{n}$
- 5. $\vec{a} \times \vec{b} = 0 \iff \vec{a} = \vec{0} \text{ or } \vec{b} = \vec{0} \text{ or } \vec{a} \parallel \vec{b}$
- 6. $\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$
- 7. $(c\vec{a}) \times \vec{b} = \vec{a} \times (c\vec{b}) = c(\vec{a} \times \vec{b})$
- 8. $\vec{a} \times (\vec{b} + \vec{c}) = \vec{a} \times \vec{b} + \vec{a} \times \vec{c}$
- 9. $\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$
- 10. $\vec{a} \times (\vec{b} \times \vec{c}) = (\vec{c} \cdot \vec{a})\vec{b} (\vec{b} \cdot \vec{a})\vec{c}$

In properties 2 and 4, θ is the angle between \vec{a} and \vec{b} . In property 4, $||\hat{n}|| = 1$, $\hat{n} \perp \vec{a}$, \vec{b} and $(\vec{a}, \vec{b}, \hat{n})$ obey the right hand rule.

WARNING: Take particular care with properties 6 and 10. They are counterintuitive and cause huge numbers of errors. In particular,

$$\vec{a} \times \vec{b} \neq \vec{b} \times \vec{a}$$
$$\vec{a} \times (\vec{b} \times \vec{c}) \neq (\vec{a} \times \vec{b}) \times \vec{c}$$

for most \vec{a} , \vec{b} and \vec{c} . For example

$$\hat{\imath} \times (\hat{\imath} \times \hat{\jmath}) = \hat{\imath} \times \hat{k} = -\hat{k} \times \hat{\imath} = -\hat{\jmath}$$
$$(\hat{\imath} \times \hat{\imath}) \times \hat{\jmath} = \vec{0} \times \hat{\jmath} = \vec{0}$$