

1.2

$$a) \vec{A} \cdot (\vec{B} + \vec{C}) = (2\hat{i} + \hat{j}) \cdot (\hat{i} + 4\hat{j} + \hat{k}) \\ = 2 + 4 = 6$$

$$(\vec{A} + \vec{B}) \cdot \vec{C} = (3\hat{i} + \hat{j} + \hat{k}) \cdot 4\hat{j} = \dots = 4$$

$$b) \vec{A} \cdot (\vec{B} \times \vec{C}) = (2\hat{i} + \hat{j}) \cdot \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 0 & 1 \\ 0 & 4 & 0 \end{vmatrix}$$

$$= (2\hat{i} + \hat{j}) \cdot (-4\hat{i} + 4\hat{k})$$

$$~~2\hat{i} \cdot (-4\hat{i}) + \hat{j} \cdot 4\hat{k}~~$$

$$= -8 + 0 = -8$$

$$\text{Similarly } (\vec{A} \times \vec{B}) \cdot \vec{C} = \dots = -8$$

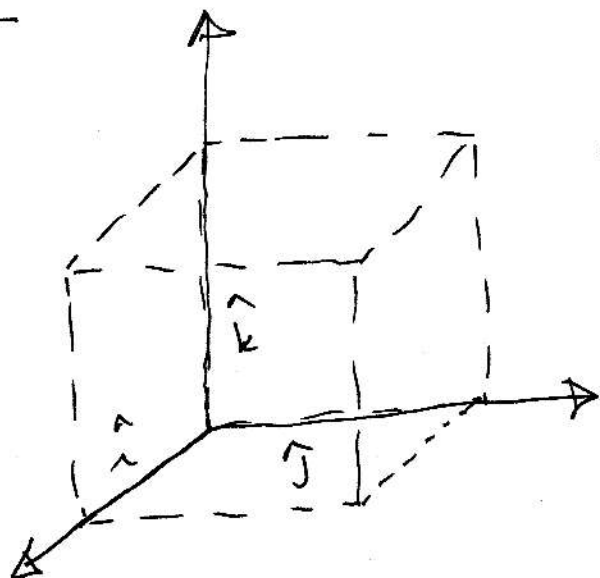
$$c) (\vec{A} \times \vec{B}) \times \vec{C} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & 1 & 0 \\ 0 & 4 & 0 \end{vmatrix} \times 4\hat{j} = 4\hat{i} + 4\hat{k}$$

and

$$\vec{A} \times (\vec{B} \times \vec{C}) = (2\hat{i} + \hat{j}) \times \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 0 & 1 \\ 0 & 4 & 0 \end{vmatrix}$$

$$= 4\hat{i} - 8\hat{j} + 4\hat{k}$$

1.4



a) Let's call $\vec{A}$ = Body Diagonal

$$\vec{A} = \hat{i} + \hat{j} + \hat{k}$$

Thus:

$$\vec{A} \cdot \vec{A} = A^2 = \hat{i} \cdot \hat{i} + \hat{j} \cdot \hat{j} + \hat{k} \cdot \hat{k} = 3$$

$$A = \sqrt{3}$$

b) $\vec{B} = \hat{i} + \hat{j}$ = Face Diagonal

$$\vec{B} \cdot \vec{B} = B^2 = \hat{i} \cdot \hat{i} + \hat{j} \cdot \hat{j} = 2 \Rightarrow B = \sqrt{2}$$

$$c) \vec{C} = \vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 1 & 1 \\ 1 & 1 & 0 \end{vmatrix} = -\hat{i} + \hat{j}$$

$$d) \vec{A} \cdot \vec{B} = AB \cos \theta \Rightarrow \cos \theta = \frac{\vec{A} \cdot \vec{B}}{AB}$$

$$\cos \theta = \frac{1+1}{\sqrt{3} \sqrt{2}} = \sqrt{\frac{2}{3}} \Rightarrow$$

$$\theta = 35.3^\circ$$

1.9

We manipulate the left hand side to get the right hand side.

$$\vec{A} \times (\vec{B} \times \vec{C}) = \vec{A} \times \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ B_x & B_y & B_z \\ C_x & C_y & C_z \end{vmatrix}$$

$$= \vec{A} \times \left[\hat{i} (B_y C_z - B_z C_y) + \hat{j} (B_z C_x - B_x C_z) + \hat{k} (B_x C_y - B_y C_x) \right]$$

$$= (A_x \hat{i} + A_y \hat{j} + A_z \hat{k}) \times [\dots]$$

Using $\hat{i} \times \hat{i} = 0 = \hat{j} \times \hat{j} = \hat{k} \times \hat{k}$

$$\hat{i} \times \hat{j} = \hat{k}, \text{ etc. } \Rightarrow$$

$$\begin{aligned} \rightarrow &= \hat{k} [A_x (B_z C_x - B_x C_z)] - \hat{j} [A_x (B_x C_y - B_y C_x)] \\ &- \hat{k} [A_y (B_y C_z - B_z C_y)] + \hat{i} [A_y (B_x C_y - B_y C_x)] \\ &+ \hat{j} [A_z (B_y C_z - B_z C_y)] - \hat{i} [A_z (B_z C_x - B_x C_z)] \end{aligned}$$

We regroup the above terms according to the terms on R.H.S.

$$= \hat{i} [A_y (B_x C_y - B_y C_x) + A_z (B_y C_z - B_z C_y)] - \hat{j} [A_x (B_x C_y - B_y C_x) + A_z (B_z C_x - B_x C_z)] + \hat{k} [A_x (B_z C_x - B_x C_z) - A_y (B_y C_z - B_z C_y)]$$

1.9 Continues

$$= \hat{i} B_x [A_y C_y + A_z C_z] + \hat{j} B_y [A_x C_x + A_z C_z] + \hat{k} B_z [A_x C_x + A_y C_y] \\ - \hat{i} C_x [A_y B_y + A_z B_z] - \hat{j} C_y [A_x B_x + A_z B_z] - \hat{k} C_z [A_x B_x + A_y B_y]$$

Notice that there is a "missing" term in each [...]. Thus, we "add" and "subtract" the needed term. For example,

take the first [...]:

$$\hat{i} B_x [A_y C_y + A_z C_z + \overbrace{A_x C_x}^{\text{add}} - \overbrace{A_x C_x}^{\text{subtract}}]$$

$$= \hat{i} B_x [\underbrace{A_y C_y + A_z C_z + A_x C_x}_{\vec{A} \cdot \vec{C}}] - \hat{i} C_x (A_x B_x)$$

↓
This is the term
missing from
 $\hat{i} C_x [\dots]$. Thus

$$= \hat{i} B_x [\vec{A} \cdot \vec{C}] + \hat{j} B_y [\vec{A} \cdot \vec{C}] + \hat{k} B_z [\vec{A} \cdot \vec{C}] \\ - \hat{i} C_x [\vec{A} \cdot \vec{B}] - \hat{j} C_y [\vec{A} \cdot \vec{B}] - \hat{k} C_z [\vec{A} \cdot \vec{B}] \\ = (\vec{A} \cdot \vec{C}) \vec{B} - (\vec{A} \cdot \vec{B}) \vec{C}$$

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