

Tuesday, May 25, 2021

MTH 164 Lecture Notes

Section 12.3: The dot product

Definition: If  $\vec{a} = \langle a_1, a_2, a_3 \rangle$  and  $\vec{b} = \langle b_1, b_2, b_3 \rangle$  then the **dot product** of  $\vec{b}$  and  $\vec{a}$  is the number  $\vec{a} \cdot \vec{b}$  given by

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



$$|\langle x, y \rangle| = \sqrt{x^2 + y^2}$$

$$\begin{aligned} \langle x, y \rangle \cdot \langle x, y \rangle &= x \cdot x + y \cdot y \\ &= x^2 + y^2 \\ &= |\langle x, y \rangle|^2 \end{aligned}$$

Properties of the dot product

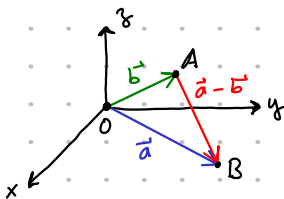
1.  $\vec{a} \cdot \vec{a} = |\vec{a}|^2$
2.  $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$
3.  $\vec{0} \cdot \vec{a} = 0$
4.  $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$
5.  $(c\vec{a}) \cdot \vec{b} = c(\vec{a} \cdot \vec{b}) = \vec{a} \cdot (c\vec{b})$

Theorem: If  $\theta$  is the angle between the vectors  $\vec{a}$  and  $\vec{b}$ , then

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos(\theta)$$

← You can think of this as the "geometric definition"

Proof:



- The Law of Cosines:  $|\vec{AB}|^2 = |\vec{OA}|^2 + |\vec{OB}|^2 - 2|\vec{OA}||\vec{OB}|\cos\theta$
- Convert to vector notation:  $|\vec{a} - \vec{b}|^2 = |\vec{a}|^2 + |\vec{b}|^2 - 2|\vec{a}||\vec{b}|\cos\theta$
- Observation:  $|\vec{a} - \vec{b}|^2 = (\vec{a} - \vec{b}) \cdot (\vec{a} - \vec{b})$   
 $= \vec{a} \cdot \vec{a} - \vec{a} \cdot \vec{b} - \vec{b} \cdot \vec{a} + \vec{b} \cdot \vec{b}$   
 $= |\vec{a}|^2 - 2\vec{a} \cdot \vec{b} + |\vec{b}|^2$
- $\Rightarrow |\vec{a}|^2 - 2\vec{a} \cdot \vec{b} + |\vec{b}|^2 = |\vec{a}|^2 + |\vec{b}|^2 - 2|\vec{a}||\vec{b}|\cos\theta$
- $\Rightarrow -2\vec{a} \cdot \vec{b} = -2|\vec{a}||\vec{b}|\cos\theta \Rightarrow \vec{a} \cdot \vec{b} = |\vec{a}||\vec{b}|\cos\theta \quad \square$

Corollary: If  $\theta$  is the angle between the vectors  $\vec{a}$  and  $\vec{b}$ , then

$$\cos\theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}||\vec{b}|}$$

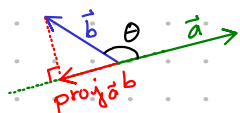
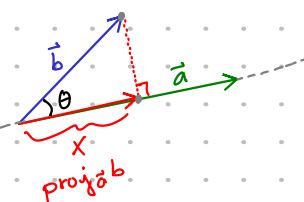
$\Rightarrow$  In particular two vectors  $\vec{a}$  and  $\vec{b}$  are orthogonal if and only if  $\vec{a} \cdot \vec{b} = 0$   
 Since in this case,  $\cos\theta = \cos(\pi/2) = 0$

Projections

**Vector projection** of  $\vec{b}$  onto  $\vec{a}$ :  $\text{proj}_{\vec{a}} \vec{b} = \left( \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \right) \cdot \frac{\vec{a}}{|\vec{a}|} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|^2} \vec{a}$

**Scalar projection** of  $\vec{b}$  onto  $\vec{a}$ :  $\text{comp}_{\vec{a}} \vec{b} = \pm |\text{proj}_{\vec{a}} \vec{b}| = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|}$

\* Why do these expressions describe the pictures at the left?



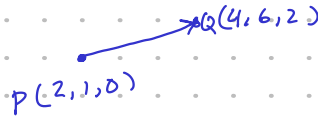
$$\begin{aligned} \text{proj}_{\vec{a}} \vec{b} &= \left( \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \right) \frac{\vec{a}}{|\vec{a}|} \\ |\vec{b}| \cos(\theta) &= \frac{|\vec{b}| \cdot |\vec{a}| \cdot \cos\theta}{|\vec{a}|} = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \\ \text{proj}_{\vec{a}} \vec{b} &= \frac{|\vec{b}| \cos(\theta)}{1} \cdot \frac{\vec{a}}{|\vec{a}|} = \frac{|\vec{a}| \cdot |\vec{b}| \cdot \cos\theta}{|\vec{a}|^2} \cdot \vec{a} \end{aligned}$$

Work + Force

The work done by a constant force  $\vec{F}$  along a displacement vector  $\vec{D}$  is

$$W = \vec{F} \cdot \vec{D}$$

Example: A force given by  $\vec{F} = 3\vec{i} + 4\vec{j} + 5\vec{k}$  moves a particle along a straight line from point  $P(2, 1, 0)$  to point  $Q(4, 6, 2)$ . Find the work done.



$$\vec{D} = \vec{PQ} = \langle 4-2, 6-1, 2 \rangle = \langle 2, 5, 2 \rangle$$

$$\vec{F} \cdot \vec{D} = \langle 3, 4, 5 \rangle \cdot \langle 2, 5, 2 \rangle = 6 + 20 + 10 = 36$$

Section 12.4: The cross product

Definition: If  $\vec{a} = \langle a_1, a_2, a_3 \rangle$  and  $\vec{b} = \langle b_1, b_2, b_3 \rangle$  then the cross product of  $\vec{a}$  and  $\vec{b}$  is the vector

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \langle a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1 \rangle$$

\* 3Blue1Brown series on linear algebra Ep 6. Determinants on my website 164 page

Matrix  $2 \times 2$   
 Matrix mult. determinant.  $\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc$

$$\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \vec{i}(a_2 b_3 - a_3 b_2) - \vec{j}(a_1 b_3 - a_3 b_1) + \vec{k}(a_1 b_2 - a_2 b_1)$$

$$\langle a_2 b_3 - a_3 b_2, -(a_1 b_3 - a_3 b_1), a_1 b_2 - a_2 b_1 \rangle$$

\* Unlike dot products, there is no generalization of the cross product in  $n$  dimensions.

Theorem: The vector  $\vec{a} \times \vec{b}$  is orthogonal to both  $\vec{a}$  and  $\vec{b}$

$$\vec{a} \cdot \vec{v} = |\vec{a}| |\vec{v}| \cos(\theta) = 0 \Leftrightarrow \vec{a} \perp \vec{v}$$

Proof:

$$(\vec{a} \times \vec{b}) \cdot \vec{a} = \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} a_1 - \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} a_2 + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} a_3$$

$$= a_1 a_2 b_3 - a_1 b_2 a_3 - a_1 a_2 b_3 + b_1 a_2 a_3 + a_1 b_2 a_3 - b_1 a_2 a_3 = 0$$

Similarly for  $(\vec{a} \times \vec{b}) \cdot \vec{b}$ .

You can think of this as the "geometric definition"

Theorem: If the angle  $\theta$  is the angle between  $\vec{a}$  and  $\vec{b}$  ( $0 \leq \theta \leq \pi$ ), then

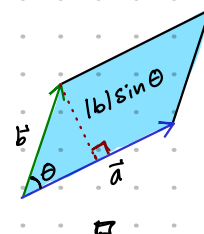
$$|\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$$

$$\vec{a} \cdot \vec{v} = |\vec{a}| |\vec{v}| \cos(\theta)$$

Proof sketch:

• Write  $|\vec{a} \times \vec{b}|^2$  in components. You will see:

$$\begin{aligned} |\vec{a} \times \vec{b}|^2 &= |\vec{a}|^2 |\vec{b}|^2 - (\vec{a} \cdot \vec{b})^2 \\ &= |\vec{a}|^2 |\vec{b}|^2 - |\vec{a}|^2 |\vec{b}|^2 \cos^2 \theta \\ &= |\vec{a}|^2 |\vec{b}|^2 (1 - \cos^2 \theta) \\ &= |\vec{a}|^2 |\vec{b}|^2 \sin^2 \theta \\ \Rightarrow |\vec{a} \times \vec{b}| &= |\vec{a}| |\vec{b}| \sin \theta \text{ as desired.} \end{aligned}$$



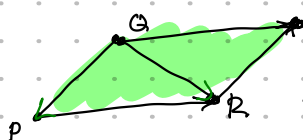
$$|\vec{a}| |\vec{b}| \sin \theta$$

$$\vec{a} = \langle a_1, a_2, a_3 \rangle$$

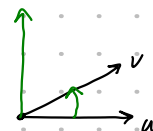
$$\vec{b} = \langle b_1, b_2, b_3 \rangle$$

Corollary: Two nonzero vectors  $\vec{a}$  and  $\vec{b}$  are parallel if and only if  $\vec{a} \times \vec{b} = \vec{0}$ .

Example: Find the area of a triangle with vertices  $P(1, 4, 6)$ ,  $Q(-2, 5, -1)$ ,  $R(1, -1, 1)$



$$\text{Area} = \frac{|\vec{PQ} \times \vec{PR}|}{2}$$



$$a \cdot b = 2 \cdot 4 = 4 \cdot 2$$

$$|v \times u| = |-u \cdot v|$$

## Properties of Cross Products

1.  $\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}$  anti-commutativity

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

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

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

left + right distributivity

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

6.  $\vec{a} \times (\vec{b} \times \vec{c}) = \vec{b}(\vec{a} \cdot \vec{c}) - \vec{c}(\vec{a} \cdot \vec{b})$  "Bac Cab"

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

$$2\vec{u} \times \vec{v} = \vec{u} \times 2\vec{v} = 2(\vec{u} \times \vec{v}) \quad \checkmark$$

4a) Prove  $(\vec{a} - \vec{b}) \times (\vec{a} + \vec{b}) = 2(\vec{a} \times \vec{b})$

$$(\vec{a} + (-\vec{b})) \times (\vec{a} + \vec{b})$$

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

$$= \cancel{\vec{a} \times \vec{a}} + \vec{a} \times \vec{b} - \vec{b} \times \vec{a} - \cancel{\vec{b} \times \vec{b}}$$

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

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

## Triple Products

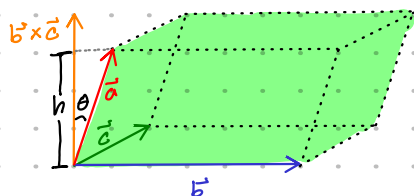
The product  $\vec{a} \cdot (\vec{b} \times \vec{c})$  is called the scalar triple product.

If you write it in components, you will notice that:  $\vec{a} \cdot (\vec{b} \times \vec{c}) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$

Also, using the geometric definition of the dot product:

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

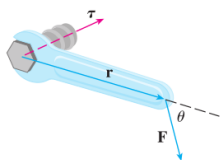
$$\text{Volume} = |\vec{b} \times \vec{c}| \cdot |\vec{a}| \cos(\theta) = |\vec{a} \cdot (\vec{b} \times \vec{c})|$$



$\Rightarrow$  The volume of the parallelepiped "spanned" by 3 vectors  $\vec{a}$ ,  $\vec{b}$ , and  $\vec{c}$  is the absolute value of the scalar triple product

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

## Torque



$$\text{Torque} = \vec{\tau} = \vec{r} \times \vec{F}$$

\* See the 3Blue1Brown linear algebra series.

\* Incidentally, this also explains orientations.

(episode 6)

Break: Back at 10:15

# Examples + Practice Problems

## Section 12.3

1. Which of the following expressions are meaningful? Which are meaningless? Explain.

- (a)  $\langle \mathbf{a} \cdot \mathbf{b} \rangle \cdot \mathbf{c}$  ✗
- (b)  $\langle \mathbf{a} \cdot \mathbf{b} \rangle \mathbf{c}$  ✓
- (c)  $|\mathbf{a}|(\mathbf{b} \cdot \mathbf{c})$  ✓
- (d)  $\mathbf{a} \cdot (\mathbf{b} + \mathbf{c})$  ✓
- (e)  $\mathbf{a} \cdot \mathbf{b} + \mathbf{c}$  ✗
- (f)  $|\mathbf{a}| \cdot (\mathbf{b} + \mathbf{c})$  ✗

• Find the angle between  $\vec{a} = \langle 4, 3 \rangle$  and  $\vec{b} = \langle 2, -1 \rangle$

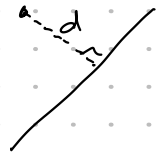
$$\vec{a} \cdot \vec{b} = |\vec{a}| \cdot |\vec{b}| \cdot \cos \theta$$

$$8 - 3 = \sqrt{16+9} \cdot \sqrt{5} \cdot \cos \theta$$

$$5 = 5\sqrt{5} \cos \theta$$

$$\cos \theta = \frac{1}{\sqrt{5}}$$

$$\theta = \cos^{-1}\left(\frac{1}{\sqrt{5}}\right)$$



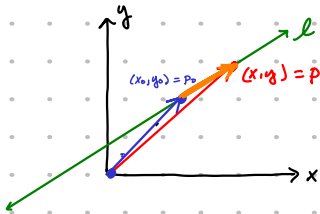
53. Use a scalar projection to show that the distance from a point  $P_1(x_1, y_1)$  to the line  $ax + by + c = 0$  is

$$\frac{|ax_1 + by_1 + c|}{\sqrt{a^2 + b^2}}$$

Use this formula to find the distance from the point  $(-2, 3)$  to the line  $3x - 4y + 5 = 0$ .

Step 1: A line is given by  $ax + by + c = 0$ . Let  $(x_0, y_0)$  be a point on our line.

Step 2: Write the equation of the line in vector notation.



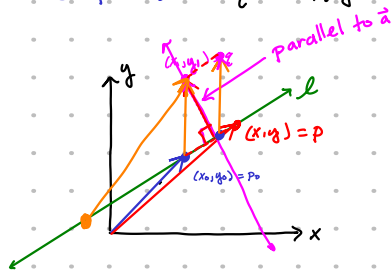
Notice  $ax + by + c = 0 \Leftrightarrow by = -ax - c \Leftrightarrow y = -\frac{a}{b}x - \frac{c}{b}$ .

thus  $\vec{P_0P} = \langle x, y \rangle - \langle x_0, y_0 \rangle = \langle x - x_0, y - y_0 \rangle$  must be orthogonal to  $\langle a, b \rangle$   
 #Why?

$\Rightarrow$  Another equation for the line:

$$\left\{ (x, y) \in \mathbb{R}^2 : \langle a, b \rangle \cdot \langle x - x_0, y - y_0 \rangle = 0 \right\}$$

Step 3: Let  $q = (x_1, y_1)$  be an arbitrary point in  $\mathbb{R}^2$ .



Let  $\vec{v} = \vec{P_0q} = \langle x_1 - x_0, y_1 - y_0 \rangle$



Step 4: Write distance as a projection. Simplify.

Comp<sub>line</sub>  $\vec{v}$

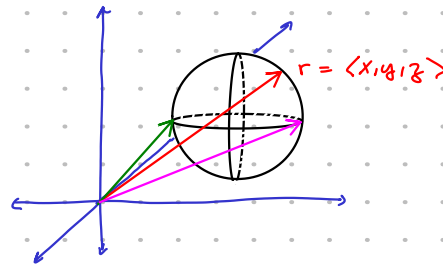
Vector projection of $\vec{b}$ onto $\vec{a}$ : $\text{proj}_{\vec{a}} \vec{b} = \left(\frac{\vec{a} \cdot \vec{b}}{ \vec{a} ^2}\right) \cdot \frac{\vec{a}}{ \vec{a} } = \frac{\vec{a} \cdot \vec{b}}{ \vec{a} ^2} \vec{a}$
Scalar projection of $\vec{b}$ onto $\vec{a}$ : $\text{comp}_{\vec{a}} \vec{b} =  \text{proj}_{\vec{a}} \vec{b}  = \frac{\vec{a} \cdot \vec{b}}{ \vec{a} }$

$$\begin{aligned} ax_0 + by_0 &= -c \\ ax + by + c &= 0 \end{aligned}$$

$$\langle x_1 - x_0, y_1 - y_0 \rangle \cdot \langle a, b \rangle = \frac{a(x_1 - x_0) + b(y_1 - y_0)}{\sqrt{a^2 + b^2}} =$$

$$\frac{ax_1 - ax_0 + by_1 - by_0}{\sqrt{a^2 + b^2}} = \frac{ax_1 + by_1 - (ax_0 + by_0)}{\sqrt{a^2 + b^2}} = \frac{|ax_1 + by_1 + c|}{\sqrt{a^2 + b^2}} \quad \square \text{ QED}$$

54. If  $\mathbf{r} = \langle x, y, z \rangle$ ,  $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$ , and  $\mathbf{b} = \langle b_1, b_2, b_3 \rangle$ , show that the vector equation  $(\mathbf{r} - \mathbf{a}) \cdot (\mathbf{r} - \mathbf{b}) = 0$  represents a sphere, and find its center and radius.



# Section 12.4

**EXAMPLE 5** Use the scalar triple product to show that the vectors  $\mathbf{a} = \langle 1, 4, -7 \rangle$ ,  $\mathbf{b} = \langle 2, -1, 4 \rangle$ , and  $\mathbf{c} = \langle 0, -9, 18 \rangle$  are coplanar.

$$\begin{vmatrix} 1 & 4 & -7 \\ 2 & -1 & 4 \\ 0 & -9 & 18 \end{vmatrix} = 1(-18 + 36) - 4(36) - 7(-18) \\ = 18 - 8(18) + 7(18) = 0 \quad \checkmark$$

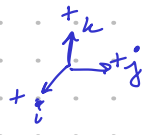
$$\begin{vmatrix} i & j & k \\ 2 & -1 & 4 \\ 0 & -9 & 18 \end{vmatrix} = (-18 + 36)i \\ = (-36)j + (-18)k$$

$$\begin{aligned} \mathbf{a} \cdot (\mathbf{b} \times \mathbf{c}) &= \langle 1, 4, -7 \rangle \cdot \langle 18, -36, -18 \rangle \\ &= 18 - 4 \cdot 36 + 7 \cdot 18 \\ &= 18 - 8 \cdot 18 + 7 \cdot 18 \\ &= 18(1 - 8 + 7) = 0 \end{aligned}$$

9-12 Find the vector, not with determinants, but by using properties of cross products.

9.  $(\mathbf{i} \times \mathbf{j}) \times \mathbf{k}$       10.  $\mathbf{k} \times (\mathbf{i} - 2\mathbf{j})$   
 11.  $(\mathbf{j} - \mathbf{k}) \times (\mathbf{k} - \mathbf{i})$       12.  $(\mathbf{i} + \mathbf{j}) \times (\mathbf{i} - \mathbf{j})$

$$\mathbf{a} - \mathbf{k} \times (\mathbf{i} \times \mathbf{j}) = \mathbf{i}(-\mathbf{k} \cdot \mathbf{j}) + \mathbf{j}(\mathbf{k} \cdot \mathbf{i}) = \mathbf{0}$$



$$\begin{aligned} 10) \mathbf{k} \times \mathbf{i} - \mathbf{k} \times 2\mathbf{j} &= \mathbf{j} + 2\mathbf{i} \\ \mathbf{j} - 2(\mathbf{k} \times \mathbf{j}) &= \mathbf{j} - 2(-\mathbf{i}) \\ &= \mathbf{j} + 2\mathbf{i} \end{aligned}$$

**Properties of Cross Products**

- 1.  $\mathbf{a} \times \mathbf{b} = -\mathbf{b} \times \mathbf{a}$  anti-commutativity
- 2.  $(c\mathbf{a}) \times \mathbf{b} = c(\mathbf{a} \times \mathbf{b}) = \mathbf{a} \times (c\mathbf{b})$
- 3.  $\mathbf{a} \times (\mathbf{b} + \mathbf{c}) = \mathbf{a} \times \mathbf{b} + \mathbf{a} \times \mathbf{c}$  distributivity
- 4.  $(\mathbf{a} + \mathbf{b}) \times \mathbf{c} = \mathbf{a} \times \mathbf{c} + \mathbf{b} \times \mathbf{c}$  distributivity
- 5.  $\mathbf{a} \cdot (\mathbf{a} \times \mathbf{b}) = (\mathbf{a} \times \mathbf{a}) \cdot \mathbf{b} = \mathbf{0}$  associativity
- 6.  $\mathbf{a} \times (\mathbf{b} \times \mathbf{c}) = \mathbf{b}(\mathbf{a} \cdot \mathbf{c}) - \mathbf{c}(\mathbf{a} \cdot \mathbf{b})$  "Bac Cab"

$$\mathbf{k} \times \mathbf{j} = \begin{vmatrix} i & j & k \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{vmatrix} = -\mathbf{i}$$

13. State whether each expression is meaningful. If not, explain why. If so, state whether it is a vector or a scalar.
- (a)  $\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c})$       (b)  $\mathbf{a} \times (\mathbf{b} \cdot \mathbf{c})$   
 (c)  $\mathbf{a} \times (\mathbf{b} \times \mathbf{c})$       (d)  $\mathbf{a} \cdot (\mathbf{b} \cdot \mathbf{c})$   
 (e)  $(\mathbf{a} \cdot \mathbf{b}) \times (\mathbf{c} \cdot \mathbf{d})$       (f)  $(\mathbf{a} \times \mathbf{b}) \cdot (\mathbf{c} \times \mathbf{d})$

44. (a) Find all vectors  $\mathbf{v}$  such that  $\langle 1, 2, 1 \rangle \times \mathbf{v} = \langle 3, 1, -5 \rangle$
- (b) Explain why there is no vector  $\mathbf{v}$  such that  $\langle 1, 2, 1 \rangle \times \mathbf{v} = \langle 3, 1, 5 \rangle$

**Vector projection** of  $\mathbf{b}$  onto  $\mathbf{a}$ :  $\text{proj}_{\mathbf{a}} \mathbf{b} = \frac{(\mathbf{a} \cdot \mathbf{b})}{|\mathbf{a}|^2} \mathbf{a} = \frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{a}|^2} \mathbf{a}$

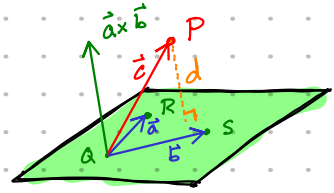
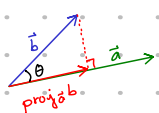
**Scalar projection** of  $\mathbf{b}$  onto  $\mathbf{a}$ :  $\text{comp}_{\mathbf{a}} \mathbf{b} = |\text{proj}_{\mathbf{a}} \mathbf{b}| = \frac{\mathbf{a} \cdot \mathbf{b}}{|\mathbf{a}|}$

46. (a) Let  $P$  be a point not on the plane that passes through the points  $Q, R,$  and  $S$ . Show that the distance  $d$  from  $P$  to the plane is

$$d = \frac{|\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c})|}{|\mathbf{a} \times \mathbf{b}|}$$

where  $\mathbf{a} = \vec{QR}$ ,  $\mathbf{b} = \vec{QS}$ , and  $\mathbf{c} = \vec{QP}$ .

(b) Use the formula in part (a) to find the distance from the point  $P(2, 1, 4)$  to the plane through the points  $Q(1, 0, 0)$ ,  $R(0, 2, 0)$ , and  $S(0, 0, 3)$ .



49. Prove that  $(\mathbf{a} - \mathbf{b}) \times (\mathbf{a} + \mathbf{b}) = 2(\mathbf{a} \times \mathbf{b})$ .