## **Scalar and Vector Products**

Consider two vectors. We know how to add and subtract them.

When it comes to multiplication, things become tricky. First we already introduced scalar product, which is just a number, not a vector:

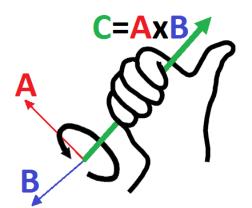
\* Scalar product of two vectors (aka 'dot product'):

$$S = \vec{A} \cdot \vec{B} = AB \cos \alpha$$

Here A and B are magnitudes of the two vectors, and  $\alpha$  is the angle between them. We already saw its use in Physics. Work is the dot product of Force and Displacement:

$$W = \vec{F} \cdot \vec{d} = Fd \cos \alpha$$

\* In 3D (only!) one can also introduce Vector Product (aka "Cross product" between two vectors). Its result is a vector, not scalar:



$$\vec{C} = \vec{A} \times \vec{B}$$

here 
$$|\vec{C}| = AB \sin \alpha$$

 $\vec{C}$  is directed perpendicular to both  $\vec{A}$  and  $\vec{B}$ , its positive direction is determined by right hand rule.

## **Lorentz Force**

Magnetic field **B** acts on a charge **q** moving at velocity **v** with the force known as Lorentz force:

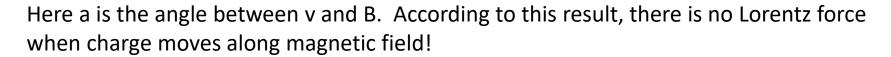
$$\vec{F} = q\vec{v} \times \vec{B}$$

Here 'x' is the vector product. Therefore

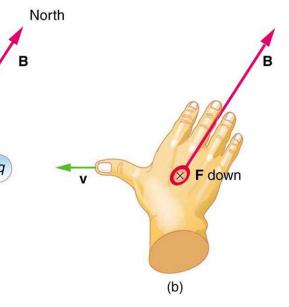
 Lorentz force is always directed perpendicular to direction of motion and to the magnetic field.

- Direction of force for positive charge is given by the right hand rule:
- Magnitude of the Lorentz force is

$$F = qvB\sin\alpha$$

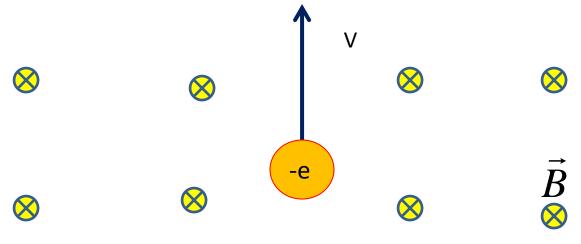


(a)



## Homework

Magnetic field B is directed perpendicular to the plane of the figure, pointing away from you (this is shown by 'dart' symbol (as shown:



- a) Which way the acceleration is originally directed?
- b) Will the speed decrease/increase/stay the same in presence of magnetic field?
- c) Sketch the trajectory of the electron, including direction of its motion.
- d) Find the time after which the electron will return to the starting point.

  For doing this part you will need to refresh your memory about centripetal acceleration.