

Areas of parallelograms and triangles

This set of slides still doesn't have any pictures

Triangles are half parallelograms, so it is enough to focus on parallelograms.

Let P be the parallelogram spanned by \vec{u} and \vec{v} .

In 2 dimensions:

$$\text{oriented area}(P) = \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} = u_1 v_2 - u_2 v_1.$$

Why? Check the checklist: the left-hand side satisfies the Determinant Properties 1-4. (This was our motivation for postulating these properties.)

In the current notes, $\text{area} = |\text{oriented area}|$.

In 3 dimensions

$$\text{area}(P) = \|\vec{u} \times \vec{v}\|$$

Why? Since $\vec{u} \times \vec{v}$ is perpendicular to both \vec{u} and \vec{v} , the volume of the parallelepiped formed by \vec{u} , \vec{v} and $\vec{u} \times \vec{v}$ equals $\|\vec{u} \times \vec{v}\|$ times $\text{area}(P)$. That volume also equals

$$\det(\vec{u} \times \vec{v}, \vec{u}, \vec{v}) = (\vec{u} \times \vec{v}) \cdot (\vec{u} \times \vec{v})$$

(easy, see slide on “scalar triple product”).

Corollary The distance from a point \vec{v} to a line $\ell = \text{span}(\vec{u})$ in \mathbb{R}^3 is given by the formula

$$\text{distance}(\vec{v}, \ell) = \frac{\|\vec{u} \times \vec{v}\|}{\|\vec{u}\|}.$$

Always

$$\text{area(P)} = \sqrt{\|\vec{u}\|^2\|\vec{v}\|^2 - \langle\vec{u}, \vec{v}\rangle^2},$$

and

$$\text{distance}(\vec{v}, \ell) = \frac{\text{area(P)}}{\|\vec{u}\|}.$$

Why? If $\theta = \angle(\vec{u}, \vec{v})$, then the area equals

$$\text{base} \cdot \text{height} = \|\vec{u}\| \cdot \text{distance}(\vec{v}, \ell) = \|\vec{u}\|\|\vec{v}\| \sin \theta.$$

The first formula then follows from

$$\sin^2 \theta + \cos^2 \theta = 1.$$