

Vectors

→ Unit vector: vector of length 1 unit is called unit vector

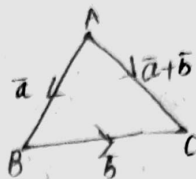
(i) unit vector in the direction of $\vec{a} = \frac{\vec{a}}{|\vec{a}|}$

(ii) unit vector in the opposite direction of $\vec{a} = -\frac{\vec{a}}{|\vec{a}|}$

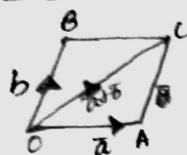
(iii) unit vector \parallel to $\vec{a} = \pm \frac{\vec{a}}{|\vec{a}|}$

→ Addition of vectors:

$$\vec{AC} = \vec{AB} + \vec{BC} = \vec{a} + \vec{b}$$

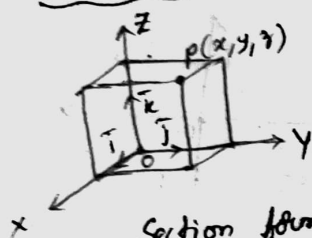


Parallelogram law of vector addition:



$$\vec{OC} = \vec{OA} + \vec{OB} = \vec{a} + \vec{b}$$

Components of a space vector:



$\hat{i}, \hat{j}, \hat{k}$ are unit vectors, x, y, z are scalars,
 $\vec{OP} = x\hat{i} + y\hat{j} + z\hat{k}$

$$|\vec{OP}| = \sqrt{x^2 + y^2 + z^2}$$

Section formula $\Rightarrow \vec{OC} = \frac{m\vec{b} + n\vec{a}}{m+n}$ (+ if internal, - if external)

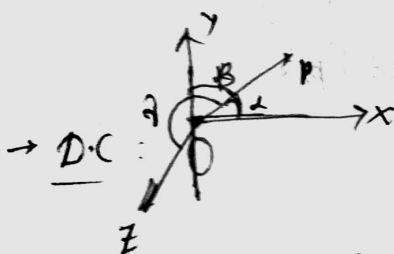
Like vectors & \parallel vectors - vectors having same directions are like vectors. vectors having same (or) opposite directions are called \parallel vectors.

→ $\vec{OA} = \vec{a}, \vec{OB} = \vec{b}, \vec{OC} = \vec{c}$ are non-coplanar. Viewing from (point, if \vec{OA} to \vec{OB} does not exceed 180° in ACW then $\vec{a}, \vec{b}, \vec{c}$ are set to form a right handed system otherwise left handed system.

→ Collinear vectors: i) \vec{a}, \vec{b} are collinear $\Leftrightarrow \vec{a} = \lambda \vec{b}$, λ is scalar

ii) $\vec{a} = a_1\hat{i} + a_2\hat{j} + a_3\hat{k}$, collinear

$$\vec{b} = b_1\hat{i} + b_2\hat{j} + b_3\hat{k} \Leftrightarrow \frac{a_1}{b_1} = \frac{a_2}{b_2} = \frac{a_3}{b_3}$$



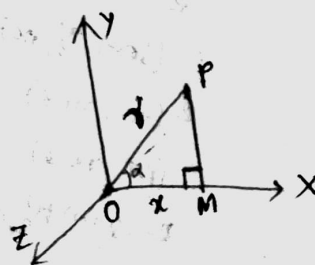
$\alpha = (\vec{r}_1, \vec{r}_2), \beta = (\vec{r}_1, \vec{r}_3), \gamma = (\vec{r}_2, \vec{r}_3)$
 $\cos \alpha, \cos \beta, \cos \gamma$ are d.c.s.

DR:

$$\cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$$

$$\sin^2 \alpha + \sin^2 \beta + \sin^2 \gamma = 2$$

Ex. if \vec{a} & \vec{b} are non collinear
 $\cos \alpha \neq 0, \cos \beta \neq 0$



$$\cos \alpha = \frac{x}{r}$$

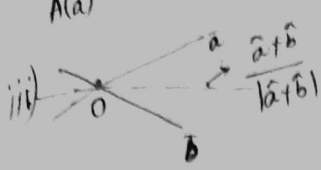
$$x = r \cos \alpha = l r$$

$$y = m r$$

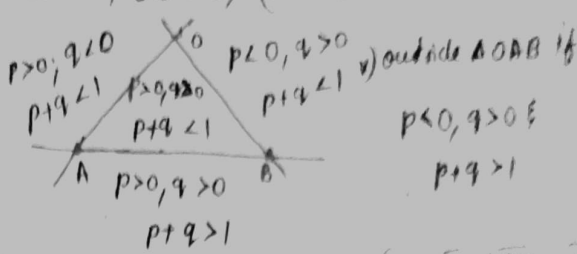
$$z = n r$$

i) \vec{b}
 $\vec{AP} = \lambda \vec{AB}$
 $\vec{r} = \vec{a} + \lambda \vec{b}$

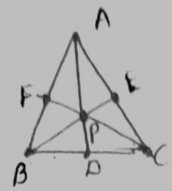
ii) $\vec{r} = (1-\lambda)\vec{a} + \lambda\vec{b}$



iv) $\vec{OA} = \vec{a}, \vec{OB} = \vec{b}, (\vec{OC} = p\vec{a} + q\vec{b})$ - point C's position



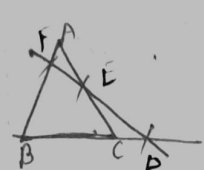
Ceva's theorem:



$\frac{BD}{DC} \cdot \frac{CE}{EA} \cdot \frac{AF}{FB} = 1$

$\vec{AD} + \vec{BE} + \vec{CF} = \vec{0}$

Menelaus theorem:



$\frac{BD}{DC} \cdot \frac{CE}{EA} \cdot \frac{AF}{FB} = -1$

Vectors $\vec{a} = a_1\hat{i} + a_2\hat{j} + a_3\hat{k}, \vec{b} = b_1\hat{i} + b_2\hat{j} + b_3\hat{k} \ \& \ \vec{c} = c_1\hat{i} + c_2\hat{j} + c_3\hat{k}$

- i) If $\Delta \neq 0$, then they are linearly independent
- ii) If $\Delta = 0$, then they are linearly dependent.

Vector eqn of plane:

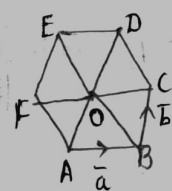
→ eqn of plane passing through a point $A(\vec{a})$ & || to non-collinear vectors

$\vec{r} = \vec{a} + s\vec{b} + t\vec{c}$

→ non-collinear points $A(\vec{a}), B(\vec{b}), C(\vec{c})$ & $\vec{r} = (1-s-t)\vec{a} + s\vec{b} + t\vec{c}$

→ passing through $A(\vec{a}), B(\vec{b})$ & || to $C(\vec{c})$ & $\vec{r} = (1-s)\vec{a} + s\vec{b} + t\vec{c}$

Regular Hexagon



$\vec{AB} + \vec{AC} + \vec{AD} + \vec{AE} + \vec{AF} = 3\vec{AD} = 6\vec{AO}$

Dot product:

→ $\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta \quad \theta = (\vec{a}, \vec{b}), \quad 0 \leq \theta < 180^\circ$

→ $(\vec{a}, \vec{b}) = \theta, \quad \cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|}$

→ $\vec{a} = a_1\hat{i} + a_2\hat{j} + a_3\hat{k}, \quad \vec{b} = b_1\hat{i} + b_2\hat{j} + b_3\hat{k}$

$\cos \theta = \frac{a_1b_1 + a_2b_2 + a_3b_3}{\sqrt{a_1^2 + a_2^2 + a_3^2} \sqrt{b_1^2 + b_2^2 + b_3^2}}$

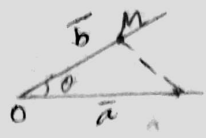
→ $(\vec{a}, \vec{b}) = \theta$, i) $\theta < 90^\circ \Leftrightarrow \vec{a} \cdot \vec{b} > 0$, ii) $\theta > 90^\circ \Leftrightarrow \vec{a} \cdot \vec{b} < 0$, iii) $\theta = 90^\circ, \vec{a} \cdot \vec{b} = 0$

→ \vec{a}, \vec{b} are two unit vectors, $\vec{a} \cdot \vec{b} = \cos \theta$

→ $\vec{a} \cdot \vec{b} = 0$ if $\vec{a} = 0$ or $\vec{b} = 0$ or $\vec{a} \perp \vec{b}$, $\vec{a}, \vec{b} = 0$

→ $\vec{a} \cdot \vec{a} = |\vec{a}|^2 = a^2$

→ Component of \vec{a} on \vec{b} (or) projection (scalar) = $\frac{(\vec{a} \cdot \vec{b})}{|\vec{b}|}$
 Component vector of \vec{a} on \vec{b} (or) orthogonal projection (vector) = $\frac{(\vec{a} \cdot \vec{b})\vec{b}}{|\vec{b}|^2}$
 Component vector of \vec{a} \perp to \vec{b} = $\vec{a} - \frac{(\vec{a} \cdot \vec{b})\vec{b}}{|\vec{b}|^2}$



Component vector of \vec{b} on \vec{a} = $\frac{(\vec{b} \cdot \vec{a})\vec{a}}{|\vec{a}|^2}$
 Orthogonal projection $\vec{b} \perp \vec{a}$ = $\vec{b} - \frac{(\vec{b} \cdot \vec{a})\vec{a}}{|\vec{a}|^2}$

length of orthogonal projection of \vec{b} on \vec{a} is $\left| \frac{(\vec{a} \cdot \vec{b})}{|\vec{a}|} \right|$
 \vec{a} on \vec{b} is $\left| \frac{(\vec{a} \cdot \vec{b})}{|\vec{b}|} \right|$

→ $|\vec{i}| = |\vec{j}| = |\vec{k}| = 1$, $\vec{i} \cdot \vec{i} = \vec{j} \cdot \vec{j} = \vec{k} \cdot \vec{k} = 1$
 $\vec{i} \cdot \vec{j} = \vec{j} \cdot \vec{k} = \vec{k} \cdot \vec{i} = 0$ (converse is same)

→ i) \vec{n} of d.c's (l, m, n) plane eqn is $lx + my + nz = p$
 ii) eqn of plane passing through origin \perp to \vec{n} is $\vec{r} \cdot \vec{n} = 0$
 its cartesian eqn is $lx + my + nz = 0$

iii) if $(\vec{r} - \vec{a}) \cdot \vec{n} = 0 \Rightarrow \vec{r} \cdot \vec{n} = \vec{a} \cdot \vec{n} \Rightarrow \vec{r} - \vec{a} = \lambda \vec{n}$
 $(\vec{r} - \vec{a}) \cdot \vec{b} = 0 \Rightarrow \vec{r} \cdot \vec{b} = \vec{a} \cdot \vec{b} \Rightarrow \vec{r} - \vec{a} = \lambda \vec{b}$

→ angle b/w 2 diagonals of cube is $\cos^{-1}(1/3)$, face & diagonal is $\cos^{-1}(\sqrt{2}/3)$
 cube's diagonal & edge is $\cos^{-1}(1/\sqrt{3})$

→ angle b/w planes $\vec{r} \cdot \vec{n}_1 = p_1$, $\vec{r} \cdot \vec{n}_2 = p_2$ $\cos \theta = \frac{|\vec{n}_1 \cdot \vec{n}_2|}{|\vec{n}_1| |\vec{n}_2|}$

Vector (or) Cross product :

→ $\vec{a} \times \vec{b} = |\vec{a}| |\vec{b}| \sin(\vec{a}, \vec{b}) \hat{n}$
 $\sin(\vec{a}, \vec{b}) = \frac{|\vec{a} \times \vec{b}|}{|\vec{a}| |\vec{b}|}$

$\vec{a} \times \vec{b} = \vec{b} \times \vec{a} \Rightarrow \vec{a} = \vec{b}$ (or) $\vec{a} = \vec{b}$ or $|\vec{a}| = |\vec{b}|$

→ $\sin \theta = \frac{\sqrt{\Sigma(a_1 b_2 - a_2 b_1)^2}}{\sqrt{\Sigma a_i^2} \sqrt{\Sigma b_i^2}}$, $\cos \theta = \frac{\Sigma a_i b_i}{\sqrt{\Sigma a_i^2} \sqrt{\Sigma b_i^2}}$ $\vec{a} = (a_1, a_2, a_3)$
 $\vec{b} = (b_1, b_2, b_3)$

→ $\lambda(\vec{a} \times \vec{b})$ is \perp \vec{a} & \vec{b} , unit vector = $\pm \frac{(\vec{a} \times \vec{b})}{|\vec{a} \times \vec{b}|}$ is $\vec{a} \perp \vec{b}$

$\vec{AB} \times \vec{AC}$ are $\pm \frac{(\vec{AB} \times \vec{AC})}{|\vec{AB} \times \vec{AC}|}$ unit vector \perp \vec{ABC} plane.

$$\rightarrow |\vec{a} \times \vec{b}|^2 = |\vec{a}|^2 |\vec{b}|^2 - (\vec{a} \cdot \vec{b})^2 = \begin{vmatrix} \vec{a} \cdot \vec{a} & \vec{a} \cdot \vec{b} \\ \vec{b} \cdot \vec{a} & \vec{b} \cdot \vec{b} \end{vmatrix}$$

$$\rightarrow \text{vector area of } \Delta^k \text{ is } \frac{1}{2}(\vec{a} \times \vec{b}), \text{ area} = \frac{1}{2}|\vec{a} \times \vec{b}|$$

$A(\vec{a}), B(\vec{b}), C(\vec{c})$ are vertices of $\Delta^k ABC$ then

$$\text{vector area} = \frac{1}{2}(\vec{AB} \times \vec{AC}) = \frac{1}{2}(\vec{BC} \times \vec{BA}) = \frac{1}{2}(\vec{CA} \times \vec{CB}) \quad \text{Area} = \frac{1}{2}|\vec{AB} \times \vec{AC}|$$

$$\rightarrow \text{vector area of parallelogram (i) vector area} = \vec{a} \times \vec{b} \quad \text{(ii) Area} = |\vec{a} \times \vec{b}|$$

$$\text{if diagonals are given then vector area} = \frac{1}{2}(\vec{a} \times \vec{b}), \text{ area} = \frac{1}{2}|\vec{a} \times \vec{b}|$$

$$\rightarrow \text{Perp distance from a point 'P' to the line joining A, B is } \frac{|\vec{AP} \times \vec{AB}|}{|\vec{AB}|}$$

$$\rightarrow (\vec{a} \times \vec{i})^2 + (\vec{a} \times \vec{j})^2 + (\vec{a} \times \vec{k})^2 = 2|\vec{a}|^2$$

Triple product:

$$\rightarrow (\vec{a} \times \vec{b}) \cdot \vec{c} = [\vec{a} \ \vec{b} \ \vec{c}] = \vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \cdot \vec{c}) \vec{b} - (\vec{a} \cdot \vec{b}) \vec{c}$$

$$\rightarrow [\vec{a} \ \vec{b} \ \vec{c}] = [\vec{b} \ \vec{c} \ \vec{a}] = [\vec{c} \ \vec{a} \ \vec{b}] = -[\vec{b} \ \vec{a} \ \vec{c}] = -[\vec{c} \ \vec{b} \ \vec{a}] = -[\vec{a} \ \vec{c} \ \vec{b}]$$

$$\rightarrow [\vec{a} \ \vec{b} \ \vec{c}] = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

$$\rightarrow [\vec{a} \ \vec{b} \ \vec{c}] = 0 \text{ if } \vec{a} = \vec{b}, \vec{b} = \vec{c}, \vec{c} = \vec{a} \quad \left. \vphantom{\begin{matrix} \vec{a} = \vec{b} \\ \vec{b} = \vec{c} \\ \vec{c} = \vec{a} \end{matrix}} \right\} A, B, C, D \text{ are coplanar} \Leftrightarrow [\vec{AB} \ \vec{AC} \ \vec{AD}] = 0$$

$$\rightarrow [\vec{a} \ \vec{b} \ \vec{c}] > 0, \vec{a}, \vec{b} \ \& \ \vec{c} \text{ forms a triad of right-handed system.}$$

$$[\vec{a} \ \vec{b} \ \vec{c}] < 0, \vec{a}, \vec{b} \ \& \ \vec{c} \text{ forms a triad of left-handed system.}$$

$$\rightarrow \vec{a}, \vec{b}, \vec{c} \text{ are coterminal edges of a parallelepiped then volume is given as } V = |[\vec{a} \ \vec{b} \ \vec{c}]|$$

$$\rightarrow \vec{OA} = \vec{a}, \vec{OB} = \vec{b}, \vec{OC} = \vec{c} \text{ then the volume of tetrahedron } OABC = \frac{1}{6} |[\vec{a} \ \vec{b} \ \vec{c}]|$$

$$\rightarrow A, B, C \ \& \ D \text{ are the vertices } \frac{1}{6} |[\vec{AB} \ \vec{AC} \ \vec{AD}]|$$

$$V = \frac{1}{6} |[\vec{a} - \vec{b} \ \vec{a} - \vec{c} \ \vec{a} - \vec{d}]|$$

$$\rightarrow [\vec{a} \times \vec{b} \ \vec{b} \times \vec{c} \ \vec{c} \times \vec{a}] = 0 \text{ if } \vec{a}, \vec{b}, \vec{c} \text{ are coplanar}$$

$$\rightarrow [\vec{i} \ \vec{j} \ \vec{k}] = [\vec{j} \ \vec{k} \ \vec{i}] = [\vec{k} \ \vec{i} \ \vec{j}] = 1, \quad [\vec{a} \ \vec{b} \ \vec{c}] [\vec{i} \ \vec{m} \ \vec{n}] = \begin{vmatrix} \vec{a} \cdot \vec{i} & \vec{b} \cdot \vec{i} & \vec{c} \cdot \vec{i} \\ \vec{a} \cdot \vec{m} & \vec{b} \cdot \vec{m} & \vec{c} \cdot \vec{m} \\ \vec{a} \cdot \vec{n} & \vec{b} \cdot \vec{n} & \vec{c} \cdot \vec{n} \end{vmatrix}$$

Skew lines: Two lines in space do not intersect and are also not parallel, then two lines are called skew lines.

$$\rightarrow l \ \& \ m \text{ are two skew lines shortest distance then } \vec{r} = \vec{a} + s\vec{b}, \vec{r} = \vec{c} + t\vec{d} \text{ is}$$

$$\left| \frac{[\vec{a} - \vec{c} \ \vec{b} \ \vec{d}]}{|\vec{b} \times \vec{d}|} \right| \quad \text{or} \quad \left| (\vec{a} - \vec{c}) \cdot \frac{\vec{b} \times \vec{d}}{|\vec{b} \times \vec{d}|} \right|$$

$$\vec{A}, \vec{B}, \vec{C}, \vec{D} \text{ are } \vec{a}, \vec{b}, \vec{c}, \vec{d} \text{ shortest distance} = \frac{[\vec{AC} \ \vec{AB} \ \vec{AD}]}{|\vec{AB}|}$$

→ $\vec{a}, \vec{b}, \vec{c}$ be any three vectors such that $[\vec{a} \vec{b} \vec{c}] \neq 0$ then

$$\vec{a}' = \frac{\vec{b} \times \vec{c}}{[\vec{a} \vec{b} \vec{c}]}, \vec{b}' = \frac{\vec{c} \times \vec{a}}{[\vec{a} \vec{b} \vec{c}]}, \vec{c}' = \frac{\vec{a} \times \vec{b}}{[\vec{a} \vec{b} \vec{c}]}$$

$$\vec{a} \cdot \vec{a}' = \frac{\vec{a} \cdot (\vec{b} \times \vec{c})}{[\vec{a} \vec{b} \vec{c}]} = \vec{b} \cdot \vec{b}' = \vec{c} \cdot \vec{c}' = 1$$

$$\vec{a} \cdot \vec{b}' = \vec{a} \cdot \vec{c}' = \vec{b} \cdot \vec{a}' = \vec{b} \cdot \vec{c}' = \vec{c} \cdot \vec{a}' = \vec{c} \cdot \vec{b}' = 0$$

$$[\vec{a} \vec{b} \vec{c}] = \frac{1}{[\vec{a}' \vec{b}' \vec{c}']}$$

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

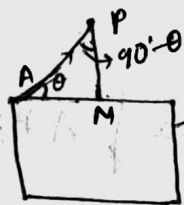
$$[\vec{a} \times \vec{b} \vec{b} \times \vec{c} \vec{c} \times \vec{a}] = [\vec{a} \vec{b} \vec{c}]^2, [\vec{a} + \vec{b}, \vec{b} + \vec{c}, \vec{c} + \vec{a}] = 2[\vec{a} \vec{b} \vec{c}]$$

$$(\vec{a} \times \vec{b}) \cdot (\vec{c} \times \vec{d}) = (\vec{a} \cdot \vec{c})(\vec{b} \cdot \vec{d}) - (\vec{a} \cdot \vec{d})(\vec{b} \cdot \vec{c}) = \begin{vmatrix} \vec{a} \cdot \vec{c} & \vec{a} \cdot \vec{d} \\ \vec{b} \cdot \vec{c} & \vec{b} \cdot \vec{d} \end{vmatrix}$$

$$(\vec{a} \times \vec{b}) \times (\vec{c} \times \vec{d}) = [\vec{a} \vec{b} \vec{d}]\vec{c} - [\vec{a} \vec{b} \vec{c}]\vec{d} = [\vec{a} \vec{c} \vec{d}]\vec{b} - [\vec{b} \vec{c} \vec{d}]\vec{a}$$

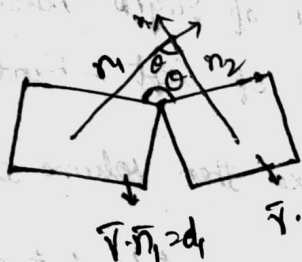
$$(\vec{a} \times \vec{b}) \times (\vec{c} \times \vec{d}) = 0 \text{ coplanar}$$

→ angle b/w planes



$$\vec{r} \cdot \vec{m} = d \quad \cos(90^\circ - \theta) = \frac{\vec{b} \cdot \vec{m}}{|\vec{b}| |\vec{m}|}$$

$$\sin \theta = \frac{\vec{b} \cdot \vec{m}}{|\vec{b}| |\vec{m}|}$$



$$\cos \theta = \frac{\vec{n}_1 \cdot \vec{n}_2}{|\vec{n}_1| |\vec{n}_2|}$$

S.C

→ vector along bisector of \vec{a} & $\vec{b} = \lambda(\hat{a} + \hat{b})$ \hat{a} — unit vector.

another vector be unit vector i.e. $x\hat{i} + y\hat{j} + z\hat{k} = \text{unit}$, find λ .