

Summary | Vectors

Introduction

Revise Vectors unit from G.C.E (A/L) Combined Mathematics.

Direction Cosines

Suppose $\vec{p} = a\vec{i} + b\vec{j} + c\vec{k}$. Direction cosines of p are $\cos \alpha, \cos \beta, \cos \gamma$ where α, β, γ are the angles p makes with x, y, z axes.

Unit vector in the direction of $\vec{p} = \frac{\vec{i}}{p} \cos \alpha + \frac{\vec{j}}{p} \cos \beta + \frac{\vec{k}}{p} \cos \gamma$. Because of this:

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

Direction Ratio

Ratio of the direction cosines is called as direction ratio.

$$\cos \alpha : \cos \beta : \cos \gamma$$

Cross Product

$$a \times b = |a||b|\sin(\theta)n = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_x & a_y & a_z \\ b_x & b_y & b_z \end{vmatrix}$$

n is the **unit normal vector** to a and b . Direction is based on the right hand rule.

$$a \times b = 0 \implies |a| = 0 \vee |b| = 0 \vee a \parallel b$$

Cross products between $\vec{i}, \vec{j}, \vec{k}$ are circular.

$$\begin{array}{lcl}
 i \times j = k & \begin{array}{c} \nearrow i \\ \nwarrow j \\ \longleftarrow k \end{array} & j \times i = -k \\
 j \times k = i & & k \times j = -i \\
 k \times i = j & & i \times k = -j
 \end{array}$$

Properties

- $a \times a = 0$
- $(a \times b) = -(b \times a)$
- $a \times (b + c) = (a \times b) + (a \times c)$

ⓘ Note

Area of a parallelogram $ABCD = |\vec{AB} \times \vec{AD}|$

Scalar Triple Product

$$[a, b, c] = a \cdot (b \times c) = \det \begin{pmatrix} a_x & a_y & a_z \\ b_x & b_y & b_z \\ c_x & c_y & c_z \end{pmatrix}$$

$$[a, b, c] = a \cdot (b \times c) = (a \times b) \cdot c$$

$$[a, b, c] = [b, c, a] = [c, a, b] = -[a, c, b]$$

$[a, b, c] = 0$ **iff** a, b, c are coplanar. Swapping any 2 vectors will negate the product.

ⓘ Note

Volume of a parallelepiped with a, b, c as adjacent edges $= [a, b, c]$

Volume of a tetrahedron with a, b, c as adjacent edges $= \frac{1}{6} [a, b, c]$

Vector Triple Product

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

Resulting vector lies in the plane that contains \mathbf{b} and \mathbf{c}

Section Formula

Suppose O is the reference point, and P, Q are 2 points.

If R divides the line segment PQ in the ratio $m : n$ (both are positive and $m \geq n$), the division can either be internal or external.

Internally

$$\overrightarrow{OR} = \frac{m\overrightarrow{OQ} + n\overrightarrow{OP}}{m + n}$$

Externally

$$\overrightarrow{OR} = \frac{m\overrightarrow{OQ} - n\overrightarrow{OP}}{m - n}$$

Straight Lines

Passes through a point & parallel to a vector

Equation for a line that:

- passes through $\underline{r}_0 = \langle x_0, y_0, z_0 \rangle$
- is parallel to $\underline{v} = a\underline{i} + b\underline{j} + c\underline{k}$

Parametric equation

$$\underline{r} = \underline{r_0} + t\underline{v}; t \in \mathbb{R}$$

Symmetric equation

$$\frac{x - x_0}{a} = \frac{y - y_0}{b} = \frac{z - z_0}{c}$$

Passes through 2 points

Equation of a line passes through $A = (x_1, y_1, z_1)$, $B = (x_2, y_2, z_2)$. $\underline{r_A}$ and $\underline{r_B}$ are the position vectors of A and B .

Parametric equation

$$\underline{r} = (1 - t)\underline{r_A} + t\underline{r_B}; t \in \mathbb{R}$$

Symmetric equation

$$\frac{x - x_1}{x_2 - x_1} = \frac{y - y_1}{y_2 - y_1} = \frac{z - z_1}{z_2 - z_1}$$

Note

To show that two straight lines intersect in 3D space, it is **not** enough to show that the cross product of their parallel vectors is non-zero.

Also: Existence of a point which satisfies both lines must be proven.

Normal to 2 lines

Let α, β be two lines.

$$\alpha : \frac{x - x_1}{a_1} = \frac{y - y_1}{b_1} = \frac{z - z_1}{c_1}; \quad \beta : \frac{x - x_2}{a_2} = \frac{y - y_2}{b_2} = \frac{z - z_2}{c_2}$$

Here $v_1 = \langle a_1, b_1, c_1 \rangle$, $v_2 = \langle a_2, b_2, c_2 \rangle$ are 2 vectors parallel to α, β respectively.

Normal to both lines: $v_1 \times v_2$. Unit normal to both lines can be found by:

$$\frac{v_1 \times v_2}{|v_1 \times v_2|}$$

Angle between 2 straight lines

Using the α, β lines mentioned above:

$$\cos \theta = \frac{v_1 \cdot v_2}{|v_1| \cdot |v_2|} = \frac{(a_1 \underline{i} + b_1 \underline{j} + c_1 \underline{k}) \cdot (a_2 \underline{i} + b_2 \underline{j} + c_2 \underline{k})}{|a_1 \underline{i} + b_1 \underline{j} + c_1 \underline{k}| \cdot |a_2 \underline{i} + b_2 \underline{j} + c_2 \underline{k}|}$$

Here v_1, v_2 are 2 vectors parallel to α, β respectively.

Shortest distance to a point

Suppose x_1 and x_2 lie on a line. Shortest distance to the point P is:

$$d^2 = \frac{\left| (\underline{x}_2 - \overrightarrow{OP}) \times (\underline{x}_1 - \overrightarrow{OP}) \right|^2}{\left| \underline{x}_2 - \underline{x}_1 \right|^2}$$

Planes

Equation of planes can be expressed in either vector or cartesian form. Vector equation is the one containing only vectors. Cartesian equation is in the form: $Ax + By + Cz = D$.

Contains a point and parallel to 2 vectors

Suppose a plane:

- is parallel to both \underline{a} and \underline{b} where $\underline{a} \times \underline{b} \neq 0$
- contains $\underline{r}_0 = x_0 \underline{i} + y_0 \underline{j} + z_0 \underline{k}$

Equation for the plane is:

$$\underline{r} = \underline{r_0} + s\underline{a} + t\underline{b} ; s, t \in \mathbb{R}$$

Contains a point and normal is given

Suppose a plane:

- contains $\underline{r_0} = x_0\underline{i} + y_0\underline{j} + z_0\underline{k}$
- has a normal \underline{n}

Equation for the plane is:

$$(\underline{r} - \underline{r_0}) \cdot \underline{n} = 0$$

Contains 3 points

Suppose a plane contains $\underline{r_0}, \underline{r_1}, \underline{r_2}$ ($\underline{r_0}, \underline{r_1}, \underline{r_2}$ are the position vectors of respectively).

$$(\underline{r} - \underline{r_1}) \cdot [(\underline{r_1} - \underline{r_0}) \times (\underline{r_1} - \underline{r_2})] = 0$$

Normal to a plane

Suppose $ax + by + cz = d$ is a plane. $\underline{n} = a\underline{i} + b\underline{j} + c\underline{k}$ is a normal to the plane.

Angle between 2 planes

Consider the two planes:

- $A : a_1x + a_2y + a_3z = d$
- $B : b_1x + b_2y + b_3z = d'$

The angle between the planes ϕ is given by:

$$\cos(\phi) = \frac{\underline{n_A} \cdot \underline{n_B}}{|\underline{n_A}| \cdot |\underline{n_B}|} = \frac{a_1b_1 + a_2b_2 + a_3b_3}{\sqrt{(a_1^2 + a_2^2 + a_3^2)(b_1^2 + b_2^2 + b_3^2)}}$$

Here $\underline{n}_A, \underline{n}_B$ are normal to the planes A, B .

Shortest distance to a point

Considering a plane $ax + by + cz = d$.

$$\text{distance} = \frac{|(\underline{r}_1 - \underline{r}_0) \cdot \underline{n}|}{|\underline{n}|}$$

- \underline{n} is a normal to the plane
- \underline{r}_0 is the position vector of any known point on the plane
- \underline{r}_1 is the position vector to the arbitrary point

Skew Lines

Two non-parallel lines in a 3-space that do not intersect.

Normal to 2 skew lines

Let l_1, l_2 be 2 skew lines.

$$l_1 : \frac{x - x_0}{a_0} = \frac{y - y_0}{b_0} = \frac{z - z_0}{c_0} ; \quad l_2 : \frac{x - x_1}{a_1} = \frac{y - y_1}{b_1} = \frac{z - z_1}{c_1}$$

The unit normal to both lines \underline{n} is:

$$\underline{n} = \frac{\langle a_0, b_0, c_0 \rangle \times \langle a_1, b_1, c_1 \rangle}{|\langle a_0, b_0, c_0 \rangle \times \langle a_1, b_1, c_1 \rangle|}$$

Distance between 2 skew lines

$$\text{distance} = |\overrightarrow{AB} \cdot \underline{n}|$$

Here

- \underline{n} is the normal to both l_1, l_2
- A and B are points lying on each line

This PDF is saved from <https://s1.sahithyan.dev>