

Ch - Vectors

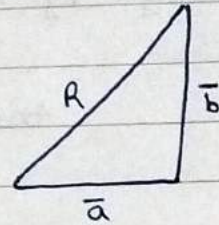
★ Vectors

$$\vec{AB} = (\vec{b} - \vec{a})$$

$[\vec{a} \text{ \& \; } \vec{b} \text{ are position vectors}]$

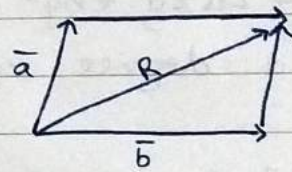
★ Addition : Triangle Law

$$\vec{R} = \vec{a} + \vec{b} \text{ (3rd side of } \Delta)$$



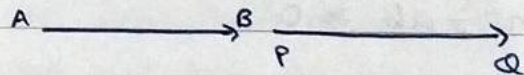
Parallelogram Law

$$\vec{R} = \vec{a} + \vec{b} \text{ [Diagonal of } \square \text{]}$$



★ Collinear or parallel vector :-

$$\vec{AB} = k \cdot \vec{PQ}$$



$$\vec{AB} = 2\hat{i} + 3\hat{j} + 5\hat{k}$$

$$\vec{PQ} = 4\hat{i} + 6\hat{j} + 10\hat{k}$$

$$\therefore \frac{2}{4} = \frac{3}{6} = \frac{5}{10} = \frac{1}{2}$$

$$\vec{AB} = \frac{1}{2} \vec{PQ}$$

★ Distance of $P(x, y, z)$ from planes:

i) Distance of P from XY plane $= |z|$

ii) $YZ = |x|$

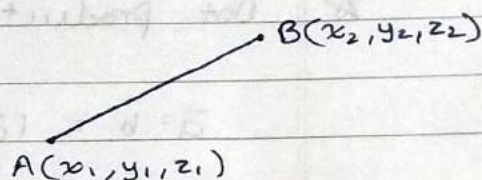
iii) $XZ = |y|$

★ Distance of $P(x, y, z)$ from origin:

$$l(OP) = \sqrt{x^2 + y^2 + z^2}$$

★ Distance between any two points in space

$$l(AB) = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}$$



★ Distance of point $P(x, y, z)$ from co-ordinates axes

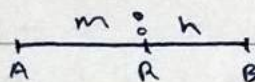
i) From x -axis $= \sqrt{y^2 + z^2}$

ii) From y -axis $= \sqrt{x^2 + z^2}$

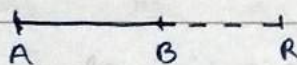
iii) From z -axis $= \sqrt{x^2 + y^2}$

★ Section Formula:-

$$\text{Internal } \bar{r} = \frac{m\bar{b} + n\bar{a}}{m+n}$$



$$\text{External } \bar{r} = \frac{m\bar{b} - n\bar{a}}{m-n}$$



★ Midpoint formula

$$\frac{\vec{a} + \vec{b}}{2}$$

★ Centroid formula

$$\Delta, \vec{g} = \frac{\vec{a} + \vec{b} + \vec{c}}{3}$$

$$11^{th}, \vec{g} = \frac{\vec{a} + \vec{b} + \vec{c} + \vec{d}}{4}$$

★ Dot product (Scalar)

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

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

Scalar

$$\vec{a} \perp \vec{b} = \theta = 90^\circ$$

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

$$\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$$

$$\vec{i} \cdot \vec{i} = \vec{j} \cdot \vec{j} = \vec{k} \cdot \vec{k} = 1$$

$$\vec{i} \cdot \vec{j} = \vec{j} \cdot \vec{k} = \vec{k} \cdot \vec{i} = 0$$

★ Cross product (Vector)

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

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

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

Vector

$$\vec{a} \parallel \vec{b} = \theta = 0$$

$$\vec{a} \times \vec{b} = 0$$

$$\vec{a} \times \vec{b} \neq \vec{b} \times \vec{a}$$

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

$$\vec{i} \times \vec{i} = \vec{j} \times \vec{j} = \vec{k} \times \vec{k} = 0$$

★ Projection of \vec{a} on $\vec{b} = \frac{\vec{a} \cdot \vec{b}}{|\vec{b}|}$

Projection of \vec{b} on $\vec{a} = \frac{\vec{b} \cdot \vec{a}}{|\vec{a}|}$

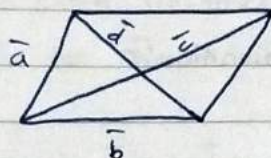
★ Cross product

$$\vec{a} \times \vec{b} = \begin{vmatrix} i & j & k \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}$$

★ Area of \square

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

$$\text{or } \frac{1}{2} |\vec{c} \times \vec{d}|$$



★ Area of triangle

$$= \frac{1}{2} |\vec{AB} \times \vec{AC}|$$

★ Volume of parallelepiped = $[\vec{a} \ \vec{b} \ \vec{c}]$

★ Volume of Tetrahedron = $\frac{1}{6} [\vec{a} \ \vec{b} \ \vec{c}]$

★ If $\vec{a}, \vec{b}, \vec{c}$ are coplanar then $[\vec{a} \ \vec{b} \ \vec{c}] = 0$

★ Scalar Triple product (S.T.P) :-

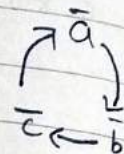
$$\vec{a} \cdot |\vec{b} \times \vec{c}| = [\vec{a} \ \vec{b} \ \vec{c}] = \begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{vmatrix}$$

★ Vector triple product

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

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

$$\vec{a} \times (\vec{b} \times \vec{c})$$



clockwise = +ve

Anti-clockwise = -ve

★ Linear Combination:-

$$\vec{r} = x\vec{a} + y\vec{b} + z\vec{c}$$

★ Direction Angles $[\alpha, \beta, \gamma]$

Direction Cosines $[l, m, n]$

$$l = \cos \alpha, \quad m = \cos \beta, \quad n = \cos \gamma$$

$$l^2 + m^2 + n^2 = 1$$

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

Direction ratios (a, b, c)

$$\frac{a}{l} = \frac{b}{m} = \frac{c}{n} = \lambda$$

$$l = \frac{\pm a}{\sqrt{a^2 + b^2 + c^2}}, \quad m = \frac{\pm b}{\sqrt{a^2 + b^2 + c^2}}, \quad n = \frac{\pm c}{\sqrt{a^2 + b^2 + c^2}}$$

★ Angle between two line if d.r.s is given

$$\cos \theta = \frac{a_1 a_2 + b_1 b_2 + c_1 c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \cdot \sqrt{a_2^2 + b_2^2 + c_2^2}}$$

★ Unit vector:

$$\hat{a} = \frac{\vec{a}}{|\vec{a}|}$$

★ If \vec{a}, \vec{b} are non-zero vectors and $\vec{a} \cdot \vec{b} = 0$ then \vec{a} is orthogonal to \vec{b} .

★ If $\vec{a} = k \cdot \vec{b}$ then \vec{a} and \vec{b} are parallel where k is scalar.

★ The coordinates of the points which are at a distance of d units from the point $P(x_1, y_1, z_1)$ are given by

$$(x_1 \pm dd, y_1 \pm md, z_1 \pm nd)$$

★ To find a unit vector perpendicular to \vec{a} and \vec{b}

$$= \frac{\vec{a} \times \vec{b}}{|\vec{a} \times \vec{b}|}$$

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

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

★ To find direction ratios of vector perpendicular to $\vec{a} \times \vec{b}$ use $[\vec{a} \times \vec{b}]$ - Matrix method.