

$$\begin{aligned} \cdot \quad [\vec{a} \ \vec{b} \ \vec{c}] &= [\vec{b} \ \vec{c} \ \vec{a}] = [\vec{c} \ \vec{a} \ \vec{b}] \\ &= -[\vec{b} \ \vec{a} \ \vec{c}] \end{aligned}$$

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

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

- Right handed System

$\vec{a}, \vec{b}, \vec{c}$  non coplanar are said to form a right handed system if  $[\vec{a} \vec{b} \vec{c}] > 0$ .

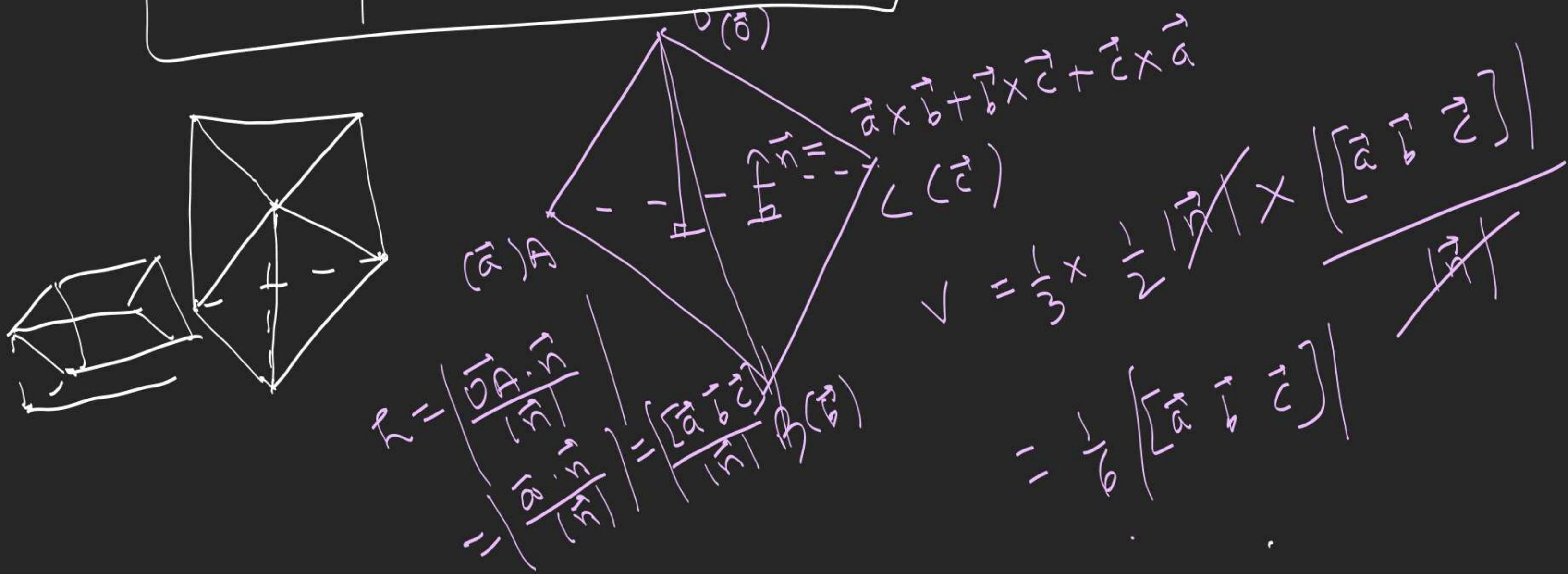
$\vec{a}, \vec{b}, \vec{c}$  non coplanar are said to form a left handed system if  $[\vec{a} \vec{b} \vec{c}] < 0$ .

$$\text{L} \cdot \text{P.T.} \quad [\vec{l} \vec{m} \vec{n}] [\vec{a} \vec{b} \vec{c}] = \begin{vmatrix} \vec{l} \cdot \vec{a} & \vec{l} \cdot \vec{b} & \vec{l} \cdot \vec{c} \\ \vec{m} \cdot \vec{a} & \vec{m} \cdot \vec{b} & \vec{m} \cdot \vec{c} \\ \vec{n} \cdot \vec{a} & \vec{n} \cdot \vec{b} & \vec{n} \cdot \vec{c} \end{vmatrix}$$

$$\left( \begin{array}{ccc} l_1 & l_2 & l_3 \\ m_1 & m_2 & m_3 \\ n_1 & n_2 & n_3 \end{array} \right) \left( \begin{array}{ccc} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \\ a_3 & b_3 & c_3 \end{array} \right)$$

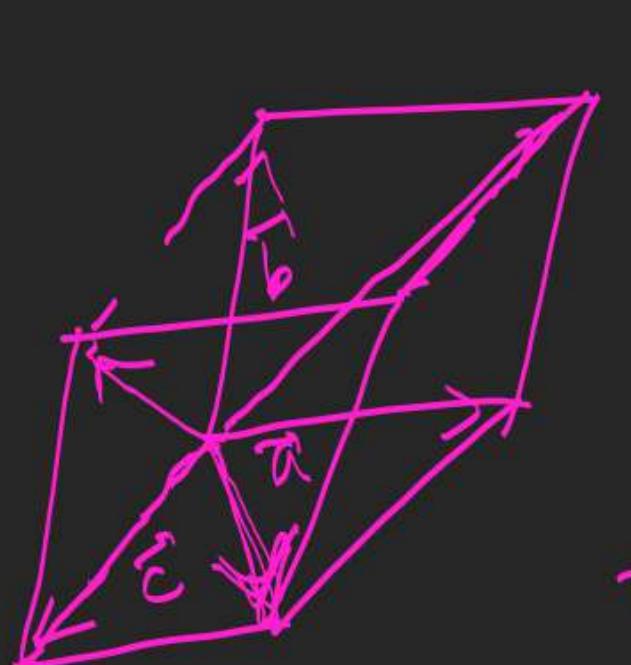

Q. P.T. Volume of tetrahedron OABC is

$$V = \frac{1}{6} \left| \begin{bmatrix} \vec{OA} & \vec{OB} & \vec{OC} \end{bmatrix} \right|$$



$$\text{L.H.S.} \quad \text{P.T.} \quad \boxed{\begin{bmatrix} \vec{a} + \vec{b} & \vec{b} + \vec{c} & \vec{c} + \vec{a} \end{bmatrix} = 2 \begin{bmatrix} \vec{a} & \vec{b} & \vec{c} \end{bmatrix}}$$

Also give its geometric interpretation.



$$\begin{aligned}
 & \left( (\vec{a} + \vec{b}) \times (\vec{b} + \vec{c}) \right) \cdot (\vec{c} + \vec{a}) \\
 = & (\vec{a} \times \vec{b} + \vec{a} \times \vec{c} + \vec{b} \times \vec{c}) \cdot (\vec{c} + \vec{a}) = 2 \begin{bmatrix} \vec{a} & \vec{b} & \vec{c} \end{bmatrix}
 \end{aligned}$$

# Vector Triple Product

$(\vec{a} \times \vec{b}) \times \vec{c}$  is coplanar with  $\vec{a}$ ,  $\vec{b}$  and  $\vec{a} \times \vec{b}$

$$\begin{aligned}
 & \vec{v} = (\vec{a} \times \vec{b}) \times \vec{c} \\
 & \vec{v} = x\vec{a} + y\vec{b} \\
 & \vec{v} \cdot \vec{c} = 0 = x(\vec{a} \cdot \vec{c}) + y(\vec{b} \cdot \vec{c})
 \end{aligned}$$

LHS =  $\vec{v} = \vec{a} \times \vec{b} \times \vec{c}$   
 RHS =  $x(\vec{a} \cdot \vec{c}) + y(\vec{b} \cdot \vec{c})$   
 $\lambda = -1$

$$\vec{a} = \hat{i}, \vec{b} = \hat{j}, \vec{c} = \hat{k}$$

$$\vec{v} = \lambda \left( (\vec{b} \cdot \vec{c}) \vec{a} - (\vec{a} \cdot \vec{c}) \vec{b} \right)$$

$$\frac{x}{\vec{b} \cdot \vec{c}} = \frac{-y}{\vec{a} \cdot \vec{c}} = \lambda$$

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

Q. P.T.  $\vec{v}_1 = \vec{a} \times (\vec{b} \times \vec{c})$ ,  $\vec{v}_2 = \vec{b} \times (\vec{c} \times \vec{a})$  &  
 $\vec{v}_3 = \vec{c} \times (\vec{a} \times \vec{b})$  are coplanar.

$$\vec{v}_1 = (\vec{a} \cdot \vec{c})\vec{b} - (\vec{a} \cdot \vec{b})\vec{c}$$

$$\vec{v}_2 = (\vec{b} \cdot \vec{a})\vec{c} - (\vec{b} \cdot \vec{c})\vec{a}$$

$$\vec{v}_3 = (\vec{c} \cdot \vec{b})\vec{a} - (\vec{c} \cdot \vec{a})\vec{b}$$

$$\vec{v}_1 + \vec{v}_2 + \vec{v}_3 = \vec{0}$$

g.i)  $\hat{a} \times (\hat{b} \times \hat{c}) = \frac{1}{2}\hat{b}$ , where  $\hat{b}, \hat{c}$  are non collinear

Find the angle between  $\hat{a} \times \hat{b}$  and  $b$  in  $\hat{a} \& \hat{c}$ .

$$(\hat{a} \cdot \hat{c})\hat{b} - (\hat{a} \cdot \hat{b})\hat{c} = \frac{1}{2}\hat{b}$$

$$\frac{\hat{a} \cdot \hat{c}}{\hat{a} \cdot \hat{b}} = \frac{1}{2} \neq 0$$

$$\begin{aligned}\therefore (\vec{a} \times \vec{b}) \cdot (\vec{c} \times \vec{d}) &= ((\vec{a} \times \vec{b}) \times \vec{c}) \cdot \vec{d} \\&= \left( (\vec{a} \cdot \vec{c}) \vec{b} - (\vec{b} \cdot \vec{c}) \vec{a} \right) \cdot \vec{d} \\&= (\vec{a} \cdot \vec{c})(\vec{b} \cdot \vec{d}) - (\vec{b} \cdot \vec{c})(\vec{a} \cdot \vec{d})\end{aligned}$$

$$\begin{aligned} \text{L.H.S. } (\vec{a} \times \vec{b}) \times (\vec{c} \times \vec{d}) &= [\vec{a} \vec{b} \vec{d}] \vec{c} - [\vec{a} \vec{b} \vec{c}] \vec{d} \\ &= [\vec{a} \vec{c} \vec{d}] \vec{b} - [\vec{b} \vec{c} \vec{d}] \vec{a} \end{aligned}$$

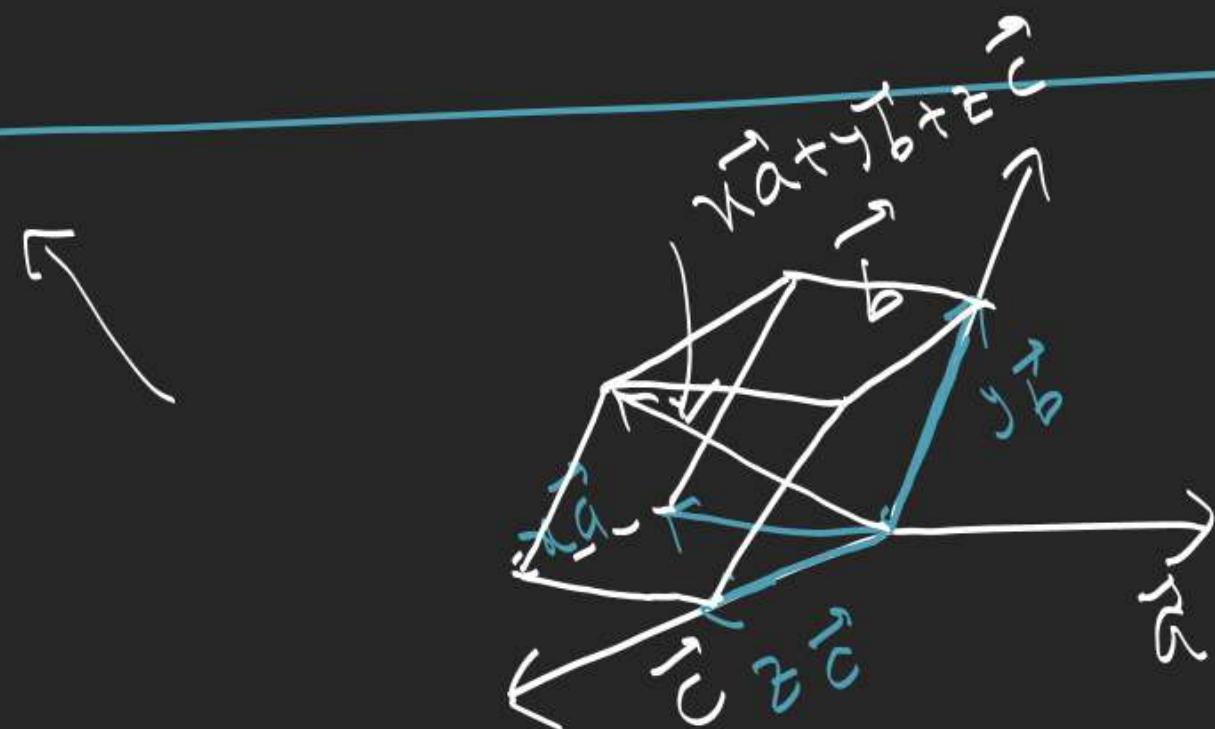
$\therefore$  i) If  $\vec{a}, \vec{b}, \vec{c}, \vec{d}$  are 4 vectors s.t. no 3 of them are coplanar, then any vector among them can be expressed as linear combination of remaining vectors.

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

# Theorem for Space

If  $\vec{a}, \vec{b}, \vec{c}$  are non coplanar vectors, then any vector in 3D space can be expressed as their linear combination.

$$\vec{v} = x\vec{a} + y\vec{b} + z\vec{c}, \quad x, y, z \in \mathbb{R}.$$



$$\vec{v} = x_i \hat{i} + y_j \hat{j} + z_k \hat{k}$$

Note  $\rightarrow$  4 or more vectors are always linearly dependent.

Care! Let  $\vec{a}, \vec{b}, \vec{c}, \vec{d}$  n.t. at least one set of 3

vectors among them is coplanar

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

$$(0)\vec{a} + (1)\vec{c} + (-x)\vec{a} + (-y)\vec{b} = \vec{0}$$

Care! If 3 of them are coplanar

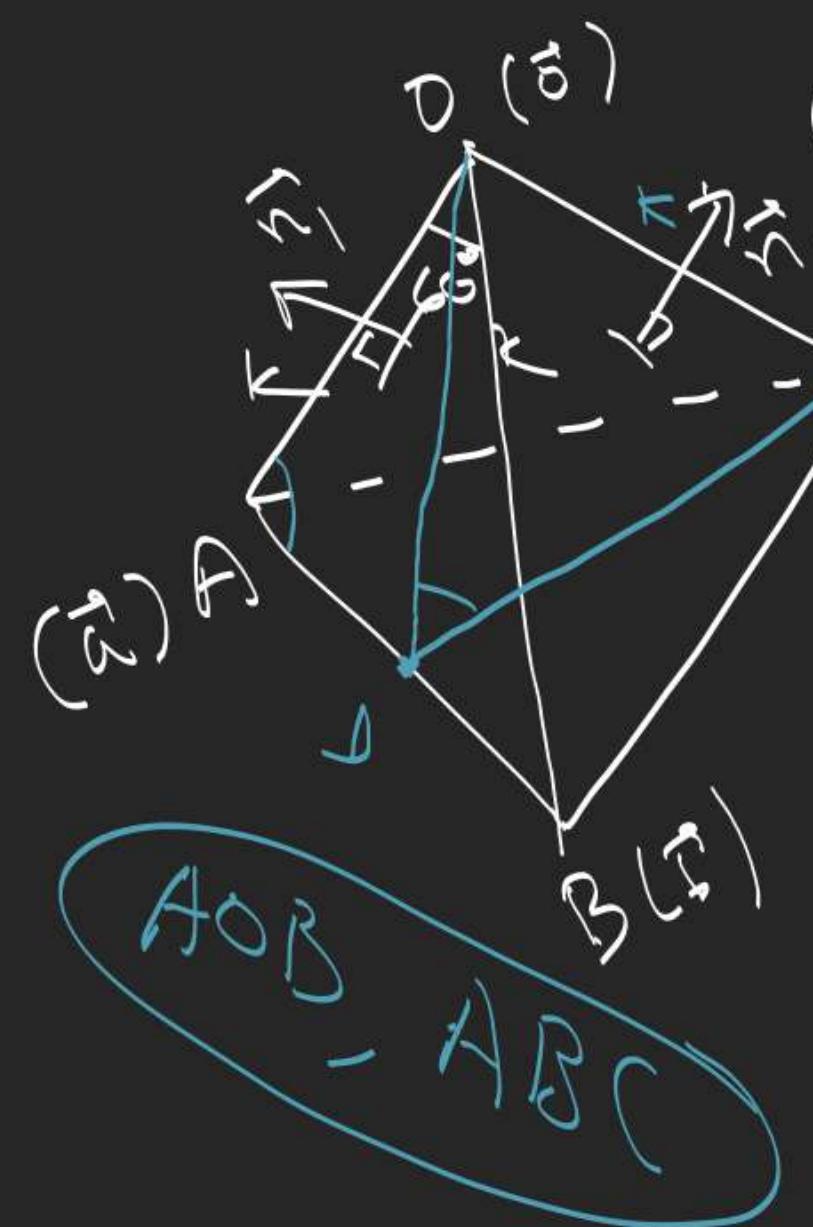
$$\vec{d} = x\vec{a} + y\vec{b} + z\vec{c} \Rightarrow (1)\vec{d} + (-x)\vec{a} + (-y)\vec{b} + (-z)\vec{c} = \vec{0}$$

$\perp$  P.T.  $(\vec{a} \times \vec{b}) \times (\vec{c} \times \vec{d}) + (\vec{a} \times \vec{c}) \times (\vec{d} \times \vec{b})$   
 $+ (\vec{a} \times \vec{d}) \times (\vec{b} \times \vec{c})$  is parallel to  $\vec{a}$

$$\begin{aligned}
 & [\vec{a} \vec{b} \vec{c}] \vec{c} - [\vec{a} \vec{b} \vec{c}] \vec{d} + [\vec{a} \vec{c} \vec{d}] \vec{c} - [\vec{c} \vec{d} \vec{b}] \vec{a} \\
 & + [\vec{a} \vec{c} \vec{d}] \vec{d} - [\vec{d} \vec{b} \vec{c}] \vec{a} \\
 & = -g[\vec{c} \vec{d} \vec{b}] \vec{a}
 \end{aligned}$$

Q. Find the acute angle b/n two plane faces

of a regular tetrahedron  $(\vec{a} \times \vec{b}) \cdot \vec{c}$



$$\cos \theta = \frac{(\vec{a} \times \vec{b}) \cdot (\vec{b} \times \vec{c})}{|\vec{a} \times \vec{b}| |\vec{b} \times \vec{c}|} = \frac{(\vec{a} \cdot \vec{b})(\vec{b} \cdot \vec{c}) - (\vec{b} \cdot \vec{b})(\vec{a} \cdot \vec{c})}{|\vec{a} \times \vec{b}| |\vec{b} \times \vec{c}|}$$

$$= \frac{\frac{k^2}{2} \frac{k^2}{2} - k^2 \frac{k^2}{2}}{\sqrt{\frac{k^2}{2} + \frac{k^2}{2}}} = \frac{-\frac{1}{2}k^2}{\sqrt{\frac{k^2}{2} + \frac{k^2}{2}}} = \frac{-\frac{1}{2}k^2}{\sqrt{k^2}} = \frac{-\frac{1}{2}k^2}{k} = -\frac{1}{2}$$

\$\cos \theta = \frac{-1}{2}\$

3. If  $a, b, c, d$  are four lines in space and  
 $(ad)$  represents any plane parallel to  $a$  and  $d$  and no on.  
If  $(ad) \perp (bc)$  and  $(bd) \perp (ca)$ , then P.T.  
 $(cd) \perp (ab)$ .