

Ques

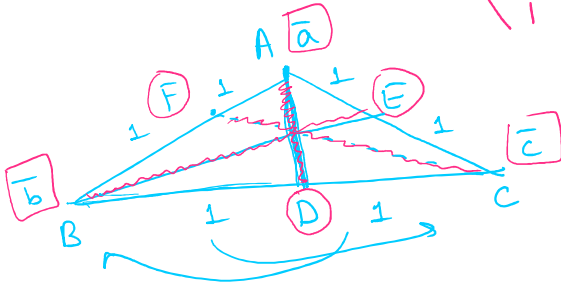
In a $\triangle ABC$, Prove

a) Medians are Concurrent.

b) Find point of concurrency.

c) Find ratio in which Centroid divides the 3 medians.

$$\vec{G} = \frac{\vec{a} + \vec{b} + \vec{c}}{3}$$



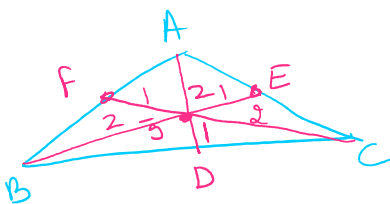
$$\vec{d} = \frac{\vec{b} + \vec{c}}{2} \Rightarrow \vec{a} + 2\vec{d} = \vec{b} + \vec{c} + \vec{a}$$

$$\vec{e} = \frac{\vec{a} + \vec{c}}{2} \Rightarrow \vec{b} + 2\vec{e} = \vec{a} + \vec{c} + \vec{b}$$

$$\vec{f} = \frac{\vec{a} + \vec{b}}{2} \Rightarrow \vec{c} + 2\vec{f} = \vec{a} + \vec{b} + \vec{c}$$

Make RHS same

$$\frac{\vec{a} + 2\vec{d}}{3} = \frac{\vec{b} + 2\vec{e}}{3} = \frac{\vec{c} + 2\vec{f}}{3} = \frac{\vec{a} + \vec{b} + \vec{c}}{3}$$



$$\frac{\vec{a} + 2\vec{d}}{1+2} = \frac{\vec{b} + 2\vec{e}}{1+2} = \frac{\vec{c} + 2\vec{f}}{1+2} = \frac{\vec{a} + \vec{b} + \vec{c}}{3}$$

$$\vec{G} = \frac{\vec{a} + \vec{b} + \vec{c}}{3}$$

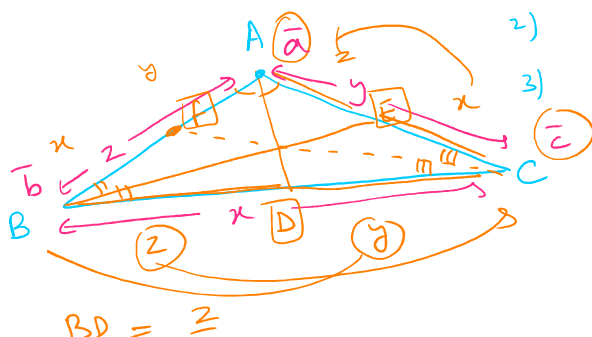
$$\vec{c} = \frac{n\vec{a} + m\vec{b}}{n+m}$$

Make RHS same. In $\triangle ABC$

1) Prove angle bisector are concurrent

2) Ratio in which incentre divides 3 medians.

3) P.V. of I.



$$x\vec{a} + (2+y)\vec{d} = y\vec{b} + z\vec{c} + x\vec{a}$$

$$y\vec{b} + (1+z)\vec{e} = x\vec{a} + z\vec{c} + y\vec{b}$$

$$\frac{BD}{DC} = \frac{2}{1}$$

$$y\vec{b} + (x+2)\vec{e} = x\vec{a} + z\vec{c} + y\vec{b}$$

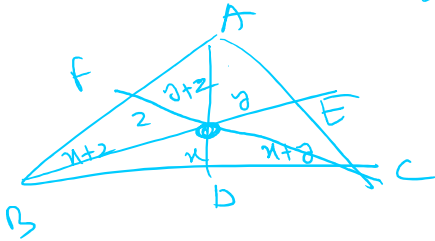
$$z\vec{c} + (x+y)\vec{f} = x\vec{a} + y\vec{b} + z\vec{c}$$

$$\frac{x\vec{a} + (y+2)\vec{d}}{x+y+2} =$$

$$\frac{y\vec{b} + (x+2)\vec{e}}{x+y+2} =$$

$$\frac{z\vec{c} + (x+y)\vec{f}}{z+x+y} =$$

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

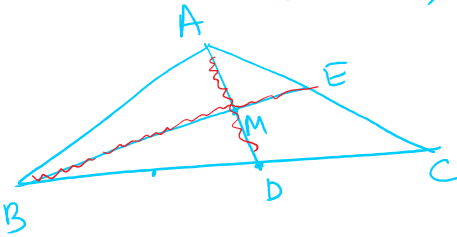


In $\triangle ABC$, D divides BC in 2:1 ratio,

E divides CA in 2:1 ratio.

If AD & BE intersect at M,

find $\frac{AM}{MD}$ and $\frac{BM}{ME}$.



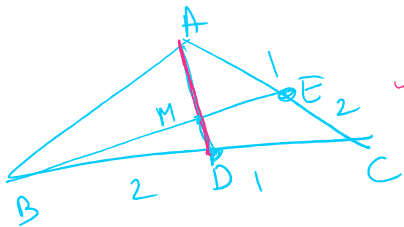
a)

b) If $\vec{a}, \vec{b}, \vec{c}$ are pvs of A, B, C, find \vec{m} in terms of $\vec{a}, \vec{b}, \vec{c}$.

Can't use
Equate pvs
Method
bec $\vec{0}$ is not
there.

So Use Make RHS same

(a) let us assume $\vec{a}, \vec{b}, \vec{c}$ be pvs of A, B, C.



$$3\vec{d} = 2\vec{c} + \vec{b} \quad \text{--- (1)}$$

$$3\vec{e} = 2\vec{a} + \vec{c} \quad \text{--- (2)}$$

Multiply (2) by 2.

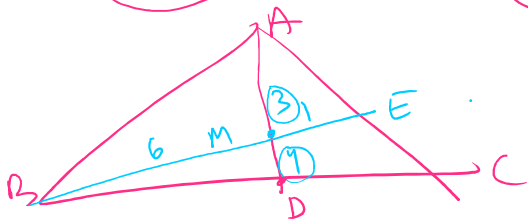
$$4\vec{a} + 3\vec{d} = 2\vec{c} + \vec{b} + 4\vec{a}$$

$$\vec{b} + 6\vec{e} = 4\vec{a} + 2\vec{c} + \vec{b}$$

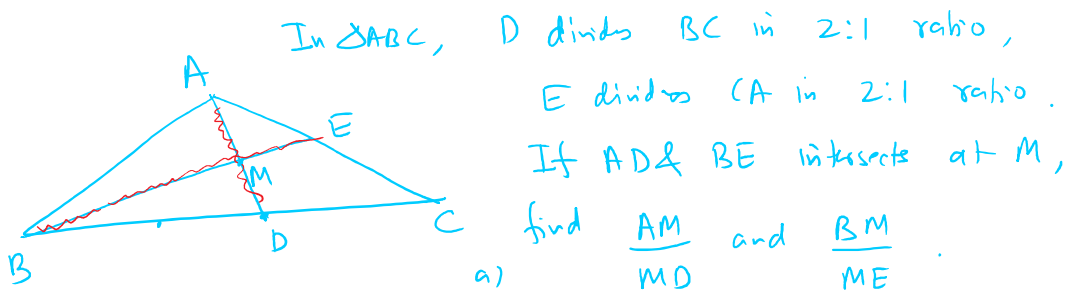
Now \vec{c} is same
in 2 eqns.

$$\vec{m} = \frac{4\vec{a} + 3\vec{d}}{6} = \frac{\vec{b} + 6\vec{e}}{6} = \frac{4\vec{a} + \vec{b} + 2\vec{c}}{3}$$

$$\frac{4\vec{a} + 3\vec{d}}{7} = \frac{\vec{b} + 6\vec{e}}{7} = \frac{4\vec{a} + \vec{b} + 2\vec{c}}{7}$$



Method-2 to solve above question. (Name of the method = Equate PVs)



Let $\vec{o}, \vec{b}, \vec{c}$ be pvs of A, B, C respectively.

(V. Imp. for Method-2, one of the vectors should be \vec{o}) It is must.

Assume

$$\frac{BM}{ME} = \frac{1}{k} ; \frac{AM}{MD} = \frac{1}{\lambda}$$

Write pv of M on BE

$$\vec{m} = \frac{k\vec{b} + \vec{e}}{k+1} = \frac{k\vec{b} + 2\vec{o} + \frac{1}{2}\vec{c}}{k+1} \quad \text{--- (1)}$$

Write pv of M on AD

$$\vec{m} = \frac{\lambda\vec{o} + 1(\vec{d})}{\lambda+1} = \frac{\lambda\vec{o} + 2\vec{c} + \vec{b}}{3} \quad \text{--- (2)}$$

Using ① & ②, [equate \bar{m} in ① & ②],

$$\frac{k\bar{b} + \frac{\bar{c}}{3}}{k+1} = \frac{2\bar{c} + \bar{b}}{3(\lambda+1)}$$

$$\frac{3k\bar{b} + \bar{c}}{3(k+1)} = \frac{2\bar{c} + \bar{b}}{3(\lambda+1)}$$

\bar{a}, \bar{b} are nm-zero, nm-collinear.

$$\lambda_1 \bar{a} + \lambda_2 \bar{b} = \lambda_3 \bar{a} + \lambda_4 \bar{b}$$

$$\Rightarrow \lambda_1 = \lambda_3; \lambda_2 = \lambda_4$$

As \bar{b} & \bar{c} are nm-collinear, we can do:

$$\frac{3k}{k+1} = \frac{1}{\lambda+1} \quad \text{--- (1)}$$

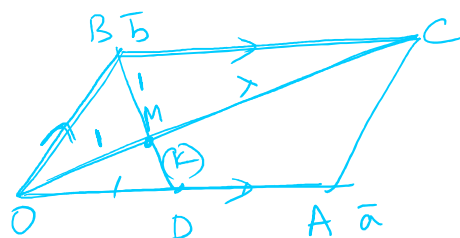
$$\frac{1}{k+1} = \frac{2}{\lambda+1} \quad \text{--- (2)}$$

①
②

$$3k = \frac{1}{\lambda+1}$$

$$3k = \frac{1}{2}, \quad k = \frac{1}{6}$$

In fign $OACB$, D is mid-point of OA . M is intersection of OC & BD . Find $\frac{BM}{MD}$ and $\frac{OM}{MC}$.



Equate pvs.

M on OC

$$\bar{m} = \frac{1\bar{c} + \lambda\bar{o}}{1+\lambda}$$

M on BD $\boxed{\bar{d} = \bar{a}/2}$

$$\bar{m} = \frac{k\bar{b} + 1(\frac{\bar{a}}{2})}{k+1}$$

$$\bar{c} = \bar{a} + \bar{b}$$

$$\text{or } \bar{BC} = \bar{OA}$$

$$\bar{c} - \bar{b} = \bar{a} - \bar{o}$$

$$\boxed{\bar{c} = \bar{a} + \bar{b}}$$

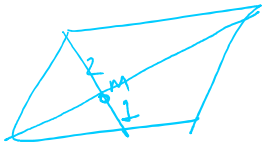
Equate \bar{m}

$$\frac{\bar{c}}{1+\lambda} = \frac{k\bar{b} + \bar{a}/2}{k+1}$$

$$\frac{\vec{a} + \vec{b}}{1 + \lambda} = \frac{k\vec{b} + \vec{a}_2}{k+1}$$

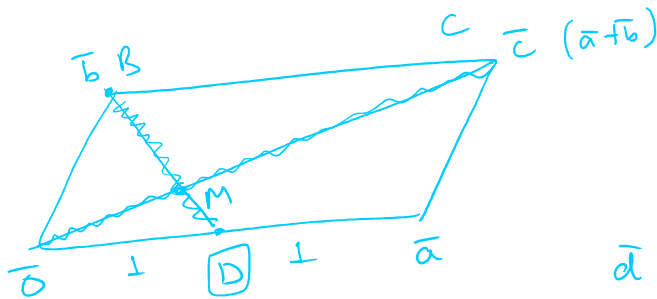
$$\frac{1}{1+\lambda} = \frac{1}{2(k+1)} ; \quad \frac{1}{1+\lambda} = \frac{k}{k+1}$$

$$1 = \frac{1(k+1)}{2(k+1)k} = \boxed{k = \frac{1}{2}}$$



$$\lambda + 1 = \frac{k+1}{\frac{1}{k}} = 1 + 2$$

$$\lambda = 2$$



Use Make LHS same

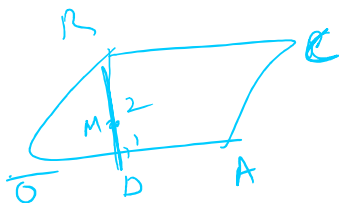
Find \vec{m} .
as $\frac{BM}{MD} = ?$

$$\vec{d} = \frac{\vec{b} + \vec{a}}{2} \Rightarrow \vec{b} + 2\vec{d} = \vec{a} + \vec{b}$$

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

$$\frac{\vec{b} + 2\vec{d}}{3} = \frac{2\vec{b} + \vec{c}}{3} = \frac{\vec{a} + \vec{b} + \vec{b}}{3}$$

$$\frac{\vec{b} + 2\vec{d}}{3} = \frac{\vec{c}}{3} = \frac{\vec{a} + \vec{b}}{3}$$



Scalar Triple product

$$\frac{\vec{a} \cdot \vec{b} \times \vec{c}}{\vec{a} \times \vec{b} \cdot \vec{c}}$$

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

$$(2 \times 3) \times 5 = 2 \times (3 \times 5)$$

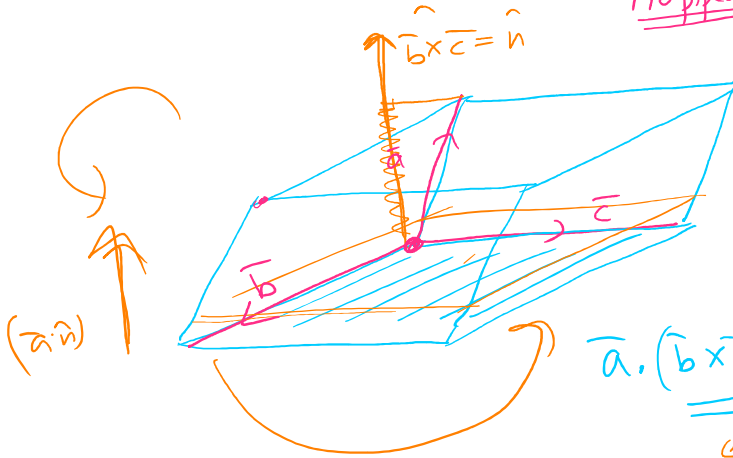
$$\underline{\underline{\underline{\vec{a} \cdot (\vec{b} \times \vec{c})}}}} = \underline{\underline{\underline{\vec{a} \cdot \vec{b} \times \vec{c}}}}} \\ = \text{Scalar Triple product.}$$

$$= 2 \times (3 \times 5)$$

Geometrical significance

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

Parallelipiped is a solid whose all faces are llgms.



$\vec{a}, \vec{b}, \vec{c}$ are adjacent edges of Parallelipiped.

$$\begin{aligned} \vec{a} \cdot (\vec{b} \times \vec{c}) &= \vec{a} \cdot [|\vec{b} \times \vec{c}| \hat{b} \times \vec{c}] \\ &= \vec{a} \cdot \left[\begin{array}{c} \text{Area of the llgm} \\ \text{made by } \vec{b} \text{ \& } \vec{c} \end{array} \right] \hat{n} \end{aligned}$$

$$\begin{aligned} \vec{a} \cdot \underline{\underline{\vec{b}}} &= l(\vec{a} \cdot \vec{b}) \\ l_1 \vec{a} \cdot l_2 \vec{b} &= l_1 l_2 (\vec{a} \cdot \vec{b}) \end{aligned}$$

$$= (\text{Area of llgm in base}) (\underline{\underline{\vec{a} \cdot \hat{n}}})$$

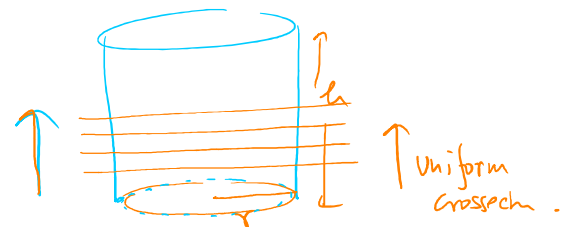
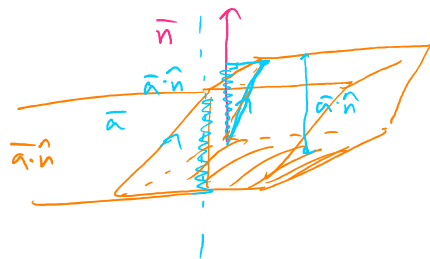
$$= (\text{Area of llgm in base}) (\text{projection of } \vec{a} \text{ along } \hat{n}).$$

$$= \frac{(\text{Area of llgm in base}) \times \text{height of the Parallelipiped.}}{|\vec{b} \times \vec{c}| (\vec{a} \cdot \hat{n})}$$

$$= \underline{\underline{\underline{\text{Volume of the Parallelipiped.}}}}$$

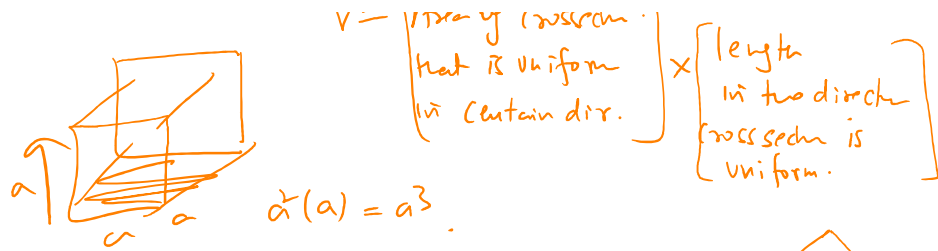
$$\text{Volume of Parallelipiped} = \underline{\underline{\underline{|\vec{a} \cdot (\vec{b} \times \vec{c})|}}}}$$

\equiv Scalar Triple product of 3 adjacent edges of the Parallelipiped.



$$V_{\text{cyl}} = (\pi r^2) h$$

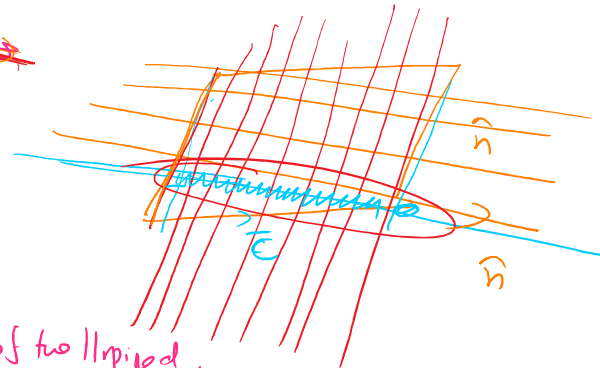
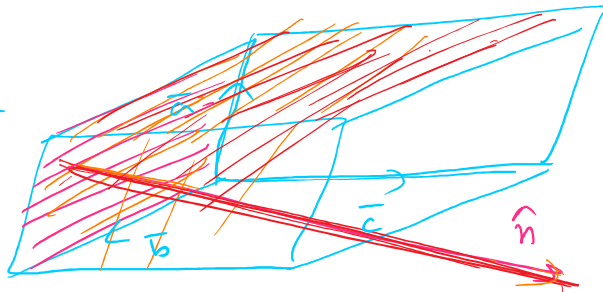
$$V = \left[\begin{array}{c} \text{Area of cross-section} \\ \text{that is uniform} \end{array} \right] \times \left[\begin{array}{c} \text{length} \\ \text{in the direction} \end{array} \right]$$



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

|| I interchange position of \cdot & \times & see what happens.

$$\vec{a} \times \vec{b} \cdot \vec{c}$$



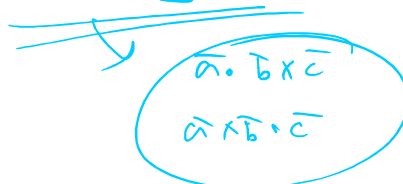
$$\begin{aligned} (\vec{a} \times \vec{b}) \cdot \vec{c} &= |\vec{a} \times \vec{b}| \hat{a} \times \vec{b} \cdot \vec{c} \\ &= (\text{Area of || gm on side surface}) (\hat{n} \cdot \vec{c}) \\ &= (\text{Area of || gm on side surface}) \times \text{Width of the || piped.} \\ &= \text{Volume of || piped.} \end{aligned}$$

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

\Rightarrow In scalar Triple product, \cdot & \times can be interchanged.

We have a new way of representation of scalar Triple product.

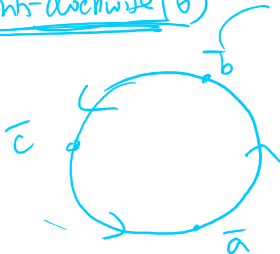
$$\vec{a} \cdot \vec{b} \times \vec{c} = \vec{a} \times \vec{b} \cdot \vec{c} = [\vec{a} \ \vec{b} \ \vec{c}]$$



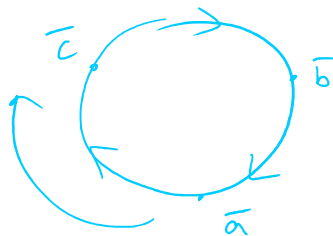
$$\bar{a} \bar{b} \bar{c} \quad \begin{array}{|c|c|c|} \hline \bar{1} & 0 & 1 \\ \hline 3 & 2 & 1 \\ \hline \end{array}$$

$$3 \times 2 \times 2 \times 1 \times 1 = 12$$

Anti-clockwise (6)



Clockwise (6)



Anti-clockwise

- ① $\bar{a} \cdot (\bar{b} \times \bar{c})$
- ② $(\bar{a} \times \bar{b}) \cdot \bar{c}$
- ③ $\bar{b} \cdot (\bar{c} \times \bar{a})$
- ④ $(\bar{b} \times \bar{c}) \cdot \bar{a}$
- ⑤ $\bar{c} \cdot (\bar{a} \times \bar{b})$
- ⑥ $(\bar{c} \times \bar{a}) \cdot \bar{b}$

Equal

$$\bar{b} \cdot (\bar{a} \times \bar{c})$$

$$(\bar{b} \times \bar{a}) \cdot \bar{c}$$

$$\bar{c} \cdot (\bar{b} \times \bar{a})$$

$$\bar{c} \times \bar{b} \cdot \bar{a}$$

$$\bar{a} \cdot (\bar{c} \times \bar{b})$$

$$(\bar{a} \times \bar{c}) \cdot \bar{b}$$

Equal

$$\textcircled{1=2}, \textcircled{3=4}, \textcircled{5=6}$$

$$\textcircled{1=4}$$

$$\textcircled{2=5}$$

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

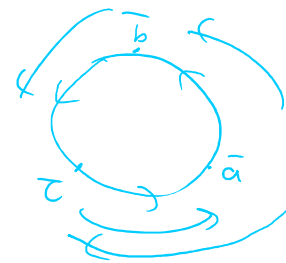
$$\bar{a} \cdot \bar{b} = \bar{b} \cdot \bar{a}$$

$$\text{Anti-clockwise} = (\bar{a} \times \bar{b}) \cdot \bar{c} = -(\bar{b} \times \bar{a}) \cdot \bar{c}$$

$$\text{Anti-clockwise} = - \text{clockwise order}$$

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

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



Change order.

$$\vec{a} = a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{k}$$

$$\vec{b} = b_1 \hat{i} + b_2 \hat{j} + b_3 \hat{k}$$

$$\vec{c} = c_1 \hat{i} + c_2 \hat{j} + c_3 \hat{k}$$

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

$$\begin{aligned} \vec{a} \cdot \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} &= \vec{a} \cdot \left[(b_2 c_3 - c_2 b_3) \hat{i} - \hat{j} [b_1 c_3 - b_3 c_1] + \hat{k} (b_1 c_2 - b_2 c_1) \right] \\ &= [\vec{a} \cdot (b_2 c_3 - c_2 b_3) \hat{i} - \hat{j} [b_1 c_3 - b_3 c_1] + \hat{k} (b_1 c_2 - b_2 c_1)] \\ &= \left[(b_2 c_3 - c_2 b_3) a_1 - (b_1 c_3 - b_3 c_1) a_2 + (b_1 c_2 - b_2 c_1) a_3 \right] \end{aligned}$$

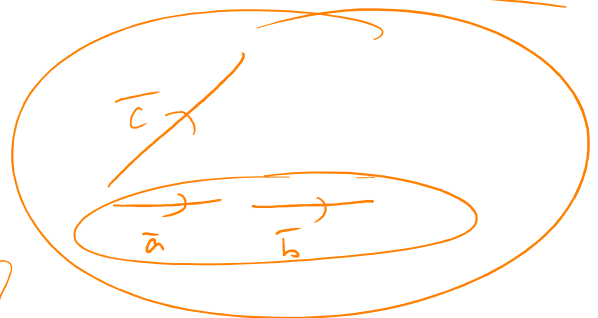
$$\begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

When is $[\vec{a} \vec{b} \vec{c}] = 0$? Volume of parallelepiped with $\vec{a}, \vec{b}, \vec{c}$ = 0

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

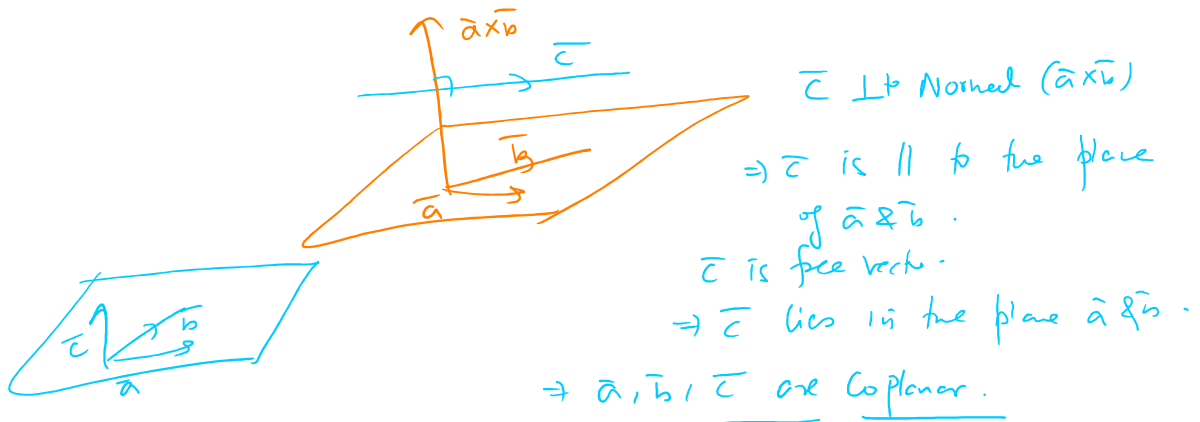
a) Either $\vec{a} = \vec{0}$ or $\vec{b} = \vec{0}$ or $\vec{c} = \vec{0}$.

b) $\vec{a} \times \vec{b} = \vec{0} \Rightarrow \vec{a} \& \vec{b}$ are collinear.
 $\Rightarrow \vec{a}, \vec{b}, \vec{c}$ are coplanar
 \Rightarrow No flippied (No Solid)
 Volume = 0.



$$(c) \quad \underbrace{\vec{a} \times \vec{b}}_{\text{Normal}} \cdot \underbrace{\vec{c}}_{\text{Normal}} = 0$$

$$\vec{a} \times \vec{b} \perp \vec{c}$$

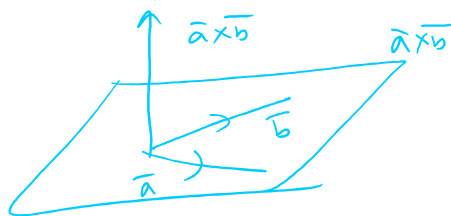


$$\underline{\underline{\vec{a} \cdot (\vec{b} \times \vec{a}) = 0}}$$

$$\vec{a} \cdot (\vec{b} \times \vec{a}) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ a_1 & a_2 & a_3 \end{vmatrix} = 0.$$

$$(\vec{b} \times \vec{a}) \cdot \vec{a} = \vec{b} \cdot (\underline{\underline{\vec{a} \times \vec{a}}}) = \vec{b} \cdot \vec{0} = \underline{\underline{0}}.$$

$$\underline{\underline{\vec{a} \cdot (\vec{b} \times \vec{a}) = 0}}$$



If in a scalar Triple product, a vector repeats, then scalar Triple product is zero.

$$\vec{x} \cdot (\vec{y} \times \vec{x}) = 0$$

$$(\vec{m} \times \vec{n}) \cdot \vec{n} = 0$$

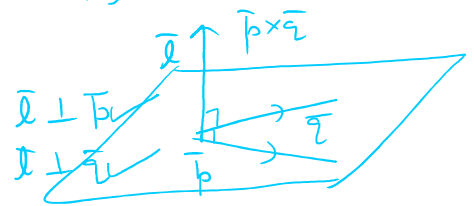
$$\vec{b} \times \vec{c} \cdot \vec{b} = 0$$

Vector Triple Product

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

Geometrical significance: \vec{l} is isolated vector. \Rightarrow vectors in bracket.

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



$$\vec{l} \perp \vec{a} \Rightarrow \vec{l} \text{ is } \perp \text{ to } \vec{a}$$

$$\vec{l} \perp \vec{b} \times \vec{c}$$

\vec{l} is \parallel to the plane of \vec{b} & \vec{c} .

$$\Rightarrow \vec{l} \text{ lies in the plane of } \vec{b} \text{ \& \> } \vec{c}$$

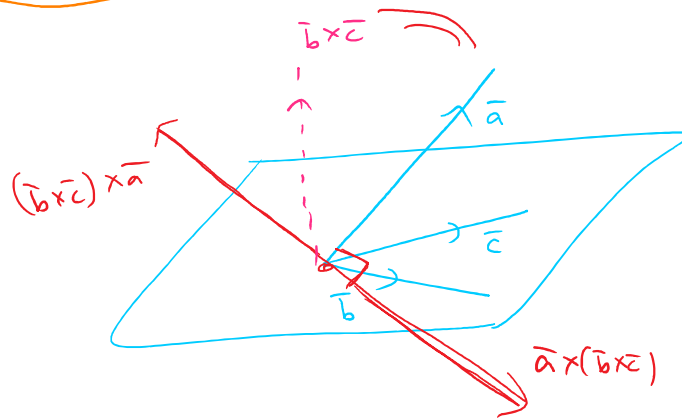
$$(\vec{l}) = \vec{a} \times (\vec{b} \times \vec{c})$$

\vec{l} is \perp to \vec{a} & also \vec{l} lies in the plane of \vec{b} & \vec{c} .

or

Vector Triple product is \perp to isolated vector & lies in the plane of vectors in bracket.

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



V.V. Important \equiv Vector Triple product formula.

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

Linear combination of vectors in bracket

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

$x + y = 1$
 $2x - 2y = 2$

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

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

$$\frac{2x-2y}{2} = 2$$

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

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

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

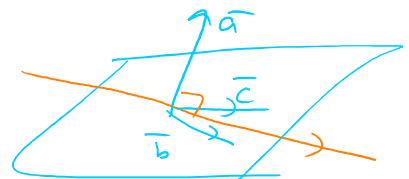
Are these equal?

$\bar{a} \times (\bar{b} \times \bar{c}) \neq (\bar{a} \times \bar{b}) \times \bar{c}$ Vector Triple product does not follow associated law.

When is $\bar{a} \times (\bar{b} \times \bar{c}) = \bar{0}$?

(a) When $\bar{a} = \bar{0}$ or $\bar{b} = \bar{0}$ or $\bar{c} = \bar{0}$

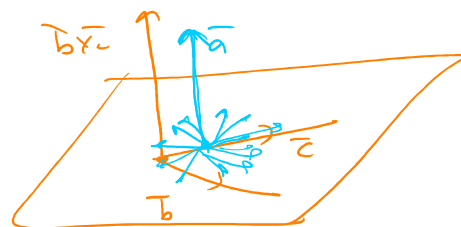
(b) $\bar{b} \times \bar{c} = \bar{0} \Rightarrow \bar{b}$ & \bar{c} are collinear.



No plane defined by \bar{b} & \bar{c} .

(c) \bar{a} is collinear with $(\bar{b} \times \bar{c})$.

$\Rightarrow \bar{a}$ is normal of the plane of \bar{b} & \bar{c} .



Vector Triple product lies in the plane of \bar{b} & \bar{c} & \perp to \bar{a} .

There are infinite such vectors in the plane.

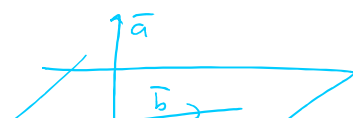
$\bar{0}$ has infinite direction.

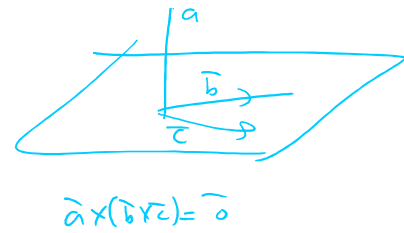
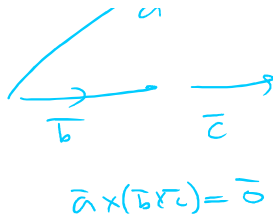


$$\bar{0} \bar{a} = \bar{0}$$

$$\bar{0} \bar{b} = \bar{0}$$

$$\bar{0} \bar{c} = \bar{0}$$





$$\vec{l} = \boxed{\vec{a} \times (\vec{a} \times \vec{b})} \neq \vec{b}$$

$$\vec{l} \perp \vec{a}$$

\vec{l} in the plane of \vec{a} & \vec{b} .

