

Vectors and Solid Geometry

Jnaneshwar Chalise

M.A. (Mathematics)

Virtual Class, Mathematics - I



Bachelor of Information Technology

Kathmandu, Nepal

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Vector and Vector Algebra

Vector and Vector Algebra

Scalar and Vector quantities

Vector and Vector Algebra

Scalar and Vector quantities

Quantity that can be characterized by magnitude only is known as *a scalar quantity* or simply a *scalar*.

Vector and Vector Algebra

Scalar and Vector quantities

Quantity that can be characterized by magnitude only is known as *a scalar quantity* or simply a *scalar*.

Quantity which can be characterized by magnitude as well as direction is known as *a vector quantity* or simply a *vector*.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

The concept of a vector

The concept of a vector

Notation

Generally, vectors are denoted by bold faced type of letters.

But due to inconvenience of this method to indicate the vector in writing, generally a vector will be represented by a letter or a combination of two letters with an arrow over it. But a scalar is denoted by the same letter or letters without any arrow over it.

The concept of a vector

Notation

Generally, vectors are denoted by bold faced type of letters. But due to inconvenience of this method to indicate the vector in writing, generally a vector will be represented by a letter or a combination of two letters with an arrow over it. But a scalar is denoted by the same letter or letters without any arrow over it.

Representation

A vector is represented by a directed line segment. The initial point of the line segment representing a vector is known as the *origin* and end point is known as the *terminal point* or *terminus*.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

The concept of Vectors

Different Types of Vectors

The concept of Vectors

Different Types of Vectors

- **Unit vector:** A vector is said to be a unit vector if its magnitude is unity.

The concept of Vectors

Different Types of Vectors

- **Unit vector:** A vector is said to be a unit vector if its magnitude is unity.
- **Zero Vector:** A zero vector is a vector with magnitude zero and its direction is indeterminate. In a zero vector, the origin and the terminal point coincide.

The concept of Vectors

Different Types of Vectors

- **Unit vector:** A vector is said to be a unit vector if its magnitude is unity.
- **Zero Vector:** A zero vector is a vector with magnitude zero and its direction is indeterminate. In a zero vector, the origin and the terminal point coincide.
- **Negative of a vector:** The negative of a vector \vec{a} denoted by $-\vec{a}$ is a vector whose magnitude is same as that of \vec{a} and whose direction is opposite to \vec{a} .

The concept of Vectors

Different Types of Vectors

- **Equal vectors:** Two vectors are said to be equal if their magnitudes are equal and directions are same.

The concept of Vectors

Different Types of Vectors

- **Equal vectors:** Two vectors are said to be equal if their magnitudes are equal and directions are same.
- **Like and Unlike vectors:** Two vectors are said to be like if their directions are same whatever their magnitudes may be. If their directions are opposite, the two vectors are said to be unlike.

The concept of Vectors

Different Types of Vectors

- **Equal vectors:** Two vectors are said to be equal if their magnitudes are equal and directions are same.
- **Like and Unlike vectors:** Two vectors are said to be like if their directions are same whatever their magnitudes may be. If their directions are opposite, the two vectors are said to be unlike.
- **Localised vectors:** A vectors, passing through a given point and parallel to the given vector, is said to be a localised vector.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

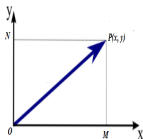
The concept of a vector

Vectors in terms of coordinates

The concept of a vector

Vectors in terms of coordinates

Let OX and OY the two mutually perpendicular lines, represent x -axis and y -axis respectively.



Let $P(x, y)$ be a point on the plane such that

$OM = \text{projection of } OP \text{ on } x\text{-axis} = x$

$MP = ON = \text{projection of } OP \text{ on } y\text{-axis} = y$

The concept of a vector

To displace from O to M and then from M to P is same as to displace from O to P . That is a horizontal displacement \vec{OM} together with a vertical displacement \vec{MP} gives the displacement \vec{OP} . So, \vec{OP} is defined by an order pair (x, y) . Thus $\vec{OP} = (x, y)$. Here \vec{OP} is said to be the position vector of P and also known as plane vector.

The concept of a vector

To displace from O to M and then from M to P is same as to displace from O to P . That is a horizontal displacement \vec{OM} together with a vertical displacement \vec{MP} gives the displacement \vec{OP} . So, \vec{OP} is defined by an order pair (x, y) . Thus $\vec{OP} = (x, y)$. Here \vec{OP} is said to be the position vector of P and also known as plane vector.

In the same way $\vec{OP} = (x, y, z)$ is the vector represented by the directed line segment OP where x, y and z are the projections of OP on x -axis, y -axis and z -axis respectively. In this case the vector known as space vector.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Addition and Subtraction of vectors

Addition and Subtraction of vectors

Addition of two vectors

Let $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors, then the sum of the vectors \vec{a} and \vec{b} is defined by

Addition and Subtraction of vectors

Addition of two vectors

Let $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors, then the sum of the vectors \vec{a} and \vec{b} is defined by

$$\vec{a} + \vec{b} = (a_1, a_2, a_3) + (b_1, b_2, b_3) = (a_1 + b_1, a_2 + b_2, a_3 + b_3)$$

Addition and Subtraction of vectors

Addition of two vectors

Let $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors, then the sum of the vectors \vec{a} and \vec{b} is defined by

$$\vec{a} + \vec{b} = (a_1, a_2, a_3) + (b_1, b_2, b_3) = (a_1 + b_1, a_2 + b_2, a_3 + b_3)$$

Difference of two vectors

Let $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors, then the difference of the vectors \vec{a} and \vec{b} is defined by

Addition and Subtraction of vectors

Addition of two vectors

Let $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors, then the sum of the vectors \vec{a} and \vec{b} is defined by

$$\vec{a} + \vec{b} = (a_1, a_2, a_3) + (b_1, b_2, b_3) = (a_1 + b_1, a_2 + b_2, a_3 + b_3)$$

Difference of two vectors

Let $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors, then the difference of the vectors \vec{a} and \vec{b} is defined by

$$\vec{a} - \vec{b} = (a_1, a_2, a_3) - (b_1, b_2, b_3) = (a_1 - b_1, a_2 - b_2, a_3 - b_3)$$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Some Important Result

Multiplication of vector by a scalar

Some Important Result

Multiplication of vector by a scalar

Multiplication of a vector \vec{a} by a scalar k denoted by $k\vec{a}$ is a vector whose magnitude is k times that of \vec{a} and whose direction is same as \vec{a} if $k > 0$ and is in the opposite direction if $k < 0$.

Some Important Result

Multiplication of vector by a scalar

Multiplication of a vector \vec{a} by a scalar k denoted by $k\vec{a}$ is a vector whose magnitude is k times that of \vec{a} and whose direction is same as \vec{a} if $k > 0$ and is in the opposite direction if $k < 0$.

Collinear Vectors

Some Important Result

Multiplication of vector by a scalar

Multiplication of a vector \vec{a} by a scalar k denoted by $k\vec{a}$ is a vector whose magnitude is k times that of \vec{a} and whose direction is same as \vec{a} if $k > 0$ and is in the opposite direction if $k < 0$.

Collinear Vectors

Any number of vectors are said to be collinear when all of them are parallel to the same line whatever their magnitudes may be. Any vector \vec{r} collinear with a given vector \vec{a} can be expressed as $k\vec{a}$ where k is a scalar.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Some Important Result

Coplanar and non-coplanar vectors

Some Important Result

Coplanar and non-coplanar vectors

A system of vectors is said to be coplanar if a plane can be drawn parallel to all of them. Otherwise, they are said to be non-coplanar.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Some Important Result

Some Important Result

- If \vec{a} and \vec{b} be two non-zero and non-collinear vectors and x, y the scalars such that $x\vec{a} + y\vec{b} = 0$ then $x = 0, y = 0$

Some Important Result

- If \vec{a} and \vec{b} be two non-zero and non-collinear vectors and x, y the scalars such that $x\vec{a} + y\vec{b} = \vec{0}$ then $x = 0, y = 0$
- Any vector \vec{r} coplanar with two non-collinear vectors \vec{a} and \vec{b} can uniquely be expressed as $\vec{r} = x\vec{a} + y\vec{b}$ where x and y are scalars.

Some Important Result

- If \vec{a} and \vec{b} be two non-zero and non-collinear vectors and x, y the scalars such that $x\vec{a} + y\vec{b} = \vec{0}$ then $x = 0, y = 0$
- Any vector \vec{r} coplanar with two non-collinear vectors \vec{a} and \vec{b} can uniquely be expressed as $\vec{r} = x\vec{a} + y\vec{b}$ where x and y are scalars.
- If $\vec{a}, \vec{b}, \vec{c}$ be three non-zero, non-coplanar vectors and if x, y, z be three scalars such that $x\vec{a} + y\vec{b} + z\vec{c} = \vec{0}$ then, $x = y = z = 0$

Some Important Result

- If \vec{a} and \vec{b} be two non-zero and non-collinear vectors and x, y the scalars such that $x\vec{a} + y\vec{b} = 0$ then $x = 0, y = 0$
- Any vector \vec{r} coplanar with two non-collinear vectors \vec{a} and \vec{b} can uniquely be expressed as $\vec{r} = x\vec{a} + y\vec{b}$ where x and y are scalars.
- If $\vec{a}, \vec{b}, \vec{c}$ be three non-zero, non-coplanar vectors and if x, y, z be three scalars such that $x\vec{a} + y\vec{b} + z\vec{c} = 0$ then, $x = y = z = 0$
- Any vector \vec{r} in the space can uniquely be expressed as the sum of the three non-coplanar vectors parallel to $\vec{a}, \vec{b}, \vec{c}$ as $\vec{r} = x\vec{a} + y\vec{b} + z\vec{c}$ where x, y, z are scalars

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Resolution of vectors

Resolution of vectors

Rectangular resolution of a vector

$\vec{i}, \vec{j}, \vec{k}$, the unit vectors along with three rectangular axes are defined by

$\vec{i} = (1, 0, 0)$, $\vec{j} = (0, 1, 0)$ and $\vec{k} = (0, 0, 1)$ respectively.

Then the vector $\vec{a} = (a_1, a_2, a_3)$ can be written as

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

Resolution of vectors

Rectangular resolution of a vector

$\vec{i}, \vec{j}, \vec{k}$, the unit vectors along with three rectangular axes are defined by

$\vec{i} = (1, 0, 0)$, $\vec{j} = (0, 1, 0)$ and $\vec{k} = (0, 0, 1)$ respectively.

Then the vector $\vec{a} = (a_1, a_2, a_3)$ can be written as

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

Magnitude of a vector

If $\vec{r} = x \vec{i} + y \vec{j} + z \vec{k}$ then the magnitude of \vec{r} is denoted by $|\vec{r}|$ and defined as $|\vec{r}| = \sqrt{x^2 + y^2 + z^2}$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

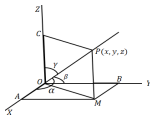
Resolution of vectors

Resolution of vectors

Direction cosines of a line

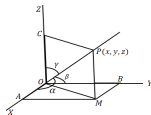
Resolution of vectors

Direction cosines of a line



Resolution of vectors

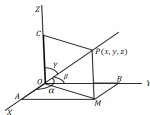
Direction cosines of a line



If α, β, γ are the angles made by the line OP with three mutually perpendicular lines OX, OY and OZ respectively, then $\cos \alpha, \cos \beta$ and $\cos \gamma$ are said to be the direction cosines of the line OP

Resolution of vectors

Direction cosines of a line



If α, β, γ are the angles made by the line OP with three mutually perpendicular lines OX, OY and OZ respectively, then $\cos \alpha, \cos \beta$ and $\cos \gamma$ are said to be the direction cosines of the line OP

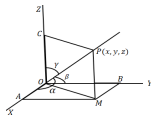
$$l = \cos \alpha = \frac{x}{\sqrt{x^2 + y^2 + z^2}}$$

$$m = \cos \beta = \frac{y}{\sqrt{x^2 + y^2 + z^2}}$$

$$n = \cos \gamma = \frac{z}{\sqrt{x^2 + y^2 + z^2}}$$

Resolution of vectors

Direction cosines of a line



If α, β, γ are the angles made by the line OP with three mutually perpendicular lines OX, OY and OZ respectively, then $\cos \alpha, \cos \beta$ and $\cos \gamma$ are said to be the direction cosines of the line OP

$$l = \cos \alpha = \frac{x}{\sqrt{x^2 + y^2 + z^2}}$$

$$m = \cos \beta = \frac{y}{\sqrt{x^2 + y^2 + z^2}}$$

$$n = \cos \gamma = \frac{z}{\sqrt{x^2 + y^2 + z^2}}$$

Since $\vec{OP} = x \vec{i} + y \vec{j} + z \vec{k}$

The unit vector along \vec{OP} is denoted by \widehat{OP} and defined by $\widehat{OP} = \frac{\vec{OP}}{|\vec{OP}|}$

Resolution of vector

Note: 1: The sum of the squares of the direction cosines of straight line is always equal to unity. In other words, $l^2 + m^2 + n^2 = 1$.

Resolution of vector

Note: 1: The sum of the squares of the direction cosines of straight line is always equal to unity. In other words, $l^2 + m^2 + n^2 = 1$.

Note: 2: If we set $\lambda = kl$, $\mu = km$ and $\nu = kn$, ($k \neq 0$) Then λ, μ , and ν are called the direction ratios of \vec{OP} . Where $k = \sqrt{\lambda^2 + \mu^2 + \nu^2}$.

Resolution of vector

Note: 1: The sum of the squares of the direction cosines of straight line is always equal to unity. In other words, $l^2 + m^2 + n^2 = 1$.

Note: 2: If we set $\lambda = kl$, $\mu = km$ and $\nu = kn$, ($k \neq 0$) Then λ, μ , and ν are called the direction ratios of \vec{OP} . Where $k = \sqrt{\lambda^2 + \mu^2 + \nu^2}$.

Note: 3: If $P(x_1, y_1, z_1)$ and $Q(x_2, y_2, z_2)$ are given points, then the direction ratios of \vec{PQ} are

Resolution of vector

Note: 1: The sum of the squares of the direction cosines of straight line is always equal to unity. In other words, $l^2 + m^2 + n^2 = 1$.

Note: 2: If we set $\lambda = kl$, $\mu = km$ and $\nu = kn$, ($k \neq 0$) Then λ , μ , and ν are called the direction ratios of \vec{OP} . Where $k = \sqrt{\lambda^2 + \mu^2 + \nu^2}$.

Note: 3: If $P(x_1, y_1, z_1)$ and $Q(x_2, y_2, z_2)$ are given points, then the direction ratios of \vec{PQ} are $x_2 - x_1$, $y_2 - y_1$ and $z_2 - z_1$

Resolution of vector

Note: 1: The sum of the squares of the direction cosines of straight line is always equal to unity. In other words, $l^2 + m^2 + n^2 = 1$.

Note: 2: If we set $\lambda = kl, \mu = km$ and $\nu = kn$, ($k \neq 0$) Then $\lambda, \mu,$

and ν are called the direction ratios of \vec{OP} . Where

$$k = \sqrt{\lambda^2 + \mu^2 + \nu^2}.$$

Note: 3: If $P(x_1, y_1, z_1)$ and $Q(x_2, y_2, z_2)$ are given points, then the

direction ratios of \vec{PQ} are

$$x_2 - x_1, y_2 - y_1 \text{ and } z_2 - z_1$$

and direction cosines are

Resolution of vector

Note: 1: The sum of the squares of the direction cosines of straight line is always equal to unity. In other words, $l^2 + m^2 + n^2 = 1$.

Note: 2: If we set $\lambda = kl, \mu = km$ and $\nu = kn$, ($k \neq 0$) Then λ, μ ,

and ν are called the direction ratios of \vec{OP} . Where

$$k = \sqrt{\lambda^2 + \mu^2 + \nu^2}.$$

Note: 3: If $P(x_1, y_1, z_1)$ and $Q(x_2, y_2, z_2)$ are given points, then the

direction ratios of \vec{PQ} are

$$x_2 - x_1, y_2 - y_1 \text{ and } z_2 - z_1$$

and direction cosines are

$$\frac{x_2 - x_1}{d}, \frac{y_2 - y_1}{d}, \frac{z_2 - z_1}{d} \text{ Where } d = |\vec{PQ}|$$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Some Solved Problems

Some Solved Problems

Q. If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Some Solved Problems

Q. If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Let O be the origin.

Some Solved Problems

Q. If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Let O be the origin. Then $\vec{OM} = 3\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{ON} = 4\vec{i} - 2\vec{j} + \vec{k}$

Some Solved Problems

Q. If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Let O be the origin. Then $\vec{OM} = 3\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{ON} = 4\vec{i} - 2\vec{j} + \vec{k}$

Now, $\vec{MN} = \vec{ON} - \vec{OM} = \vec{i} - 3\vec{j} + 4\vec{k}$

Some Solved Problems

Q. If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Let O be the origin. Then $\vec{OM} = 3\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{ON} = 4\vec{i} - 2\vec{j} + \vec{k}$

Now, $\vec{MN} = \vec{ON} - \vec{OM} = \vec{i} - 3\vec{j} + 4\vec{k}$

and $|\vec{MN}| = \sqrt{(1)^2 + (-3)^2 + (4)^2} = \sqrt{26}$

Some Solved Problems

Q. If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Let O be the origin. Then $\vec{OM} = 3\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{ON} = 4\vec{i} - 2\vec{j} + \vec{k}$

Now, $\vec{MN} = \vec{ON} - \vec{OM} = \vec{i} - 3\vec{j} + 4\vec{k}$

and $|\vec{MN}| = \sqrt{(1)^2 + (-3)^2 + (4)^2} = \sqrt{26}$

$$\widehat{MN} = \frac{\vec{MN}}{|\vec{MN}|}$$

Some Solved Problems

Q. If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Let O be the origin. Then $\vec{OM} = 3\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{ON} = 4\vec{i} - 2\vec{j} + \vec{k}$

Now, $\vec{MN} = \vec{ON} - \vec{OM} = \vec{i} - 3\vec{j} + 4\vec{k}$

and $|\vec{MN}| = \sqrt{(1)^2 + (-3)^2 + (4)^2} = \sqrt{26}$

$\widehat{MN} = \frac{\vec{MN}}{|\vec{MN}|} = \frac{1}{\sqrt{26}}\vec{i} - \frac{3}{\sqrt{26}}\vec{j} + \frac{4}{\sqrt{26}}\vec{k}$

Some Solved Problems

Q. If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Let O be the origin. Then $\vec{OM} = 3\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{ON} = 4\vec{i} - 2\vec{j} + \vec{k}$

Now, $\vec{MN} = \vec{ON} - \vec{OM} = \vec{i} - 3\vec{j} + 4\vec{k}$

and $|\vec{MN}| = \sqrt{(1)^2 + (-3)^2 + (4)^2} = \sqrt{26}$

$\widehat{MN} = \frac{\vec{MN}}{|\vec{MN}|} = \frac{1}{\sqrt{26}}\vec{i} - \frac{3}{\sqrt{26}}\vec{j} + \frac{4}{\sqrt{26}}\vec{k}$

\therefore the direction cosines of the line MN are:

Some Solved Problems

Q. If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Let O be the origin. Then $\vec{OM} = 3\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{ON} = 4\vec{i} - 2\vec{j} + \vec{k}$

Now, $\vec{MN} = \vec{ON} - \vec{OM} = \vec{i} - 3\vec{j} + 4\vec{k}$

and $|\vec{MN}| = \sqrt{(1)^2 + (-3)^2 + (4)^2} = \sqrt{26}$

$\widehat{MN} = \frac{\vec{MN}}{|\vec{MN}|} = \frac{1}{\sqrt{26}}\vec{i} - \frac{3}{\sqrt{26}}\vec{j} + \frac{4}{\sqrt{26}}\vec{k}$

\therefore the direction cosines of the line MN are: $\frac{1}{\sqrt{26}}, -\frac{3}{\sqrt{26}}, \frac{4}{\sqrt{26}}$

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$
 $\vec{a} - 2\vec{b}$

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$

$\vec{a} - 2\vec{b} = (\vec{i} - 2\vec{j} + 3\vec{k}) - 2(\vec{i} - 3\vec{j})$

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$

$\vec{a} - 2\vec{b} = (\vec{i} - 2\vec{j} + 3\vec{k}) - 2(\vec{i} - 3\vec{j}) = -\vec{i} + 4\vec{j} + 3\vec{k}$

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$

$\vec{a} - 2\vec{b} = (\vec{i} - 2\vec{j} + 3\vec{k}) - 2(\vec{i} - 3\vec{j}) = -\vec{i} + 4\vec{j} + 3\vec{k}$

Further, $|\vec{a}| = \sqrt{14}$,

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$

$\vec{a} - 2\vec{b} = (\vec{i} - 2\vec{j} + 3\vec{k}) - 2(\vec{i} - 3\vec{j}) = -\vec{i} + 4\vec{j} + 3\vec{k}$

Further, $|\vec{a}| = \sqrt{14}$, $|\vec{b}| = \sqrt{10}$,

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$

$\vec{a} - 2\vec{b} = (\vec{i} - 2\vec{j} + 3\vec{k}) - 2(\vec{i} - 3\vec{j}) = -\vec{i} + 4\vec{j} + 3\vec{k}$

Further, $|\vec{a}| = \sqrt{14}$, $|\vec{b}| = \sqrt{10}$, $|\vec{c}| = \sqrt{30}$

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$

$\vec{a} - 2\vec{b} = (\vec{i} - 2\vec{j} + 3\vec{k}) - 2(\vec{i} - 3\vec{j}) = -\vec{i} + 4\vec{j} + 3\vec{k}$

Further, $|\vec{a}| = \sqrt{14}$, $|\vec{b}| = \sqrt{10}$, $|\vec{c}| = \sqrt{30}$

$\hat{a} = \frac{\vec{a}}{|\vec{a}|} = \frac{1}{\sqrt{14}}\vec{i} - \frac{2}{\sqrt{14}}\vec{j} + \frac{3}{\sqrt{14}}\vec{k}$

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$

$\vec{a} - 2\vec{b} = (\vec{i} - 2\vec{j} + 3\vec{k}) - 2(\vec{i} - 3\vec{j}) = -\vec{i} + 4\vec{j} + 3\vec{k}$

Further, $|\vec{a}| = \sqrt{14}$, $|\vec{b}| = \sqrt{10}$, $|\vec{c}| = \sqrt{30}$

$\hat{a} = \frac{\vec{a}}{|\vec{a}|} = \frac{1}{\sqrt{14}}\vec{i} - \frac{2}{\sqrt{14}}\vec{j} + \frac{3}{\sqrt{14}}\vec{k}$

$\hat{b} = \frac{\vec{b}}{|\vec{b}|} = \frac{1}{\sqrt{10}}\vec{i} - \frac{3}{\sqrt{10}}\vec{j}$

Some solved Problems

Q. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by
 $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate
 $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Given, $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ $\vec{b} = \vec{i} - 3\vec{j}$ $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$

Then, $\vec{a} + \vec{b} + \vec{c} = 4\vec{i} - 6\vec{j} + 8\vec{k}$

$\vec{a} - 2\vec{b} = (\vec{i} - 2\vec{j} + 3\vec{k}) - 2(\vec{i} - 3\vec{j}) = -\vec{i} + 4\vec{j} + 3\vec{k}$

Further, $|\vec{a}| = \sqrt{14}$, $|\vec{b}| = \sqrt{10}$, $|\vec{c}| = \sqrt{30}$

$\hat{a} = \frac{\vec{a}}{|\vec{a}|} = \frac{1}{\sqrt{14}}\vec{i} - \frac{2}{\sqrt{14}}\vec{j} + \frac{3}{\sqrt{14}}\vec{k}$

$\hat{b} = \frac{\vec{b}}{|\vec{b}|} = \frac{1}{\sqrt{10}}\vec{i} - \frac{3}{\sqrt{10}}\vec{j}$

$\hat{c} = \frac{\vec{c}}{|\vec{c}|} = \frac{2}{\sqrt{30}}\vec{i} - \frac{1}{\sqrt{30}}\vec{j} + \frac{5}{\sqrt{30}}\vec{k}$

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and
 $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{j})$ where $\vec{i}, \vec{j}, \vec{k}$
 are unit vectors along the coordinate axes.

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and
 $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{j})$ where $\vec{i}, \vec{j}, \vec{k}$
 are unit vectors along the coordinate axes.

Given information will provides us

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$ are unit vectors along the coordinate axes.

Given information will provides us

$$[(1 - \lambda)x + 3y - 4z]\vec{i} + [x - (3 + \lambda)y + 5z]\vec{j} + [3x + y - \lambda z]\vec{k} = 0$$

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and
 $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$
 are unit vectors along the coordinate axes.

Given information will provides us

$$[(1 - \lambda)x + 3y - 4z]\vec{i} + [x - (3 + \lambda)y + 5z]\vec{j} + [3x + y - \lambda z]\vec{k} = 0$$

Thus we have the following system of equations

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$ are unit vectors along the coordinate axes.

Given information will provides us

$$[(1 - \lambda)x + 3y - 4z]\vec{i} + [x - (3 + \lambda)y + 5z]\vec{j} + [3x + y - \lambda z]\vec{k} = 0$$

Thus we have the following system of equations

$$(1 - \lambda)x + 3y - 4z = 0$$

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and
 $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$
 are unit vectors along the coordinate axes.

Given information will provides us

$$[(1 - \lambda)x + 3y - 4z]\vec{i} + [x - (3 + \lambda)y + 5z]\vec{j} + [3x + y - \lambda z]\vec{k} = 0$$

Thus we have the following system of equations

$$(1 - \lambda)x + 3y - 4z = 0$$

$$x - (3 + \lambda)y + 5z = 0$$

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$ are unit vectors along the coordinate axes.

Given information will provides us

$$[(1 - \lambda)x + 3y - 4z]\vec{i} + [x - (3 + \lambda)y + 5z]\vec{j} + [3x + y - \lambda z]\vec{k} = 0$$

Thus we have the following system of equations

$$(1 - \lambda)x + 3y - 4z = 0$$

$$x - (3 + \lambda)y + 5z = 0$$

$$3x + y - \lambda z = 0$$

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$ are unit vectors along the coordinate axes.

Given information will provides us

$$[(1 - \lambda)x + 3y - 4z]\vec{i} + [x - (3 + \lambda)y + 5z]\vec{j} + [3x + y - \lambda z]\vec{k} = 0$$

Thus we have the following system of equations

$$(1 - \lambda)x + 3y - 4z = 0$$

$$x - (3 + \lambda)y + 5z = 0$$

$$3x + y - \lambda z = 0$$

For a nontrivial solution, we must have

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$ are unit vectors along the coordinate axes.

Given information will provides us

$$[(1 - \lambda)x + 3y - 4z]\vec{i} + [x - (3 + \lambda)y + 5z]\vec{j} + [3x + y - \lambda z]\vec{k} = 0$$

Thus we have the following system of equations

$$(1 - \lambda)x + 3y - 4z = 0$$

$$x - (3 + \lambda)y + 5z = 0$$

$$3x + y - \lambda z = 0$$

For a nontrivial solution, we must have

$$\begin{vmatrix} 1 - \lambda & 3 & -4 \\ 1 & -(3 + \lambda) & 5 \\ 3 & 1 & -\lambda \end{vmatrix} = 0$$

Some Solved Problems

Q. Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$ are unit vectors along the coordinate axes.

Given information will provides us

$$[(1 - \lambda)x + 3y - 4z]\vec{i} + [x - (3 + \lambda)y + 5z]\vec{j} + [3x + y - \lambda z]\vec{k} = 0$$

Thus we have the following system of equations

$$(1 - \lambda)x + 3y - 4z = 0$$

$$x - (3 + \lambda)y + 5z = 0$$

$$3x + y - \lambda z = 0$$

For a nontrivial solution, we must have

$$\begin{vmatrix} 1 - \lambda & 3 & -4 \\ 1 & -(3 + \lambda) & 5 \\ 3 & 1 & -\lambda \end{vmatrix} = 0$$

On simplification we gets: $\lambda = -1$ and $\lambda = 0$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

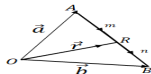
Resolution of vectors

Some Solved Problems

Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .

Some Solved Problems

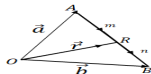
Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .



Let \vec{r} be the position vector of R relative to O . Then we have,

Some Solved Problems

Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .



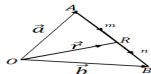
Let \vec{r} be the position vector of R relative to O . Then we have,

$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n}$$

From the triangle OAR we have,

Some Solved Problems

Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .



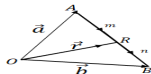
Let \vec{r} be the position vector of R relative to O . Then we have,

$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n}$$

From the triangle OAR we have, $\vec{AR} = \vec{OR} - \vec{OA} = \vec{r} - \vec{a}$

Some Solved Problems

Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .



Let \vec{r} be the position vector of R relative to O . Then we have,

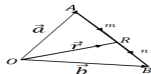
$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n}$$

From the triangle OAR we have, $\vec{AR} = \vec{OR} - \vec{OA} = \vec{r} - \vec{a}$

Similarly, from the triangle OBR we have,

Some Solved Problems

Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .



Let \vec{r} be the position vector of R relative to O . Then we have,

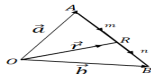
$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n}$$

From the triangle OAR we have, $\vec{AR} = \vec{OR} - \vec{OA} = \vec{r} - \vec{a}$

Similarly, from the triangle OBR we have, $\vec{RB} = \vec{b} - \vec{r}$

Some Solved Problems

Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .



Let \vec{r} be the position vector of R relative to O . Then we have,

$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n}$$

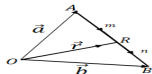
From the triangle OAR we have, $\vec{AR} = \vec{OR} - \vec{OA} = \vec{r} - \vec{a}$

Similarly, from the triangle OBR we have, $\vec{RB} = \vec{b} - \vec{r}$

Thus,

Some Solved Problems

Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .



Let \vec{r} be the position vector of R relative to O . Then we have,

$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n}$$

From the triangle OAR we have, $\vec{AR} = \vec{OR} - \vec{OA} = \vec{r} - \vec{a}$

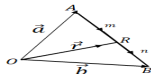
Similarly, from the triangle OBR we have, $\vec{RB} = \vec{b} - \vec{r}$

Thus,

$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n}$$

Some Solved Problems

Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .



Let \vec{r} be the position vector of R relative to O . Then we have,

$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n}$$

From the triangle OAR we have, $\vec{AR} = \vec{OR} - \vec{OA} = \vec{r} - \vec{a}$

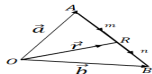
Similarly, from the triangle OBR we have, $\vec{RB} = \vec{b} - \vec{r}$

Thus,

$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n} \Rightarrow \frac{\vec{r} - \vec{a}}{\vec{b} - \vec{r}} = \frac{m}{n}$$

Some Solved Problems

Q. Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R .



Let \vec{r} be the position vector of R relative to O . Then we have,

$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n}$$

From the triangle OAR we have, $\vec{AR} = \vec{OR} - \vec{OA} = \vec{r} - \vec{a}$

Similarly, from the triangle OBR we have, $\vec{RB} = \vec{b} - \vec{r}$

Thus,

$$\frac{\vec{AR}}{\vec{RB}} = \frac{m}{n} \Rightarrow \frac{\vec{r} - \vec{a}}{\vec{b} - \vec{r}} = \frac{m}{n} \Rightarrow \vec{r} = \frac{n\vec{a} + m\vec{b}}{m + n}$$

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

We have, $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

We have, $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = p(2\vec{i} - \vec{j} + \vec{k}) + q(\vec{i} + 3\vec{j} - 2\vec{k}) + r(-2\vec{i} + \vec{j} - 3\vec{k})$$

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

We have, $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = p(2\vec{i} - \vec{j} + \vec{k}) + q(\vec{i} + 3\vec{j} - 2\vec{k}) + r(-2\vec{i} + \vec{j} - 3\vec{k})$$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = (2p + q - 2r)\vec{i} + (-p + 3q + r)\vec{j} + (p - 2q - 3r)\vec{k}$$

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

We have, $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = p(2\vec{i} - \vec{j} + \vec{k}) + q(\vec{i} + 3\vec{j} - 2\vec{k}) + r(-2\vec{i} + \vec{j} - 3\vec{k})$$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = (2p + q - 2r)\vec{i} + (-p + 3q + r)\vec{j} + (p - 2q - 3r)\vec{k}$$

Equating the coefficient of like vectors, we obtain

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

We have, $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = p(2\vec{i} - \vec{j} + \vec{k}) + q(\vec{i} + 3\vec{j} - 2\vec{k}) + r(-2\vec{i} + \vec{j} - 3\vec{k})$$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = (2p + q - 2r)\vec{i} + (-p + 3q + r)\vec{j} + (p - 2q - 3r)\vec{k}$$

Equating the coefficient of like vectors, we obtain

$$2p + q - 2r = 3,$$

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

We have, $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = p(2\vec{i} - \vec{j} + \vec{k}) + q(\vec{i} + 3\vec{j} - 2\vec{k}) + r(-2\vec{i} + \vec{j} - 3\vec{k})$$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = (2p + q - 2r)\vec{i} + (-p + 3q + r)\vec{j} + (p - 2q - 3r)\vec{k}$$

Equating the coefficient of like vectors, we obtain

$$2p + q - 2r = 3, \quad -p + 3q + r = 2,$$

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

We have, $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = p(2\vec{i} - \vec{j} + \vec{k}) + q(\vec{i} + 3\vec{j} - 2\vec{k}) + r(-2\vec{i} + \vec{j} - 3\vec{k})$$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = (2p + q - 2r)\vec{i} + (-p + 3q + r)\vec{j} + (p - 2q - 3r)\vec{k}$$

Equating the coefficient of like vectors, we obtain

$$2p + q - 2r = 3, \quad -p + 3q + r = 2, \quad p - 2q - 3r = -5$$

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

We have, $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = p(2\vec{i} - \vec{j} + \vec{k}) + q(\vec{i} + 3\vec{j} - 2\vec{k}) + r(-2\vec{i} + \vec{j} - 3\vec{k})$$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = (2p + q - 2r)\vec{i} + (-p + 3q + r)\vec{j} + (p - 2q - 3r)\vec{k}$$

Equating the coefficient of like vectors, we obtain

$$2p + q - 2r = 3, \quad -p + 3q + r = 2, \quad p - 2q - 3r = -5$$

Solving we get, $p = -3, q = 1$ and $r = -4$.

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$, and also show that $p = q + r$.

We have, $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = p(2\vec{i} - \vec{j} + \vec{k}) + q(\vec{i} + 3\vec{j} - 2\vec{k}) + r(-2\vec{i} + \vec{j} - 3\vec{k})$$

$$\Rightarrow 3\vec{i} + 2\vec{j} - 5\vec{k} = (2p + q - 2r)\vec{i} + (-p + 3q + r)\vec{j} + (p - 2q - 3r)\vec{k}$$

Equating the coefficient of like vectors, we obtain

$$2p + q - 2r = 3, \quad -p + 3q + r = 2, \quad p - 2q - 3r = -5$$

Solving we get, $p = -3, q = 1$ and $r = -4$. Further it is also true that $p = q + r$.

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$.

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$. If they are coplanar, one can be expressed as the sum of the scalar multiples of the other two. Hence, we can write as

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$. If they are coplanar, one can be expressed as the sum of the scalar multiples of the other two. Hence, we can write as $\vec{r}_3 = x\vec{r}_1 + y\vec{r}_2 \dots (i)$

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$. If they are coplanar, one can be expressed as the sum of the scalar multiples of the other two. Hence, we can write as

$$\vec{r}_3 = x\vec{r}_1 + y\vec{r}_2 \dots (i)$$

$$\Rightarrow -\vec{b} + 2\vec{c} = x(\vec{a} - 2\vec{b} + 3\vec{c}) + y(-2\vec{a} + 3\vec{b} - 4\vec{c})$$

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$. If they are coplanar, one can be expressed as the sum of the scalar multiples of the other two. Hence, we can write as

$$\vec{r}_3 = x\vec{r}_1 + y\vec{r}_2 \dots (i)$$

$\Rightarrow -\vec{b} + 2\vec{c} = x(\vec{a} - 2\vec{b} + 3\vec{c}) + y(-2\vec{a} + 3\vec{b} - 4\vec{c})$ Equating the coefficient of like vectors, we obtain the following system of equation

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$. If they are coplanar, one can be expressed as the sum of the scalar multiples of the other two. Hence, we can write as

$$\vec{r}_3 = x\vec{r}_1 + y\vec{r}_2 \dots (i)$$

$\Rightarrow -\vec{b} + 2\vec{c} = x(\vec{a} - 2\vec{b} + 3\vec{c}) + y(-2\vec{a} + 3\vec{b} - 4\vec{c})$ Equating the coefficient of like vectors, we obtain the following system of equation

$$x - 2y = 0,$$

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$. If they are coplanar, one can be expressed as the sum of the scalar multiples of the other two. Hence, we can write as

$$\vec{r}_3 = x\vec{r}_1 + y\vec{r}_2 \dots (i)$$

$\Rightarrow -\vec{b} + 2\vec{c} = x(\vec{a} - 2\vec{b} + 3\vec{c}) + y(-2\vec{a} + 3\vec{b} - 4\vec{c})$ Equating the coefficient of like vectors, we obtain the following system of equation

$$x - 2y = 0, \quad -2x + 3y = -1,$$

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$. If they are coplanar, one can be expressed as the sum of the scalar multiples of the other two. Hence, we can write as

$$\vec{r}_3 = x\vec{r}_1 + y\vec{r}_2 \dots (i)$$

$\Rightarrow -\vec{b} + 2\vec{c} = x(\vec{a} - 2\vec{b} + 3\vec{c}) + y(-2\vec{a} + 3\vec{b} - 4\vec{c})$ Equating the coefficient of like vectors, we obtain the following system of equation

$$x - 2y = 0, \quad -2x + 3y = -1, \quad 3x - 4y = 2$$

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$. If they are coplanar, one can be expressed as the sum of the scalar multiples of the other two. Hence, we can write as

$$\vec{r}_3 = x\vec{r}_1 + y\vec{r}_2 \dots (i)$$

$\Rightarrow -\vec{b} + 2\vec{c} = x(\vec{a} - 2\vec{b} + 3\vec{c}) + y(-2\vec{a} + 3\vec{b} - 4\vec{c})$ Equating the coefficient of like vectors, we obtain the following system of equation

$$x - 2y = 0, \quad -2x + 3y = -1, \quad 3x - 4y = 2$$

Solving we obtain $x = 2$, $y = 1$.

Some Solved Problems

Q. Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; \vec{a} , \vec{b} , \vec{c} being any vectors.

Let $\vec{r}_1 = \vec{a} - 2\vec{b} + 3\vec{c}$, $\vec{r}_2 = -2\vec{a} + 3\vec{b} - 4\vec{c}$ and $\vec{r}_3 = -\vec{b} + 2\vec{c}$. If they are coplanar, one can be expressed as the sum of the scalar multiples of the other two. Hence, we can write as

$$\vec{r}_3 = x\vec{r}_1 + y\vec{r}_2 \dots (i)$$

$\Rightarrow -\vec{b} + 2\vec{c} = x(\vec{a} - 2\vec{b} + 3\vec{c}) + y(-2\vec{a} + 3\vec{b} - 4\vec{c})$ Equating the coefficient of like vectors, we obtain the following system of equation

$$x - 2y = 0, \quad -2x + 3y = -1, \quad 3x - 4y = 2$$

Solving we obtain $x = 2$, $y = 1$. Hence from (i) $\vec{r}_3 = 2\vec{r}_1 + \vec{r}_2$

Hence the three vectors are coplanar.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Self Exercise

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Self Exercise

Exercise:1

Self Exercise

Exercise:1

- ① The vertices A, B, C of a triangle are

$$2\vec{i} - \vec{j} - 3\vec{k}, 4\vec{i} + 2\vec{j} + 3\vec{k} \text{ and } 6\vec{i} + 3\vec{j} + 4\vec{k}$$

respectively, Compute \vec{AB} and \vec{AC} . Also, show that $AB = 7$ and $AC = 9$

Self Exercise

Exercise:1

- ① The vertices A, B, C of a triangle are $2\vec{i} - \vec{j} - 3\vec{k}$, $4\vec{i} + 2\vec{j} + 3\vec{k}$ and $6\vec{i} + 3\vec{j} + 4\vec{k}$ respectively, Compute \vec{AB} and \vec{AC} . Also, show that $AB = 7$ and $AC = 9$
- ② If $\vec{OP} = \vec{i} + 3\vec{j} - 7\vec{k}$ and $\vec{OQ} = 5\vec{i} - 2\vec{j} + 4\vec{k}$, find \vec{PQ} and determine its direction cosines.
- ③ If $\vec{a} = (3, -1, -4)$, $\vec{b} = (-2, 4, -3)$ and $\vec{c} = (-5, 7, -1)$ find the direction cosines of the vector $\vec{a} - 2\vec{b} + \vec{c}$.

Self Exercise

Exercise:1

- ① The vertices A, B, C of a triangle are $2\vec{i} - \vec{j} - 3\vec{k}$, $4\vec{i} + 2\vec{j} + 3\vec{k}$ and $6\vec{i} + 3\vec{j} + 4\vec{k}$ respectively, Compute \vec{AB} and \vec{AC} . Also, show that $AB = 7$ and $AC = 9$
- ② If $\vec{OP} = \vec{i} + 3\vec{j} - 7\vec{k}$ and $\vec{OQ} = 5\vec{i} - 2\vec{j} + 4\vec{k}$, find \vec{PQ} and determine its direction cosines.
- ③ If $\vec{a} = (3, -1, -4)$, $\vec{b} = (-2, 4, -3)$ and $\vec{c} = (-5, 7, -1)$ find the direction cosines of the vector $\vec{a} - 2\vec{b} + \vec{c}$.
- ④ Show that the following vectors are collinear:
 $\vec{i} + 2\vec{j} + 4\vec{k}$, $2\vec{i} + 5\vec{j} - \vec{k}$, $3\vec{i} + 8\vec{j} - 6\vec{k}$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Self Exercise

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Self Exercise

Exercise:2

Self Exercise

Exercise:2

- ① If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.

Self Exercise

Exercise:2

- ① If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.
- ② Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$ are unit vectors along the coordinate axes.

Self Exercise

Exercise:2

- ① If the position vector of M and N are $3\vec{i} + \vec{j} - 3\vec{k}$ and $4\vec{i} - 2\vec{j} + \vec{k}$ respectively, find \vec{MN} and determine its direction cosines.
- ② Find all values of λ such that $(x, y, z) \neq (0, 0, 0)$ and $(\vec{i} + \vec{j} + 3\vec{k})x + (3\vec{i} - 3\vec{j} + \vec{k})y + (-4\vec{i} + 5\vec{j})z = \lambda(x\vec{i} + y\vec{j} + z\vec{k})$ where $\vec{i}, \vec{j}, \vec{k}$ are unit vectors along the coordinate axes.
- ③ Three vectors $\vec{a}, \vec{b}, \vec{c}$ are given by $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$, $\vec{b} = \vec{i} - 3\vec{j}$, $\vec{c} = 2\vec{i} - \vec{j} + 5\vec{k}$. Evaluate $\vec{a} + \vec{b} + \vec{c}$, $\vec{a} - 2\vec{b}$. Also find the unit vectors \hat{a}, \hat{b} and \hat{c}

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Self Exercise

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Self Exercise

Exercise:3

Self Exercise

Exercise:3

- ① If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$

Self Exercise

Exercise:3

- ① If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$
- ② Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R

Self Exercise

Exercise:3

- ① If $\vec{a} = 2\vec{i} - \vec{j} + \vec{k}$, $\vec{b} = \vec{i} + 3\vec{j} - 2\vec{k}$, $\vec{c} = -2\vec{i} + \vec{j} - 3\vec{k}$ and $\vec{d} = 3\vec{i} + 2\vec{j} - 5\vec{k}$, find the scalars p, q, r such that $\vec{d} = p\vec{a} + q\vec{b} + r\vec{c}$
- ② Two points A and B have position vectors \vec{a} and \vec{b} relative to O as origin. If a point R divides the distance AB in the ratio $m : n$, find the position vector of R
- ③ Show that the vectors $\vec{a} - 2\vec{b} + 3\vec{c}$, $-2\vec{a} + 3\vec{b} - 4\vec{c}$ and $-\vec{b} + 2\vec{c}$ are coplanar; $\vec{a}, \vec{b}, \vec{c}$ being any vectors.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Self Exercise

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

The concept of a vector

Addition & Subtraction of vectors

Resolution of vectors

Self Exercise

Exercise:4

Self Exercise

Exercise:4

- ① Prove that the following vectors are coplanar:

$$\vec{a} - 3\vec{b} + 5\vec{c}, \vec{a} - 2\vec{b} + 3\vec{c}, -2\vec{a} + 3\vec{b} - 4\vec{c}$$

Self Exercise

Exercise:4

- ① Prove that the following vectors are coplanar:
 $\vec{a} - 3\vec{b} + 5\vec{c}, \vec{a} - 2\vec{b} + 3\vec{c}, -2\vec{a} + 3\vec{b} - 4\vec{c}$
- ② The points $A(2, 4, -1)$, $B(4, 5, 1)$ and $C(3, 6, -3)$ are the vertices of a triangle ABC . Find AB, BC, CA and show that the triangle ABC is a right-angled triangle. Find the direction cosines of \vec{AB} .

Self Exercise

Exercise:4

- ① Prove that the following vectors are coplanar:
 $\vec{a} - 3\vec{b} + 5\vec{c}, \vec{a} - 2\vec{b} + 3\vec{c}, -2\vec{a} + 3\vec{b} - 4\vec{c}$
- ② The points $A(2, 4, -1)$, $B(4, 5, 1)$ and $C(3, 6, -3)$ are the vertices of a triangle ABC . Find AB, BC, CA and show that the triangle ABC is a right-angled triangle. Find the direction cosines of \vec{AB} .
- ③ Three vectors of lengths 1, 2, 3 units meeting at the corner of a cube are directed along the diagonals of its three faces meeting at the corner. Find their resultant.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Product of two vectors

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Product of two vectors

Scalar or Dot Product of two vectors

Product of two vectors

Scalar or Dot Product of two vectors

Vector or Cross Product of two vector

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Scalar or Dot Product of two Vectors

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Scalar or Dot Product of two Vectors

Definition

Scalar or Dot Product of two Vectors

Definition

If $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors then the scalar product of these two vectors denoted by

Scalar or Dot Product of two Vectors

Definition

If $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors then the scalar product of these two vectors denoted by $\vec{a} \cdot \vec{b}$

Scalar or Dot Product of two Vectors

Definition

If $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors then the scalar product of these two vectors denoted by $\vec{a} \cdot \vec{b}$ is a scalar defined by

Scalar or Dot Product of two Vectors

Definition

If $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors then the scalar product of these two vectors denoted by $\vec{a} \cdot \vec{b}$ is a scalar defined by

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3.$$

Scalar or Dot Product of two Vectors

Definition

If $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors then the scalar product of these two vectors denoted by $\vec{a} \cdot \vec{b}$ is a scalar defined by

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3.$$

In other words,

Scalar or Dot Product of two Vectors

Definition

If $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors then the scalar product of these two vectors denoted by $\vec{a} \cdot \vec{b}$ is a scalar defined by

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3.$$

In other words, If \vec{a} and \vec{b} be two vectors, then their scalar product denoted by $\vec{a} \cdot \vec{b}$ defined by

Scalar or Dot Product of two Vectors

Definition

If $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors then the scalar product of these two vectors denoted by $\vec{a} \cdot \vec{b}$ is a scalar defined by

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3.$$

In other words, If \vec{a} and \vec{b} be two vectors, then their scalar product denoted by $\vec{a} \cdot \vec{b}$ defined by

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

Scalar or Dot Product of two Vectors

Definition

If $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two vectors then the scalar product of these two vectors denoted by $\vec{a} \cdot \vec{b}$ is a scalar defined by

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3.$$

In other words, If \vec{a} and \vec{b} be two vectors, then their scalar product denoted by $\vec{a} \cdot \vec{b}$ defined by

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

Where θ is the angle between two vectors \vec{a} and \vec{b} .

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

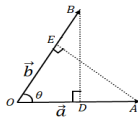
Vector or Cross Product of two vectors

Scalar or Dot Product of two vectors

Geometrical Interpretation of Scalar product of two vectors

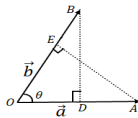
Scalar or Dot Product of two vectors

Geometrical Interpretation of Scalar product of two vectors



Scalar or Dot Product of two vectors

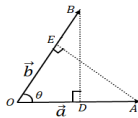
Geometrical Interpretation of Scalar product of two vectors



Let $\vec{OA} = \vec{a}$, $\vec{OB} = \vec{b}$ and θ be the angle between the two vectors.

Scalar or Dot Product of two vectors

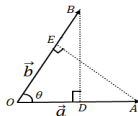
Geometrical Interpretation of Scalar product of two vectors



Let $\vec{OA} = \vec{a}$, $\vec{OB} = \vec{b}$ and θ be the angle between the two vectors. From A and B draw AD and BE perpendiculars to OB and OA respectively.

Scalar or Dot Product of two vectors

Geometrical Interpretation of Scalar product of two vectors

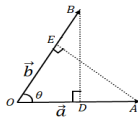


Let $\vec{OA} = \vec{a}$, $\vec{OB} = \vec{b}$ and θ be the angle between the two vectors. From A and B draw AD and BE perpendiculars to OB and OA respectively.

Now, $\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta = (OA)(OB \cos \theta) = (OA)(OE)$

Scalar or Dot Product of two vectors

Geometrical Interpretation of Scalar product of two vectors



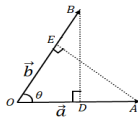
Let $\vec{OA} = \vec{a}$, $\vec{OB} = \vec{b}$ and θ be the angle between the two vectors. From A and B draw AD and BE perpendiculars to OB and OA respectively.

Now, $\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta = (OA)(OB \cos \theta) = (OA)(OE)$

$\Rightarrow \vec{a} \cdot \vec{b} = (\text{magnitude of } \vec{a})(\text{projection of } \vec{b} \text{ on } \vec{a})$

Scalar or Dot Product of two vectors

Geometrical Interpretation of Scalar product of two vectors



Let $\vec{OA} = \vec{a}$, $\vec{OB} = \vec{b}$ and θ be the angle between the two vectors. From A and B draw AD and BE perpendiculars to OB and OA respectively.

Now, $\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta = (OA)(OB \cos \theta) = (OA)(OE)$

$\Rightarrow \vec{a} \cdot \vec{b} = (\text{magnitude of } \vec{a})(\text{projection of } \vec{b} \text{ on } \vec{a})$

Similarly, $\vec{a} \cdot \vec{b} = (\text{magnitude of } \vec{b})(\text{projection of } \vec{a} \text{ on } \vec{b})$

Conclusion: Scalar product of two vector is the product of magnitude of one vector and the projection of second vector on the first.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Scalar or Dot Product of two vectors

Relation between three mutually perpendicular
unit vectors

Scalar or Dot Product of two vectors

Relation between three mutually perpendicular unit vectors

If $\vec{i}, \vec{j}, \vec{k}$ be three perpendicular unit vectors, then we have the following relation between them:

Scalar or Dot Product of two vectors

Relation between three mutually perpendicular unit vectors

If $\vec{i}, \vec{j}, \vec{k}$ be three perpendicular unit vectors, then we have the following relation between them:

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

Scalar or Dot Product of two vectors

Relation between three mutually perpendicular unit vectors

If $\vec{i}, \vec{j}, \vec{k}$ be three perpendicular unit vectors, then we have the following relation between them:

- $\vec{i} \cdot \vec{i} = \vec{j} \cdot \vec{j} = \vec{k} \cdot \vec{k} = 1$
- $\vec{i} \cdot \vec{j} = \vec{j} \cdot \vec{k} = \vec{k} \cdot \vec{i} = 0$

Scalar or Dot Product of two vectors

Relation between three mutually perpendicular unit vectors

If $\vec{i}, \vec{j}, \vec{k}$ be three perpendicular unit vectors, then we have the following relation between them:

- $\vec{i} \cdot \vec{i} = \vec{j} \cdot \vec{j} = \vec{k} \cdot \vec{k} = 1$
- $\vec{i} \cdot \vec{j} = \vec{j} \cdot \vec{k} = \vec{k} \cdot \vec{i} = 0$

Note: $\vec{a} \cdot \vec{a} = |\vec{a}|^2 = a^2$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Scalar or Dot Product of two vectors

Properties of scalar product of two vectors

Scalar or Dot Product of two vectors

Properties of scalar product of two vectors

If \vec{a} , \vec{b} , \vec{c} be any three vectors then

Scalar or Dot Product of two vectors

Properties of scalar product of two vectors

If $\vec{a}, \vec{b}, \vec{c}$ be any three vectors then

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

Scalar or Dot Product of two vectors

Properties of scalar product of two vectors

If $\vec{a}, \vec{b}, \vec{c}$ be any three vectors then

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

Scalar or Dot Product of two vectors

Properties of scalar product of two vectors

If $\vec{a}, \vec{b}, \vec{c}$ be any three vectors then

- $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$ (Commutative)
- $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$ (Distributive)
- $m \vec{a} \cdot n \vec{b} = mn(\vec{a} \cdot \vec{b}) = mn \vec{a} \cdot \vec{b} = \vec{a} \cdot mn \vec{b}$ where m and n are scalars. (Associative)

Scalar or Dot Product of two vectors

Properties of scalar product of two vectors

If \vec{a} , \vec{b} , \vec{c} be any three vectors then

- $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$ (Commutative)
- $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$ (Distributive)
- $m \vec{a} \cdot n \vec{b} = mn(\vec{a} \cdot \vec{b}) = mn \vec{a} \cdot \vec{b} = \vec{a} \cdot mn \vec{b}$ where m and n are scalars. (Associative)

Some simple identities:

Scalar or Dot Product of two vectors

Properties of scalar product of two vectors

If $\vec{a}, \vec{b}, \vec{c}$ be any three vectors then

- $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$ (Commutative)
- $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$ (Distributive)
- $m \vec{a} \cdot n \vec{b} = mn(\vec{a} \cdot \vec{b}) = mn \vec{a} \cdot \vec{b} = \vec{a} \cdot mn \vec{b}$ where m and n are scalars. (Associative)

Some simple identities:

- $(\vec{a} + \vec{b})^2 = a^2 + 2 \vec{a} \cdot \vec{b} + b^2$

Scalar or Dot Product of two vectors

Properties of scalar product of two vectors

If $\vec{a}, \vec{b}, \vec{c}$ be any three vectors then

- $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$ (Commutative)
- $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$ (Distributive)
- $m \vec{a} \cdot n \vec{b} = mn(\vec{a} \cdot \vec{b}) = mn \vec{a} \cdot \vec{b} = \vec{a} \cdot mn \vec{b}$ where m and n are scalars. (Associative)

Some simple identities:

- $(\vec{a} + \vec{b})^2 = a^2 + 2 \vec{a} \cdot \vec{b} + b^2$
- $(\vec{a} - \vec{b})^2 = a^2 - 2 \vec{a} \cdot \vec{b} + b^2$

Scalar or Dot Product of two vectors

Properties of scalar product of two vectors

If $\vec{a}, \vec{b}, \vec{c}$ be any three vectors then

- $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$ (Commutative)
- $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$ (Distributive)
- $m \vec{a} \cdot n \vec{b} = mn(\vec{a} \cdot \vec{b}) = mn \vec{a} \cdot \vec{b} = \vec{a} \cdot mn \vec{b}$ where m and n are scalars. (Associative)

Some simple identities:

- $(\vec{a} + \vec{b})^2 = a^2 + 2 \vec{a} \cdot \vec{b} + b^2$
- $(\vec{a} - \vec{b})^2 = a^2 - 2 \vec{a} \cdot \vec{b} + b^2$
- $(\vec{a} + \vec{b}) \cdot (\vec{a} - \vec{b}) = a^2 - b^2$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Some Solved Problems

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$
 $a = |\vec{a}|$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$
 $a = |\vec{a}| = \sqrt{1 + 1 + 4}$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$
 $a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6}$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

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

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1}$$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

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

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$\vec{a} \cdot \vec{b} = (\vec{i} + \vec{j} - 2\vec{k}) \cdot (2\vec{i} - \vec{j} - \vec{k})$$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$\vec{a} \cdot \vec{b} = (\vec{i} + \vec{j} - 2\vec{k}) \cdot (2\vec{i} - \vec{j} - \vec{k}) = 2 - 1 + 2$$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$\vec{a} \cdot \vec{b} = (\vec{i} + \vec{j} - 2\vec{k}) \cdot (2\vec{i} - \vec{j} - \vec{k}) = 2 - 1 + 2 = 3$$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$\vec{a} \cdot \vec{b} = (\vec{i} + \vec{j} - 2\vec{k}) \cdot (2\vec{i} - \vec{j} - \vec{k}) = 2 - 1 + 2 = 3$$

If θ be the angle between the two vectors, then

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$\vec{a} \cdot \vec{b} = (\vec{i} + \vec{j} - 2\vec{k}) \cdot (2\vec{i} - \vec{j} - \vec{k}) = 2 - 1 + 2 = 3$$

If θ be the angle between the two vectors, then

$$\cos \theta$$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$\vec{a} \cdot \vec{b} = (\vec{i} + \vec{j} - 2\vec{k}) \cdot (2\vec{i} - \vec{j} - \vec{k}) = 2 - 1 + 2 = 3$$

If θ be the angle between the two vectors, then

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

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$\vec{a} \cdot \vec{b} = (\vec{i} + \vec{j} - 2\vec{k}) \cdot (2\vec{i} - \vec{j} - \vec{k}) = 2 - 1 + 2 = 3$$

If θ be the angle between the two vectors, then

$$\cos \theta = \frac{\vec{a} \cdot \vec{b}}{ab} = \frac{3}{\sqrt{6}\sqrt{6}}$$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$\vec{a} \cdot \vec{b} = (\vec{i} + \vec{j} - 2\vec{k}) \cdot (2\vec{i} - \vec{j} - \vec{k}) = 2 - 1 + 2 = 3$$

If θ be the angle between the two vectors, then

$$\cos \theta = \frac{\vec{a} \cdot \vec{b}}{ab} = \frac{3}{\sqrt{6}\sqrt{6}} = \frac{1}{2}$$

Some Solved Problems

Q. If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find a , b , $\vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Given, $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$

$$a = |\vec{a}| = \sqrt{1 + 1 + 4} = \sqrt{6} \text{ and}$$

$$b = |\vec{b}| = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$\vec{a} \cdot \vec{b} = (\vec{i} + \vec{j} - 2\vec{k}) \cdot (2\vec{i} - \vec{j} - \vec{k}) = 2 - 1 + 2 = 3$$

If θ be the angle between the two vectors, then

$$\cos \theta = \frac{\vec{a} \cdot \vec{b}}{ab} = \frac{3}{\sqrt{6}\sqrt{6}} = \frac{1}{2}$$

$$\therefore \theta = \frac{\pi}{3}$$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$ Then we have

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

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

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

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

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

$$\vec{b} \cdot \vec{c} = 0 \Rightarrow 3x - y - z = 0 \dots (**)$$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

$$\vec{b} \cdot \vec{c} = 0 \Rightarrow 3x - y - z = 0 \dots (**)$$

Solving equation (*) and (**), We have

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

$$\vec{b} \cdot \vec{c} = 0 \Rightarrow 3x - y - z = 0 \dots (**)$$

Solving equation (*) and (**), We have

$$\frac{x}{1} = \frac{y}{8} = \frac{z}{-5} = t \text{ (say)}$$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

$$\vec{b} \cdot \vec{c} = 0 \Rightarrow 3x - y - z = 0 \dots (**)$$

Solving equation (*) and (**), We have

$$\frac{x}{1} = \frac{y}{8} = \frac{z}{-5} = t \text{ (say)} \Rightarrow x = t, y = 8t, z = -5t$$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

$$\vec{b} \cdot \vec{c} = 0 \Rightarrow 3x - y - z = 0 \dots (**)$$

Solving equation (*) and (**), We have

$$\frac{x}{1} = \frac{y}{8} = \frac{z}{-5} = t \text{ (say)} \Rightarrow x = t, y = 8t, z = -5t$$

$$\text{Thus, } \vec{c} = t\vec{i} + 8t\vec{j} - 5t\vec{k}$$

$$\text{Hence, } \hat{c} = \frac{\vec{c}}{|\vec{c}|}$$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

$$\vec{b} \cdot \vec{c} = 0 \Rightarrow 3x - y - z = 0 \dots (**)$$

Solving equation (*) and (**), We have

$$\frac{x}{1} = \frac{y}{8} = \frac{z}{-5} = t \text{ (say)} \Rightarrow x = t, y = 8t, z = -5t$$

$$\text{Thus, } \vec{c} = t\vec{i} + 8t\vec{j} - 5t\vec{k}$$

$$\text{Hence, } \hat{c} = \frac{\vec{c}}{|\vec{c}|}$$

$$\Rightarrow \hat{c} = \frac{t\vec{i} + 8t\vec{j} - 5t\vec{k}}{\sqrt{t^2 64t^2 + 25t^2}}$$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

$$\vec{b} \cdot \vec{c} = 0 \Rightarrow 3x - y - z = 0 \dots (**)$$

Solving equation (*) and (**), We have

$$\frac{x}{1} = \frac{y}{8} = \frac{z}{-5} = t \text{ (say)} \Rightarrow x = t, y = 8t, z = -5t$$

$$\text{Thus, } \vec{c} = t\vec{i} + 8t\vec{j} - 5t\vec{k}$$

$$\text{Hence, } \hat{c} = \frac{\vec{c}}{|\vec{c}|}$$

$$\Rightarrow \hat{c} = \frac{t\vec{i} + 8t\vec{j} - 5t\vec{k}}{\sqrt{t^2 + 64t^2 + 25t^2}} = \frac{1}{\sqrt{90}}(\vec{i} + 8\vec{j} - 5\vec{k})$$

Some Solved Problems

Q. Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Let $\vec{c} = x\vec{i} + y\vec{j} + z\vec{k}$ is the vector which is perpendicular with the given two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$. Then we have

$$\vec{a} \cdot \vec{c} = 0 \Rightarrow 2x + y + 2z = 0 \dots (*)$$

$$\vec{b} \cdot \vec{c} = 0 \Rightarrow 3x - y - z = 0 \dots (**)$$

Solving equation (*) and (**), We have

$$\frac{x}{1} = \frac{y}{8} = \frac{z}{-5} = t \text{ (say)} \Rightarrow x = t, y = 8t, z = -5t$$

$$\text{Thus, } \vec{c} = t\vec{i} + 8t\vec{j} - 5t\vec{k}$$

$$\text{Hence, } \hat{c} = \frac{\vec{c}}{|\vec{c}|}$$

$$\Rightarrow \hat{c} = \frac{t\vec{i} + 8t\vec{j} - 5t\vec{k}}{\sqrt{t^2 + 64t^2 + 25t^2}} = \frac{1}{\sqrt{90}}(\vec{i} + 8\vec{j} - 5\vec{k}) \text{ Which is the required unit vector.}$$

Some Solved Problems

If $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$, show that either $a = 0$ or $b = c$ or \vec{a} is orthogonal to $(\vec{b} - \vec{c})$

Some Solved Problems

If $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$, show that either $a = 0$ or $b = c$ or \vec{a} is orthogonal to $(\vec{b} - \vec{c})$

Given, $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$

Some Solved Problems

If $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$, show that either $a = 0$ or $b = c$ or \vec{a} is orthogonal to $(\vec{b} - \vec{c})$

Given, $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c} \Rightarrow \vec{a} \cdot (\vec{b} - \vec{c}) = 0$

So, we have

Some Solved Problems

If $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$, show that either $a = 0$ or $b = c$ or \vec{a} is orthogonal to $(\vec{b} - \vec{c})$

Given, $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c} \Rightarrow \vec{a} \cdot (\vec{b} - \vec{c}) = 0$

So, we have $|\vec{a}| |\vec{b} - \vec{c}| \cos \theta = 0 \dots (*)$ Where θ is the angle between \vec{a} and $(\vec{b} - \vec{c})$

Thus from $(*)$ it follow that either $|\vec{a}| = 0$

Some Solved Problems

If $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$, show that either $a = 0$ or $b = c$ or \vec{a} is orthogonal to $(\vec{b} - \vec{c})$

Given, $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c} \Rightarrow \vec{a} \cdot (\vec{b} - \vec{c}) = 0$

So, we have $|\vec{a}| |\vec{b} - \vec{c}| \cos \theta = 0 \dots (*)$ Where θ is the angle between \vec{a} and $(\vec{b} - \vec{c})$

Thus from $(*)$ it follow that either $|\vec{a}| = 0$ or $|\vec{b} - \vec{c}| = 0$

Some Solved Problems

If $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$, show that either $a = 0$ or $b = c$ or \vec{a} is orthogonal to $(\vec{b} - \vec{c})$

Given, $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c} \Rightarrow \vec{a} \cdot (\vec{b} - \vec{c}) = 0$

So, we have $|\vec{a}| |\vec{b} - \vec{c}| \cos \theta = 0 \dots (*)$ Where θ is the angle between \vec{a} and $(\vec{b} - \vec{c})$

Thus from $(*)$ it follow that either $|\vec{a}| = 0$ or $|\vec{b} - \vec{c}| = 0$ or $\cos \theta = 0$

Some Solved Problems

If $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$, show that either $a = 0$ or $b = c$ or \vec{a} is orthogonal to $(\vec{b} - \vec{c})$

Given, $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c} \Rightarrow \vec{a} \cdot (\vec{b} - \vec{c}) = 0$

So, we have $|\vec{a}| |\vec{b} - \vec{c}| \cos \theta = 0 \dots (*)$ Where θ is the angle between \vec{a} and $(\vec{b} - \vec{c})$

Thus from $(*)$ it follow that either $|\vec{a}| = 0$ or

$|\vec{b} - \vec{c}| = 0$ or $\cos \theta = 0$

So, either $a = 0$ or $b = c$ or the vectors \vec{a} is orthogonal to $(\vec{b} - \vec{c})$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Some Solved Problems

Using the dot product, prove the law of cosines
$$c^2 = a^2 + b^2 + 2ab \cos \theta.$$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Some Solved Problems

Using the dot product, prove the law of cosines
$$c^2 = a^2 + b^2 + 2ab \cos \theta.$$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Self Exercise

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Self Exercise

Exercise:1

Self Exercise

Exercise:1

- ① If $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ and $\vec{b} = \vec{i} + \vec{j} + 2\vec{k}$ are any two vectors, find $a, b, \vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Self Exercise

Exercise:1

- ① If $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ and $\vec{b} = \vec{i} + \vec{j} + 2\vec{k}$ are any two vectors, find $a, b, \vec{a} \cdot \vec{b}$ and the angle between the two vectors.
- ② If $\vec{a} = (3, 1, 2)$ and $\vec{b} = (2, -2, 4)$ are any two vectors, find $a, b, \vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Self Exercise

Exercise:1

- ① If $\vec{a} = \vec{i} - 2\vec{j} + 3\vec{k}$ and $\vec{b} = \vec{i} + \vec{j} + 2\vec{k}$ are any two vectors, find $a, b, \vec{a} \cdot \vec{b}$ and the angle between the two vectors.
- ② If $\vec{a} = (3, 1, 2)$ and $\vec{b} = (2, -2, 4)$ are any two vectors, find $a, b, \vec{a} \cdot \vec{b}$ and the angle between the two vectors.
- ③ If $\vec{a} = \vec{i} + \vec{j} - 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} - \vec{k}$ are any two vectors, find $a, b, \vec{a} \cdot \vec{b}$ and the angle between the two vectors.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Self Exercise

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Self Exercise

Exercise:2

Self Exercise

Exercise:2

- ① Using the dot product, prove the law of cosines
 $a^2 = b^2 + c^2 - 2bc \cos A$, in any triangle ABC .

Self Exercise

Exercise:2

- ① Using the dot product, prove the law of cosines
 $a^2 = b^2 + c^2 - 2bc \cos A$, in any triangle ABC .
- ② Using the dot product, prove the law of cosines
 $b^2 = c^2 + a^2 - 2ca \cos B$, in any triangle ABC .

Self Exercise

Exercise:2

- ① Using the dot product, prove the law of cosines
 $a^2 = b^2 + c^2 - 2bc \cos A$, in any triangle ABC .
- ② Using the dot product, prove the law of cosines
 $b^2 = c^2 + a^2 - 2ca \cos B$, in any triangle ABC .
- ③ Using the dot product, prove the law of cosines
 $c^2 = a^2 + b^2 - 2ab \cos C$, in any triangle ABC .

Self Exercise

Exercise:2

- ① Using the dot product, prove the law of cosines $a^2 = b^2 + c^2 - 2bc \cos A$, in any triangle ABC .
- ② Using the dot product, prove the law of cosines $b^2 = c^2 + a^2 - 2ca \cos B$, in any triangle ABC .
- ③ Using the dot product, prove the law of cosines $c^2 = a^2 + b^2 - 2ab \cos C$, in any triangle ABC .
- ④ Define scalar product of two vectors and give its geometrical meaning.

Self Exercise

Exercise:2

- ① Using the dot product, prove the law of cosines $a^2 = b^2 + c^2 - 2bc \cos A$, in any triangle ABC .
- ② Using the dot product, prove the law of cosines $b^2 = c^2 + a^2 - 2ca \cos B$, in any triangle ABC .
- ③ Using the dot product, prove the law of cosines $c^2 = a^2 + b^2 - 2ab \cos C$, in any triangle ABC .
- ④ Define scalar product of two vectors and give its geometrical meaning.
- ⑤ Define Scalar product of two vectors. Also derive the condition of orthogonality of them.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Self Exercise

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Self Exercise

Exercise:3

Self Exercise

Exercise:3

- ① Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Self Exercise

Exercise:3

- ① Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$
- ② If $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$, show that either $a = 0$ or $b = c$ or \vec{a} is orthogonal to $(\vec{b} - \vec{c})$

Self Exercise

Exercise:3

- ① Using scalar product, Find the unit vector, which is perpendicular to the two vectors $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$
- ② If $\vec{a} \cdot \vec{b} = \vec{a} \cdot \vec{c}$, show that either $a = 0$ or $b = c$ or \vec{a} is orthogonal to $(\vec{b} - \vec{c})$
- ③ Using Scalar product, Find the vector which is perpendicular to the two vectors $\vec{a} = \vec{i} - 3\vec{j} + 2\vec{k}$ and $\vec{b} = 2\vec{i} - \vec{j} + \vec{k}$ and is of length 5.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Vector or Cross product of two vectors

Definition:

Vector or Cross product of two vectors

Definition:

The vector product of two vectors \vec{a} and \vec{b} denoted by $\vec{a} \times \vec{b}$ is a vector normal to the plane of \vec{a} and \vec{b} and the magnitude of $\vec{a} \times \vec{b}$ is $ab \sin \theta$ where a and b are the magnitude of \vec{a} and \vec{b} , and θ the angle between them,

Vector or Cross product of two vectors

Definition:

The vector product of two vectors \vec{a} and \vec{b} denoted by $\vec{a} \times \vec{b}$ is a vector normal to the plane of \vec{a} and \vec{b} and the magnitude of $\vec{a} \times \vec{b}$ is $ab \sin \theta$ where a and b are the magnitude of \vec{a} and \vec{b} , and θ the angle between them, Symbolically, $\vec{a} \times \vec{b} = ab \sin \theta \vec{\eta}$,

Vector or Cross product of two vectors

Definition:

The vector product of two vectors \vec{a} and \vec{b} denoted by $\vec{a} \times \vec{b}$ is a vector normal to the plane of \vec{a} and \vec{b} and the magnitude of $\vec{a} \times \vec{b}$ is $ab \sin \theta$ where a and b are the magnitude of \vec{a} and \vec{b} , and θ the angle between them, Symbolically, $\vec{a} \times \vec{b} = ab \sin \theta \vec{\eta}$, where $\vec{\eta}$ is the unit vector normal to the plane of \vec{a} and \vec{b}

Vector or Cross product of two vectors

Definition:

The vector product of two vectors \vec{a} and \vec{b} denoted by $\vec{a} \times \vec{b}$ is a vector normal to the plane of \vec{a} and \vec{b} and the magnitude of $\vec{a} \times \vec{b}$ is $ab \sin \theta$ where a and b are the magnitude of \vec{a} and \vec{b} , and θ the angle between them, Symbolically, $\vec{a} \times \vec{b} = ab \sin \theta \vec{\eta}$, where $\vec{\eta}$ is the unit vector normal to the plane of \vec{a} and \vec{b}

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

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

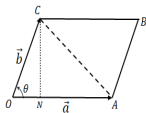
Vector or Cross Product of two vectors

Vector or Cross Product of two vectors

Geometrical interpretation of vector product of two vectors

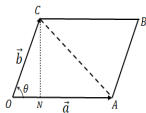
Vector or Cross Product of two vectors

Geometrical interpretation of vector product of two vectors



Vector or Cross Product of two vectors

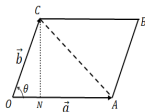
Geometrical interpretation of vector product of two vectors



Let $\vec{OA} = \vec{a}$, $\vec{OC} = \vec{b}$ and $\angle AOC = \theta$.

Vector or Cross Product of two vectors

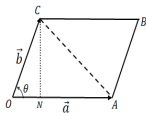
Geometrical interpretation of vector product of two vectors



Let $\vec{OA} = \vec{a}$, $\vec{OC} = \vec{b}$ and $\angle AOC = \theta$. Draw a parallelogram $OACB$ with $OA = a$ and $OC = b$ as its adjacent sides.

Vector or Cross Product of two vectors

Geometrical interpretation of vector product of two vectors

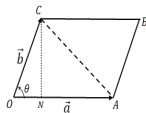


Let $\vec{OA} = \vec{a}$, $\vec{OC} = \vec{b}$ and $\angle AOC = \theta$. Draw a parallelogram $OACB$ with $OA = a$ and $OC = b$ as its adjacent sides. From C , draw CN perpendicular to OA .

$$\vec{a} \times \vec{b} = ab \sin \theta \vec{\eta}$$

Vector or Cross Product of two vectors

Geometrical interpretation of vector product of two vectors



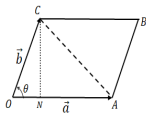
Let $\vec{OA} = \vec{a}$, $\vec{OC} = \vec{b}$ and $\angle AOC = \theta$. Draw a parallelogram $OACB$ with $OA = a$ and $OC = b$ as its adjacent sides. From C , draw CN perpendicular to OA .

$$\vec{a} \times \vec{b} = ab \sin \theta \vec{\eta}$$

$$|\vec{a} \times \vec{b}| = ab \sin \theta = (OA)(OC) \sin \theta = (OA)(CN)$$

Vector or Cross Product of two vectors

Geometrical interpretation of vector product of two vectors



Let $\vec{OA} = \vec{a}$, $\vec{OC} = \vec{b}$ and $\angle AOC = \theta$. Draw a parallelogram $OABC$ with $OA = a$ and $OC = b$ as its adjacent sides. From C , draw CN perpendicular to OA .

$$\vec{a} \times \vec{b} = ab \sin \theta \vec{n}$$

$$|\vec{a} \times \vec{b}| = ab \sin \theta = (OA)(OC) \sin \theta = (OA)(CN)$$

$$\therefore |\vec{a} \times \vec{b}| = \text{area of the parallelogram } OABC$$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Vector Cross Product of two vectors

Vector product of mutually perpendicular unit vectors

Vector Cross Product of two vectors

Vector product of mutually perpendicular unit vectors

If $\vec{i}, \vec{j}, \vec{k}$ be three mutually perpendicular unit vectors.

Then

Vector Cross Product of two vectors

Vector product of mutually perpendicular unit vectors

If $\vec{i}, \vec{j}, \vec{k}$ be three mutually perpendicular unit vectors.

Then

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

Vector Cross Product of two vectors

Vector product of mutually perpendicular unit vectors

If $\vec{i}, \vec{j}, \vec{k}$ be three mutually perpendicular unit vectors.

Then

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

Vector Cross Product of two vectors

Vector product of mutually perpendicular unit vectors

If $\vec{i}, \vec{j}, \vec{k}$ be three mutually perpendicular unit vectors.

Then

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

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Vector or Cross Product of two vectors

Vector product of two vectors in the determinant form

Vector or Cross Product of two vectors

Vector product of two vectors in the determinant form

Let $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two given vectors.

Then the vector product of \vec{a} and \vec{b} will be expressed in the determinant form as follows:

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

Vector or Cross Product of two vectors

Vector product of two vectors in the determinant form

Let $\vec{a} = (a_1, a_2, a_3)$ and $\vec{b} = (b_1, b_2, b_3)$ be two given vectors. Then the vector product of \vec{a} and \vec{b} will be expressed in the determinant form as follows:

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

Note: $\vec{a} \times \vec{b} = (a_2 b_3 - a_3 b_2) \vec{i} - (a_1 b_3 - a_3 b_1) \vec{j} + (a_1 b_2 - a_2 b_1) \vec{k}.$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Some Solved Problems

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Given, $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Given, $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Now,

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Given, $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Now,

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

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Given, $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Now,

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 1 & 2 \\ 3 & -1 & -1 \end{vmatrix}$$

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Given, $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Now,

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 1 & 2 \\ 3 & -1 & -1 \end{vmatrix} = \vec{i} + 8\vec{j} - 5\vec{k}$$

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Given, $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Now,

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 1 & 2 \\ 3 & -1 & -1 \end{vmatrix} = \vec{i} + 8\vec{j} - 5\vec{k}$$

Further, $|\vec{a} \times \vec{b}| = \sqrt{90}$

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Given, $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Now,

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 1 & 2 \\ 3 & -1 & -1 \end{vmatrix} = \vec{i} + 8\vec{j} - 5\vec{k}$$

Further, $|\vec{a} \times \vec{b}| = \sqrt{90}$

So, $\frac{\vec{a} \times \vec{b}}{|\vec{a} \times \vec{b}|}$

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Given, $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Now,

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 1 & 2 \\ 3 & -1 & -1 \end{vmatrix} = \vec{i} + 8\vec{j} - 5\vec{k}$$

Further, $|\vec{a} \times \vec{b}| = \sqrt{90}$

$$\text{So, } \frac{\vec{a} \times \vec{b}}{|\vec{a} \times \vec{b}|} = \frac{\vec{i} + 8\vec{j} - 5\vec{k}}{\sqrt{90}}$$

Some Solved Problems

Q. Using the cross product of two vectors, find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Given, $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$

Now,

$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 1 & 2 \\ 3 & -1 & -1 \end{vmatrix} = \vec{i} + 8\vec{j} - 5\vec{k}$$

Further, $|\vec{a} \times \vec{b}| = \sqrt{90}$

So, $\frac{\vec{a} \times \vec{b}}{|\vec{a} \times \vec{b}|} = \frac{\vec{i} + 8\vec{j} - 5\vec{k}}{\sqrt{90}}$ Which is the required unit vector

Some Solved Problems

Q. Find the area of the parallelogram determine by the vectors $\vec{i} + 2\vec{j} + 3\vec{k}$ and $-3\vec{i} - 2\vec{j} + \vec{k}$

Some Solved Problems

Q. Find the area of the parallelogram determine by the vectors $\vec{i} + 2\vec{j} + 3\vec{k}$ and $-3\vec{i} - 2\vec{j} + \vec{k}$

Given vectors are: $\vec{a} = \vec{i} + 2\vec{j} + 3\vec{k}$ and
 $\vec{b} = -3\vec{i} - 2\vec{j} + \vec{k}$

Some Solved Problems

Q. Find the area of the parallelogram determine by the vectors $\vec{i} + 2\vec{j} + 3\vec{k}$ and $-3\vec{i} - 2\vec{j} + \vec{k}$

Given vectors are: $\vec{a} = \vec{i} + 2\vec{j} + 3\vec{k}$ and

$\vec{b} = -3\vec{i} - 2\vec{j} + \vec{k}$

Now, $\vec{a} \times \vec{b} =$

Some Solved Problems

Q. Find the area of the parallelogram determine by the vectors $\vec{i} + 2\vec{j} + 3\vec{k}$ and $-3\vec{i} - 2\vec{j} + \vec{k}$

Given vectors are: $\vec{a} = \vec{i} + 2\vec{j} + 3\vec{k}$ and

$\vec{b} = -3\vec{i} - 2\vec{j} + \vec{k}$

$$\text{Now, } \vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & 3 \\ -3 & -2 & 1 \end{vmatrix}$$

Some Solved Problems

Q. Find the area of the parallelogram determine by the vectors $\vec{i} + 2\vec{j} + 3\vec{k}$ and $-3\vec{i} - 2\vec{j} + \vec{k}$

Given vectors are: $\vec{a} = \vec{i} + 2\vec{j} + 3\vec{k}$ and

$\vec{b} = -3\vec{i} - 2\vec{j} + \vec{k}$

$$\text{Now, } \vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & 3 \\ -3 & -2 & 1 \end{vmatrix} = 8\vec{i} - 10\vec{j} + 4\vec{k}$$

Some Solved Problems

Q. Find the area of the parallelogram determine by the vectors $\vec{i} + 2\vec{j} + 3\vec{k}$ and $-3\vec{i} - 2\vec{j} + \vec{k}$

Given vectors are: $\vec{a} = \vec{i} + 2\vec{j} + 3\vec{k}$ and

$\vec{b} = -3\vec{i} - 2\vec{j} + \vec{k}$

$$\text{Now, } \vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & 3 \\ -3 & -2 & 1 \end{vmatrix} = 8\vec{i} - 10\vec{j} + 4\vec{k}$$

$$\text{Now, } |\vec{a} \times \vec{b}| =$$

Some Solved Problems

Q. Find the area of the parallelogram determine by the vectors $\vec{i} + 2\vec{j} + 3\vec{k}$ and $-3\vec{i} - 2\vec{j} + \vec{k}$

Given vectors are: $\vec{a} = \vec{i} + 2\vec{j} + 3\vec{k}$ and

$\vec{b} = -3\vec{i} - 2\vec{j} + \vec{k}$

$$\text{Now, } \vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & 3 \\ -3 & -2 & 1 \end{vmatrix} = 8\vec{i} - 10\vec{j} + 4\vec{k}$$

$$\text{Now, } |\vec{a} \times \vec{b}| = 6\sqrt{5}$$

Thus area of parallelogram is $6\sqrt{5}$ square unit.

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots\dots (*)$

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots (*)$

Multiplying $(*)$ by \vec{a} we get,

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots (*)$

Multiplying $(*)$ by \vec{a} we get,

$$\vec{a} \times (\vec{a} + \vec{b} + \vec{c}) = 0$$

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots (*)$

Multiplying $(*)$ by \vec{a} we get,

$$\vec{a} \times (\vec{a} + \vec{b} + \vec{c}) = 0 \Rightarrow \vec{a} \times \vec{a} + \vec{a} \times \vec{b} + \vec{a} \times \vec{c} = 0$$

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots (*)$

Multiplying $(*)$ by \vec{a} we get,

$$\vec{a} \times (\vec{a} + \vec{b} + \vec{c}) = 0 \Rightarrow \vec{a} \times \vec{a} + \vec{a} \times \vec{b} + \vec{a} \times \vec{c} = 0$$

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

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots (*)$

Multiplying $(*)$ by \vec{a} we get,

$$\vec{a} \times (\vec{a} + \vec{b} + \vec{c}) = 0 \Rightarrow \vec{a} \times \vec{a} + \vec{a} \times \vec{b} + \vec{a} \times \vec{c} = 0$$

$$\Rightarrow \vec{a} \times \vec{b} = -(\vec{a} \times \vec{c}) \Rightarrow \vec{a} \times \vec{b} = \vec{c} \times \vec{a} \dots (**)$$

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots (*)$

Multiplying $(*)$ by \vec{a} we get,

$$\vec{a} \times (\vec{a} + \vec{b} + \vec{c}) = 0 \Rightarrow \vec{a} \times \vec{a} + \vec{a} \times \vec{b} + \vec{a} \times \vec{c} = 0$$

$$\Rightarrow \vec{a} \times \vec{b} = -(\vec{a} \times \vec{c}) \Rightarrow \vec{a} \times \vec{b} = \vec{c} \times \vec{a} \dots (**)$$

Similarly multiplying $(*)$ by \vec{b} we obtain

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots\dots (*)$

Multiplying $(*)$ by \vec{a} we get,

$$\vec{a} \times (\vec{a} + \vec{b} + \vec{c}) = 0 \Rightarrow \vec{a} \times \vec{a} + \vec{a} \times \vec{b} + \vec{a} \times \vec{c} = 0$$

$$\Rightarrow \vec{a} \times \vec{b} = -(\vec{a} \times \vec{c}) \Rightarrow \vec{a} \times \vec{b} = \vec{c} \times \vec{a} \dots\dots (**)$$

Similarly multiplying $(*)$ by \vec{b} we obtain

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

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots\dots (*)$

Multiplying $(*)$ by \vec{a} we get,

$$\vec{a} \times (\vec{a} + \vec{b} + \vec{c}) = 0 \Rightarrow \vec{a} \times \vec{a} + \vec{a} \times \vec{b} + \vec{a} \times \vec{c} = 0$$

$$\Rightarrow \vec{a} \times \vec{b} = -(\vec{a} \times \vec{c}) \Rightarrow \vec{a} \times \vec{b} = \vec{c} \times \vec{a} \dots\dots (**)$$

Similarly multiplying $(*)$ by \vec{b} we obtain

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

Thus from $(**)$ and $(***)$ we obtain,

Some Solved Problems

If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that
 $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Given, $\vec{a} + \vec{b} + \vec{c} = 0 \dots (*)$

Multiplying $(*)$ by \vec{a} we get,

$$\vec{a} \times (\vec{a} + \vec{b} + \vec{c}) = 0 \Rightarrow \vec{a} \times \vec{a} + \vec{a} \times \vec{b} + \vec{a} \times \vec{c} = 0$$

$$\Rightarrow \vec{a} \times \vec{b} = -(\vec{a} \times \vec{c}) \Rightarrow \vec{a} \times \vec{b} = \vec{c} \times \vec{a} \dots (**)$$

Similarly multiplying $(*)$ by \vec{b} we obtain

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

Thus from $(**)$ and $(***)$ we obtain,

$$\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}.$$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar or Dot Product of two Vectors

Vector or Cross Product of two vectors

Self Exercise

Exercise

Self Exercise

Exercise

- ① Find the area of a parallelogram whose adjacent sides are determined by the vectors $\vec{i} - 2\vec{j} + 3\vec{k}$ and $2\vec{i} + 3\vec{k} - \vec{j}$

Self Exercise

Exercise

- ① Find the area of a parallelogram whose adjacent sides are determined by the vectors $\vec{i} - 2\vec{j} + 3\vec{k}$ and $2\vec{i} + 3\vec{k} - \vec{j}$
- ② If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$

Self Exercise

Exercise

- ① Find the area of a parallelogram whose adjacent sides are determined by the vectors $\vec{i} - 2\vec{j} + 3\vec{k}$ and $2\vec{i} + 3\vec{k} - \vec{j}$
- ② If $\vec{a} + \vec{b} + \vec{c} = 0$, prove that $\vec{a} \times \vec{b} = \vec{b} \times \vec{c} = \vec{c} \times \vec{a}$
- ③ Find a unit vector perpendicular to \vec{a} and \vec{b} , where $\vec{a} = 2\vec{i} + \vec{j} + 2\vec{k}$ and $\vec{b} = 3\vec{i} - \vec{j} - \vec{k}$.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Equation of Line and Plane

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Equation of Line and Plane

Equation of line

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Equation of Line and Plane

Equation of line

Equation of Plane

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Equation of Line

Standard Equation of Line

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

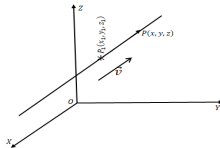
Bibliography

Equation of Line

Equation of Plane

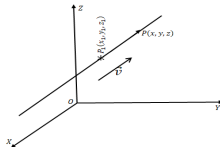
Equation of Line

Standard Equation of Line



Equation of Line

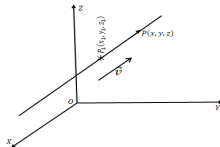
Standard Equation of Line



Let L be a line in space passing through a given point $P_1(x_1, y_1, z_1)$ and is parallel to a given nonzero vector $\vec{v} = a \vec{i} + b \vec{j} + c \vec{k}$;

Equation of Line

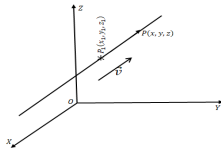
Standard Equation of Line



Let L be a line in space passing through a given point $P_1(x_1, y_1, z_1)$ and is parallel to a given nonzero vector $\vec{v} = a\vec{i} + b\vec{j} + c\vec{k}$; Consider any point $P(x, y, z)$ on L ,

Equation of Line

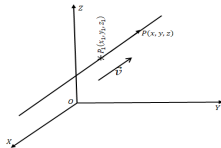
Standard Equation of Line



Let L be a line in space passing through a given point $P_1(x_1, y_1, z_1)$ and is parallel to a given nonzero vector $\vec{v} = a\vec{i} + b\vec{j} + c\vec{k}$; Consider any point $P(x, y, z)$ on L , then the two vectors $\vec{P_1P}$ and \vec{v} are parallel.

Equation of Line

Standard Equation of Line



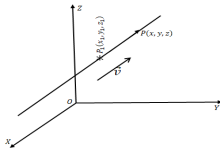
Let L be a line in space passing through a given point $P_1(x_1, y_1, z_1)$ and is parallel to a given nonzero vector $\vec{v} = a\vec{i} + b\vec{j} + c\vec{k}$; Consider any point $P(x, y, z)$ on L , then the two vectors $\vec{P_1P}$ and \vec{v} are parallel.

Further, $\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$

Since \vec{v} and $\vec{P_1P}$ are parallel we must have

Equation of Line

Standard Equation of Line



Let L be a line in space passing through a given point $P_1(x_1, y_1, z_1)$ and is parallel to a given nonzero vector $\vec{v} = a\vec{i} + b\vec{j} + c\vec{k}$; Consider any point $P(x, y, z)$ on L , then the two vectors $\vec{P_1P}$ and \vec{v} are parallel.

Further, $\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$

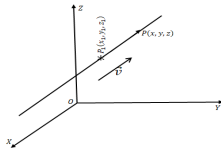
Since \vec{v} and $\vec{P_1P}$ are parallel we must have

$(x - x_1) = at, (y - y_1) = bt, (z - z_1) = ct \dots (i)$ where t is a parameter.

Now eliminating t from (i) we get

Equation of Line

Standard Equation of Line



Let L be a line in space passing through a given point $P_1(x_1, y_1, z_1)$ and is parallel to a given nonzero vector $\vec{v} = a\vec{i} + b\vec{j} + c\vec{k}$; Consider any point $P(x, y, z)$ on L , then the two vectors $\vec{P_1P}$ and \vec{v} are parallel.

Further, $\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$

Since \vec{v} and $\vec{P_1P}$ are parallel we must have

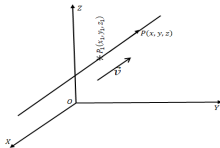
$(x - x_1) = at, (y - y_1) = bt, (z - z_1) = ct \dots (i)$ where t is a parameter.

Now eliminating t from (i) we get

$$\frac{x - x_1}{a} = \frac{y - y_1}{b} = \frac{z - z_1}{c}$$

Equation of Line

Standard Equation of Line



Let L be a line in space passing through a given point $P_1(x_1, y_1, z_1)$ and is parallel to a given nonzero vector $\vec{v} = a\vec{i} + b\vec{j} + c\vec{k}$; Consider any point $P(x, y, z)$ on L , then the two vectors $\vec{P_1P}$ and \vec{v} are parallel.

Further, $\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$

Since \vec{v} and $\vec{P_1P}$ are parallel we must have

$(x - x_1) = at, (y - y_1) = bt, (z - z_1) = ct \dots (i)$ where t is a parameter.

Now eliminating t from (i) we get

$$\frac{x - x_1}{a} = \frac{y - y_1}{b} = \frac{z - z_1}{c}$$

Which is the standard form of the equation of the line.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Some Solved Problems

Some Solved Problems

Find the parametric equation of the line joining the points $P_1(1, 1, 0)$ and $P_2(0, 2, 3)$.

Some Solved Problems

Find the parametric equation of the line joining the points $P_1(1, 1, 0)$ and $P_2(0, 2, 3)$.

Given points: $P_1(1, 1, 0)$ and $P_2(0, 2, 3)$

Some Solved Problems

Find the parametric equation of the line joining the points $P_1(1, 1, 0)$ and $P_2(0, 2, 3)$.

Given points: $P_1(1, 1, 0)$ and $P_2(0, 2, 3)$

So, $\vec{P_1P_2} = -\vec{i} + \vec{j} + 3\vec{k}$

Some Solved Problems

Find the parametric equation of the line joining the points $P_1(1, 1, 0)$ and $P_2(0, 2, 3)$.

Given points: $P_1(1, 1, 0)$ and $P_2(0, 2, 3)$

So, $\vec{P_1P_2} = -\vec{i} + \vec{j} + 3\vec{k}$

Since the required line is parallel to the vector $\vec{P_1P_2}$

We have the parametric equation as follow:

Some Solved Problems

Find the parametric equation of the line joining the points $P_1(1, 1, 0)$ and $P_2(0, 2, 3)$.

Given points: $P_1(1, 1, 0)$ and $P_2(0, 2, 3)$

$$\text{So, } \vec{P_1P_2} = -\vec{i} + \vec{j} + 3\vec{k}$$

Since the required line is parallel to the vector $\vec{P_1P_2}$

We have the parametric equation as follow:

$x - 1 = t, \quad y - 1 = t, \quad z = 3t,$ Where t is a parameter and $P(x, y, z)$ is any point on the line.

Some Solved Problems

Find the value of c so that the lines $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other.

Some Solved Problems

Find the value of c so that the lines $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other.

Given, $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other.

Some Solved Problems

Find the value of c so that the lines $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other.

Given, $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other. So, we have

$\vec{a} = -3\vec{i} + 2c\vec{j} + 2\vec{k}$ and $\vec{b} = 3c\vec{i} + \vec{j} - 5\vec{k}$ are parallel to given lines respectively.

Some Solved Problems

Find the value of c so that the lines $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other.

Given, $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other. So, we have

$\vec{a} = -3\vec{i} + 2c\vec{j} + 2\vec{k}$ and $\vec{b} = 3c\vec{i} + \vec{j} - 5\vec{k}$ are parallel to given lines respectively. Thus, we must have $\vec{a} \cdot \vec{b} = 0$

Some Solved Problems

Find the value of c so that the lines $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other.

Given, $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other. So, we have

$\vec{a} = -3\vec{i} + 2c\vec{j} + 2\vec{k}$ and $\vec{b} = 3c\vec{i} + \vec{j} - 5\vec{k}$ are parallel to given lines respectively. Thus, we must have

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

$$\Rightarrow -3(3c) + 2c(1) + 2(-5) = 0$$

Some Solved Problems

Find the value of c so that the lines $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other.

Given, $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other. So, we have

$\vec{a} = -3\vec{i} + 2c\vec{j} + 2\vec{k}$ and $\vec{b} = 3c\vec{i} + \vec{j} - 5\vec{k}$ are parallel to given lines respectively. Thus, we must have

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

$$\Rightarrow -3(3c) + 2c(1) + 2(-5) = 0$$

$$\Rightarrow c = -\frac{10}{7}$$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Self Exercise

Exercise: 1

Self Exercise

Exercise: 1

- ① Find parametric equations for the line passing through the points $(2, 1, 0)$ and $(3, -2, 1)$.

Self Exercise

Exercise: 1

- ① Find parametric equations for the line passing through the points $(2, 1, 0)$ and $(3, -2, 1)$.
- ② If a line L is directed from $P(2, 3, 1)$ to $Q(-1, 2, 3)$ find a unit vector in the direction of L . Also, find the parametric equations for L .

Self Exercise

Exercise: 1

- ① Find parametric equations for the line passing through the points $(2, 1, 0)$ and $(3, -2, 1)$.
- ② If a line L is directed from $P(2, 3, 1)$ to $Q(-1, 2, 3)$ find a unit vector in the direction of L . Also, find the parametric equations for L .
- ③ Find the value of c so that the lines $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other.

Self Exercise

Exercise: 1

- ① Find parametric equations for the line passing through the points $(2, 1, 0)$ and $(3, -2, 1)$.
- ② If a line L is directed from $P(2, 3, 1)$ to $Q(-1, 2, 3)$ find a unit vector in the direction of L . Also, find the parametric equations for L .
- ③ Find the value of c so that the lines $\frac{x-1}{-3} = \frac{y-1}{2c} = \frac{z-3}{2}$ and $\frac{x-1}{3c} = \frac{y-5}{1} = \frac{z-6}{-5}$ are perpendicular to each other.
- ④ Derive the standard equation of line in a space (by using vector method).

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Equation of Plane

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Equation of Plane

Standard Equation of Plane

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

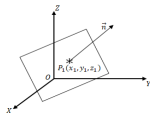
Bibliography

Equation of Line

Equation of Plane

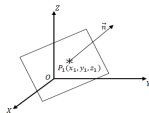
Equation of Plane

Standard Equation of Plane



Equation of Plane

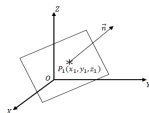
Standard Equation of Plane



Assume that $P_1(x_1, y_1, z_1)$ is given point on the plane

Equation of Plane

Standard Equation of Plane



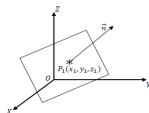
Assume that $P_1(x_1, y_1, z_1)$ is given point on the plane and that the vector

$\vec{n} = a \vec{i} + b \vec{j} + c \vec{k}$ is perpendicular to the plane.

Consider the any point $P(x, y, z)$ on the plane. Then

Equation of Plane

Standard Equation of Plane



Assume that $P_1(x_1, y_1, z_1)$ is given point on the plane and that the vector

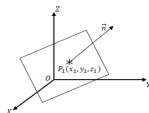
$\vec{n} = a\vec{i} + b\vec{j} + c\vec{k}$ is perpendicular to the plane.

Consider the any point $P(x, y, z)$ on the plane. Then

$$\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$$

Equation of Plane

Standard Equation of Plane



Assume that $P_1(x_1, y_1, z_1)$ is given point on the plane and that the vector

$\vec{n} = a\vec{i} + b\vec{j} + c\vec{k}$ is perpendicular to the plane.

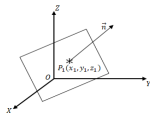
Consider the any point $P(x, y, z)$ on the plane. Then

$$\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$$

Since $\vec{P_1P}$ and \vec{n} are perpendicular, we must have

Equation of Plane

Standard Equation of Plane



Assume that $P_1(x_1, y_1, z_1)$ is given point on the plane and that the vector

$\vec{n} = a\vec{i} + b\vec{j} + c\vec{k}$ is perpendicular to the plane.

Consider the any point $P(x, y, z)$ on the plane. Then

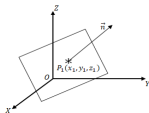
$$\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$$

Since $\vec{P_1P}$ and \vec{n} are perpendicular, we must have

$$\vec{n} \cdot \vec{P_1P} = 0$$

Equation of Plane

Standard Equation of Plane



Assume that $P_1(x_1, y_1, z_1)$ is given point on the plane and that the vector

$\vec{n} = a\vec{i} + b\vec{j} + c\vec{k}$ is perpendicular to the plane.

Consider the any point $P(x, y, z)$ on the plane. Then

$$\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$$

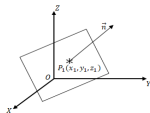
Since $\vec{P_1P}$ and \vec{n} are perpendicular, we must have

$$\vec{n} \cdot \vec{P_1P} = 0$$

$$\Rightarrow a(x - x_1) + b(y - y_1) + c(z - z_1) = 0$$

Equation of Plane

Standard Equation of Plane



Assume that $P_1(x_1, y_1, z_1)$ is given point on the plane and that the vector

$\vec{n} = a\vec{i} + b\vec{j} + c\vec{k}$ is perpendicular to the plane.

Consider the any point $P(x, y, z)$ on the plane. Then

$$\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$$

Since $\vec{P_1P}$ and \vec{n} are perpendicular, we must have

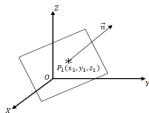
$$\vec{n} \cdot \vec{P_1P} = 0$$

$$\Rightarrow a(x - x_1) + b(y - y_1) + c(z - z_1) = 0 \quad \text{Which is the equation of plane.}$$

In general the equation of plane can be written as

Equation of Plane

Standard Equation of Plane



Assume that $P_1(x_1, y_1, z_1)$ is given point on the plane and that the vector

$\vec{n} = a\vec{i} + b\vec{j} + c\vec{k}$ is perpendicular to the plane.

Consider the any point $P(x, y, z)$ on the plane. Then

$$\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$$

Since $\vec{P_1P}$ and \vec{n} are perpendicular, we must have

$$\vec{n} \cdot \vec{P_1P} = 0$$

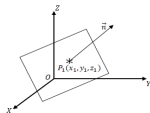
$$\Rightarrow a(x - x_1) + b(y - y_1) + c(z - z_1) = 0 \quad \text{Which is the equation of plane.}$$

In general the equation of plane can be written as

$$ax + by + cz + d = 0 \quad \dots \text{eqn(1)} \quad \text{where the vector } a\vec{i} + b\vec{j} + c\vec{k} \text{ is normal to the plane.}$$

Equation of Plane

Standard Equation of Plane



Assume that $P_1(x_1, y_1, z_1)$ is given point on the plane and that the vector

$\vec{n} = a\vec{i} + b\vec{j} + c\vec{k}$ is perpendicular to the plane.

Consider the any point $P(x, y, z)$ on the plane. Then

$$\vec{P_1P} = (x - x_1)\vec{i} + (y - y_1)\vec{j} + (z - z_1)\vec{k}$$

Since $\vec{P_1P}$ and \vec{n} are perpendicular, we must have

$$\vec{n} \cdot \vec{P_1P} = 0$$

$$\Rightarrow a(x - x_1) + b(y - y_1) + c(z - z_1) = 0 \quad \text{Which is the equation of plane.}$$

In general the equation of plane can be written as

$$ax + by + cz + d = 0 \quad \dots \text{eqn(1)} \quad \text{where the vector } a\vec{i} + b\vec{j} + c\vec{k} \text{ is normal to the plane.}$$

Further eqn(1) can be written as

$$\frac{x}{A} + \frac{y}{B} + \frac{z}{C} = 1 \quad \text{Where } A, B, C \text{ are the intercepts made by plane with three coordinate planes.}$$

Some Solved Problems

Find the equation of a plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing $A(5, 2, 1)$ and $B(2, 1, -1)$.

Some Solved Problems

Find the equation of a plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing $A(5, 2, 1)$ and $B(2, 1, -1)$.

The direction ratios of the line containing points A and B are given by:

Some Solved Problems

Find the equation of a plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing $A(5, 2, 1)$ and $B(2, 1, -1)$.

The direction ratios of the line containing points A and B are given by:

$$x_2 - x_1, \quad y_2 - y_1, \quad z_2 - z_1$$

Some Solved Problems

Find the equation of a plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing $A(5, 2, 1)$ and $B(2, 1, -1)$.

The direction ratios of the line containing points A and B are given by:

$$x_2 - x_1, \quad y_2 - y_1, \quad z_2 - z_1 \Rightarrow -3, -1 \text{ and } -2.$$

Some Solved Problems

Find the equation of a plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing $A(5, 2, 1)$ and $B(2, 1, -1)$.

The direction ratios of the line containing points A and B are given by:

$$x_2 - x_1, y_2 - y_1, z_2 - z_1 \Rightarrow -3, -1 \text{ and } -2.$$

Now the equation of plane containing the point $P(1, 2, 3)$ can be written as:

$$a(x - 1) + b(y - 2) + c(z - 3) = 0$$

Some Solved Problems

Find the equation of a plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing $A(5, 2, 1)$ and $B(2, 1, -1)$.

The direction ratios of the line containing points A and B are given by:

$$x_2 - x_1, y_2 - y_1, z_2 - z_1 \Rightarrow -3, -1 \text{ and } -2.$$

Now the equation of plane containing the point $P(1, 2, 3)$ can be written as:

$$\begin{aligned} a(x - 1) + b(y - 2) + c(z - 3) &= 0 \Rightarrow \\ -3(x - 1) - 1(y - 2) - 2(z - 3) &= 0 \end{aligned}$$

Some Solved Problems

Find the equation of a plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing $A(5, 2, 1)$ and $B(2, 1, -1)$.

The direction ratios of the line containing points A and B are given by:

$$x_2 - x_1, y_2 - y_1, z_2 - z_1 \Rightarrow -3, -1 \text{ and } -2.$$

Now the equation of plane containing the point $P(1, 2, 3)$ can be written as:

$$\begin{aligned} a(x - 1) + b(y - 2) + c(z - 3) &= 0 \Rightarrow \\ -3(x - 1) - 1(y - 2) - 2(z - 3) &= 0 \end{aligned}$$

Thus the required equation of plane is: $3x + y + 2z - 11 = 0$

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Some Solved Problems

Find the equation of the plane through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$

Some Solved Problems

Find the equation of the plane through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$

We know the general equation of plane will be:

Some Solved Problems

Find the equation of the plane through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$

We know the general equation of plane will be:

$$ax + by + cz + d = 0 \quad \text{.....*}$$

Some Solved Problems

Find the equation of the plane through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$

We know the general equation of plane will be:

$$ax + by + cz + d = 0 \quad \text{.....*}$$

Since this equation passes through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$ we have the following relations:

$$2a + 2b + c + d = 0$$

$$3a + 4b + 2c + d = 0$$

$$7a + 6c + d = 0$$

Some Solved Problems

Find the equation of the plane through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$

We know the general equation of plane will be:

$$ax + by + cz + d = 0 \quad \text{.....*}$$

Since this equation passes through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$ we have the following relations:

$$2a + 2b + c + d = 0$$

$$3a + 4b + 2c + d = 0$$

$$7a + 6c + d = 0$$

From these relation we have the solution as:

Some Solved Problems

Find the equation of the plane through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$

We know the general equation of plane will be:

$$ax + by + cz + d = 0 \quad \text{.....*}$$

Since this equation passes through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$ we have the following relations:

$$2a + 2b + c + d = 0$$

$$3a + 4b + 2c + d = 0$$

$$7a + 6c + d = 0$$

From these relation we have the solution as:

$$a = -d, b = 0, c = d$$

So, equation * becomes $-dx + dz = -d$

Some Solved Problems

Find the equation of the plane through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$

We know the general equation of plane will be:

$$ax + by + cz + d = 0 \quad \text{.....*}$$

Since this equation passes through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$ we have the following relations:

$$2a + 2b + c + d = 0$$

$$3a + 4b + 2c + d = 0$$

$$7a + 6c + d = 0$$

From these relation we have the solution as:

$$a = -d, b = 0, c = d$$

So, equation * becomes $-dx + dz = -d \Rightarrow x - z = 1$;

Some Solved Problems

Find the equation of the plane through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$

We know the general equation of plane will be:

$$ax + by + cz + d = 0 \quad \text{.....*}$$

Since this equation passes through the points $(2, 2, 1)$, $(3, 4, 2)$ and $(7, 0, 6)$ we have the following relations:

$$2a + 2b + c + d = 0$$

$$3a + 4b + 2c + d = 0$$

$$7a + 6c + d = 0$$

From these relation we have the solution as:

$$a = -d, b = 0, c = d$$

So, equation * becomes $-dx + dz = -d \Rightarrow x - z = 1$; Which is the required equation of plane.

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

$$a(1) + b(1) + c(2) = 0$$

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

$$a(1) + b(1) + c(2) = 0 \Rightarrow a + b - 2c = 0 \text{.....} **$$

Again the plane * is perpendicular to the plane $3x - y + 4z = 12$, we must have

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

$$a(1) + b(1) + c(2) = 0 \Rightarrow a + b - 2c = 0 \text{.....} **$$

Again the plane * is perpendicular to the plane $3x - y + 4z = 12$, we must have

$$a(3) + b(-1) + c(4) = 0$$

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

$$a(1) + b(1) + c(2) = 0 \Rightarrow a + b - 2c = 0 \text{.....} **$$

Again the plane * is perpendicular to the plane $3x - y + 4z = 12$, we must have

$$a(3) + b(-1) + c(4) = 0 \Rightarrow 3a - b + 4c = 0 \text{.....} ***$$

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

$$a(1) + b(1) + c(2) = 0 \Rightarrow a + b - 2c = 0 \text{.....} **$$

Again the plane * is perpendicular to the plane $3x - y + 4z = 12$, we must have

$$a(3) + b(-1) + c(4) = 0 \Rightarrow 3a - b + 4c = 0 \text{.....} ***$$

Solving equation ** and *** we obtain

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

$$a(1) + b(1) + c(2) = 0 \Rightarrow a + b - 2c = 0 \text{.....} **$$

Again the plane * is perpendicular to the plane $3x - y + 4z = 12$, we must have

$$a(3) + b(-1) + c(4) = 0 \Rightarrow 3a - b + 4c = 0 \text{.....} ***$$

Solving equation ** and *** we obtain

$$\frac{a}{2} = \frac{b}{-10} = \frac{c}{-4} = t$$

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

$$a(1) + b(1) + c(2) = 0 \Rightarrow a + b - 2c = 0 \text{.....} **$$

Again the plane * is perpendicular to the plane $3x - y + 4z = 12$, we must have

$$a(3) + b(-1) + c(4) = 0 \Rightarrow 3a - b + 4c = 0 \text{.....} ***$$

Solving equation ** and *** we obtain

$$\frac{a}{2} = \frac{b}{-10} = \frac{c}{-4} = t \Rightarrow a = 2t, b = -10t, c = -4t.$$

Thus from equation * we obtain

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

$$a(1) + b(1) + c(2) = 0 \Rightarrow a + b - 2c = 0 \text{.....} **$$

Again the plane * is perpendicular to the plane $3x - y + 4z = 12$, we must have

$$a(3) + b(-1) + c(4) = 0 \Rightarrow 3a - b + 4c = 0 \text{.....} ***$$

Solving equation ** and *** we obtain

$$\frac{a}{2} = \frac{b}{-10} = \frac{c}{-4} = t \Rightarrow a = 2t, b = -10t, c = -4t.$$

Thus from equation * we obtain $x - 5y - 2z + 7 = 0$

Some Solved Problems

Find the equation of the plane through the point $(1, 2, -1)$ and perpendicular to the planes: $x + y - 2z = 5$ and $3x - y + 4z = 12$.

The Equation of plane through the point $(1, 2, -1)$ will be

$a(x - 1) + b(y - 2) + c(z + 1) = 0$ * Since this equation* of plane is perpendicular to the plane $x + y - 2z = 5$, We must have

$$a(1) + b(1) + c(2) = 0 \Rightarrow a + b - 2c = 0 \text{.....} **$$

Again the plane * is perpendicular to the plane $3x - y + 4z = 12$, we must have

$$a(3) + b(-1) + c(4) = 0 \Rightarrow 3a - b + 4c = 0 \text{.....} ***$$

Solving equation ** and *** we obtain

$$\frac{a}{2} = \frac{b}{-10} = \frac{c}{-4} = t \Rightarrow a = 2t, b = -10t, c = -4t.$$

Thus from equation * we obtain $x - 5y - 2z + 7 = 0$ Which is the required equation of plane.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and $\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$

Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and $\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$

Given two skew lines are:

Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots*$$

Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots * *$$

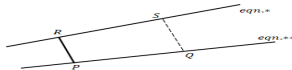
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



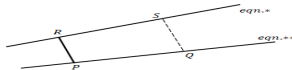
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines.

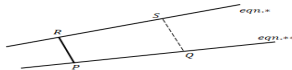
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$

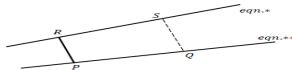
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$ and is the projection of SQ ,

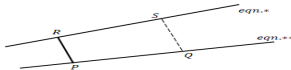
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$ and is the projection of SQ , Where the coordinates of Q and S are respectively $(15, 29, 5)$ and $(8, -9, 10)$

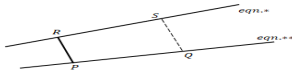
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$ and is the projection of SQ , Where the coordinates of Q and S are respectively $(15, 29, 5)$ and $(8, -9, 10)$

$$\text{So, } \vec{SQ} = 7 \vec{i} + 38 \vec{j} - 5 \vec{k}$$

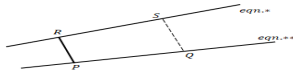
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$ and is the projection of SQ , Where the coordinates of Q and S are respectively $(15, 29, 5)$ and $(8, -9, 10)$

So, $\vec{SQ} = 7\vec{i} + 38\vec{j} - 5\vec{k}$ Now, the vector $\vec{a} = 3\vec{i} - 16\vec{j} + 7\vec{k}$ is parallel to line $*$

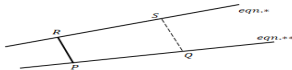
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$ and is the projection of SQ , Where the coordinates of Q and S are respectively $(15, 29, 5)$ and $(8, -9, 10)$

So, $\vec{SQ} = 7\vec{i} + 38\vec{j} - 5\vec{k}$ Now, the vector $\vec{a} = 3\vec{i} - 16\vec{j} + 7\vec{k}$ is parallel to line $*$ and the vector $\vec{b} = 3\vec{i} - 16\vec{j} - 5\vec{k}$ is parallel to line $**$

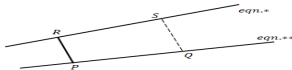
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$ and is the projection of SQ , Where the coordinates of Q and S are respectively $(15, 29, 5)$ and $(8, -9, 10)$

So, $\vec{SQ} = 7\vec{i} + 38\vec{j} - 5\vec{k}$ Now, the vector $\vec{a} = 3\vec{i} - 16\vec{j} + 7\vec{k}$ is parallel to line $*$ and the vector $\vec{b} = 3\vec{i} - 16\vec{j} - 5\vec{k}$ is parallel to line $**$

Here, $\vec{a} \times \vec{b} = 24\vec{i} + 36\vec{j} + 72\vec{k}$ and $|\vec{a} \times \vec{b}| = 84$

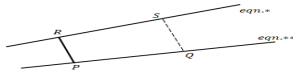
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$ and is the projection of SQ , Where the coordinates of Q and S are respectively $(15, 29, 5)$ and $(8, -9, 10)$

So, $\vec{SQ} = 7\vec{i} + 38\vec{j} - 5\vec{k}$ Now, the vector $\vec{a} = 3\vec{i} - 16\vec{j} + 7\vec{k}$ is parallel to line $*$ and the vector $\vec{b} = 3\vec{i} - 16\vec{j} - 5\vec{k}$ is parallel to line $**$

Here, $\vec{a} \times \vec{b} = 24\vec{i} + 36\vec{j} + 72\vec{k}$ and $|\vec{a} \times \vec{b}| = 84$

And, $(\vec{a} \times \vec{b}) \cdot \vec{SQ} = 1176$

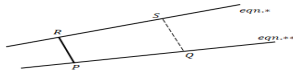
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$ and is the projection of SQ , Where the coordinates of Q and S are respectively $(15, 29, 5)$ and $(8, -9, 10)$

So, $\vec{SQ} = 7\vec{i} + 38\vec{j} - 5\vec{k}$ Now, the vector $\vec{a} = 3\vec{i} - 16\vec{j} + 7\vec{k}$ is parallel to line $*$ and the vector $\vec{b} = 3\vec{i} - 16\vec{j} - 5\vec{k}$ is parallel to line $**$

Here, $\vec{a} \times \vec{b} = 24\vec{i} + 36\vec{j} + 72\vec{k}$ and $|\vec{a} \times \vec{b}| = 84$

And, $(\vec{a} \times \vec{b}) \cdot \vec{SQ} = 1176$

Finally, Projection of \vec{SQ} on $RP = \left| \frac{(\vec{a} \times \vec{b}) \cdot \vec{SQ}}{|\vec{a} \times \vec{b}|} \right|$

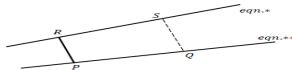
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines $*$ and $**$ and is the projection of SQ , Where the coordinates of Q and S are respectively $(15, 29, 5)$ and $(8, -9, 10)$

So, $\vec{SQ} = 7\vec{i} + 38\vec{j} - 5\vec{k}$ Now, the vector $\vec{a} = 3\vec{i} - 16\vec{j} + 7\vec{k}$ is parallel to line $*$ and the vector $\vec{b} = 3\vec{i} - 16\vec{j} - 5\vec{k}$ is parallel to line $**$

Here, $\vec{a} \times \vec{b} = 24\vec{i} + 36\vec{j} + 72\vec{k}$ and $|\vec{a} \times \vec{b}| = 84$

And, $(\vec{a} \times \vec{b}) \cdot \vec{SQ} = 1176$

Finally, Projection of \vec{SQ} on $RP = \left| \frac{(\vec{a} \times \vec{b}) \cdot \vec{SQ}}{|\vec{a} \times \vec{b}|} \right| = 14$

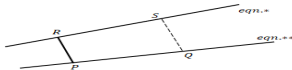
Some Solved Problems

Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and

$$\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$$

Given two skew lines are:

$$\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7} \dots\dots * \text{ and } \frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5} \dots\dots **$$



RP be the shortest distance between the given lines. Then RP is perpendicular to both the lines * and ** and is the projection of SQ , Where the coordinates of Q and S are respectively $(15, 29, 5)$ and $(8, -9, 10)$

So, $\vec{SQ} = 7\vec{i} + 38\vec{j} - 5\vec{k}$ Now, the vector $\vec{a} = 3\vec{i} - 16\vec{j} + 7\vec{k}$ is parallel to line * and the vector $\vec{b} = 3\vec{i} - 16\vec{j} - 5\vec{k}$ is parallel to line **

Here, $\vec{a} \times \vec{b} = 24\vec{i} + 36\vec{j} + 72\vec{k}$ and $|\vec{a} \times \vec{b}| = 84$

And, $(\vec{a} \times \vec{b}) \cdot \vec{SQ} = 1176$

Finally, Projection of \vec{SQ} on $\vec{RP} = \left| \frac{(\vec{a} \times \vec{b}) \cdot \vec{SQ}}{|\vec{a} \times \vec{b}|} \right| = 14$

Thus the shortest distance between two given skew lines is 14 units

Vector and Vector Algebra
Product of two vectors
Equation of Line and Plane
Product of three or more vectors
Sphere, Cylinder, Cone & Quadratic Surface
Bibliography

Equation of Line
Equation of Plane

Self Exercise

Exercise:1

Self Exercise

Exercise:1

- ① Find the equation of plane passing through the three points $(-1, 1, 2)$, $(2, 0, -3)$ and $(5, 1, 2)$.

Self Exercise

Exercise:1

- ① Find the equation of plane passing through the three points $(-1, 1, 2)$, $(2, 0, -3)$ and $(5, 1, 2)$.
- ② Find the equation of the plane passing through the point $(3, 3, 5)$ and having normal vector $2\vec{i} + \vec{j} + 2\vec{k}$.

Self Exercise

Exercise:1

- ① Find the equation of plane passing through the three points $(-1, 1, 2)$, $(2, 0, -3)$ and $(5, 1, 2)$.
- ② Find the equation of the plane passing through the point $(3, 3, 5)$ and having normal vector $2\vec{i} + \vec{j} + 2\vec{k}$.
- ③ Find the equation of the plane passing through the point $(1, 2, -1)$ and perpendicular to the planes $x + y - 2z = 5$ and $3x - y + 4z = 12$.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Equation of Line

Equation of Plane

Self Exercise

Exercise: 2

Self Exercise

Exercise: 2

- ① Find the equation of the plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing points $(5, 2, 1)$ and $(2, 1, -1)$.

Self Exercise

Exercise: 2

- ① Find the equation of the plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing points $(5, 2, 1)$ and $(2, 1, -1)$.
- ② Find the distance of the point $(2, 3, 4)$ from the plane $3x - 6y + 2z + 11 = 0$

Self Exercise

Exercise: 2

- ① Find the equation of the plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing points $(5, 2, 1)$ and $(2, 1, -1)$.
- ② Find the distance of the point $(2, 3, 4)$ from the plane $3x - 6y + 2z + 11 = 0$
- ③ Find the line of intersection of the two planes $x - 4y + 2z + 7 = 0$ and $3x + 2y - z - 2 = 0$.

Self Exercise

Exercise: 2

- ① Find the equation of the plane containing the point $P(1, 2, 3)$ and perpendicular to the line containing points $(5, 2, 1)$ and $(2, 1, -1)$.
- ② Find the distance of the point $(2, 3, 4)$ from the plane $3x - 6y + 2z + 11 = 0$
- ③ Find the line of intersection of the two planes $x - 4y + 2z + 7 = 0$ and $3x + 2y - z - 2 = 0$.
- ④ Find the shortest distance between the two skew lines $\frac{x-8}{3} = \frac{y+9}{-16} = \frac{z-10}{7}$ and $\frac{x-15}{3} = \frac{y-29}{-16} = \frac{z-5}{-5}$

Product of three or more vectors

Product of three or more vectors

When we consider products of three vectors \vec{a} , \vec{b} and \vec{c} .
Then the following cases should arise:

Product of three or more vectors

When we consider products of three vectors \vec{a} , \vec{b} and \vec{c} .
Then the following cases should arise:

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

Product of three or more vectors

When we consider products of three vectors \vec{a} , \vec{b} and \vec{c} .
Then the following cases should arise:

- $(\vec{a} \cdot \vec{b}) \vec{c}$
- $\vec{a} \cdot (\vec{b} \times \vec{c})$ Scalar triple product.

Product of three or more vectors

When we consider products of three vectors \vec{a} , \vec{b} and \vec{c} .
Then the following cases should arise:

- $(\vec{a} \cdot \vec{b}) \vec{c}$
- $\vec{a} \cdot (\vec{b} \times \vec{c})$ Scalar triple product.
- $\vec{a} \times (\vec{b} \times \vec{c})$ Vector triple product.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar Triple Product

Vector Triple Product

Scalar Triple Product

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar Triple Product

Vector Triple Product

Scalar Triple Product

Definition

Scalar Triple Product

Definition

The scalar product of two vectors, one of which being again a vector product of two vectors is a scalar and is known as the scalar triple product.

Scalar Triple Product

Definition

The scalar product of two vectors, one of which being again a vector product of two vectors is a scalar and is known as the scalar triple product.

If \vec{a} , \vec{b} and \vec{c} are three vectors, then $\vec{b} \times \vec{c}$ is a vector perpendicular to the plane of \vec{b} and \vec{c} . Again \vec{a} and $\vec{b} \times \vec{c}$ both being vectors, their dot product denoted by $\vec{a} \cdot (\vec{b} \times \vec{c})$ is a scalar and hence is known as the scalar triple product.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar Triple Product

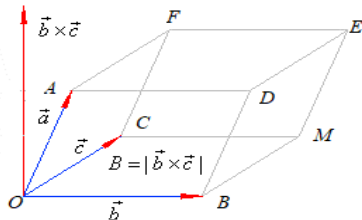
Vector Triple Product

Scalar Triple Product

Scalar Triple Product

Geometrical Interpretation of Scalar Triple Product

Consider a parallelepiped with three concurrent edges OA , OB and OC which represent in magnitude and direction the three vectors \vec{a} , \vec{b} and \vec{c} respectively.



Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar Triple Product

Vector Triple Product

Scalar Triple Product

Scalar Triple Product

Then $\vec{b} \times \vec{c}$ is the vector perpendicular to the plane of \vec{OB} and \vec{OC} whose magnitude is the area of the parallelogram $OBMC$. Then

Scalar Triple Product

Then $\vec{b} \times \vec{c}$ is the vector perpendicular to the plane of \vec{OB} and \vec{OC} whose magnitude is the area of the parallelogram $OBMC$. Then

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = (\text{magnitude of } \vec{b} \times \vec{c})(\text{projection of } \vec{a} \text{ on } \vec{b} \times \vec{c})$$

Scalar Triple Product

Then $\vec{b} \times \vec{c}$ is the vector perpendicular to the plane of \vec{OB} and \vec{OC} whose magnitude is the area of the parallelogram $OBMC$. Then

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = (\text{magnitude of } \vec{b} \times \vec{c})(\text{projection of } \vec{a} \text{ on } \vec{b} \times \vec{c})$$

$$= (\text{Area of the parallelogram } OBMC)(AT)$$

Scalar Triple Product

Then $\vec{b} \times \vec{c}$ is the vector perpendicular to the plane of \vec{OB} and \vec{OC} whose magnitude is the area of the parallelogram $OBMC$. Then

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = (\text{magnitude of } \vec{b} \times \vec{c})(\text{projection of } \vec{a} \text{ on } \vec{b} \times \vec{c})$$

$$= (\text{Area of the parallelogram } OBMC)(AT)$$

$$= \text{Area of the parallelogram } OBMC \times \text{Height}$$

Scalar Triple Product

Then $\vec{b} \times \vec{c}$ is the vector perpendicular to the plane of \vec{OB} and \vec{OC} whose magnitude is the area of the parallelogram $OBMC$. Then

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = (\text{magnitude of } \vec{b} \times \vec{c})(\text{projection of } \vec{a} \text{ on } \vec{b} \times \vec{c})$$

$$= (\text{Area of the parallelogram } OBMC)(AT)$$

$$= \text{Area of the parallelogram } OBMC \times \text{Height}$$

$$= \text{Volume of the parallelepiped}$$

Scalar Triple Product

Then $\vec{b} \times \vec{c}$ is the vector perpendicular to the plane of \vec{OB} and \vec{OC} whose magnitude is the area of the parallelogram $OBMC$. Then

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = (\text{magnitude of } \vec{b} \times \vec{c})(\text{projection of } \vec{a} \text{ on } \vec{b} \times \vec{c})$$

$$= (\text{Area of the parallelogram } OBMC)(AT)$$

$$= \text{Area of the parallelogram } OBMC \times \text{Height}$$

$$= \text{Volume of the parallelepiped}$$

$$= V$$

Scalar Triple Product

Then $\vec{b} \times \vec{c}$ is the vector perpendicular to the plane of \vec{OB} and \vec{OC} whose magnitude is the area of the parallelogram $OBMC$. Then

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = (\text{magnitude of } \vec{b} \times \vec{c})(\text{projection of } \vec{a} \text{ on } \vec{b} \times \vec{c})$$

$$= (\text{Area of the parallelogram } OBMC)(AT)$$

$$= \text{Area of the parallelogram } OBMC \times \text{Height}$$

$$= \text{Volume of the parallelepiped}$$

$$= V$$

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

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar Triple Product

Vector Triple Product

Scalar Triple Product

Scalar Triple Product



In Similar manner, we can show that

Scalar Triple Product

In Similar manner, we can show that

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

Scalar Triple Product

In Similar manner, we can show that

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

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

Scalar Triple Product

In Similar manner, we can show that

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

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

Notation

A special Symbol of abbreviation is conventionally used to denote the scalar triple product $\vec{a} \cdot (\vec{b} \times \vec{c})$ by $(\vec{a} \ \vec{b} \ \vec{c})$ or $[\vec{a} \ \vec{b} \ \vec{c}]$ which indicates the three vectors and their cyclic order.

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar Triple Product

Vector Triple Product

Scalar Triple Product

Scalar Triple Product in Determinant Form:

Scalar Triple Product

Scalar Triple Product in Determinant Form:

Let $A(a_1, a_2, a_3)$, $B(b_1, b_2, b_3)$ and $C(c_1, c_2, c_3)$ be three points in space. Let O be the origin. Then

Scalar Triple Product

Scalar Triple Product in Determinant Form:

Let $A(a_1, a_2, a_3)$, $B(b_1, b_2, b_3)$ and $C(c_1, c_2, c_3)$ be three points in space. Let O be the origin. Then

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

Scalar Triple Product

Scalar Triple Product in Determinant Form:

Let $A(a_1, a_2, a_3)$, $B(b_1, b_2, b_3)$ and $C(c_1, c_2, c_3)$ be three points in space. Let O be the origin. Then

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

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

Scalar Triple Product

Scalar Triple Product in Determinant Form:

Let $A(a_1, a_2, a_3)$, $B(b_1, b_2, b_3)$ and $C(c_1, c_2, c_3)$ be three points in space. Let O be the origin. Then

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

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

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

Scalar Triple Product

Scalar Triple Product in Determinant Form:

Let $A(a_1, a_2, a_3)$, $B(b_1, b_2, b_3)$ and $C(c_1, c_2, c_3)$ be three points in space. Let O be the origin. Then

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

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

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

Where $\vec{i}, \vec{j}, \vec{k}$ are three mutually perpendicular non-coplanar unit vectors. Then

Scalar Triple Product

Scalar Triple Product in Determinant Form:

Let $A(a_1, a_2, a_3)$, $B(b_1, b_2, b_3)$ and $C(c_1, c_2, c_3)$ be three points in space. Let O be the origin. Then

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

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

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

Where $\vec{i}, \vec{j}, \vec{k}$ are three mutually perpendicular non-coplanar unit vectors. Then

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

Scalar Triple Product

Scalar Triple Product in Determinant Form:

Let $A(a_1, a_2, a_3)$, $B(b_1, b_2, b_3)$ and $C(c_1, c_2, c_3)$ be three points in space. Let O be the origin. Then

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

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

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

Where $\vec{i}, \vec{j}, \vec{k}$ are three mutually perpendicular non-coplanar unit vectors. Then

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

Vector and Vector Algebra

Product of two vectors

Equation of Line and Plane

Product of three or more vectors

Sphere, Cylinder, Cone & Quadratic Surface

Bibliography

Scalar Triple Product

Vector Triple Product

Scalar Triple Product

Scalar Triple Product

Properties of Scalar Triple Product

- In a scalar triple product, the position of dot and cross can be interchanged without changing its value.

Scalar Triple Product

Properties of Scalar Triple Product

- In a scalar triple product, the position of dot and cross can be interchanged without changing its value.
In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$

Scalar Triple Product

Properties of Scalar Triple Product

- In a scalar triple product, the position of dot and cross can be interchanged without changing its value.
In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$
- The sign of the scalar triple product remains unchanged so long as the cyclic order of the vectors $\vec{a}, \vec{b}, \vec{c}$ is unaltered

Scalar Triple Product

Properties of Scalar Triple Product

- In a scalar triple product, the position of dot and cross can be interchanged without changing its value.

In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$

- The sign of the scalar triple product remains unchanged so long as the cyclic order of the vectors

$\vec{a}, \vec{b}, \vec{c}$ is unaltered

In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = \vec{b} \cdot (\vec{c} \times \vec{a}) = \vec{c} \cdot (\vec{a} \times \vec{b})$

Scalar Triple Product

Properties of Scalar Triple Product

- In a scalar triple product, the position of dot and cross can be interchanged without changing its value.

In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$

- The sign of the scalar triple product remains unchanged so long as the cyclic order of the vectors

$\vec{a}, \vec{b}, \vec{c}$ is unaltered

In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = \vec{b} \cdot (\vec{c} \times \vec{a}) = \vec{c} \cdot (\vec{a} \times \vec{b})$

- for every change of cyclic order of the vectors $\vec{a}, \vec{b}, \vec{c}$ a minus sign should be introduced.

Scalar Triple Product

Properties of Scalar Triple Product

- In a scalar triple product, the position of dot and cross can be interchanged without changing its value.

In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$

- The sign of the scalar triple product remains unchanged so long as the cyclic order of the vectors $\vec{a}, \vec{b}, \vec{c}$ is unaltered

In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = \vec{b} \cdot (\vec{c} \times \vec{a}) = \vec{c} \cdot (\vec{a} \times \vec{b})$

- for every change of cyclic order of the vectors $\vec{a}, \vec{b}, \vec{c}$ a minus sign should be introduced.

In other words, $(\vec{a} \vec{b} \vec{c}) = -(\vec{a} \vec{c} \vec{b})$

Scalar Triple Product

Properties of Scalar Triple Product

- In a scalar triple product, the position of dot and cross can be interchanged without changing its value.

In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = (\vec{a} \times \vec{b}) \cdot \vec{c}$

- The sign of the scalar triple product remains unchanged so long as the cyclic order of the vectors $\vec{a}, \vec{b}, \vec{c}$ is unaltered

In other words, $\vec{a} \cdot (\vec{b} \times \vec{c}) = \vec{b} \cdot (\vec{c} \times \vec{a}) = \vec{c} \cdot (\vec{a} \times \vec{b})$

- for every change of cyclic order of the vectors $\vec{a}, \vec{b}, \vec{c}$ a minus sign should be introduced.

In other words, $(\vec{a} \vec{b} \vec{c}) = -(\vec{a} \vec{c} \vec{b})$

Some Solved Problems

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - 3\vec{j} + \vec{k}$, $\vec{b} = \vec{i} - \vec{j} + 2\vec{k}$ and $\vec{c} = 2\vec{i} + \vec{j} - \vec{k}$. Compute $\vec{a} \cdot (\vec{b} \times \vec{c})$.

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - 3\vec{j} + \vec{k}$, $\vec{b} = \vec{i} - \vec{j} + 2\vec{k}$ and $\vec{c} = 2\vec{i} + \vec{j} - \vec{k}$. Compute $\vec{a} \cdot (\vec{b} \times \vec{c})$.

We know,

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - 3\vec{j} + \vec{k}$, $\vec{b} = \vec{i} - \vec{j} + 2\vec{k}$ and $\vec{c} = 2\vec{i} + \vec{j} - \vec{k}$. Compute $\vec{a} \cdot (\vec{b} \times \vec{c})$.

We know,

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

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - 3\vec{j} + \vec{k}$, $\vec{b} = \vec{i} - \vec{j} + 2\vec{k}$ and $\vec{c} = 2\vec{i} + \vec{j} - \vec{k}$. Compute $\vec{a} \cdot (\vec{b} \times \vec{c})$.

We know,

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

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - 3\vec{j} + \vec{k}$, $\vec{b} = \vec{i} - \vec{j} + 2\vec{k}$ and $\vec{c} = 2\vec{i} + \vec{j} - \vec{k}$. Compute $\vec{a} \cdot (\vec{b} \times \vec{c})$.

We know,

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

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

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - 3\vec{j} + \vec{k}$, $\vec{b} = \vec{i} - \vec{j} + 2\vec{k}$ and $\vec{c} = 2\vec{i} + \vec{j} - \vec{k}$. Compute $\vec{a} \cdot (\vec{b} \times \vec{c})$.

We know,

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

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \begin{vmatrix} 2 & -3 & 1 \\ 1 & -1 & 2 \\ 2 & 1 & -1 \end{vmatrix}$$

Some Solved Problems

Q. If $\vec{a} = 2\vec{i} - 3\vec{j} + \vec{k}$, $\vec{b} = \vec{i} - \vec{j} + 2\vec{k}$ and $\vec{c} = 2\vec{i} + \vec{j} - \vec{k}$. Compute $\vec{a} \cdot (\vec{b} \times \vec{c})$.

We know,

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

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \begin{vmatrix} 2 & -3 & 1 \\ 1 & -1 & 2 \\ 2 & 1 & -1 \end{vmatrix} = -14$$

Some Solved Problems

Some Solved Problems

Q. Given $A = (-1, 1, 2)$, $B = (0, 1, 3)$, $C = (2, 3, 4)$ and $D = (-1, 3, 3)$, find the volume of the parallelepiped with \vec{AB} , \vec{AC} and \vec{AD} as three of its edges.

Some Solved Problems

Q. Given $A = (-1, 1, 2)$, $B = (0, 1, 3)$, $C = (2, 3, 4)$ and $D = (-1, 3, 3)$, find the volume of the parallelepiped with \vec{AB} , \vec{AC} and \vec{AD} as three of its edges.

Let \vec{OA} , \vec{OB} , \vec{OC} and \vec{OD} are position vectors of given points. Then

Some Solved Problems

Q. Given $A = (-1, 1, 2)$, $B = (0, 1, 3)$, $C = (2, 3, 4)$ and $D = (-1, 3, 3)$, find the volume of the parallelepiped with \vec{AB} , \vec{AC} and \vec{AD} as three of its edges.

Let \vec{OA} , \vec{OB} , \vec{OC} and \vec{OD} are position vectors of given points. Then

$$\vec{AB} = \vec{OB} - \vec{OA} = (1, 0, 1)$$

Some Solved Problems

Q. Given $A = (-1, 1, 2)$, $B = (0, 1, 3)$, $C = (2, 3, 4)$ and $D = (-1, 3, 3)$, find the volume of the parallelepiped with \vec{AB} , \vec{AC} and \vec{AD} as three of its edges.

Let \vec{OA} , \vec{OB} , \vec{OC} and \vec{OD} are position vectors of given points. Then

$$\vec{AB} = \vec{OB} - \vec{OA} = (1, 0, 1)$$

$$\vec{AC} = \vec{OC} - \vec{OA} = (3, 2, 2)$$

Some Solved Problems

Q. Given $A = (-1, 1, 2)$, $B = (0, 1, 3)$, $C = (2, 3, 4)$ and $D = (-1, 3, 3)$, find the volume of the parallelepiped with \vec{AB} , \vec{AC} and \vec{AD} as three of its edges.

Let \vec{OA} , \vec{OB} , \vec{OC} and \vec{OD} are position vectors of given points. Then

$$\vec{AB} = \vec{OB} - \vec{OA} = (1, 0, 1)$$

$$\vec{AC} = \vec{OC} - \vec{OA} = (3, 2, 2)$$

$$\vec{AD} = \vec{OD} - \vec{OA} = (1, 0, 1)$$

are the three vectors of edges.

Some Solved Problems

We know, Volume $V = \vec{AB} \cdot (\vec{AC} \times \vec{AD})$

Some Solved Problems

We know, Volume $V = \vec{AB} \cdot (\vec{AC} \times \vec{AD})$ So we have

$$V = \begin{vmatrix} 1 & 0 & 1 \\ 3 & 2 & 2 \\ 0 & 2 & 1 \end{vmatrix} = 4 \text{ cubic unit.}$$

Some Solved Problems

We know, Volume $V = \vec{AB} \cdot (\vec{AC} \times \vec{AD})$ So we have

$$V = \begin{vmatrix} 1 & 0 & 1 \\ 3 & 2 & 2 \\ 0 & 2 & 1 \end{vmatrix} = 4 \text{ cubic unit.}$$

Q. Find the volume of the parallelepiped whose concurrent edges are represented by

$$3\vec{i} - 3\vec{j} + 3\vec{k}, \vec{i} + 2\vec{j} - \vec{k} \text{ and } 3\vec{i} - \vec{j} + 2\vec{k}$$

Some Solved Problems

Prove that the following four points are coplanar:
 $2\vec{i} + 3\vec{j} - \vec{k}$, $\vec{i} - 2\vec{j} + 3\vec{k}$, $3\vec{i} + 4\vec{j} - 2\vec{i}$ and
 $\vec{i} - 6\vec{j} + 6\vec{k}$.

Some Solved Problems

Prove that the following four points are coplanar:
 $2\vec{i} + 3\vec{j} - \vec{k}$, $\vec{i} - 2\vec{j} + 3\vec{k}$, $3\vec{i} + 4\vec{j} - 2\vec{k}$ and
 $\vec{i} - 6\vec{j} + 6\vec{k}$.

Let A , B , C and D be four points whose position vectors with reference to the origin O are:

Some Solved Problems

Prove that the following four points are coplanar:

$$2\vec{i} + 3\vec{j} - \vec{k}, \vec{i} - 2\vec{j} + 3\vec{k}, 3\vec{i} + 4\vec{j} - 2\vec{k} \text{ and } \vec{i} - 6\vec{j} + 6\vec{k}.$$

Let A, B, C and D be four points whose position vectors with reference to the origin O are:

$$\vec{OA} = 2\vec{i} + 3\vec{j} - \vec{k}$$

$$\vec{OB} = \vec{i} - 2\vec{j} + 3\vec{k}$$

$$\vec{OC} = 3\vec{i} + 4\vec{j} - 2\vec{k}$$

$$\vec{OD} = \vec{i} - 6\vec{j} + 6\vec{k}$$

Some Solved Problems

So we have,

$$\vec{AB} = \vec{OB} - \vec{OA} = -\vec{i} - 5\vec{j} + 4\vec{k}$$

Some Solved Problems

So we have,

$$\vec{AB} = \vec{OB} - \vec{OA} = -\vec{i} - 5\vec{j} + 4\vec{k}$$

$$\vec{BC} = \vec{OC} - \vec{OB} = 2\vec{i} + 6\vec{j} - 5\vec{k}$$

Some Solved Problems

So we have,

$$\vec{AB} = \vec{OB} - \vec{OA} = -\vec{i} - 5\vec{j} + 4\vec{k}$$

$$\vec{BC} = \vec{OC} - \vec{OB} = 2\vec{i} + 6\vec{j} - 5\vec{k}$$

$$\vec{CD} = \vec{OD} - \vec{OC} = -2\vec{i} - 10\vec{j} + 8\vec{k}$$

Some Solved Problems

So we have,

$$\vec{AB} = \vec{OB} - \vec{OA} = -\vec{i} - 5\vec{j} + 4\vec{k}$$

$$\vec{BC} = \vec{OC} - \vec{OB} = 2\vec{i} + 6\vec{j} - 5\vec{k}$$

$$\vec{CD} = \vec{OD} - \vec{OC} = -2\vec{i} - 10\vec{j} + 8\vec{k}$$

$$\text{Now, } \vec{AB} \cdot (\vec{BC} \times \vec{CD}) =$$

Some Solved Problems

So we have,

$$\vec{AB} = \vec{OB} - \vec{OA} = -\vec{i} - 5\vec{j} + 4\vec{k}$$

$$\vec{BC} = \vec{OC} - \vec{OB} = 2\vec{i} + 6\vec{j} - 5\vec{k}$$

$$\vec{CD} = \vec{OD} - \vec{OC} = -2\vec{i} - 10\vec{j} + 8\vec{k}$$

$$\text{Now, } \vec{AB} \cdot (\vec{BC} \times \vec{CD}) = \begin{vmatrix} -1 & -5 & 4 \\ 2 & 6 & -5 \\ -2 & -10 & 8 \end{vmatrix} = 0$$

Which Shows that the given four points are coplanar.

Vector and Vector Algebra
Product of two vectors
Equation of Line and Plane
Product of three or more vectors
Sphere, Cylinder, Cone & Quadratic Surface
Bibliography

Scalar Triple Product
Vector Triple Product

Vector Triple Product

Vector Triple Product

The vector product of two vectors, one vector of which being again a vector product of two vectors is a vector and known as the vector triple product.

Vector Triple Product

The vector product of two vectors, one vector of which being again a vector product of two vectors is a vector and known as the vector triple product.

If \vec{a} , \vec{b} and \vec{c} be three given non-zero vectors. Then $\vec{a} \times (\vec{b} \times \vec{c})$ is known as vector triple product and this can be expressed as

Vector Triple Product

The vector product of two vectors, one vector of which being again a vector product of two vectors is a vector and known as the vector triple product.

If \vec{a} , \vec{b} and \vec{c} be three given non-zero vectors. Then $\vec{a} \times (\vec{b} \times \vec{c})$ is known as vector triple product and this can be expressed as

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

Vector Triple product

For all vectors $\vec{a}, \vec{b}, \vec{c}$, Prove that

$$\vec{a} \times (\vec{b} \times \vec{c}) + \vec{b} \times (\vec{c} \times \vec{a}) + \vec{c} \times (\vec{a} \times \vec{b}) = 0$$

Vector Triple product

For all vectors $\vec{a}, \vec{b}, \vec{c}$, Prove that

$$\vec{a} \times (\vec{b} \times \vec{c}) + \vec{b} \times (\vec{c} \times \vec{a}) + \vec{c} \times (\vec{a} \times \vec{b}) = 0$$

By the expression for vector triple product we have

Vector Triple product

For all vectors $\vec{a}, \vec{b}, \vec{c}$, Prove that

$$\vec{a} \times (\vec{b} \times \vec{c}) + \vec{b} \times (\vec{c} \times \vec{a}) + \vec{c} \times (\vec{a} \times \vec{b}) = 0$$

By the expression for vector triple product we have

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

Vector Triple product

For all vectors $\vec{a}, \vec{b}, \vec{c}$, Prove that

$$\vec{a} \times (\vec{b} \times \vec{c}) + \vec{b} \times (\vec{c} \times \vec{a}) + \vec{c} \times (\vec{a} \times \vec{b}) = 0$$

By the expression for vector triple product we have

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

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

Vector Triple product

For all vectors $\vec{a}, \vec{b}, \vec{c}$, Prove that

$$\vec{a} \times (\vec{b} \times \vec{c}) + \vec{b} \times (\vec{c} \times \vec{a}) + \vec{c} \times (\vec{a} \times \vec{b}) = 0$$

By the expression for vector triple product we have

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

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

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

Vector Triple product

For all vectors $\vec{a}, \vec{b}, \vec{c}$, Prove that

$$\vec{a} \times (\vec{b} \times \vec{c}) + \vec{b} \times (\vec{c} \times \vec{a}) + \vec{c} \times (\vec{a} \times \vec{b}) = 0$$

By the expression for vector triple product we have

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

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

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

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

Now adding all three equation we get

Vector Triple product

For all vectors $\vec{a}, \vec{b}, \vec{c}$, Prove that

$$\vec{a} \times (\vec{b} \times \vec{c}) + \vec{b} \times (\vec{c} \times \vec{a}) + \vec{c} \times (\vec{a} \times \vec{b}) = 0$$

By the expression for vector triple product we have

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

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

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

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

Now adding all three equation we get

$$\vec{a} \times (\vec{b} \times \vec{c}) + \vec{b} \times (\vec{c} \times \vec{a}) + \vec{c} \times (\vec{a} \times \vec{b}) = 0.$$

Sphere, Cylinder, Cone & Quadratic Surface

Vector and Vector Algebra
Product of two vectors
Equation of Line and Plane
Product of three or more vectors
Sphere, Cylinder, Cone & Quadratic Surface
Bibliography

Sphere
Cylinder
Cone
Quadratic Surface

Sphere

Sphere

Definition

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre.

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation

$$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$$

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation $(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$ is satisfied by the coordinates of all points that are at a distance R from P_0 .

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation $(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$ is satisfied by the coordinates of all points that are at a distance R from P_0 .

Note:

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation $(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$ is satisfied by the coordinates of all points that are at a distance R from P_0 .

Note: If we have any equation of the form

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation $(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$ is satisfied by the coordinates of all points that are at a distance R from P_0 .

Note: If we have any equation of the form

$$x^2 + y^2 + z^2 + 2gx + 2fy + 2hz + c = 0$$

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation

$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$ is satisfied by the coordinates of all points that are at a distance R from P_0 .

Note: If we have any equation of the form

$x^2 + y^2 + z^2 + 2gx + 2fy + 2hz + c = 0$ It can be written as

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation

$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$ is satisfied by the coordinates of all points that are at a distance R from P_0 .

Note: If we have any equation of the form

$x^2 + y^2 + z^2 + 2gx + 2fy + 2hz + c = 0$ It can be written as $(x + g)^2 + (y + f)^2 + (z + h)^2 = g^2 + f^2 + h^2 - c$

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation

$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$ is satisfied by the coordinates of all points that are at a distance R from P_0 .

Note: If we have any equation of the form

$x^2 + y^2 + z^2 + 2gx + 2fy + 2hz + c = 0$ It can be written as $(x + g)^2 + (y + f)^2 + (z + h)^2 = g^2 + f^2 + h^2 - c$ Which is the sphere with radius

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation

$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$ is satisfied by the coordinates of all points that are at a distance R from P_0 .

Note: If we have any equation of the form

$x^2 + y^2 + z^2 + 2gx + 2fy + 2hz + c = 0$ It can be written as $(x + g)^2 + (y + f)^2 + (z + h)^2 = g^2 + f^2 + h^2 - c$ Which is the sphere with radius $R = \sqrt{g^2 + f^2 + h^2 - c}$

Sphere

Definition

The *sphere* is the locus of points in space that are equidistant from one fixed point, the centre. If the centre is $P_0(x_0, y_0, z_0)$, then the equation

$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = R^2$ is satisfied by the coordinates of all points that are at a distance R from P_0 .

Note: If we have any equation of the form

$x^2 + y^2 + z^2 + 2gx + 2fy + 2hz + c = 0$ It can be written as $(x + g)^2 + (y + f)^2 + (z + h)^2 = g^2 + f^2 + h^2 - c$ Which is the sphere with radius $R = \sqrt{g^2 + f^2 + h^2 - c}$ and centre at $(-g, -f, -h)$.

Some Solved Problems on Sphere

Some Solved Problems on Sphere

Q. Determine the centre and radius of the sphere whose equation is $x^2 + y^2 + z^2 = 4z$

Some Solved Problems on Sphere

Q. Determine the centre and radius of the sphere whose equation is $x^2 + y^2 + z^2 = 4z$

Given, $x^2 + y^2 + z^2 = 4z$

Some Solved Problems on Sphere

Q. Determine the centre and radius of the sphere whose equation is $x^2 + y^2 + z^2 = 4z$

Given, $x^2 + y^2 + z^2 = 4z$

This equation can be written as

Some Solved Problems on Sphere

Q. Determine the centre and radius of the sphere whose equation is $x^2 + y^2 + z^2 = 4z$

Given, $x^2 + y^2 + z^2 = 4z$

This equation can be written as

$$x^2 + y^2 + (z - 2)^2 = 4$$

Some Solved Problems on Sphere

Q. Determine the centre and radius of the sphere whose equation is $x^2 + y^2 + z^2 = 4z$

Given, $x^2 + y^2 + z^2 = 4z$

This equation can be written as

$$x^2 + y^2 + (z - 2)^2 = 4$$

Therefore, the centre has coordinates

Some Solved Problems on Sphere

Q. Determine the centre and radius of the sphere whose equation is $x^2 + y^2 + z^2 = 4z$

Given, $x^2 + y^2 + z^2 = 4z$

This equation can be written as

$$x^2 + y^2 + (z - 2)^2 = 4$$

Therefore, the centre has coordinates $(0, 0, 2)$

Some Solved Problems on Sphere

Q. Determine the centre and radius of the sphere whose equation is $x^2 + y^2 + z^2 = 4z$

Given, $x^2 + y^2 + z^2 = 4z$

This equation can be written as

$$x^2 + y^2 + (z - 2)^2 = 4$$

Therefore, the centre has coordinates $(0, 0, 2)$ and the radius is 2 units.

Some Solved Problems on Sphere

Some Solved Problems on Sphere

Q. Find the equation of the sphere passing through the origin and making intercepts a, b, c on the axes.

Some Solved Problems on Sphere

Q. Find the equation of the sphere passing through the origin and making intercepts a, b, c on the axes.

Consider the general equation of sphere

Some Solved Problems on Sphere

Q. Find the equation of the sphere passing through the origin and making intercepts a, b, c on the axes.

Consider the general equation of sphere

$$x^2 + y^2 + z^2 + 2gx + 2fy + 2hz + k = 0 \quad \dots(i)$$

Since, sphere passes through origin and makes intercepts a, b, c on the axes,

Some Solved Problems on Sphere

Q. Find the equation of the sphere passing through the origin and making intercepts a, b, c on the axes.

Consider the general equation of sphere

$$x^2 + y^2 + z^2 + 2gx + 2fy + 2hz + k = 0 \quad \dots(i)$$

Since, sphere passes through origin and makes intercepts a, b, c on the axes,

We have the coordinates $(a, 0, 0)$, $(0, b, 0)$ and $(0, 0, c)$ from which the sphere also passes.

Some Solved Problems on Sphere

Q. Find the equation of the sphere passing through the origin and making intercepts a, b, c on the axes.

Consider the general equation of sphere

$$x^2 + y^2 + z^2 + 2gx + 2fy + 2hz + k = 0 \quad \dots(i)$$

Since, sphere passes through origin and makes intercepts a, b, c on the axes,

We have the coordinates $(a, 0, 0)$, $(0, b, 0)$ and $(0, 0, c)$ from which the sphere also passes.

When sphere passes through origin from equation (i) we get $k = 0$

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$ but $a \neq 0$

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$ but $a \neq 0$ we have, $g = \frac{-a}{2}$

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$ but $a \neq 0$ we have, $g = \frac{-a}{2}$

When Sphere passes through $(0, b, 0)$ from equation (i)

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$ but $a \neq 0$ we have, $g = \frac{-a}{2}$

When Sphere passes through $(0, b, 0)$ from equation (i) we get $f = \frac{-b}{2}$

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$ but $a \neq 0$ we have, $g = \frac{-a}{2}$

When Sphere passes through $(0, b, 0)$ from equation (i) we get $f = \frac{-b}{2}$

When Sphere passes through $(0, 0, c)$ from equation (i)

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$ but $a \neq 0$ we have, $g = \frac{-a}{2}$

When Sphere passes through $(0, b, 0)$ from equation (i) we get $f = \frac{-b}{2}$

When Sphere passes through $(0, 0, c)$ from equation (i) we get $h = \frac{-c}{2}$

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$ but $a \neq 0$ we have, $g = \frac{-a}{2}$

When Sphere passes through $(0, b, 0)$ from equation (i) we get $f = \frac{-b}{2}$

When Sphere passes through $(0, 0, c)$ from equation (i) we get $h = \frac{-c}{2}$

Thus from (i) substituting the values of g, f, h and k we obtain

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$ but $a \neq 0$ we have, $g = \frac{-a}{2}$

When Sphere passes through $(0, b, 0)$ from equation (i) we get $f = \frac{-b}{2}$

When Sphere passes through $(0, 0, c)$ from equation (i) we get $h = \frac{-c}{2}$

Thus from (i) substituting the values of g, f, h and k we obtain

$$x^2 + y^2 + z^2 - ax - by - cz = 0.$$

Some Solved Problems on Sphere

When Sphere passes through $(a, 0, 0)$ from equation (i) we get $a(a + 2g) = 0$ but $a \neq 0$ we have, $g = \frac{-a}{2}$

When Sphere passes through $(0, b, 0)$ from equation (i) we get $f = \frac{-b}{2}$

When Sphere passes through $(0, 0, c)$ from equation (i) we get $h = \frac{-c}{2}$

Thus from (i) substituting the values of g, f, h and k we obtain

$x^2 + y^2 + z^2 - ax - by - cz = 0$. which is the required equation of sphere.

Vector and Vector Algebra
Product of two vectors
Equation of Line and Plane
Product of three or more vectors
Sphere, Cylinder, Cone & Quadratic Surface
Bibliography

Sphere
Cylinder
Cone
Quadratic Surface

Cylinder

Cylinder

Definition

Cylinder

Definition

A *cylinder* is any surface generated by a line which is

Cylinder

Definition

A *cylinder* is any surface generated by a line which is always parallel to a fixed line and passes through a given curve.

Cylinder

Definition

A *cylinder* is any surface generated by a line which is always parallel to a fixed line and passes through a given curve. The fixed line is called the *axis* of the cylinder

Cylinder

Definition

A *cylinder* is any surface generated by a line which is always parallel to a fixed line and passes through a given curve. The fixed line is called the *axis* of the cylinder and the given curve is called the *guiding curve*.

Cylinder

Definition

A *cylinder* is any surface generated by a line which is always parallel to a fixed line and passes through a given curve. The fixed line is called the *axis* of the cylinder and the given curve is called the *guiding curve*.

- If the guiding curve is a circle the cylinder is called a *right circular cylinder*.

Cylinder

Definition

A *cylinder* is any surface generated by a line which is always parallel to a fixed line and passes through a given curve. The fixed line is called the *axis* of the cylinder and the given curve is called the *guiding curve*.

- If the guiding curve is a circle the cylinder is called a *right circular cylinder*.
- If the guiding curve is a parabola the cylinder is called a *parabolic cylinder*.

Cylinder

Definition

A *cylinder* is any surface generated by a line which is always parallel to a fixed line and passes through a given curve. The fixed line is called the *axis* of the cylinder and the given curve is called the *guiding curve*.

- If the guiding curve is a circle the cylinder is called a *right circular cylinder*.
- If the guiding curve is a parabola the cylinder is called a *parabolic cylinder*.
- If the guiding curve is an ellipse the cylinder is called an *elliptic cylinder*.

Cylinder

Definition

A *cylinder* is any surface generated by a line which is always parallel to a fixed line and passes through a given curve. The fixed line is called the *axis* of the cylinder and the given curve is called the *guiding curve*.

- If the guiding curve is a circle the cylinder is called a *right circular cylinder*.
- If the guiding curve is a parabola the cylinder is called a *parabolic cylinder*.
- If the guiding curve is an ellipse the cylinder is called an *elliptic cylinder*.
- If the guiding curve is a hyperbola the cylinder is called a *hyperbolic cylinder*.

Cylinder

Theorem:

Cylinder

Theorem: An equation in Cartesian coordinates, from which a variable is missing, represents a cylinder parallel to the axis of the missing variable. The curve corresponding to this equation is the guiding curve of the cylinder.

Cylinder

Theorem: An equation in Cartesian coordinates, from which a variable is missing, represents a cylinder parallel to the axis of the missing variable. The curve corresponding to this equation is the guiding curve of the cylinder.

Proof: Left as an exercise.

Cylinder

Example:1

Cylinder

Example:1

Consider the surface represented by $x^2 + 4y^2 = 16$.

Cylinder

Example:1

Consider the surface represented by $x^2 + 4y^2 = 16$.

This equation represent an ellipse with centre at the origin and with semi-axes 4 and 2.

Cylinder

Example:1

Consider the surface represented by $x^2 + 4y^2 = 16$.

This equation represent an ellipse with centre at the origin and with semi-axes 4 and 2. The missing variable is z and therefore the axis of the cylinder is the z - axis.

Cylinder

Example:1

Consider the surface represented by $x^2 + 4y^2 = 16$.

This equation represent an ellipse with centre at the origin and with semi-axes 4 and 2. The missing variable is z and therefore the axis of the cylinder is the z - axis. Hence, the surface represent an elliptic cylinder.

Example: 2

Cylinder

Example:1

Consider the surface represented by $x^2 + 4y^2 = 16$.

This equation represent an ellipse with centre at the origin and with semi-axes 4 and 2. The missing variable is z and therefore the axis of the cylinder is the z - axis. Hence, the surface represent an elliptic cylinder.

Example: 2

The surface $y^2 + 4z^2 = 16$ is an elliptic cylinder

Cylinder

Example:1

Consider the surface represented by $x^2 + 4y^2 = 16$.

This equation represent an ellipse with centre at the origin and with semi-axes 4 and 2. The missing variable is z and therefore the axis of the cylinder is the z - axis. Hence, the surface represent an elliptic cylinder.

Example: 2

The surface $y^2 + 4z^2 = 16$ is an elliptic cylinder whose axis parallel to the x - axis.

Cylinder

Example:1

Consider the surface represented by $x^2 + 4y^2 = 16$.

This equation represent an ellipse with centre at the origin and with semi-axes 4 and 2. The missing variable is z and therefore the axis of the cylinder is the z - axis. Hence, the surface represent an elliptic cylinder.

Example: 2

The surface $y^2 + 4z^2 = 16$ is an elliptic cylinder whose axis parallel to the x - axis. The cross - section of the cylinder are ellipses with centre on the x - axis

Cylinder

Example:1

Consider the surface represented by $x^2 + 4y^2 = 16$.

This equation represent an ellipse with centre at the origin and with semi-axes 4 and 2. The missing variable is z and therefore the axis of the cylinder is the z - axis. Hence, the surface represent an elliptic cylinder.

Example: 2

The surface $y^2 + 4z^2 = 16$ is an elliptic cylinder whose axis parallel to the x - axis. The cross - section of the cylinder are ellipses with centre on the x - axis and hence the x - axis is the axis of the cylinder.

Cone

Definition:

A *cone* is a surface generated by a straight line which passes through a fixed point and touches a given curve.

Cone

Definition:

A *cone* is a surface generated by a straight line which passes through a fixed point and touches a given curve. The fixed point is called the *vertex* and

Cone

Definition:

A *cone* is a surface generated by a straight line which passes through a fixed point and touches a given curve. The fixed point is called the *vertex* and the given curve is the *guiding curve* of the cone.

Cone

Definition:

A *cone* is a surface generated by a straight line which passes through a fixed point and touches a given curve. The fixed point is called the *vertex* and the given curve is the *guiding curve* of the cone.

Example:

Cone

Definition:

A *cone* is a surface generated by a straight line which passes through a fixed point and touches a given curve. The fixed point is called the *vertex* and the given curve is the *guiding curve* of the cone.

Example:

If we take the circle $x^2 + y^2 = a^2$ in the xy - plane as the guiding curve and any point on the z - axis, say $(0, 0, h)$ as the vertex,

Cone

Definition:

A *cone* is a surface generated by a straight line which passes through a fixed point and touches a given curve. The fixed point is called the *vertex* and the given curve is the *guiding curve* of the cone.

Example:

If we take the circle $x^2 + y^2 = a^2$ in the xy - plane as the guiding curve and any point on the z - axis, say $(0, 0, h)$ as the vertex, the cone obtained is called the right - circular cone.

Vector and Vector Algebra
Product of two vectors
Equation of Line and Plane
Product of three or more vectors
Sphere, Cylinder, Cone & Quadratic Surface
Bibliography

Sphere
Cylinder
Cone
Quadratic Surface

Quadratic Surface

Quadratic Surface

Definition

Quadratic Surface

Definition

A surface represented by a quadratic equation in x, y, z is called a *quadratic surface* or a *conicoid*.

Quadratic Surface

Definition

A surface represented by a quadratic equation in x, y, z is called a *quadratic surface* or a *conicoid*.

Example

The equation

Quadratic Surface

Definition

A surface represented by a quadratic equation in x, y, z is called a *quadratic surface* or a *conicoid*.

Example

The equation $\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$

Quadratic Surface

Definition

A surface represented by a quadratic equation in x, y, z is called a *quadratic surface* or a *conicoid*.

Example

The equation $\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$
represent a surface known as *ellipsoid*.

Self Exercise:1

Parabola

Self Exercise:1

Parabola

- ① Define conic. When does it becomes parabola?

Vector and Vector Algebra
Product of two vectors
Equation of Line and Plane
Product of three or more vectors
Sphere, Cylinder, Cone & Quadratic Surface
Bibliography

Sphere
Cylinder
Cone
Quadratic Surface

Contact Information

Vector and Vector Algebra
Product of two vectors
Equation of Line and Plane
Product of three or more vectors
Sphere, Cylinder, Cone & Quadratic Surface
Bibliography

Sphere
Cylinder
Cone
Quadratic Surface

Contact Information

E-mail : math.gyanu@gmail.com

Vector and Vector Algebra
Product of two vectors
Equation of Line and Plane
Product of three or more vectors
Sphere, Cylinder, Cone & Quadratic Surface
Bibliography

Sphere
Cylinder
Cone
Quadratic Surface

Contact Information

E-mail : math.gyanu@gmail.com

Call: 00977 9857064657

Contact Information

E-mail : math.gyanu@gmail.com

Call: 00977 9857064657

<https://www.facebook.com/jnaneshwar.chalise>

Contact Information

E-mail : math.gyanu@gmail.com

Call: 00977 9857064657

<https://www.facebook.com/jnaneshwar.chalise>

If you have any queries regarding to this material, content or you need any help on this content; please feel free to contact me at any time.



S.S Sastry, Engineering Mathematics, Volume One, PHI,
New Delhi, 2007



B.C. Bajracharya et al, Basic Mathematics, SPB,
Kathmandu

Vector and Vector Algebra
Product of two vectors
Equation of Line and Plane
Product of three or more vectors
Sphere, Cylinder, Cone & Quadratic Surface
Bibliography

THANK YOU

JN Chalise