

7. Vectors

- Let $\vec{a_1}, \vec{a_2}, \vec{a_3}, \dots, \vec{a_n}$ be n vectors. Let the linear combination of these vectors be denoted by $L \rightarrow$. Then:

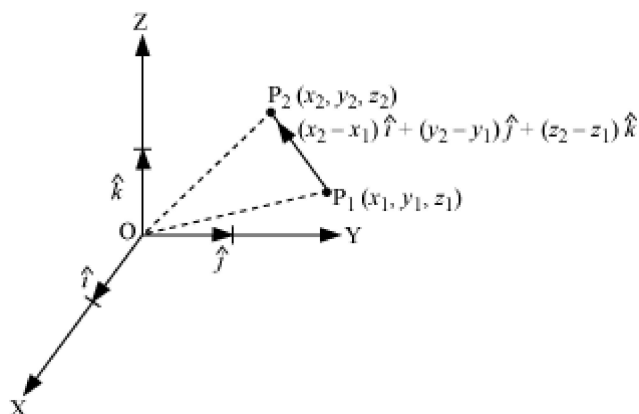
$L \rightarrow = x_1 \vec{a_1} + x_2 \vec{a_2} + x_3 \vec{a_3} + \dots + x_n \vec{a_n}$, where $x_1, x_2, x_3, \dots, x_n \in \mathbb{R}$

- If $x_1 \vec{a_1} + x_2 \vec{a_2} + x_3 \vec{a_3} + \dots + x_n \vec{a_n} = \vec{0}$ such that not all $x_1, x_2, x_3, \dots, x_n \in \mathbb{R}$ are zero, then it can be said that $\vec{a_1}, \vec{a_2}, \vec{a_3}, \dots, \vec{a_n}$ are linearly dependent vectors.
- If $x_1 \vec{a_1} + x_2 \vec{a_2} + x_3 \vec{a_3} + \dots + x_n \vec{a_n} = \vec{0} \Rightarrow \vec{a_1} = \vec{a_2} = \vec{a_3} = \dots = \vec{a_n} = \vec{0}$, then $\vec{a_1}, \vec{a_2}, \vec{a_3}, \dots, \vec{a_n}$ are linearly independent vectors.
- Let \vec{a}, \vec{b} be two vectors and there exist a scalar $x \in \mathbb{R}$ such that $\vec{a} = x \vec{b}$. Then we can say that the two vectors \vec{a}, \vec{b} are collinear.
- Let $\vec{a_1}, \vec{a_2}, \vec{a_3}$ be three vectors and there exist three scalars $x_1, x_2, x_3 \in \mathbb{R}$, not all zero such that $x_1 \vec{a_1} + x_2 \vec{a_2} + x_3 \vec{a_3} = \vec{0}$, where $x_1 + x_2 + x_3 = 0$. Then we can say that the three vectors $\vec{a_1}, \vec{a_2}, \vec{a_3}$ are collinear.
- Let A, B, C be three collinear points. Then each pair of the vectors $\vec{AB}, \vec{BC}; \vec{AB}, \vec{AC};$ and \vec{BC}, \vec{AC} is a pair of collinear vectors. Thus, to check the collinearity of three points, we can check the collinearity of any two vectors obtained with the help of three points.
- Three points with position vectors $\vec{a}, \vec{b}, \vec{c}$ are collinear, only if there exist three scalars x, y, z , not all zero simultaneously such that $x\vec{a} + y\vec{b} + z\vec{c} = \vec{0}$, together with $x + y + z = 0$.
- Let $\vec{a_1}, \vec{a_2}, \vec{a_3}, \vec{a_4}$ be three vectors and there exist three scalars $x_1, x_2, x_3, x_4 \in \mathbb{R}$, not all zero such that $x_1 \vec{a_1} + x_2 \vec{a_2} + x_3 \vec{a_3} + x_4 \vec{a_4} = \vec{0}$, where $x_1 + x_2 + x_3 + x_4 = 0$. Then we say that the three vectors $\vec{a_1}, \vec{a_2}, \vec{a_3}, \vec{a_4}$ are coplanar.

Vector Joining Two Points

The vector joining two points $P_1(x_1, y_1, z_1)$ and $P_2(x_2, y_2, z_2)$, represented as $\vec{P_1P_2}$, is calculated as

$$\vec{P_1P_2} = (x_2 - x_1)\hat{i} + (y_2 - y_1)\hat{j} + (z_2 - z_1)\hat{k}$$



The magnitude of $\overrightarrow{P_1P_2}$ is given by $|\overrightarrow{P_1P_2}| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$

Section Formula

If point R (position vector \vec{r}) lies on the vector \overrightarrow{PQ} joining two points P (position vector \vec{a}) and Q (position vector \vec{b}) such that R divides \overrightarrow{PQ} in the ratio $m : n$ [i.e. $\frac{\overrightarrow{PR}}{\overrightarrow{RQ}} = \frac{m}{n}$]

Internally, then $\vec{r} = \frac{m\vec{b} + n\vec{a}}{m + n}$

Externally, then $\vec{r} = \frac{m\vec{b} - n\vec{a}}{m - n}$

• Scalar Triple Product

The scalar triple product of the three vectors \vec{a} , \vec{b} , \vec{c} , defined by $\vec{a} \cdot \vec{b} \times \vec{c}$ is a scalar quantity.

$$\vec{a} \cdot \vec{b} \times \vec{c} = a_1a_2a_3b_1b_2b_3c_1c_2c_3$$

The scalar triple product, $\vec{a} \cdot \vec{b} \times \vec{c}$ can be denoted by $\vec{a} \cdot \vec{b} \times \vec{c}$.

Remarks :

1. $\vec{a} \cdot \vec{b} \times \vec{c} = \vec{b} \cdot \vec{c} \times \vec{a} = \vec{c} \cdot \vec{a} \times \vec{b}$
2. $\vec{a} \cdot \vec{b} \times \vec{c} = -\vec{b} \cdot \vec{a} \times \vec{c} = -\vec{a} \cdot \vec{c} \times \vec{b}$
3. $\vec{a} + \vec{b} \cdot \vec{c} \times \vec{d} = \vec{a} \cdot \vec{c} \times \vec{d} + \vec{b} \cdot \vec{c} \times \vec{d}$
4. $\vec{a} \cdot \vec{b} \times \vec{c} = 0$ if $\vec{a} = \vec{b}$ or $\vec{b} = \vec{c}$ or $\vec{c} = \vec{a}$ or atleast one of the vector is a null vector.

5. Three vectors $\vec{a}, \vec{b}, \vec{c}$ are coplanar if and only if $\vec{a} \times \vec{b} \times \vec{c} = 0$.

6. $l\vec{a} + m\vec{b} + n\vec{c} = lmn\vec{a} \times \vec{b} \times \vec{c}$, where l, m and n are scalars.

- Volume of the parallelepiped whose concurrent edges are $\vec{a}, \vec{b}, \vec{c}$ is $\vec{a} \cdot \vec{b} \times \vec{c} = \vec{a} \times \vec{b} \cdot \vec{c}$.

- If $\vec{a}, \vec{b}, \vec{c}$ represents three adjacent edges of a tetrahedron, then its volume V is given by $V = \frac{1}{6} \vec{a} \cdot \vec{b} \times \vec{c}$.

- The vector product of \vec{a} with $\vec{b} \times \vec{c}$ is the vector triple product of the vectors $\vec{a}, \vec{b}, \vec{c}$ and is defined by $\vec{a} \times \vec{b} \times \vec{c}$. This is vector in the plane of \vec{b} and \vec{c} and perpendicular to \vec{a} .

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

- If the vectors $\vec{a}, \vec{b}, \vec{c}$ are mutually perpendicular i.e., $\vec{a} \cdot \vec{c} = 0$, $\vec{a} \cdot \vec{b} = 0$, $\vec{b} \cdot \vec{c} = 0$, then $\vec{a} \times \vec{b} \times \vec{c} = 0$.

- If the vectors $\vec{a}, \vec{b}, \vec{c}$ are coplanar then $\vec{a} \times \vec{b} \times \vec{c} = 0$.

- Let $\vec{a}, \vec{b}, \vec{c}$ and \vec{d} be four vectors then scalar product of these vectors is defined as $\vec{a} \times \vec{b} \cdot \vec{c} \times \vec{d}$.

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

- Let $\vec{a}, \vec{b}, \vec{c}$ and \vec{d} be four vectors then vector product of these vectors is defined as $\vec{a} \times \vec{b} \times \vec{c} \times \vec{d}$.

$$\begin{aligned} \vec{a} \times \vec{b} \times \vec{c} \times \vec{d} &= \vec{a} \times \vec{b} \cdot \vec{d} \times \vec{c} - \vec{a} \times \vec{b} \cdot \vec{c} \times \vec{d} \\ &\Rightarrow \vec{a} \times \vec{b} \times \vec{c} \times \vec{d} = \vec{a} \cdot \vec{b} \vec{d} \times \vec{c} - \vec{a} \cdot \vec{b} \vec{c} \times \vec{d} \end{aligned}$$