

ALGEBRA-II

①

PERMUTATION & COMBINATION

P-1 Let p be a given prime and n any positive integer. Then the maximum power of p present in ${}^n C_r$ is $[\frac{n}{p}] + [\frac{n}{p^2}] + [\frac{n}{p^3}] + \dots$ where $[\cdot] \Rightarrow$ G.I.F

P-2 Number of permutations of n different things taken r at a time is ${}^n P_r$ i.e. $\frac{n!}{n-r!}$

P-3 Number of permutations of n different things taken all at a time is $n!$.

P-4 Number of permutations of n things taken all at a time when p of them are alike of one type, q are alike of second type, r are alike of third type is $\frac{n!}{p!q!r!}$

P-5 Number of combinations (selections) of n different things taking r at a time ($r < n$) is ${}^n C_r$
 ${}^n C_r = \frac{n!}{r!(n-r)!}$ & ${}^n C_r \times r! = {}^n P_r$

P-6 ${}^n C_r = {}^n C_{n-r}$, ${}^n C_r + {}^n C_{r-1} = {}^{n+1} C_r$, $r \cdot {}^n C_r = n \cdot {}^{n-1} C_{r-1}$
 $\frac{{}^n C_r}{r+1} = \frac{{}^{n+1} C_{r+1}}{n+1}$, $\frac{{}^n C_r}{n} = \frac{{}^{n-1} C_{r-1}}{r}$

P-7 when n is even, maximum value of ${}^n C_r$ is ${}^n C_{n/2}$
when n is odd, maximum value of ${}^n C_r$ is ${}^n C_{\frac{n-1}{2}}$ or ${}^n C_{\frac{n+1}{2}}$

P-8 Number of ways of arranging n different things in circular arrangement is $(n-1)!$

P-9 When clockwise and anticlockwise arrangements are not different, i.e. when observations can be made from both sides, the no. of circular arrangements of n different things is $\frac{n-1}{2}$ (for example necklace, garland) ②

P-10 Total no. of combinations of n different things taken one or more at a time is $2^n - 1$.

$$({}^n C_0 + {}^n C_1 + {}^n C_2 + \dots + {}^n C_n = 2^n)$$

P-11 Total no. of selections of n things, out of which p things are alike of one type, q are alike of second type, r are alike of third type is $(p+q+r=n)$

$$(p+1)(q+1)(r+1)$$

at least one thing $\Rightarrow (p+1)(q+1)(r+1) - 1$

P-12 If $N = p_1^a \times p_2^b \times p_3^c \times \dots$, $a, b, c, \dots \in$ Non-negative integers where p_1, p_2, p_3, \dots are different prime nos

(i) total no. of divisors of $N = (a+1)(b+1)(c+1)\dots$

(ii) Sum of all divisors of N is

$$\left(\frac{p_1^{a+1} - 1}{p_1 - 1}\right) \times \left(\frac{p_2^{b+1} - 1}{p_2 - 1}\right) \times \left(\frac{p_3^{c+1} - 1}{p_3 - 1}\right) \times \dots$$

(iii) All the divisors excluding 1 and N are called proper divisors.

(iv) Number of ways of writing N as a product of two natural nos is $\left\{ \begin{array}{l} \frac{1}{2} [(a+1)(b+1)(c+1)\dots] \text{ if } N \text{ is not a perfect square} \\ \frac{1}{2} [(a+1)(b+1)(c+1)\dots + 1] \text{ if } N \text{ is a perfect square} \end{array} \right.$

(v) N is a perfect square if a, b, c, \dots all are even

(vi) N is a perfect cube if a, b, c, \dots all are multiple of 3

(vii) If $N = 2^a \times 3^b \times 5^c \dots$

- a) If N is an even no, then $a \geq 1, b, c, \dots \geq 0$
- b) If N is an odd no, then $a = 0, b, c, d, \dots \geq 0$

P-13 Division of $(m+n)$ distinct objects into two groups of size m and n ($m \neq n$). This can be done in $\frac{\binom{m+n}{m} \binom{m+n}{n}}{\binom{m}{m} \binom{n}{n}}$. No. of ways of distributing these two groups to two persons is $\frac{\binom{m+n}{m} \binom{m+n}{n}}{\binom{m}{m} \binom{n}{n}} \times 2!$

P-14 No. of ways of dividing $(m+n+p)$ distinct obj into three groups of the size m, n and p ($m \neq n \neq p$) is $\frac{\binom{m+n+p}{m} \binom{m+n+p}{n} \binom{m+n+p}{p}}{\binom{m}{m} \binom{n}{n} \binom{p}{p}}$

P-15 No. of ways of dividing $2n$ distinct items into two groups containing n items each is $\frac{\binom{2n}{n} \binom{2n}{n}}{\binom{n}{n} \binom{n}{n}}$ (if groups have distinct identity)
 $\frac{\binom{2n}{n}}{\binom{n}{n} \binom{n}{n} 2!}$ (if groups do not have distinct identity)

P-16 No. of ways of dividing $3n$ distinct items into three groups containing n items each is $\frac{\binom{3n}{n} \binom{3n}{n} \binom{3n}{n}}{(\binom{n}{n})^3}$ (if groups have distinct identity)
 $\frac{\binom{3n}{n}}{(\binom{n}{n})^3 3!}$ (if groups do not have distinct identity)

P-17 No. of non-negative integral solⁿ of the eqⁿ $x_1 + x_2 + x_3 + \dots + x_r = n$ is $\binom{n+r-1}{r-1}$
 No. of positive integral solⁿ of the eqⁿ $x_1 + x_2 + \dots + x_r = n$ is $\binom{n-1}{r-1}$

P-18 Multinomial Theorem

Consider the eqⁿ $x_1 + x_2 + x_3 + \dots + x_r = n$

(i) if $x_1, x_2, x_3, \dots, x_r \geq 1$

then no of solⁿ is the coeff of x^n in

$$(x + x^2 + x^3 + \dots + x^n) (x + x^2 + \dots + x^n) \dots (x + x^2 + \dots + x^n)$$

ie $(x + x^2 + x^3 + \dots)^r$ r brackets

(ii) if $x_1 \geq 2, x_2 \geq 3, x_3, x_4, \dots, x_r \geq 0$

then no of solⁿ is the coeff of x^n in

$$(x^2 + x^3 + \dots + x^n) (x^3 + x^4 + \dots + x^n) (x^0 + x^1 + x^2 + \dots + x^n)^{r-2}$$

(iii) No of solⁿ of $ax_1 + bx_2 + cx_3 = n$.

$$a_1 \leq x_1 \leq b_1, \quad a_2 \leq x_2 \leq b_2, \quad a_3 \leq x_3 \leq b_3$$

$$\Rightarrow \text{coeff of } x^n \text{ in } \left[\left\{ (x^a)^{a_1} + (x^a)^{a_1+1} + \dots + (x^a)^{b_1} \right\} \left\{ (x^b)^{a_2} + (x^b)^{a_2+1} + \dots + (x^b)^{b_2} \right\} \left\{ (x^c)^{a_3} + (x^c)^{a_3+1} + \dots + (x^c)^{b_3} \right\} \right]$$

e.g No of solⁿ of $3x_1 + 2x_2 + x_3 = 14, x_1, x_2, x_3 \geq 1$

$$\Rightarrow \text{coeff of } x^{14} \text{ in } \left[(x^3 + x^6 + \dots) (x^2 + x^4 + x^6 + \dots) (x + x^2 + x^3 + \dots) \right]$$

(iv) If there are l obj of one type, m obj are of second type, n obj are of third type and so on, then no of ways of choosing r obj out of these obj is the coeff of x^r in $(1+x+x^2+\dots+x^l) (1+x+x^2+\dots+x^m) (1+x+x^2+\dots+x^n)$

Note If upper limit of a variable is more than or equal to the sum required, then the upper limit of that variable can be taken as infinite.

(v) No of ~~non~~ integral solⁿ of $x_1 + x_2 + x_3 + \dots + x_m \leq n$ is same as no of non-negative int solⁿ of $x_1 + x_2 + x_3 + \dots + x_m + t = n$ where t is a dummy variable.

(vi) To find the no. of solⁿ of $x_1 + x_2 + x_3 + \dots + x_n \geq n$ (where value of x_1, x_2, \dots, x_n are restricted), first find the no. of solⁿ of $x_1 + x_2 + \dots + x_n \leq n-1$, & then subtract it from the total no. of solⁿs. (5)

P-19 Sum of all n -digit numbers formed using n digits
 $= \underline{n-1}$ (sum of all n digits) \times (1111...1)
 n times

P-20 Number of diagonals in n -sided polygon is $\binom{n}{2} - n$
ie. $\frac{n(n-3)}{2}$

P-21 Number of squares in two system of perpendicular parallel lines (when 1st set contains m parallel lines and 2nd set contains n parallel lines) is equal to
 $\sum_{r=1}^{m-1} (m-r)(n-r)$; ($m < n$).

P-22 Derangement

n letters are to be kept in n corresponding envelopes, no. of ways in which they can be placed if none of the letter goes into its own envelope is

$$\lfloor n \left[1 - \frac{1}{1!} + \frac{1}{2!} - \frac{1}{3!} + \frac{1}{4!} - \dots + (-1)^n \frac{1}{n!} \right] \rfloor$$

P-23 Number of functions

Let $X = \{x_1, x_2, x_3, \dots, x_n\}$ & $Y = \{y_1, y_2, y_3, \dots, y_r\}$

(i) Total no. of funⁿs = r^n

(ii) Total no. of one-one funⁿs = $\begin{cases} r \cdot {}_r C_n \times n! & , r \geq n \\ 0 & , r < n \end{cases}$

(iii) Total no. of many-one funⁿs = $\begin{cases} r^n - r \cdot {}_r C_n \times n! & , r \geq n \\ r^n & , r < n \end{cases}$

(iv) Total no. of constant funⁿ = r

(v) Total no. of onto funⁿ = $\begin{cases} r^n - {}_r C_1 (r-1)^n + {}_r C_2 (r-2)^n - {}_r C_3 (r-3)^n + \dots & , r < n \\ r & , r = n \\ 0 & , r > n \end{cases}$

(vi) Total no of into funⁿ
= $\left\{ \begin{array}{l} r C_1 (r-1)^n - {}^n C_2 (r-2)^n + {}^n C_3 (r-3)^n + \dots - r \leq n \\ r^n, \quad r > n \end{array} \right\}$

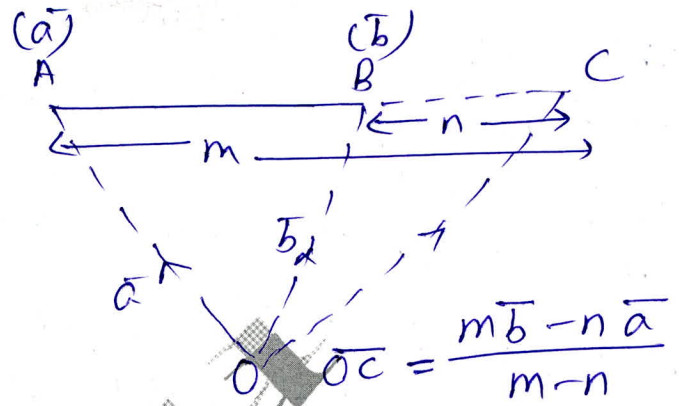
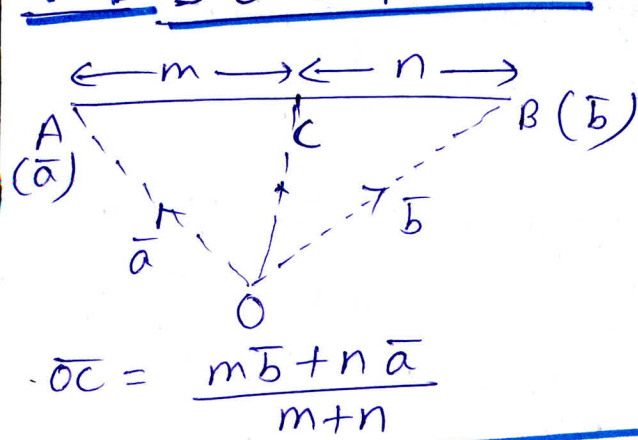
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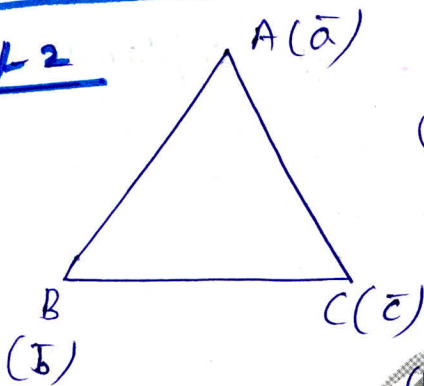
VECTORS & 3-D GEOMETRY

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V-1 Section formula

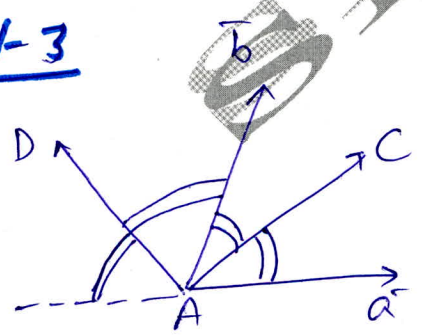


V-2



- (i) Centroid = $\frac{\vec{a} + \vec{b} + \vec{c}}{3}$
- (ii) Incentre = $\frac{BC\vec{a} + AC\vec{b} + AB\vec{c}}{AB + BC + CA}$
- (iii) Orthocentre = $\frac{\tan A \vec{a} + \tan B \vec{b} + \tan C \vec{c}}{\tan A + \tan B + \tan C}$
- (iv) Circumcentre = $\frac{\sin 2A \vec{a} + \sin 2B \vec{b} + \sin 2C \vec{c}}{\sin 2A + \sin 2B + \sin 2C}$

V-3



Any vector along the bisector of the angle formed by two vectors \vec{a} & \vec{b} is $\lambda \left(\frac{\vec{a}}{|\vec{a}|} + \frac{\vec{b}}{|\vec{b}|} \right)$
 $\vec{AC} = \lambda (\hat{a} + \hat{b})$
 and any vector along the external bisector $\vec{AD} = \lambda (\hat{a} - \hat{b})$

V-4 (i) A system of vectors $a_1, a_2, a_3, \dots, a_n$ is said to be linearly independent if

$$m_1 \vec{a}_1 + m_2 \vec{a}_2 + \dots + m_n \vec{a}_n = 0 \Rightarrow m_1 = m_2 = \dots = m_n = 0.$$

(ii) A set of vectors $a_1, a_2, a_3, \dots, a_n$ is said to be linearly dependent if there exist scalars m_1, m_2, \dots, m_n not all zero, such that $m_1 \vec{a}_1 + m_2 \vec{a}_2 + \dots + m_n \vec{a}_n = 0$

- \Rightarrow A pair of collinear vectors is linearly dependent.
- \Rightarrow A triad of coplanar vectors is linearly dependent.

V-5 (i) Two collinear vectors are always linearly dependent. (2)

(ii) Two non-collinear non-zero vectors are always linearly independent.

(iii) Three coplanar vectors are always linearly dependent.

(iv) Three non-coplanar non-zero vectors are always linearly independent.

(v) More than three vectors are always linearly dependent.

(vi) Three pts with position vectors $\vec{a}, \vec{b}, \vec{c}$ are collinear if and only if there exist scalars x, y, z not all zero such that $x\vec{a} + y\vec{b} + z\vec{c} = 0$ & $x + y + z = 0$.

(vii) Four pts with position vectors $\vec{a}, \vec{b}, \vec{c}, \vec{d}$ are coplanar if there exist scalars x, y, z, w (sum of any two is not zero) such that $x\vec{a} + y\vec{b} + z\vec{c} + w\vec{d} = 0$ & $x + y + z + w = 0$.

V-6 Dot (Scalar) Product-

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta, \quad 0 \leq \theta \leq \pi$$

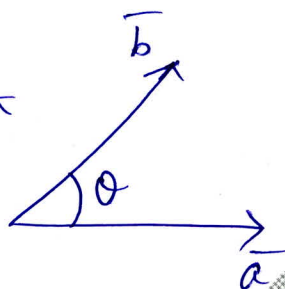
θ is acute $\Rightarrow \vec{a} \cdot \vec{b} > 0$

θ is obtuse $\Rightarrow \vec{a} \cdot \vec{b} < 0$

θ is right angle $\Rightarrow \vec{a} \cdot \vec{b} = 0$

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

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



$$\Rightarrow \vec{a} \cdot \vec{a} = |\vec{a}| |\vec{a}| \cos 0 = |\vec{a}|^2 = a^2 \Rightarrow \hat{i} \cdot \hat{i} = \hat{j} \cdot \hat{j} = \hat{k} \cdot \hat{k} = 1$$

$$\Rightarrow \hat{i} \cdot \hat{j} = \hat{j} \cdot \hat{k} = \hat{k} \cdot \hat{i} = 0$$

$$\Rightarrow \vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}, \quad \vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$$

$$\Rightarrow (\vec{a} \pm \vec{b})^2 = |\vec{a}|^2 + |\vec{b}|^2 \pm 2|\vec{a}| |\vec{b}| \cos \theta$$

$$\Rightarrow \vec{a} = a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{k}, \quad \vec{b} = b_1 \hat{i} + b_2 \hat{j} + b_3 \hat{k} \Rightarrow \vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$$

$$\Rightarrow \vec{r} = (r \cdot \hat{i}) \hat{i} + (r \cdot \hat{j}) \hat{j} + (r \cdot \hat{k}) \hat{k}$$

\Rightarrow Angle b/w two vectors $\vec{a} = a_1\hat{i} + a_2\hat{j} + a_3\hat{k}$ & $\vec{b} = b_1\hat{i} + b_2\hat{j} + b_3\hat{k}$
 is $\cos\theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| |\vec{b}|} = \frac{a_1 b_1 + a_2 b_2 + a_3 b_3}{\sqrt{a_1^2 + a_2^2 + a_3^2} \times \sqrt{b_1^2 + b_2^2 + b_3^2}}$ (9)

V-7 Cross (Vector) Product

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

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

$$\vec{a} \times \vec{b} = -\vec{b} \times \vec{a}, \quad \vec{a} \times \vec{a} = 0$$

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

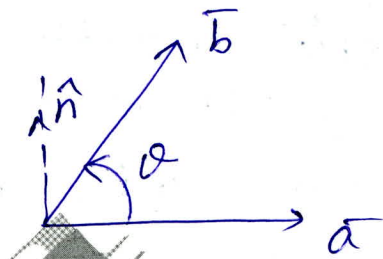
$$\hat{i} \times \hat{i} = \hat{j} \times \hat{j} = \hat{k} \times \hat{k} = 0, \quad \hat{i} \times \hat{j} = \hat{k}, \quad \hat{j} \times \hat{k} = \hat{i}, \quad \hat{k} \times \hat{i} = \hat{j}$$

Two non-zero vectors \vec{a} & \vec{b} are collinear if and only if $\vec{a} \times \vec{b} = 0$

If $\vec{a} = a_1\hat{i} + a_2\hat{j} + a_3\hat{k}$, $\vec{b} = b_1\hat{i} + b_2\hat{j} + b_3\hat{k}$

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

The unit vector perpendicular to \vec{a} & \vec{b} is $\frac{\vec{a} \times \vec{b}}{|\vec{a} \times \vec{b}|}$



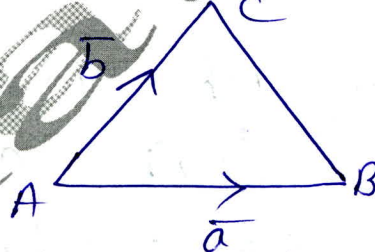
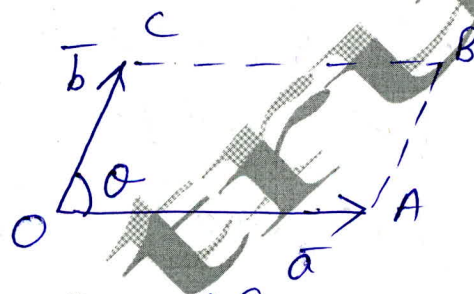
V-8 Area of parallelogram

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

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

Area of triangle ABC is

$$\frac{1}{2} |\vec{a} \times \vec{b}|$$



If \vec{p} and \vec{q} are diagonals of a parallelogram, its area = $\frac{1}{2} |\vec{p} \times \vec{q}|$

The area of a triangle whose vertices are $A(\vec{a})$, $B(\vec{b})$ & $C(\vec{c})$ is $\frac{1}{2} |\vec{a} \times \vec{b} + \vec{b} \times \vec{c} + \vec{c} \times \vec{a}|$.

V-9. Scalar Triple Product

$(\vec{a} \times \vec{b}) \cdot \vec{c}$ denoted by $[\vec{a} \vec{b} \vec{c}]$

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

Here $(\vec{a} \times \vec{b}) \cdot \vec{c}$ represents the volume of the parallelepiped whose adjacent sides are \vec{a}, \vec{b} & \vec{c} .

$$\vec{a} = a_1\hat{i} + a_2\hat{j} + a_3\hat{k}, \quad \vec{b} = b_1\hat{i} + b_2\hat{j} + b_3\hat{k}, \quad \vec{c} = c_1\hat{i} + c_2\hat{j} + c_3\hat{k}$$

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

Volume of tetrahedron $ABCD$ is equal to $\frac{1}{6} (\vec{AB} \times \vec{AC}) \cdot \vec{AD}$

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

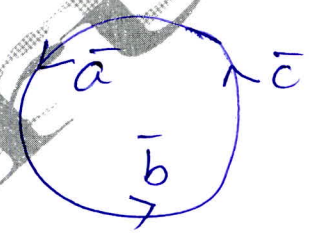
$$[\vec{a} + \vec{b} \vec{c} \vec{d}] = [\vec{a} \vec{c} \vec{d}] + [\vec{b} \vec{c} \vec{d}]$$

Three non-zero, non-collinear vectors $\vec{a}, \vec{b}, \vec{c}$ are coplanar if $[\vec{a} \vec{b} \vec{c}] = 0$

$$[\vec{a} \vec{a} \vec{b}] = 0, \quad [\vec{a} \vec{b} \vec{c}] = -[\vec{b} \vec{a} \vec{c}] = -[\vec{c} \vec{b} \vec{a}]$$

$$[\vec{a} \times \vec{b} \vec{b} \times \vec{c} \vec{c} \times \vec{a}] = [\vec{a} \vec{b} \vec{c}]^2$$

$$[\vec{a} + \vec{b} \vec{b} + \vec{c} \vec{c} + \vec{a}] = 2[\vec{a} \vec{b} \vec{c}]$$



V-10. Vector Triple Product

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

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

$$(\vec{a} \times \vec{b}) \cdot (\vec{c} \times \vec{d}) = \begin{vmatrix} \vec{a} \cdot \vec{c} & \vec{a} \cdot \vec{d} \\ \vec{b} \cdot \vec{c} & \vec{b} \cdot \vec{d} \end{vmatrix}$$

V-11 Reciprocal System of Vectors

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Two system of vectors are called reciprocal system of vectors if by taking dot product we get unity.

$$\Rightarrow a' = \frac{\bar{b} \times \bar{c}}{[\bar{a} \bar{b} \bar{c}]}, \quad b' = \frac{\bar{c} \times \bar{a}}{[\bar{a} \bar{b} \bar{c}]}, \quad c' = \frac{\bar{a} \times \bar{b}}{[\bar{a} \bar{b} \bar{c}]}$$

a', b', c' are said to be the ϕ reciprocal system of vectors for \bar{a}, \bar{b} & \bar{c} .

$$\Rightarrow a \cdot a' = b \cdot b' = c \cdot c' = 1$$

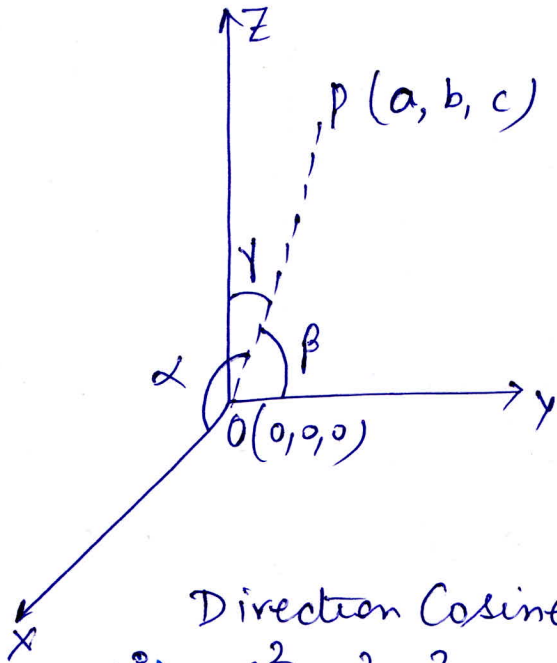
$$\Rightarrow a \cdot b' = a \cdot c' = b \cdot a' = b \cdot c' = c \cdot a' = c \cdot b' = 0$$

$$\Rightarrow [\vec{a} \vec{b} \vec{c}] [\vec{a}' \vec{b}' \vec{c}'] = 1$$

\Rightarrow The orthogonal triad of vectors \hat{i}, \hat{j} & \hat{k} is self-reciprocal.

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D-1 Direction Cosines and Direction Ratios

Vector \vec{OP} makes angles α, β, γ with the x, y & z axes respectively.

Here, α, β, γ are called directional angles, and, $\cos \alpha, \cos \beta$ & $\cos \gamma$ are called direction cosines.

DC of x axis $(1, 0, 0)$

DC of y axis $(0, 1, 0)$

DC of z axis $(0, 0, 1)$

Direction Cosines are denoted by l, m, n .

$$(i) \quad l^2 + m^2 + n^2 = 1$$

$$(ii) \quad \vec{r} = |\vec{r}| (l\hat{i} + m\hat{j} + n\hat{k}) \quad \& \quad \hat{r} = l\hat{i} + m\hat{j} + n\hat{k}$$

Let l, m, n be the DC of a vector \vec{r} and a, b & c be three numbers such that a, b, c are proportional to l, m & n . Hence $\frac{l}{a} = \frac{m}{b} = \frac{n}{c} = k$ or $(l, m, n) \equiv (ka, kb, kc)$

Here, a, b & c are directional ratios.

For example, if $(\frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}})$ are DC of a vector \vec{r} , then its direction ratios are $(1, -1, 1)$ or $(-1, 1, -1)$ or $(2, -2, 2)$ or $(\lambda, -\lambda, \lambda)$

That shows there can be an infinite number of direction ratios for a given vector, but the direction cosines are unique.

D-2 DR of a line joining two points.

$$P(x_1, y_1, z_1) \quad \& \quad Q(x_2, y_2, z_2)$$

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

$$\text{DR of } \vec{PQ} \text{ are } \langle (x_2 - x_1), (y_2 - y_1), (z_2 - z_1) \rangle$$

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

D-3 $l = \lambda a, m = \lambda b, n = \lambda c$, where $l, m, n \rightarrow DC$
 $a, b, c \rightarrow DR$

$$\Rightarrow l^2 + m^2 + n^2 = 1 \Rightarrow \lambda = \pm \frac{1}{\sqrt{a^2 + b^2 + c^2}}$$

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

D-4 Points to remember

(i) Projections of \vec{r} on the coordinate axes are $l|\vec{r}|, m|\vec{r}|, n|\vec{r}|$.

(ii) The projection of a segment joining points $P(x_1, y_1, z_1)$ & $Q(x_2, y_2, z_2)$ on a line with direction cosines l, m, n is $(x_2 - x_1)l + (y_2 - y_1)m + (z_2 - z_1)n$.

(iii) If l_1, m_1, n_1 & l_2, m_2, n_2 are the DC's of two concurrent lines, then the DC's of the lines bisecting the angles between them are proportional to $l_1 \pm l_2, m_1 \pm m_2, n_1 \pm n_2$.

(iv) Let l_1, m_1, n_1 & l_2, m_2, n_2 be DC's of two lines and a_1, b_1, c_1 & a_2, b_2, c_2 be their Direction Ratios. if θ be the acute angle b/w the two lines

$$\cos \theta = \frac{|l_1 l_2 + m_1 m_2 + n_1 n_2|}{\sqrt{a_1^2 + b_1^2 + c_1^2} \times \sqrt{a_2^2 + b_2^2 + c_2^2}} \text{ or } \cos \theta = \frac{|a_1 a_2 + b_1 b_2 + c_1 c_2|}{\sqrt{a_1^2 + b_1^2 + c_1^2} \times \sqrt{a_2^2 + b_2^2 + c_2^2}}$$

a) two lines are perpendicular if $l_1 l_2 + m_1 m_2 + n_1 n_2 = 0$ or $a_1 a_2 + b_1 b_2 + c_1 c_2 = 0$

b) two lines are parallel if $\frac{l_1}{l_2} = \frac{m_1}{m_2} = \frac{n_1}{n_2}$ or $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$

D-5 Direction ^{cosines} ~~ratio~~ of line along the bisector of two given lines

If l_1, m_1, n_1 & l_2, m_2, n_2 are DC's of two lines inclined to each other at an angle θ then the DC's of the

a) internal bisector of the angle b/w the two lines are shatru18@gmail.com

$$\frac{l_1 + l_2}{2 \cos \frac{\theta}{2}}, \frac{m_1 + m_2}{2 \cos \frac{\theta}{2}}, \frac{n_1 + n_2}{2 \cos \frac{\theta}{2}}$$

b) external bisector of the angle between the lines are $\frac{l_1-l_2}{2 \sin \theta_2}$, $\frac{m_1-m_2}{2 \sin \theta_2}$, $\frac{n_1-n_2}{2 \sin \theta_2}$.

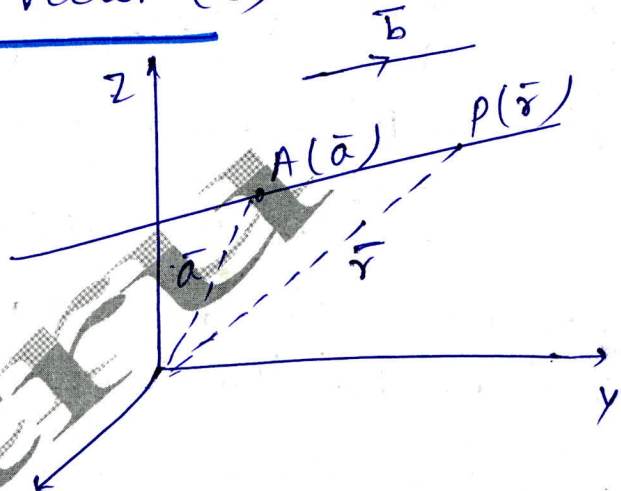
D-6 Eqⁿ of straight line passing through a given point (\vec{a}) and parallel to a given vector (\vec{b})

$\vec{r} = \vec{a} + \lambda \vec{b}$ Vector form

Cartesian form

$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$
 $\vec{a} = x_1\hat{i} + y_1\hat{j} + z_1\hat{k}$
 $\vec{b} = a\hat{i} + b\hat{j} + c\hat{k}$

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



- (i) Here any pt on the line can be taken as $(x_1 + a\lambda, y_1 + b\lambda, z_1 + c\lambda)$.
- (ii) Eqⁿ of x axis: $\frac{x-0}{1} = \frac{y-0}{0} = \frac{z-0}{0}$ or $y=0, z=0$
 y axis: $\frac{x-0}{0} = \frac{y-0}{1} = \frac{z-0}{0}$ or $x=0, z=0$
 z axis: $\frac{x-0}{0} = \frac{y-0}{0} = \frac{z-0}{1}$ or $x=0, y=0$.

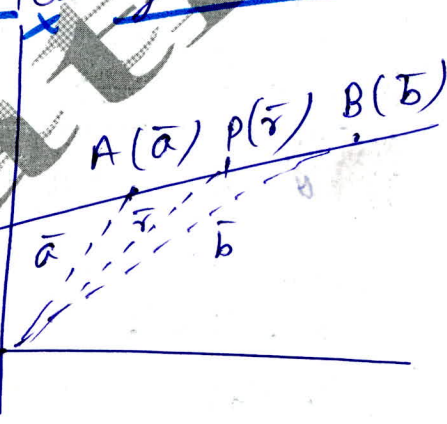
D-7 Eqⁿ of line passing through two given pts \vec{a} & \vec{b}

$\vec{r} = \vec{a} + \lambda(\vec{b} - \vec{a})$ Vector form

Cartesian form

$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$
 $\vec{a} = x_1\hat{i} + y_1\hat{j} + z_1\hat{k}$
 $\vec{b} = x_2\hat{i} + y_2\hat{j} + z_2\hat{k}$

$\Rightarrow \frac{x-x_1}{x_2-x_1} = \frac{y-y_1}{y_2-y_1} = \frac{z-z_1}{z_2-z_1} = \lambda$



D-8 Angle b/w two lines

$\vec{r} = \vec{a} + \lambda \vec{b}$ & $\vec{r} = \vec{c} + \lambda \vec{d}$ is

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

if $\frac{x-x_1}{b_1} = \frac{y-y_1}{b_2} = \frac{z-z_1}{b_3}$ & $\frac{x-x_2}{d_1} = \frac{y-y_2}{d_2} = \frac{z-z_2}{d_3}$

$$\cos \theta = \frac{|b_1 d_1 + b_2 d_2 + b_3 d_3|}{\sqrt{b_1^2 + b_2^2 + b_3^2} \sqrt{d_1^2 + d_2^2 + d_3^2}}$$

if lines are \perp to each other $\Rightarrow b_1 d_1 + b_2 d_2 + b_3 d_3 = 0$

if lines are parallel to each other $\Rightarrow \frac{b_1}{d_1} = \frac{b_2}{d_2} = \frac{b_3}{d_3}$

D-9 foot of perpendicular from a point on given line

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

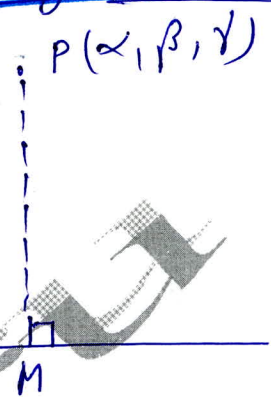
point M: $(a\lambda + x_1, b\lambda + y_1, c\lambda + z_1)$ - (1)

DR of PM: $(x_1 + a\lambda - \alpha, y_1 + b\lambda - \beta, z_1 + c\lambda - \gamma)$

PM \perp line

$\therefore a(x_1 + a\lambda - \alpha) + b(y_1 + b\lambda - \beta) + c(z_1 + c\lambda - \gamma) = 0$

\Rightarrow find the value of λ and put in (1) to get point M.



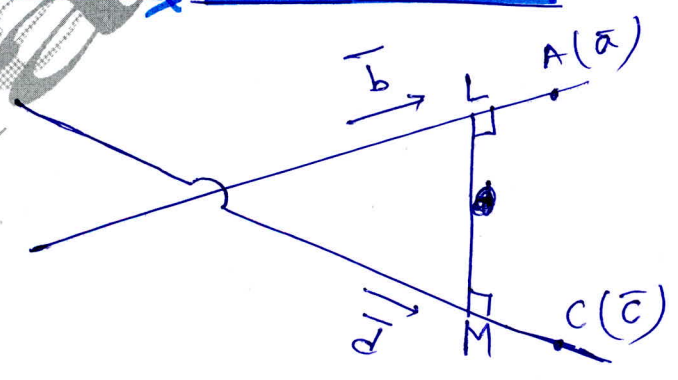
D-10 Shortest Distance between two Skew lines

$\vec{r} = \vec{a} + \lambda \vec{b}$, & $\vec{r} = \vec{c} + t \vec{d}$

shortest distance

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

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



Cartesian form

$$\frac{x-a_1}{b_1} = \frac{y-a_2}{b_2} = \frac{z-a_3}{b_3} \quad \& \quad \frac{x-c_1}{d_1} = \frac{x-c_2}{d_2} = \frac{x-c_3}{d_3}$$

Shortest distance =
$$\frac{\begin{vmatrix} c_1-a_1 & c_2-a_2 & c_3-a_3 \\ b_1 & b_2 & b_3 \\ d_1 & d_2 & d_3 \end{vmatrix}}{\begin{vmatrix} i & j & k \\ b_1 & b_2 & b_3 \\ d_1 & d_2 & d_3 \end{vmatrix}}$$

Conditions for lines to intersect

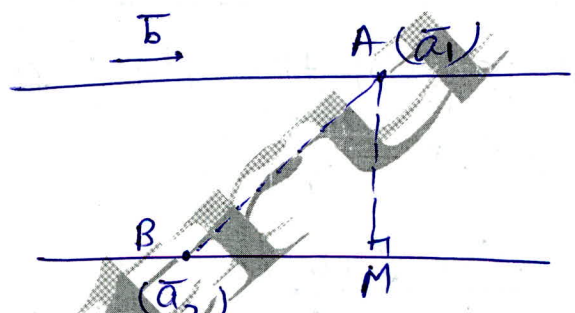
$\vec{r} = \vec{a} + \lambda \vec{b}$ & $\vec{r} = \vec{c} + t \vec{d}$ are intersecting if shortest distance b/w them is zero.

$\Rightarrow [\vec{a}-\vec{c}, \vec{b}, \vec{d}] = 0$ or
$$\begin{vmatrix} c_1-a_1 & c_2-a_2 & c_3-a_3 \\ b_1 & b_2 & b_3 \\ d_1 & d_2 & d_3 \end{vmatrix} = 0$$

D-11 Shortest Distance between two parallel Lines

$\vec{r} = \vec{a}_1 + \lambda \vec{b}$ & $\vec{r} = \vec{a}_2 + t \vec{b}$

Shortest distance =
$$\left| \frac{\vec{b} \times (\vec{a}_2 - \vec{a}_1)}{|\vec{b}|} \right|$$



Cartesian form

$\vec{a}_1 = x_1 \hat{i} + y_1 \hat{j} + z_1 \hat{k}$
 $\vec{a}_2 = x_2 \hat{i} + y_2 \hat{j} + z_2 \hat{k}$
 $\vec{b} = a \hat{i} + b \hat{j} + c \hat{k}$

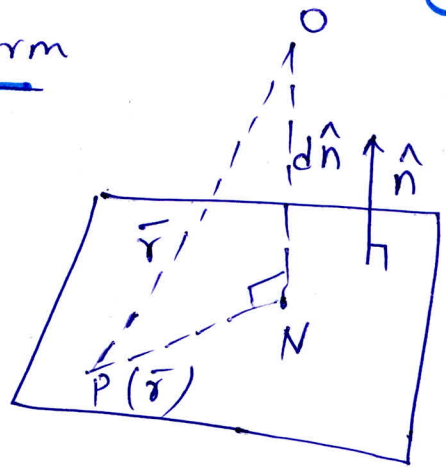
Shortest distance =
$$\frac{\begin{vmatrix} i & j & k \\ x_1-y_1 & x_2-y_2 & x_3-y_3 \\ a & b & c \end{vmatrix}}{\sqrt{a^2 + b^2 + c^2}}$$

D-12 Eqⁿ of a Plane in Normal form

\hat{n} is unit normal vector

Plane: $\vec{r} \cdot \hat{n} = d$ vector form

where d is perpendicular distance of plane from origin.



Cartesian form

$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$, $\hat{n} = l\hat{i} + m\hat{j} + n\hat{k}$

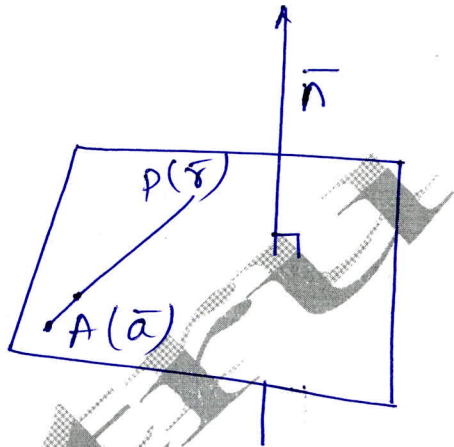
$\Rightarrow lx + my + nz = d$

\Rightarrow eqⁿ of plane is $ax + by + cz = d$, then a, b, c are direction ratios of the normal to the plane

D-13 Plane passing thru a given point and normal to a given vector

$(\vec{r} - \vec{a}) \cdot \vec{n} = 0 \Rightarrow \vec{r} \cdot \vec{n} = \vec{a} \cdot \vec{n}$

\perp distance of this plane from origin = $\frac{\vec{a} \cdot \vec{n}}{|\vec{n}|}$



Cartesian form

$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$, $\vec{a} = x_1\hat{i} + y_1\hat{j} + z_1\hat{k}$, $\vec{n} = a\hat{i} + b\hat{j} + c\hat{k}$

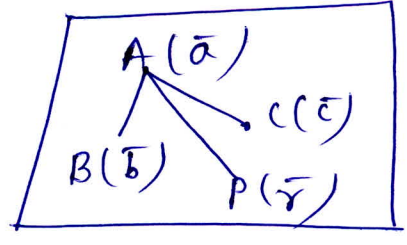
$\Rightarrow a(x - x_1) + b(y - y_1) + c(z - z_1) = 0$

D-14 Eqⁿ of a Plane passing thru three points

$\vec{a}, \vec{b} \& \vec{c}$ lie on the plane
Hence $\vec{AP}, \vec{AB} \& \vec{AC}$ are coplanar.

$\Rightarrow [\vec{AP} \ \vec{AB} \ \vec{AC}] = 0$

$\Rightarrow [\vec{r} \ \vec{b} \ \vec{c}] + [\vec{r} \ \vec{a} \ \vec{b}] + [\vec{r} \ \vec{c} \ \vec{a}] = [\vec{a} \ \vec{b} \ \vec{c}]$



Cartesian form

$$\vec{a} = (x_1, y_1, z_1), \vec{b} = (x_2, y_2, z_2), \vec{c} = (x_3, y_3, z_3)$$

$$\Rightarrow \begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ x_3-x_1 & y_3-y_1 & z_3-z_1 \end{vmatrix} = 0$$

D-15 Eqⁿ of a plane passes thru a pt A(\vec{a}) and is parallel to given vectors \vec{b} & \vec{c} .

$$\vec{AP} \cdot (\vec{b} \times \vec{c}) = 0$$

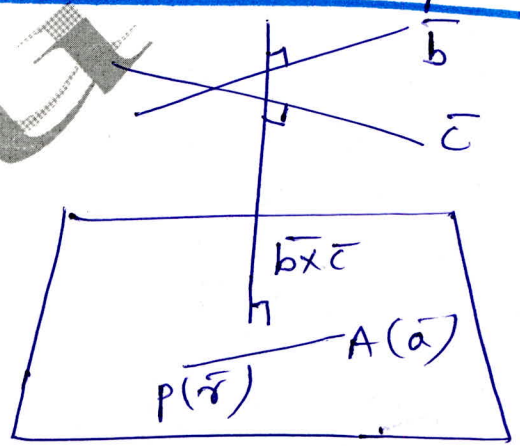
$$\Rightarrow [\vec{r} \vec{b} \vec{c}] = [\vec{a} \vec{b} \vec{c}]$$

Cartesian form

$$\vec{b} = x_2\hat{i} + y_2\hat{j} + z_2\hat{k}, \vec{c} = x_3\hat{i} + y_3\hat{j} + z_3\hat{k}$$

$$\vec{a} = x_1\hat{i} + y_1\hat{j} + z_1\hat{k}$$

$$\Rightarrow \begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2 & y_2 & z_2 \\ x_3 & y_3 & z_3 \end{vmatrix} = 0$$



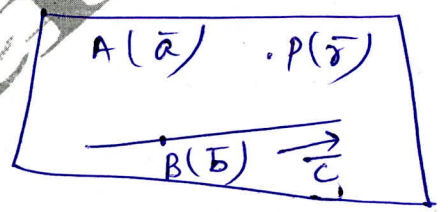
D-16 Eqⁿ of a plane passing thru a given point and a line

line $\vec{r} = \vec{b} + \lambda \vec{c}$, point \vec{a}

$\vec{AP}, \vec{AB}, \vec{c}$ are coplanar

$$\Rightarrow [\vec{AP} \vec{AB} \vec{c}] = 0$$

$$\Rightarrow [\vec{r} - \vec{a} \vec{b} - \vec{a} \vec{c}] = 0$$



D-17 Intercept form of a Plane

$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$$

where a, b, c are x, y & z intercepts of the plane.

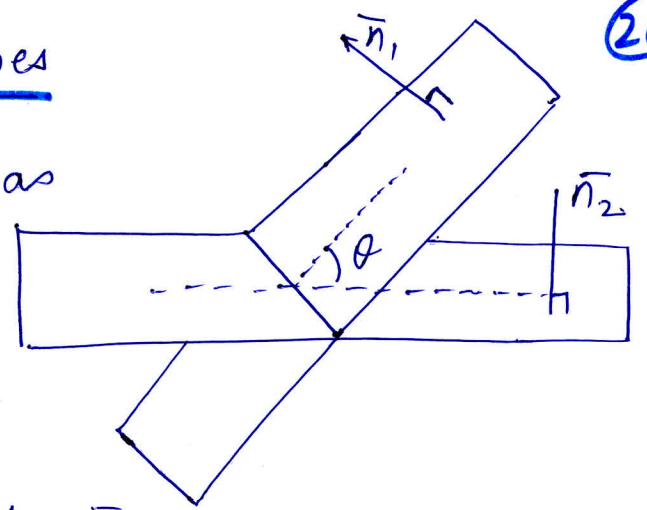
D-18 Eqⁿ of a plane parallel to a given plane

$$ax + by + cz + d = 0 \quad \text{--- (1)}$$

plane \parallel to (1) is $ax + by + cz + k = 0$, where k is any scalar

D-19 Angle between two Planes

angle b/w two planes is same as angle b/w their normals.



$$\cos \theta = \frac{\vec{n}_1 \cdot \vec{n}_2}{|\vec{n}_1| |\vec{n}_2|}$$

Condition for perpendicularity: $\vec{n}_1 \cdot \vec{n}_2 = 0$

Cartesian form

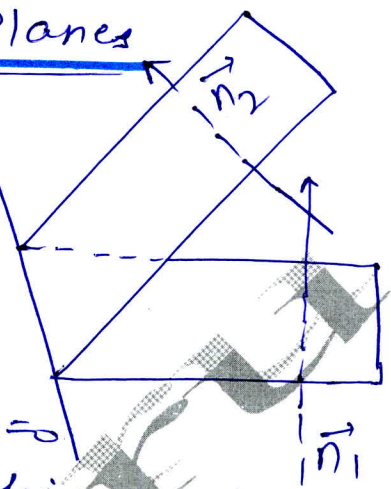
$$a_1x + b_1y + c_1z + d_1 = 0 \quad \& \quad a_2x + b_2y + c_2z + d_2 = 0$$

$$\cos \theta = \frac{a_1a_2 + b_1b_2 + c_1c_2}{\sqrt{a_1^2 + b_1^2 + c_1^2} \sqrt{a_2^2 + b_2^2 + c_2^2}}$$

D-20 Line of Intersection of two Planes

$$\vec{r} \cdot \vec{n}_1 = d_1 \quad \& \quad \vec{r} \cdot \vec{n}_2 = d_2$$

line of intersection of planes is parallel to vector $\vec{n}_1 \times \vec{n}_2$



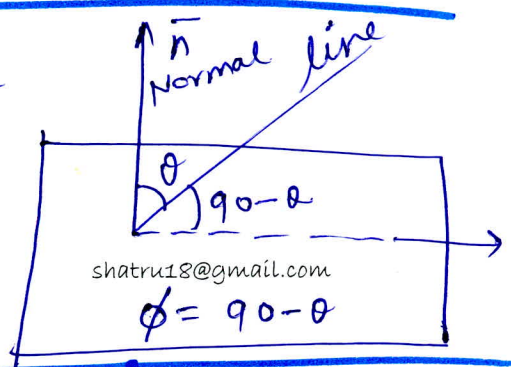
If we wish to find the eqⁿ of line of intersection of planes $a_1x + b_1y + c_1z - d_1 = 0$ & $a_2x + b_2y + c_2z - d_2 = 0$, then we find any pt on the line by putting $z = 0$ (say), then we can find corresponding values of x & y by solving $a_1x + b_1y - d_1 = 0$ & $a_2x + b_2y - d_2 = 0$. Thus by fixing the value of $z = \lambda$, we can find the corresponding value of x & y in terms of λ . After getting x, y & z in terms of λ , we can write the eqⁿ of line in symmetric form

D-21 Angle b/w a Line and a Plane

$$\vec{r} = a + \lambda \vec{b}, \quad \vec{r} \cdot \vec{n} = d$$

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

$$\sin \phi = \left| \frac{\vec{b} \cdot \vec{n}}{|\vec{b}| |\vec{n}|} \right| \Rightarrow \phi = \sin^{-1} \left| \frac{\vec{b} \cdot \vec{n}}{|\vec{b}| |\vec{n}|} \right|$$

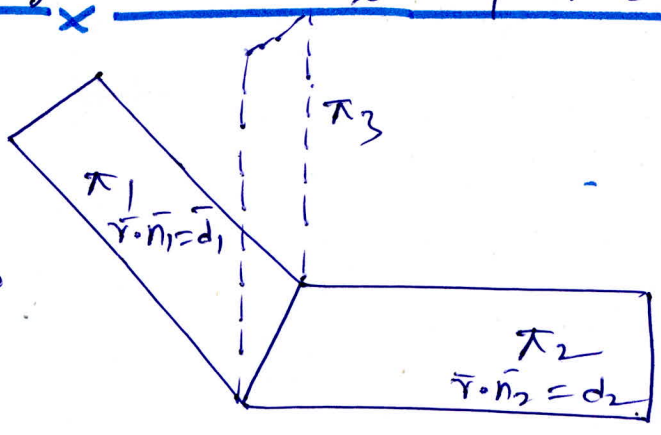


D-22 Eqⁿ of a Plane passing thru the line of Intersection of two planes

$\vec{r} \cdot \vec{n}_1 = d_1$ & $\vec{r} \cdot \vec{n}_2 = d_2$

Hence the required plane is
 $(\vec{r} \cdot \vec{n}_1 - d_1) + \lambda (\vec{r} \cdot \vec{n}_2 - d_2) = 0$

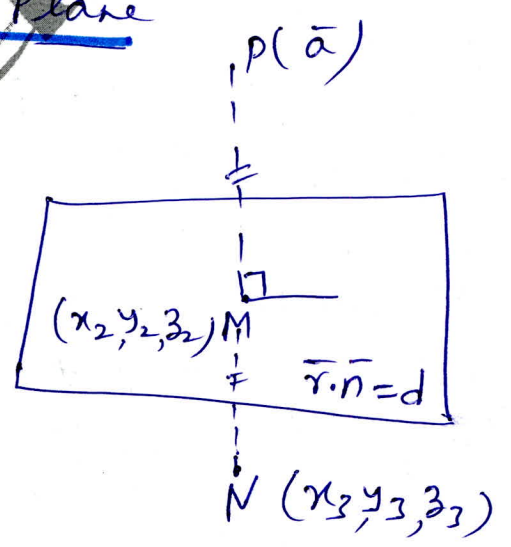
$\Rightarrow \vec{r} \cdot (\vec{n}_1 + \lambda \vec{n}_2) = d_1 + \lambda d_2$



D-23 Distance of a Point from a Plane

$PM = \left| \frac{(d - \vec{a} \cdot \vec{n}) \vec{n}}{|\vec{n}|^2} \right|$

$PM = \frac{|d - (\vec{a} \cdot \vec{n})|}{|\vec{n}|}$



Cartesian form

$P(x_1, y_1, z_1)$, plane $ax + by + cz + d = 0$

$PM = \frac{|(ax_1 + by_1 + cz_1 + d)|}{\sqrt{a^2 + b^2 + c^2}}$

Also coordinates of M are given by

$\frac{x_2 - x_1}{a} = \frac{y_2 - y_1}{b} = \frac{z_2 - z_1}{c} = - \frac{(ax_1 + by_1 + cz_1 + d)}{a^2 + b^2 + c^2}$ where $M(x_2, y_2, z_2)$

If N is the image of P in plane

$\frac{x_3 - x_1}{a} = \frac{y_3 - y_1}{b} = \frac{z_3 - z_1}{c} = - \frac{2(ax_1 + by_1 + cz_1 + d)}{a^2 + b^2 + c^2}$

D-24 Distance b/w Parallel Planes

$ax + by + cz + d_1 = 0$ & $ax + by + cz + d_2 = 0$

distance = $\left| \frac{d_2 - d_1}{\sqrt{a^2 + b^2 + c^2}} \right|$

D-25 Eqⁿ of A Plane Bisecting The Angle Between Two Planes

$$a_1x + b_1y + c_1z + d_1 = 0$$

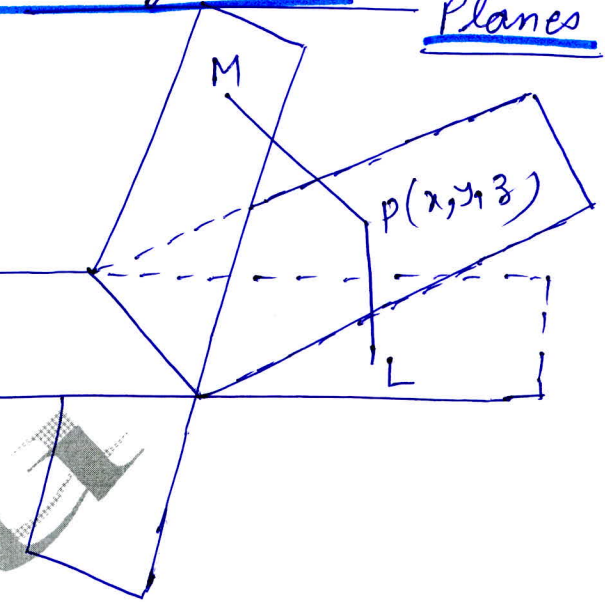
$$a_2x + b_2y + c_2z + d_2 = 0$$

PL = PM

$$\Rightarrow \frac{a_1x + b_1y + c_1z + d_1}{\sqrt{a_1^2 + b_1^2 + c_1^2}} = \pm \frac{a_2x + b_2y + c_2z + d_2}{\sqrt{a_2^2 + b_2^2 + c_2^2}}$$

Vector form

$$\left| \frac{\vec{r} \cdot \vec{n}_1 - d_1}{|\vec{n}_1|} \right| = \left| \frac{\vec{r} \cdot \vec{n}_2 - d_2}{|\vec{n}_2|} \right|$$



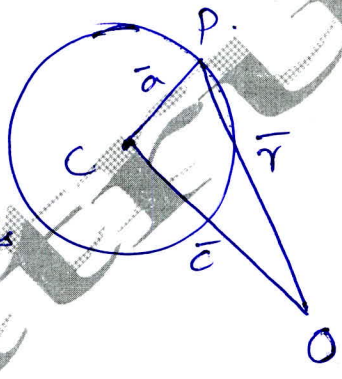
To find the eqⁿ of ~~plane~~ bisector containing origin or Acute/obtuse angle bisector, or to find the relative position of two points wrt a plane, treat plane as a line and use same concepts as we do in 2-D geometry.

D-26 Sphere

$$(\vec{r} - \vec{c}) \cdot (\vec{r} - \vec{c}) = a^2$$

or $|\vec{r} - \vec{c}| = a$

where \vec{c} is the centre and 'a' is radius



Cartesian form

$$\vec{c} = c_1\hat{i} + c_2\hat{j} + c_3\hat{k}, \quad \vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$$

$$\Rightarrow (x - c_1)^2 + (y - c_2)^2 + (z - c_3)^2 = a^2$$

$$\Rightarrow x^2 + y^2 + z^2 - 2c_1x - 2c_2y - 2c_3z + c_1^2 + c_2^2 + c_3^2 - a^2 = 0$$

We usually write the eqⁿ as $x^2 + y^2 + z^2 + 2ux + 2vy + 2wz + d = 0$

$$\Rightarrow (x + u)^2 + (y + v)^2 + (z + w)^2 = u^2 + v^2 + w^2 - d$$

centre $(-u, -v, -w)$ & radius $\sqrt{u^2 + v^2 + w^2 - d}$

Sphere with centre as origin $x^2 + y^2 + z^2 = a^2$

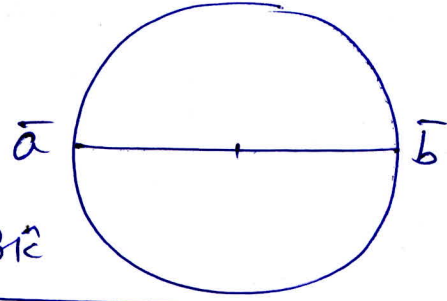
D-27 Diameter form of the Eqⁿ of a Sphere

$$(\vec{r}-\vec{a}) \cdot (\vec{r}-\vec{b}) = 0$$

Cartesian form

$$\vec{a} = x_1\hat{i} + y_1\hat{j} + z_1\hat{k}$$

$$\vec{b} = x_2\hat{i} + y_2\hat{j} + z_2\hat{k}, \quad \vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$$



$$\Rightarrow (x-x_1)(x-x_2) + (y-y_1)(y-y_2) + (z-z_1)(z-z_2) = 0$$

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