



## Formulae On Vector Algebra

### Position Vector and Magnitude

- If  $P(x, y, z)$  is any point in 3D, then the line joining the point to the origin gives its position vector and is denoted by  $\overrightarrow{OP} = \vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$
- If  $\vec{a} = a\hat{i} + b\hat{j} + c\hat{k}$ , then magnitude of the vector is given by  $|\vec{a}| = \sqrt{a^2 + b^2 + c^2}$

### Direction Cosines & Direction Ratios

- If  $P(x, y, z)$  having position vector  $\vec{r}$  makes angle  $\alpha, \beta, \gamma$  with  $X, Y$  &  $Z$  – axis respectively, then the **direction cosines** are given by:  $l = \cos \alpha, m = \cos \beta$  and  $n = \cos \gamma$

$$\checkmark \cos \alpha = \frac{x}{|\vec{r}|}, \cos \beta = \frac{y}{|\vec{r}|} \text{ and } \cos \gamma = \frac{z}{|\vec{r}|}$$

- If  $\alpha, \beta, \gamma$  are the direction angles of vector  $\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$  then its **direction cosines** are also given by  $\cos \alpha = \frac{x}{|\vec{r}|}, \cos \beta = \frac{y}{|\vec{r}|}$  and  $\cos \gamma = \frac{z}{|\vec{r}|}$

$$\checkmark x = |\vec{r}| \cos \alpha = |\vec{r}|l, \quad y = |\vec{r}| \cos \beta = |\vec{r}|m, \quad z = |\vec{r}| \cos \gamma = |\vec{r}|n$$

- $(|\vec{r}|l, |\vec{r}|m, |\vec{r}|n)$  are the **direction ratios** denoted by  $a, b$  &  $c$  respectively of the given vector.

$$\checkmark a = |\vec{r}|l, \quad b = |\vec{r}|m, \quad c = |\vec{r}|n$$

- If  $l, m$  &  $n$  are the **direction cosines** of a vector then  $l^2 + m^2 + n^2 = 1$

- The **direction ratios** of the line joining  $P(x_1, y_1, z_1)$  and  $Q(x_2, y_2, z_2)$  are given by:

$$a = x_2 - x_1, \quad b = y_2 - y_1, \quad c = z_2 - z_1$$

- The **direction cosines** of the line joining  $P(x_1, y_1, z_1)$  and  $Q(x_2, y_2, z_2)$  are given by:

$$l = \frac{x_2 - x_1}{|PQ|}, \quad m = \frac{y_2 - y_1}{|PQ|}, \quad n = \frac{z_2 - z_1}{|PQ|}$$

- ✓ If  $\vec{a} = x\hat{i} + y\hat{j} + z\hat{k}$ , then  $x, y, z$  are direction ratios of  $\vec{a}$ .
- ✓ If  $\vec{a} = x\hat{i} + y\hat{j} + z\hat{k}$ , then  $l\hat{i} + m\hat{j} + n\hat{k}$  or  $\cos \alpha \hat{i} + \cos \beta \hat{j} + \cos \gamma \hat{k}$  gives  $\hat{a}$

## Vector Algebra

- If  $\vec{a} = a_1\hat{i} + b_1\hat{j} + c_1\hat{k}$  and  $\vec{b} = a_2\hat{i} + b_2\hat{j} + c_2\hat{k}$  then:
  - ✓  $\vec{a} + \vec{b} = (a_1 + a_2)\hat{i} + (b_1 + b_2)\hat{j} + (c_1 + c_2)\hat{k}$
  - ✓  $\vec{a} - \vec{b} = (a_1 - a_2)\hat{i} + (b_1 - b_2)\hat{j} + (c_1 - c_2)\hat{k}$
  - ✓  $\vec{a} \cdot \vec{b} = a_1a_2 + b_1b_2 + c_1c_2 = |\vec{a}||\vec{b}| \cos \theta$
  - ✓  $\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = |\vec{a}||\vec{b}| \sin \theta \hat{n}$
- Angle between the vectors,  $\theta = \cos^{-1} \left( \frac{\vec{a} \cdot \vec{b}}{|\vec{a}||\vec{b}|} \right)$  or  $\theta = \sin^{-1} \left( \frac{|\vec{a} \times \vec{b}|}{|\vec{a}||\vec{b}|} \right)$
- Projection of a vector  $\vec{a}$  on the vector  $\vec{b}$  is given by  $\frac{1}{|\vec{b}|} (\vec{a} \cdot \vec{b})$

## Vector Components

- If  $\vec{a} = a_1\hat{i} + b_1\hat{j} + c_1\hat{k}$  then unit vector in the direction of  $\vec{a}$  is given by  $\hat{a} = \frac{1}{|\vec{a}|} \cdot \vec{a}$
- If  $P(x_1, y_1, z_1)$  and  $Q(x_2, y_2, z_2)$  are two given points then the vector equation of the line  $\overline{PQ} = (x_2 - x_1)\hat{i} + (y_2 - y_1)\hat{j} + (z_2 - z_1)\hat{k}$

## Section Formula

- If the point R divides the line joining the position vector of P and Q in the ratio  $m:n$ , then the position vector of R is given by:
  - ✓ Internally,  $\vec{r} = \frac{m\vec{b} + n\vec{a}}{m+n}$
  - ✓ Externally,  $\vec{r} = \frac{m\vec{b} - n\vec{a}}{m-n}$

## Area

- If  $\vec{a}$  and  $\vec{b}$  are the adjacent sides of a triangle then its area is given by  $\frac{1}{2}|\vec{a} \times \vec{b}|$
- If  $\vec{a}$  and  $\vec{b}$  are the adjacent sides of a parallelogram then its area is given by  $|\vec{a} \times \vec{b}|$

## Vector Properties

- If  $\vec{a} = a_1\hat{i} + b_1\hat{j} + c_1\hat{k}$  and  $\vec{b} = a_2\hat{i} + b_2\hat{j} + c_2\hat{k}$ , they are collinear if  $\frac{a_1}{a_2} = \frac{b_1}{b_2} = \frac{c_1}{c_2}$

### ➤ Dot Product:

- If  $\vec{a} \perp \vec{b}$  then  $\theta = \frac{\pi}{2}$  hence  $\vec{a} \cdot \vec{b} = 0$
- If  $\vec{a} \parallel \vec{b}$  then  $\theta = 0$  hence  $\vec{a} \cdot \vec{b} = |\vec{a}||\vec{b}|$
- If  $\theta = \pi$  then  $\vec{a} \cdot \vec{b} = -|\vec{a}||\vec{b}|$
- Cauchy-Schwartz inequality:  $|\vec{a} \cdot \vec{b}| \leq |\vec{a}||\vec{b}|$
- Triangle inequality:  $|\vec{a} + \vec{b}| \leq |\vec{a}| + |\vec{b}|$
- $\hat{i} \cdot \hat{i} = \hat{j} \cdot \hat{j} = \hat{k} \cdot \hat{k} = 1$  and  $\hat{i} \cdot \hat{j} = \hat{j} \cdot \hat{k} = \hat{k} \cdot \hat{i} = 0$

### ➤ Cross Product:

- $\vec{a} \parallel \vec{b}$  then  $\theta = 0$  hence  $\vec{a} \times \vec{b} = 0$
  - If  $\vec{a} \perp \vec{b}$  then  $\theta = \frac{\pi}{2}$  hence  $\vec{a} \times \vec{b} = |\vec{a}||\vec{b}|$
  - $\hat{i} \times \hat{i} = \hat{j} \times \hat{j} = \hat{k} \times \hat{k} = 0$  and  $\hat{i} \times \hat{j} = \hat{k}$ ,  $\hat{j} \times \hat{k} = \hat{i}$  &  $\hat{k} \times \hat{i} = \hat{j}$
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## HOW LEARNING HAPPENS HERE

- ✓ **CONCEPT CLARITY** FIRST
- ✓ **REGULAR TESTS + FEEDBACK**
- ✓ **DOUBT CLEARING** SESSIONS
- ✓ **PERSONAL ATTENTION** TO EVERY STUDENT
- ✓ **NO ROTE** LEARNING METHODS

**RESULTS** ARE A BY-PRODUCT OF THE PROCESS

## IS THIS COACHING CENTRE RIGHT FOR YOUR CHILD?

### DOES YOUR CHILD

- ✓ **STRUGGLE** WITH CONCEPT?
- ✓ **NEED PERSONAL ATTENTION?**
- ✓ **AFRAID** OF MATHS & SCIENCE?
- ✓ **WANT STRONG FUNDAMENTALS?**
- ✓ **HATE ROTE** LEARNING?

IF **YES**, THEN YOU'RE IN THE RIGHT PLACE.

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