

## READABLE NOTES

- Direction cosines of a line: Direction cosines of a line are the cosines of the angles made by the line with the positive directions of the coordinate axes.
- If  $l, m, n$  are the direction cosines of a line, then  $l^2 + m^2 + n^2 = 1$
- Direction cosines of a line joining two points  $P(x_1, y_1, z_1)$  and  $Q(x_2, y_2, z_2)$  are  $\frac{x_2 - x_1}{PQ}, \frac{y_2 - y_1}{PQ}, \frac{z_2 - z_1}{PQ}$

where  $PQ = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$

- Direction ratios of a line are the numbers which are proportional to the direction cosines of a line.
- If  $l, m, n$  are the direction cosines and  $a, b, c$  are the direction ratios of a line

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

- **Skew lines:** Skew lines are lines in space which are neither parallel nor intersecting. They lie in different planes.
- **Angle between two skew lines:** Angle between skew lines is the angle between two intersecting lines drawn from any point (preferably through the origin) parallel to each of the skew lines.
- If  $l_1, m_1, n_1$  and  $l_2, m_2, n_2$  are the direction cosines of two lines; and  $\theta$  is the acute angle between the two lines; then,

- Vector equation of a line that passes through the given point whose position vector is  $\vec{a}$  and parallel to a given vector  $\vec{b}$  is  $\vec{r} = \vec{a} + \lambda \vec{b}$
- Equation of a line through a point  $(x_1, y_1, z_1)$  and having direction cosines  $l, m, n$  is  $\frac{x - x_1}{l} = \frac{y - y_1}{m} = \frac{z - z_1}{n}$
- The vector equation of a line which passes through two points whose position vectors are  $\vec{a}$  and  $\vec{b}$  is  $\vec{r} = \vec{a} + \lambda(\vec{b} - \vec{a})$

- Cartesian equation of a line that passes through two points  $(x_1, y_1, z_1)$  and  $(x_2, y_2, z_2)$  is  $\frac{x-x_1}{x_2-x_1} = \frac{y-y_1}{y_2-y_1} = \frac{z-z_1}{z_2-z_1}$
- If  $\theta$  is the acute angle between  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \lambda \vec{b}_2$  then,
  - If  $\frac{x-x_1}{l_1} = \frac{y-y_1}{m_1} = \frac{z-z_1}{n_1}$  and  $\frac{x-x_2}{l_2} = \frac{y-y_2}{m_2} = \frac{z-z_2}{n_2}$  are the equations of two lines, then the acute angle between the two lines is given by  $\cos \theta = \frac{|l_1 l_2 + m_1 m_2 + n_1 n_2|}{\sqrt{(l_1^2 + m_1^2 + n_1^2)(l_2^2 + m_2^2 + n_2^2)}}$
  - Shortest distance between two skew lines is the line segment perpendicular to both the lines.
  - Shortest distance between  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \lambda \vec{b}_2$  is
  - Shortest distance between the lines:  $\frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1}$  and  $\frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$  is

$$\frac{\begin{vmatrix} x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}}{\sqrt{(b_1 c_2 - b_2 c_1)^2 + (c_1 a_2 - c_2 a_1)^2 + (a_1 b_2 - a_2 b_1)^2}}$$

- Distance between parallel lines  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \lambda \vec{b}_2$  is
- In the vector form, equation of a plane which is at a distance  $d$  from the origin, and  $\hat{n}$  is the unit vector normal to the plane through the origin is  $\vec{r} \cdot \hat{n} = d$
- Equation of a plane which is at a distance of  $d$  from the origin and the direction cosines of the normal to the plane as  $l, m, n$  is  $lx + my + nz = d$ .
- The equation of a plane through a point whose position vector is  $\vec{a}$  and perpendicular to the vector  $\vec{N}$  is  $(\vec{r} - \vec{a}) \cdot \vec{N} = 0$ .
- Equation of a plane perpendicular to a given line with direction ratios  $A, B, C$  and passing through a given point  $(x_1, y_1, z_1)$  is  $A(x - x_1) + B(y - y_1) + C(z - z_1) = 0$

- Equation of a plane passing through three non collinear points  $(x_1, y_1, z_1)$

$$, (x_2, y_2, z_2) \text{ and } (x_3, y_3, z_3) \text{ is } \begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ x_3-x_1 & y_3-y_1 & z_3-z_1 \end{vmatrix} = 0$$

- Vector equation of a plane that contains three non collinear points having position vectors  $\vec{a}$ ,  $\vec{b}$  and  $\vec{c}$  is .

- Equation of a plane that cuts the coordinates axes

$$\text{at } (a, 0, 0), (0, b, 0) \text{ and } (0, 0, c) \text{ is } \frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$$

- Vector equation of a plane that passes through the intersection of planes  $\vec{r} \cdot \vec{n}_1 = d_1$  and  $\vec{r} \cdot \vec{n}_2 = d_2$  is  $\vec{r} \cdot (\vec{n}_1 - \lambda \vec{n}_2) = d_1 + \lambda d_2$ , where  $\lambda$  is any non-zero constant.

- Cartesian equation of a plane that passes through the intersection of two given planes  $A_1x + B_1y + C_1z + D_1 = 0$  and  $A_2x + B_2y + C_2z + D_2 = 0$  is  $(A_1x + B_1y + C_1z + D_1) + \lambda(A_2x + B_2y + C_2z + D_2) = 0$

- Two lines  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \mu \vec{b}_2$  are coplanar if

- Two planes  $a_1x + b_1y + c_1z + d_1 = 0$  and  $a_2x + b_2y + c_2z + d_2 = 0$  are

$$\text{coplanar if } \begin{vmatrix} x_2-x_1 & y_2-y_1 & z_2-z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0$$

- In the vector form, if  $\theta$  is the angle between the two planes,  $\vec{r} \cdot \vec{n}_1 = d_1$  and  $\vec{r} \cdot \vec{n}_2 = d_2$ , then

- The angle  $\phi$  between the line  $\vec{r} = \vec{a} + \lambda \vec{b}$  and the

$$\text{plane } \vec{r} \cdot \hat{n} = d \text{ is } \sin \phi = \frac{\vec{b} \cdot \hat{n}}{|\vec{b}| |\hat{n}|}$$

- The angle  $\theta$  between the planes  $A_1x + B_1y + C_1z + D_1 = 0$  and  $A_2x + B_2y + C_2z + D_2 = 0$  is given

$$\text{by } \cos \theta = \frac{|A_1A_2 + B_1B_2 + C_1C_2|}{\sqrt{A_1^2 + B_1^2 + C_1^2} \sqrt{A_2^2 + B_2^2 + C_2^2}}$$

- The distance of a point whose position vector is  $\vec{a}$  from the plane  $\vec{r} \cdot \hat{n} = d$  is  $|d - \vec{a} \cdot \hat{n}|$ .
- The distance from a point  $(x_1, y_1, z_1)$  to the plane  $Ax + By + Cz + D = 0$  is  $\left| \frac{Ax_1 + By_1 + Cz_1 + D}{\sqrt{A^2 + B^2 + C^2}} \right|$
- Equation of any plane that is parallel to a plane that is parallel to a plane  $Ax + By + Cz + D = 0$  is  $Ax + By + Cz + k = 0$ , where  $k$  is a different constant other than  $D$ .