

(i) two skew lines is the line segment perpendicular to both the lines  
 (ii)  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \mu \vec{b}_2$  is  $\frac{(\vec{b}_1 \times \vec{b}_2) \cdot (\vec{a}_2 - \vec{a}_1)}{|\vec{b}_1 \times \vec{b}_2|}$   
 (iii)  $\frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1}$  and  $\frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$  is  

$$\frac{\begin{vmatrix} x_2-x_1 & y_2-y_1 & z_2-z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}}{\begin{vmatrix} a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}}$$
  

$$\frac{\sqrt{(h_1 c_2 - b_2 c_1)^2 + (c_1 a_2 - c_2 a_1)^2 + (a_1 b_2 - a_2 b_1)^2}}{\vec{b}_1 \times \vec{b}_2 \cdot (\vec{a}_2 - \vec{a}_1)}$$
  
 (iv) Parallel line  $\vec{r} = \vec{a}_1 + \lambda \vec{b}$  and  $\vec{r} = \vec{a}_2 + \mu \vec{b}$  is  $\frac{\vec{b} \times (\vec{a}_2 - \vec{a}_1)}{|\vec{b}|}$

(i) which is at distance 'd' from origin and D.C.s of the normal to the plane as  $l, m, n$  is  $lx + my + nz = d$ .  
 (ii)  $\perp r$  to a given line with D.Rs.  $A, B, C$  and passing through  $(x_0, y_0, z_0)$  is  $A(x-x_0) + B(y-y_0) + C(z-z_0) = 0$   
 (iii) Passing through three non-collinear points  $(x_0, y_0, z_0), (x_1, y_1, z_1), (x_2, y_2, z_2)$  is  

$$\begin{vmatrix} x-x_0 & y-y_0 & z-z_0 \\ x_1-x_0 & y_1-y_0 & z_1-z_0 \\ x_2-x_0 & y_2-y_0 & z_2-z_0 \end{vmatrix} = 0$$

(i) which contains three non-collinear points having position vectors  $\vec{a}, \vec{b}, \vec{c}$  is  $(\vec{r}-\vec{a}) \cdot [(\vec{b}-\vec{a}) \times (\vec{c}-\vec{a})] = 0$ .  
 (ii) That passes through the intersection of planes  $\vec{r} \cdot \vec{n}_1 = d_1$  &  $\vec{r} \cdot \vec{n}_2 = d_2$  is  $\vec{r} (\vec{n}_1 + \lambda \vec{n}_2) = d_1 + \lambda d_2$ ,  $\lambda$  non-zero constant.

Two lines  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1, \vec{r} = \vec{a}_2 + \mu \vec{b}_2$  are coplanar if  $(\vec{a}_2 - \vec{a}_1) \cdot (\vec{b}_1 \times \vec{b}_2) = 0$ . Equation of a plane that cuts co-ordinate axes at  $(a, 0, 0), (0, b, 0), (0, 0, c)$  is  $\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$ .

The distance of a point with position vector  $\vec{a}$  from the plane  $\vec{r} \cdot \vec{n} = d$  is  $d - |\vec{a} \cdot \vec{n}|$ . The distance from a point  $(x_1, y_1, z_1)$  to the plane  $Ax + By + Cz + D = 0$  is  $\frac{|Ax_1 + By_1 + Cz_1 + D|}{\sqrt{A^2 + B^2 + C^2}}$

If ' $\theta$ ' is the acute angle between  $\vec{r} = \vec{a}_1 + \lambda \vec{b}_1, \vec{r} = \vec{a}_2 + \mu \vec{b}_2$  then,  $\cos \theta = \frac{|\vec{b}_1 \cdot \vec{b}_2|}{|\vec{b}_1| |\vec{b}_2|}$   
 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 acute angle between them is  $\cos \theta = \frac{|l_1 l_2 + m_1 m_2 + n_1 n_2|}{\sqrt{l_1^2 + m_1^2 + n_1^2} \sqrt{l_2^2 + m_2^2 + n_2^2}}$

