

**MATHEMATICS**

1. 
$$\begin{matrix} & & B(4\hat{i} + 5\hat{j} + \lambda\hat{k}) \\ & \swarrow & \\ A & & C(3\hat{i} + 9\hat{j} + 4\hat{k}) \\ (-\hat{j} - \hat{k}) & \searrow & \\ & & D(-4\hat{i} + 4\hat{j} + 4\hat{k}) \end{matrix}$$

$$[\overline{AB} \quad \overline{AC} \quad \overline{AD}] = \begin{vmatrix} 4 & 6 & \lambda+1 \\ 3 & 10 & 5 \\ -4 & 5 & 5 \end{vmatrix} = 0 \quad \Rightarrow \quad \lambda = 1$$

2. 
$$[\vec{a} \quad \vec{b} \quad \vec{c}]^2 = \begin{vmatrix} 1 & \frac{\sqrt{3}}{2} & \frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & 1 & \frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & \frac{\sqrt{3}}{2} & 1 \end{vmatrix} = \frac{3\sqrt{3}-5}{4}$$

$$\text{Volume} = \frac{1}{6}[\vec{a} \quad \vec{b} \quad \vec{c}] = \frac{\sqrt{3\sqrt{3}-5}}{12}$$

3. 
$$\begin{vmatrix} 2 & k+1 & -1 \\ 2 & 3 & 4 \\ 1 & 2 & 1 \end{vmatrix} = 0 \quad \Rightarrow \quad k = \frac{9}{2}$$

4. Let  $\overline{PQ} = x\hat{i} + y\hat{j} + z\hat{k}$   $\therefore d^2 = x^2 + y^2 + z^2$

Now, projection of  $\overline{PQ}$  on xy-plane is  $d_1$   $\therefore d^2 = d_1^2 + z^2$

similarly  $d^2 = d_2^2 + x^2$

$d^2 = d_3^2 + y^2$   $\therefore d_1^2 + d_2^2 + d_3^2 = 2d^2$

5.  $\vec{a} \times \vec{b} = \vec{c}$

$$\Rightarrow \vec{a} \times (\vec{a} \times \vec{b}) = \vec{a} \times \vec{c} \quad \Rightarrow \quad 3\vec{a} - 3\vec{b} = -2\hat{i} + \hat{j} + \hat{k} \quad \Rightarrow \quad \vec{b} = \frac{1}{3}(5\hat{i} + 2\hat{j} + 2\hat{k})$$

6.  $\vec{a} \quad \vec{b} \quad \vec{c}$  non coplanar

$$\Rightarrow \vec{a} \times \vec{b}, \vec{b} \times \vec{c}, \vec{c} \times \vec{a} \text{ are also non-coplanar}$$

$$\Rightarrow \vec{a} = \lambda \vec{b} \times \vec{c} + \mu \vec{c} \times \vec{a} + \nu \vec{a} \times \vec{b} \quad \Rightarrow \quad \vec{a} \cdot \vec{a} = \lambda[\vec{a} \quad \vec{b} \quad \vec{c}]$$

similarly  $\mu$  &  $\nu$   $\therefore$  
$$\vec{a} = \frac{(\vec{a} \cdot \vec{a})(\vec{b} \times \vec{c})}{[\vec{a} \quad \vec{b} \quad \vec{c}]} + \frac{(\vec{a} \cdot \vec{b})(\vec{c} \times \vec{a})}{[\vec{a} \quad \vec{b} \quad \vec{c}]} + \frac{(\vec{a} \cdot \vec{c})(\vec{a} \times \vec{b})}{[\vec{a} \quad \vec{b} \quad \vec{c}]}$$

7. Let  $\vec{a}, \vec{b}, \vec{c}$  and  $\vec{d}$  be unit vectors along  $L_1, L_2, L_3$  &  $L$  respectively

$$\Rightarrow \vec{a} \cdot \vec{d} = \vec{b} \cdot \vec{d} = \vec{c} \cdot \vec{d} \quad \Rightarrow \quad (\vec{a} - \vec{b}) \cdot \vec{d} = 0$$

$$(\vec{b} - \vec{c}) \cdot \vec{d} = 0 \quad \& \quad (\vec{c} - \vec{a}) \cdot \vec{d} = 0 \quad \Rightarrow \quad \text{is perpendicular to plane } \pi$$

$$\begin{aligned}
 8. \quad \text{Required area} &= \frac{1}{2} |\overline{BE} \times \overline{DE} + \overline{EC} \times \overline{DE}| \\
 &= \frac{1}{2} |\overline{BC} \times \overline{DE}| \\
 &= \frac{1}{2} |(-\hat{i} + 4\hat{j}) \times (4\hat{i} - 2\hat{j})| = 7
 \end{aligned}$$

$$9. \quad \sin\alpha + 2\sin 2\beta + 3\sin 3\gamma = 1 \quad \dots(1)$$

$$\text{also } |\sin\alpha + 2\sin 2\beta + 3\sin 3\gamma| \leq \sqrt{1+4+9} \sqrt{\sin^2\alpha + \sin^2 2\beta + \sin^2 3\gamma} \text{ as } |\vec{p} \cdot \vec{q}| \leq |\vec{p}| |\vec{q}|$$

$$\therefore \sin^2\alpha + \sin^2 2\beta + \sin^2 3\gamma \geq \frac{1}{14}$$

$$10. \quad \text{Let } \vec{r}_1 = a\hat{i} + b\hat{j} + c\hat{k} \text{ \& } \vec{r}_2 = x\hat{i} + y\hat{j} + z\hat{k}$$

$$\therefore \vec{r}_1 \cdot \vec{r}_2 = |\vec{r}_1| |\vec{r}_2| \quad \therefore \vec{r}_1 \parallel \vec{r}_2 \quad \Rightarrow \quad \frac{a}{x} = \frac{b}{y} = \frac{c}{z}$$

$$11. \quad \vec{c} = \vec{a} \times \vec{c} + \vec{b}$$

$$\Rightarrow |\vec{c} - \vec{b}| = |\vec{a} \times \vec{c}| \quad \Rightarrow \quad c^2 + 1 - 2\vec{b} \cdot \vec{c} = c^2 \sin^2\theta, \text{ where } \theta = \vec{a} \wedge \vec{c}$$

$$\Rightarrow 2\vec{b} \cdot \vec{c} = c^2 \cos^2\theta + 1 \quad \Rightarrow \quad 2\vec{b} \cdot (\vec{a} \times \vec{c} + \vec{b}) = c^2 \cos^2\theta + 1$$

$$\Rightarrow -2[\vec{a} \vec{b} \vec{c}] + 2 = c^2 \cos^2\theta + 1 \quad \Rightarrow \quad 2[\vec{a} \vec{b} \vec{c}] = 1 - c^2 \cos^2\theta \leq 1 \quad \Rightarrow \quad [\vec{a} \vec{b} \vec{c}] \leq 1/2$$

$$12. \quad \text{Let } \vec{d} = \alpha\vec{a} + \beta\vec{b} + \gamma\vec{c}$$

$$\text{Now } \vec{d} \cdot \vec{b} \times \vec{c} = 2\alpha$$

$$\vec{d} \cdot \vec{c} \times \vec{a} = 2\beta$$

$$\vec{d} \cdot \vec{a} \times \vec{b} = 2\gamma$$

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

$$\text{Now, } (\vec{a} \times \vec{b}) \times (\vec{c} \times \vec{d}) + (\vec{b} \times \vec{c}) \times (\vec{a} \times \vec{d}) + (\vec{c} \times \vec{a}) \times (\vec{b} \times \vec{d})$$

$$= [\vec{a} \vec{b} \vec{d}] \vec{c} - 2\vec{d} + [\vec{b} \vec{c} \vec{d}] \vec{a} - 2\vec{d} + [\vec{c} \vec{a} \vec{d}] \vec{b} - 2\vec{d} = -4\vec{d}$$

$$13. \quad \text{Let equation of plane is } \frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$$

$$\text{Given that } \frac{1}{a} + \frac{1}{b} + \frac{1}{c} = \lambda \quad \therefore \text{fixed point is } \left( \frac{1}{\lambda}, \frac{1}{\lambda}, \frac{1}{\lambda} \right)$$

$$14. \quad \begin{array}{l} \text{Diagram showing two lines in 3D space.} \\ \text{Line 1: } x = y + 1 = z \\ \text{Point P: } (\lambda, \lambda - 1, \lambda) \\ \text{Line 2: } \frac{x+1}{2} = \frac{y}{1} = \frac{z}{1} \\ \text{Point Q: } (2\mu - 1, \mu, \mu) \\ \text{DR's: } 2, 1, 2 \end{array}$$

$$\frac{2\mu - \lambda - 1}{2} = \frac{\mu - \lambda + 1}{1} = \frac{\mu - \lambda}{2} \quad \Rightarrow \quad \lambda = 3 \text{ \& } \mu = 1$$

$$15. \quad \vec{r} = x(\vec{a} \times \vec{b}) + y(\vec{b} \times \vec{c}) + z(\vec{c} \times \vec{a})$$

$$\text{dot with } \vec{a}, \vec{b} \text{ \& } \vec{c} \quad \Rightarrow \quad x = \frac{\vec{r} \cdot \vec{c}}{[\vec{a} \vec{b} \vec{c}]} \text{ and so on}$$

$$\Rightarrow \vec{r} [\vec{a} \vec{b} \vec{c}] = \frac{1}{2} (\vec{a} \times \vec{b} + \vec{b} \times \vec{c} + \vec{c} \times \vec{a}) \Rightarrow \text{Ar } \Delta ABC = |[\vec{a} \vec{b} \vec{c}] \vec{r}|$$

16. Line of intersect of plane (1) and (2) is  $\frac{x}{\cos \gamma} = \frac{y}{\cos \beta} = \frac{z}{\cos \alpha}$   
which passes through origin and is perpendicular to the normal of the third plane

17.  $\cos \alpha = \frac{\vec{r}_1 \cdot \vec{r}_2}{|\vec{r}_1| |\vec{r}_2|} = \frac{(a+c) \cos \theta + b\sqrt{2} \sin \theta + \sqrt{3}(a-c)}{\sqrt{a^2 + b^2 + c^2} \sqrt{8}}$   
for ' $\alpha$ ' to be independent of  $\theta$ ,  $a + c = 0$  &  $b = 0$

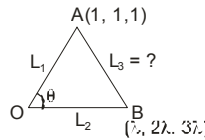
18.  $\vec{r}_1 = \hat{i} \times (\hat{i} + \hat{j}) = \hat{k}$   
 $\vec{r}_2 = (\hat{i} - \hat{j}) \times (\hat{i} + \hat{k}) = -\hat{i} - \hat{j} + \hat{k}$   
Now  $\vec{a} = \lambda(\vec{r}_1 \times \vec{r}_2) = \lambda(\hat{i} - \hat{j})$

19.  $\vec{c} = (2\vec{a} \times \vec{b}) - 3\vec{b}$   
 $\Rightarrow \vec{b} \cdot \vec{c} = -3|\vec{b}|^2 \dots(1)$   
also,  $|\vec{c}|^2 = 4|\vec{a} \times \vec{b}|^2 + 9|\vec{b}|^2 - 6\vec{b} \cdot (2\vec{a} \times \vec{b}) \Rightarrow |\vec{c}|^2 = 4[|\vec{a}|^2 |\vec{b}|^2 - (\vec{a} \cdot \vec{b})^2] + 9|\vec{b}|^2$   
 $\Rightarrow |\vec{c}|^2 = 48 \Rightarrow |\vec{c}| = 4\sqrt{3} \dots(2)$   
 $\therefore \cos \theta = \frac{\vec{b} \cdot \vec{c}}{|\vec{b}| |\vec{c}|} = \frac{-3|\vec{b}|^2}{|\vec{b}| |\vec{c}|} = \frac{-\sqrt{3}}{2}$

20.  $\cos \theta = \frac{6}{\sqrt{42}} \Rightarrow \sin \theta = \frac{\sqrt{6}}{\sqrt{42}}$

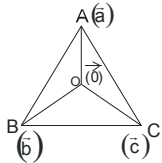
Area  $\Delta OAB = \frac{1}{2} (OA)(OB) \sin \theta$

$= \frac{1}{2} (\sqrt{3}) |\lambda| (\sqrt{14}) \frac{\sqrt{6}}{\sqrt{42}} = \sqrt{6}$



$\Rightarrow \lambda = \pm 2$

21.  $\vec{a} + 2\vec{b} + 3\vec{c} = 0$   
Taking cross product with  $\vec{a}$  and  $\vec{b}$ ,



$\vec{a} \times \vec{b} = \frac{3}{2} (\vec{c} \times \vec{a}) = 3(\vec{b} \times \vec{c})$  Now  $\Delta = \frac{1}{2} |\vec{a} \times \vec{b} + \vec{b} \times \vec{c} + \vec{c} \times \vec{a}| = \frac{1}{2} |2\vec{a} \times \vec{b}| = \frac{1}{2} \cdot 3 |\vec{c} \times \vec{a}| = \frac{1}{2} \cdot 6 |\vec{b} \times \vec{c}|$

22. Let  $\hat{r}$  be the new vector  $\Rightarrow \hat{r} = \lambda \hat{k} + \mu (\hat{i} + \hat{j})$   
 $\hat{r} \cdot \hat{k} = -\frac{1}{\sqrt{2}} \quad \& \quad |\hat{r}| = 1 \quad \lambda = -\frac{1}{\sqrt{2}} \quad \& \quad \mu = \pm \frac{1}{2}$

23. Apply VTP to get  $(1 + \hat{a} \cdot \hat{b})(\hat{b} - \hat{a})$

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

25.  $(a_1 + a_2) + \sin^2 x(a_3 - 2a_2) = 0 \Rightarrow a_1 + a_2 = 0$   
 &  $a_3 - 2a_2 = 0 \Rightarrow \frac{a_1}{-1} = \frac{a_2}{1} = \frac{a_3}{2} = \lambda$

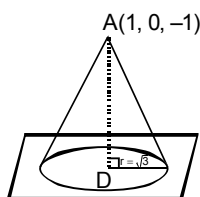
26.  $\vec{q} \times \vec{r} = \vec{p}$   
 $(\vec{q} \times \vec{r}) \times \vec{q} = \vec{p} \times \vec{q} = \vec{r}$   
 $\Rightarrow |\vec{q}| = 1 \text{ \& } \vec{r} \cdot \vec{q} = 0 \text{ \& } \therefore \vec{q} \times \vec{r} = \vec{p}$   
 $\Rightarrow |\vec{p}| = |\vec{r}|$

27. The rod sweeps a cone  
 AD = 1 unit

slant height  $\ell = 2$  units  $\Rightarrow r = \sqrt{3} \Rightarrow \text{volume} = \frac{1}{3} \pi r^2 h = \pi$  cubic units

also, area of circle =  $\pi(\sqrt{3})^2 = 3\pi$

& centre is foot of perpendicular of A in plane =  $(\frac{2}{3}, \frac{2}{3}, \frac{-5}{3})$



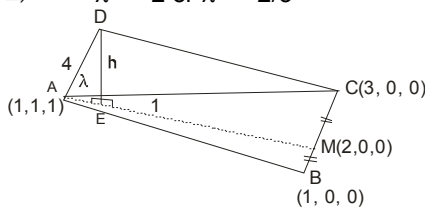
28. Volume =  $\frac{2\sqrt{2}}{3}$   
 $\Rightarrow \frac{1}{3} \cdot \frac{1}{2} \left\| \begin{matrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 1 & 1 \\ 2 & -1 & -1 \end{matrix} \right\| \times h = \frac{2\sqrt{2}}{3}$

$\Rightarrow h |\hat{j} - \hat{k}| = 2\sqrt{2} \Rightarrow h = 2$

for E, let AE : EM =  $\lambda : 1$

$\Rightarrow E = \left( \frac{2\lambda + 1}{\lambda + 1}, \frac{1}{\lambda + 1}, \frac{1}{\lambda + 1} \right)$  &  $(AE)^2 + (ED)^2 = (AD)^2$

$\Rightarrow \lambda = -2$  or  $\lambda = -2/3$



29. The plane is perpendicular to the angle bisectors of the line, which are  $\frac{2\hat{i} - 2\hat{j} - \hat{k}}{3} \pm \frac{8\hat{i} + \hat{j} - 4\hat{k}}{9}$

30.  $\vec{u} \cdot \hat{i} = |\vec{u}| \cos 60^\circ = \frac{|\vec{u}|}{2} \therefore \text{slope} = \sqrt{3}$

also  $|\vec{u} - \hat{i}|^2 = |\vec{u}|^2 - 2\hat{i} \cdot \vec{u} \Rightarrow u^2 + 1 - u = u \cdot \sqrt{u^2 + 4} - 2u \Rightarrow |\vec{u}| = \sqrt{2} - 1$

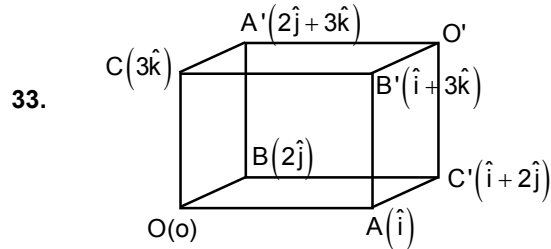
$$31. \quad \hat{p} = \frac{\hat{a} + \hat{b}}{2 \cos \frac{\pi}{6}} = \frac{\hat{a} + \hat{b}}{\sqrt{3}}$$

$$\text{Similarly } \hat{q} = \frac{\hat{b} + \hat{c}}{\sqrt{3}} \quad \& \quad \hat{r} = \frac{\hat{c} + \hat{a}}{\sqrt{3}}$$

$$\text{Now } [\hat{p} \quad \hat{q} \quad \hat{r}] = \frac{1}{3\sqrt{3}} [\hat{a} + \hat{b} \quad \hat{b} + \hat{c} \quad \hat{c} + \hat{a}] = \frac{2}{3\sqrt{3}} [\hat{a} \quad \hat{b} \quad \hat{c}]$$

32. Let required vector is  $\vec{r} = x\vec{a} + y\vec{b}$

$$\text{Now } \vec{r} \cdot \hat{c} = \pm \frac{1}{\sqrt{3}} \quad \Rightarrow \quad 2x - y = \pm 1$$



$$\text{p.v. of point D} = \overline{OD} = \frac{2\hat{i} + 2\hat{j} + 3\hat{k}}{2}$$

$$\text{p.v. of point D'} = \overline{OD'} = \frac{\hat{i} + 2\hat{j} + 6\hat{k}}{2}$$

$$\text{now } \cos\theta = \frac{\overline{OD} \cdot \overline{OD'}}{|\overline{OD}| |\overline{OD'}|} = \frac{24}{\sqrt{697}}$$

$$34. \quad \vec{a} \times (\vec{a} \times \vec{b}) = (\vec{a} \cdot \vec{b})\vec{a} - (\vec{a} \cdot \vec{a})\vec{b}$$

$$= -(\hat{i} + \hat{j} - \hat{k}) - 3(\hat{i} - \hat{j} + \hat{k}) = -4\hat{i} + 2\hat{j} - 2\hat{k} = -2(2\hat{i} - \hat{j} + \hat{k})$$

$$\text{Required unit vector} = \pm \frac{(2\hat{i} - \hat{j} + \hat{k})}{\sqrt{6}}$$

$$35. \quad [\vec{a} \times \vec{b} - \vec{c} \times \vec{a} \quad \vec{b} \times \vec{c} + 2\vec{a} \times \vec{b} \quad \vec{c} \times \vec{a} - 3\vec{b} \times \vec{c}]$$

$$= \begin{vmatrix} 1 & 0 & -1 \\ 2 & 1 & 0 \\ 0 & -3 & 1 \end{vmatrix} [\vec{a} \times \vec{b} \quad \vec{b} \times \vec{c} \quad \vec{c} \times \vec{a}] = 7[\vec{c} \times \vec{a} \quad \vec{a} \times \vec{b} \quad \vec{b} \times \vec{c}]$$

$$36. \quad \begin{vmatrix} a & a & c \\ 1 & 0 & 1 \\ c & c & b \end{vmatrix} = 0 \quad \Rightarrow \quad c^2 = ab \quad \Rightarrow \quad a, c, b \text{ are in G.P.}$$

$$37. \quad \cos\theta = \frac{\vec{p} \cdot \vec{q}}{|\vec{p}| |\vec{q}|} = \frac{ab + bc + ca}{a^2 + b^2 + c^2}$$

$\therefore$  we know that  $a^2 + b^2 + c^2 - ab - bc - ca \geq 0$  and  $(a + b + c)^2 \geq 0$

$$\therefore \quad -\frac{1}{2} \leq \frac{ab + bc + ca}{a^2 + b^2 + c^2} \leq 1 \quad \Rightarrow \quad -\frac{1}{2} \leq \cos\theta \leq 1 \quad \Rightarrow \quad \theta \in \left[0, \frac{2\pi}{3}\right]$$

38. Normal of plane  $\vec{n} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 2 & 3 \\ 3 & 1 & 2 \end{vmatrix} = \hat{i} + 7\hat{j} - 5\hat{k}$

Let equation of plane  $x + 7y - 5z + d = 0$

Now  $\left| \frac{1+14-15+d}{\sqrt{75}} \right| = \left| \frac{2+21-5+d}{\sqrt{75}} \right|$

$\Rightarrow |d| = |18 + d|$

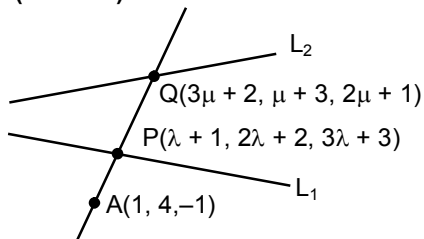
$\Rightarrow d = -9$

$\therefore$  equation of plane is  $x + 7y - 5z - 9 = 0$ .

39. Shortest distance =  $\left| (-\hat{i} - \hat{j} + 2\hat{k}) \cdot \frac{(\hat{i} + 7\hat{j} - 5\hat{k})}{\sqrt{75}} \right|$

$= \frac{18}{5\sqrt{3}} = \frac{6\sqrt{3}}{5}$

40. (38 to 40)



Now  $\vec{AP} \parallel \vec{AQ}$

$\therefore \frac{\lambda}{3\mu + 1} = \frac{2\lambda - 2}{\mu - 1} = \frac{3\lambda + 4}{2\mu + 2} \Rightarrow \lambda = 1, -\frac{1}{2}$

but  $\lambda = 1$  is not possible