Linear Combination of Vectors.

A vector **r** is said to be a linear combination of vectors **a**, **b**, **c**.... etc, if there exist scalars *x*, *y*, *z* etc., such that $\mathbf{r} = x\mathbf{a} + y\mathbf{b} + z\mathbf{c} + ...$

Examples. Vectors $\mathbf{r}_1 = 2\mathbf{a} + \mathbf{b} + 3\mathbf{c}$, $\mathbf{r}_2 = \mathbf{a} + 3\mathbf{b} + \sqrt{2}\mathbf{c}$ are linear combinations of the vectors $\mathbf{a}, \mathbf{b}, \mathbf{c}$.

(1) **Collinear and Non-collinear vectors:**Let **a** and **b** be two collinear vectors and let **x** be the unit vector in the direction of **a**. Then the unit vector in the direction of **b** is **x** or $-\mathbf{x}$ according as **a** and **b** are like or unlike parallel vectors. Now, $\mathbf{a} \neq \mathbf{a} \mid \hat{\mathbf{x}}$ and $\mathbf{b} = \pm \mid \mathbf{b} \mid \hat{\mathbf{x}}$.

$$\therefore \mathbf{a} = \left(\frac{|\mathbf{a}|}{|\mathbf{b}|}\right) |\mathbf{b}| \ \hat{\mathbf{x}} \Rightarrow \mathbf{a} = \left(\pm \frac{|\mathbf{a}|}{|\mathbf{b}|}\right) \mathbf{b} \Rightarrow \mathbf{a} = \lambda \mathbf{b} \text{, where } \lambda = \pm \frac{|\mathbf{a}|}{|\mathbf{b}|}$$

Thus, if \mathbf{a}, \mathbf{b} are collinear vectors, then $\mathbf{a} = \lambda \mathbf{b}$ or $\mathbf{b} = \lambda \mathbf{a}$ for some scalar λ .

(2) Relation between two parallel vectors

r

- (i) If **a** and **b** be two parallel vectors, then there exists a scalar k such that $\mathbf{a} = k \mathbf{b}$.
- *i.e.*, there exist two non-zero scalar quantities x and y so that $x \mathbf{a} + y \mathbf{b} = \mathbf{0}$.

If **a** and **b** be two non-zero, non-parallel vectors then $x\mathbf{a} + y\mathbf{b} = \mathbf{0} \Rightarrow x = 0$ and y = 0.

Obviously
$$x\mathbf{a} + y\mathbf{b} = \mathbf{0} \Rightarrow \begin{cases} \mathbf{a} = \mathbf{0}, \mathbf{b} = \mathbf{0} \\ \text{or} \\ x = 0, y = 0 \\ \text{or} \\ \mathbf{a} \parallel \mathbf{b} \end{cases}$$

(ii) If $\mathbf{a} = a_1\mathbf{i} + a_2\mathbf{j} + a_3\mathbf{k}$ and $\mathbf{b} = b_1\mathbf{i} + b_2\mathbf{j} + b_3\mathbf{k}$ then from the property of parallel vectors, we have

$$\mathbf{a} \parallel \mathbf{b} \Longrightarrow \frac{a_1}{b_1} = \frac{a_2}{b_2} = \frac{a_3}{b_3}$$

(3) **Test of collinearity of three points:** Three points with position vectors $\mathbf{a}, \mathbf{b}, \mathbf{c}$ are collinear iff there exist scalars x, y, z not all zero such that $x\mathbf{a} + y\mathbf{b} + z\mathbf{c} = \mathbf{0}$, where x + y + z = 0. If $\mathbf{a} = a_1\mathbf{i} + a_2\mathbf{j}$, $\mathbf{b} = b_1\mathbf{i} + b_2\mathbf{j}$ and $\mathbf{c} = c_1\mathbf{i} + c_2\mathbf{j}$, then the points with position vector $\mathbf{a}, \mathbf{b}, \mathbf{c}$ will be collinear iff $\begin{vmatrix} a_1 & a_2 & 1 \\ b_1 & b_2 & 1 \\ c_1 & c_2 & 1 \end{vmatrix} = 0$.

(4) **Test of coplanarity of three vectors:** Let **a** and **b** two given non-zero non-collinear vectors. Then any vectors **r** coplanar with **a** and **b** can be uniquely expressed as $\mathbf{r} = x\mathbf{a} + y\mathbf{b}$ for some scalars *x* and *y*.

(5) **Test of coplanarity of Four points:** Four points with position vectors $\mathbf{a}, \mathbf{b}, \mathbf{c}, \mathbf{d}$ are coplanar iff there exist scalars *x*, *y*, *z*, *u* not all zero such that $x\mathbf{a} + y\mathbf{b} + z\mathbf{c} + u\mathbf{d} = \mathbf{0}$, where

$$x+y+z+u=0.$$

Four points with position vectors

 $\mathbf{a} = a_1 \mathbf{i} + a_2 \mathbf{j} + a_3 \mathbf{k}, \quad \mathbf{b} = b_1 \mathbf{i} + b_2 \mathbf{j} + b_3 \mathbf{k}, \quad \mathbf{c} = c_1 \mathbf{i} + c_2 \mathbf{j} + c_3 \mathbf{k}, \quad \mathbf{d} = d_1 \mathbf{i} + d_2 \mathbf{j} + d_3 \mathbf{k}$ will be coplanar, *iff* $\begin{vmatrix} a_1 & a_2 & a_3 & 1 \\ b_1 & b_2 & b_3 & 1 \\ c_1 & c_2 & c_3 & 1 \\ d_1 & d_2 & d_3 & 1 \end{vmatrix} = 0$