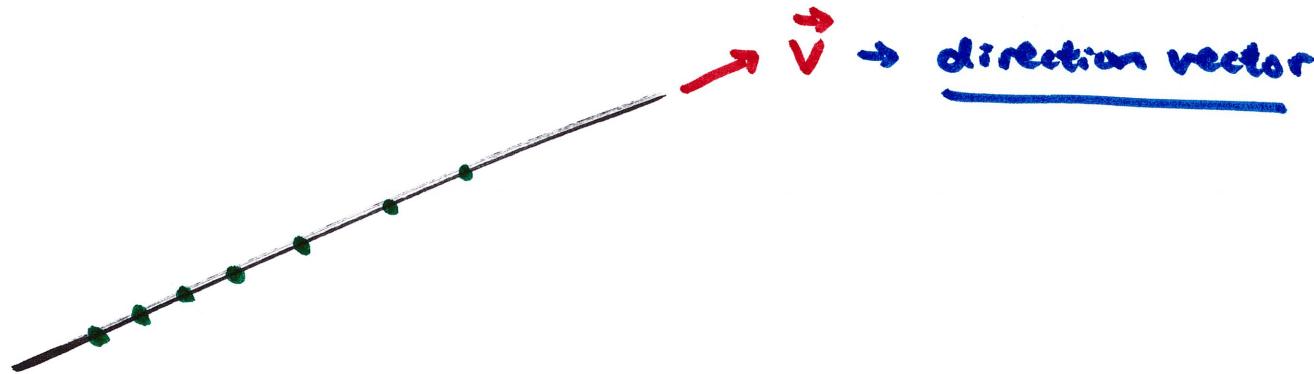


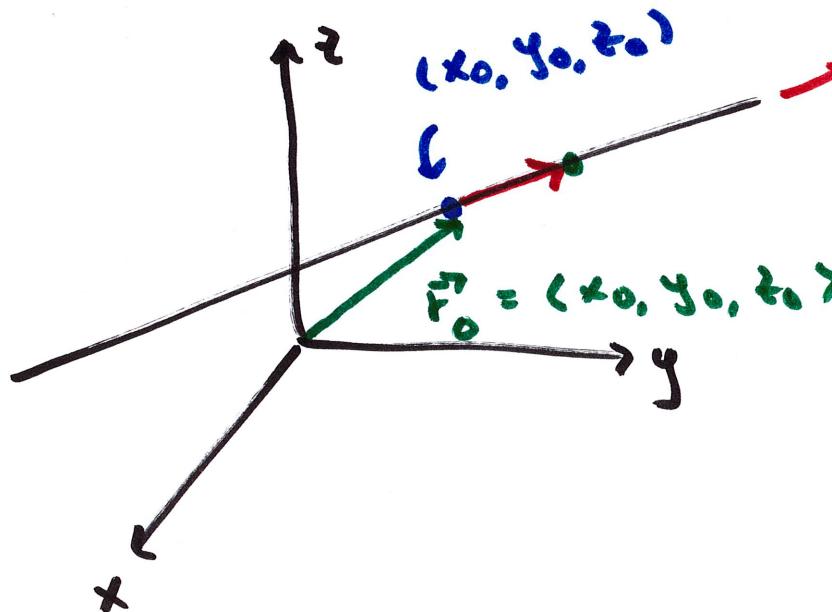
## 13.5 Lines and Planes in Space

line: a collection of points that lie along a certain direction



how to write eq. of line?

use vectors to describe location of any point



position vector of one point  
move along the direction vector  
to find next point

So, the vector form of equation of a line is

$$\vec{r}(t) = \vec{r}_0 + t\vec{v}$$

position vector  
to one point on the line

$-\infty < t < \infty$

a step along  
the line in the  
direction of  $\vec{v}$

the tip of the vector  $\vec{r}(t)$ , as we change  $t$ , traces  
out all points on the line.

if  $\vec{r}_0 = \langle x_0, y_0, z_0 \rangle$

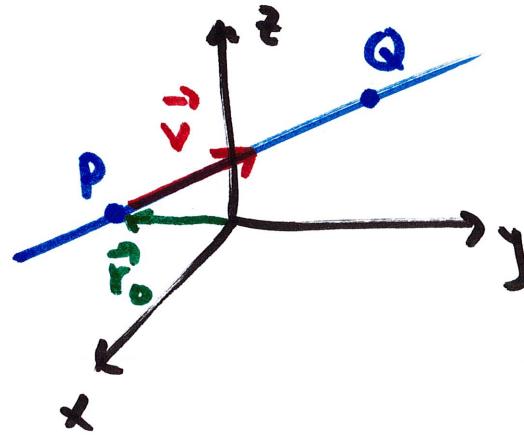
$$\vec{v} = \langle a, b, c \rangle$$

then  $\vec{r}(t) = \langle x_0, y_0, z_0 \rangle + t \langle a, b, c \rangle$

$$= \underbrace{\langle x_0 + at, y_0 + bt, z_0 + ct \rangle}_{\begin{matrix} x \\ y \\ z \end{matrix}}$$

$$\left. \begin{array}{l} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{array} \right\} \text{parametric form of line}$$

Example Line through the points  $P(0, 1, 2)$  and  $Q(-3, 4, 7)$



position vector to one point

$$\vec{r}_0 = \langle 0, 1, 2 \rangle \quad (0 \text{ is ok, too})$$

direction vector:  $\vec{v} = \vec{PQ} = \langle -3, 3, 5 \rangle$

$$\vec{r}(t) = \langle 0, 1, 2 \rangle + t \langle -3, 3, 5 \rangle$$

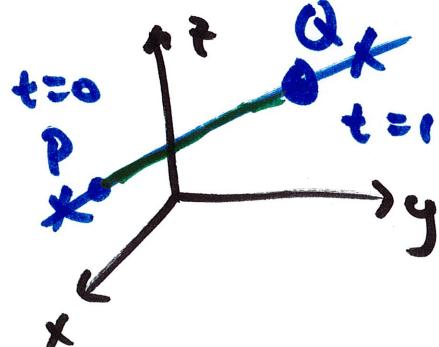
$-\infty < t < \infty$

vector form

$$\begin{aligned} x &= -3t \\ y &= 1+3t \\ z &= 2+5t \end{aligned} \quad \left. \begin{array}{l} \\ \\ \end{array} \right\} \text{parametric form.}$$

$-\infty < t < \infty$

what if we only want the line segment between  $P$  and  $Q$ ?



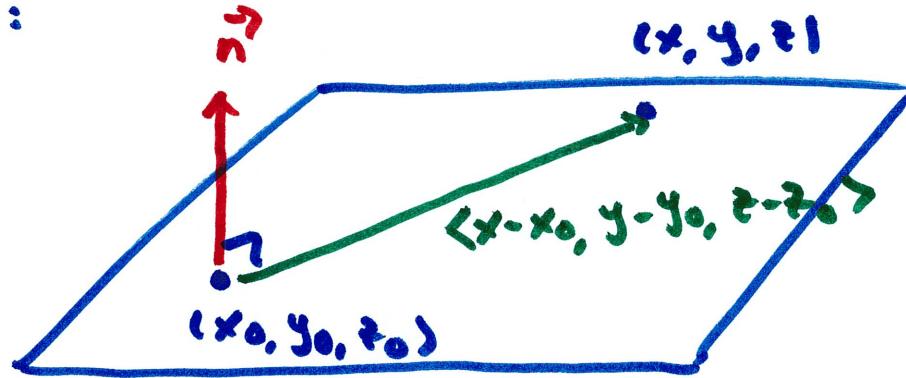
start w/  $\vec{r}(t) = \langle 0, 1, 2 \rangle + t \langle -3, 3, 5 \rangle$

note if  $t=0$ ,  $\vec{r}(0) = \langle 0, 1, 2 \rangle$   $P$

if  $t=1$ ,  $\vec{r}(1) = \langle -3, 4, 7 \rangle$   $Q$

so,  $\boxed{\vec{r}(t) = \langle 0, 1, 2 \rangle + t \langle -3, 3, 5 \rangle \quad 0 \leq t \leq 1}$

Plane :



( $x_0, y_0, z_0$ ) one point  
in the plane

$\vec{n}$ : vector perpendicular  
to the plane  
(normal vector)

( $x, y, z$ ) some other  
point in the plane

$\langle x - x_0, y - y_0, z - z_0 \rangle$  is a vector in the plane

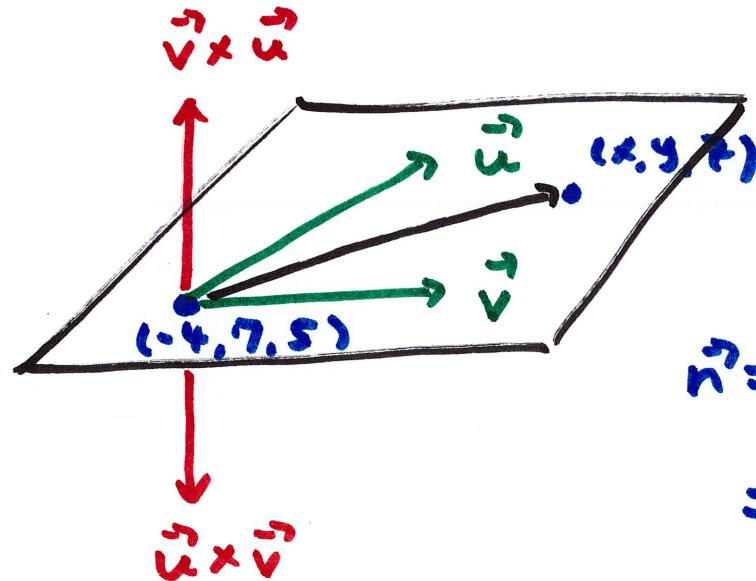
since  $\vec{n} = \langle a, b, c \rangle$  is perpendicular to the plane,  
it must be perpendicular to  $\langle x - x_0, y - y_0, z - z_0 \rangle$

$$\text{so, } \langle a, b, c \rangle \cdot \langle x - x_0, y - y_0, z - z_0 \rangle = 0$$

$$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

this is equation of a plane containing  
 $(x_0, y_0, z_0)$  and has normal vector  $\langle a, b, c \rangle$

example Equation of the plane containing  
the vectors  $\vec{u} = \langle 0, 1, 2 \rangle$ ,  $\vec{v} = \langle -1, -3, 0 \rangle$   
and passes through the point  $(-4, 7, 5)$



$$\vec{n} = \vec{v} \times \vec{u} \text{ or } \vec{u} \times \vec{v}$$

$$\begin{aligned}\vec{n} &= \vec{v} \times \vec{u} = \langle -1, -3, 0 \rangle \times \langle 0, 1, 2 \rangle \\ &= \langle -6, 2, -1 \rangle\end{aligned}$$

So, eq. of this plane is

$$\langle -6, 2, -1 \rangle$$

$$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

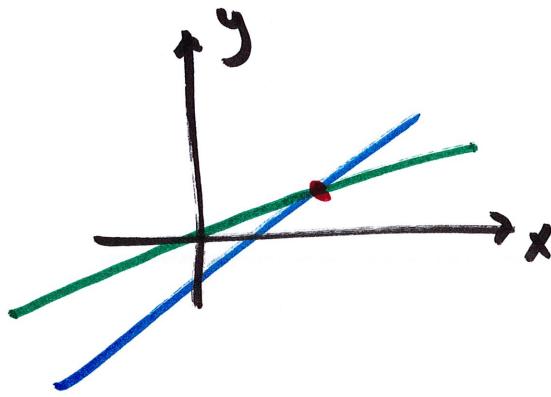


normal vector

$$-6(x - (-4)) + 2(y - 7) - 1(z - 5) = 0 \quad \boxed{-6x + 2y - z = 33}$$

a bit more about lines

in  $\mathbb{R}^2$ , if two lines are not parallel, they eventually intersect at one point

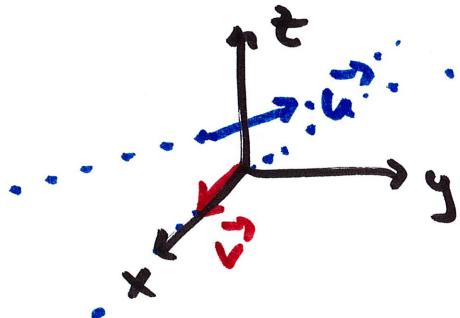


in  $\mathbb{R}^3$ , two lines are parallel if their direction vectors are parallel

if the direction vectors are not parallel, they don't necessarily intersect

for example,  $\vec{u} = \langle 1, 0, 1 \rangle + t \langle 1, 2, 3 \rangle$

$$\vec{v} = t \langle 1, 0, 0 \rangle$$



different heights, never intersect  
in this case, we say the lines are skew

example Two objects travel on the lines

Supplemental example

$$\vec{r}_1(t) = \langle 2t+3, 4t+2, 3t+5 \rangle \quad -\infty < t < \infty$$

$$\vec{r}_2(s) = \langle s+2, 3s-1, -5s+10 \rangle \quad -\infty < s < \infty$$

will the objects' paths intersect?

will the objects collide with each other?

intersect: can we find  $t, s$  such that  $\vec{r}_1(t) = \vec{r}_2(s)$ ?

collide: can we find  $t, s$  such that  $\vec{r}_1(t) = \vec{r}_2(s)$  AND  $t = s$ ?

if  $\vec{r}_1(t) = \vec{r}_2(s)$  then

$$x: 2t+3 = s+2 \quad - \textcircled{1}$$

$$y: 4t+2 = 3s-1 \quad - \textcircled{2}$$

$$z: 3t+5 = -5s+10 \quad - \textcircled{3}$$

from  $\textcircled{1}$ ,  $s = 2t+1$

Sub into  $\textcircled{2}$   $4t+2 = 3(2t+1)-1 \rightarrow \boxed{t=0 \text{ so, } s=1}$

Check if these work in  $\textcircled{3}$

$$\textcircled{3}: 3(0)+5 = -5(1)+10 ?$$

yes, so at  $t=0, s=1, \vec{r}_1(t) = \vec{r}_2(s)$  they intersect