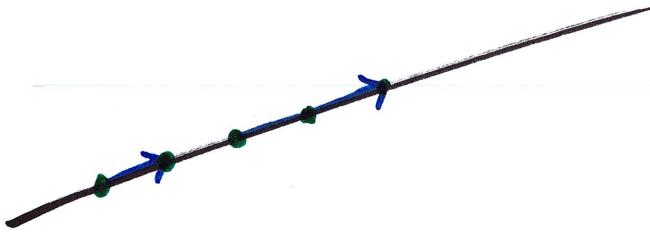


## 13.5 Lines and Planes

line



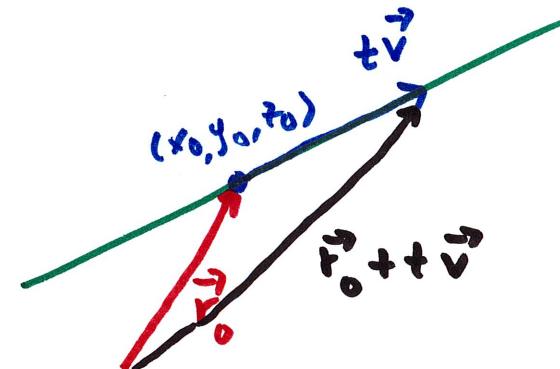
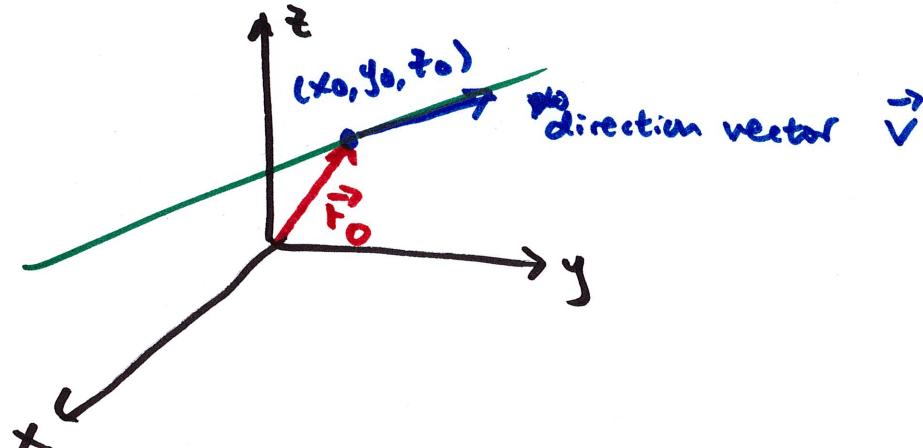
note the position vector from one point to another is always parallel to the position vector between another pair of points

this vector is called the direction vector (like a slope)

if we know the position vector from the origin to any point on the line, then together with the direction vector we can describe the line

let  $(x_0, y_0, z_0)$  be a point the line passes through

then  $\langle x_0, y_0, z_0 \rangle$  is the position vector from origin :  $\vec{r}_0$



by adjusting  $t$ , the tip of  $\vec{r}_0 + t\vec{v}$  traces out every point on the line

the vector form of equation of line :

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

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

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

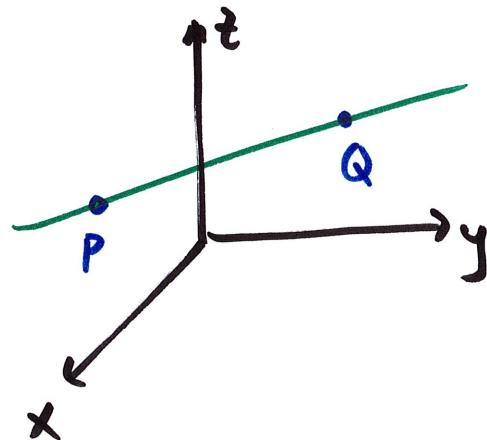
then  $\vec{r}(t) = \vec{r}_0 + t\vec{v} = \langle x_0, y_0, z_0 \rangle + t \langle a, b, c \rangle$   
 $= \langle x_0 + at, y_0 + bt, z_0 + ct \rangle$

if we write out components

$$\boxed{\begin{aligned} x &= x_0 + at \\ y &= y_0 + bt \\ z &= z_0 + ct \end{aligned}}$$

these form the  
parametric form  
of the equation of line  
( $t$  is the "parameter")

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



direction vector :  $\vec{v} = \vec{PQ}$  or  $\vec{QP}$

let's do  $\vec{PQ}$  :  $\vec{v} = \langle -3, 3, 5 \rangle$

then let  $P$  or  $Q$  be  $(x_0, y_0, z_0)$

here, let  $P$  be  $(x_0, y_0, z_0)$

position vector from origin to  $(x_0, y_0, z_0)$

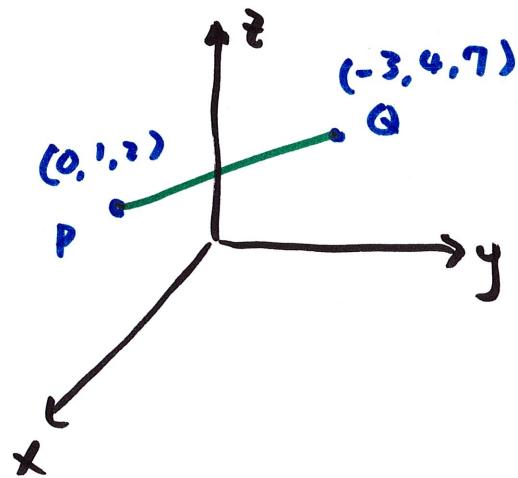
is  $\vec{r}_0 = \langle 0, 1, 2 \rangle$

equation in vector form:  $\vec{r}(t) = \vec{r}_0 + t\vec{v} = \langle 0, 1, 2 \rangle + t\langle -3, 3, 5 \rangle$   
 $-\infty < t < \infty$

parametric form:

$$x = -3t$$
$$y = 1+3t \quad -\infty < t < \infty$$
$$z = 2+5t$$

what if we just want the segment between P and Q?



Start w/ the eq. for the infinite line

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

note if  $t=0$ ,  $\vec{r}(0) = \langle 0, 1, 2 \rangle$  = position vector  
from origin to P

$t=0 \rightarrow$  point P

$t=? \rightarrow$  point Q ( $t=1$ )

so, the eq. of segment is

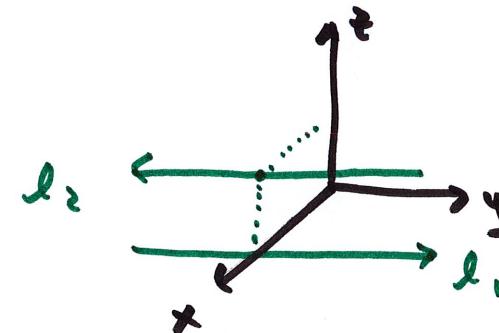
$$\boxed{\vec{r}(t) = \langle 0, 1, 2 \rangle + t \langle -3, 3, 5 \rangle}$$

$0 \leq t \leq 1$

if the direction vectors of two lines are parallel, then the two lines are parallel

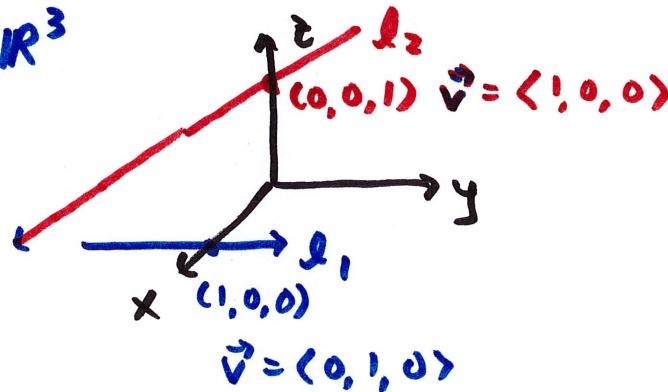
$$l_1 \vec{r}_1(t) = \langle 1, 0, 0 \rangle + t \langle 0, 1, 0 \rangle$$

$$l_2 \vec{r}_2(t) = \langle 1, 0, 1 \rangle + t \langle 0, -2, 0 \rangle$$



in  $\mathbb{R}^2$ , if two lines are not parallel, then they will intersect

not true in  $\mathbb{R}^3$



are  
these lines neither parallel  
nor will they intersect  
→ they are skew

example Two objects travel on the lines

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

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

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

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

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

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

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

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

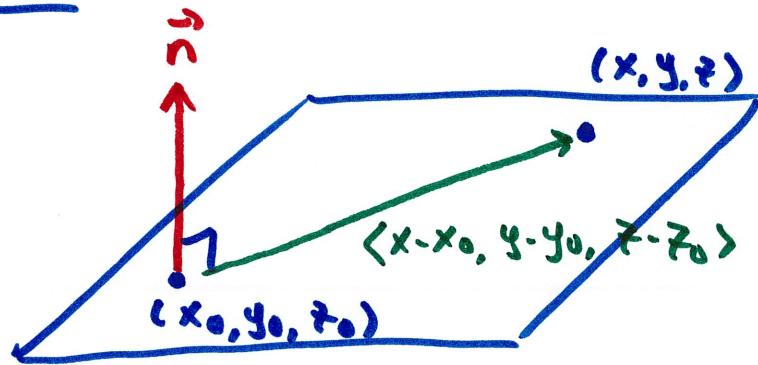
check if these work in  $\textcircled{3}$

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

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

but since  $t \neq t_0$ , the objects do NOT collide.

### Plane



$(x_0, y_0, z_0)$  : one point the plane passes through

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

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

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

then  $\vec{n} \cdot \langle x - x_0, y - y_0, z - z_0 \rangle$

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

$$\text{or } a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

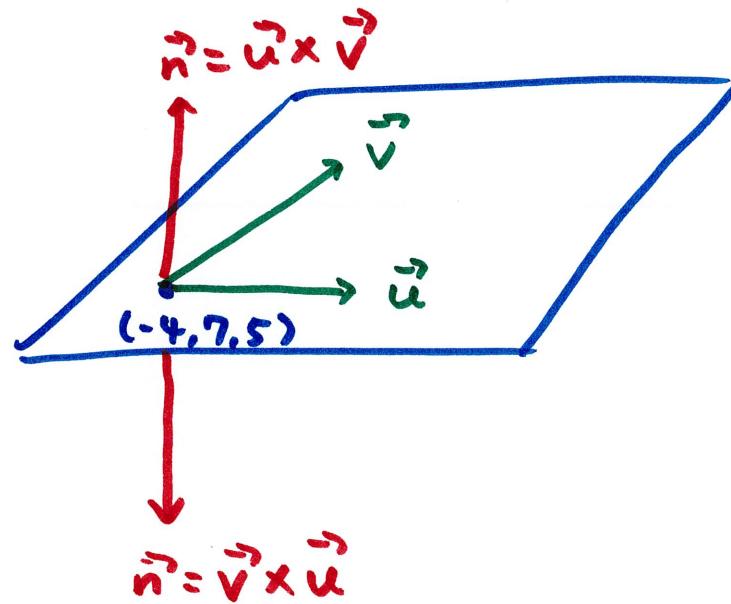
→ scalar  
=

$\langle a, b, c \rangle$  : normal vector

$(x_0, y_0, z_0)$  : a point

example equation of plane through  $(x_0, y_0, z_0)$

and containing  $\vec{u} = \langle 0, 1, 2 \rangle$  and  $\vec{v} = \langle -1, -3, 0 \rangle$



normal vector

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

$$\begin{aligned}\text{here, let } \vec{n} &= \vec{u} \times \vec{v} = \langle 0, 1, 2 \rangle \times \langle -1, -3, 0 \rangle \\ &= \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 0 & 1 & 2 \\ -1 & -3 & 0 \end{vmatrix} \\ &= \langle +6, -2, +1 \rangle\end{aligned}$$

$$\text{equation: } +6(x+4) - 2(y-7) + (z-5) = 0$$

or

$$+6x - 2y + z = 33$$