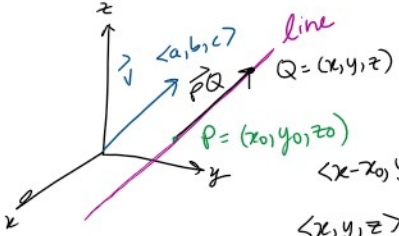


★ Lines & Planes in Space

Lines in 3D:

Q: Find the equation of the line parallel to vector  $\vec{v} = \langle a, b, c \rangle$  and through point

$P = (x_0, y_0, z_0)$



$\vec{PQ} \parallel \vec{v}$   
 $\vec{PQ} = t\vec{v}$   $t$  is a scalar

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

$\underbrace{\langle x, y, z \rangle}_{\text{dep. var}} - \underbrace{\langle x_0, y_0, z_0 \rangle}_{\vec{r}_0} = t \underbrace{\langle a, b, c \rangle}_{\substack{\text{indep. var} \\ \text{parameter}}}$

Vector equation of line  $\vec{r} = \vec{r}_0 + t\vec{v}$

↑ direction vector

another way to write

$\langle x-x_0, y-y_0, z-z_0 \rangle = t\vec{v} = \langle ta, tb, tc \rangle$

$\begin{cases} x-x_0 = ta \rightarrow \frac{x-x_0}{a} = t \\ y-y_0 = tb \rightarrow \frac{y-y_0}{b} = t \\ z-z_0 = tc \rightarrow \frac{z-z_0}{c} = t \end{cases}$

Symmetric equation of line  $\frac{x-x_0}{a} = \frac{y-y_0}{b} = \frac{z-z_0}{c}$

★ Relationships between lines:

- Two lines can be:
- ① equal
  - ② parallel
  - ③ intersecting
  - ④ skew

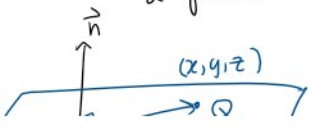
Def: Two lines that are not parallel and do not intersect are called skew

Lines share a common point?

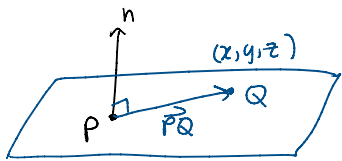
		Yes	No
Are Direction Vectors parallel?	Yes	Equal	Parallel
	No	Intersecting	Skew

Equation of a Plane:

Given a normal vector  $\vec{n} = \langle a, b, c \rangle$   
 a point  $P = (x_0, y_0, z_0)$   $\vec{PQ} \cdot \vec{n} = 0$



$\vec{PQ} \perp \vec{n}$   
 $\langle x-x_0, y-y_0, z-z_0 \rangle \cdot \langle a, b, c \rangle = 0$



$$\vec{PQ} \perp n$$

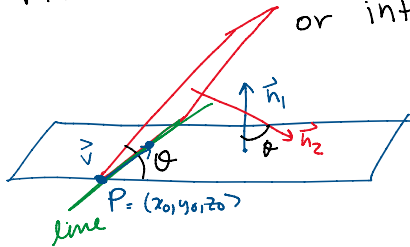
$$\langle x-x_0, y-y_0, z-z_0 \rangle \cdot \langle a, b, c \rangle = 0$$

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

Equation of a plane

### Relationships Between Planes:

Planes can be: <sup>(equal)</sup> parallel or intersecting



angle  $\theta$  between two planes

$$\vec{n}_1 \cdot \vec{n}_2 = |\vec{n}_1| |\vec{n}_2| \cos \theta$$

$$\theta = \cos^{-1} \left( \frac{\vec{n}_1 \cdot \vec{n}_2}{|\vec{n}_1| |\vec{n}_2|} \right)$$

Q: What is the intersection between two planes  $\rightarrow$  is a line

point P is in both planes

eqn of line of intersection

$$\vec{r} = \langle x_0, y_0, z_0 \rangle + t \vec{v}$$

How to find  $\vec{v}$ ?

$\vec{v}$  is in plane 1  
 $\vec{v} \cdot \vec{n}_1 = 0$

$\vec{v}$  is in plane 2  
 $\vec{v} \cdot \vec{n}_2 = 0$

$$\vec{v} = \vec{n}_1 \times \vec{n}_2$$

Example: Plane 1:  $x + y + z = 0$   
Plane 2:  $2x - y + z = 0$

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

$$ax + by + cz = 0$$

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

line of intersection: both go through origin:  $\vec{r}_0 = \langle 0, 0, 0 \rangle$

$$\vec{n}_1 = \langle 1, 1, 1 \rangle \quad \vec{n}_2 = \langle 2, -1, 1 \rangle$$

direction vector  $\vec{v} = \vec{n}_1 \times \vec{n}_2$

$$= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 1 & 1 \\ 2 & -1 & 1 \end{vmatrix}$$

$$= \hat{i} \begin{vmatrix} 1 & 1 \\ -1 & 1 \end{vmatrix} - \hat{j} \begin{vmatrix} 1 & 1 \\ 2 & 1 \end{vmatrix} + \hat{k} \begin{vmatrix} 1 & 1 \\ 2 & -1 \end{vmatrix}$$

$$= \hat{i} (1 \cdot 1 - (-1) \cdot 1) - \hat{j} (1 \cdot 1 - 2 \cdot 1) + \hat{k} (1 \cdot (-1) - 2 \cdot 1)$$

$$= 2\hat{i} + \hat{j} - 3\hat{k} = \langle 2, 1, -3 \rangle$$

line of intersection:

$$l: \vec{r}_0 + t \vec{v} = \langle 0, 0, 0 \rangle + t \langle 2, 1, -3 \rangle$$

Plane 1:  $x + y + z = 0$

Plane 2:  $(x-1) + 2(y-3) + z = 0$

What is the intersection?

$x + 2y + z = 0 + 1 + 6 = 7$

Solve:  $\begin{cases} x + y + z = 0 \\ x + 2y + z = 7 \end{cases}$

$0 - y + 0 = -7 \rightarrow y = 7$

$x + y + z = 0$

$x + 7 + z = 0 \rightarrow z = -x - 7$

$x + 2y + z = 7$

$\begin{matrix} z = t \\ x = -z - 7 = -7 - t \\ y = 7 \end{matrix}$

equation of line of intersection in symmetric form

$\langle x, y, z \rangle = \langle -7, 7, 0 \rangle + t \langle -1, 0, 1 \rangle$

$\begin{matrix} 2x + y + z = 0 \\ -x + 2y + z = 7 \\ \hline x - y = 7 \\ x = 7 - y \end{matrix}$

$2(7 - y) + y + z = 0$

$14 - y + z = 0$

$z = y - 14$

$y = t$

$z = t - 14$

$x = 7 - t$

$\langle x, y, z \rangle = \langle 7, 0, -14 \rangle + t \langle -1, 1, 1 \rangle$

↑  
intercept

↑  
slope