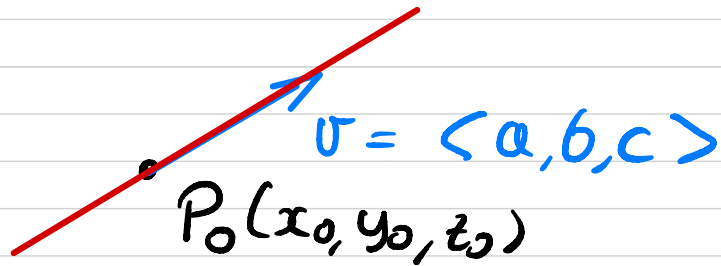


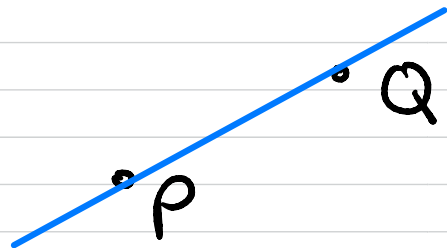
## Summary, Wednesday session

Line: eq with given  $P_0$  and  $\vec{v}$



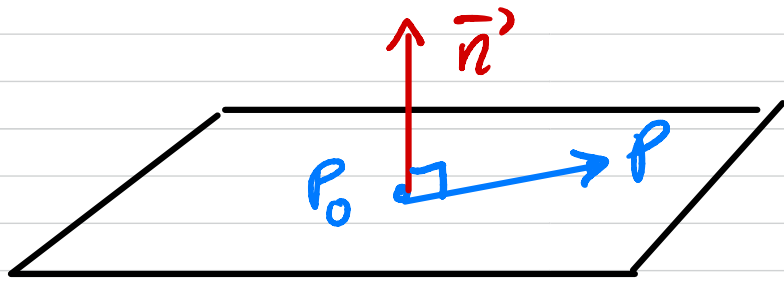
Eq:  $\langle x, y, z \rangle = \langle x_0 + ta, y_0 + tb, z_0 + tc \rangle$

Line ver 2: given  $P$  and  $Q$



Take  $P_0 = P$   
and  $\vec{v} = \vec{PQ}$

Plane ver 1 Given:  $P_0$  and  $\vec{n}$  normal

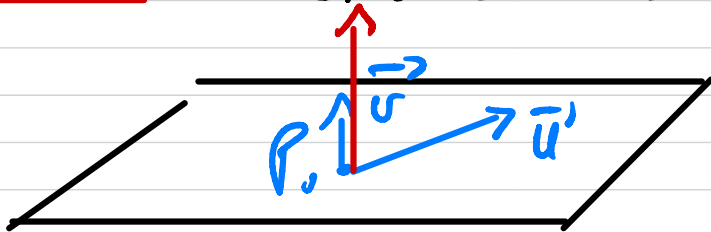


$$n = \langle a, b, c \rangle$$

Eq:  $\vec{P_0P} \cdot \vec{n} = 0$

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

Plane ver 2 Given:  $P_0$  and  $\vec{u}, \vec{v}$  in the plane



Then compute  
 $\vec{u} \times \vec{v} = \vec{n}$

we are then back to ver. 1.

# Intersecting planes (1)

**Problem:** Find an equation of the line of intersection of the planes

$$Q : x + 2y + z = 5$$

and

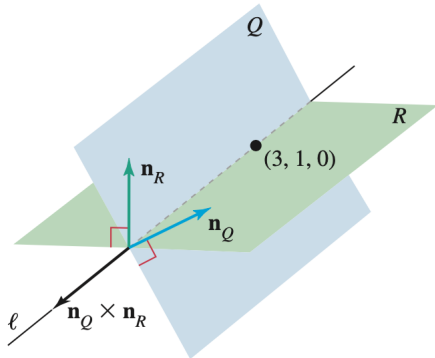
$$R : 2x + y - z = 7$$

**Strategy:**

- 1 Find a point  $P_0$  in  $Q \cap R$   
 $\hookrightarrow$  Solve system
- 2 Find the direction  $\mathbf{v}$  of  $Q \cap R$   
 $\hookrightarrow$  Given by  $\mathbf{v} = \mathbf{n}_Q \times \mathbf{n}_R$

Aim: Find  $P_0$  and  $\bar{u}$   
 $\Rightarrow$  Back to version 1

## Intersecting planes (2)



$\mathbf{n}_Q \times \mathbf{n}_R$  is a vector perpendicular to  $\mathbf{n}_Q$  and  $\mathbf{n}_R$ .  
Line  $\ell$  is perpendicular to  $\mathbf{n}_Q$  and  $\mathbf{n}_R$ .  
Therefore,  $\ell$  and  $\mathbf{n}_Q \times \mathbf{n}_R$  are parallel to each other.



## Intersection of Q and R

$$Q: x + 2y + z = 5$$

$$R: 2x + y - z = 7$$

Step 1: Find  $P_0$ . Set  $z=0$  in the eq  
for Q and R. We get a system

$$\begin{cases} x + 2y = 5 \\ 2x + y = 7 \end{cases}$$

Here unique solution:  $x=3$ ,  $y=1$

We get  $P_0(3, 1, 0)$

Step 2: We take  $\vec{v} = \vec{n}_Q \times \vec{n}_R$

$$\text{Thus } \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & 1 \\ 2 & 1 & -1 \end{vmatrix} = \langle -3, 3, -3 \rangle$$

Rmk Any multiple of  $\langle -3, +3, -3 \rangle$  works.

Take  $\vec{v} = \langle 1, -1, 1 \rangle$

Eq for the line:  $P_0 (3, 1, 0)$   
 $\vec{v} = \langle 1, -1, 1 \rangle$

Thus

$$\langle x, y, z \rangle = \langle 3+t, 1-t, t \rangle, \quad t \in \mathbb{R}$$

## Intersecting planes (3)

System to find  $P_0$  Take (e.g)  $z = 0$ . Then we get

$$x + 2y = 5, \quad 2x + y = 7$$

Intersection: We find

$$P_0(3, 1, 0)$$

# Intersecting planes (4)

Direction of the line: We have

$$\mathbf{n}_Q \times \mathbf{n}_R = \langle -3, 3, -3 \rangle$$

Thus we can take

$$\mathbf{v} = \langle 1, -1, 1 \rangle$$

Equation of the line:

$$\langle x, y, z \rangle = \langle 3 + t, 1 - t, t \rangle, \quad t \in \mathbb{R}.$$

# Outline

- 1 Vectors in the plane
- 2 Vectors in three dimensions
- 3 Dot product
- 4 Cross product
- 5 Lines and planes in space
- 6 Quadric surfaces**

# Cylinder

Shapes in  $\mathbb{R}^3$ :

Surfaces  $S$  whose equation contain the 3 variables  $x, y, z$

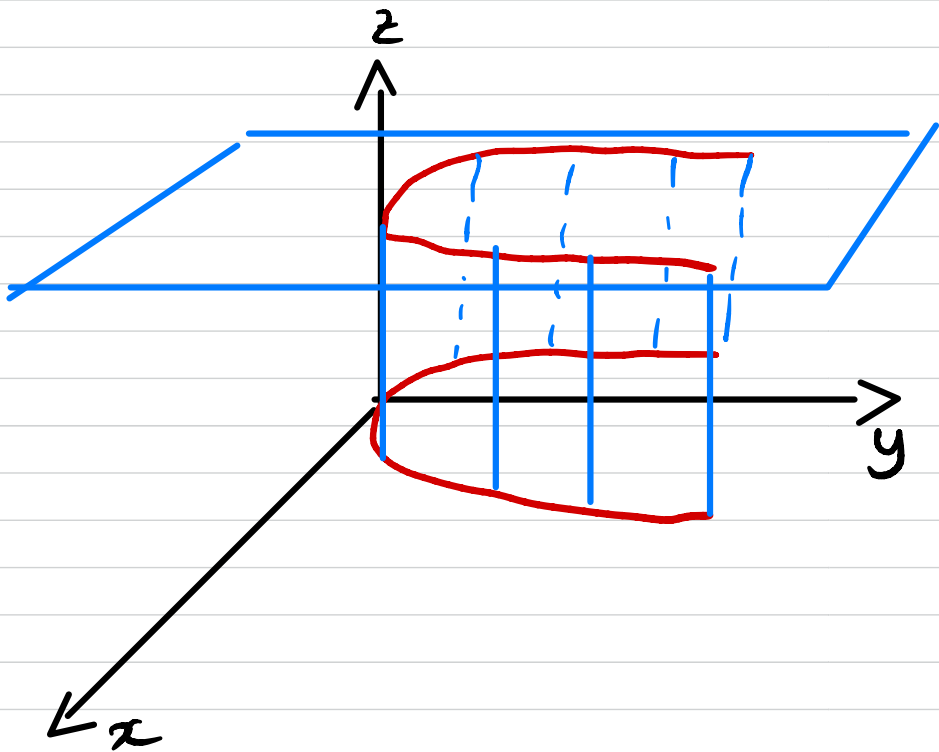
**Free variable:** If a variable is missing from the equation of  $S$

↔ It can take any value in  $\mathbb{R}$  and is called free

**Cylinder:** Surface  $S$  with a free variable

Cylinder  $y = x^2$  in  $\mathbb{R}^3$

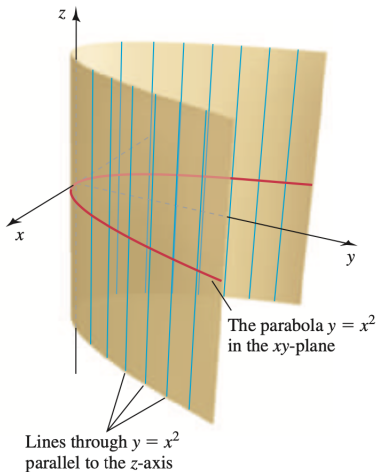
Example of cut : Take  $z = 5$ . Then  
for  $z = 5$ , the eq is still  $y = x^2$



For  $z = 0$ ,  
same thing.

# Example 1 of cylinder

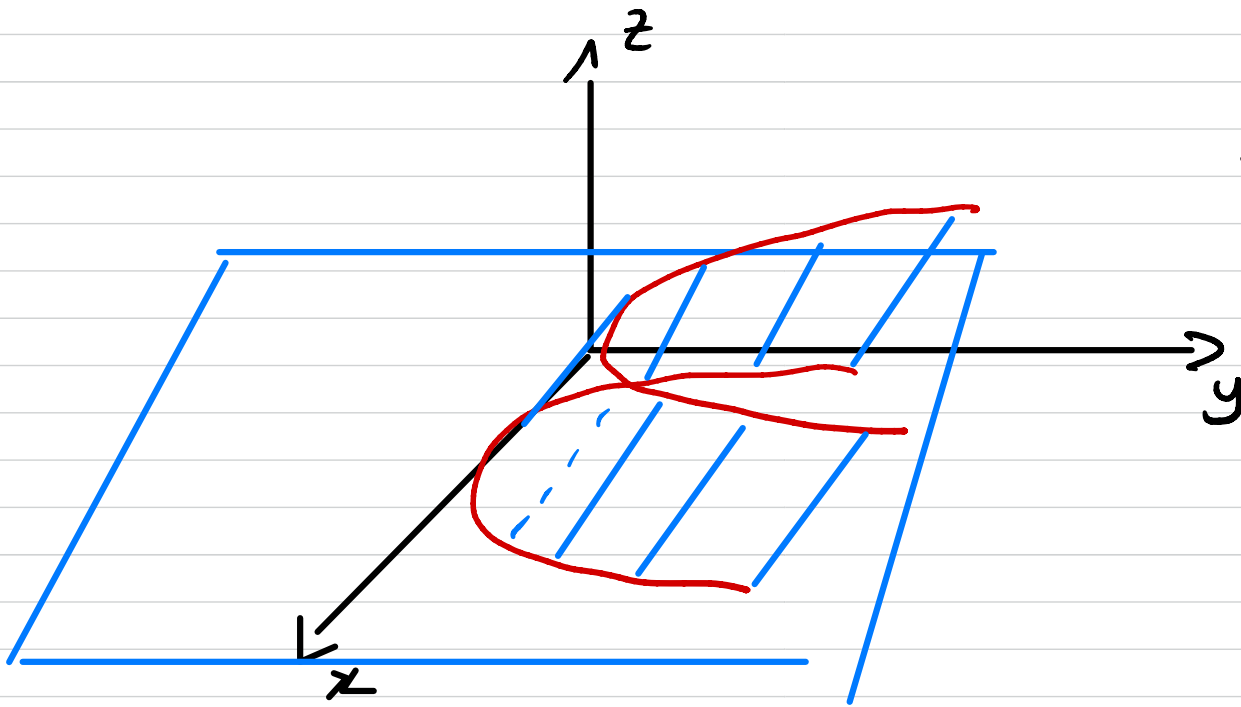
Equation:  $y = x^2$





Cylinder  $y = z^2$  . Free variable is  $x$

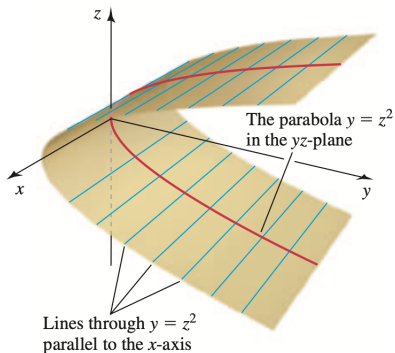
For  $x = 6$  , the eq is still  $y = z^2$



Same thing  
for  $x = 0$

## Example 2 of cylinder

Equation:  $y = z^2$



## Definition 10.

Let

- $S$  a surface in  $\mathbb{R}^3$

Then

- 1 A **trace** of  $S$  is the set of points at which  $S$  intersects a plane that is parallel to one of the coordinate planes.
- 2 The traces in the coordinate planes are called the  **$xy$ -trace**, the  **$xz$ -trace**, and the  **$yz$ -trace**

# Elliptic paraboloid (1)

**Problem:** Graph the surface

$$z = \frac{x^2}{16} + \frac{y^2}{4}$$

**Traces:**

- $xy$ -trace: ellipse, whenever  $z_0 \geq 0$
- $xz$ -trace: parabola
- $yz$ -trace: parabola

Surface

$$S: \frac{x^2}{16} + \frac{y^2}{4} = z$$

xy-Trace: Fix  $z = z_0$ . The equation becomes

$$\frac{x^2}{16} + \frac{y^2}{4} = z_0 \rightarrow \text{ellipse if } z_0 \geq 0$$

xz-Trace: Fix  $y_0 = y$ .

$$z = \frac{x^2}{16} + \frac{y_0^2}{4} \rightarrow \text{parabola}$$

## Elliptic paraboloid (2)

