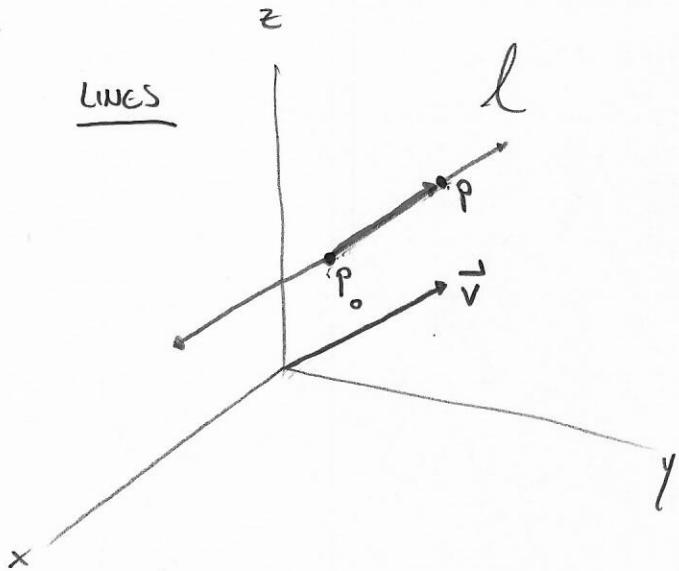
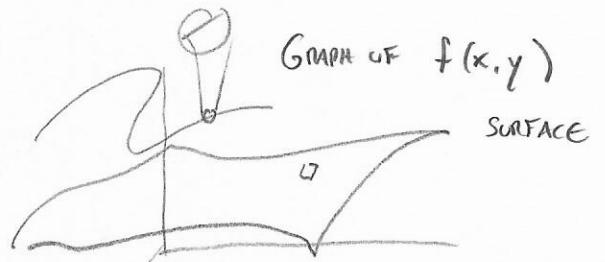


§ 12.5 EQUATIONS OF LINES & PLANES



2D: Point P_0 , scale

3D: Point P_0 , direction

↑

in 3D, direction

determined by vector.

SAY WE HAVE A LINE THROUGH $P_0(x_0, y_0, z_0)$,

PARALLEL TO (IN THE DIRECTION OF) $\vec{v} = \langle a, b, c \rangle$

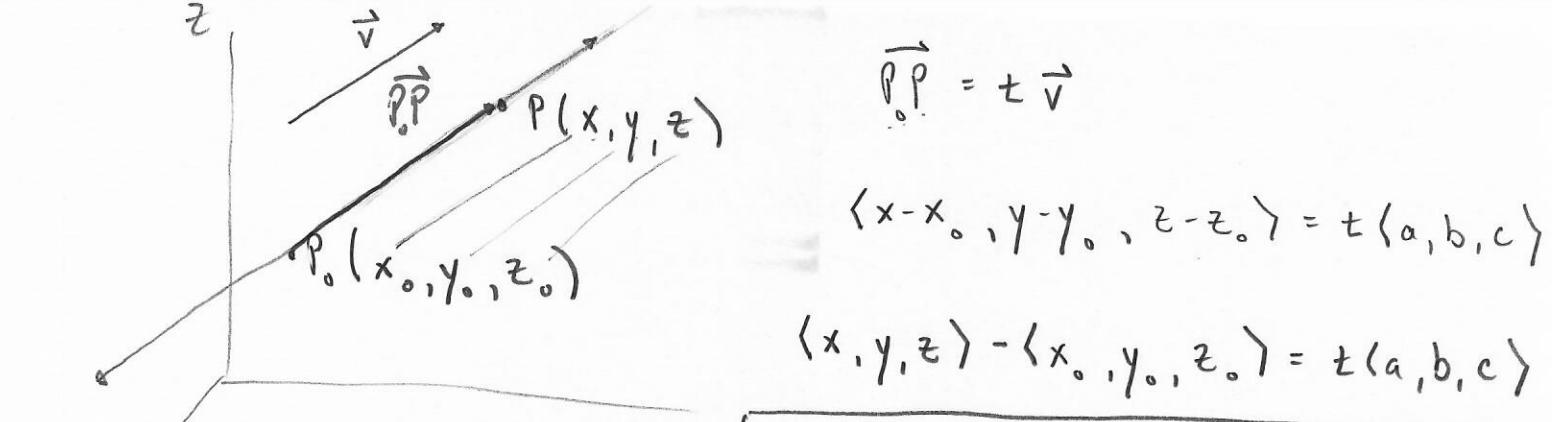
IF $P(x, y, z)$ IS ANY POINT $(P \neq P_0)$ ON THE LINE

THEN $\overrightarrow{P_0P}$ IS \parallel TO \vec{v}

$$\Rightarrow \underbrace{\overrightarrow{P_0P}}_{\text{VECTOR EQUATION}} = \pm \vec{v} \quad \text{FOR SOME } \pm \text{ (SCALAR)}$$

VECTOR EQUATION

FACT: 2 VECTORS ARE EQUAL \Leftrightarrow THEIR VECTOR COMPONENTS
ARE EQUAL.



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

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

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

VECTOR EQ.
OF A LINE

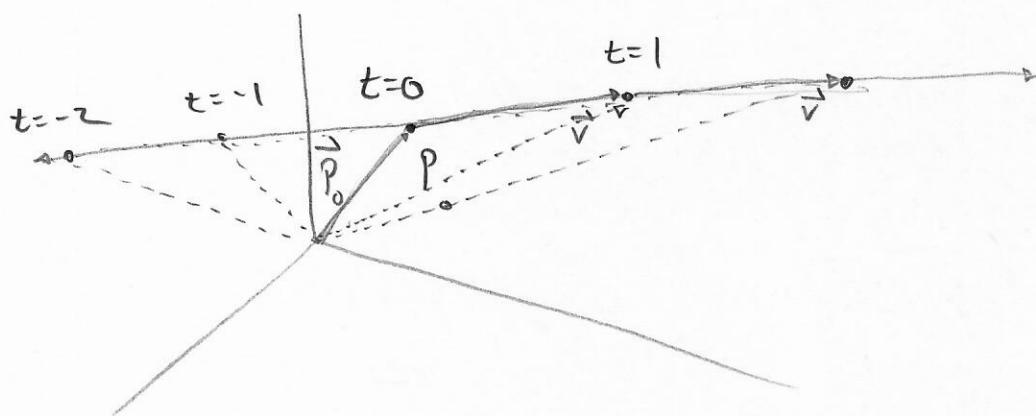
$$t=0: \vec{r}(0) = \langle x_0, y_0, z_0 \rangle$$

$$t=1: \vec{r}(1) = \langle x_0, y_0, z_0 \rangle + \underbrace{\langle a, b, c \rangle}_{\vec{v}}$$

STANDARD POSITION VECTOR

FOR THE POINT P_0

$$(x_0, y_0, z_0) \mapsto \langle x_0, y_0, z_0 \rangle$$



^{↑ STANDARD POSITION}
IF INITIAL POINT IS $(0, 0, 0)$
THEN TERMINAL POINT IS
 (x_0, y_0, z_0)

2 vectors are equal \Leftrightarrow components are equal.

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

3 EQ's:

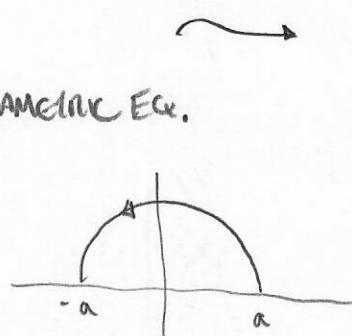
$$\left. \begin{array}{l} x = x_0 + ta \\ y = y_0 + tb \\ z = z_0 + tc \end{array} \right\}$$

PARAMETRIC EQ
OF A LINE

REVISIT PARAM. EQ's IN 2D & 3D.

ex. $x = a \cos t$
 $y = a \sin t$
 $0 \leq t \leq \pi$

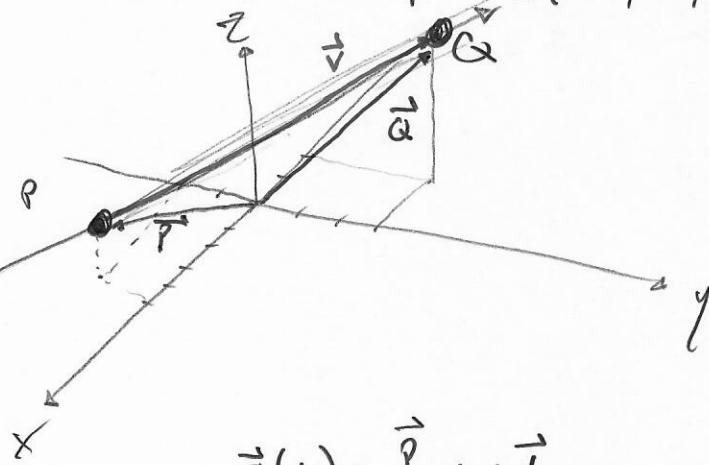
PARAMETRIC EQ.



$$\langle x, y \rangle = \langle a \cos t, a \sin t \rangle$$

$$\vec{r}(t) = \langle a \cos t, a \sin t \rangle$$

ex. Give vector Eq & parametric Eq's for the line through
 $P(5, -2, 1)$ & $Q(-2, 3, 4)$



DIRECTION OF LINE

$$\vec{v} = \vec{PQ} = \vec{Q} - \vec{P}$$

$$= \langle -2, 3, 4 \rangle - \langle 5, -2, 1 \rangle$$

$$= \langle -7, 5, 3 \rangle$$

$$\vec{r}(t) = \vec{P}_0 + t\vec{v} = \langle 5, -2, 1 \rangle + t \langle -7, 5, 3 \rangle$$

↑ EITHER \vec{P} OR \vec{Q}

$$\vec{r}(t) = \langle 5, -2, 1 \rangle + t \langle -7, 5, 3 \rangle$$

$$x = 5 - 7t$$

$$y = -2 + 5t$$

$$z = 1 + 3t$$



Note: IF WE WANTED
 THE LINE SEGMENT

FROM P TO Q :

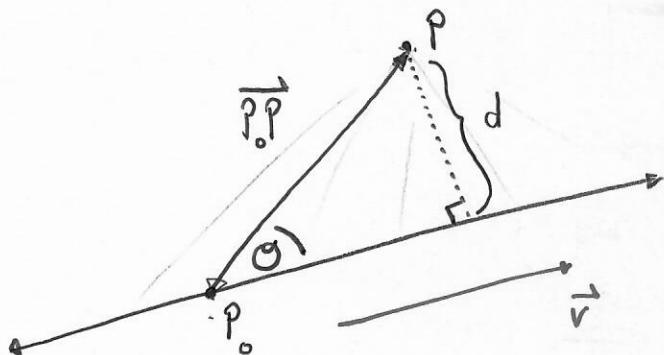
$$\vec{r}(0) = \langle 5, -2, 1 \rangle = \vec{P}$$

$$\vec{r}(1) = \langle -2, 3, 4 \rangle = \vec{Q}$$

\Rightarrow RESTRICT PARAM

$$0 \leq t \leq 1$$

Distance From A Point To A Line. (d)



$$d = |\vec{P_0P}| \sin \theta$$

$$d = \frac{|\vec{P_0P}| |\vec{v}| \sin \theta}{|\vec{v}|}$$

$$\therefore d = \frac{|\vec{P_0P} \times \vec{v}|}{|\vec{v}|}$$

$\vec{P_0}$ = Point on LINE
 P = Point in SPACE
 \vec{v} = DIRECTION OF LINE

Ex. FIND THE DISTANCE FROM THE ORIGIN TO THE LINE $P(0,0,0)$

$$x = 2 + 3t, \quad y = 4t, \quad z = -2 - t$$

$$\text{i.e. } \langle x, y, z \rangle = \langle 2 + 3t, 4t, -2 - t \rangle$$

$$\langle x, y, z \rangle = \underbrace{\langle 2, 0, -2 \rangle}_{\vec{P_0}} + t \underbrace{\langle 3, 4, -1 \rangle}_{\vec{v}}$$

$$\vec{P_0P} \times \vec{v} = \langle -2, 0, 2 \rangle \times \langle 3, 4, -1 \rangle = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ -2 & 0 & 2 \\ 3 & 4 & -1 \end{vmatrix} = \langle -8, 4, -8 \rangle$$

$$d = \frac{|\langle -8, 4, -8 \rangle|}{|\langle 3, 4, -1 \rangle|} = \frac{\sqrt{8^2 + 4^2 + 8^2}}{\sqrt{3^2 + 4^2 + 1}}$$

WHERE DO LINES INTERSECT?

Ex.

LINE 1: $x = t$

$$x = t$$

$$y = -t + 2$$

$$z = t + 1$$

LINE 2:

$$x = 2s + 2$$

$$y = s + 3$$

$$z = 5s + 6$$

PARAM t

PARAM s

SET EQUAL!

$$t = 2s + 2$$

$$-t + 2 = s + 3$$

$$t + 1 = 5s + 6$$

$$t = 2(-1) + 2$$

$$-(2s+2) + 2 = s + 3$$

$$\underline{\underline{t=0}}$$

$$-2s = s + 3$$

$$(0, 2, 1)$$

$$-3s = 3$$

1st PARTICLE IS HERE

$$\underline{\underline{s = -1}}$$

AT TIME 0

$$(0, 2, 1)$$

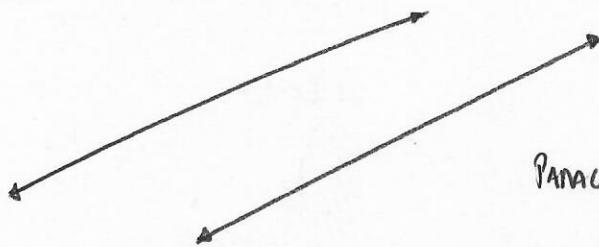
1st PARTICLE IS HERE

2nd PARTICLE HERE

AT TIME $s = -1$

LINES THAT DO NOT INTERSECT :

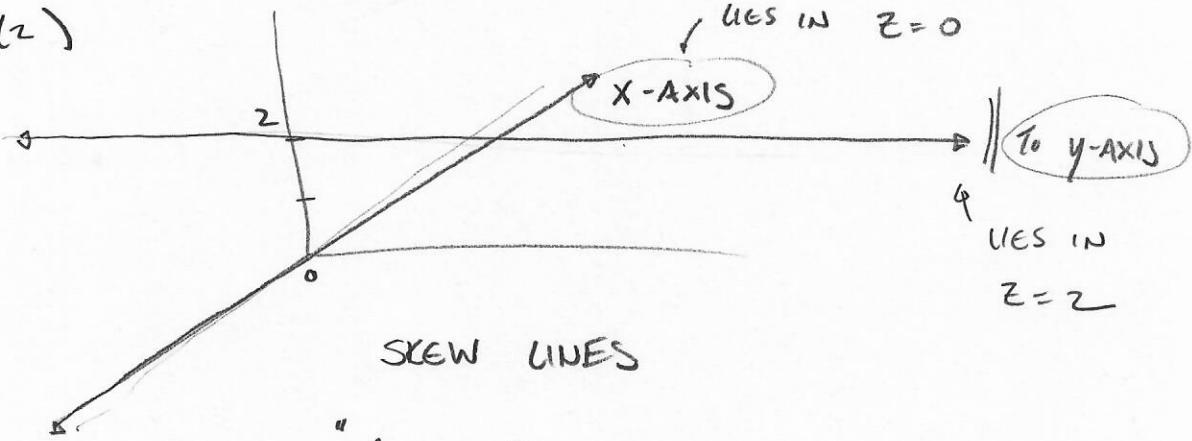
(1)



PARALLEL LINES DO
NOT INTERSECT

(UNLESS THEY ARE IDENTICAL)

(2)



SKew LINES

" l_1 & l_2 ARE SKew"