

Parametric Representation and Basics in Plane

1. $x = p + tv$, p and v is a three dimensional vector(平面的情况)

2. $x = p + c_1 \cdot v_1 + c_2 \cdot v_2$

3. if $x_1 + x_2 + x_3 = 1$, find parametric representation

Answer: $(x_1 - 1) + x_2 + x_3 = 0$, the start point, $p = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$, $v_{vertical} \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = 0$, all we

have to do is to find two orthogonal vectors. (只要找到是与 $\begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix}$ 垂直的两个向量)

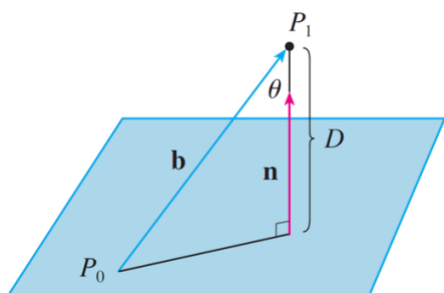
$\begin{pmatrix} 1 \\ 0 \\ -1 \end{pmatrix}$ 和 $\begin{pmatrix} 1 \\ -1 \\ 0 \end{pmatrix}$, 确保是正交

4. **Projection** : to find the projection of vector a on vector b

The $Proj_v = \frac{b \cdot a}{a \cdot a} \cdot a$

5. **The distance** :

The distance of a dot from a plane can be described as



$$\text{The } D = \left| \frac{\vec{n} \cdot \overrightarrow{P_0 P_1}}{\vec{n}} \right| = \left| \frac{\vec{n} \cdot \overrightarrow{OP_0} - \vec{n} \cdot \overrightarrow{OP_1}}{\vec{n}} \right| = \left| \frac{(ax_1 + by_1 + cz_1) - (ax_0 + by_0 + cz_0)}{\sqrt{a^2 + b^2 + c^2}} \right|$$

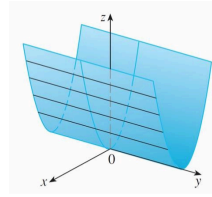
6. 若 $ax_0 + by_0 + cz_0 + d = 0$. $ax_1 + by_1 + cz_1 + d = 0$, $D = \left| \frac{ax_1 + by_1 + cz_1 + d}{\sqrt{a^2 + b^2 + c^2}} \right|$

Cylindrical surfaces(圆柱面)

1. **The definition** : cylinder is a surface that consists of all lines (called rulings) that are parallel to a given line and pass through a given plane curve. 数条平行的直线围绕着一个曲线进行移动的曲面, 称为cylinder

2. **Expression**: $f(x, y, z) = Ax^2 + By^2 + Cz^2 + Dx + Ey + Gz + H = 0$,

3. parabolic cylinder(抛物柱):



The surface $z = x^2$ is a parabolic cylinder

Figure 1

Quadric surfaces(二次曲面)

1. **Definition and Expression** : A quadric surface is the graph of a second-degree equation in three variables x , y , and z . The most general such equation is

$$Ax^2 + By^2 + Cz^2 + Dxy + Eyz + Fxz + Gx + HY + Iz + J = 0$$

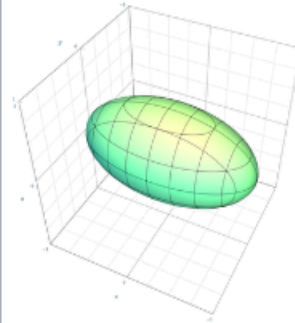
2. By rotation and transition, it can be sth. like $Ax^2 + By^2 + Cz^2 + I = 0$ or $Ax^2 + By^2 + I = 0$

3. Classical Quadrics:

Non-degenerate real quadric surfaces

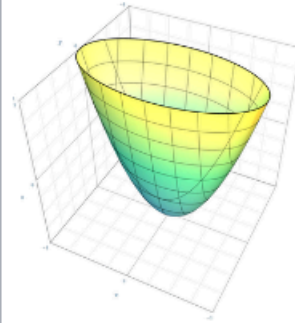
Ellipsoid

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$$



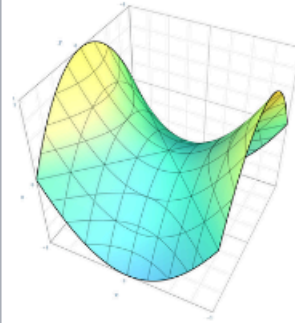
Elliptic paraboloid

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - z = 0$$



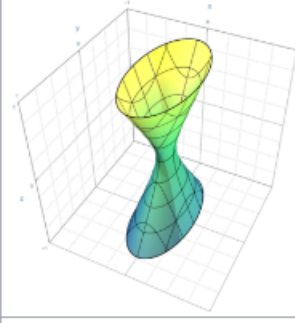
Hyperbolic paraboloid

$$\frac{x^2}{a^2} - \frac{y^2}{b^2} - z = 0$$



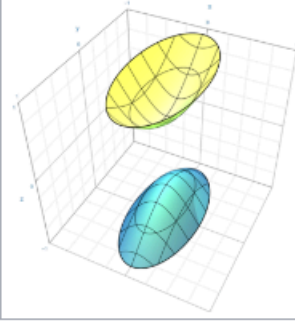
Hyperboloid of one sheet
or
Hyperbolic hyperboloid

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$$



Hyperboloid of two sheets
or
Elliptic hyperboloid

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = -1$$



Supplementary

Lines:

$$t = \frac{x - x_0}{a} \quad t = \frac{y - y_0}{b} \quad t = \frac{z - z_0}{c}$$

Planes:

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

The point that is passed by the planes or the lines is (x_0, y_0, z_0)

For the plane, the $\vec{n} = (a, b, c)$

Distance between skew lines:

$$D = \frac{|(\mathbf{b} - \mathbf{a}) \cdot (\mathbf{u}_1 \times \mathbf{u}_2)|}{|\mathbf{u}_1 \times \mathbf{u}_2|}.$$

First line: $\mathbf{r}_1 = \mathbf{a} + \lambda_1 \mathbf{u}_1$

Second line: $\mathbf{r}_2 = \mathbf{b} + \lambda_2 \mathbf{u}_2$

其中:

- \mathbf{a} and \mathbf{b} is a position that is known;
- \mathbf{u}_1 and \mathbf{u}_2 are two direction vectors ;
- λ_1 and λ_2 are parameters
- $\mathbf{u}_1 \times \mathbf{u}_2$ the cross product can be understood as the \vec{n} that is perpendicular to the given plane
- $(\mathbf{b} - \mathbf{a}) \cdot (\mathbf{u}_1 \times \mathbf{u}_2)$ is the projection