

# Essentials of Analytical Geometry and Linear Algebra. Lecture 7.

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October 8, 2021

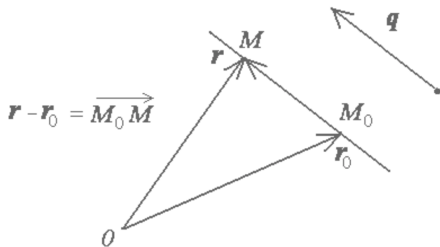


## Lecture 7. Outline

- Part 1. Straight line in 3D space.
- Part 2. Plane in 3D space. Equations

## Part 1. Straight line in 3D space. (+ recap about equations of lines)

# Parametric Vector Equation



Equation:

$$\mathbf{r} - \mathbf{r}_0 = t\mathbf{q}$$

where  $t$  is a parameter.

## Parametric Equation in 3D

In rectangular Cartesian coordinate system

$$\text{Equation of a line: } \begin{cases} x = x_0 + q_x t \\ y = y_0 + q_y t \\ z = z_0 + q_z t \end{cases}$$

$$\mathbf{r} - \mathbf{r}_0 = [x - x_0, y - y_0, z - z_0]^\top$$

$$\mathbf{q} = [q_x, q_y, q_z]^\top$$

## Canonical equation of a line

Eliminating  $t$  from the system:

$$\begin{cases} x = x_0 + q_x t \\ y = y_0 + q_y t \\ z = z_0 + q_z t \end{cases}$$

we get the **Canonical equation**

$$\frac{x - x_0}{q_x} = \frac{y - y_0}{q_y} = \frac{z - z_0}{q_z}$$

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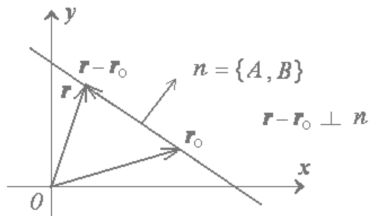
$$\frac{x - x_0}{q_x} = \frac{y - y_0}{q_y} = \frac{z - z_0}{q_z}$$

Given two points:  $M_0$  and  $M_1$ :

$$\frac{x - x_0}{x_1 - x_0} = \frac{y - y_0}{y_1 - y_0} = \frac{z - z_0}{z_1 - z_0}$$



## Recap on 2D case



$$Ax + By + C = 0$$

for point  $M_0$  on a line:

$$Ax_0 + By_0 + C = 0$$

$$(\mathbf{r} - \mathbf{r}_0) = [x - x_0, y - y_0]^\top; \mathbf{n} = [A, B]^\top$$

$$\mathbf{n} \cdot (\mathbf{r} - \mathbf{r}_0) = 0$$

## Angle Between Two Lines

1. The angle between two lines is the angle between direction vectors of the lines.

$$\cos \theta = \frac{\mathbf{p} \cdot \mathbf{q}}{\|\mathbf{p}\| \|\mathbf{q}\|}$$

Where  $\mathbf{p}$  and  $\mathbf{q}$  are direction vectors of lines.

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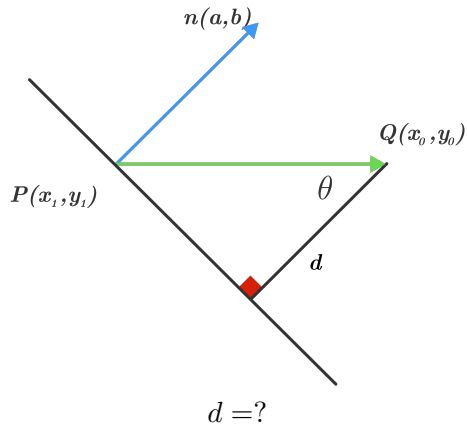
Where  $\mathbf{p}$  and  $\mathbf{q}$  are direction vectors of lines.

2. The angle between two lines is the angle between normal vectors of the lines.

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

Where  $\mathbf{n}_1$  and  $\mathbf{n}_2$  are normal vectors of lines.

# Distance From a Point to a Line



$$d = \frac{|\mathbf{n} \cdot \overline{PQ}|}{\|\mathbf{n}\|} = \dots$$

## Part 2. Planes

## General Equation of a Plane

In a rectangular Cartesian coordinate system

$$Ax + By + Cz + D = 0$$

$x, y, z$  are arbitrary coordinates of a point on a plane.

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What if some of coefficients are zero?

$C = 0$ , then is not it a line (???)

$$Ax + By + D = 0$$



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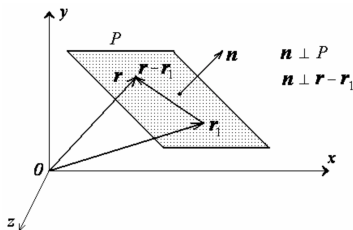
Given  $M_1(x_1, y_1, z_1)$  is a point in plane:

$$Ax_1 + By_1 + Cz_1 + D = 0$$

We get **the general equation** of the plane

$$A(x - x_1) + B(y - y_1) + C(z - z_1) = 0$$

## Vector form



$$\mathbf{r} - \mathbf{r}_1 = [x - x_1, y - y_1, z - z_1]^T$$

Hence, the general equation of the plane  $A(x - x_1) + B(y - y_1) + C(z - z_1) = 0$   
Can be presented in the vector form:

$$(\mathbf{r} - \mathbf{r}_1) \cdot \mathbf{n} = 0$$

## Example

A plane is given by the equation:  $x - 2y + 3z - 6 = 0$ .

**Find:** a unit normal vector  $\mathbf{u}$  to the plane and find any two points in the plane.

## Equation of a Plane Passing Through Three Points

Given three points:  $M_1, M_2, M_3$ ,

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$$\mathbf{r}_2 - \mathbf{r}_1 = [x_2 - x_1, y_2 - y_1, z_2 - z_1]^\top$$

$$\mathbf{r}_3 - \mathbf{r}_1 = [x_3 - x_1, y_3 - y_1, z_3 - z_1]^\top$$

## Equation of a Plane Passing Through Three Points

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$$\mathbf{r}_3 - \mathbf{r}_1 = [x_3 - x_1, y_3 - y_1, z_3 - z_1]^\top$$

Their scalar triple product is zero.  
**(Why?)**

# Equation of a Plane Passing Through Three Points

Triple scalar product:

$$\begin{vmatrix} x - x_1 & y - y_1 & z - z_1 \\ x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ x_3 - x_1 & y_3 - y_1 & z_3 - z_1 \end{vmatrix} = 0$$



## Example

Let  $M_1(2, 5, -1)$ ,  $M_2(2, -3, 3)$  and  $M_3(4, 5, 0)$  be points in a plane.  
**Find** an equation of that plane.

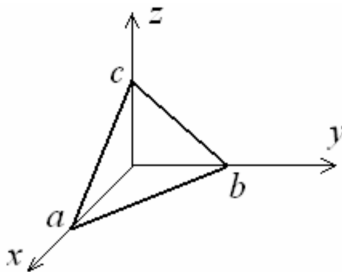
## Other forms of equation

Given two vectors:  $\mathbf{p}, \mathbf{q}$  that are parallel to a plane, and a point  $M_1(x_1, y_1, z_1)$  on the plane

Consider arbitrary vector  $\mathbf{r} = [x, y, z]$ . Then three vectors  $\mathbf{r} - \mathbf{r}_1, \mathbf{p}, \mathbf{q}$  are coplanar.

$$\begin{vmatrix} x - x_1 & y - y_1 & z - z_1 \\ p_x & p_y & p_z \\ q_x & q_y & q_z \end{vmatrix} = 0$$

## Equation of a plane in the intercept form



Equation of a plane in the intercept form

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

## Angle Between Two Planes

### Definition

The angle between two planes equals the angle between their normal vectors.

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

Find  $\cos \theta$  if two planes are given by equations in the general form.

## Example

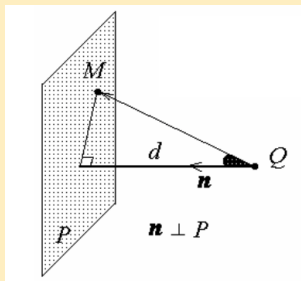
Find the angle between two planes

Given that

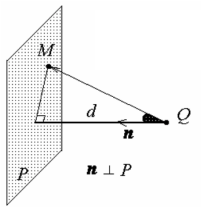
- Three points of plane 1 are  $M_1(-2, 2, 2)$ ,  $M_2(0, 5, 3)$  and  $M_3(-2, 3, 4)$
- Equation of plane 2:  $3x - 4y + z + 5 = 0$

## Distance From a Point To a Plane

- Equation of plane:  $Ax + By + Cz + D = 0$
- Point  $Q(x_1, y_1, z_1)$  is **not** in plane.
- Point  $M(x, y, z)$  is an arbitrary point in plane.

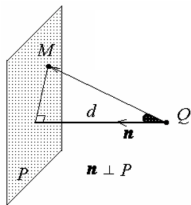


# Distance From a Point To a Plane



$$d = \frac{|\mathbf{n} \cdot \overrightarrow{QM}|}{\|\mathbf{n}\|} = \dots$$

## Distance From a Point To a Plane



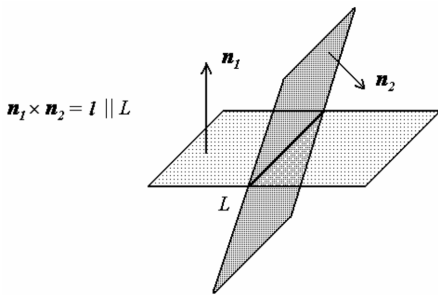
$$d = \frac{|\mathbf{n} \cdot \overrightarrow{QM}|}{\|\mathbf{n}\|} = \dots$$

$$= \left| \frac{A(x - x_1) + B(y - y_1) + C(z - z_1)}{\sqrt{A^2 + B^2 + C^2}} \right|$$



## Example

## Relative Position of Planes



Write a system of two equations (in general form).

- When the planes are parallel and coincide?
- When the planes are parallel and not coincide?
- When the planes are not parallel?

Break, 5 min.

## Relative Position of a Plane and a Line

$$\begin{cases} Ax + By + Cz + D = 0 \\ A_1x + B_1y + C_1z + D_1 = 0 \\ A_2x + B_2y + C_2z + D_2 = 0 \end{cases}$$

Which is where?

## Relative Position of a Plane and a Line

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Which is where?

There are three possible cases:

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There are three possible cases:

- If the rank of the coefficient matrix equals 3, then  $M_0(x_0, y_0, z_0)$  is the point of intersection of the plane and the line.

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There are three possible cases:

- If the rank of the coefficient matrix equals 3, then  $M_0(x_0, y_0, z_0)$  is the point of intersection of the plane and the line.
- If system is consistent, and the rank of the coefficient matrix equals 2, then the line  $L$  lies in the plane  $P$ .

## Relative Position of a Plane and a Line

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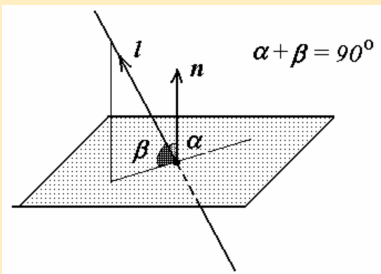
- If the rank of the coefficient matrix equals 3, then  $M_0(x_0, y_0, z_0)$  is the point of intersection of the plane and the line.
- If system is consistent, and the rank of the coefficient matrix equals 2, then the line L lies in the plane P.
- If system is inconsistent then the line L is parallel to the plane P.



# Example

# The Angle Between a Plane and a Line

## Angle Between a Plane and a Line ( $\beta = ?$ )



- $n$  is a normal vector of the plane
- $l$  is a direction vector of the line
- $\beta$  is the angle between the plane and the line

## Example

## Useful links

- <https://www.geogebra.org>
- [https://youtu.be/fNk\\_zzaMoSs](https://youtu.be/fNk_zzaMoSs)
- <http://immersivemath.com/ila>