Kürzeste Verbindungs-Linie in 3 Dimensionen

Problem

Kürzeste Verbindung zwischen zwei Linien finden.

$$L_1(s) = \vec{P}_1 + s * \vec{V}_1$$

$$L_2(s) = \vec{P}_2 + s * \vec{V}_2$$

 \rightarrow Kürzeste Verbindung ist eine Linie die senkrecht zu beiden anderen Linien steht $(\vec{A} \cdot \vec{B} = 0 \rightarrow senkrecht)$

$$\vec{V}_I \cdot \vec{V}_1 = \vec{V}_I \cdot \vec{V}_2 = 0$$

$$\vec{V}_I = \vec{P}_{I2} - \vec{P}_{I1}$$

$$L_I(s) = \vec{P}_{I1} + s * \vec{V}_I$$

→ Verbindungs-Linie muss beide Linien schneiden, sonst keine Verbindung (Punkte müssen auf L₁ bzw. L₂ liegen)

$$\vec{P}_{I1} = L_1(a)$$

$$\vec{P}_{I2} = L_2(b)$$

→ Gesucht sind die Punkt "Indexe" a und b, beschrieben durch die Gleichung

$$\left(\left(\vec{P}_2 + b * \vec{V}_2 \right) - \left(\vec{P}_1 + a * \vec{V}_1 \right) \right) \cdot \vec{V}_1 = \left(\left(\vec{P}_2 + b * \vec{V}_2 \right) - \left(\vec{P}_1 + a * \vec{V}_1 \right) \right) \cdot \vec{V}_2 = 0$$

Lösung

1. Gleichungssystem aufstellen

$$\begin{cases} \left(\left(\vec{P}_2 + b * \vec{V}_2 \right) - \left(\vec{P}_1 + a * \vec{V}_1 \right) \right) \cdot \vec{V}_1 = 0 \\ \left(\left(\vec{P}_2 + b * \vec{V}_2 \right) - \left(\vec{P}_1 + a * \vec{V}_1 \right) \right) \cdot \vec{V}_2 = 0 \end{cases}$$

2. Vektoren als Spalten-Vektoren schreiben

$$\begin{cases} \left(\begin{pmatrix} x_{p2} \\ y_{p2} \\ z_{p2} \end{pmatrix} + b * \begin{pmatrix} x_{v2} \\ y_{v2} \\ z_{v2} \end{pmatrix} - \begin{pmatrix} x_{p1} \\ y_{p1} \\ z_{p1} \end{pmatrix} - a * \begin{pmatrix} x_{v1} \\ y_{v1} \\ z_{v1} \end{pmatrix} \right) \cdot \begin{pmatrix} x_{v1} \\ y_{v1} \\ z_{v1} \end{pmatrix} = 0 \\ \left(\begin{pmatrix} x_{p2} \\ y_{p2} \\ z_{p2} \end{pmatrix} + b * \begin{pmatrix} x_{v2} \\ y_{v2} \\ z_{v2} \end{pmatrix} - \begin{pmatrix} x_{p1} \\ y_{p1} \\ z_{p1} \end{pmatrix} - a * \begin{pmatrix} x_{v1} \\ y_{v1} \\ z_{v1} \end{pmatrix} \right) \cdot \begin{pmatrix} x_{v2} \\ y_{v2} \\ z_{v2} \end{pmatrix} = 0 \end{cases}$$

3. In lineare Form bringen/Vektoren auflösen

$$\begin{cases} \left(x_{p2} + b * x_{v2} - x_{p1} - a * x_{v1}\right) * x_{v1} + \left(y_{p2} + b * y_{v2} - y_{p1} - a * y_{v1}\right) * y_{v1} + \left(z_{p2} + b * z_{v2} - z_{p1} - a * z_{v1}\right) * z_{v1} = 0 \\ \left(x_{p2} + b * x_{v2} - x_{p1} - a * x_{v1}\right) * x_{v2} + \left(y_{p2} + b * y_{v2} - y_{p1} - a * y_{v1}\right) * y_{v2} + \left(z_{p2} + b * z_{v2} - z_{p1} - a * z_{v1}\right) * z_{v2} = 0 \end{cases}$$

4. Klammern lösen

$$\begin{cases} x_{p2} * x_{v1} + b * x_{v2} * x_{v1} - x_{p1} * x_{v1} - a * x_{v1} * x_{v1} + y_{p2} * y_{v1} + b * y_{v2} * y_{v1} - y_{p1} * y_{v1} - a * y_{v1} * y_{v1} + z_{p2} * z_{v1} + b * z_{v2} * z_{v1} - z_{p1} * z_{v1} - a * z_{v1} * z_{v1} = 0 \\ x_{p2} * x_{v2} + b * x_{v2} * x_{v2} - x_{p1} * x_{v2} - a * x_{v1} * x_{v2} + y_{p2} * y_{v2} + b * y_{v2} * y_{v2} - y_{p1} * y_{v2} - a * y_{v1} * y_{v2} + z_{p2} * z_{v2} + b * z_{v2} * z_{v2} - z_{p1} * z_{v2} - a * z_{v1} * z_{v2} = 0 \end{cases}$$

5. Terme mit Unbekannten sortieren

$$\begin{cases} b * x_{v2} * x_{v1} + b * y_{v2} * y_{v1} + b * z_{v2} * z_{v1} - a * x_{v1} * x_{v1} - a * y_{v1} * y_{v1} - a * z_{v1} * z_{v1} + x_{p2} * x_{v1} - x_{p1} * x_{v1} + y_{p2} * y_{v1} - y_{p1} * y_{v1} + z_{p2} * z_{v1} - z_{p1} * z_{v1} = 0 \\ b * x_{v2} * x_{v2} + b * y_{v2} * y_{v2} + b * z_{v2} * z_{v2} - a * x_{v1} * x_{v2} - a * y_{v1} * y_{v2} - a * z_{v1} * z_{v2} + x_{p2} * x_{v2} - x_{p1} * x_{v2} + y_{p2} * y_{v2} - y_{p1} * y_{v2} + z_{p2} * z_{v2} - z_{p1} * z_{v2} = 0 \end{cases}$$

6. Terme mit unbekannten auf rechte Seite bringen

$$\begin{cases} x_{p2} * x_{v1} - x_{p1} * x_{v1} + y_{p2} * y_{v1} - y_{p1} * y_{v1} + z_{p2} * z_{v1} - z_{p1} * z_{v1} = -b * x_{v2} * x_{v1} - b * y_{v2} * y_{v1} - b * z_{v2} * z_{v1} + a * x_{v1} * x_{v1} + a * y_{v1} * y_{v1} + a * z_{v1} * z_{v1} \\ x_{p2} * x_{v2} - x_{p1} * x_{v2} + y_{p2} * y_{v2} - y_{p1} * y_{v2} + z_{p2} * z_{v2} - z_{p1} * z_{v2} = -b * x_{v2} * x_{v2} - b * y_{v2} * y_{v2} - b * z_{v2} * z_{v2} + a * x_{v1} * x_{v2} + a * y_{v1} * y_{v2} + a * z_{v1} * z_{v2} \end{cases}$$

7. Gemeinsame Faktoren auf rechter Seite mit Klammern beseitigen

$$\begin{cases} x_{p2} * x_{v1} - x_{p1} * x_{v1} + y_{p2} * y_{v1} - y_{p1} * y_{v1} + z_{p2} * z_{v1} - z_{p1} * z_{v1} = a * (x_{v1} * x_{v1} + y_{v1} * y_{v1} + z_{v1} * z_{v1}) - b * (x_{v2} * x_{v1} + y_{v2} * y_{v1} + z_{v2} * z_{v1}) \\ x_{p2} * x_{v2} - x_{p1} * x_{v2} + y_{p2} * y_{v2} - y_{p1} * y_{v2} + z_{p2} * z_{v2} - z_{p1} * z_{v2} = a * (x_{v1} * x_{v2} + y_{v1} * y_{v2} + z_{v1} * z_{v2}) - b * (x_{v2} * x_{v2} + y_{v2} * y_{v2} + z_{v2} * z_{v2}) \end{cases}$$

8. Je einen Term mit einer der Unbekannten wider auf linke Seite bringen

$$\begin{cases} x_{p2} * x_{v1} - x_{p1} * x_{v1} + y_{p2} * y_{v1} - y_{p1} * y_{v1} + z_{p2} * z_{v1} - z_{p1} * z_{v1} + b * (x_{v2} * x_{v1} + y_{v2} * y_{v1} + z_{v2} * z_{v1}) = a * (x_{v1} * x_{v1} + y_{v1} * y_{v1} + z_{v1} * z_{v1}) \\ x_{p2} * x_{v2} - x_{p1} * x_{v2} + y_{p2} * y_{v2} - y_{p1} * y_{v2} + z_{p2} * z_{v2} - z_{p1} * z_{v2} - a * (x_{v1} * x_{v2} + y_{v1} * y_{v2} + z_{v1} * z_{v2}) = -b * (x_{v2} * x_{v2} + y_{v2} * y_{v2} + z_{v2} * z_{v2}) \end{cases}$$

9. Durch Faktor (klammer) von Unbekannten auf rechter Seite teilen

$$\begin{cases} \frac{x_{p2} * x_{v1} - x_{p1} * x_{v1} + y_{p2} * y_{v1} - y_{p1} * y_{v1} + z_{p2} * z_{v1} - z_{p1} * z_{v1} + b * (x_{v2} * x_{v1} + y_{v2} * y_{v1} + z_{v2} * z_{v1})}{x_{v1} * x_{v1} + y_{v1} * y_{v1} + z_{v1} * z_{v1}} = a \\ -\frac{x_{p2} * x_{v2} - x_{p1} * x_{v2} + y_{p2} * y_{v2} - y_{p1} * y_{v2} + z_{p2} * z_{v2} - z_{p1} * z_{v2} - a * (x_{v1} * x_{v2} + y_{v1} * y_{v2} + z_{v1} * z_{v2})}{x_{v2} * x_{v2} + y_{v2} * y_{v2} + z_{v2} * z_{v2}} = b \end{cases}$$

10. Gleichungen ineinander einsetzen

$$\left\{ \begin{array}{l} x_{p2} * x_{v1} - x_{p1} * x_{v1} + y_{p2} * y_{v1} - y_{p1} * y_{v1} + z_{p2} * z_{v1} - z_{p1} * z_{v2} - z_{p1} * z_{v2} + y_{p2} * y_{v2} - y_{p1} * y_{v2} + z_{p2} * z_{v2} - z_{p1} * z_{v2} - z$$

11. Zur Vereinfachung Hilfsvariablen für sich widerholende Terme definieren

$$\begin{split} S_1 &= x_{p2} * x_{v1} - x_{p1} * x_{v1} + y_{p2} * y_{v1} - y_{p1} * y_{v1} + z_{p2} * z_{v1} - z_{p1} * z_{v1} \\ S_2 &= x_{p2} * x_{v2} - x_{p1} * x_{v2} + y_{p2} * y_{v2} - y_{p1} * y_{v2} + z_{p2} * z_{v2} - z_{p1} * z_{v2} \\ S_3 &= x_{v2}^2 + y_{v2}^2 + z_{v2}^2 \\ S_4 &= x_{v1}^2 + y_{v1}^2 + z_{v1}^2 \\ S_5 &= x_{v2} * x_{v1} + y_{v2} * y_{v1} + z_{v2} * z_{v1} \\ \left\{ \begin{array}{l} \frac{S_1 - \frac{S_2 - a * S_5}{S_3} * S_5}{S_4} \\ -\frac{S_2 - \frac{S_1 + b * S_5}{S_4} * S_5}{S_3} \end{array} \right. = a \\ -\frac{S_2 - \frac{S_1 + b * S_5}{S_4} * S_5}{S_3} = b \end{split}$$

12. Bruch mit Faktor zusammen fassen

$$\begin{cases} S_1 - \frac{S_2 * S_5 - a * S_5^2}{S_3} \\ \frac{S_4}{S_4} = a \\ -\frac{S_2 - \frac{S_1 * S_5 + b * S_5^2}{S_4}}{S_3} = b \end{cases}$$

13. Unbekannte auf linker Seite aus Bruch raus holen (x2)

$$\begin{cases} S_1 - \frac{S_2 * S_5}{S_3} + \frac{S_5^2}{S_3} * a \\ \frac{S_2 - \frac{S_1 * S_5}{S_4} - \frac{S_5^2}{S_4} * b}{S_3} = a \end{cases}$$

$$\begin{cases} \frac{S_1 - \frac{S_2 * S_5}{S_4} - \frac{S_5^2}{S_4} * b}{S_3} = b \end{cases}$$

$$\begin{cases} \frac{S_1 - \frac{S_2 * S_5}{S_3} + \frac{S_5^2}{S_3} * a = a}{S_4 + \frac{S_5}{S_3} * b} = b \end{cases}$$

14. Vereinfachen

$$\begin{cases} \frac{S_1 - \frac{S_2 * S_5}{S_3}}{S_4} + \frac{S_5^2}{S_3 * S_4} * a = a \\ -\frac{S_2 - \frac{S_1 * S_5}{S_4}}{S_3} + \frac{S_5^2}{S_4 * S_3} * b = b \end{cases}$$

15. Term mit Unbekannter auf rechte Seite bringen

$$\begin{cases} \frac{S_1 - \frac{S_2 * S_5}{S_3}}{S_4} = a - \frac{S_5^2}{S_3 * S_4} * a \\ -\frac{S_2 - \frac{S_1 * S_5}{S_4}}{S_3} = b - \frac{S_5^2}{S_4 * S_3} * b \end{cases}$$

16. Umschreiben und gemeinsamen Faktor mit Klammer beseitigen

$$\begin{cases} \frac{S_1 - \frac{S_2 * S_5}{S_3}}{S_4} = 1 * a - \frac{S_5^2}{S_3 * S_4} * a \\ -\frac{S_2 - \frac{S_1 * S_5}{S_4}}{S_3} = 1 * b - \frac{S_5^2}{S_4 * S_3} * b \end{cases}$$

$$\begin{cases} \frac{S_1 - \frac{S_2 * S_5}{S_3}}{S_4} = \left(1 - \frac{S_5^2}{S_3 * S_4}\right) * a \\ -\frac{S_2 - \frac{S_1 * S_5}{S_4}}{S_3} = \left(1 - \frac{S_5^2}{S_4 * S_3}\right) * b \end{cases}$$

17. Vereinfachen

$$\begin{cases} \frac{S_1 - \frac{S_2 * S_5}{S_3}}{S_4} = \frac{S_3 * S_4 - S_5^2}{S_3 * S_4} * a \\ -\frac{S_2 - \frac{S_1 * S_5}{S_4}}{S_3} = \frac{S_3 * S_4 - S_5^2}{S_3 * S_4} * b \end{cases}$$

18. Bruch auf linke Seite bringen

$$\begin{cases} \frac{S_1 - \frac{S_2 * S_5}{S_3}}{S_4 * \frac{S_3 * S_4 - S_5^2}{S_3 * S_4}} = a \\ -\frac{S_2 - \frac{S_1 * S_5}{S_4}}{S_3 * \frac{S_4 - S_5^2}{S_3 * S_4}} = b \end{cases}$$

19. Vereinfachen (oft ...)

$$\begin{cases} \frac{S_1 * S_3 - S_2 * S_5}{S_3} \\ \frac{S_4 * \frac{S_3 * S_4 - S_5^2}{S_3 * S_4}} \\ -\frac{\frac{S_2 * S_4 - S_1 * S_5}{S_4}}{S_3 * \frac{S_4 - S_5^2}{S_3 * S_4}} = b \end{cases}$$

$$\begin{cases} \frac{S_1 * S_3 - S_2 * S_5}{S_3} \\ \frac{S_3 * S_4 - S_5^2}{S_3} \\ -\frac{S_2 * S_4 - S_1 * S_5}{S_4} \\ -\frac{S_3 * S_4 - S_5^2}{S_4} = b \end{cases}$$

$$\begin{cases} \frac{S_1 * S_3 - S_2 * S_5}{S_3 * S_4 - S_5^2} = a \\ -\frac{S_2 * S_4 - S_1 * S_5}{S_3 * S_4 - S_5^2} = b \end{cases}$$

20. Hilfs-Gleichungen vereinfachen

$$S_{1} = x_{p2} * x_{v1} - x_{p1} * x_{v1} + y_{p2} * y_{v1} - y_{p1} * y_{v1} + z_{p2} * z_{v1} - z_{p1} * z_{v1}$$

$$= x_{p2} * x_{v1} + y_{p2} * y_{v1} + z_{p2} * z_{v1} - x_{p1} * x_{v1} - y_{p1} * y_{v1} - z_{p1} * z_{v1}$$

$$= (x_{p2} * x_{v1} + y_{p2} * y_{v1} + z_{p2} * z_{v1}) - (x_{p1} * x_{v1} + y_{p1} * y_{v1} + z_{p1} * z_{v1})$$

$$= \begin{pmatrix} x_{p2} \\ y_{p2} \\ z_{p2} \end{pmatrix} \cdot \begin{pmatrix} x_{v1} \\ y_{v1} \\ z_{v1} \end{pmatrix} - \begin{pmatrix} x_{p1} \\ y_{p1} \\ z_{p1} \end{pmatrix} \cdot \begin{pmatrix} x_{v1} \\ y_{v1} \\ z_{v1} \end{pmatrix} = \vec{P}_{2} \cdot \vec{V}_{1} - \vec{P}_{1} \cdot \vec{V}_{1}$$

$$S_{2} = x_{p2} * x_{v2} - x_{p1} * x_{v2} + y_{p2} * y_{v2} - y_{p1} * y_{v2} + z_{p2} * z_{v2} - z_{p1} * z_{v2}$$

$$= x_{p2} * x_{v2} + y_{p2} * y_{v2} + z_{p2} * z_{v2} - x_{p1} * x_{v2} - y_{p1} * y_{v2} - z_{p1} * z_{v2}$$

$$= (x_{p2} * x_{v2} + y_{p2} * y_{v2} + z_{p2} * z_{v2}) - (x_{p1} * x_{v2} + y_{p1} * y_{v2} + z_{p1} * z_{v2})$$

$$= \begin{pmatrix} x_{p2} \\ y_{p2} \\ y_{p2} \\ z_{p2} \end{pmatrix} \cdot \begin{pmatrix} x_{v2} \\ y_{v2} \\ z_{v2} \end{pmatrix} - \begin{pmatrix} x_{p1} \\ y_{p1} \\ z_{p1} \end{pmatrix} \cdot \begin{pmatrix} x_{v2} \\ y_{v2} \\ z_{v2} \end{pmatrix} = \vec{P}_{2} \cdot \vec{V}_{2} - \vec{P}_{1} \cdot \vec{V}_{2}$$

$$S_{3} = x_{v2}^{2} + y_{v2}^{2} + z_{v2}^{2} = length(\vec{V}_{2})^{2} = |\vec{V}_{2}|^{2}$$

$$S_{4} = x_{v1}^{2} + y_{v1}^{2} + z_{v1}^{2} = length(\vec{V}_{1})^{2} = |\vec{V}_{1}|^{2}$$

$$S_{5} = x_{v2} * x_{v1} + y_{v2} * y_{v1} + z_{v2} * z_{v1} = \begin{pmatrix} x_{v2} \\ y_{v2} \\ z_{v2} \end{pmatrix} \cdot \begin{pmatrix} x_{v1} \\ y_{v1} \\ z_{v1} \end{pmatrix} = \vec{V}_{2} \cdot \vec{V}_{1}$$

21. Hilfsgleichungen einsetzen

$$\begin{cases} \frac{\left(\vec{P}_{2}\cdot\vec{V}_{1}-\vec{P}_{1}\cdot\vec{V}_{1}\right)*\left|\vec{V}_{2}\right|^{2}-\left(\vec{P}_{2}\cdot\vec{V}_{2}-\vec{P}_{1}\cdot\vec{V}_{2}\right)*\left(\vec{V}_{2}\cdot\vec{V}_{1}\right)}{\left|\vec{V}_{2}\right|^{2}*\left|\vec{V}_{1}\right|^{2}-\left(\vec{V}_{2}\cdot\vec{V}_{1}\right)^{2}}=a\\ -\frac{\left(\vec{P}_{2}\cdot\vec{V}_{2}-\vec{P}_{1}\cdot\vec{V}_{2}\right)*\left|\vec{V}_{1}\right|^{2}-\left(\vec{P}_{2}\cdot\vec{V}_{1}-\vec{P}_{1}\cdot\vec{V}_{1}\right)*\left(\vec{V}_{2}\cdot\vec{V}_{1}\right)}{\left|\vec{V}_{2}\right|^{2}*\left|\vec{V}_{1}\right|^{2}-\left(\vec{V}_{2}\cdot\vec{V}_{1}\right)^{2}}=b \end{cases}$$