

## LINE AND PLANE

### Remember This: Line

- The vector equation of the line passing through  $A(\vec{a})$  and parallel to vector  $\vec{b}$  is  $\vec{r} = \vec{a} + \lambda \vec{b}$
- The vector equation of the line passing through  $A(\vec{a})$  and  $B(\vec{b})$  is  $\vec{r} = \vec{a} + \lambda(\vec{b} - \vec{a})$ .
- The Cartesian equations of the line passing through  $A(x_1, y_1, z_1)$  and having direction ratios  $a, b, c$  are  $\frac{x-x_1}{a} = \frac{y-y_1}{b} = \frac{z-z_1}{c}$
- The distance of point  $P(\vec{\alpha})$  from the line  $\vec{r} = \vec{a} + \lambda \vec{b}$  is given by  $\sqrt{|\vec{\alpha} - \vec{a}|^2 - \left[ \frac{(\vec{\alpha} - \vec{a}) \cdot \vec{b}}{|\vec{b}|} \right]^2}$
- The shortest distance between lines  $\vec{r} = \vec{a}_1 + \lambda_1 \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \lambda_2 \vec{b}_2$  is given by 
$$d = \frac{|(\vec{a}_2 - \vec{a}_1) \cdot (\vec{b}_1 \times \vec{b}_2)|}{|\vec{b}_1 \times \vec{b}_2|}$$
- Lines  $\vec{r} = \vec{a}_1 + \lambda_1 \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \lambda_2 \vec{b}_2$  intersect each other if and only if  $(\vec{a}_2 - \vec{a}_1) \cdot (\vec{b}_1 \times \vec{b}_2) = 0$
- Lines  $\frac{x-x_1}{a_1} = \frac{y-y_1}{b_1} = \frac{z-z_1}{c_1}$  and  $\frac{x-x_2}{a_2} = \frac{y-y_2}{b_2} = \frac{z-z_2}{c_2}$  intersect each other if and only if 
$$\begin{vmatrix} x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0$$
- The distance between parallel lines  $\vec{r} = \vec{a}_1 + \lambda \vec{b}$  and  $\vec{r} = \vec{a}_2 + \lambda \vec{b}$  is given by 
$$d = |(\vec{a}_2 - \vec{a}_1) \times \hat{b}|$$

### Plane

- The vector equation of the plane passing through  $A(\vec{a})$  and normal to vector  $\vec{n}$  is  $\vec{r} \cdot \vec{n} = \vec{a} \cdot \vec{n}$
- Equation  $\vec{r} \cdot \vec{n} = \vec{a} \cdot \vec{n}$  is called the **vector equation of plane in scalar product form**.
- If  $\vec{a} \cdot \vec{n} = d$  then equation  $\vec{r} \cdot \vec{n} = \vec{a} \cdot \vec{n}$  takes the form  $\vec{r} \cdot \vec{n} = d$
- The equation of the plane passing through  $A(x, y, z)$  and normal to the line having direction ratios  $a, b, c$  is  $a(x-x_1) + b(y-y_1) + c(z-z_1) = 0$ .

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- The vector equation of the plane passing through point  $A(\vec{a})$  and parallel to  $\vec{b}$  and  $\vec{c}$  is  $\vec{r} \cdot (\vec{b} \times \vec{c}) = \vec{a} \cdot (\vec{b} \times \vec{c})$
- Equation  $\vec{r} = \vec{a} + \lambda \vec{b} + \mu \vec{c}$  is called the vector equation of plane in parametric form.
- The vector equation of the plane passing through non-collinear points  $A(\vec{a})$ ,  $B(\vec{b})$  and  $C(\vec{c})$  is  $(\vec{r} - \vec{a}) \cdot (\vec{b} - \vec{a}) \times (\vec{c} - \vec{a}) = 0$

• Cartesian form of the above equation is 
$$\begin{vmatrix} x - x_1 & y - y_1 & z - z_1 \\ x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ x_3 - x_1 & y_3 - y_1 & z_3 - z_1 \end{vmatrix} = 0$$

- The equation of the plane at distance  $p$  unit from the origin and to which unit vector  $\hat{n}$  is normal is  $\vec{r} \cdot \hat{n} = p$
- If  $l, m, n$  are direction cosines of the normal to a plane which is at distance  $p$  unit from the origin then its equation is  $lx + my + nz = p$ .
- If  $N$  is the foot of the perpendicular drawn from the origin to a plane and  $ON = p$  then the co-ordinates of  $N$  are  $(pl, pm, pn)$ .
- If planes  $(\vec{r} \cdot \vec{n}_1 - d_1) = 0$  and  $\vec{r} \cdot \vec{n}_2 - d_2 = 0$  intersect each other, then for every real value of  $\lambda$ , equation  $\vec{r} \cdot (\vec{n}_1 + \lambda \vec{n}_2) - (d_1 + \lambda d_2) = 0$  represents a plane passing through the line of their intersection.
- If planes  $a_1x + b_1y + c_1z + d_1 = 0$  and  $a_2x + b_2y + c_2z + d_2 = 0$  intersect each other, then for every real value of  $\lambda$ , equation  $(a_1x + b_1y + c_1z + d_1) + \lambda (a_2x + b_2y + c_2z + d_2) = 0$  represents a plane passing through the line of their intersection.

• The angle between the planes  $\vec{r} \cdot \vec{n}_1 = d_1$  and  $\vec{r} \cdot \vec{n}_2 = d_2$  is given by  $\cos \theta = \frac{|\vec{n}_1 \cdot \vec{n}_2|}{|\vec{n}_1| |\vec{n}_2|}$

• The acute angle between the line  $\vec{r} = \vec{a} + \lambda \vec{b}$  and the plane  $\vec{r} \cdot \vec{n} = d$  is given by  $\sin \theta = \frac{|\vec{b} \cdot \vec{n}|}{|\vec{b}| |\vec{n}|}$

- Lines  $\vec{r} = \vec{a}_1 + \lambda_1 \vec{b}_1$  and  $\vec{r} = \vec{a}_2 + \lambda_2 \vec{b}_2$  are coplanar if and only if  $(\vec{a}_2 - \vec{a}_1) \cdot (\vec{b}_1 \times \vec{b}_2) = 0$  and the equation of the plane determined by them is  $(\vec{r} - \vec{a}_1) \cdot (\vec{b}_1 \times \vec{b}_2) = 0$

• Lines  $\frac{x - x_1}{a_1} = \frac{y - y_1}{b_1} = \frac{z - z_1}{c_1}$  and  $\frac{x - x_2}{a_2} = \frac{y - y_2}{b_2} = \frac{z - z_2}{c_2}$ .

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- The distance of the point  $A(\vec{a})$  from the plane  $\vec{r} \cdot \hat{n} = p$  is given by  $\left| p - \vec{a} \cdot \hat{n} \right|$