

In 3D, two lines are parallel, intersect at a point, or are skew.

Ex: Determine if the lines are parallel, skew, or intersect

$$\vec{r}_1(t) = \langle 1, 2, 0 \rangle + t \langle -2, 7, 1 \rangle$$

$$\vec{r}_2(s) = \langle 2, 3, 1 \rangle + s \langle -2, 1, -1 \rangle$$

Direction Vectors :  $\vec{v}_1 = \langle -2, 7, 1 \rangle$

$$\vec{v}_2 = \langle -2, 1, -1 \rangle$$

Since the direction vectors are not parallel, the lines are not parallel.

Find  $t$  and  $s$  such that

$$\vec{r}_1(t) = \vec{r}_2(s).$$

If there is a solution, the lines intersect.

If there is not a solution, the lines do not intersect and are not parallel  $\Rightarrow$  skew lines.

$$\left\{ \begin{array}{l} 1 - 2t = 2 - 2s \\ 2 + 7t = 3 + s \\ t = 1 - s \end{array} \right\}$$

$$\begin{array}{l} 1 - 2t = 2 - 2s \\ 4 + 14t = 6 + 2s \end{array}$$

$$5 + 12t = 0 \Rightarrow t = -\frac{5}{12}$$

$$s = 7t - 1 = \frac{7}{4} - 1 = \frac{3}{4}$$

check 3rd equation:  $1 - s = 1 - \frac{3}{4} = \frac{1}{4} = t$

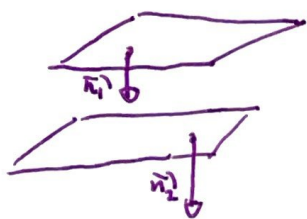
Lines intersect when  $t = \frac{1}{4}, s = \frac{3}{4}$

$$\vec{r}_1\left(\frac{1}{4}\right) = \left\langle \frac{1}{2}, \frac{15}{4}, \frac{1}{4} \right\rangle$$

Point of Intersection:  $\left(\frac{1}{2}, \frac{15}{4}, \frac{1}{4}\right)$

Two planes are either parallel or intersect in a line.

Parallel:

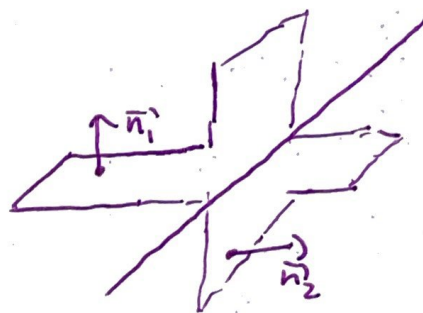


Parallel normal vectors

determine parallel planes.

$$\begin{cases} x + 2y - 3z = 1 \\ 2x + 4y - 6z = 5 \end{cases} \quad \begin{aligned} \vec{n}_1 &= \langle 1, 2, -3 \rangle \\ \vec{n}_2 &= \langle 2, 4, -6 \rangle \\ &= 2\vec{n}_1 \end{aligned}$$

Intersecting



Planes intersect in a line.

Since line lies in both planes, the direction vector is  $\vec{v} = \vec{n}_1 \times \vec{n}_2$

Ex! Find line of ~~intersection~~ <sup>intersection</sup> of planes

$$x - 2y + 3z = 0$$

$$\vec{n}_1 = \langle 1, -2, 3 \rangle$$

$$x + y - 2z = 6$$

$$\vec{n}_2 = \langle 1, 1, -2 \rangle$$

Line lies in both planes. Therefore direction vector is orthogonal to both  $\vec{n}_1$  and  $\vec{n}_2$ .

$$\vec{v} = \vec{n}_1 \times \vec{n}_2 = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & -2 & 3 \\ 1 & 1 & -2 \end{vmatrix} = \langle 1, 5, 3 \rangle$$

Point of intersection! Find a point on both planes

Suppose  $z=0$ , then planes reduce to system

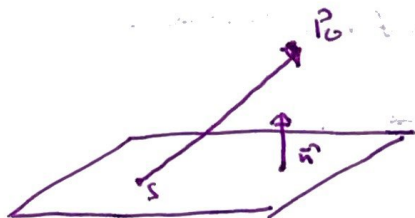
$$\begin{cases} x - 2y = 0 \\ x + y = 6 \end{cases} \quad \begin{aligned} 3y &= 6 \Rightarrow y = 2 \Rightarrow x = 4 \end{aligned}$$

A point on line is  $P(4, 2, 0)$

Line of intersection is  $\vec{r}(t) = \langle 4, 2, 0 \rangle + t \langle 1, 5, 3 \rangle$

## Distance

Find distance from the point  $P_0(x_0, y_0, z_0)$  to the plane  $ax + by + cz = d$ .



The distance from  $P_0$  to plane is distance from  $P_0$  to nearest point that lies in the plane.

Let  $S$  be any point in plane.

By orthogonality, distance =  $|\text{comp}_{\vec{n}} \vec{P_0S}| = \left| \frac{\vec{P_0S} \cdot \vec{n}}{|\vec{n}|} \right|$

Ex: Find distance from  $P_0(1, 4, -2)$  to

$$2x - 3y + z = 5$$

$S(1, -1, 0)$  is a point on the plane.

$\vec{n} = \langle 2, -3, 1 \rangle$  is the normal.

$$\vec{P_0S} = \langle 0, -5, 2 \rangle$$

$$\text{Distance} = |\text{comp}_{\vec{n}} \vec{P_0S}|$$

$$= \left| \frac{\vec{P_0S} \cdot \vec{n}}{|\vec{n}|} \right|$$

$$= \left| \frac{15 + 2}{\sqrt{14}} \right| = \cancel{\frac{17}{\sqrt{14}}}$$

$$D = \frac{17}{\sqrt{14}}$$