工科数学分析

贺丹 (东南大学)





本节主要内容:



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• 空间直角坐标系



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- 空间直角坐标系
- 向量的坐标表示



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- 空间直角坐标系
- 向量的坐标表示
- 向量运算的坐标表示





1. 空间直角坐标系的建立



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 - 取○点--坐标原点;



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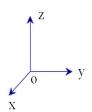
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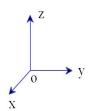




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- 2. 卦限



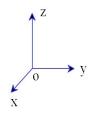


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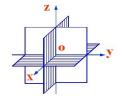
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2. 卦限

三个坐标平面将空间 分成八个部分, 称为 八个卦限.







	_	=	Ξ	四	五	六	七	八
x	+	_	_	+	+	_	_	+
y	+	+	_	_	+	+	_	_
z	+	+	+	+	_	_	_	_



	_	=	Ξ	四	五	六	七	八
\boldsymbol{x}	+	_	_	+	+	_	_	+
y	+	+	_	_	+	+	_	_
z	+	+	+	+	_	_	_	_

3. 空间点的坐标



	_	=	Ξ	四	五	六	七	八
\boldsymbol{x}	+	_	_	+	+	_	_	+
y	+	+		_	+	+		_
z	+	+	+	+	_	_	_	_

3. 空间点的坐标

空间点 $M \leftrightarrow$ 有序实数组(x, y, z).



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x—点M的横坐标;



	_	=	Ξ	四	五	六	七	八
\boldsymbol{x}	+	_	_	+	+	_	_	+
y	+	+		_	+	+		_
z	+	+	+	+	_	_	_	_

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x—点M的横坐标;

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\boldsymbol{x}	+	_	_	+	+	_	_	+
y	+	+		_	+	+		
z	+	+	+	+	_	_	_	_

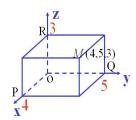
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\boldsymbol{x}	+	_	_	+	+	_	_	+
y	+	+		_	+	+		
z	+	+	+	+	_	_	_	_

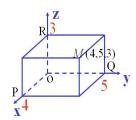
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原点O(0,0,0);



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② 坐标轴上的点



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② 坐标轴上的点 Ox轴上的点: (x,0,0);



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② 坐标轴上的点 $\begin{cases} Ox轴上的点: (x,0,0); \\ Oy轴上的点: (0,y,0); \end{cases}$



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❸ 坐标平面上的点



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 $egin{aligned} & Oxy$ 平面上的点: $(x,y,0); \\ &$ 坐标平面上的点 $\end{aligned}$



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4. 坐标轴的平移



设有两个坐标系 $O - xyz(\mathbf{H})$ 和 $O' - x'y'z'(\mathbf{f})$,假设这两个坐标系的各轴对应平行且指向相同.



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设点M关于坐标系O - xyz的坐标为M(x, y, z), 点M关于坐标系O' - x'y'z'的坐标为M(x', y', z'),



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则
$$\begin{cases} x = a + x', \\ y = b + y', \\ z = c + z'. \end{cases}$$



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 或
$$\begin{cases} x' = x - a, \\ y' = y - b, \\ z' = z - c. \end{cases}$$





- 5. 空间两点间的距离
- ▶ 空间中点M(x,y,z) 到原点的距离

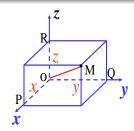


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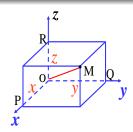
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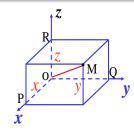
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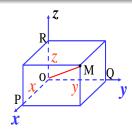
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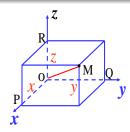
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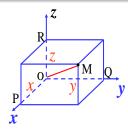
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由此得所求距离为

$$|M_1M_2| = d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}.$$





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,

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, $x = 9$ 或 $x = -1$.

故所求点P 的坐标为(9,0,0) 或(-1,0,0).







$$A(4,0,0), B(0,-3,0), C(0,0,5),$$



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于是
$$|MO| = \sqrt{4^2 + (-3)^2 + 5^2} = 5\sqrt{2}$$
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 $|MB| = \sqrt{4^2 + 5^2} = \sqrt{41},$
 $|MC| = \sqrt{4^2 + (-3)^2} = 5.$





1. 向量的坐标



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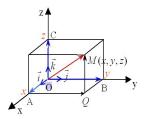
设M(x,y,z)为空间一点,作向量 \overrightarrow{OM} ,点 $A \times B \times C$ 分别为点M(x,y,z) 在x轴上、y轴上、z轴上的投影点,



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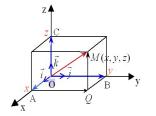




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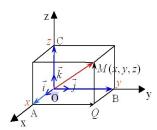


则有
$$\overrightarrow{OA} = x\vec{i},$$

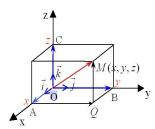
$$\overrightarrow{OB} = y\vec{j},$$

$$\overrightarrow{OC} = z\vec{k}.$$

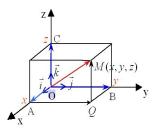






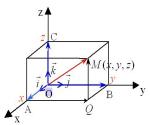






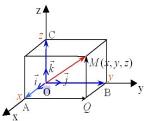
$$\overrightarrow{OM} = \overrightarrow{OA} + \overrightarrow{AQ} + \overrightarrow{QM}$$





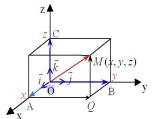
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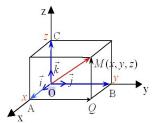




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上式称为向量 \overrightarrow{OM} 的坐标表示式,记作 $\overrightarrow{OM} = \{x, y, z\}$ 或 $\overrightarrow{OM} = (x, y, z)$,其中(x, y, z)称为向量 \overrightarrow{OM} 的坐标.



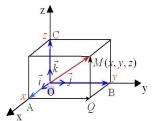


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$$= \overrightarrow{OA} + \overrightarrow{OB} + \overrightarrow{OC}$$
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上式称为向量 \overrightarrow{OM} 的坐标表示式,记作 $\overrightarrow{OM} = \{x, y, z\}$ 或 $\overrightarrow{OM} = (x, y, z)$,其中(x, y, z)称为向量 \overrightarrow{OM} 的坐标.

点
$$M \longleftrightarrow \overrightarrow{OM} = x\vec{i} + y\vec{j} + z\vec{k}$$





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点
$$M \longleftrightarrow \overrightarrow{OM} = x\vec{i} + y\vec{j} + z\vec{k}$$
 \longleftrightarrow 三元有序数组 (x, y, z)



一般地, 设向量 \vec{a} 在三个坐标轴上的投影分别为 a_x , a_y , a_z ,







$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k},$$

或 $\vec{a} = \{a_x, a_y, a_z\}.$



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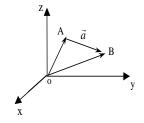
 以A(x₁, y₁, z₁)为起点,B(x₂, y₂, z₂)为终点的向量,有



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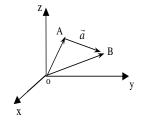


$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k},$$

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以A(x₁, y₁, z₁)为起点, B(x₂,
 y₂, z₂)为终点的向量, 有

$$\vec{a} = \overrightarrow{AB} = \overrightarrow{OB} - \overrightarrow{OA}$$

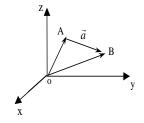




$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k},$$

或 $\vec{a} = \{a_x, a_y, a_z\}.$

以A(x₁, y₁, z₁)为起点, B(x₂, y₂, z₂)为终点的向量, 有



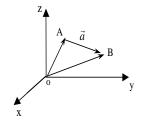
$$\vec{a} = \overrightarrow{AB} = \overrightarrow{OB} - \overrightarrow{OA}$$
$$= (x_2 \vec{i} + y_2 \vec{j} + z_2 \vec{k}) - (x_1 \vec{i} + y_1 \vec{j} + z_1 \vec{k})$$



$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k},$$

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以A(x₁, y₁, z₁)为起点, B(x₂,
 y₂, z₂)为终点的向量, 有



$$\vec{a} = \overrightarrow{AB} = \overrightarrow{OB} - \overrightarrow{OA}$$

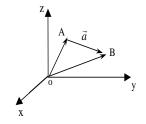
$$= (x_2\vec{i} + y_2\vec{j} + z_2\vec{k}) - (x_1\vec{i} + y_1\vec{j} + z_1\vec{k})$$

$$= (x_2 - x_1)\vec{i} + (y_2 - y_1)\vec{j} + (z_2 - z_1)\vec{k},$$



$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k},$$
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以A(x₁, y₁, z₁)为起点, B(x₂, y₂, z₂)为终点的向量, 有



$$\begin{split} \vec{a} &= \overrightarrow{AB} = \overrightarrow{OB} - \overrightarrow{OA} \\ &= (x_2 \vec{i} + y_2 \vec{j} + z_2 \vec{k}) - (x_1 \vec{i} + y_1 \vec{j} + z_1 \vec{k}) \\ &= (x_2 - x_1) \vec{i} + (y_2 - y_1) \vec{j} + (z_2 - z_1) \vec{k}, \\ \mathbf{\mathcal{T}} &= \overrightarrow{AB} = \{x_2 - x_1, y_2 - y_1, z_2 - z_1\}. \end{split}$$







则
$$\vec{a} = \{a_x, a_y, a_z\},$$



则
$$\vec{a} = \{a_x, a_y, a_z\}, \quad |\vec{a}| = |\overrightarrow{OM}| = \sqrt{a_x^2 + a_y^2 + a_z^2}.$$



▶ 设非零向量 \vec{a} 起点为坐标原点, 终点为 $M(a_x, a_y, a_z)$,

则
$$\vec{a} = \{a_x, a_y, a_z\}, \quad |\vec{a}| = |\overrightarrow{OM}| = \sqrt{a_x^2 + a_y^2 + a_z^2}.$$

 $ightharpoonup \vec{a}$ 的方向可由该向量与三坐标轴正向的夹角 α, β, γ 或这三

个角的余弦 $\cos \alpha, \cos \beta, \cos \gamma$ 来表示(其中 $0 \le \alpha, \beta, \gamma \le \pi$).



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 - α, β, γ 称为向量 \vec{a} 的方向角;

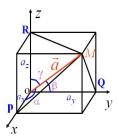




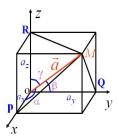
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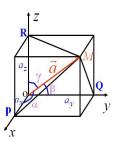








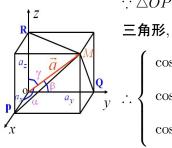




 $\therefore \triangle OPM, \triangle OQM, \triangle ORM$ 是直角 三角形,

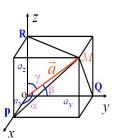


$:: \triangle OPM, \triangle OQM, \triangle ORM$ 是直角



$$\therefore \begin{cases} \cos \alpha = \frac{a_x}{|\vec{a}|}, \\ \cos \beta = \frac{a_y}{|\vec{a}|}, \\ \cos \gamma = \frac{a_z}{|\vec{a}|}. \end{cases}$$





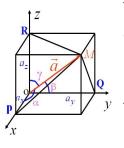
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三角形,

$$\therefore \begin{cases}
\cos \alpha = \frac{a_x}{|\vec{a}|}, \\
\cos \beta = \frac{a_y}{|\vec{a}|}, \Rightarrow \begin{cases}
a_x = |\vec{a}| \cos \alpha, \\
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a_z = |\vec{a}| \cos \gamma.
\end{cases}$$



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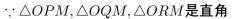


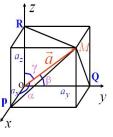
三角形,

$$\begin{cases}
\cos \alpha = \frac{a_x}{|\vec{a}|}, \\
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a_z = |\vec{a}|\cos \gamma.
\end{cases}$$

$$\mathbf{\underline{H}}\,\cos^2\alpha + \cos^2\beta + \cos^2\gamma = 1.$$







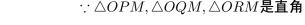
三角形,

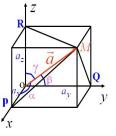
$$\begin{array}{l}
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:: 向量 $\{\cos \alpha, \cos \beta, \cos \gamma\}$ 的模等于1,





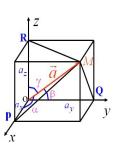


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- \therefore 向量 $\{\cos \alpha, \cos \beta, \cos \gamma\}$ 的模等于1,
- ∴ 由方向余弦所组成的向量是单位向量,即





∴ $\triangle OPM, \triangle OQM, \triangle ORM$ **是直角**

三角形,

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$$\vec{a}_0 = \{\cos \alpha, \cos \beta, \cos \gamma\}.$$



例1. 已知 $\vec{a} = \{2, 3, -1\}$, 求其方向余弦和与 \vec{a} 同向的单位向量 \vec{a}_0 .

例2. 已知 $M_1(1,-2,3)$ 、 $M_2(4,2,-1)$, 求 $\overrightarrow{M_1M_2}$ 的模及方向余弦.



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$$\mathbf{\tilde{H}}$$: 1. $|\vec{a}| = \sqrt{2^2 + 3^2 + (-1)^2} = \sqrt{14}$,



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解: 1.
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于是 $\cos \alpha = \frac{2}{\sqrt{14}}$, $\cos \beta = \frac{3}{\sqrt{14}}$, $\cos \gamma = \frac{-1}{\sqrt{14}}$.



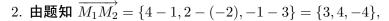
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$$\overrightarrow{M_1M_2} = \{4-1,2-(-2),-1-3\} = \{3,4,-4\},$$
所以 $|\overrightarrow{M_1M_2}| = \sqrt{3^2+4^2+(-4)^2} = \sqrt{41},$



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$$|\overrightarrow{M_1M_2}| = \sqrt{3^2 + 4^2 + (-4)^2} = \sqrt{41}$$
,

$$\cos \alpha = \frac{3}{\sqrt{41}}, \ \cos \beta = \frac{4}{\sqrt{41}}, \ \cos \gamma = \frac{-4}{\sqrt{41}}.$$





M:
$$\because \cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$$
, $\cos \alpha = \frac{1}{3}$, $\cos \beta = \frac{2}{3}$,



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于是
$$a_x = |\vec{a}|\cos\alpha = 6 \times \frac{1}{3} = 2,$$



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$$\because \cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$$
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于是
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$$\because \cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma = 1$$
, $\cos \alpha = \frac{1}{3}$, $\cos \beta = \frac{2}{3}$, $\therefore \cos \gamma = \pm \sqrt{1 - \cos^2 \alpha - \cos^2 \beta} = \pm \frac{2}{3}$.

于是
$$a_x = |\vec{a}|\cos\alpha = 6 \times \frac{1}{3} = 2,$$
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 $\vec{a} = \{2, 4, 4\} \ \vec{a} = \{2, 4, -4\}.$









设
$$\vec{a} = \{a_x, a_y, a_z\}, \ \vec{b} = \{b_x, b_y, b_z\},$$



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$$\vec{a} = \{a_x, a_y, a_z\}, \ \vec{b} = \{b_x, b_y, b_z\},$$
 即 $\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k}, \ \vec{b} = b_x \vec{i} + b_y \vec{j} + b_z \vec{k},$



设
$$\vec{a} = \{a_x, a_y, a_z\}, \ \vec{b} = \{b_x, b_y, b_z\},$$

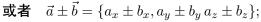
即
$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k}, \ \vec{b} = b_x \vec{i} + b_y \vec{j} + b_z \vec{k},$$

•
$$\vec{a} \pm \vec{b} = (a_x \pm b_x)\vec{i} + (a_y \pm b_y)\vec{j} + (a_z \pm b_z)\vec{k};$$



设
$$\vec{a} = \{a_x, a_y, a_z\}, \ \vec{b} = \{b_x, b_y, b_z\},$$
 即 $\vec{a} = a_x \vec{i} + a_u \vec{j} + a_z \vec{k}, \ \vec{b} = b_x \vec{i} + b_u \vec{j} + b_z \vec{k},$

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或者
$$\vec{a} \pm \vec{b} = \{a_x \pm b_x, a_y \pm b_y \, a_z \pm b_z\};$$

•
$$\lambda \vec{a} = \lambda (a_x \vec{i} + a_y \vec{j} + a_z \vec{k}) = (\lambda a_x) \vec{i} + (\lambda a_y) \vec{j} + (\lambda a_z) \vec{k}$$
.



设
$$\vec{a} = \{a_x, a_y, a_z\}, \ \vec{b} = \{b_x, b_y, b_z\},$$

即
$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k}, \ \vec{b} = b_x \vec{i} + b_y \vec{j} + b_z \vec{k},$$

•
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或者
$$\vec{a} \pm \vec{b} = \{a_x \pm b_x, a_y \pm b_y \, a_z \pm b_z\};$$

•
$$\lambda \vec{a} = \lambda (a_x \vec{i} + a_y \vec{j} + a_z \vec{k}) = (\lambda a_x) \vec{i} + (\lambda a_y) \vec{j} + (\lambda a_z) \vec{k}$$
.

或者
$$\lambda \vec{a} = \{\lambda a_x, \lambda a_y, \lambda a_z\}.$$



1. 向量的加减法与数乘的坐标表示

设
$$\vec{a} = \{a_x, a_y, a_z\}, \ \vec{b} = \{b_x, b_y, b_z\},$$

即
$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k}, \ \vec{b} = b_x \vec{i} + b_y \vec{j} + b_z \vec{k},$$

•
$$\vec{a} \pm \vec{b} = (a_x \pm b_x)\vec{i} + (a_y \pm b_y)\vec{j} + (a_z \pm b_z)\vec{k};$$

或者
$$\vec{a} \pm \vec{b} = \{a_x \pm b_x, a_y \pm b_y \, a_z \pm b_z\};$$

•
$$\lambda \vec{a} = \lambda (a_x \vec{i} + a_y \vec{j} + a_z \vec{k}) = (\lambda a_x) \vec{i} + (\lambda a_y) \vec{j} + (\lambda a_z) \vec{k}$$
.

或者
$$\lambda \vec{a} = \{\lambda a_x, \lambda a_y, \lambda a_z\}.$$

结论:



1. 向量的加减法与数乘的坐标表示

设
$$\vec{a} = \{a_x, a_y, a_z\}, \ \vec{b} = \{b_x, b_y, b_z\},$$

即
$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k}, \ \vec{b} = b_x \vec{i} + b_y \vec{j} + b_z \vec{k},$$

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结论: 两个非零向量 $\vec{a}//\vec{b}$ 的充要条件 $\vec{b}=\lambda\vec{a}$, 可以写成



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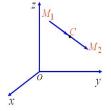
$$b_x = \lambda a_x, b_y = \lambda a_y, b_z = \lambda a_z \quad \text{ if } \quad \frac{b_x}{a_x} = \frac{b_y}{a_y} = \frac{b_z}{a_z} = \lambda.$$



例1. 设有两点 $M_1(x_1,y_1,z_1)$ 和 $M_2(x_2,y_2,z_2)$, 点C将有向线段 M_1M_2 分成两部分,使 $\frac{M_1C}{CM_2}=\lambda(\lambda\neq -1)$,求分点C的坐标.

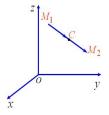


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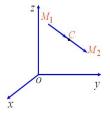
$$M_1M_2$$
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解: 设分点C的坐标为(x,y,z),则有



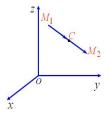
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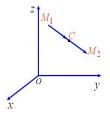
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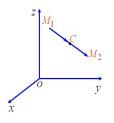
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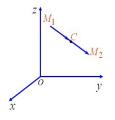
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故有
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 $z - z_1 = \lambda(z_2 - z),$



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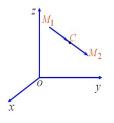
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 解之得分点 C 的坐标为:

$$x = \frac{x_1 + \lambda x_2}{1 + \lambda}, \quad y = \frac{y_1 + \lambda y_2}{1 + \lambda}, \quad z = \frac{z_1 + \lambda z_2}{1 + \lambda}.$$



特别地,当 $\lambda = 1$ 时,得中点C的坐标为:

$$x = \frac{x_1 + x_2}{2}, \ y = \frac{y_1 + y_2}{2}, \ z = \frac{z_1 + z_2}{2}.$$





解: 由 $|\overrightarrow{AB}| = 5$, $|\overrightarrow{AC}| = 15$ 知,



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$$\vec{c}_0 = \frac{\vec{c}}{|\vec{c}|} = \left\{ -\frac{2}{\sqrt{6}}, -\frac{1}{\sqrt{6}}, -\frac{1}{\sqrt{6}} \right\}.$$





设
$$\vec{a} = a_x \vec{i} + a_u \vec{j} + a_z \vec{k}, \ \vec{b} = b_x \vec{i} + b_u \vec{j} + b_z \vec{k},$$
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设
$$\vec{a}=a_x\vec{i}+a_y\vec{j}+a_z\vec{k},\; \vec{b}=b_x\vec{i}+b_y\vec{j}+b_z\vec{k},$$
 则
$$\vec{a}\cdot\vec{b}=(a_x\vec{i}+a_y\vec{j}+a_z\vec{k})\cdot(b_x\vec{i}+b_y\vec{j}+b_z\vec{k})$$



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$$= a_x b_x \vec{i} \cdot \vec{i} + a_x b_y \vec{i} \cdot \vec{j} + a_x b_z \vec{i} \cdot \vec{k}$$

$$+ a_y b_x \vec{j} \cdot \vec{i} + a_y b_y \vec{j} \cdot \vec{j} + a_y b_z \vec{j} \cdot \vec{k}$$

$$+ a_z b_x \vec{k} \cdot \vec{i} + a_z b_y \vec{k} \cdot \vec{j} + a_z b_z \vec{k} \cdot \vec{k}$$

$$= a_x b_x + a_y b_y + a_z b_z.$$



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$$= a_x b_x \vec{i} \cdot \vec{i} + a_x b_y \vec{i} \cdot \vec{j} + a_x b_z \vec{i} \cdot \vec{k}$$

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$$+ a_z b_x \vec{k} \cdot \vec{i} + a_z b_y \vec{k} \cdot \vec{j} + a_z b_z \vec{k} \cdot \vec{k}$$

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即若
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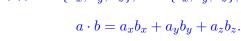
$$= a_x b_x \vec{i} \cdot \vec{i} + a_x b_y \vec{i} \cdot \vec{j} + a_x b_z \vec{i} \cdot \vec{k}$$

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若
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若
$$ec{a}=a_xec{i}+a_yec{j}+a_zec{k},\;ec{b}=b_xec{i}+b_yec{j}+b_zec{k},\;$$
则
$$ec{a}\perpec{b}\Longleftrightarrow ec{a}\cdotec{b}=a_xb_x+a_yb_y+a_zb_z=0,$$



若
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$$|\vec{a}| = \sqrt{\vec{a} \cdot \vec{a}} = \sqrt{a_x^2 + a_y^2 + a_z^2},$$

$$\cos(\vec{a}, \vec{b}) = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}| \cdot |\vec{b}|} = \frac{a_x b_x + a_y b_y + a_z b_z}{\sqrt{a_x^2 + a_y^2 + a_z^2} \cdot \sqrt{b_x^2 + b_y^2 + b_z^2}}.$$



例3. 已知
$$\vec{a} = \vec{i} - \vec{j} + \vec{k}, \ \vec{b} = 3\vec{i} + 2\vec{j} - 2\vec{k}, \ \vec{x}\vec{a} \cdot \vec{b}, \cos(\vec{a}, \vec{b}).$$



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$$\vec{a} = \vec{i} - \vec{j} + \vec{k}$$
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$$= -\frac{1}{\sqrt{51}}.$$





解: $\vec{a} = \{-4, 3, 7\}$, 设所求的单位向量为 $\vec{b} = \{x, y, 0\}$,



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$$\vec{b} = \{\frac{3}{5}, \frac{4}{5}, 0\}, \ \vec{\mathbf{x}}\vec{b} = \{-\frac{3}{5}, -\frac{4}{5}, 0\}.$$





设
$$\vec{a}=a_x\vec{i}+a_y\vec{j}+a_z\vec{k},\; \vec{b}=b_x\vec{i}+b_y\vec{j}+b_z\vec{k},$$



设
$$\vec{a} = a_x \vec{i} + a_y \vec{j} + a_z \vec{k}, \ \vec{b} = b_x \vec{i} + b_y \vec{j} + b_z \vec{k},$$
 则
$$\vec{a} \times \vec{b} = (a_x \vec{i} + a_y \vec{j} + a_z \vec{k}) \times (b_x \vec{i} + b_y \vec{j} + b_z \vec{k})$$



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$$\vec{a}=a_x\vec{i}+a_y\vec{j}+a_z\vec{k},\; \vec{b}=b_x\vec{i}+b_y\vec{j}+b_z\vec{k},\;$$
則
$$\vec{a}\times\vec{b}=(a_x\vec{i}+a_y\vec{j}+a_z\vec{k})\times(b_x\vec{i}+b_y\vec{j}+b_z\vec{k})$$

$$=a_xb_x\vec{i}\times\vec{i}+a_xb_y\vec{i}\times\vec{j}+a_xb_z\vec{i}\times\vec{k}$$

$$+a_yb_x\vec{j}\times\vec{i}+a_yb_y\vec{j}\times\vec{j}+a_yb_z\vec{j}\times\vec{k}$$

$$+a_zb_x\vec{k}\times\vec{i}+a_zb_y\vec{k}\times\vec{j}+a_zb_z\vec{k}\times\vec{k}$$



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$$= a_x b_x \vec{i} \times \vec{i} + a_x b_y \vec{i} \times \vec{j} + a_x b_z \vec{i} \times \vec{k}$$

$$+ a_y b_x \vec{j} \times \vec{i} + a_y b_y \vec{j} \times \vec{j} + a_y b_z \vec{j} \times \vec{k}$$

$$+ a_z b_x \vec{k} \times \vec{i} + a_z b_y \vec{k} \times \vec{j} + a_z b_z \vec{k} \times \vec{k}$$

$$= (a_y b_z - a_z b_y) \vec{i} - (a_x b_z - a_z b_x) \vec{j}$$

$$+ (a_x b_y - a_y b_x) \vec{k},$$







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结论: 若 $\vec{a}=\{a_x,a_y,a_z\},\; \vec{b}=\{b_x,b_y,b_z\}$ 为两个非零向量, 则



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 理解为 $a_x = 0$, $\frac{a_y}{b_y} = \frac{a_z}{b_z}$.





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问: 如何求AB边上的高h?





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$$\vec{c}_0 = \frac{\vec{c}}{|\vec{c}|} = \{0, \frac{4}{5}, -\frac{3}{5}\}, (\vec{c}_0 \$$
与 \vec{c} 同向),



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或
$$-\vec{c}_0 = \{0, -\frac{4}{5}, \frac{3}{5}\}, (-\vec{c}_0 与 \vec{c} 反向).$$





设
$$\vec{a} = \{a_x, a_y, a_z\}, \ \vec{b} = \{b_x, b_y, b_z\}, \ \vec{c} = \{c_x, c_y, c_z\},$$
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$$\vec{a} \cdot (\vec{b} \times \vec{c}) = a_x \begin{vmatrix} b_y & b_z \\ c_y & c_z \end{vmatrix} - a_y \begin{vmatrix} b_x & b_z \\ c_x & c_z \end{vmatrix} + a_z \begin{vmatrix} b_x & b_y \\ c_x & c_y \end{vmatrix}$$



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• 三向量 \vec{a} , \vec{b} , \vec{c} 共面



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$$\iff \begin{vmatrix} x_2 - x_1 & y_2 - y_1 & z_2 - z_1 \\ x_3 - x_1 & y_3 - y_1 & z_3 - z_1 \\ x_4 - x_1 & y_4 - y_1 & z_4 - z_1 \end{vmatrix} = 0.$$



例7. 已知不在一平面上的四点 $A(x_1, y_1, z_1), B(x_2, y_2, z_2),$

 $C(x_3, y_3, z_3), D(x_4, y_4, z_4),$ 求四面体ABCD的体积.



解:由立体几何知识可知,四面体的体积V等于以向量 \overrightarrow{AB} , \overrightarrow{AC} 和 \overrightarrow{AD} 为棱的平行六面体体积的六分之一,



解:由立体几何知识可知,四面体的体积V等于以向量 $\overrightarrow{AB},\overrightarrow{AC}$ 和 \overrightarrow{AD} 为棱的平行六面体体积的六分之一,

因而
$$V = \frac{1}{6} | [\overrightarrow{AB} \ \overrightarrow{AC} \ \overrightarrow{AD}] |$$



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上式的符号选择必须和行列式的符号一致.

