Intersection of Two Lines

Tamas Kis | kis@stanford.edu | https://github.com/tamaskis

2

Contents

1 Intersection of Two Lines

Copyright © 2021 Tamas Kis

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.



1 INTERSECTION OF TWO LINES

Consider the following two lines given in point-slope form:

$$y - y_1 = m_1 \left(x - x_1 \right)$$

$$y - y_2 = m_2 (x - x_2)$$

If these two lines intersect at (x_{int}, y_{int}) , then

$$y_{\text{int}} - y_1 = m_1 (x_{\text{int}} - x_1)$$
 (1)

$$y_{\text{int}} - y_2 = m_2 (x_{\text{int}} - x_2)$$
 (2)

Solving Eqs. (1) and (2) for y_{int} ,

$$y_{\rm int} = y_1 + m_1 \left(x_{\rm int} - x_1 \right) \tag{3}$$

$$y_{\text{int}} = y_2 + m_2 (x_{\text{int}} - x_2)$$
 (4)

Equating Eqs. (3) and (4),

$$y_1 + m_1 (x_{\text{int}} - x_1) = y_2 + m_2 (x_{\text{int}} - x_2)$$

Solving for x_{int} ,

$$x_{\text{int}} = \frac{(m_1 x_1 - m_2 x_2) - (y_1 - y_2)}{m_1 - m_2}$$
 (5)

To obtain y_{int} , we can use either line. We choose to use line 1.

$$y_{\text{int}} = y_1 + m_1 (x_{\text{int}} - x_1)$$
 (6)