

$$P_1(0,0,1) \quad P_2(0,1,0) \quad P_3(1,0,0)$$

$$\vec{A} = \vec{P}_1\vec{P}_2 = \langle 0, 1, -1 \rangle$$

$$\vec{B} = \vec{P}_1\vec{P}_3 = \langle 1, 0, -1 \rangle$$

$$\vec{C} = \vec{P}_2\vec{P}_3 = \langle 1, -1, 0 \rangle$$

$$\vec{N} = \vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} = -\hat{i} - \hat{j} - \hat{k}$$

$$\vec{P}_1 \cdot \vec{N} = 0 \Rightarrow (\vec{P} - \vec{P}_1) \cdot \vec{N} = 0 \Rightarrow \vec{N} \cdot \vec{P} = \vec{N} \cdot \vec{P}_1$$

$$N_x x + N_y y + N_z z = N_x P_{1,x} + N_y P_{1,y} + N_z P_{1,z}$$

$$\Pi: -x - y - z = -1$$

$$U_1(-1,1,0) \quad U_2(0,0,0) \quad U_3(1,2,0.5)$$

$$\vec{D} = \vec{U}_1\vec{U}_2 = \langle 1, -1, 0 \rangle, \quad D: \vec{P} = \vec{U}_1 + (\vec{U}_2 - \vec{U}_1)t = \vec{U}_1 + \vec{D}t$$

$$\vec{E} = \vec{U}_1\vec{U}_3 = \langle 2, 1, 0.5 \rangle, \quad E: \vec{P} = \vec{U}_1 + \vec{E}t$$

$$\vec{F} = \vec{U}_2\vec{U}_3 = \langle 1, 2, 0.5 \rangle, \quad F: \vec{P} = \vec{U}_2 + \vec{F}t$$

$\vec{D}$  w/  $\Pi$ : expect no plane intersection,  $t = \mathbb{R} \neq 0$

plug in line equation:  $P_x = x = U_{1,x} + (U_{2,x} - U_{1,x})t$

$$N_x(U_{1,x} + D_x t) + N_y(U_{1,y} + D_y t) + N_z(U_{1,z} + D_z t) = N_x P_{1,x} + N_y P_{1,y} + N_z P_{1,z}$$

$$\text{solve for } t \quad \frac{N_x(P_{1,x} - U_{1,x}) + N_y(P_{1,y} - U_{1,y}) + N_z(P_{1,z} - U_{1,z})}{N_x D_x + N_y D_y + N_z D_z} = \frac{\vec{N} \cdot (\vec{U}_1\vec{P}_1)}{\vec{N} \cdot \vec{D}}$$

$$\text{calculate } t = \frac{-(0-1) - (0-1) - (1-0)}{-(1) - (-1) - (0)} = \frac{-1}{0} = \frac{\mathbb{R} \neq 0}{0} \Rightarrow \text{no planar intersection}$$

$$\vec{N} \cdot \vec{D} = 0 \Rightarrow \vec{N} \perp \vec{D}$$

$$\vec{N} \cdot \vec{U}_1\vec{P}_1 \neq 0 \Rightarrow \vec{N} \not\perp \vec{U}_1\vec{P}_1$$

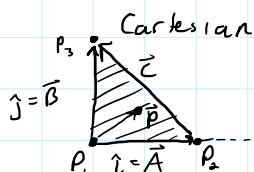
$\vec{E}$  w/  $\Pi$ : expect planar intersection, in range, out of bounds  $t \in [0, 1]$

$$t = \vec{N} \cdot (\vec{U}_1\vec{P}_1) / \vec{N} \cdot \vec{E} = \frac{-1}{-2-1-0.5} = \frac{1}{3.5}$$

$t \approx 0.28 \in [0, 1] \Rightarrow$  intersects w/ plane b/w  $U_1$  &  $U_3$

$$\text{line } \vec{E}: \vec{P}(0) = \vec{U}_1, \quad \vec{P}(1) = \vec{U}_1 + \vec{E} = \vec{U}_1 + \vec{U}_2 - \vec{U}_1 = \vec{U}_2$$

determine if in  $\Delta P_1 P_2 P_3$

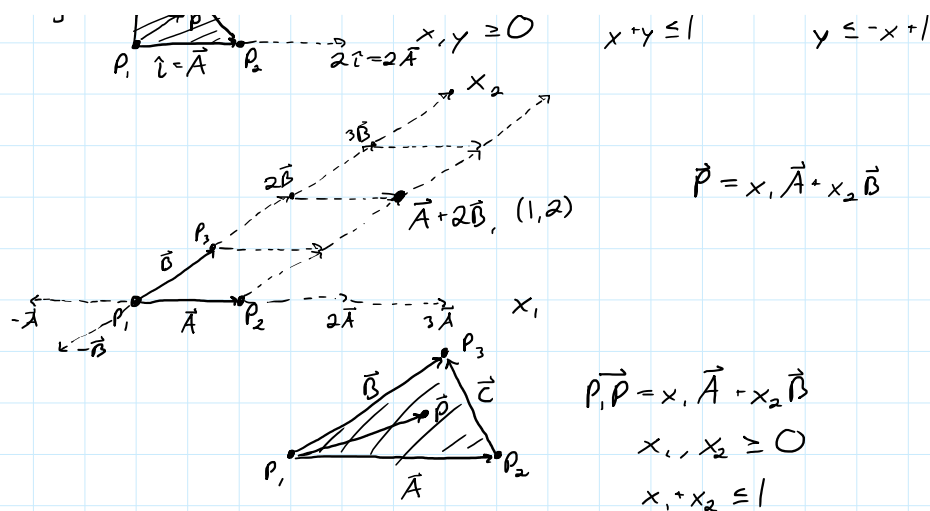


$$\vec{P} = x\vec{A} + y\vec{B} = x\hat{i} + y\hat{j} = (x, y)$$

$$x, y \geq 0$$

$$x + y \leq 1$$

$$y \leq -x + 1$$



Basis,  $\mathcal{B} = \{\vec{A}, \vec{B}, \vec{N}\}$  of  $\mathbb{R}^3$

put in coordinates of  $\mathcal{B}$  using change-of-base matrix  $M = \begin{bmatrix} \vec{A} & \vec{B} & \vec{N} \end{bmatrix}$

$$[\vec{P}]_{\mathcal{B}} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = M^{-1} \vec{P} \Rightarrow \vec{P} = x_1 \vec{A} + x_2 \vec{B} + x_3 \vec{N}$$

we know that  $x_3 = 0$  b/c  $\vec{P}$  in plane  
ie normal component is 0

$$\vec{E}(t) - \vec{P}_1 = \vec{P} = x_1 \vec{A} + x_2 \vec{B} \Rightarrow 3 \text{ eqns, 2 unknowns}$$

$$\Rightarrow \begin{bmatrix} A_x & B_x \\ A_y & B_y \\ A_z & B_z \end{bmatrix} \begin{bmatrix} E(t)_x - P_{1,x} \\ E(t)_y - P_{1,y} \\ E(t)_z - P_{1,z} \end{bmatrix} \xrightarrow{\text{RREF}} \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ 0 \end{bmatrix} \text{ check } \begin{matrix} x_1, x_2 \geq 0 \\ x_1 + x_2 \leq 1 \end{matrix}$$

$$\vec{E}(t=0.28) \approx (-.44, 1.28, .14) = \vec{U}_1 + \vec{E}t$$

$$\vec{E}(t=0.28) - \vec{P}_1 = (-.44, 1.28, -.86)$$

$$\left[ \begin{array}{cc|c} \vec{A} & \vec{B} & \vec{P}_1 - \vec{E}(t) \end{array} \right] \Rightarrow \left[ \begin{array}{cc|c} 0 & 1 & \sim .44 \\ 1 & 0 & \sim 1.28 \\ -1 & -1 & \sim -.86 \end{array} \right] \xrightarrow{\text{RREF}} \left[ \begin{array}{cc|c} 1 & 0 & 1.2857 \\ 0 & 1 & -.4286 \\ 0 & 0 & 0 \end{array} \right] \begin{matrix} x_1 = 1.2857 \geq 0 \checkmark \\ x_2 = -.4286 < 0 \times \end{matrix} \text{ no collision}$$

$\vec{F} \cap \Pi$ : expect planar intersection, in range, in bounds  $t \in [0, 1]$

$$t = \vec{N} \cdot \vec{U}_2 \vec{P}_1 / \vec{N} \cdot \vec{F} = 1/3.5 \approx .28 \in [0, 1] \Rightarrow \vec{F} \text{ intersects w/ } \Pi \text{ btwn } \vec{U}_2 \text{ \& } \vec{U}_3$$

$$\vec{F}(t=1/3.5) \approx (.28, .56, .14)$$

$$\vec{F}(t=1/3.5) \approx (.28, .56, -.86)$$

$$\left[ \begin{array}{cc|c} \vec{A} & \vec{B} & \vec{P}_1 - \vec{F}(t) \end{array} \right] \Rightarrow \left[ \begin{array}{cc|c} 0 & 1 & \sim .28 \\ 1 & 0 & \sim .56 \\ -1 & -1 & \sim -.86 \end{array} \right] \xrightarrow{\text{RREF}} \left[ \begin{array}{cc|c} 1 & 0 & .5715 \\ 0 & 1 & .2857 \\ 0 & 0 & 0 \end{array} \right] \begin{matrix} x_1 = .5715 \geq 0 \checkmark \\ x_2 = .2857 \geq 0 \checkmark \\ x_1 + x_2 = .8572 \leq 1 \checkmark \end{matrix}$$

$$x_1 \vec{A} + x_2 \vec{B} = \vec{P}_1 - \vec{F}(t)$$

$$x_1 A_x + x_2 B_x = F(t)_x - P_{1,x}$$

$$x_1 A_y + x_2 B_y = F(t)_y - P_{1,y}$$

$$x_1 A_z + x_2 B_z = F(t)_z - P_{1,z}$$

on  $\Pi$   
 $\vec{G} = \vec{V}_1 \vec{V}_2$ : expect complete planar intersection  $t = \frac{0}{0}$   
 $t = \frac{\vec{N} \cdot \vec{V}_1 \vec{P}_1}{\vec{N} \cdot \vec{G}} = \%$

intersect  $\vec{G}$  w/ each bounding line  $(A, B, C)$

$$\vec{G}: \begin{aligned} x &= V_{1,x} + (V_{2,x} - V_{1,x})t \\ &\vdots \end{aligned} \quad A: \begin{aligned} x &= P_{1,x} + (P_{2,x} - P_{1,x})s \\ &\vdots \end{aligned}$$

$$G_x = A_x, \quad G_y = A_y, \quad G_z = A_z$$

$$\begin{aligned} V_{1,x} + (V_{2,x} - V_{1,x})t &= P_{1,x} + (P_{2,x} - P_{1,x})s \Rightarrow A_x s - G_x t = V_{1,x} - P_{1,x} \\ &\vdots \end{aligned}$$

3 eqns, 2 unknowns

$$\begin{bmatrix} A_x & -G_x \\ A_y & -G_y \\ A_z & -G_z \end{bmatrix} \begin{bmatrix} (P_1, V_1)_x \\ (P_1, V_1)_y \\ (P_1, V_1)_z \end{bmatrix} \xrightarrow{\text{RREF}} \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} G \\ 0 \\ 1 \end{bmatrix} \quad s \& \ t = 0$$

$$A_z(0) - G_z(0) = 1$$

$0 - 0 \neq 1 \Rightarrow \text{inconsistent} \Rightarrow \text{no intersection}$

$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} s \\ t \\ 0 \end{bmatrix} \quad \begin{aligned} 0 &\leq t, s \leq 1 \\ &\Rightarrow \text{for intersection to be within} \\ &\quad \text{the points} \end{aligned}$$