

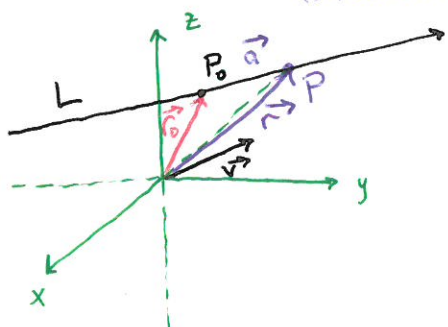
Section 12.5 - Equations of Lines and Planes

Vector Calc

Line in 2D

Need point and slope

(direction)



Line in 3D

Need point and a vector

(direction)

Given P_0 and \vec{v}

Vector Equation: $\vec{r} = \vec{r}_0 + \vec{a}$

$$\vec{r} = \vec{r}_0 + t\vec{v}$$

As t varies the line L is traced out by the tip of \vec{r} .

Parametric Equations: $\vec{v} = \langle a, b, c \rangle$ $\vec{r}_0 = \langle x_0, y_0, z_0 \rangle$

$$x = x_0 + at, \quad y = y_0 + bt, \quad z = z_0 + ct$$

Symmetric Equations: (Eliminate parameter t)

$$\frac{x - x_0}{a} = \frac{y - y_0}{b} = \frac{z - z_0}{c}$$

Example 2 (a) Find parametric equations of the line through $A(2, 4, -3)$ and $B(3, -1, 1)$.

(b) At what point does this line intersect the xy -plane?

(a)

$$\vec{r}_0 = \langle 2, 4, -3 \rangle \quad \vec{v} = \langle 3-2, -1-4, 1+3 \rangle = \langle 1, -5, 4 \rangle$$

$$x = 2 + t, \quad y = 4 - 5t, \quad z = -3 + 4t$$

(b) xy -plane $z = 0$ so $t = \frac{3}{4}$ hence $x = \frac{11}{4}, y = \frac{1}{4}, z = 0$

★ Line Segment: From \vec{r}_0 to \vec{r}_1 is given by

$$\vec{r}(t) = (\vec{r}_0) + t(\vec{r}_1 - \vec{r}_0) = (1-t)\vec{r}_0 + t\vec{r}_1 \quad 0 \leq t \leq 1$$

Skew Lines: Do not intersect and are not parallel.

Plane: Direction need a vector perpendicular to the plane and a point.

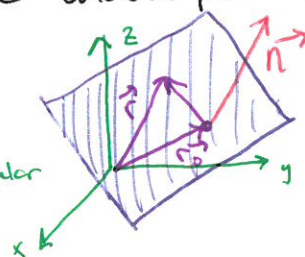
\vec{n} normal vector (perpendicular to plane)

\vec{r}_0 vector to initial point

\vec{r} vector to arbitrary point

$\vec{r} - \vec{r}_0$ vector on plane

Need $\vec{n} \cdot (\vec{r} - \vec{r}_0) = 0$ to be perpendicular



Vector Equation of Plane: $\vec{r} \cdot (\vec{r} - \vec{r}_0) = 0$ Scalar Equation of Plane: $\vec{n} = \langle a, b, c \rangle$, $\vec{r} = \langle x, y, z \rangle$, $\vec{r}_0 = \langle x_0, y_0, z_0 \rangle$

$$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

Linear Equation: $d = -ax_0 - by_0 - cz_0$

$$ax + by + cz + d = 0$$

Example 5 Find an equation of the plane that passes through the points $P(1, 3, 2)$, $Q(3, -1, 6)$, and $R(5, 2, 0)$.

$$\vec{PQ} = \vec{a} = \langle 2, -4, 4 \rangle \quad \vec{PR} = \vec{b} = \langle 4, -1, -2 \rangle$$

$$\vec{n} = \vec{a} \times \vec{b} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 2 & -4 & 4 \\ 4 & -1 & -2 \end{vmatrix} = 12\mathbf{i} + 20\mathbf{j} + 14\mathbf{k}$$

$$12(x - 1) + 20(y - 3) + 14(z - 2) = 0$$

$$6x + 10y + 7z = 50$$

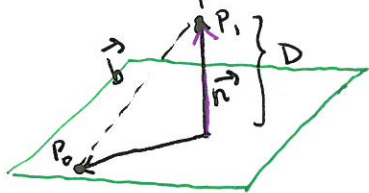
Example 7 Find the angle between the planes $x + y + z = 1$ and $x - 2y + 3z = 1$.

$$\vec{n}_1 = \langle 1, 1, 1 \rangle \quad \vec{n}_2 = \langle 1, -2, 3 \rangle \quad \cos \theta = \frac{\vec{n}_1 \cdot \vec{n}_2}{|\vec{n}_1| |\vec{n}_2|} = \frac{2}{\sqrt{42}}$$

$$\theta \approx 72^\circ$$

★ Note two planes are parallel if their normal vectors are parallel.

Example 8 Find a formula for the distance D from a point $P_1(x_1, y_1, z_1)$ to the plane $ax + by + cz + d = 0$.



$P_0(x_0, y_0, z_0)$ any point on the plane

$$\vec{b} = \langle x_1 - x_0, y_1 - y_0, z_1 - z_0 \rangle$$

normal vector to plane $\langle a, b, c \rangle$

$$D = |\text{comp}_{\vec{n}} \vec{b}| \quad \text{Scalar projection of } \vec{b} \text{ onto } \vec{n}$$

Since P_0 is in the plane

$$ax_0 + by_0 + cz_0 = -d$$

$$= \frac{|\vec{n} \cdot \vec{b}|}{|\vec{n}|} = \frac{|a(x_1 - x_0) + b(y_1 - y_0) + c(z_1 - z_0)|}{\sqrt{a^2 + b^2 + c^2}}$$

$$= \frac{|ax_1 + by_1 + cz_1 + d|}{\sqrt{a^2 + b^2 + c^2}}$$