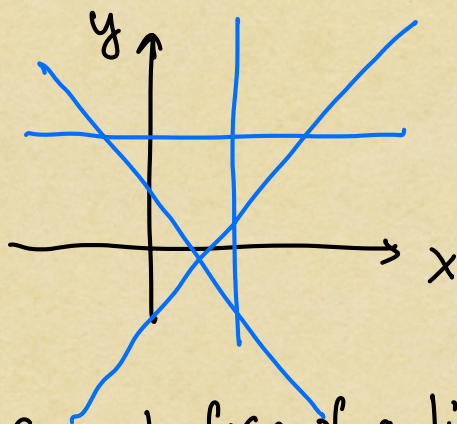


## Review lines in 2-D space:



General form of a line  
 $ax + by = c$

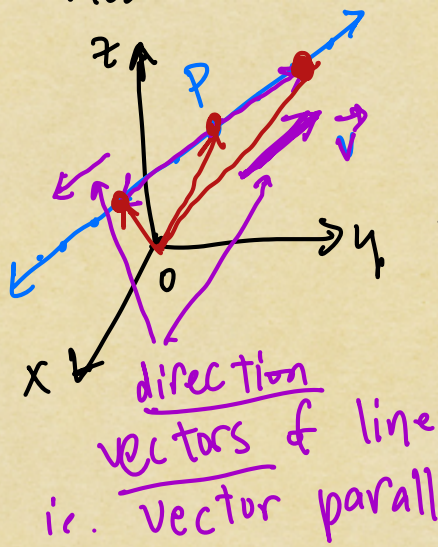
$$y = \underset{\substack{\uparrow \\ \text{slope}}}{m}x + \underset{\substack{\uparrow \\ \text{y-int} \\ (0,b)}}{b}$$

$1x + 0y = c$   
 $x = c$  vertical lines  
 undefined slope

$$\underset{\substack{\uparrow \\ a}}{-m}x + \underset{\substack{\uparrow \\ b}}{1}y = \underset{\substack{\uparrow \\ c}}{b}$$

line is  $\{(x,y) : ax + by = c\}$

## Lines in 3-D space



Lines in 3D don't have a slope!

Instead, need parametric equation.

$$\vec{r}(t) = \vec{OP} + t\vec{v}$$

$$-\infty < t < \infty$$

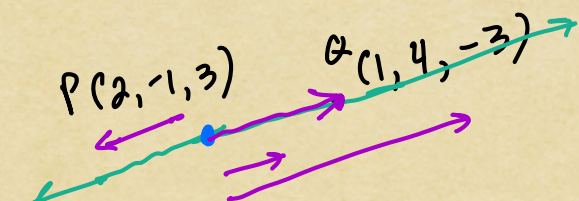
$$t=0: \vec{r}(0) = \vec{OP}$$

$$t=1: \vec{r}(1) = \vec{OP} + \vec{v}$$



$$t = -1: \vec{r}(-1) = \vec{OP} - \vec{v}$$

Ex: Find an equation for the line that passes the points  $P(2, -1, 3)$  and  $Q(1, 4, -3)$ .



$$\vec{PQ} = \vec{v} = \langle 1, 4, -3 \rangle - \langle 2, -1, 3 \rangle = \langle -1, 5, -6 \rangle.$$

$$\begin{aligned} \vec{r}(t) &= \langle 2, -1, 3 \rangle + t \langle -1, 5, -6 \rangle \\ \text{(or)} \quad \vec{r}(t) &= \langle 2 - t, -1 + 5t, 3 - 6t \rangle. \end{aligned}$$

Note: We could have used  $(1, 4, -3)$  also.

And could have used  $\vec{QP}$ , or could have used any nonzero scalar multiple of  $\vec{v}$ .

Ex:  $\vec{OQ} = \langle 1, 4, -3 \rangle$

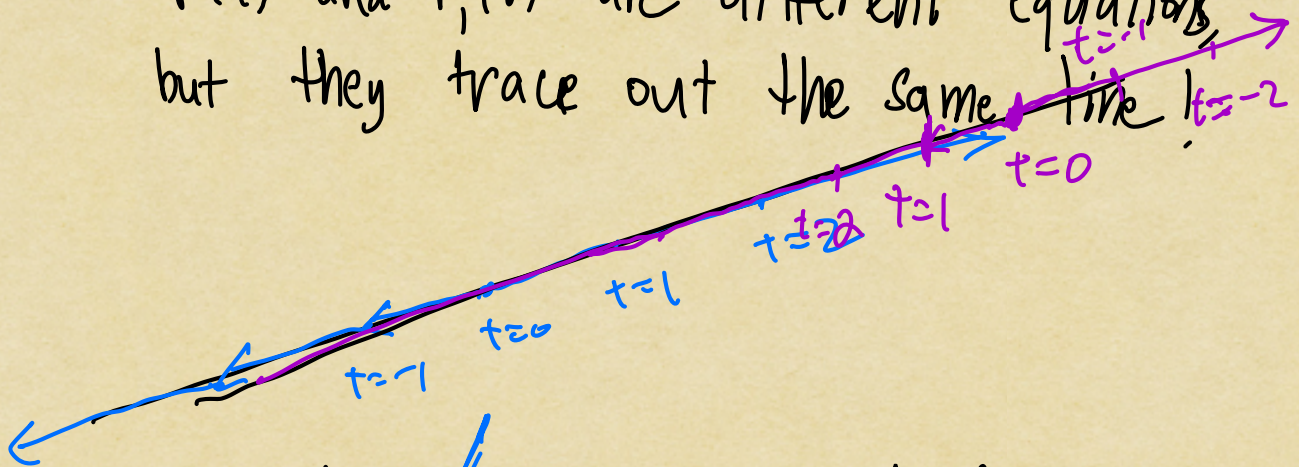
$$\vec{w} = -2\vec{v} = \langle 2, -10, 12 \rangle$$

$$\vec{r}_1(t) = \langle 1, 4, -3 \rangle + t \langle 2, -10, 12 \rangle$$

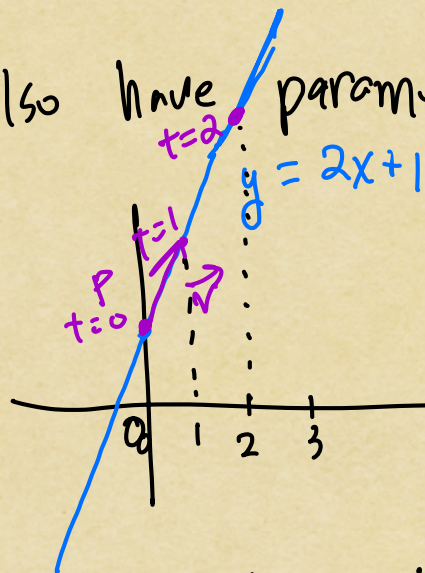
$$\vec{r}_1(t) = \langle \underset{\substack{\uparrow \\ x(t)}}{1 + 2t}, \underset{\substack{\uparrow \\ y(t)}}{4 - 10t}, \underset{\substack{\uparrow \\ z(t)}}{-3 + 12t} \rangle$$



$\vec{r}(t)$  and  $\vec{r}_1(t)$  are different equations, but they trace out the same line.



Also have parametric eqn's for lines in 2D.



$$\vec{r}(t) = \left\langle \begin{matrix} t \\ x(t) \end{matrix}, \begin{matrix} 2t+1 \\ y(t) \end{matrix} \right\rangle$$

ex:  $\vec{r}(0) = \langle 0, 1 \rangle$

$$\vec{r}(t) = \underbrace{\langle 0, 1 \rangle}_{\vec{OP}} + t \underbrace{\langle 1, 2 \rangle}_{\vec{v}} \quad \vec{r}(1) = \langle 1, 3 \rangle$$

$$\vec{r}(2) = \langle 2, 5 \rangle$$

In general, can parametrize  $y = mx + b$  by  $\vec{r}(t) = \langle t, mt + b \rangle$ .

$ax + by + cz = d$  eq'n of a plane



in 3D