

# Lines, Planes, and Automobiles!

## Lines in 2D Coordinates

Two common formats:

$$y = mx + b \text{ (slope-intercept) or } (y - y_0) = m(x - x_0) \text{ (pt-slope)}$$

Given a point and a direction, you know the equation of the line.

$$\langle x, y \rangle = \langle x_0, y_0 \rangle + t \langle a, b \rangle$$

## Two Lines

In three dimensions, two lines can

- ▶ be parallel
- ▶ intersect
- ▶ be skew

## Lines in 3D Coordinates

$$\langle x, y, z \rangle = \langle x_0, y_0, z_0 \rangle + t \langle a, b, c \rangle$$

Each  $t$  gives a point  $(x, y, z)$  on  $L$ .

Reading componentwise, same as:

$$\begin{cases} x(t) = x_0 + at \\ y(t) = y_0 + bt \\ z(t) = z_0 + ct \end{cases}$$

**Key idea:** Read off direction vector  $\vec{v}$  from coeffs of  $t$ .

## 1D Examples

**Example.** Find the equation of the line that passes through  $A = (2, 4, -3)$  and  $B = (3, -1, 1)$ .

**Answer:** To find the equation of a line, we need

- ▶ One Point.
- ▶ One Direction.

**Example.** Where does this line pass through the  $xy$ -plane?

**Answer:** In other words, \_\_\_\_\_.

## Never the twain shall meet

**Example.** Show that the following lines are skew.

$$\text{Romeo : } \langle 1 + t, -2 + 3t, 4 - t \rangle$$

$$\text{Juliet : } \langle 2s, 3 + s, -3 + 4s \rangle$$

**Answer:** We will show:

- ▶ They are not **parallel**. (They would have the same \_\_\_\_\_.)
  
- ▶ They do not **intersect**. (There would be a point \_\_\_\_\_.)

# Equations of planes

*Question:*

Does **a plane**  
have a direction?

There is one vector \_\_\_\_\_ to the plane, the \_\_\_\_\_  $\vec{n}$ .

**Note:**  $\vec{n}$  defines *infinitely many* planes. We also need a point.

A **plane** is defined by a normal vector  $\vec{n}$  and a point  $\vec{r}_0 = (x_0, y_0, z_0)$ .

For any point  $\vec{r}$  on the plane,  $\vec{r} - \vec{r}_0$  is perpendicular to  $\vec{n}$ .

So the equation of a plane is

Alternate forms

$$\vec{n} \cdot (\vec{r} - \vec{r}_0) = 0.$$

$$\langle a, b, c \rangle \cdot \langle x - x_0, y - y_0, z - z_0 \rangle = 0$$

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

$$ax + by + cz = d$$

**Key idea:** Read off  
normal vector  $\vec{n}$   
from coeffs of  $x, y, z$ .

## Plane Examples

**Example.** What is the angle between the planes

$$x + y + z = 1 \quad \text{and} \quad x - 2y + 3z = 1?$$

**Answer:** When we need to find an angle, use \_\_\_\_\_.

$$\theta = \cos^{-1} \left( \frac{2}{\sqrt{42}} \right) \approx 72^\circ$$

**Example.** What is the equation of the intersection line?

**Answer:** For the equation of a line, we need \_\_\_\_\_.

## Plane Examples

**Example.** Find the distance from  $(1, 0, -1)$  to  $2x + 3y - 5z + 10 = 0$ .

**Answer:** The normal vector to the plane is \_\_\_\_\_,  
so the shortest distance from  $P_0 = (1, 0, -1)$  to the plane is  
along the line  $(1, 0, -1) + t(2, 3, -5)$ . Where does this hit the plane?

Use the equation of the line and the plane:

$$2x + 3y - 5z + 10 = 0 \rightsquigarrow 2(1 + 2t) + 3(0 + 3t) - 5(-1 - 5t) + 10 = 0$$

Simplifying, the point  $P_1$  where the line hits the plane is when  $t = \frac{-17}{38}$ .

$$\vec{P}_1 - \vec{P}_0 = \frac{-17}{38} \langle 2, 3, -5 \rangle, \text{ so}$$

$$|\vec{P}_1 - \vec{P}_0| = \frac{17}{38} \sqrt{2^2 + 3^2 + (-5)^2} = \frac{17}{\sqrt{38}}.$$