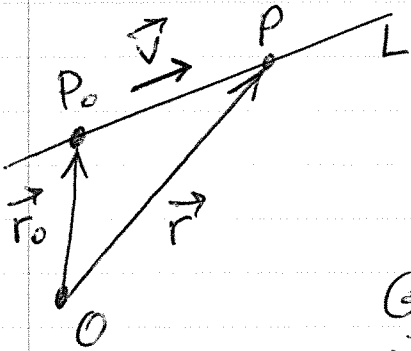


Review of Straight lines in 3D. (Sec. 12.5)

① Vector & parametric eqs of line



$$\vec{r} = \langle x, y, z \rangle$$

notation that will be extensively used in this course.

Given:

- point P_0 on L
- vect. $\vec{v} \parallel L$

Vector eq. of L :

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

By components:

$$\left. \begin{aligned} x &= x_0 + at \\ y &= y_0 + bt \\ z &= z_0 + ct \end{aligned} \right\} \text{parametric form}$$

Analogy:

uniform motion of a particle on a line.

$a = \text{speed}, t = \text{time}.$

② "Ingredients" of a line

("given a line")

$\Leftrightarrow$
means

(we are given its two ingredients):

- point P_0 on L ;
- vector $\vec{v}$ along L .

In detail:

" $\Rightarrow$ " If we "have a line": $x = \boxed{x_0} + \boxed{a}t$
 then we automatically know point $(x_0, y_0, z_0) = P_0$; $y = \boxed{y_0} + \boxed{b}t$
 and vector $\vec{v} = \langle a, b, c \rangle$; $z = \boxed{z_0} + \boxed{c}t$

" $\Leftarrow$ " Conversely, if we know P_0 & $\vec{v}$, (4-2) we know the eqs. of the line (topic ①).

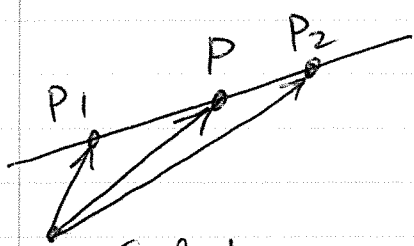
③ Symmetric eqs. of line $\rightarrow$

$$\left. \begin{aligned} x - x_0 &= at \\ y - y_0 &= bt \\ z - z_0 &= ct \end{aligned} \right\} \Rightarrow t = \boxed{\frac{x - x_0}{a} = \frac{y - y_0}{b} = \frac{z - z_0}{c}}$$

Note: Again, given symmetric eqs. of a line, we automatically are given:

- point $P_0 = (x_0, y_0, z_0)$
- vector $\vec{v} = \langle a, b, c \rangle$ along L .

④ Line through two given points.



Given
 $P_1 (x_1, y_1, z_1)$
 $P_2 (x_2, y_2, z_2)$

Find
 line $P_1 P_2$.

Solution: The main idea is to reduce any new problem about a line to its form in topic ①.

That is, we need to find two ingredients of line $P_1 P_2$:

- point on it: $\rightarrow P_1$
- vector along it: $\rightarrow \vec{P_1 P_2}$.

Thus, answer: $\vec{OP} = \vec{OP_1} + \vec{P_1 P_2} \cdot t$.

See Ex. 2(a) in book for numbers.

⑤ Segment connecting two points

4-3

Q: What is the meaning of t in the previous equation?

$$t=0: \vec{OP}(t=0) = \vec{OP}_1 + P_1 \vec{P}_2 \cdot 0 = \vec{OP}_1 \\ \Rightarrow P(t=0) = P_1$$

$$t=1: \vec{OP}(t=1) = \vec{OP}_1 + P_1 \vec{P}_2 \cdot 1 = \vec{OP}_1 + P_1 \vec{P}_2 \\ = \vec{OP}_2$$

$$\Rightarrow P(t=1) = P_2$$

see the
Side Note
below

$$t=2:$$

$$\vec{OP}(t=2) = \vec{OP}_1 + 2P_1 \vec{P}_2$$

$$t=\frac{1}{2}:$$

$$\vec{OP}(t=\frac{1}{2}) = \vec{OP}_1 + \frac{1}{2} P_1 \vec{P}_2$$

$$= \vec{OM}$$

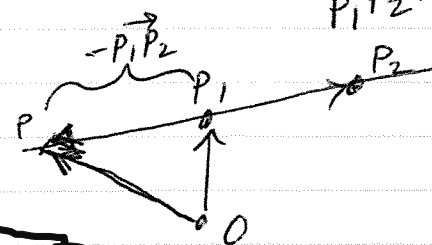
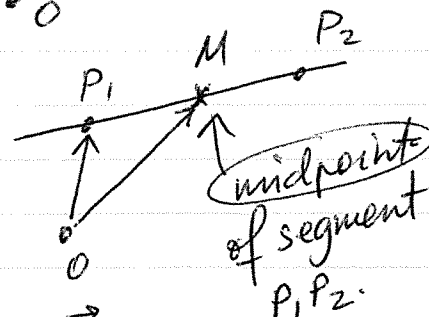
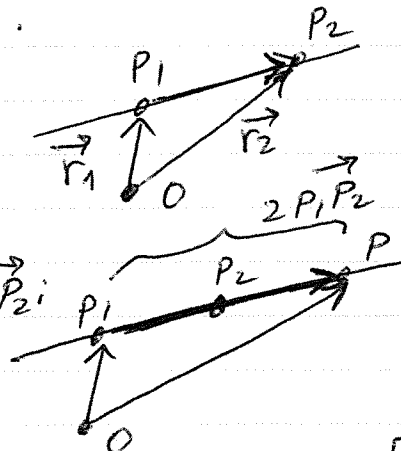
$$t=\frac{1}{3}:$$

$$t=-1:$$

$$\vec{OP}(t=-1) = \vec{OP}_1 + (-1) P_1 \vec{P}_2$$

Side note:

$$\vec{OP}_2 = \vec{OP}_1 + P_1 \vec{P}_2 \\ \Rightarrow P_1 \vec{P}_2 = \vec{OP}_2 - \vec{OP}_1 = \vec{r}_2 - \vec{r}_1$$



Conclusion:

see side note

4-4

• $\boxed{0 \leq t \leq 1}$, eq. $\boxed{\vec{r}(t) = \vec{r}_1 + (\vec{r}_2 - \vec{r}_1) \cdot t}$

defines segment $P_1 P_2$ (i.e. all pts between P_1 & P_2).

- $t < 0$ or $t > 1$; same eq. defines points on the line $P_1 P_2$ but outside the segment.

(6) Relative location of two lines in $\mathbb{R}^3$

||
parallel

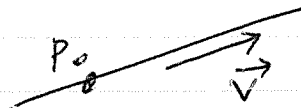
X
intersecting

X
skew

See Ex. 3 in book.

(7) General comments

a



The same line can have many different (but equivalent!) parametric eqs, because:
 P_0 is not unique;
 $\vec{v}$ is not unique (up to a scalar multiple:
 $2\vec{v}$, $3\vec{v}$, etc.)

b) How many eqs. do we need to define a line?

In 2D need 1 eq: $y = kx + m$
(or $ax + by + c = 0$).

In 3D, need 2 eqs: !!!

(4-5)

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

Why?

0 eqs. $\rightarrow \mathbb{R}^3$ (no constraints on x, y, z).

1 eq. $\rightarrow$ restrict one degree of freedom
($3-1=2$) (say, $z=0$) $\Rightarrow$ get a plane, $\mathbb{R}^2$.

2 eqs. $\rightarrow$ restrict one more degree of freedom in that plane, $\Rightarrow$ get a line: $\mathbb{R}^1$.

$$\boxed{3 - 2 = 1}$$

$\uparrow$ degrees of freedom in $\mathbb{R}^3$ $\nwarrow$ eqs. = constraints $\nwarrow$ unrestricted degree of freedom on the line

HW: Sec. 12.5 : 3, 7, 11 - basic
13 - are two lines $\parallel$? (Hint: see p. 3-1 in Notes)
17, 18 - line segment
TF #16 $\leftarrow$ #eqs for a line.