

* Under Homework for this week
there is a "click here" for proofs, logic, ...
Please read, think about, come talk to me!

* HW will be posted by Thurs. morning.

* Midterm, in class Oct. 5.

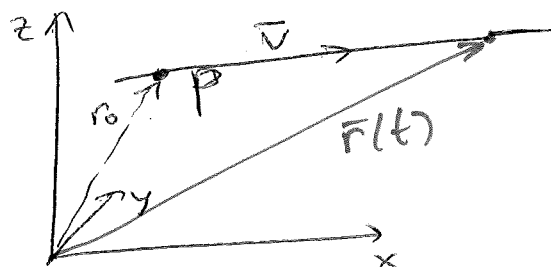
will cover: vector, \cdot , \times , projections, lines/planes,
one proof problem.

Today: more tricks about lines/planes.

We stopped at: parametric equations of a line:

• vector form

line through P parallel
to \vec{v}



$\vec{r}(t) = \vec{r}_0 + t\vec{v}$
(function $\vec{r}: \mathbb{R} \rightarrow \mathbb{R}^3$)
input: t , output: $\vec{r}(t)$
computed by this formula.)

$P = (\text{scribble}) (x_0, y_0, z_0)$

$\vec{v} = \langle a, b, c \rangle$

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

- good for plotting
a line

Not so good for detecting
whether a given point (x, y, z)
belongs to this line.

Outside viewpoint:

* Let's try to solve for t :

if our point (x, y, z) is on the line
then there should exist t , s.t.

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

and vice versa (if such t exists, this point lies on the line).

$(x, y, z) \in L$ if and only if exists t satisfying
the system of 3 equations above
 $\begin{matrix} \uparrow \\ \text{our} \\ \text{line} \end{matrix} \quad \Leftrightarrow \quad \begin{matrix} \text{satisfying} \\ \text{the system} \\ \text{of 3 equations} \\ \text{above} \end{matrix} \rightarrow (*)$

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

- all three should hold!

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

- symmetric equation of the line.

(!) It is 2 equations

Two equations are expected to define a line in \mathbb{R}^3 .

If I want to define a line in \mathbb{R}^5 , how many equations on $(x_1, x_2, x_3, x_4, x_5)$ do we need?
- need 4 equations.

A line is an intersection of 2 planes:
symmetric equation gives two convenient planes:

$$\left\{ \begin{array}{l} \frac{x-x_0}{a} = \frac{y-y_0}{b} \quad - \text{plane parallel to } z\text{-axis} \\ \frac{y-y_0}{b} = \frac{z-z_0}{c} \quad - \text{plane parallel to } x\text{-axis} \end{array} \right.$$

(in fact, there's also the third plane

$$\frac{x-x_0}{a} = \frac{z-z_0}{c} \text{ passing through this line;}$$

any two planes are enough to specify the line).

* Important: what if a, b or c
 \geq zero?

Then, for example if $a=0$,
the symmetric equation is:

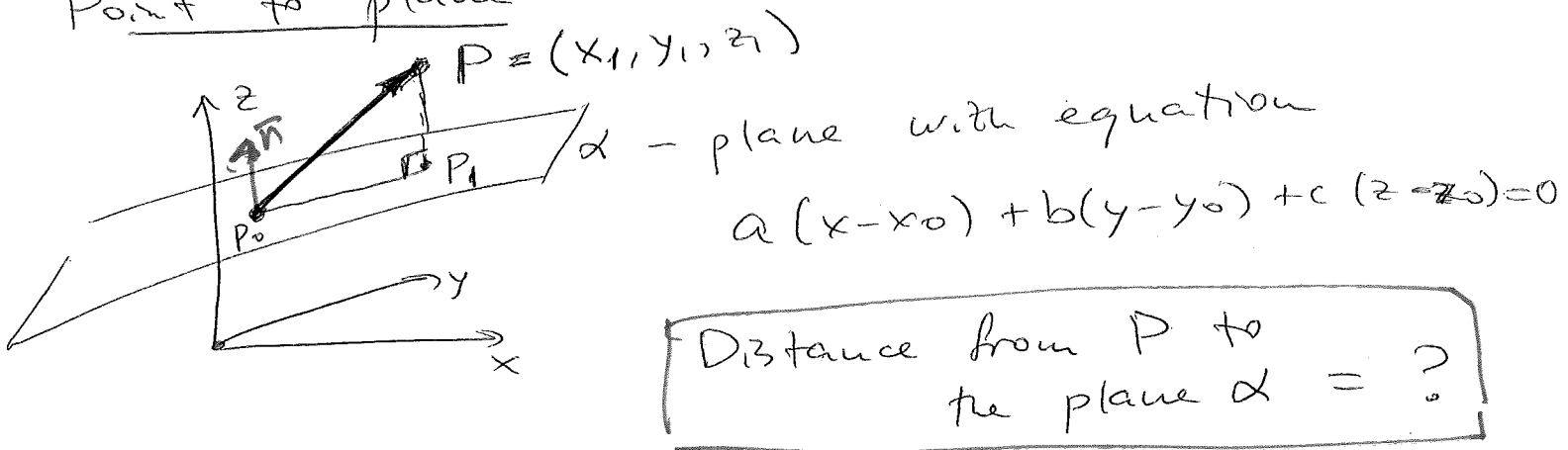
$$\left\{ \begin{array}{l} x = x_0 \\ \frac{y-y_0}{b} = \frac{z-z_0}{c} \end{array} \right.$$

If $a = b = 0$, get:

$$\begin{cases} x = x_0 \\ y = y_0 \end{cases} \quad - \text{ a line through } (x_0, y_0) \text{ parallel to } z\text{-axis.}$$

Distances:
• from point to plane
• from point to a line.

Point to plane



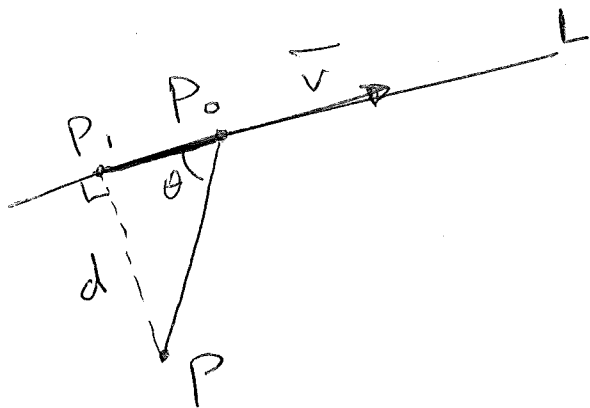
Trick: $d = | \text{comp}_{\vec{n}} \overline{P_0 P} |$

\vec{n} = normal vector to α
 $= \langle a, b, c \rangle$

$$= \frac{\overline{P_0 P} \cdot \vec{n}}{|\vec{n}|}$$

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

Distance from point to a line



One way:

write an equation of a plane through P perpendicular to L
 → our line

Then find P_1 = the intersection point of this plane with L.

$$d = |PP_1|$$

• Better way (in \mathbb{R}^3)

$$d = |PP_0| \sin \theta = \frac{|P_0P \times \vec{v}|}{|\vec{v}|}$$

• Distance between lines

i) What can happen:

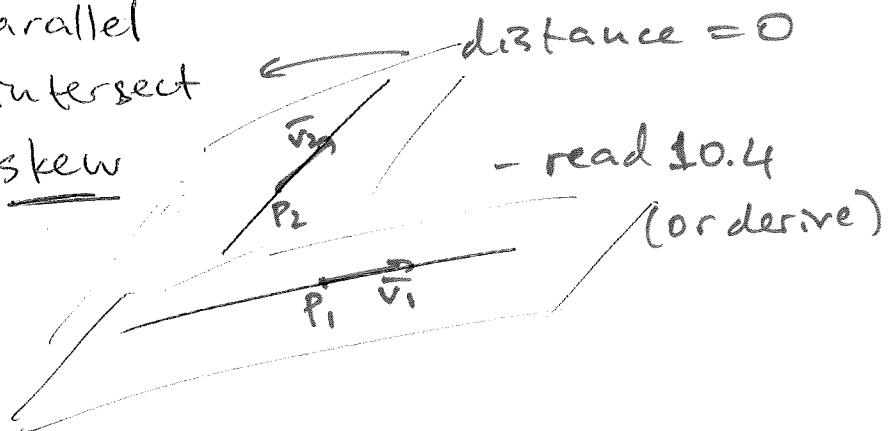
two lines in \mathbb{R}^3 can be

- parallel

- intersect

- skew

with probability $\frac{1}{2}$ random two lines in space are skew



• Suppose you are given two lines.

How to tell if they are

- parallel
- intersecting
- skew ?

Example

$$\begin{cases} \vec{r}_1(t) = \langle 1, 0, 3 \rangle + t \langle 1, 1, 2 \rangle \\ \vec{r}_2(t) = \langle 3, 0, 1 \rangle + t \langle 1, 2, 1 \rangle \end{cases}$$

Not parallel

(parallel: direction vectors should be proportional)

$$\langle 1, 1, 2 \rangle \neq k \langle 1, 2, 1 \rangle$$

• ~~How to check by hand~~ How to check by hand if they intersect:

$$\begin{cases} 1 + t = 3 + s \\ 0 + t = 0 + 2s \\ 3 + 2t = 1 + s \end{cases}$$

- try to solve for t, s .

If solution exists, they intersect.

Otherwise, skew.

Next time: 12.1

Or: use the trick:

Distance formula says, distance btw them is $\frac{|\overline{P_0 P_1} \times (\vec{v}_1 \times \vec{v}_2)|}{|\vec{v}_1 \times \vec{v}_2|}$

This distance is 0 if and only if they intersect, i.e. $\overline{P_0 P_1} \perp (\vec{v}_1 \times \vec{v}_2)$.

So can check if $\langle 2, 0, -2 \rangle \perp \langle 1, 1, 2 \rangle \times \langle 1, 2, 1 \rangle$.