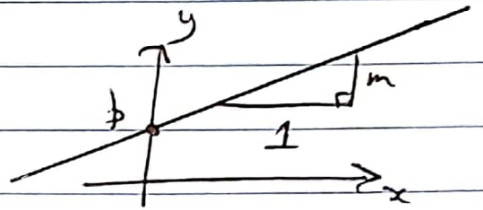


12.5A LINES AND PLANES

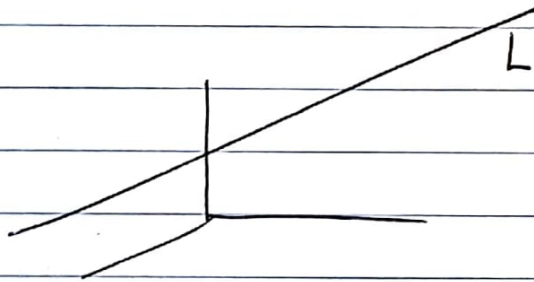
GOAL: Formulae for lines + planes in \mathbb{R}^3 .

LINE

In \mathbb{R}^2 we have $y = mx + b$

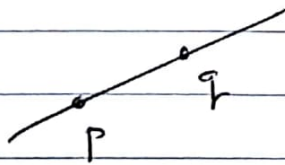


DISCUSSION QN: Can you make sense of concept of SLOPE of a line in space?



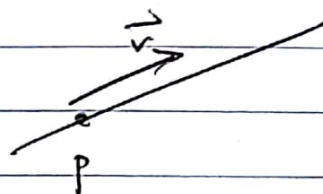
3 WAYS TO DESCRIBE A LINE IN \mathbb{R}^3

① 2 POINTS

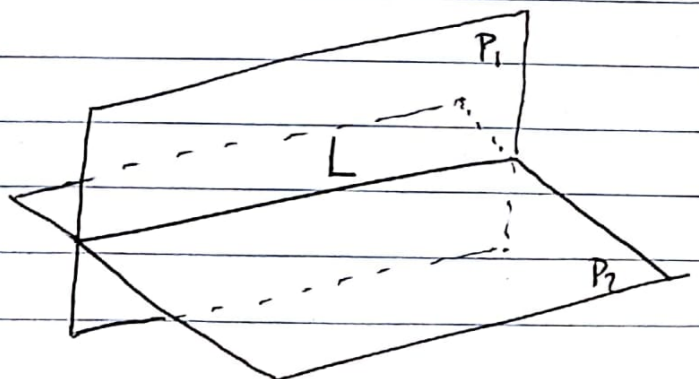


① + ② are related by $\vec{v} = q - p$

* ② POINT + VECTOR



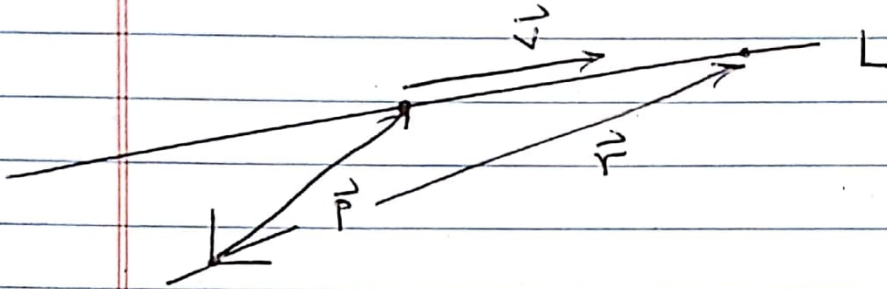
③ INTERSECTION OF 2 PLANES



VECTOR PARAMETRIZATION OF A LINE

(3)

Let L be the line thru point p (with position vector \vec{p}) that is in direction of a vector \vec{v}

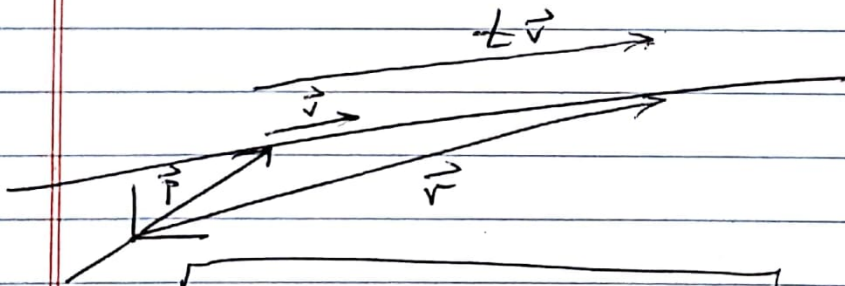


Let \vec{r} be position vector of ANY point on L

Goal/On Find FORMULA for \vec{r} in terms of \vec{p} , \vec{v} .

Ans There is a real # t so that

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



WRITE

$$\boxed{\vec{r}(t) = \vec{p} + t\vec{v}} \quad t \in \mathbb{R}$$

- This is the Vector Parametrization of L .

THINK

$t = \text{TIME}$

$\vec{r}(t) = \text{POSITION (on line) at time } t$

We call t a parameter along L .

③

EX $\vec{p} = (1, 2, 3), \vec{v} = (4, 6, 9)$

$$\begin{aligned}\vec{r}(t) &= \vec{p} + t\vec{v} = (1, 2, 3) + t(4, 6, 9) \\ &= (1 + 4t, 2 + 6t, 3 + 9t) \\ &= (x(t), y(t), z(t))\end{aligned}$$

A SCALAR PARAMETRIZATION (or COORDINATE FORM)
of L is the

$$x = 1 + 4t$$

$$y = 2 + 6t$$

$$z = 3 + 9t$$

NOTES

① PLUG in $t = 1$ to get another pt on L !

$$\vec{q} = \vec{r}(1) = (5, 8, 12)$$

② Since L is also the line thru \vec{q} in dir \vec{v}
we get a second parametrization of same line:

$$\vec{r}_2(t) = \vec{q} + t\vec{v} = (5 + 4t, 8 + 6t, 12 + 9t)$$

③ Since L is also the line thru \vec{p} in dir $2\vec{v}$
we get a 3rd param of same line:

$$\vec{r}_3(t) = \vec{p} + t(2\vec{v}) = (1 + 8t, 2 + 12t, 3 + 18t)$$

(4)

④ Q How many parametrizations does L have?

A ∞ #: One for each choice of point \vec{p} on L and direction vector \vec{v} parallel to L .

PHYSICS INTERPRETATION

IF $\vec{r}(t) = \vec{p} + t\vec{v}$ = POSITION at time t along L

THEN

$\vec{p} = \vec{r}(0)$ = INITIAL POSITION

\vec{v} = VELOCITY (constant)

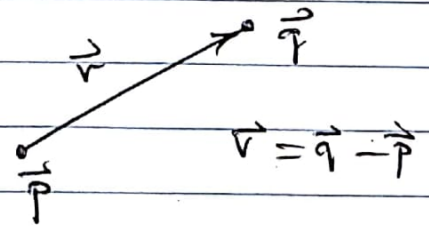
as

VELOCITY = $\frac{\text{CHANGE IN POSITION}}{\text{CHANGE IN TIME}}$

$$= \frac{\vec{r}(t) - \vec{r}(0)}{t - 0} = \frac{(\vec{p} + t\vec{v}) - \vec{p}}{t} = \vec{v}$$

SPECIAL EXS

① LINE SEGMENT FROM \vec{p} TO \vec{q}



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

$$= \vec{p} + t(\vec{q} - \vec{p}) = (1-t)\vec{p} + t\vec{q} \text{ for } 0 \leq t \leq 1$$

as $\vec{r}(0) = \vec{p}$ and $\vec{r}(1) = \vec{q}$.

5

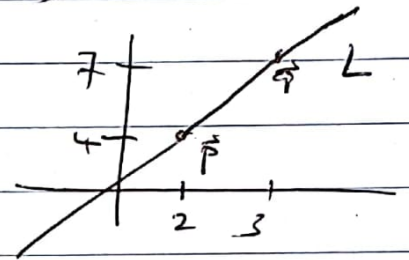
ⓑ CASE OF A LINE IN \mathbb{R}^2

EX $\vec{p} = (2, 4), \vec{q} = (3, 7)$

$$\vec{r}(t) = \vec{p} + t(\vec{q} - \vec{p}) = (2, 4) + t((3, 7) - (2, 4)) \\ = (2+t, 4+3t)$$

$$x = 2+t$$

$$y = 4+3t$$



Q
CONVERT TO $y = mx + b$

HINT ELIMINATE t

A $t = x - 2$

So $y = 4 + 3t = 4 + 3(x - 2) = 3x - 2$