

## Summary 6: Lines, Planes, and Intersections

<p><b>Lines</b></p> <p>Parametric equation of a line through point <math>P</math> with <i>directional vector</i> <math>\vec{v}</math> is:</p> $l(t) = P_0 + t \vec{v} = \langle p_1, p_2, p_3 \rangle + t \langle v_1, v_2, v_3 \rangle = \langle p_1 + tv_1, p_2 + tv_2, p_3 + tv_3 \rangle$	<p><i>Eq. of line through <math>P(1,3,-2)</math> and <math>Q(4,2,1)</math>: vector <math>\vec{v} = \overrightarrow{PQ} = Q - P = \langle 3, -1, 3 \rangle</math> so that <math>l(t) = \langle 1, 3, -2 \rangle + t \langle 3, -1, 3 \rangle = \langle 1 + 3t, 3 - t, -2 + 3t \rangle</math></i></p>
<p><b>Planes</b></p> <p>A <i>normal vector</i> to a plane is perpendicular to every vector in the plane.</p> <p>The equation of a plane with normal vector <math>\vec{n} = \langle a, b, c \rangle</math> through the point <math>P(x_0, y_0, z_0)</math> is:</p> $a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$ <p>or equivalently</p> $ax + by + cz + d = 0$	<p><i>Normal vector of plane <math>2x - y + z = 9</math>? <math>\vec{n} = \langle 2, -1, 1 \rangle</math></i></p> <p><i>Equation of plane through <math>P(1,2,0)</math>, <math>Q(2,1,1)</math>, and <math>R(0,1,0)</math>? Normal vector <math>\vec{n} = \overrightarrow{PQ} \times \overrightarrow{PR} = \langle 1, -1, 1 \rangle \times \langle -1, -1, 0 \rangle = \langle 1, -1, -2 \rangle</math> so plane is <math>(x - 1) - (y - 2) - 2z = 0</math> or <math>x - y - 2z + 1 = 0</math></i></p>

### Intersections

<p><i>Is point <math>P(x_0, y_0, z_0)</math> on the line <math>l(t) = \langle p_1 + tv_1, p_2 + tv_2, p_3 + tv_3 \rangle</math>?</i> Solve <math>x_0 = p_1 + tv_1</math> for <math>t</math>, check that <math>t</math> against other components</p> <p><i>Is point <math>P(x_0, y_0, z_0)</math> on the plane <math>ax + by + cz + d = 0</math>?</i> Plug <math>x = x_0, y = y_0, z = z_0</math> into plane's equation</p> <p><i>Does line <math>l(t) = \langle p_1 + tv_1, p_2 + tv_2, p_3 + tv_3 \rangle</math> intersect the plane <math>ax + by + cz + d = 0</math>?</i> They do unless they are parallel (check if <math>\vec{v} \cdot \vec{n} = 0</math>). To find intersection, plug <math>x = p_1 + tv_1, y = p_2 + tv_2, z = p_3 + tv_3</math> into equation of plane and solve for <math>t</math></p> <p><i>Do two lines <math>l_1</math> and <math>l_2</math> intersect?</i> Setup system of three equations <math>l_1(t) = l_2(s)</math> with two unknowns. Solve first two for <math>s</math> and <math>t</math>, then check your answer against third equation</p> <p><i>Do two planes intersect?</i> If they are parallel (check if <math>n_1 \parallel n_2</math>, i.e. if <math>n_1 = c n_2</math>) they don't. Otherwise they intersect in a line <math>l(t) = P_0 + t \vec{v}</math>. The directional vector <math>v</math> is part of both planes, thus <math>v = n_1 \times n_2</math>. To find point <math>P_0</math>, assume <math>z = 0</math> and solve remaining systems of two equations in two unknowns for <math>x</math> and <math>y</math>.</p>	<p><i>Is <math>P(1,2,3)</math> on <math>\langle 3 - 2t, 2t, 1 - 4t \rangle</math>?</i> <math>1 = 3 - 2t</math> so that <math>t = 1</math>. Does not check out, though, so no.</p> <p><i>Is <math>P(1,2,3)</math> on <math>2x - y + 3z = 5</math>?</i> <math>2 \cdot 1 - 2 + 3 \cdot 3 = 9</math> checks out so yes</p> <p><i>Does <math>\langle 2t, -1 + t, 3 + 4t \rangle</math> intersect <math>3x + 2y + z = 13</math>?</i> Substituting line into plane: <math>3(2t) + 2(-1 + t) + (3 + 4t) = 13</math> simplifies to <math>t = 1</math>. So intersect at <math>l(1) = \langle 2, 0, 7 \rangle</math></p> <p><i>Do <math>l_1(t) = \langle 1 - t, 2 + 2t, 3 + t \rangle</math> and <math>l_2(t) = \langle t, 1 - t, 3 + 2t \rangle</math> meet?</i> <math>l_1(t) = l_2(s)</math> implies <math>1 - t = s, 2 + 2t = 1 - s, 3 + t = 3 + 2s</math>. Thus <math>2 + 2t = 1 - (1 - t)</math> or <math>t = -2</math>, so <math>s = -3</math>. Does NOT check 3<sup>rd</sup> eq <math>3 + t = 3 + 2s</math> so lines do not intersect.</p> <p><i>Do <math>x + y + z = 1</math> and <math>2x - y + z = 0</math> intersect?</i> <math>\vec{n}_1 = \langle 1, 1, 1 \rangle</math> and <math>\vec{n}_2 = \langle 2, -1, 1 \rangle</math>. So <math>\vec{v} = \vec{n}_1 \times \vec{n}_2 = \langle 2, 1, -3 \rangle</math> and to find <math>P(x, y, z = 0)</math>, solve <math>x + y = 1</math> and <math>2x - y = 0</math>. Thus, <math>x = 1/3</math> and <math>y = 2/3</math>. So <math>l(t) = \langle \frac{1}{3}, \frac{2}{3}, 0 \rangle + \langle 2, -1, 1 \rangle t</math></p>
--	---