

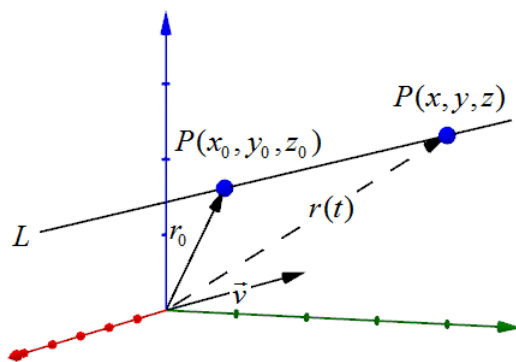
MATH 232

CALCULUS III

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12.5 Equations of Lines and Planes

Definition 1: Vector Equation of a Line L



Let L be a line in three-dimensional space. $P(x, y, z)$ is an arbitrary point on L . $P(x_0, y_0, z_0)$ is a specific point on L . r_0 is the vector that connects to $P(x_0, y_0, z_0)$. $r(t)$ is the vector that connects to a point on L . And \vec{v} is the position vector that is parallel to L .

The vector equation for a line in three dimensions space is

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

$$\vec{r}(t) = \langle a, b, c \rangle t + \langle x_0, y_0, z_0 \rangle$$

where $\vec{v} = \langle a, b, c \rangle$ and t is a parameter.

Definition 2: Parametric Equations of a Line L

Parametric equations for a line through point (x_0, y_0, z_0) and parallel to the direction vector $\vec{v} = \langle a, b, c \rangle$ are

$$x = at + x_0$$

$$y = bt + y_0$$

$$z = ct + z_0$$

Example 1

Find a vector equation and parametric equations for a line passing through the point $(5, 1, 3)$ and is parallel to $i + 4j - 2k$. Find two additional points on this line.

We need two things: an initial point (x_0, y_0, z_0) and a direction vector parallel to the line L .

1. Our initial point is $(5, 1, 3)$ with initial vector $r_0 = \langle 5, 1, 3 \rangle$
2. The direction vector is $\vec{v} = i + 4j - 2k$ or $\langle 1, 4, -2 \rangle$

The vector equation is

$$\vec{r}(t) = \vec{v}t + r_0$$

$$\vec{r}(t) = \langle 1, 4, -2 \rangle t + \langle 5, 1, 3 \rangle$$

$$\vec{r}(t) = \langle t + 5, 4t + 1, -2t + 3 \rangle$$

The parametric equations are

$$x = t + 5$$

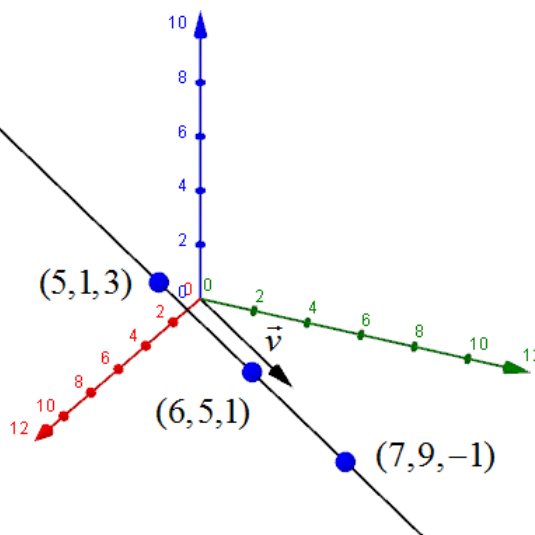
$$y = 4t + 1$$

$$z = -2t + 3$$

To find two points on the line L choose two values of t different than $t = 0$.

$$t = 1 : \quad P(6, 5, 1)$$

$$t = 2 : \quad P(7, 9, -1)$$



It is possible to give an equation for the line L without using the parameter t . Consider the parametric equations for L

$$x = at + x_0$$

$$y = bt + y_0$$

$$z = ct + z_0$$

Solve each one for t

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

Since they all equal t , they must all equal each other.

Definition 3: Symmetric Equations of Line L

Let (x_0, y_0, z_0) be a point on L with direction vector $\vec{v} = \langle a, b, c \rangle$. Then the symmetric equations for L are

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

Example 2

Find the parametric and symmetry equations for the line passing through $P(2, 4, -3)$ and $Q(3, -1, 1)$.

To find the equation of a line we need two things: an initial point, and a direction vector parallel to our line. We weren't given a direction vector; however we were given two points. Since the points are on the same line, the vector connecting the two points will be parallel to our line.

1. The direction vector \vec{v} can be found by finding \vec{PQ}

$$\vec{PQ} = \langle 3 - 2, -1 - 4, 1 + 3 \rangle = \langle 1, -5, 4 \rangle$$

2. We can choose either point as our initial point. I'll choose $P(2, 4, -3)$.

The vector equation is

$$\vec{r} = \langle 1, -5, 4 \rangle t + \langle 2, 4, -3 \rangle = \langle t + 2, -5t + 4, 4t - 3 \rangle$$

The parametric equations are

$$x = t + 2 \qquad y = -5t + 4 \qquad z = 4t - 3$$

The symmetric equation

$$\frac{x - 2}{1} = \frac{y - 4}{-5} = \frac{z + 3}{4}$$

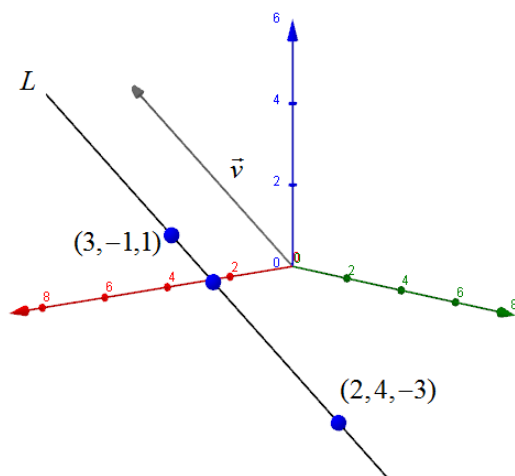
3. At what point does the line intersect the xy -plane?

Any point on the xy plane has a z -value of $z = 0$. Plug $z = 0$ into the symmetric equations to get two equations

$$\frac{x-1}{1} = \frac{(0)+3}{4} = \frac{3}{4}$$

$$\frac{y-4}{-5} = \frac{(0)+3}{4} = \frac{3}{4}$$

Solving the two equations for x and y respectively, we get $x = \frac{11}{4}$ and $y = \frac{1}{4}$.



L crosses the xy plane at the point $\left(\frac{11}{4}, \frac{1}{4}, 0\right)$.

Summary 1: How to Find the Direction Vector \vec{v}

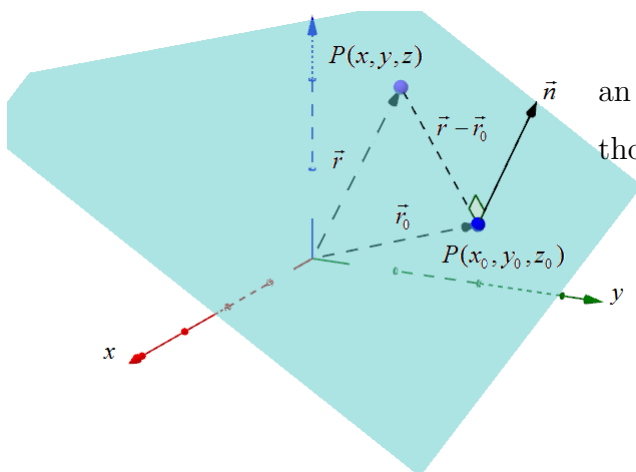
1. You can find the direction vector $\vec{v} = \langle a, b, c \rangle$ of any of the three equations for a line (vector, parametric, symmetric).
2. Parallel to another line L_2 ? Use the direction vector on L_2 .
3. Given two points P and Q ? Then your direction vector $\vec{v} = \vec{PQ}$
4. Remember that two lines are parallel if their direction vectors \vec{v}_1 and \vec{v}_2 are proportional.

$$\vec{v}_1 = \lambda \vec{v}_2$$

5. Perpendicular to another line L_2 ? If L_2 has direction vector \vec{v}_2 then your direction vector \vec{v}_1 must satisfy

$$\vec{v}_1 \cdot \vec{v}_2 = 0$$

Planes



To create a plane you need two things:
an initial point (x_0, y_0, z_0) and a vector \vec{n} orthogonal to the plane.

From the graph above there is one vector shown that is on the plane. That vector is $\vec{r} - \vec{r}_0$. Since \vec{n} is orthogonal to the plane it must be perpendicular to $\vec{r} - \vec{r}_0$. It follows that

$$\text{Vector Equation of a Plane:} \quad (\vec{r} - \vec{r}_0) \cdot \vec{n} = 0$$

Let $\vec{n} = \langle a, b, c \rangle$ be the normal (orthogonal) vector to the plane, $r = \langle x, y, z \rangle$ be any vector going to the plane, and $r_0 = \langle x_0, y_0, z_0 \rangle$ be the vector going to the initial point.

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

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

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

Definition 4: Planes

Let $P(x_0, y_0, z_0)$ be a point on a plane with normal vector $\vec{n} = \langle a, b, c \rangle$. **Vector Equation of the Plane**

$$\vec{n} \cdot \vec{r} = \vec{n} \cdot \vec{r}_0$$

$$\vec{n} \cdot \langle x, y, z \rangle = \vec{n} \cdot \langle x_0, y_0, z_0 \rangle$$

Scalar Equation of the Plane

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

Example 3

Find the equation of the plane through $(2,4,-1)$ with normal vector $\vec{n} = \langle 2, 3, 4 \rangle$.
Then sketch the plane.

We need two things for the equation of a plane: a point, and a normal vector. We have both already!

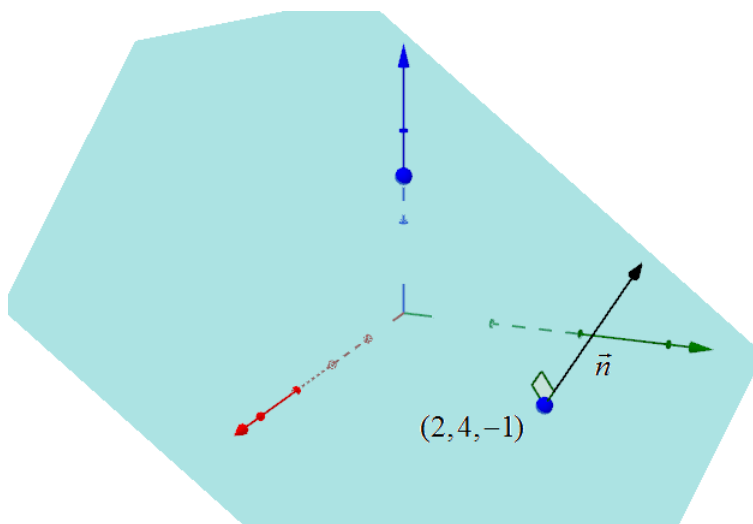
1. The point is $(2,4,-1)$
2. The normal vector $\vec{n} = \langle 2, 3, 4 \rangle$
3. Using the scalar equation of a plane we get

$$2(x - 2) + 3(y - 4) + 4(z + 1) = 0$$

$$2x - 4 + 3y - 12 + 4z + 4 = 0$$

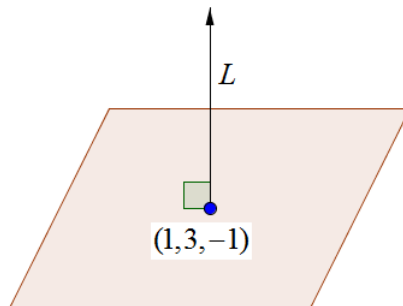
$$2x + 3y + 4z = 12$$

4. Sketch

**Example 4**

Find the equation of a plane through the point $(1,3,-1)$ and perpendicular to the line $x = 2 - t$, $y = t + 1$, $z = 3 - 2t$.

I drew a quick sketch of the information I was given.



If the plane is perpendicular to a line L , then the direction vector of that line is also perpendicular to the plane. Let's find the direction vector.

1. To find the direction vector of the line $x = 2 - t$, $y = t + 1$, and $z = 3 - 2t$, we can use the general form of the parametric equations to extract $\vec{v} = \langle a, b, c \rangle$.

Recall that the parametric equations of a line are

$$x = at + x_0, \quad y = bt + y_0, \quad z = ct + z_0$$

Matching up our parametric equations with the general ones it follows that the direction vector is

$$\vec{v} = \langle -1, 1, -2 \rangle$$

2. Since we determined already that the direction vector of the line L is perpendicular to the plane we can use it as the normal vector \vec{n} .

$$\vec{n} = \langle -1, 1, 2 \rangle$$

3. Using the scalar equation of a plane we get

$$-1(x - 1) + 1(y - 3) - 2(z + 1) = 0$$

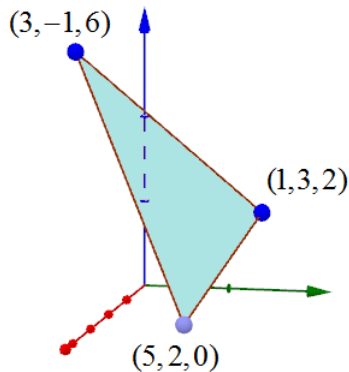
$$-x + 1 + y - 3 - 2z - 2 = 0$$

$$-x + y - 2z = 4$$

Example 5

Find an equation of the plane that passes through $P(1, 3, 2)$, $Q(3, -1, 6)$, and $R(5, 2, 0)$.

A quick sketch of the graph we have the following:



To find the equation of the plane we need two things: a point, and the normal vector.

1. We choose any of the three points given. I'll use $P(1, 3, 2)$.
2. Finding the normal vector is a bit trickier. I mentioned this a few sections back but you can connect any two points on a plane to get a vector. If we take the cross product of those two vectors we will get a new vector perpendicular to not only the two original vectors but also the plane.

$$\vec{PQ} = \langle 3 - 1, -1 - 3, 6 - 2 \rangle = \langle 2, -4, 4 \rangle$$

$$\vec{PR} = \langle 5 - 1, 2 - 3, 0 - 2 \rangle = \langle 4, -1, -2 \rangle$$

$$\begin{aligned} \vec{n} = \vec{PQ} \times \vec{PR} &= \begin{vmatrix} i & j & k \\ 2 & -4 & 4 \\ 4 & -1 & -2 \end{vmatrix} \\ &= \begin{vmatrix} -4 & 4 \\ -1 & -2 \end{vmatrix} i - \begin{vmatrix} 2 & 4 \\ 4 & -2 \end{vmatrix} j + \begin{vmatrix} 2 & -4 \\ 4 & -1 \end{vmatrix} k \\ &= 12i + 20j + 14k \end{aligned}$$

Therefore our normal vector is $\vec{n} = \langle 12, 20, 14 \rangle$.

$$12(x - 1) + 20(y - 3) + 14(z - 2) = 0$$

$$12x - 12 + 20y - 60 + 14z - 28 = 0$$

$$12x + 20y + 14z = 100$$

$$6x + 10y + 7z = 50$$

Example 6

Find a point at which the line $x = 2 + 3t$, $y = -4t$, and $z = 5 + t$ intersects the plane $4x + 5y - 2z = 18$.

We can plug in $x = 2 + 3t$, $y = -4t$, and $z = 5 + t$ into $4x + 5y - 2z = 18$ and solve for t . Once we know t , we can find the specific point.

$$4(2 + 3t) + 5(-4t) - 2(5 + t) = 18$$

$$8 + 12t - 20t - 10 - 2t = 18$$

$$-10t - 2 = 18$$

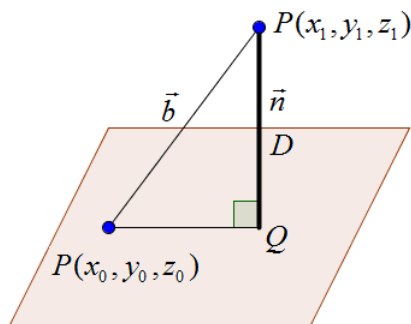
$$t = -2$$

Plugging $t = -2$ into the parametric equations for the line and we get

$$x = -4, y = 8, z = 3 \quad (-4, 8, 3)$$

Distances

Suppose you want to find the closest distance from a point in three dimensional space $P(x, y, z)$ to a plane. We are looking for the distance D in the graph below.



The closest point will lie on a vector perpendicular to the plane. We can call this \vec{n} since it's perpendicular to the plane. Let \vec{b} be the vector connecting from a specific point on the plane (x_0, y_0, z_0) to our point (x_1, y_1, z_1) .

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

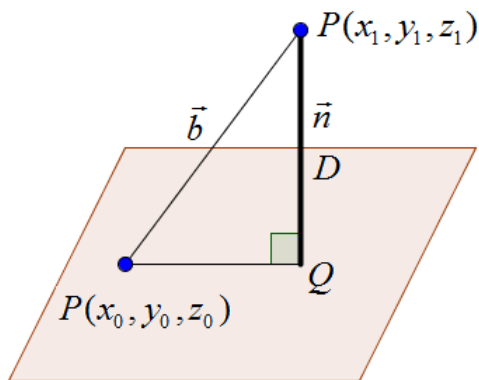
$$\vec{b} = \langle x_1 - x_0, y_1 - y_0, z_1 - z_0 \rangle$$

Here's the crux: the length D is the same as the positive value of the scalar projection of \vec{b} onto \vec{n} . The formula for that is

$$\begin{aligned} D = |\text{comp}_{\vec{n}} \vec{b}| &= \frac{|\vec{n} \cdot \vec{b}|}{|\vec{n}|} \\ &= \frac{|\langle a, b, c \rangle \cdot \langle x_1 - x_0, y_1 - y_0, z_1 - z_0 \rangle|}{\sqrt{a^2 + b^2 + c^2}} \\ &= \frac{a(x_1 - x_0) + b(y_1 - y_0) + c(z_1 - z_0)}{\sqrt{a^2 + b^2 + c^2}} \\ &= \frac{ax_1 + by_1 + cz_1 - (ax_0 + by_0 + cz_0)}{\sqrt{a^2 + b^2 + c^2}} \end{aligned}$$

Definition 5: Shortest Distance Between a Point and a Plane

Let $P(x_1, y_1, z_1)$ be a point in three dimensional space (not on the plane), $P(x_0, y_0, z_0)$ be a point on the plane, and let $\vec{n} = \langle a, b, c \rangle$ be a vector normal to the plane. Then the shortest distance from $P(x_1, y_1, z_1)$ to the plane is



$$D = \frac{|ax_1 + by_1 + cz_1 - (ax_0 + by_0 + cz_0)|}{\sqrt{a^2 + b^2 + c^2}}$$

Example 7

Find the distance between parallel planes $10x + 2y - 2z = 5$ and $5x + y - z = 1$.

We need two things: a point on the first plane, and a normal vector to the second plane.

1. Given any linear equation of a plane $ax + by + cz = d$, a normal vector is $\vec{n} = \langle a, b, c \rangle$.

So in our example we can use the normal vector $\vec{n} = \langle 5, 1, -1 \rangle$.

2. Find any point (x, y, z) that works for $10x + 2y - z = 5$. I'll go with $(0, 0, -5/2)$.

3. Find D .

$$\begin{aligned} D &= \frac{|ax_1 + by_1 + cz_1 - (ax_0 + by_0 + cz_0)|}{\sqrt{a^2 + b^2 + c^2}} \\ &= \frac{|5(0) + 1(0) - 1(-5/2) - (5(0) + 1(0) - 1(-1))|}{\sqrt{5^2 + 1^2 + (-1)^2}} \\ &= \frac{3/2}{\sqrt{27}} \\ &= \frac{1}{2\sqrt{3}} \end{aligned}$$

