

# Math 1410, Spring 2020

## Lines in three dimensions

January 24, 2020

# Overview

1 Recap

2 Cross products

3 Lines

## Warm-up

For the vectors  $\vec{u} = \langle 3, -14 \rangle$ ,  $\vec{v} = \langle -2, -2, 5 \rangle$ ,  $\vec{w} = \langle 0, 4, -3 \rangle$ , find:

- 1  $\vec{u} \cdot (2\vec{v} - \vec{w})$
- 2  $(2\vec{u}) \cdot \vec{v} - \vec{u} \cdot \vec{w}$
- 3 A value of  $c$  such that  $\vec{u}$  is orthogonal to  $\vec{v} + c\vec{w}$

## Orthogonal vectors

Recall: for vectors  $\vec{v}$ ,  $\vec{w}$ ,  $\vec{v} \cdot \vec{w} = \|\vec{v}\| \|\vec{w}\| \cos \theta$ , where  $\theta$  is the angle between  $\vec{v}$  and  $\vec{w}$ . Most useful for us: when  $\theta = \pi/2$ .

Definition:

We say that two vectors  $\vec{v}$ ,  $\vec{w}$  are **orthogonal** if  $\vec{v} \cdot \vec{w} = 0$ .

## Cross products

- Defined for vectors in  $\mathbb{R}^3$  only.
- Produces a *vector* rather than a scalar.
- Cross product  $\vec{v} \times \vec{w}$  is orthogonal to both  $\vec{v}$  and  $\vec{w}$ .
- Definition: if  $\vec{v} = \langle v_1, v_2, v_3 \rangle$ ,  $\vec{w} = \langle w_1, w_2, w_3 \rangle$ ,

$$\vec{v} \times \vec{w} = \langle v_2 w_3 - v_3 w_2, v_3 w_1 - v_1 w_3, v_1 w_2 - v_2 w_1 \rangle.$$

(Easier to remember using “determinant trick”.)

## Example

Let  $\vec{u} = \langle 3, -1, 2 \rangle$ ,  $\vec{v} = \langle 0, 2, -1 \rangle$ ,  $\vec{w} = \langle -2, 0, 4 \rangle$ . Find:

- $\vec{u} \times \vec{v}$
- $\vec{v} \times \vec{w}$
- $\vec{w} \times \vec{v}$

# Properties

- 1  $\vec{v} \times \vec{w} = -\vec{w} \times \vec{v}$
- 2  $\vec{v} \times (c\vec{w}) = (c\vec{v}) \times \vec{w} = c(\vec{v} \times \vec{w})$
- 3  $\vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$
- 4  $\vec{v} \times \vec{w}$  is orthogonal to both  $\vec{v}$  and  $\vec{w}$ .

## Areas and angles

If the angle between  $\vec{v}$  and  $\vec{w}$  is  $\theta$ ,

$$\|\vec{v} \times \vec{w}\| = \|\vec{v}\| \|\vec{w}\| \sin \theta.$$

The direction of  $\vec{v} \times \vec{w}$  given by “right-hand rule”. Useful to note: if  $\vec{v}$  and  $\vec{w}$  form 2 of 4 sides of a parallelogram, that parallelogram has area  $A = \|\vec{v}\| \|\vec{w}\| \sin \theta$ .



## Examples

Let  $P = (0, 2, -1)$ ,  $Q = (3, 1, -2)$ ,  $R = (4, -2, 0)$ ,  $S = (7, -3, -1)$ . Verify that the quadrilateral with these vertices is a parallelogram, and find its area. What about the triangle  $\triangle PQR$ ?

## Lines the plane

We all know lines in the plane:  $y = mx + b$  gives a line with slope  $m$  passing through  $(0, b)$ . Does slope make sense in  $\mathbb{R}^3$ ?

### Example

Describe the line through the points  $(1, -2)$  and  $(3, 4)$ :

- 1 Using a “slope-intercept” equation
- 2 Using vectors

## Lines in space

- In  $\mathbb{R}^3$ , to specify a line we need a *point* (on the line), and a *direction* (vector).
- Suppose  $P_0 = (x_0, y_0, z_0)$  and  $P = (x, y, z)$  are two points on a line in the direction of a vector  $\vec{v} = \langle a, b, c \rangle$ . What can we say about the vector  $\overrightarrow{P_0P}$ ?

## Vector and parametric equations

Points on a line in space are given in terms of a **parameter** (usually  $t$  — we can think of motion in a straight line, with  $t$  as time).

- The *vector* equation of a line through  $P_0 = (x_0, y_0, z_0)$  in the direction of  $\vec{v} = \langle a, b, c \rangle$  is

$$\langle x, y, z, \rangle = \langle x_0, y_0, z_0 \rangle + t \langle a, b, c \rangle,$$

or  $\vec{x} = \vec{x}_0 + t\vec{v}$ , for short.

- Sometimes see  $\vec{r}$  or  $\vec{r}(t)$  instead of  $\vec{x}$ .
- Equating coefficients in the vector equation gives the *parametric equations*:

$$x = x_0 + at$$

$$y = y_0 + bt$$

$$z = z_0 + ct.$$

## Examples

Find the vector equations of the lines:

- 1 Through the point  $P_0 = (2, -5, 1)$  in the direction of  $\vec{v} = \langle 6, -7, 3 \rangle$
- 2 Through the points  $P = (4, 5, -3)$  and  $Q = (-1, 8, 2)$ .
- 3 Through the point  $P_0 = (4, 5, -9)$  and parallel to the line

$$\vec{r}(t) = \langle 3 - 4t, -6 + 8t, 2 - 7t \rangle .$$

## Comparing lines: intersecting, parallel, skew

- Two lines in  $\mathbb{R}^3$  are **parallel** if their direction vectors are parallel.
- Not all parallel lines intersect: some are **skew**.
- Checking for intersection leads to a system of equations. (Be sure to use a different parameter for each line.)

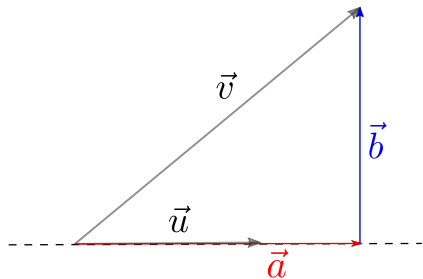
### Example

Determine if the following pairs of lines are parallel, skew, or if they intersect.

- 1  $\vec{r}_1(s) = \langle 3, -2, 4 \rangle + s \langle 4, -2, 6 \rangle$  and  $\vec{r}_2(t) = \langle 2, 2, 2 \rangle + t \langle -6, 3, -9 \rangle$
- 2  $\vec{r}_1(s) = \langle 3, 1, 1 \rangle + s \langle 2, -1, 3 \rangle$  and  $\vec{r}_2(t) = \langle 1, 0, -1 \rangle + t \langle 1, 2, 1 \rangle$
- 3  $\vec{r}_1(s) = \langle 0, 1, 2 \rangle + s \langle 4, -2, 1 \rangle$  and  $\vec{r}_2(t) = \langle -2, -3, 7 \rangle + t \langle 3, 1, -2 \rangle$

## Orthogonal projection

Given vectors  $\vec{u}$  (not equal to  $\vec{0}$ ) and  $\vec{v}$ , often useful to write  $\vec{v}$  as the sum of a vector *parallel* to  $\vec{u}$ , and a vector *orthogonal* to  $\vec{u}$ .



Vector  $\vec{a}$  called the **projection** of  $\vec{v}$  onto  $\vec{u}$ . Notation and formula:

$$\text{proj}_{\vec{u}} \vec{v} = \left( \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\|^2} \right) \vec{u}.$$

# Distance

## Example

- ① Find the distance from the point  $P = (3, 1, 2)$  to the line

$$\langle x, y, z \rangle = \langle 0, 2, -1 \rangle + t \langle 2, -1, 2 \rangle .$$

- ② Find the distance between the parallel lines

$$\vec{r}_1(t) = \langle 2, -1, 3 \rangle + t \langle 1, 2, 3 \rangle , \text{ and } \vec{r}_2(t) = \langle -4, 1, 3 \rangle + t \langle 2, 4, 6 \rangle .$$