Vectors (1A)

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Line Equations (1)

Vector Equation

Parameter

Direction Vector

$r = r_2 + ta$

$$\mathbf{r}_2 = \langle x_2, y_2, z_2 \rangle$$

 $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$

Parametric Equation

Component

$$x = x_2 + ta_1$$

 $y = y_2 + ta_2$
 $z = z_2 + ta_3$

$$t a_1 = x - x_2$$

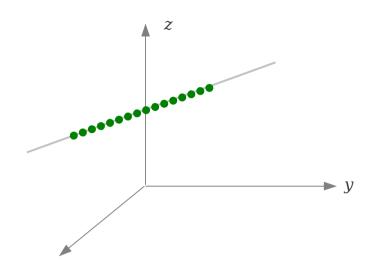
 $t a_2 = y - y_2$
 $t a_3 = z - z_2$

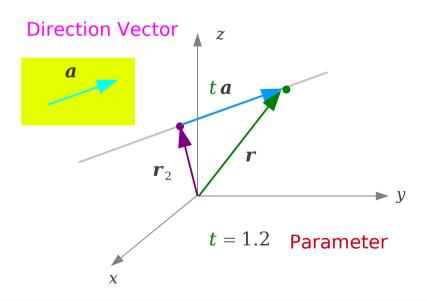
Symmetric Equation

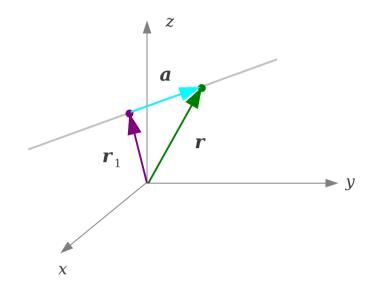
Elimination of parameter

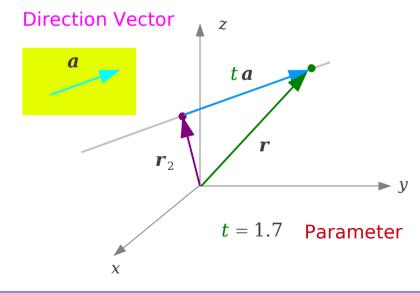
$$t = \frac{x - x_2}{a_1} = \frac{y - y_2}{a_2} = \frac{z - z_2}{a_3}$$

Line Equations (2)

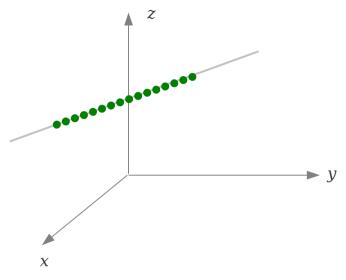


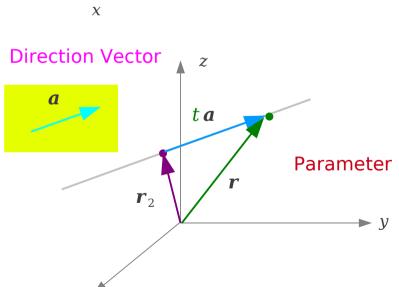


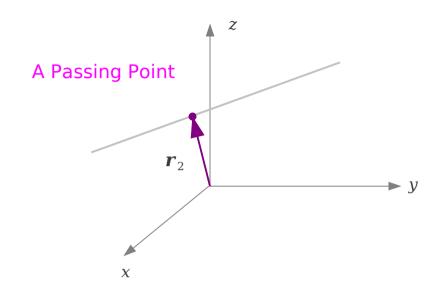




Line Equations (3)







$$r = r_2 + ta$$

$$\mathbf{r}_2 = \langle x_2, y_2, z_2 \rangle$$

 $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$

Plane Equations (1)

Vector equation

Normal Vector

$$\boldsymbol{n}\cdot(\boldsymbol{r}-\boldsymbol{r}_1)=0$$

$$\mathbf{r} = \langle x, y, z \rangle$$
 $\mathbf{r}_1 = \langle x_1, y_1, z_1 \rangle$
 $\mathbf{n} = \langle a, b, c \rangle$

$$r - r_1 = \langle x - x_1, y - y_1, z - z_1 \rangle$$

 $n = \langle a, b, c \rangle$

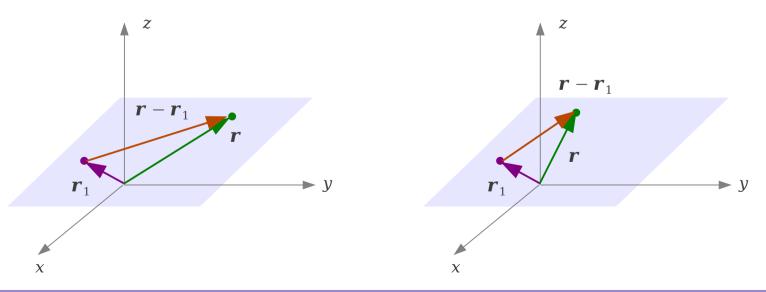
Cartesian equation

$$a(x-x_1) + b(y-y_1) + c(z-z_1) = 0$$

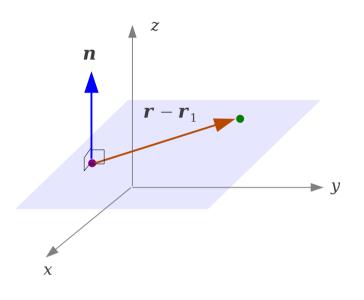
Plane Equations (2)

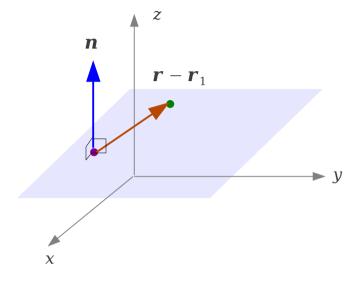


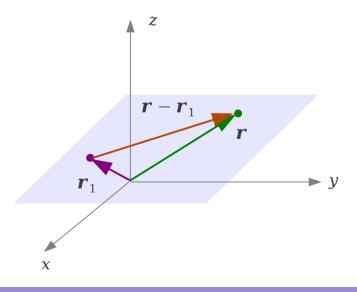
No Parameter



Plane Equations (3)



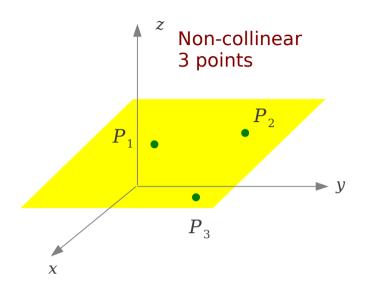


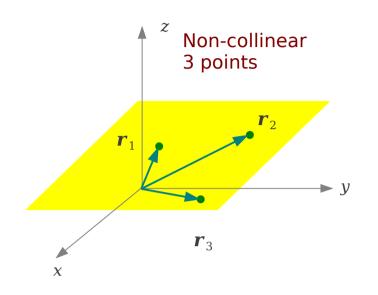


$$\boldsymbol{n} \cdot (\boldsymbol{r} - \boldsymbol{r}_1) = 0$$

$$\mathbf{r} = \langle x, y, z \rangle$$
 $\mathbf{r}_1 = \langle x_1, y_1, z_1 \rangle$
 $\mathbf{n} = \langle a, b, c \rangle$

Normal Vector & 3 Points



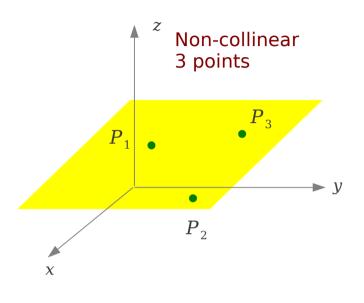


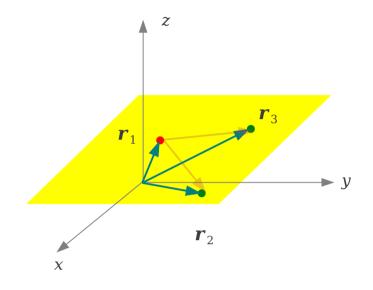
Graph of a plane

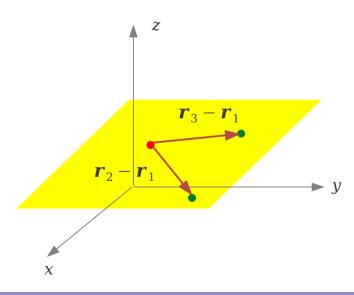
Line intersection of two planes

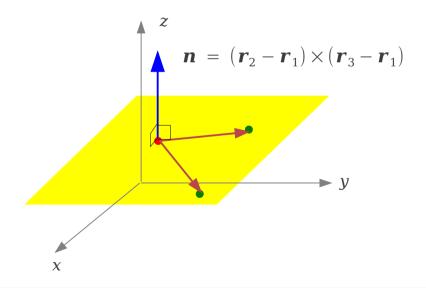
Point of intersection of a line and plane

Normal Vector & 3 Points









Normal Vector & 3 Points



References

- [1] http://en.wikipedia.org/
- [2] http://planetmath.org/
- [3] M.L. Boas, "Mathematical Methods in the Physical Sciences"
- [4] D.G. Zill, "Advanced Engineering Mathematics"