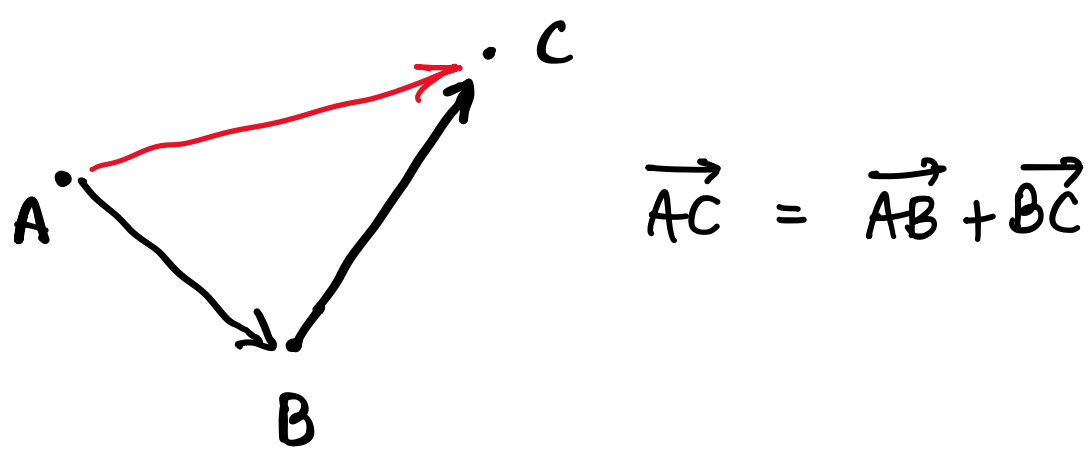
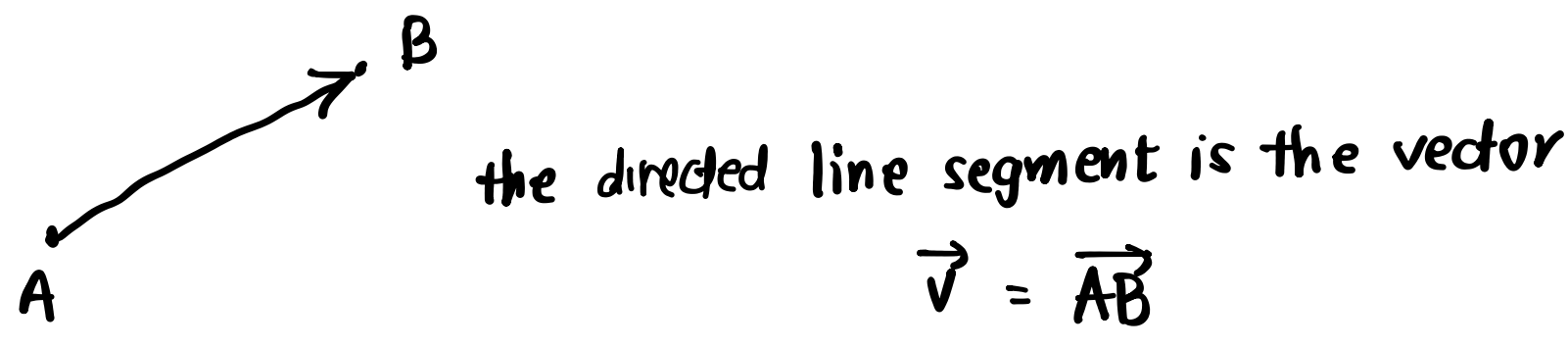
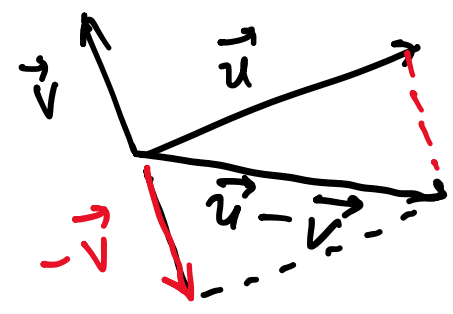


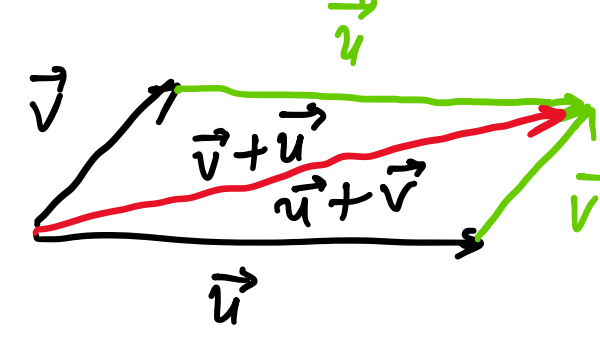
The term vector is used to describe a quantity that has both magnitude and direction



You can subtract vectors.



from parallelogram law



Vector-valued function is a set of vectors.

It's a function whose domain is a set of real numbers and whose range is a set of vectors.

$$\vec{r}(t) = \langle f(t), g(t), h(t) \rangle = f(t)\hat{i} + g(t)\hat{j} + h(t)\hat{k} = \begin{pmatrix} f(t) \\ g(t) \\ h(t) \end{pmatrix}$$

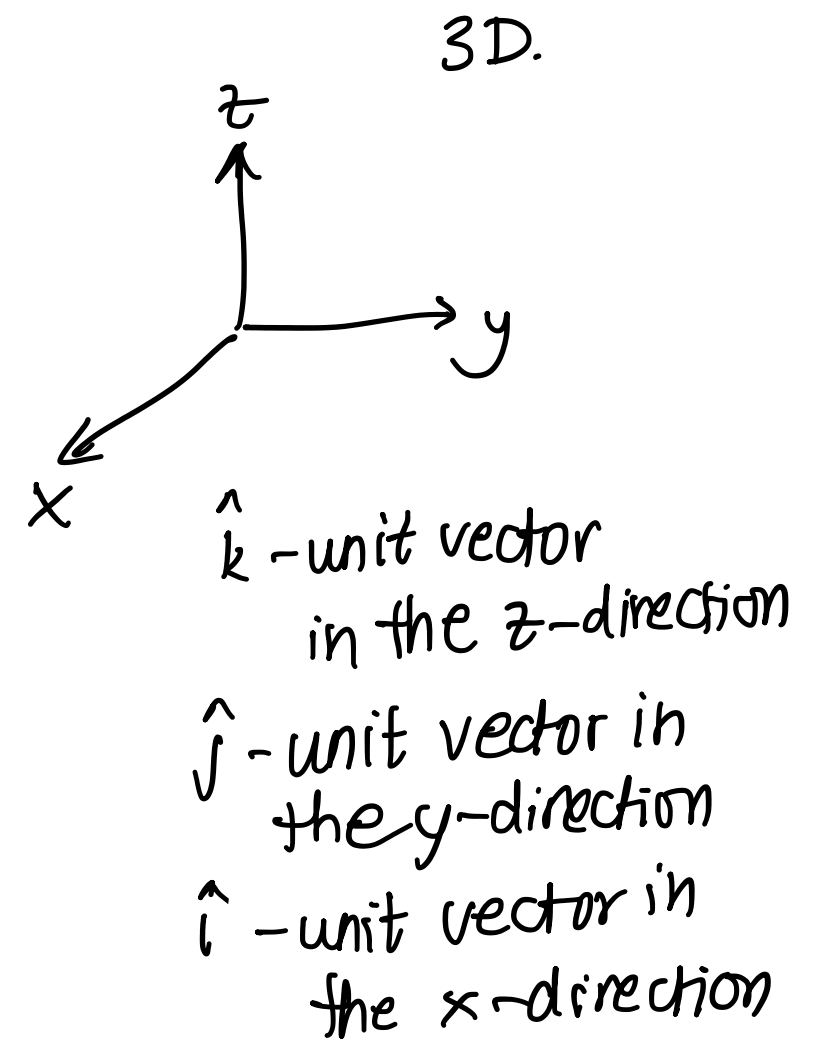
where $f(t), g(t), h(t)$ are the components of the vector $\vec{r}(t)$ and t is the independent variable.

Example $\vec{r}(t) = \langle t^3, \ln(3-t), \sqrt{t} \rangle$. $f(t) = t^3, g(t) = \ln(3-t), h(t) = \sqrt{t}$

$$3-t > 0 \Rightarrow t < 3$$

$$t > 0 \Rightarrow t \in [0, 3)$$

t is an element of the interval $[0, 3)$



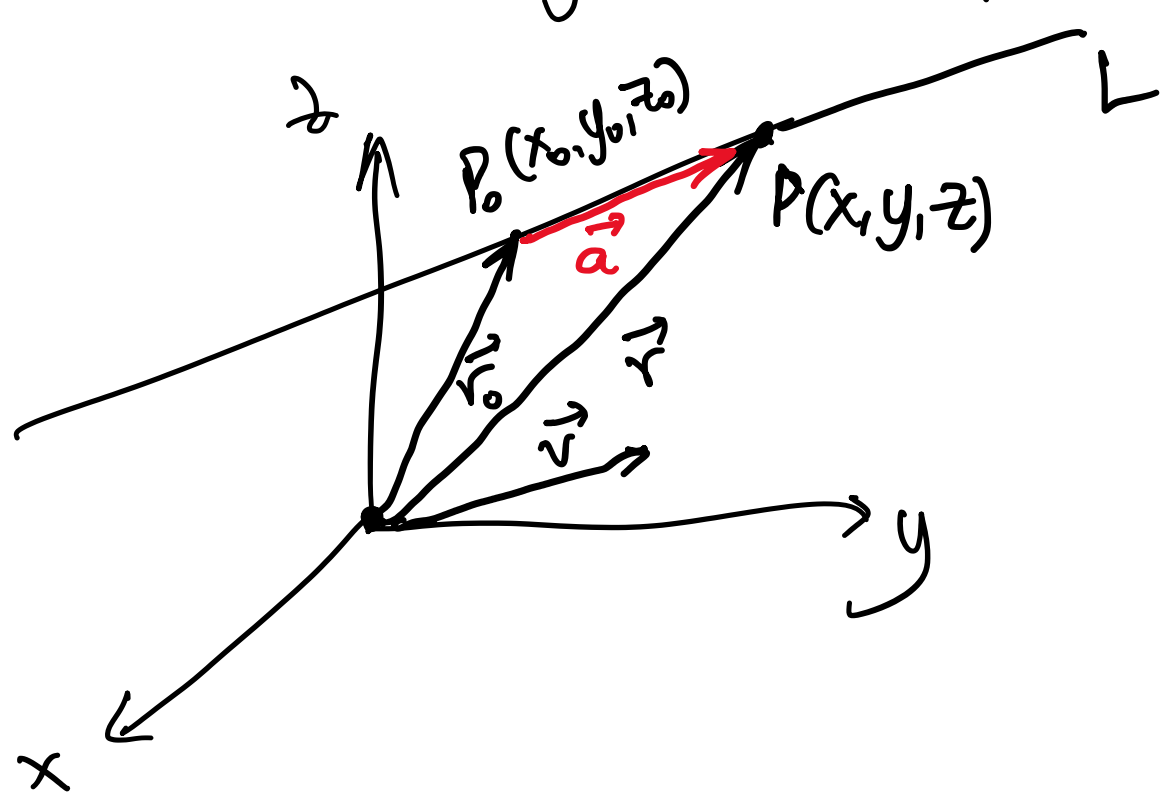
Equation of a line

As in 2D space, a line in 3D is determined when we know

- a point $P_0(x_0, y_0, z_0)$ on L
- the direction of L (its slope).

In 3D the direction of a line is described by a vector, so we let \vec{v} be a vector parallel to L .

Let $P(x, y, z)$ be a point on L and let \vec{r}_0 and \vec{r} be the position vectors of P_0 and P .



If \vec{a} is the vector for $\overrightarrow{P_0P}$ then $\vec{r} = \vec{r}_0 + \vec{a}$

But \vec{a} and \vec{v} are parallel and so $\vec{a} = t\vec{v}$

(\vec{a} is a scalar multiple of \vec{v})

Use $\vec{r} = \vec{r}_0 + \vec{a}$ and $\vec{a} = t\vec{v}$ to write

$$\vec{r} = \vec{r}_0 + t\vec{v} \quad \text{vector equation for a line}$$

If $\vec{r} = \langle x, y, z \rangle$, $\vec{r}_0 = \langle x_0, y_0, z_0 \rangle$ and $\vec{v} = \langle a, b, c \rangle$ then

$$\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases} \quad \text{parametric equations for a line through the point } (x_0, y_0, z_0) \text{ and parallel to the direction vector } (a, b, c).$$

EXAMPLE 1

- (a) Find a vector equation and parametric equations for the line that passes through the point $(5, 1, 3)$ and is parallel to the vector $\hat{i} + 4\hat{j} - 2\hat{k}$.
(b) Find two other points on the line.

a) $\vec{r} = \vec{r}_0 + t\vec{v}$ where $\vec{r}_0 = \langle 5, 1, 3 \rangle$ and $\vec{v} = \langle 1, 4, -2 \rangle$

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

- b) Choose a parameter $t=1$ $x=6, y=5, z=1$ so $(6, 5, 1)$ is a point on L and similarly $t=-1$ $x=4, y=-3, z=5$ so $(4, -3, 5)$ is another point on L .

Showing if two lines intersect

Example

$$\begin{aligned} \vec{r}_1 &= (3\hat{i} + 8\hat{j} - 2\hat{k}) + t(2\hat{i} - \hat{j} + 3\hat{k}) = \begin{pmatrix} 3 \\ 8 \\ -2 \end{pmatrix} + t \begin{pmatrix} 2 \\ -1 \\ 3 \end{pmatrix} \\ \vec{r}_2 &= (7\hat{i} + 4\hat{j} + 3\hat{k}) + s(2\hat{i} + \hat{j} + 4\hat{k}) = \begin{pmatrix} 7 \\ 4 \\ 3 \end{pmatrix} + s \begin{pmatrix} 2 \\ 1 \\ 4 \end{pmatrix} \end{aligned}$$

At the intersection point

$$\begin{pmatrix} 3+2t \\ 8-t \\ -2+3t \end{pmatrix} = \begin{pmatrix} 7+2s \\ 4+s \\ 3+4s \end{pmatrix} \quad \begin{matrix} \leftarrow x \\ \leftarrow y \\ \leftarrow z \end{matrix}$$

Equate the x and y-components:

$$\begin{aligned} 3+2t &= 7+2s \rightarrow 3+2t = 7+2s \\ 8-t &= 4+s \rightarrow 16-2t = 8+2s + \end{aligned}$$

$$\begin{aligned} 19 &= 15+4s \\ 4 &= 4s \\ s &= 1 \end{aligned}$$

Check that the z-components are also equal

$$\begin{aligned} -2+3t &= -2+9 = 7 \quad \checkmark \\ 3+4s &= 3+4 = 7 \quad \checkmark \end{aligned}$$

$$\begin{aligned} 8-t &= 4+1 \\ t &= 3 \end{aligned}$$

If the z-coordinate does not agree then the lines do not intersect!

Intersection point has position vector $\begin{pmatrix} 3+2t \\ 8-t \\ -2+3t \end{pmatrix}$ with $t=3 \Rightarrow \vec{r} = \begin{pmatrix} 9 \\ 5 \\ 7 \end{pmatrix}$