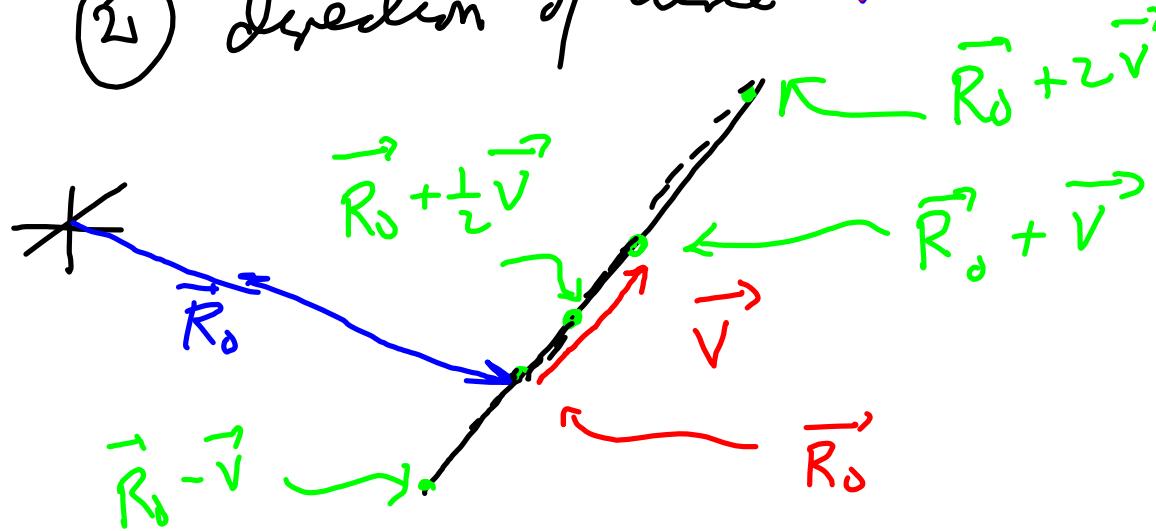


Equations for a straight line:

- (1) point on line \vec{R}_0
- (2) direction of line \vec{V}



Eq of line $\vec{R} = \vec{R}_0 + t \vec{V} \quad -\infty < t < \infty$

↑
dummy variable
"parameter"

Parametric Equation for a line

$$\vec{R} = \vec{R}_0 + t \vec{v}$$

$$\begin{aligned} & x_0 \vec{i} + y_0 \vec{j} + z_0 \vec{k} + t(v_1 \vec{i} + v_2 \vec{j} + v_3 \vec{k}) \\ & \vec{i} + 2\vec{j} + 3\vec{k} + t(3\vec{i} + \vec{k}) \end{aligned}$$

Example: $\vec{r} = \underbrace{\vec{i} + 2\vec{j}}_{\substack{\text{on line} \\ \vec{i} + 2\vec{j}}} + t \underbrace{(3\vec{i} + \vec{k})}_{\substack{\text{is to} \\ 3\vec{i} + \vec{k}}}$

Component version

$$x = x_0 + t v_1$$

$$y = y_0 + t v_2$$

$$z = z_0 + t v_3$$

$$t = \frac{x - x_0}{v_1}$$

$$t = \frac{y - y_0}{v_2}$$

$$t = \frac{z - z_0}{v_3}$$

Non-parametric eqs. for line

$$\frac{z - z_0}{v_1} = \frac{y - y_0}{v_2} = \frac{z - z_0}{v_3}$$

With juggling, $y = mx + b$

$$\frac{x - x_0}{v_1} = \frac{y - y_0}{v_2} = \frac{z - z_0}{v_3}$$

$$\frac{x - 1}{2} = \frac{y + 3}{7} = \frac{z - 0}{0}$$

$$\frac{y + 3/7}{1/7}$$

$$\frac{y - (-3/7)}{1/7}$$

interpret

$\vec{r} = \vec{0}$,

$\frac{0}{0}$ (O.K.)

otherwise

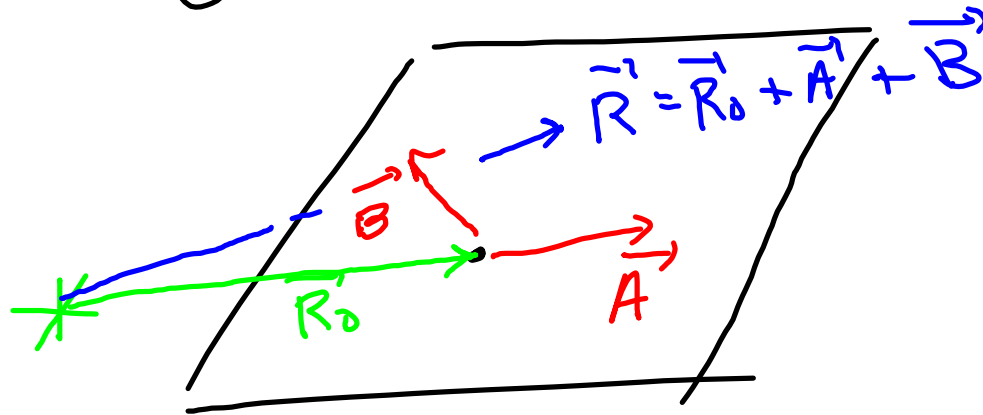
$$\frac{z - 0}{0} = \infty \neq \frac{x - 1}{2}$$

This is line through $(1, -\frac{3}{7}, 0)$
parallel to $2\vec{i} + \frac{1}{7}\vec{j}$

Equation for a plane.

Describe by

- ① a point in the plane \vec{R}_0
- ② 2 vectors \parallel to the plane



Generic pt. in plane

$$\vec{R} = \vec{R}_0 + s\vec{A} + t\vec{B}$$

Parametric
Equation
for a
plane

$$-\infty < s < \infty$$

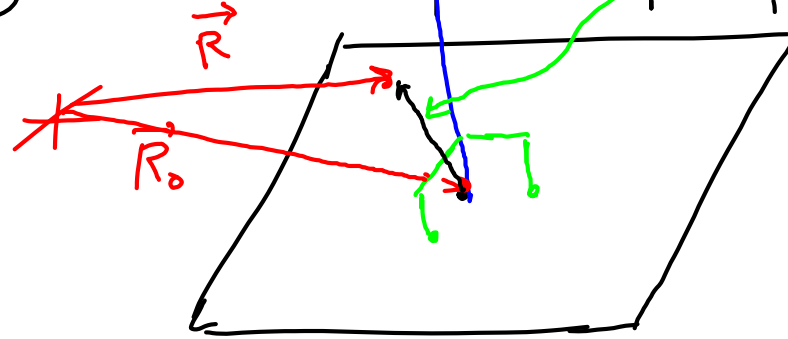
$$-\infty < t < \infty$$

(2 parameters, 2-dimensional)

Eq for a plane

(1) pt in plane \vec{R}_0

(2) normal to plane \vec{N}



$\vec{R} - \vec{R}_0$ is \perp to \vec{N}
if \vec{R} lies
in
plane.

Non-
parametric
equation
for a plane

$$(\vec{R} - \vec{R}_0) \cdot \vec{N} = 0 \quad \text{if + only if} \\ \vec{R} \text{ is in the plane}$$

$$x\vec{i} + y\vec{j} + z\vec{k}$$

$$x\vec{i} + y\vec{j} + z\vec{k}$$

$$\vec{N} = N_1\vec{i} + N_2\vec{j} + N_3\vec{k}$$

$$\vec{R} \cdot \vec{N} = \vec{R}_0 \cdot \vec{N}$$

$$xN_1 + yN_2 + zN_3 = d$$

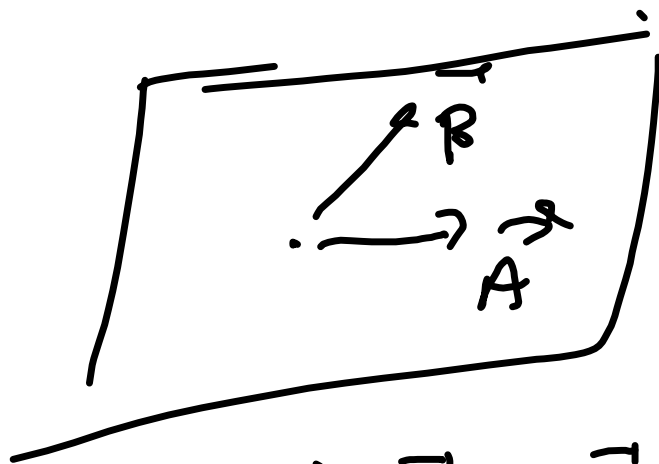
Write as

$$ax + by + cz = d$$

Example: $\vec{R}_0 = \vec{i} + 2\vec{j} + \vec{k}$

$$\vec{A} = \dots$$

$$\vec{B} = \dots$$



$$\vec{N} = \vec{A} \times \vec{B}$$

$$\vec{R} \cdot \vec{N} = \vec{R}_0 \cdot \vec{N}$$

$$ax + by + cz = d$$

$\swarrow \quad \searrow$
 \vec{N}

Example

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

Describe the plane.

① $\vec{N} = 1\vec{i} - 2\vec{j} + 3\vec{k}$ is normal to plane

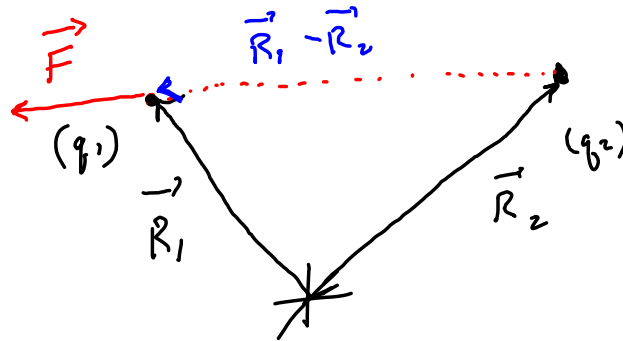
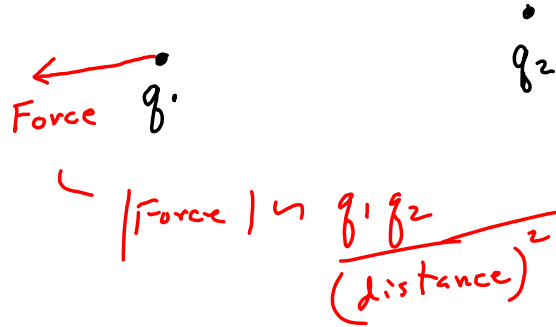
② point in plane:

easy! e.g. $(4, 0, 0)$

or $(0, -2, 0)$

or $(0, 0, 4/3)$

Coulomb's force law.



$$\vec{F} = (scalar) \frac{\vec{R}_1 - \vec{R}_2}{|\vec{R}_1 - \vec{R}_2|^2}$$

wrong! This falls off like $\frac{1}{|\vec{R}_1 - \vec{R}_2|}$

$$\vec{F} = k q_1 q_2 \frac{\vec{R}_1 - \vec{R}_2}{|\vec{R}_1 - \vec{R}_2|^3}$$

Coulomb force

