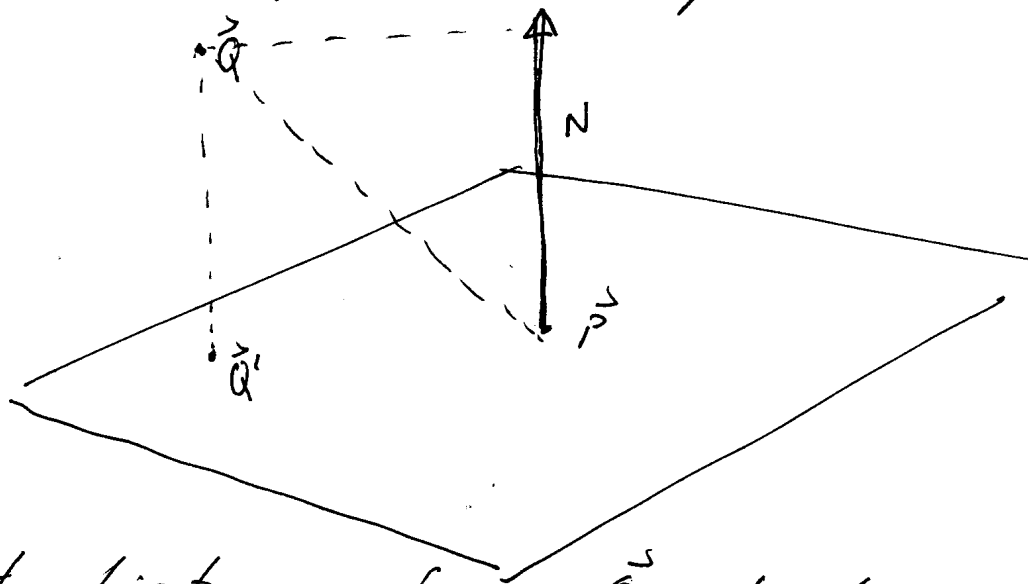


Math 32 9/11/09

Distance between a point and a plane.



The shortest distance from  $\vec{Q}$  to the plane through  $\vec{P}$  with normal  $\vec{N}$  is the length of the projection of  $\vec{Q} - \vec{P}$  along  $\vec{N}$ .

This projection is

$$\frac{(\vec{Q} - \vec{P}) \cdot \vec{N}}{\vec{N} \cdot \vec{N}} \vec{N} \quad \text{and its}$$

length is

$$\frac{|(\vec{Q} - \vec{P}) \cdot \vec{N}|}{\|\vec{N}\|}$$

## Distance between two lines

$$L_1: \vec{X} = \vec{P}_1 + t \vec{A}_1$$

$$L_2: \vec{X} = \vec{P}_2 + t \vec{A}_2$$

$\vec{N} = \vec{A}_1 \times \vec{A}_2$  is a vector perpendicular to each of the two lines

$L_1$  is contained in the plane.

$$(\vec{X} - \vec{P}_1) \cdot \vec{N} = 0.$$

$L_2$  is contained in the plane

$$(\vec{X} - \vec{P}_2) \cdot \vec{N} = 0.$$

Since the planes are parallel, the distance between  $L_1$  and  $L_2$  is the distance between the two planes.

This is the length of the projection of  $\vec{P}_2 - \vec{P}_1$  along  $\vec{N}$ .

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e.g. Find the distance between the lines

$$L_1: \begin{aligned} x &= 2 + 2t \\ y &= 1 - 5t \\ z &= 3 + t \end{aligned}$$

$$L_2: \begin{aligned} x &= 7 - 4t \\ y &= 4 - 2t \\ z &= -6 + 7t. \end{aligned}$$

We need a vector which is perpendicular to both  $(2, -5, 1)$  and  $(-4, -2, 7)$ .

$$\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & -5 & 1 \\ -4 & -2 & 7 \end{vmatrix} = \vec{i} \begin{vmatrix} -5 & 1 \\ -2 & 7 \end{vmatrix} - \vec{j} \begin{vmatrix} 2 & 1 \\ -4 & 7 \end{vmatrix} + \vec{k} \begin{vmatrix} 2 & -5 \\ -4 & -2 \end{vmatrix}$$
$$= \vec{i}(-33) - 18\vec{j} - 24\vec{k}$$

let's use

$$\vec{N} = 11\vec{i} + 6\vec{j} + 8\vec{k}$$

Since  $L_1$  contains  $(2, 1, 3)$

and  $L_2$  contains  $(7, 4, -6)$

We just need the length of the projection of

$$(2, 1, 3) - (7, 4, -6) = (-5, -3, 9)$$

along  $(11, 6, 8)$ .

This is

$$\frac{|(-5, -3, 9) \cdot (11, 6, 8)|}{\sqrt{121 + 36 + 64}} = \frac{|-55 - 18 + 72|}{\sqrt{221}}$$
$$= \frac{1}{\sqrt{221}}$$

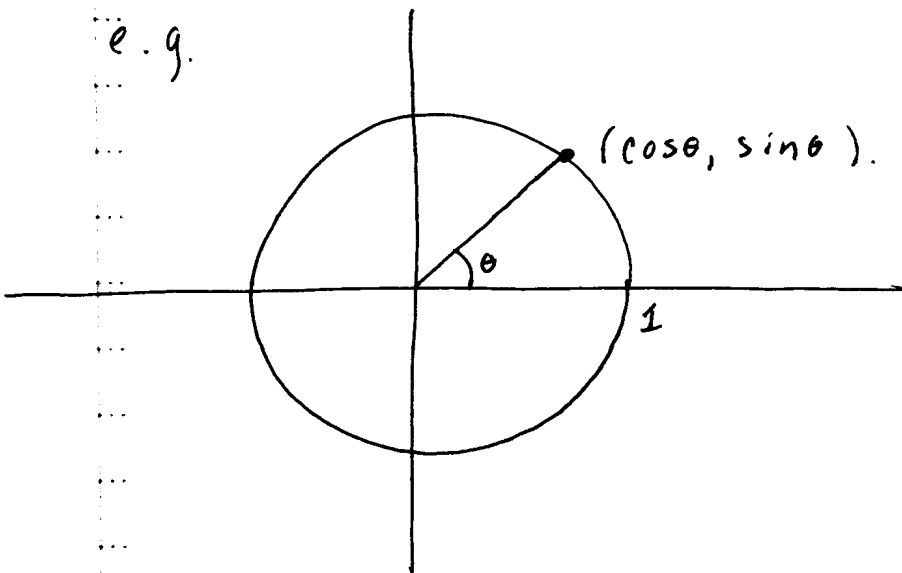
## Parametrized Curves.

We have already seen an easy example.

$$\vec{X}(t) = \vec{P} + t\vec{A}$$

is a parametrization of a line.

e.g.



As  $\theta$  runs from  $0$  to  $2\pi$ .

The point  $(\cos\theta, \sin\theta)$  moves counter clockwise around the circle.

$$\vec{X}(t) = (\cos t, \sin t)$$

is a parametrization of the circle.

e.g.  $\vec{X}(t) = ( \cancel{1} \cos 2\pi t, \cancel{1} \sin 2\pi t )$

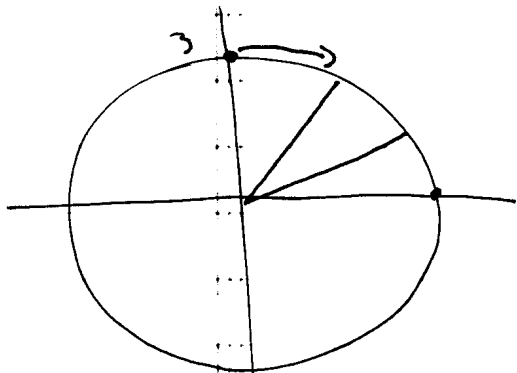
As  $t$  runs from  $0$  to  $1$ .

$\vec{X}(t)$  traces out a circle of radius  $\cancel{1}$  centered at  $\vec{0}$ .

$\vec{X}(t)$  again moves counter clockwise.

$\vec{X}(t) = ( \cancel{1} \sin 2\pi t, \cancel{1} \cos 2\pi t )$

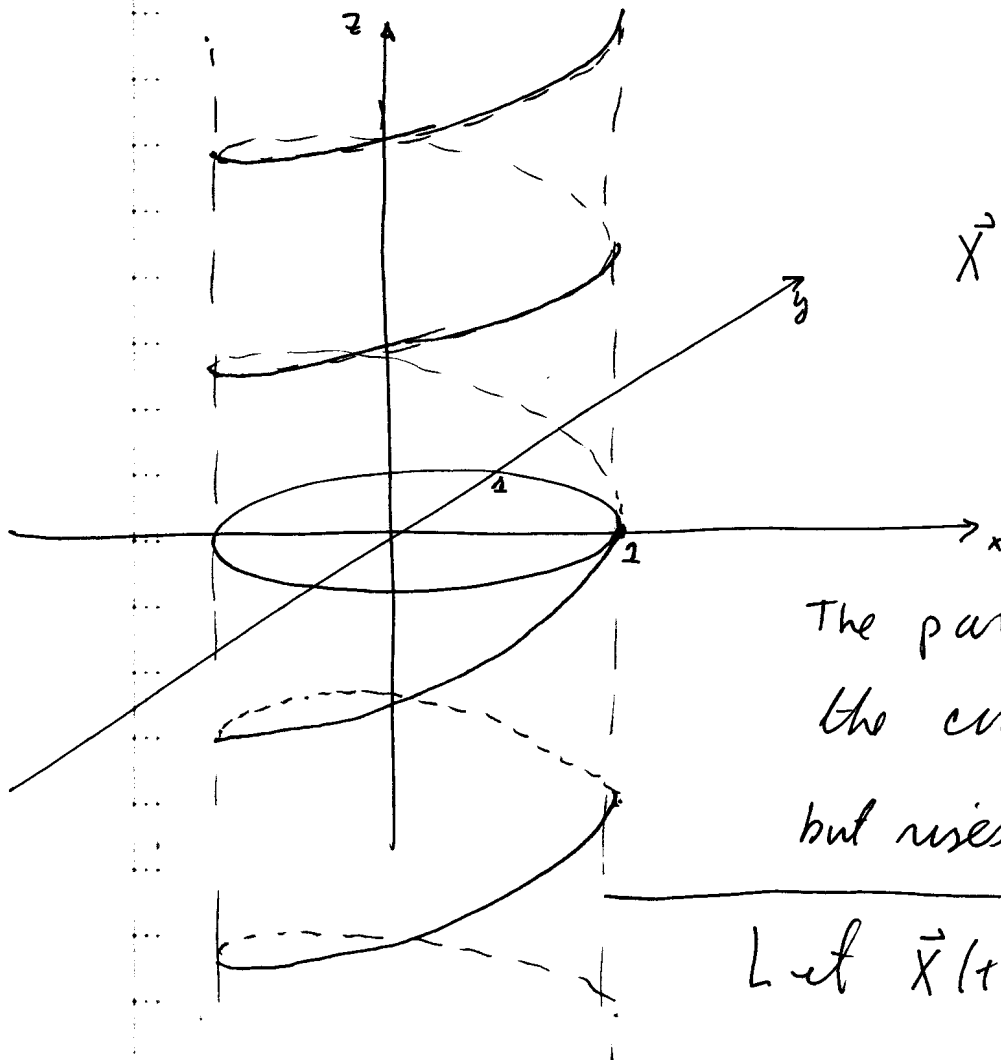
does the same thing, but clockwise.



e.g.  $\vec{X}(t) = ( 3 \sin \frac{\pi}{6} t, 3 \cos \frac{\pi}{6} t )$

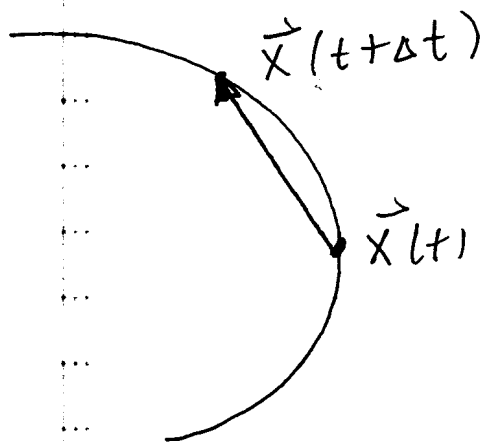
traces out an angle of  $\frac{\pi}{6}$  as  $t$  runs from  $0$  to  $1$ .

e.g.  $\vec{X}(t) = \langle \cos t, \sin t, t \rangle$



$$\vec{X}(0) = \langle 1, 0, 0 \rangle$$

The particle stays over the circle  $x^2 + y^2 = 1$  but rises in the  $z$ -direction.



Let  $\vec{X}(t) = (x(t), y(t), z(t))$ .

$$\vec{X}(t+\Delta t) - \vec{X}(t)$$

$$= (x(t+\Delta t) - x(t), y(t+\Delta t) - y(t), z(t+\Delta t) - z(t))$$

From 1st semester calculus  
we have (assuming  $x, y, z$  are  
differentiable).

$$x(t+\Delta t) - x(t) = x'(t)\Delta t + o(\Delta t)$$

where

$o(\Delta t)$  means

any quantity depending on  $\Delta t$  s.t.

$$\frac{o(\Delta t)}{\Delta t} \rightarrow 0 \quad \text{as } \Delta t \rightarrow 0.$$

similarly

$$y(t+\Delta t) - y(t) = y'(t)\Delta t + o(\Delta t)$$

$$z(t+\Delta t) - z(t) = z'(t)\Delta t + o(\Delta t)$$

So

$$\vec{X}(t+\Delta t) - \vec{X}(t) = \Delta t(x'(t), y'(t), z'(t)) + (o(\Delta t), o(\Delta t), o(\Delta t)).$$

and

$$\therefore \frac{\vec{X}(t+\Delta t) - \vec{X}(t)}{\Delta t}$$

$$= (x'(t), y'(t), z'(t))$$

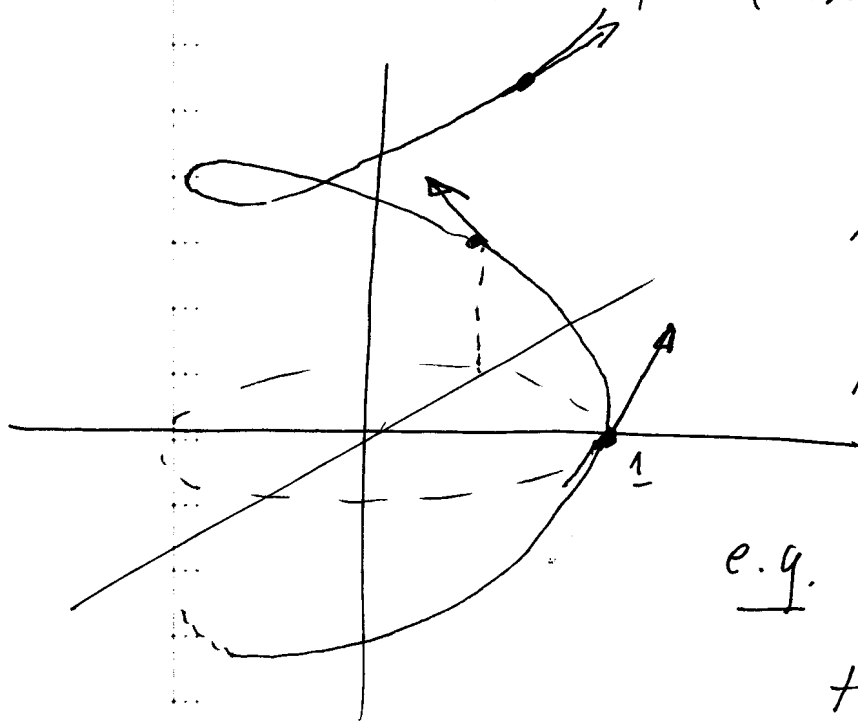
$$+ \frac{1}{\Delta t} (o(\Delta t), o(\Delta t), o(\Delta t)).$$

We now see that

$$\lim_{\Delta t \rightarrow 0} \frac{\vec{X}(t+\Delta t) - \vec{X}(t)}{\Delta t} = (x'(t), y'(t), z'(t))$$

e.g.  $\vec{X}(t) = (\cos t, \sin t, t)$

$$\vec{X}'(t) = (-\sin t, \cos t, 1)$$



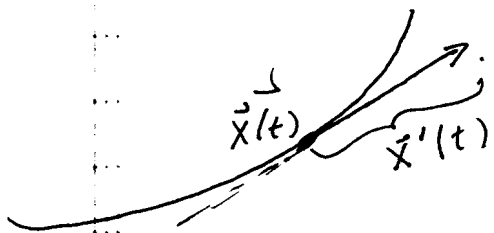
$$\vec{X}'(0) = (0, 1, 1)$$

$$\vec{X}'(\pi/2) = (-1, 0, 1)$$

e.g. Find the line tangent to the curve

$$\vec{X}(t) = (\cos t, \sin t, t)$$

at  $t = \pi/4$ .



$$\vec{X}(\pi/4) = \left( \frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2}, \pi/4 \right)$$

$$\vec{X}'(\pi/4) = \left( -\frac{\sqrt{2}}{2}, \frac{\sqrt{2}}{2}, 1 \right)$$

$$x = \frac{\sqrt{2}}{2} - \frac{\sqrt{2}}{2}t$$

$$y = \frac{\sqrt{2}}{2} + \frac{\sqrt{2}}{2}t$$

$$z = \pi/4 + t$$

e.g. find the equation of the plane  
perpendicular to the curve

$$\vec{X}(t) = (\cos t, \sin t, t)$$

at  $t = \pi/3$ .

$$\vec{X}(\pi/3) = \left( \frac{1}{2}, \frac{\sqrt{3}}{2}, \frac{\pi}{3} \right).$$

$$\vec{X}'(\pi/3) = \left( -\frac{\sqrt{3}}{2}, \frac{1}{2}, 1 \right).$$

$$-\frac{\sqrt{3}}{2}(x - \frac{1}{2}) + \frac{1}{2}(y - \frac{\sqrt{3}}{2}) + (z - \frac{\pi}{3}) = 0.$$

Speed

The speed of the curve  $\vec{X}(t)$  is

$$v(t) = \|\vec{X}'(t)\|.$$

$$\text{So } v(t)^2 = \vec{X}'(t) \cdot \vec{X}'(t).$$

e.g.  $\vec{x}(t) = (4 \sin 2\pi t, 4 \cos 2\pi t)$ .

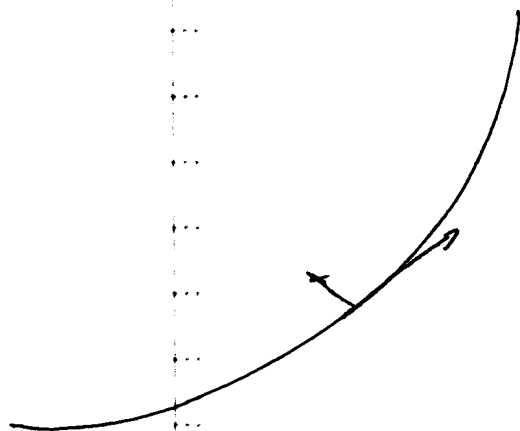
$$\vec{x}'(t) = (8\pi \cos 2\pi t, -8\pi \sin 2\pi t)$$

$$v(t) = 8\pi = \sqrt{(8\pi \cos 2\pi t)^2 + (-8\pi \sin 2\pi t)^2}$$

### Acceleration

Acceleration is a vector

$$\vec{a}(t) = \frac{d}{dt} (\vec{x}'(t)) = \vec{x}''(t).$$



It has a component  
in the direction of the  
tangent vector  
and a component  
perpendicular to the tangent  
vector.

Projection of  $\vec{a}(t)$  along  $x'(t)$

is

$$\frac{\vec{x}''(t) \cdot x'(t)}{x'(t) \cdot x'(t)} x'(t).$$

The length of this projection is

$$\frac{|x''(t) \cdot x'(t)|}{\|x'(t)\|}.$$

Now

$$\frac{d}{dt} (x'(t) \cdot x'(t)) =$$