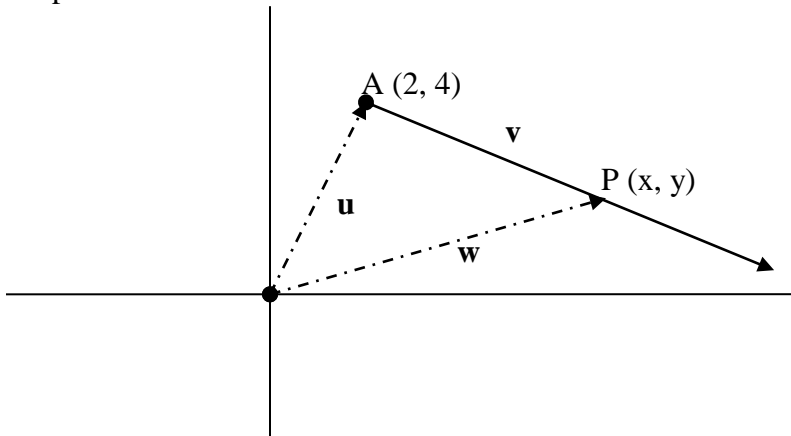


Vector Representation of a Line

Parametric & Vector Equation of a Line

- If you know a point on a line (A) and a vector (\mathbf{v}) parallel to the line, you can find a vector equation and a parametric equation of the line.
- Here's a **2-D example** with $A = (2, 4)$ and $\mathbf{v} = \langle 3, -1 \rangle$.
- First, identify the vector, \mathbf{u} , from the origin to the point A. So, $\mathbf{u} = \langle 2, 4 \rangle$. See the picture below.



- Identify a vector, \mathbf{w} , from the origin to a random point $P(x, y)$ on the line. $\mathbf{w} = \langle x, y \rangle$.
- The vector \mathbf{AP} is in the same direction as \mathbf{v} , but has a different magnitude (length). That means there is a scalar t such that $\mathbf{AP} = t \cdot \mathbf{v}$. This is the vector equation of the line.
- Also, $\mathbf{AP} = \langle x - 2, y - 4 \rangle$ (just subtract the coordinates).
- So, that means $\langle x - 2, y - 4 \rangle = t \cdot \mathbf{v} = t \cdot \langle 3, -1 \rangle = \langle 3t, -t \rangle$.
- That gives two parametric equations: $x - 2 = 3t$ and $y - 4 = -t$ (just match the corresponding components of the first and last vector above).
 - You can also write this as $x = 2 + 3t$ and $y = 4 - t$.
 - Note that the parametric form has the coordinates of A (2, 4) as the first, constant values and the components of the vector $\langle 3, -1 \rangle$ as the coefficients of t . **It always works this way.**
- If you want the Cartesian equation for the line, solve the two parametric equations for t and set them equal.
 - Solving the x equation gives $\frac{(x-2)}{3} = t$. Solving the y equation gives $\frac{y-4}{-1} = t$.
 - Setting them equal gives $\frac{(x-2)}{3} = \frac{y-4}{-1}$. Note again the A values on top and \mathbf{v} values on the bottom. **It always works this way.**
 - As an alternative, in $y = mx + b$ form, that gives $y = \frac{-1}{3}x + \frac{14}{3}$.
- The same approach works in **3-D**. **For example**, if you have a point A (1, 2, 3) and a vector $\langle -1, 4, 8 \rangle$, then $\mathbf{AP} = \langle x - 1, y - 2, z - 3 \rangle = t \cdot \mathbf{v} = t \cdot \langle -1, 4, 8 \rangle = \langle -t, 4t, 8t \rangle$.
 - That gives three parametric equations: $x - 1 = -t$, $y - 2 = 4t$, and $z - 3 = 8t$.
 - Solve each equation for t and set them equal to get the Cartesian equation: $\frac{x-1}{-1} = \frac{y-2}{4} = \frac{z-3}{8}$. Again, see the A values on top and \mathbf{v} values on the bottom.