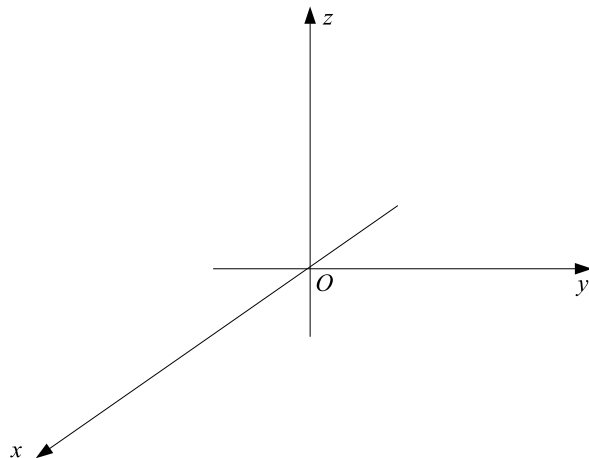


Chapter 11. **Three-dimensional analytic geometry and vectors**  
Section 11.1 **Three-dimensional coordinate system**

To locate a point in space three numbers are required. We represent any point in space by an ordered triple  $(a, b, c)$ .

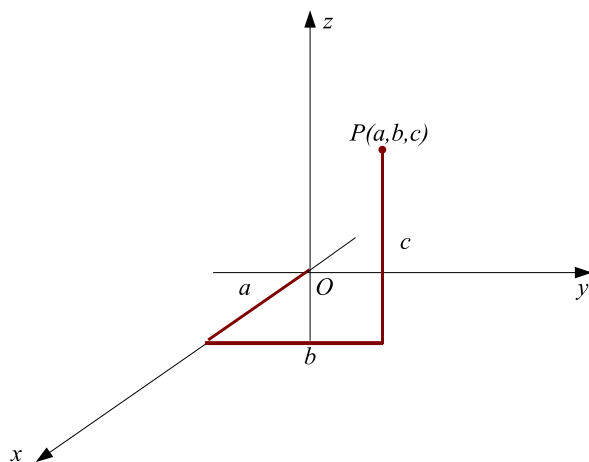
In order to represent points in space, we first choose a fixed point  $O$  (the origin) and three directed lines through  $O$  that are perpendicular to each other, called the **coordinate axes** and labeled the  $x$ -axis,  $y$ -axis, and  $z$ -axis. Usually we think of the  $x$  and  $y$ -axes as being horizontal and  $z$ -axis as being vertical.

The direction of  $z$ -axis is determined by the **right-hand rule**: if your index finger points in the positive direction of the  $x$ -axis, middle finger points in the positive direction of the  $y$ -axis, then your thumb points in the positive direction of the  $z$ -axis.



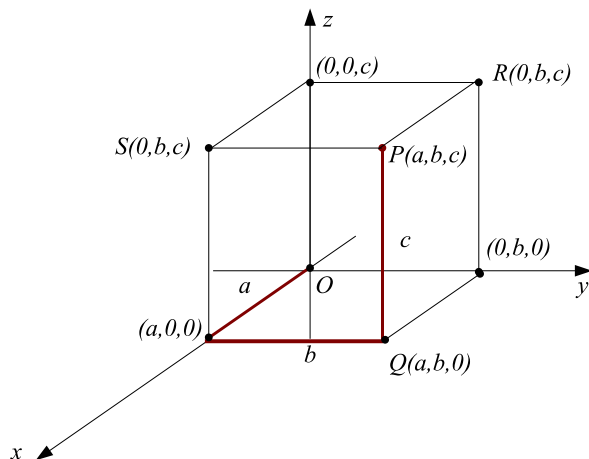
The three coordinate axes determine the three **coordinate planes**. The  $xy$ -plane contains the  $x$ - and  $y$ -axes and its equation is  $z = 0$ , the  $xz$ -plane contains the  $x$ - and  $z$ -axes and its equation is  $y = 0$ , The  $yz$ -plane contains the  $y$ - and  $z$ -axes and its equation is  $x = 0$ . These three coordinate planes divide space into eight parts called **octants**. The **first octant** is determined by positive axes.

Take a point  $P$  in space, let  $a$  be directed distance from  $yz$ -plane to  $P$ ,  $b$  be directed distance from  $xz$ -plane to  $P$ , and  $c$  be directed distance from  $xy$ -plane to  $P$ .



We represent the point  $P$  by the ordered triple  $(a, b, c)$  of real numbers, and we call  $a$ ,  $b$ , and  $c$  the **coordinates** of  $P$ .

The point  $P(a, b, c)$  determine a rectangular box.



If we drop a perpendicular from  $P$  to the  $xy$ -plane, we get a point  $Q(a, b, 0)$  called the **projection** of  $P$  on the  $xy$ -plane. Similarly,  $R(0, b, c)$  and  $S(a, 0, c)$  are the projections of  $P$  on the  $yz$ -plane and  $xz$ -plane, respectively.

The Cartesian product  $\mathbb{R} \times \mathbb{R} \times \mathbb{R} = \mathbb{R}^3 = \{(x, y, z) | x, y, z \in \mathbb{R}\}$  is the set of all ordered triplets of real numbers. We have given a one-to-one correspondence between points  $P$  in space and ordered triplets  $(a, b, c)$  in  $\mathbb{R}^3$ . It is called a **three-dimensional rectangular coordinate system**.

**Example 1.** What surfaces in  $\mathbb{R}^3$  represented by the following equations?

1.  $x = 9$

2.  $y = -1$

3.  $z = 4$

4.  $x + y = 1$

5.  $z = x$

6.  $x^2 + z^2 = 9$

7.  $y = x^2$

**The distance formula in three dimensions** The distance  $|P_1P_2|$  between the points  $P_1(x_1, y_1, z_1)$  and  $P_2(x_2, y_2, z_2)$  is

$$|P_1P_2| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

**Example 2.** Find the length of the sides of the triangle  $ABC$ , where  $A(-2, 6, 1)$ ,  $B(5, 4, -3)$ , and  $C(2, -6, 4)$ .

**Example 3.** Determine whether the points  $P(1, 2, 3)$ ,  $Q(0, 3, 7)$ , and  $R(3, 5, 11)$  are collinear.

The **midpoint** of the line segment from  $P_1(x_1, y_1, z_1)$  to  $P_2(x_2, y_2, z_2)$  is

$$P_M \left( \frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2}, \frac{z_1 + z_2}{2} \right)$$

**Example 3.** Find the length of the medians of the triangle with vertices  $A(1, 2, 3)$ ,  $B(-2, 0, 5)$ , and  $C(4, 1, 5)$ .

**Definition.** A **sphere** is the set of all points that are equidistant from the center.

**Problem.** Find an equation of a sphere of radius  $R$  and center  $C(a, b, c)$ .

**Equation of a sphere** of radius  $R$  and center  $C(a, b, c)$  is

$$(x - a)^2 + (y - b)^2 + (z - c)^2 = R^2$$

**Example 4.** Find an equation of a sphere of radius  $R = 4$  centered at  $C(-1, 2, 4)$ .

**Example 5.** Find radius and center of sphere given by the equation

$$x^2 + y^2 + z^2 + x - 2y + 6z - 2 = 0$$

**Example 6.** Consider the points  $P$  such that the distance from  $P$  to  $A(-1, 5, 3)$  is twice the distance from  $P$  to  $B(6, 2, -2)$ . Show that the set of all such points is a sphere, and find its center and radius.