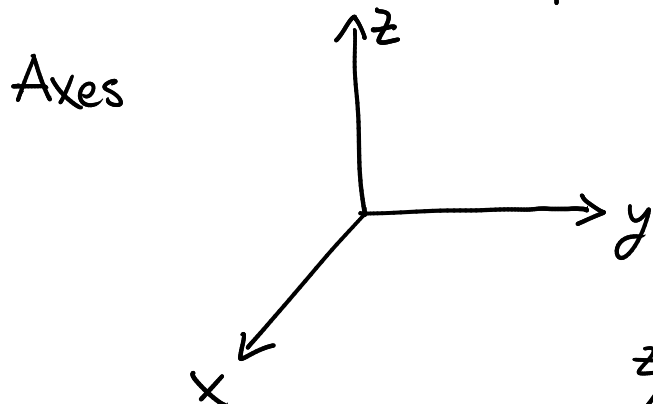


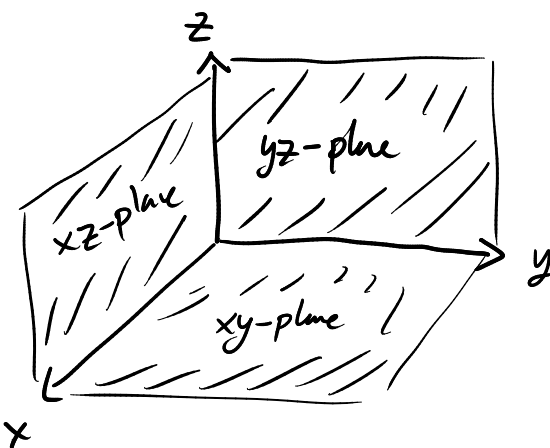
# Three dimensional coordinate systems

Just as two numbers  $(x, y)$  may be used to describe points in the (two-dimensional) plane, we use three numbers  $(x, y, z)$  to describe points in three-dimensional space.



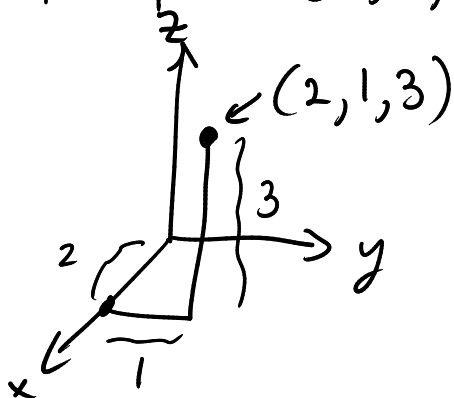
• imagine x-axis as coming out toward the viewer.

Coordinate planes  
xy-plane = "floor"  
xz & yz planes = "walls"



To plot point  $(a, b, c)$

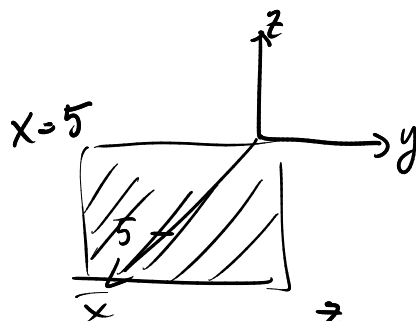
go  $a$  units along x-axis  
 $b$  units parallel to y-axis  
 $c$  units parallel to z-axis



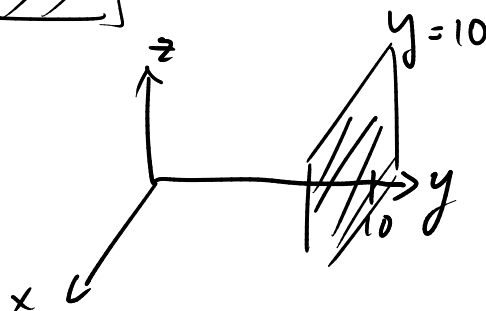
for  $P = (a, b, c)$  :  $|a|$  = distance from  $P$  to yz-plane  
 $|b|$  = distance from  $P$  to xz-plane  
 $|c|$  = distance from  $P$  to xy-plane

Basic planes:

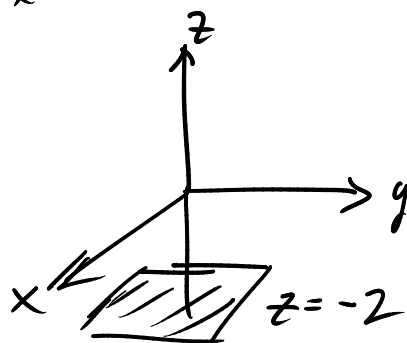
$x=5$  defines a plane parallel to  $yz$ -plane



$y=10$  is a plane parallel to  $xz$ -plane



$z=-2$  is a plane parallel to  $xy$ -plane



Observe that, in 3-dimensional space, the graph of a single equation such as  $y=10$  is a 2-dimensional surface, not a curve.

Distances: distance between two points

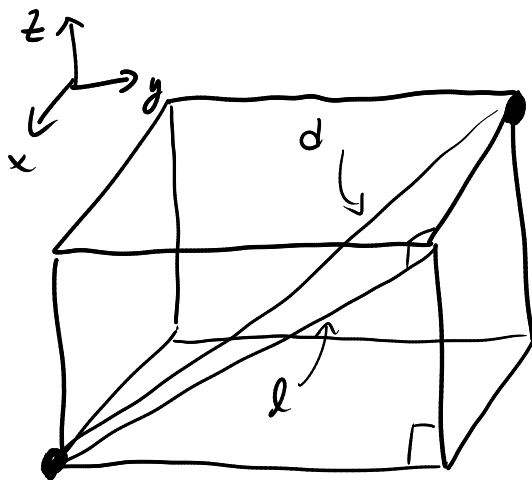
First point  $P_1$  has coordinates  $(x_1, y_1, z_1)$

Second point  $P_2$  has coordinates  $(x_2, y_2, z_2)$

Then the distance between  $P_1$  and  $P_2$  is

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

We can see this using a rectangular prism with  $P_1$  and  $P_2$  at opposite vertices:



$(x_2, y_2, z_2)$

diagonal of front face

$$l = \sqrt{(y_2 - y_1)^2 + (z_2 - z_1)^2}$$

(by Pythagorean theorem)

$(x_1, y_1, z_1)$

Now apply Pythagorean theorem again

$$(x_2 - x_1)^2 + l^2 = d^2$$

$$(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2 = d^2$$

take square root of both sides  $\rightarrow$  done.

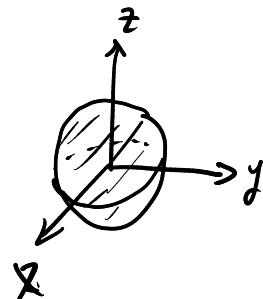
Spheres:

The set of points at a given distance from a fixed point is a sphere:

e.g. points at distance 2 from origin = sphere of radius 2

$$\sqrt{(x-0)^2 + (y-0)^2 + (z-0)^2} = 2$$

$$x^2 + y^2 + z^2 = 2^2$$



Sphere centered at  $(x_0, y_0, z_0)$ , radius  $r$

$$\sqrt{(x-x_0)^2 + (y-y_0)^2 + (z-z_0)^2} = r$$

$$(x-x_0)^2 + (y-y_0)^2 + (z-z_0)^2 = r^2$$

Example: find center and radius of sphere given by equation

$$x^2 + y^2 + z^2 - 2x - 4y + 8z = 15$$

Complete the square:

$$x^2 - 2x = (x-1)^2 - 1$$

$$y^2 - 4y = (y-2)^2 - 4$$

$$z^2 + 8z = (z+4)^2 - 16$$

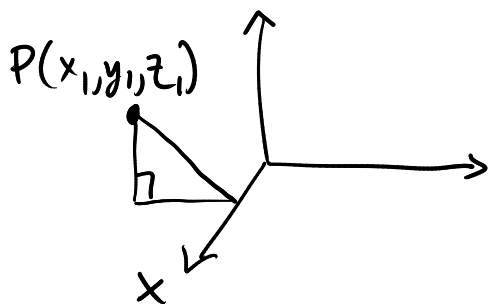
$$(x-1)^2 - 1 + (y-2)^2 - 4 + (z+4)^2 - 16 = 15$$

$$(x-1)^2 + (y-2)^2 + (z+4)^2 = 15 + 1 + 4 + 16 = 36$$

$$(x-1)^2 + (y-2)^2 + (z+4)^2 = 6^2$$

Center =  $(1, 2, -4)$       Radius = 6

Distance from a point to an axis:



The distance from the point  $(x_1, y_1, z_1)$  to the x-axis is

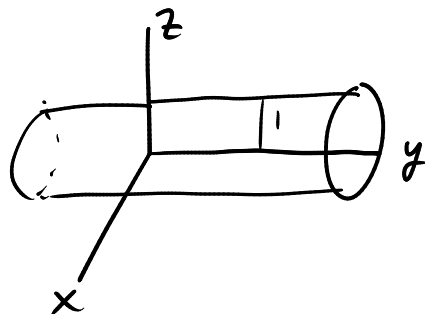
$$\sqrt{y_1^2 + z_1^2}$$

Distance to y-axis =  $\sqrt{x_1^2 + z_1^2}$

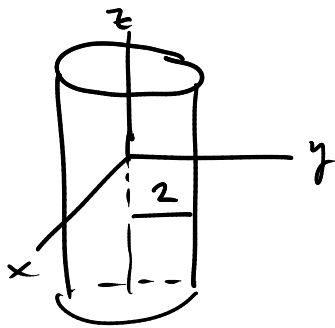
Distance to z-axis =  $\sqrt{x_1^2 + y_1^2}$

Set of points at given distance from an axis is a cylinder

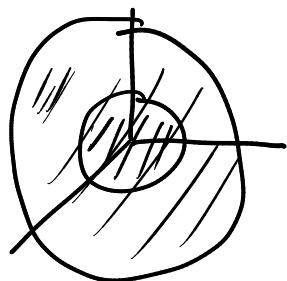
$$x^2 + z^2 = 1$$



$$x^2 + y^2 = 4$$



Example: write inequalities that define the set of points between the sphere of radius 2 and the sphere of radius 6, both centered at the origin. (including the points on the spheres)



$$2 \leq \text{distance from origin} \leq 6$$

$$2 \leq \sqrt{x^2 + y^2 + z^2} \leq 6$$

$$4 \leq x^2 + y^2 + z^2 \leq 36$$