

# Analytic Geometry Formulas

## 1. Lines in two dimensions

### Line forms

Slope - intercept form:

$$y = mx + b$$

Two point form:

$$y - y_1 = \frac{y_2 - y_1}{x_2 - x_1} (x - x_1)$$

Point slope form:

$$y - y_1 = m(x - x_1)$$

Intercept form

$$\frac{x}{a} + \frac{y}{b} = 1 \quad (a, b \neq 0)$$

Normal form:

$$x \cdot \cos \sigma + y \sin \sigma = p$$

Parametric form:

$$x = x_1 + t \cos \alpha$$

$$y = y_1 + t \sin \alpha$$

Point direction form:

$$\frac{x - x_1}{A} = \frac{y - y_1}{B}$$

where (A,B) is the direction of the line and  $P_1(x_1, y_1)$  lies on the line.

General form:

$$A \cdot x + B \cdot y + C = 0 \quad A \neq 0 \text{ or } B \neq 0$$

### Distance

The distance from  $Ax + By + C = 0$  to  $P_1(x_1, y_1)$  is

$$d = \frac{|A \cdot x_1 + B \cdot y_1 + C|}{\sqrt{A^2 + B^2}}$$

### Concurrent lines

Three lines

$$A_1x + B_1y + C_1 = 0$$

$$A_2x + B_2y + C_2 = 0$$

$$A_3x + B_3y + C_3 = 0$$

are concurrent if and only if:

$$\begin{vmatrix} A_1 & B_1 & C_1 \\ A_2 & B_2 & C_2 \\ A_3 & B_3 & C_3 \end{vmatrix} = 0$$

### Line segment

A line segment  $P_1P_2$  can be represented in parametric form by

$$x = x_1 + (x_2 - x_1)t$$

$$y = y_1 + (y_2 - y_1)t$$

$$0 \leq t \leq 1$$

Two line segments  $P_1P_2$  and  $P_3P_4$  intersect if and only if the numbers

$$s = \frac{\begin{vmatrix} x_2 - x_1 & y_2 - y_1 \\ x_3 - x_1 & y_3 - y_1 \end{vmatrix}}{\begin{vmatrix} x_2 - x_1 & y_2 - y_1 \\ x_3 - x_4 & y_3 - y_4 \end{vmatrix}} \quad \text{and} \quad t = \frac{\begin{vmatrix} x_3 - x_1 & y_3 - y_1 \\ x_3 - x_4 & y_3 - y_4 \end{vmatrix}}{\begin{vmatrix} x_2 - x_1 & y_2 - y_1 \\ x_3 - x_4 & y_3 - y_4 \end{vmatrix}}$$

satisfy  $0 \leq s \leq 1$  and  $0 \leq t \leq 1$

## 2. Triangles in two dimensions

### Area

The area of the triangle formed by the three lines:

$$A_1x + B_1y + C_1 = 0$$

$$A_2x + B_2y + C_2 = 0$$

$$A_3x + B_3y + C_3 = 0$$

is given by

$$K = \frac{\begin{vmatrix} A_1 & B_1 & C_1 \\ A_2 & B_2 & C_2 \\ A_3 & B_3 & C_3 \end{vmatrix}^2}{2 \cdot \begin{vmatrix} A_1 & B_1 \\ A_2 & B_2 \end{vmatrix} \cdot \begin{vmatrix} A_2 & B_2 \\ A_3 & B_3 \end{vmatrix} \cdot \begin{vmatrix} A_3 & B_3 \\ A_1 & B_1 \end{vmatrix}}$$

The area of a triangle whose vertices are  $P_1(x_1, y_1)$ ,

$P_2(x_2, y_2)$  and  $P_3(x_3, y_3)$ :

$$K = \frac{1}{2} \begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix}$$

$$K = \frac{1}{2} \begin{vmatrix} x_2 - x_1 & y_2 - y_1 \\ x_3 - x_1 & y_3 - y_1 \end{vmatrix}$$

### Centroid

The centroid of a triangle whose vertices are  $P_1(x_1, y_1)$ ,  $P_2(x_2, y_2)$  and  $P_3(x_3, y_3)$ :

$$(x, y) = \left( \frac{x_1 + x_2 + x_3}{3}, \frac{y_1 + y_2 + y_3}{3} \right)$$

### Incenter

The incenter of a triangle whose vertices are  $P_1(x_1, y_1)$ ,  $P_2(x_2, y_2)$  and  $P_3(x_3, y_3)$ :

$$(x, y) = \left( \frac{ax_1 + bx_2 + cx_3}{a + b + c}, \frac{ay_1 + by_2 + cy_3}{a + b + c} \right)$$

where a is the length of  $P_2P_3$ , b is the length of  $P_1P_3$ , and c is the length of  $P_1P_2$ .

### Circumcenter

The circumcenter of a triangle whose vertices are  $P_1(x_1, y_1)$ ,  $P_2(x_2, y_2)$  and  $P_3(x_3, y_3)$ :

$$(x, y) = \left( \frac{\begin{vmatrix} x_1^2 + y_1^2 & y_1 & 1 \\ x_2^2 + y_2^2 & y_2 & 1 \\ x_3^2 + y_3^2 & y_3 & 1 \end{vmatrix} \begin{vmatrix} x_1 & x_1^2 + y_1^2 & 1 \\ x_2 & x_2^2 + y_2^2 & 1 \\ x_3 & x_3^2 + y_3^2 & 1 \end{vmatrix}}{\begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix} \begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix}} \right)$$

### Orthocenter

The orthocenter of a triangle whose vertices are  $P_1(x_1, y_1)$ ,  $P_2(x_2, y_2)$  and  $P_3(x_3, y_3)$ :

$$(x, y) = \left( \frac{\begin{vmatrix} y_1 & x_2x_3 + y_1^2 & 1 \\ y_2 & x_3x_1 + y_2^2 & 1 \\ y_3 & x_1x_2 + y_3^2 & 1 \end{vmatrix} \begin{vmatrix} x_1^2 + y_2y_3 & x_1 & 1 \\ x_2^2 + y_3y_1 & x_2 & 1 \\ x_3^2 + y_1y_2 & x_3 & 1 \end{vmatrix}}{\begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix} \begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix}} \right)$$

## 3. Circle

### Equation of a circle

In an x-y coordinate system, the circle with centre (a, b) and radius r is the set of all points (x, y) such that:

$$(x - a)^2 + (y - b)^2 = r^2$$

Circle is centred at the origin

$$x^2 + y^2 = r^2$$

Parametric equations

$$x = a + r \cos t$$

$$y = b + r \sin t$$

where t is a parametric variable.

In polar coordinates the equation of a circle is:

$$r^2 - 2rr_o \cos(\theta - \phi) + r_o^2 = a^2$$

### Area

$$A = r^2 \pi$$

### Circumference

$$c = \pi \cdot d = 2\pi \cdot r$$

### Theorems:

(Chord theorem)

The chord theorem states that if two chords, CD and EF, intersect at G, then:

$$CD \cdot DG = EG \cdot FG$$

(Tangent-secant theorem)

If a tangent from an external point D meets the circle at C and a secant from the external point D meets the circle at G and E respectively, then

$$DC^2 = DG \cdot DE$$

(Secant - secant theorem)

If two secants, DG and DE, also cut the circle at H and F respectively, then:

$$DH \cdot DG = DF \cdot DE$$

(Tangent chord property)

The angle between a tangent and chord is equal to the subtended angle on the opposite side of the chord.

## 4. Conic Sections

### The Parabola

The set of all points in the plane whose distances from a fixed point, called the focus, and a fixed line, called the directrix, are always equal.

**The standard formula of a parabola:**

$$y^2 = 2px$$

**Parametric equations of the parabola:**

$$x = 2pt^2$$

$$y = 2pt$$

**Tangent line**

Tangent line in a point  $D(x_0, y_0)$  of a parabola  $y^2 = 2px$

$$y_0 y = p(x + x_0)$$

Tangent line with a given slope (m)

$$y = mx + \frac{p}{2m}$$

**Tangent lines from a given point**

Take a fixed point  $P(x_0, y_0)$ . The equations of the tangent lines are

$$y - y_0 = m_1(x - x_0) \text{ and}$$

$$y - y_0 = m_2(x - x_0) \text{ where}$$

$$m_1 = \frac{y_0 + \sqrt{y_0^2 - 2px_0}}{2x_0} \text{ and}$$

$$m_2 = \frac{y_0 - \sqrt{y_0^2 - 2px_0}}{2x_0}$$

### The Ellipse

The set of all points in the plane, the sum of whose distances from two fixed points, called the foci, is a constant.

**The standard formula of an ellipse**

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$$

**Parametric equations of the ellipse**

$$x = a \cos t$$

$$y = b \sin t$$

Tangent line in a point  $D(x_0, y_0)$  of an ellipse:

$$\frac{x_0 x}{a^2} + \frac{y_0 y}{b^2} = 1$$

**Eccentricity:**

$$e = \frac{\sqrt{a^2 - b^2}}{a}$$

**Foci:**

$$\text{if } a > b \Rightarrow F_1(-\sqrt{a^2 - b^2}, 0) \quad F_2(\sqrt{a^2 - b^2}, 0)$$

$$\text{if } a < b \Rightarrow F_1(0, -\sqrt{b^2 - a^2}) \quad F_2(0, \sqrt{b^2 - a^2})$$

**Area:**

$$K = \pi \cdot a \cdot b$$

### The Hyperbola

The set of all points in the plane, the difference of whose distances from two fixed points, called the foci, remains constant.

**The standard formula of a hyperbola:**

$$\frac{x^2}{a^2} - \frac{y^2}{b^2} = 1$$

**Parametric equations of the Hyperbola**

$$x = \frac{a}{\sin t}$$

$$y = \frac{b \sin t}{\cos t}$$

Tangent line in a point  $D(x_0, y_0)$  of a hyperbola:

$$\frac{x_0 x}{a^2} - \frac{y_0 y}{b^2} = 1$$

**Foci:**

$$\text{if } a > b \Rightarrow F_1(-\sqrt{a^2 + b^2}, 0) \quad F_2(\sqrt{a^2 + b^2}, 0)$$

$$\text{if } a < b \Rightarrow F_1(0, -\sqrt{b^2 + a^2}) \quad F_2(0, \sqrt{b^2 + a^2})$$

**Asymptotes:**

$$\text{if } a > b \Rightarrow y = \frac{b}{a}x \text{ and } y = -\frac{b}{a}x$$

$$\text{if } a < b \Rightarrow y = \frac{a}{b}x \text{ and } y = -\frac{a}{b}x$$

## 5. Planes in three dimensions

### Plane forms

#### Point direction form:

$$\frac{x-x_1}{a} = \frac{y-y_1}{b} = \frac{z-z_1}{c}$$

where  $P_1(x_1, y_1, z_1)$  lies in the plane, and the direction  $(a, b, c)$  is normal to the plane.

#### General form:

$$Ax + By + Cz + D = 0$$

where direction  $(A, B, C)$  is normal to the plane.

#### Intercept form:

$$\frac{x}{a} + \frac{y}{b} + \frac{z}{c} = 1$$

this plane passes through the points  $(a, 0, 0)$ ,  $(0, b, 0)$ , and  $(0, 0, c)$ .

#### Three point form

$$\begin{vmatrix} x-x_3 & y-y_3 & z-z_3 \\ x_1-x_3 & y_1-y_3 & z_1-z_3 \\ x_2-x_3 & y_2-y_3 & z_2-z_3 \end{vmatrix} = 0$$

#### Normal form:

$$x \cos \alpha + y \cos \beta + z \cos \gamma = p$$

#### Parametric form:

$$x = x_1 + a_1s + a_2t$$

$$y = y_1 + b_1s + b_2t$$

$$z = z_1 + c_1s + c_2t$$

where the directions  $(a_1, b_1, c_1)$  and  $(a_2, b_2, c_2)$  are parallel to the plane.

### Angle between two planes:

The angle between two planes:

$$A_1x + B_1y + C_1z + D_1 = 0$$

$$A_2x + B_2y + C_2z + D_2 = 0$$

is

$$\arccos \frac{A_1A_2 + B_1B_2 + C_1C_2}{\sqrt{A_1^2 + B_1^2 + C_1^2} \sqrt{A_2^2 + B_2^2 + C_2^2}}$$

The planes are parallel if and only if

$$\frac{A_1}{A_2} = \frac{B_1}{B_2} = \frac{C_1}{C_2}$$

The planes are perpendicular if and only if

$$A_1A_2 + B_1B_2 + C_1C_2 = 0$$

### Equation of a plane

The equation of a plane through  $P_1(x_1, y_1, z_1)$  and parallel to directions  $(a_1, b_1, c_1)$  and  $(a_2, b_2, c_2)$  has equation

$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} = 0$$

The equation of a plane through  $P_1(x_1, y_1, z_1)$  and  $P_2(x_2, y_2, z_2)$ , and parallel to direction  $(a, b, c)$ , has equation

$$\begin{vmatrix} x-x_1 & y-y_1 & z-z_1 \\ x_2-x_1 & y_2-y_1 & z_2-z_1 \\ a & b & c \end{vmatrix} = 0$$

### Distance

The distance of  $P_1(x_1, y_1, z_1)$  from the plane  $Ax + By + Cz + D = 0$  is

$$d = \frac{Ax_1 + By_1 + Cz_1 + D}{\sqrt{A^2 + B^2 + C^2}}$$

### Intersection

The intersection of two planes

$$A_1x + B_1y + C_1z + D_1 = 0,$$

$$A_2x + B_2y + C_2z + D_2 = 0,$$

is the line

$$\frac{x-x_1}{a} = \frac{y-y_1}{b} = \frac{z-z_1}{c},$$

where

$$a = \begin{vmatrix} B_1 & C_1 \\ B_2 & C_2 \end{vmatrix}$$

$$b = \begin{vmatrix} C_1 & A_1 \\ C_2 & A_2 \end{vmatrix}$$

$$c = \begin{vmatrix} A_1 & B_1 \\ A_2 & B_2 \end{vmatrix}$$

$$x_1 = \frac{b \begin{vmatrix} D_1 & C_1 \\ D_2 & C_2 \end{vmatrix} - c \begin{vmatrix} D_1 & B_1 \\ D_2 & B_2 \end{vmatrix}}{a^2 + b^2 + c^2}$$

$$y_1 = \frac{c \begin{vmatrix} D_1 & A_1 \\ D_2 & A_2 \end{vmatrix} - a \begin{vmatrix} D_1 & C_1 \\ D_2 & C_2 \end{vmatrix}}{a^2 + b^2 + c^2}$$

$$z_1 = \frac{a \begin{vmatrix} D_1 & B_1 \\ D_2 & B_2 \end{vmatrix} - b \begin{vmatrix} D_1 & A_1 \\ D_2 & A_2 \end{vmatrix}}{a^2 + b^2 + c^2}$$

If  $a = b = c = 0$ , then the planes are parallel.