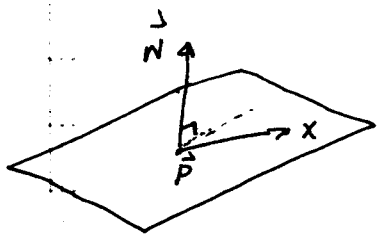


Planes (in  $\mathbb{R}^3$ )

A plane is completely determined by choosing a point  $\vec{P}$  that it passes through and a "normal direction"  $\vec{N}$  which is perpendicular (or normal) to the plane.

$\vec{X}$  is in the plane iff

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

(i.e.  $(\vec{X} - \vec{P}) \perp \vec{N}$ ).

e.g. The plane through  $\vec{P} = (1, 2, 1)$  perpendicular to  $\vec{N} = (-2, 3, 7)$

has the equation

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

$$(x-1, y-2, z-1) \cdot (-2, 3, 7) = 0.$$

$$\text{or } -2(x-1) + 3(y-2) + 7(z-1) = 0.$$

in general, if  $\vec{P} = (x_0, y_0, z_0)$   
 $\vec{N} = (a, b, c)$

the plane has the equation  $a(x-x_0) + b(y-y_0) + c(z-z_0) = 0$

This can also be written in the form

$$ax + by + cz = k \quad \left[ \vec{X} \cdot \vec{N} = \vec{N} \cdot \vec{P} \right]$$

where  $k$  is a constant.  $(\vec{N} \cdot \vec{P})$ .

e.g. Find a point in the plane.

$$3x - 2y + 7z = 14$$

answer: (there are many).

$$(0, 0, 2).$$

$$(1, 1, 13/7).$$

e.g.

$$Q = (2, 1, 3)$$

$$P = (-1, -1, -1)$$

$$N = (3, 1, 1).$$

Find the intersection point of the line through  $\vec{P}$  with direction  $\vec{N}$  and the plane through  $Q$  with normal  $\vec{N}$ .

The line is given by.

$$\vec{X} = \vec{P} + t\vec{N} \quad t \in \mathbb{R}$$

and the plane by.

$$(\vec{X} - \vec{Q}) \cdot \vec{N} = 0$$

The point of intersection occurs when  $t$  satisfies

$$(\vec{P} + t\vec{N} - \vec{Q}) \cdot \vec{N} = 0.$$

$$\text{or } (\vec{P} - \vec{Q}) \cdot \vec{N} = -t \|\vec{N}\|^2.$$

$$t = \frac{(\vec{Q} - \vec{P}) \cdot \vec{N}}{\|\vec{N}\|^2}$$

for our example this is.

$$t = \frac{(3, 2, 4) \cdot (3, 1, 1)}{11} = \frac{15}{11}.$$

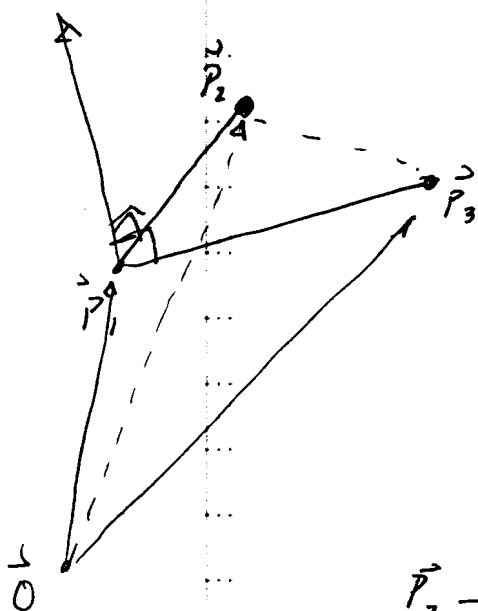
So the point of intersection is

$$(-1, -1, -1) + \frac{15}{11} (3, 1, 1) = \left( \frac{34}{11}, \frac{4}{11}, \frac{4}{11} \right).$$

e.g. Find the equation of the plane passing through

$$P_1 = (1, 1, 4) \quad , \quad P_2 = (-1, -2, -3)$$

$$P_3 = (10, 2, 0)$$



We need (e.g) a vector perpendicular to both

$$\vec{P_2 P_1} \quad \text{and} \quad \vec{P_3 P_1}$$

$$\vec{P_2} - \vec{P_1} \quad \text{and} \quad \vec{P_3} - \vec{P_1}$$

$$\vec{P_2} - \vec{P_1} = (-2, -3, -7)$$

$$\vec{P_3} - \vec{P_1} = (9, 1, -4)$$

With  $\vec{N} = (a, b, c)$  we need both

$$(-2, -3, -7) \cdot (a, b, c) = 0$$

$$\text{and } (9, 1, -4) \cdot (a, b, c) = 0$$

$$-2a - 3b - 7c = 0$$

$$9a + b - 4c = 0$$

multiply 2nd equation by 3 and add to 1st.

$$-2a - 3b - 7c = 0.$$

$$27a + 3b - 12c = 0.$$

$$25a - 19c = 0.$$

With  $a = 19$ ,  $c = 25$  we get

$$2 \cdot 19 + 3b + 7 \cdot 25 = 0.$$

$$3b = -175 - 38 = -213$$

$$b = -\frac{213}{3} = -71$$

$$\vec{N} = (19, -\frac{71}{1}, 25)$$

An equation for the plane is

$$19(x-1) - 71(y-1) + 25(z-4) = 0.$$

It would be nice to have an easier way to find a vector perpendicular to two given vectors.

e.g.  $\vec{i} = (1, 0, 0)$   $\vec{j} = (0, 1, 0)$ ,  $\vec{k} = (0, 0, 1)$

$$\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -2 & -3 & -7 \\ 9 & 1 & -4 \end{vmatrix}$$

$$= \vec{i} \begin{vmatrix} -3 & -7 \\ 1 & -4 \end{vmatrix} - \vec{j} \begin{vmatrix} -2 & -7 \\ 9 & -4 \end{vmatrix} + \vec{k} \begin{vmatrix} -2 & -3 \\ 9 & 1 \end{vmatrix}$$

$$= \vec{i} \left( (-3)(-4) - (-7)(1) \right) - \vec{j} \left( (-2)(-4) - (-7)(9) \right)$$

$$+ \vec{k} \left( (-2)(1) - (-3)(9) \right)$$

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc.$$

$$= 19\vec{i} - 71\vec{j} + 25\vec{k} = (19, -71, 25)$$

## Cross Product

Def: Given two vectors

$$\vec{A} = (a_1, a_2, a_3)$$

$$\vec{B} = (b_1, b_2, b_3).$$

$$\text{let } \vec{A} \times \vec{B} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

$$= \vec{i} (a_2 b_3 - a_3 b_2) - \vec{j} (a_1 b_3 - a_3 b_1) + \vec{k} (a_1 b_2 - a_2 b_1).$$

$$\text{Then } (\vec{A} \times \vec{B}) \cdot \vec{A} = (\vec{A} \times \vec{B}) \cdot \vec{B} = \vec{0}$$

$$\begin{aligned} \text{Pf: } (\vec{A} \times \vec{B}) \cdot \vec{A} &= a_1 (a_2 b_3 - a_3 b_2) - a_2 (a_1 b_3 - a_3 b_1) \\ &\quad + a_3 (a_1 b_2 - a_2 b_1) = 0. \end{aligned}$$

$$\begin{aligned} (\vec{A} \times \vec{B}) \cdot \vec{B} &= b_1 (a_2 b_3 - a_3 b_2) - b_2 (a_1 b_3 - a_3 b_1) + b_3 (a_1 b_2 - a_2 b_1) \\ &= 0. \end{aligned}$$

e.g. Find an equation for the line of intersection of the two planes.

$$x + 3y - z = 7 \quad \text{and} \quad 2x - y + 2z = 4.$$

A vector in the direction of the line of intersection must be perpendicular to both normal vectors.

$$\begin{vmatrix} i & j & k \\ 1 & 3 & -1 \\ 2 & -1 & 2 \end{vmatrix} = 5i^{\rightarrow} - 4j^{\rightarrow} - 7k^{\rightarrow}$$

Now we just need one point in the intersection

$$2x + 6y - 2z = 14$$

$$2x - y + 2z = 4$$

$$4x + 5y = 18$$

$x = y = 2$  works. For this

the  $2 + 6 - z = 7$  so  $z = 1$

So  $(2, 2, 1)$  is a point in the intersection and

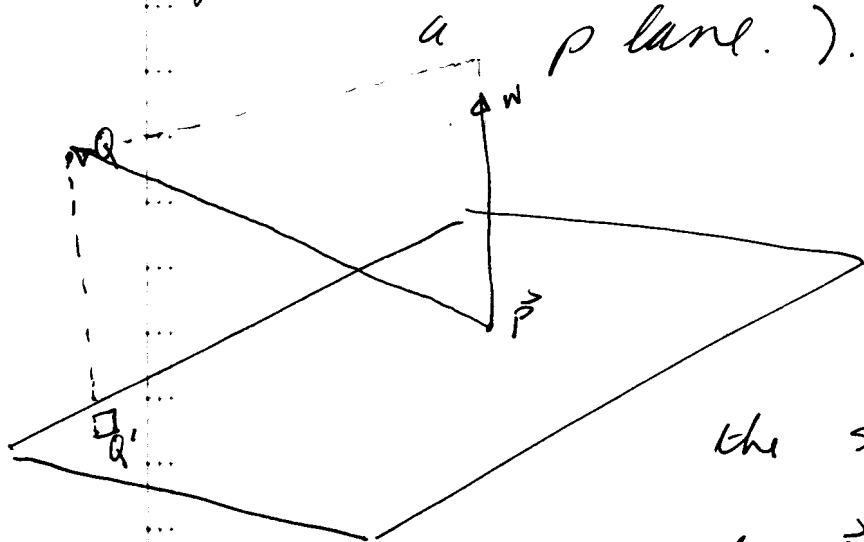
$$x = 3 + 5t$$

$$y = 2 - 4t$$

$$z = 1 - 7t$$

gives a parametric equation for the line of intersection

e.g. (Distance between a point and a plane.).



We are looking for the length  $\| \vec{Q} - \vec{Q}' \|$ . This is ~~the same as the~~ ~~length of the~~ ~~projection of~~  ~~$\vec{Q} - \vec{P}$  along  $\vec{N}$~~

length of the projection of  $\vec{Q} - \vec{P}$  along  $\vec{N}$

$$\begin{aligned} \text{i.e. } \| \vec{Q} - \vec{Q}' \| &= \left| \frac{(\vec{Q} - \vec{P}) \cdot \vec{N}}{\vec{N} \cdot \vec{N}} \right| \| \vec{N} \| \\ &= \frac{|(\vec{Q} - \vec{P}) \cdot \vec{N}|}{\| \vec{N} \|}. \end{aligned}$$

e.g. Find the distance from  
 $\vec{Q} = (1, 7, 4)$  to the plane.

$$x + 2y + z = \text{an. } 1.$$

Pick any point in the plane.

e.g.  $(0, 0, 1) = \vec{P}$ .

$$\vec{Q} - \vec{P} = (1, 7, 3).$$

$$\vec{N} = (1, 2, 1)$$

$$\text{Distance} = \frac{18}{\sqrt{6}} = 3\sqrt{6}$$

alternatively:

the line 
$$\begin{aligned} x &= 1 + t \\ y &= 7 + 2t \\ z &= 4 + t \end{aligned}$$
 intersects the plane at.

$$1+t + 2(7+2t) + (4+t) = 1.$$

$$6t = 1 - 1 - 14 - 4 \quad 6t = -18.$$

$$t = -3.$$

$$(x_0, y_0, z_0) = (-2, 1, 1).$$

$$\text{Distance from } (-2, 1, 1) \text{ to } (1, 7, 4) = \sqrt{9+36+9} = 3\sqrt{6}$$

e.g. Distance between two lines

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

$$L_2: \begin{aligned} x &= -3 + 2t \\ y &= 2 - t \\ z &= 6 + 5t \end{aligned}$$

The "distance between  $L_1$  and  $L_2$ " means the shortest distance possible between one point of  $L_1$  and some point of  $L_2$ .

$$\begin{vmatrix} i & j & k \\ 1 & 2 & 3 \\ 2 & -1 & 5 \end{vmatrix} = 13i + 7j - 5k$$

is a vector which is perpendicular to both lines.

There are  $\infty^2$  parallel planes with this normal direction containing  $L_1$  and  $L_2$  respectively.

e.g.

The plane containing  $L_2$  is.

$$13(x+3) + (y-2) - 5(z-6) = 0..$$

The distance between this plane and any point on  $L_1$ , will give the distance between  $L_1$  and  $L_2$ .

Take  $\vec{Q} = (1, 2, 3)$  in  $L_1$

$\vec{P} = (-3, 2, 6)$  in  $L_2$ .

We need length of the projection of.

$\vec{Q} - \vec{P}$  along  $\vec{N} = (13, 1, -5)$ .

$$\vec{Q} - \vec{P} = (4, 0, -3)$$

$$\frac{|(\vec{Q} - \vec{P}) \cdot \vec{N}|}{\|\vec{N}\|} = \frac{52 + 15}{\sqrt{13^2 + 1 + 5^2}}$$

$$= \frac{77}{\sqrt{195}}$$