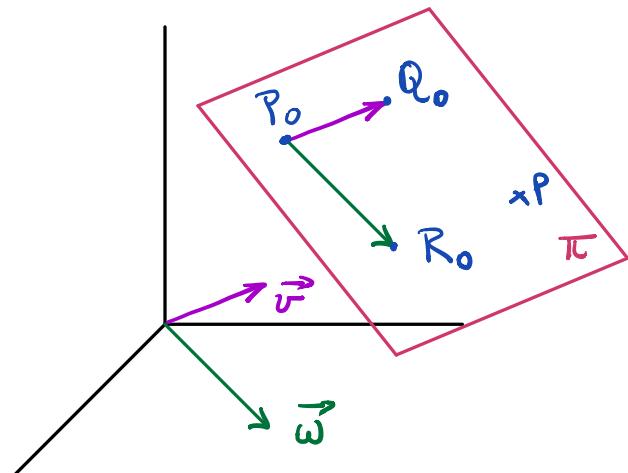


Lecture 13 §2.4 Planes in 3-Space

Recall: Two ways to describe planes in 3-Space

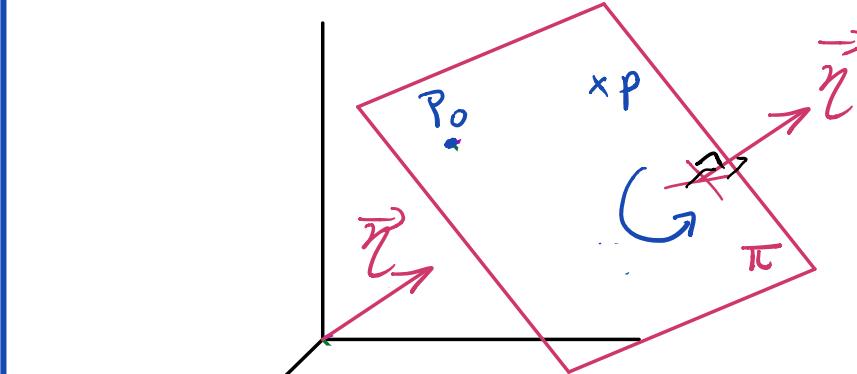
- ① A point P_0 & 2 non-parallel directions \vec{v} & \vec{w}



[Equivalently]: 3 non collinear pts P_0, Q_0, R_0

Take: $\vec{v} = \overrightarrow{P_0Q_0}$ & $\vec{w} = \overrightarrow{P_0R_0}$

- ② A point P_0 & a normal \vec{n}



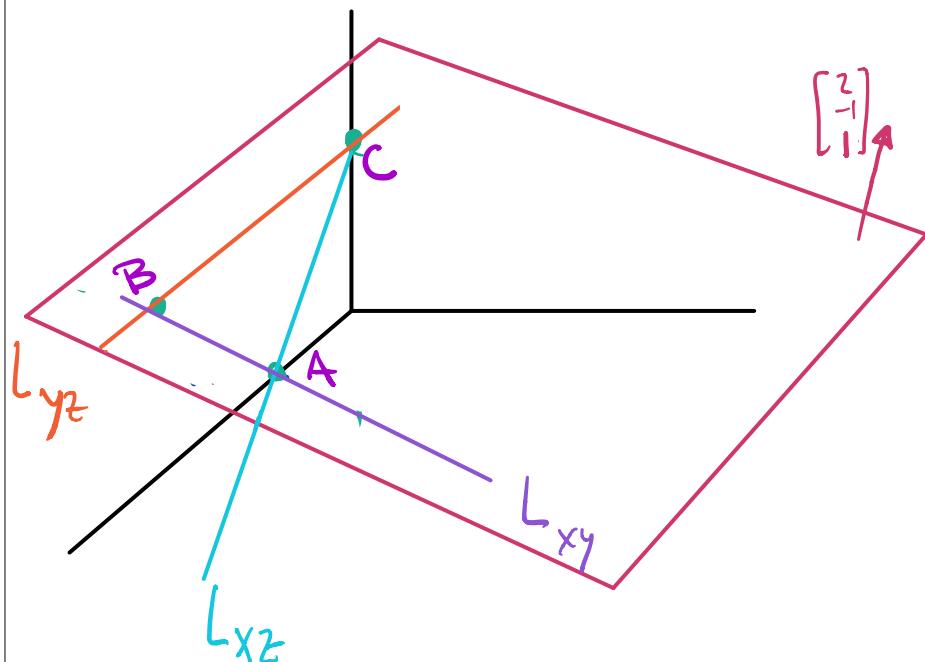
- \vec{n} orients the plane (right hand rule)
 - $\vec{n} \perp \vec{v}$ & $\vec{n} \perp \vec{w}$
- ∴ Take $\vec{n} = \vec{v} \times \vec{w}$

Explicit: $P = (x, y, z)$
 $P_0 = (x_0, y_0, z_0)$

$$\vec{n} = \begin{bmatrix} a \\ b \\ c \end{bmatrix}$$

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

Example 1: Compute the intersection of the plane $2x - y + z = 2$ with the 3 coordinate planes



XY-plane: $\begin{cases} 2x - y + z = 2 \\ z = 0 \end{cases}$

\Rightarrow Line: $L_{xy}: 2x - y = 2$ in ($z=0$)

YZ-plane: $\begin{cases} 2x - y + z = 2 \\ x = 0 \end{cases}$

\Rightarrow Line $L_{yz}: -y + z = 2$ in ($x=0$)

XZ-plane: $\begin{cases} 2x - y + z = 2 \\ y = 0 \end{cases}$

\Rightarrow Line $L_{xz}: 2x + z = 2$ in ($y=0$)

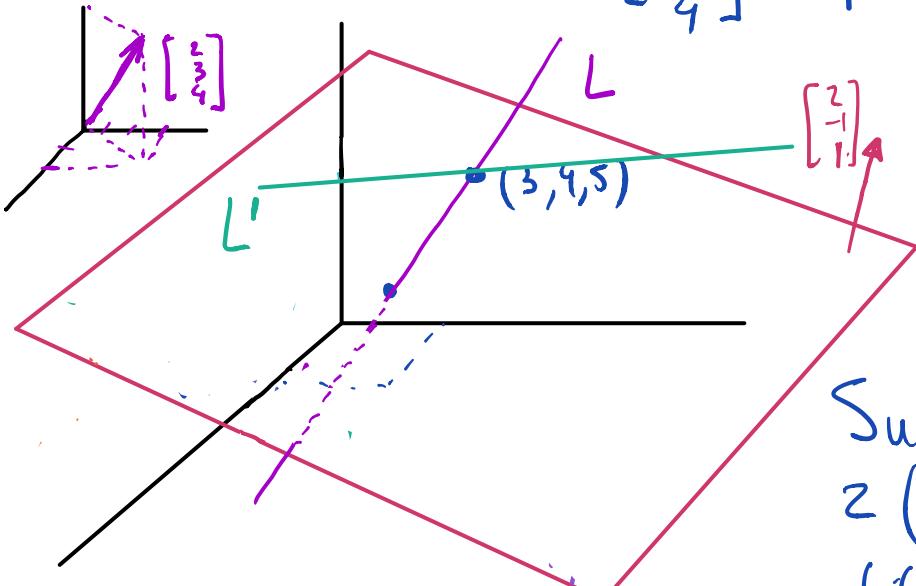
Draw intersections with 3 axes: $A = (1,0,0)$, $B = (0,-2,0)$, $C = (0,0,2)$

X-axis: $(x,0,0)$ in $2x - y + z = 2$ gives $x = 1$ ($2x - 0 + 0 = 2$)

Y-axis: $(0,y,0)$ $\rule{1cm}{0pt}$ $y = -2$ ($2 \cdot 0 - y + 0 = 2$)

Z-axis: $(0,0,z)$ $\rule{1cm}{0pt}$ $z = 2$ ($2 \cdot 0 - 0 + z = 2$)

Example 2 Find the intersection of the plane $2x - y + z = 2$ with the line with direction $\begin{bmatrix} 2 \\ 3 \\ 4 \end{bmatrix}$ passing through $(3, 4, 5)$.



Line equations:

$$x = 3 + t^2$$

$$y = 4 + t^3 \quad \text{for } t \in \mathbb{R}$$

$$z = 5 + t^4$$

Substitute these in the plane's equation:

$$2(3+2t) - (4+3t) + (5+4t) = 2$$

$$(6-4+5) + (4-3+4)t = 2$$

$$7 + 5t = 2 \Rightarrow t = -1$$

Conclusion: $(x, y, z) = (3-2, 4-3, 5-4) = (-1, 1, 1)$

Example 3: Same question but with line L' through $(3, 4, 5)$ with direction $\begin{bmatrix} -1 \\ 1 \\ 1 \end{bmatrix}$

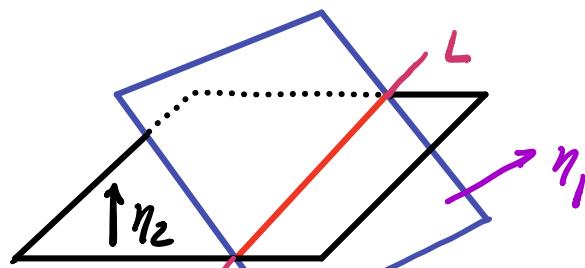
$$\begin{cases} x = 3-t \\ y = 4-t \\ z = 5+t \end{cases} \Rightarrow 2(3-t) - (4-t) + (5+t) = 2$$

$$(6-4+5) + 0t = 2 \Rightarrow 7 = 2 \quad \text{No solution!}$$

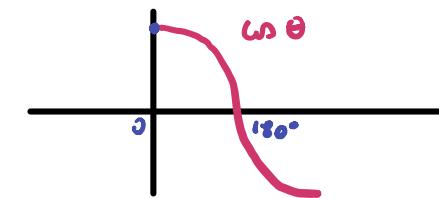
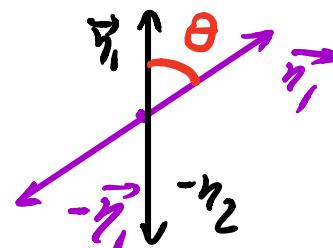
Conclude: No intersection.

Parallel & Orthogonal Planes

Definition: The angle between 2 planes is the acute angle between the normal directions



direction of L : $\vec{n}_1 \times \vec{n}_2$



Use $|\vec{n}_1 \cdot \vec{n}_2| = \|\vec{n}_1\| \|\vec{n}_2\| \cos \theta$ to find $0 \leq \theta \leq 90^\circ$

In particular: $\theta = 0$ gives parallel planes ($\vec{n}_1 \parallel \vec{n}_2$)

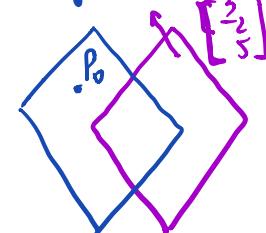
$\theta = 90^\circ$ gives perpendicular or orthogonal planes ($\vec{n}_1 \perp \vec{n}_2$)

Example 1: Find the plane parallel to $3x - 2y + 5z = 4$ passing through $(1, -1, 1)$

Take $\vec{n}_2 = \begin{bmatrix} 3 \\ -2 \\ 5 \end{bmatrix}$ (or any multiple!) $P_0 = (1, -1, 1)$

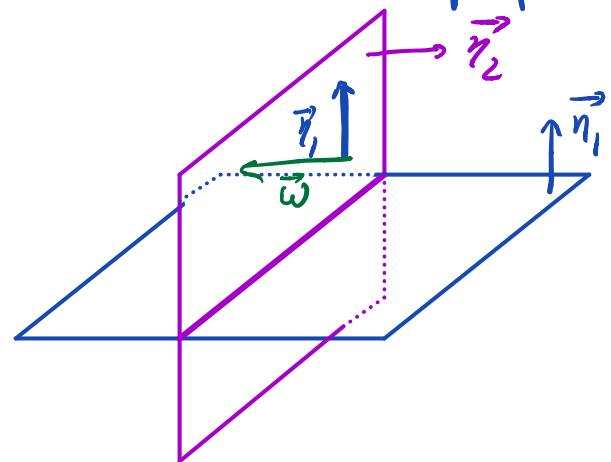
$$\text{Ans: } 3(x-1) + (-2)(y-(-1)) + 5(z-1) = 0$$

$$3x - 2y + 5z = 10$$



Obs: ① Parallel planes have parallel normals (proportional)

② What about perpendicular planes?

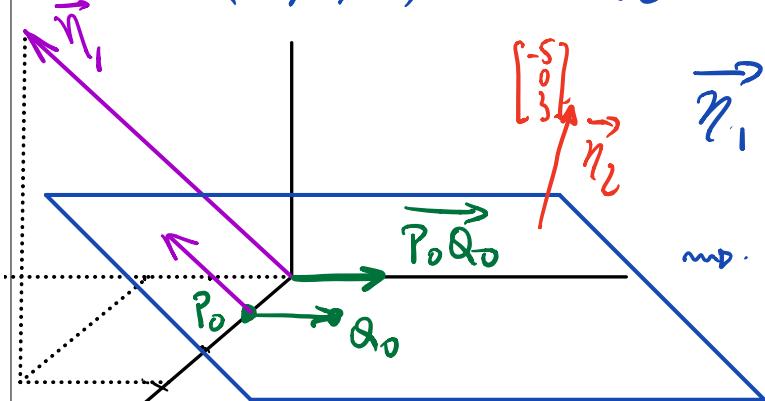


$\vec{n}_2 \perp \vec{n}_1$ means \vec{n}_1 is one of the directions in the plane with normal \vec{n}_2

and The 2nd direction is given by \vec{w} with $\vec{w} \perp \vec{n}_2$ & $\vec{w} \times \vec{n}_1$
(Eg: $\vec{w} = \vec{n}_1 \times \vec{n}_2$ works)

Example 2: Find a plane orthogonal to $3x - 2y + 5z = 4$, passing through

$P_0 = (1, 0, 0)$ & $Q_0 = (1, 1, 0)$. (Check: $P_0: -5 = -5 \checkmark$, $Q_0: -5 + 0 = -5 \checkmark$)



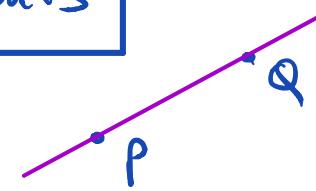
and $\vec{n}_2 = \vec{n}_1 \times \vec{P_0Q_0} = \begin{vmatrix} i & j & k \\ 3 & -2 & 5 \\ 0 & 1 & 0 \end{vmatrix} = \begin{vmatrix} -2 & 5 \\ 1 & 0 \end{vmatrix} \vec{i} - \begin{vmatrix} 3 & 5 \\ 0 & 0 \end{vmatrix} \vec{j} + \begin{vmatrix} 3 & -2 \\ 0 & 1 \end{vmatrix} \vec{k} = \begin{bmatrix} -5 \\ 0 \\ 3 \end{bmatrix}$

Equation was $\vec{n}_2 = \begin{bmatrix} -5 \\ 0 \\ 3 \end{bmatrix}$ & $P_0 = (1, 0, 0)$ and $-5(x-1) + 0(y-0) + 3(z-0) = 0$

$$\boxed{-5x + 3z = -5}$$

Collinear Points

• 2 points are always collinear

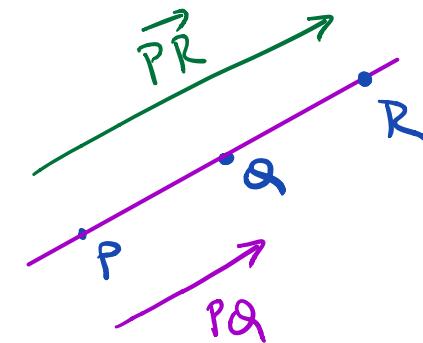


• 3 points are in general not collinear

Condition for being collinear : $P = (P_1, P_2, P_3)$

$$Q = (q_1, q_2, q_3)$$

$$R = (r_1, r_2, r_3)$$



\vec{PQ} is proportional to \vec{PR} if and only if P, Q, R are collinear

This means we can find $t \in \mathbb{R}$ with $\begin{bmatrix} q_1 - p_1 \\ q_2 - p_2 \\ q_3 - p_3 \end{bmatrix} = t \begin{bmatrix} r_1 - p_1 \\ r_2 - p_2 \\ r_3 - p_3 \end{bmatrix}$

Example : Check if $(1, 0, 1)$, $(2, 3, 4)$ & $(6, 7, 8)$ are collinear or not

A : $\vec{PQ} = \begin{bmatrix} 2-1 \\ 3-0 \\ 4-1 \end{bmatrix}$, $\vec{PR} = \begin{bmatrix} 6-1 \\ 7-0 \\ 8-1 \end{bmatrix} = \begin{bmatrix} 5 \\ 7 \\ 7 \end{bmatrix}$

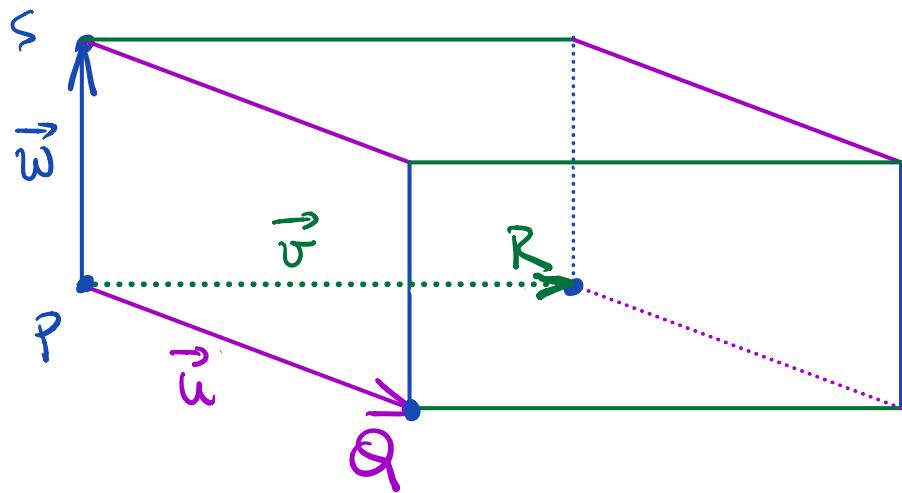
\rightsquigarrow NOT collinear.

Q : Can we solve $\begin{cases} 1 = t5 ? \\ 3 = t7 \\ 1 = t7 \end{cases}$ $\rightsquigarrow t = \frac{1}{5}$
A : NO!

$\rightsquigarrow t = \frac{3}{7}$
Issue?

Coplanar Points

- 3 distinct & not collinear points always determine a unique plane
- 4 points in general do not lie in the same plane (they are not coplanar)



Here: P, Q, S determine a unique plane, but R is outside the plane

∴ Parallelepiped is NOT flat!

Rule:

P, Q, R, S are coplanar if and only if parallelepiped is flat

Flat means volume = 0.

$$\text{Volume} = |\vec{u} \cdot (\vec{v} \times \vec{w})| = |(\vec{u} \times \vec{v}) \cdot \vec{w}| = |(\vec{u} \times \vec{w}) \cdot \vec{v}|.$$

$\rightsquigarrow \text{Volume} (\vec{u}, \vec{v}, \vec{w}) = |\vec{u} \cdot (\vec{v} \times \vec{w})|$

Example: Show that $(1, 3, 2)$, $(3, -1, 6)$, $(5, 2, 0)$ & $(3, 6, -4)$ are coplanar.

Solution 1: Use the volume formula

$$\vec{u} = \vec{PQ} = \begin{bmatrix} 3-1 \\ -1-3 \\ 6-2 \end{bmatrix} = \begin{bmatrix} 2 \\ -4 \\ 4 \end{bmatrix}, \quad \vec{w} = \vec{PS} = \begin{bmatrix} 5-1 \\ 2-3 \\ 0-2 \end{bmatrix} = \begin{bmatrix} 4 \\ -1 \\ -2 \end{bmatrix}, \quad \vec{v} = \vec{PR} = \begin{bmatrix} 3-1 \\ 6-3 \\ -4-2 \end{bmatrix} = \begin{bmatrix} 2 \\ 3 \\ -6 \end{bmatrix}$$

$$\rightsquigarrow \text{Vol} = \begin{bmatrix} 2 \\ -4 \\ 4 \end{bmatrix} \cdot \left(\begin{bmatrix} 2 \\ 3 \\ -6 \end{bmatrix} \times \begin{bmatrix} 4 \\ -1 \\ -2 \end{bmatrix} \right) = \begin{bmatrix} 2 \\ -4 \\ 4 \end{bmatrix} \cdot \begin{bmatrix} -12 \\ -20 \\ -14 \end{bmatrix} = 2(-12) + (-4)(-20) + 4(-14) = -24 + 80 - 56 = 0$$

$$\begin{bmatrix} 2 \\ -3 \\ -6 \end{bmatrix} \times \begin{bmatrix} 4 \\ -1 \\ 2 \end{bmatrix} = \det \begin{pmatrix} i & j & k \\ 2 & 3 & -6 \\ 4 & -1 & -2 \end{pmatrix} = \begin{vmatrix} 3 & -6 & i \\ -1 & -2 & j \\ -6 & 6 & k \end{vmatrix} - \begin{vmatrix} 2 & -6 & i \\ 4 & -2 & j \\ -4 & 2 & k \end{vmatrix} + \begin{vmatrix} 2 & 3 & i \\ 4 & -1 & j \\ -2 & -12 & k \end{vmatrix} = \begin{bmatrix} -12 \\ -20 \\ -14 \end{bmatrix}$$

Solution 2: Find the equation of the plane through P, S, R & check Q is in it!

$$\vec{v} = \vec{PS} \times \vec{PR} = \begin{bmatrix} -12 \\ -20 \\ -14 \end{bmatrix}$$

$P = (1, 3, 2)$

Eqn: $-12(x-1) + (-20)(y-3) + (-14)(z-2) = 0$

Check Q: $12x + 20y + 14z = 100$

Check Q: $12(3) + 20(-1) + 14(6) = 100 \checkmark$