

Recall: Lines in \mathbb{R}^n have vector form equation:

$$P \text{ in } L \equiv \boxed{\vec{OP} = t \vec{v} + \vec{OP}_0} \quad \text{for } t \text{ in } \mathbb{R} \quad \vec{v} = \begin{bmatrix} a_1 \\ \vdots \\ a_n \end{bmatrix} \quad \vec{OP}_0 = \begin{bmatrix} p_1 \\ \vdots \\ p_n \end{bmatrix} \quad \vec{OP} = \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix}$$

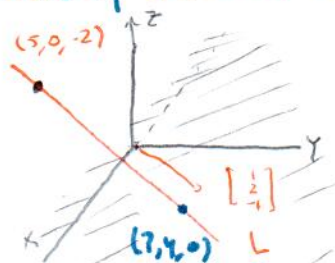
For $n=3$ we write down parametric equations (components of vector equation)

$$\begin{cases} x = t a + x_0 \\ y = t b + y_0 \\ z = t c + z_0 \end{cases}$$

direction of L $t^1 P_0$

Example: Find the equation of the line which is parallel to $\begin{bmatrix} 1 \\ 2 \\ -1 \end{bmatrix}$ & passes through $(5, 0, 2)$

$$\begin{cases} x = 5 + t \\ y = 0 + 2t \\ z = 2 + (-t) \end{cases}$$



Find the intersection of this line with the xy -plane:

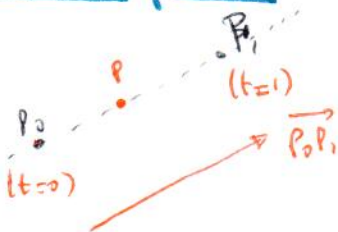
xy -plane : $\boxed{z=0}$

\Rightarrow substitute param equation in plane eqn to solve for t .

$z - t = 0$ so $\boxed{t=2}$

Substitute value of t in x, y components : $\begin{cases} x = 5 + 2 = 7 \\ y = 0 + 2 \cdot 2 = 4 \end{cases} \Rightarrow A = pt = (7, 4, 0)$

Line Segments:



We restrict the vector equation of the line through P_0 & P_1 to specific values of t

$$\boxed{\vec{OP} = t \vec{P_0P_1} + \vec{OP}_0} \quad \text{for } 0 \leq t \leq 1$$

Especially $\vec{OP} - \vec{OP}_0 = t \vec{P_0P_1}$
 $\quad \quad \quad = \vec{P_0P}$

Why this range?

- For $P = P_0$ we use $t=0$
 - For $P = P_1$ we use $t=1$
- } so points in between correspond to values of t between 0 & 1

Special case: $t = \frac{1}{2}$ midpoint between P_0 & P_1

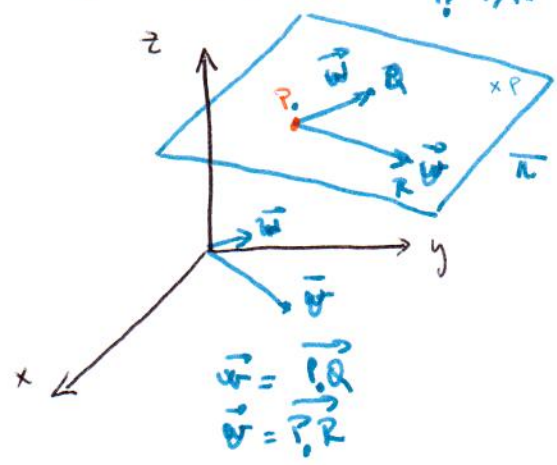
$P_0 = \begin{pmatrix} a_1 \\ \vdots \\ a_n \end{pmatrix}, P_1 = \begin{pmatrix} b_1 \\ \vdots \\ b_n \end{pmatrix} \Rightarrow$ midpoint = $P = \left(\frac{a_1+b_1}{2}, \dots, \frac{a_n+b_n}{2} \right)$
 $\quad \quad \quad \boxed{P_0P = \frac{1}{2} \vec{P_0P_1}}$

Ex. Planes in 3-space

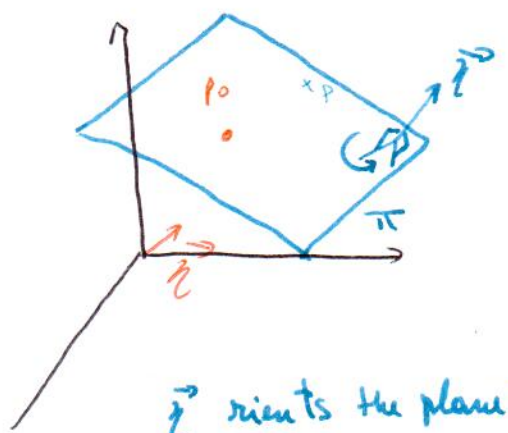
Two ways to determine a plane in 3-space

① A point P & 2 non-parallel directions (\vec{v}, \vec{w})

[Equivalently: 3 non-collinear pts] P, Q, R



② A point P_0 & a normal \vec{n}



\vec{n} normals the plane π
 \vec{n} is normal to π if \vec{n} is perpendicular to the 2 directions of π

$$\vec{n} = \vec{v} \times \vec{w}$$

($\vec{w} \times \vec{v}$ also works) $= -\vec{n}$

We know $\vec{n} \cdot \vec{v} = \vec{n} \cdot \vec{w} = 0$

Vector equation for π : $\vec{P_0P} \cdot \vec{n} = 0$

Explicitly: $P = (x, y, z)$
 $P_0 = (x_0, y_0, z_0)$
 $\vec{n} = \begin{bmatrix} a \\ b \\ c \end{bmatrix} \neq \vec{0}$

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

$$ax + by + cz = \underbrace{ax_0 + by_0 + cz_0}_{\text{fixed \#}}$$

- Conversely, from the equation we get \vec{n} coefficients of the
- any explicit solution gives P_0 .

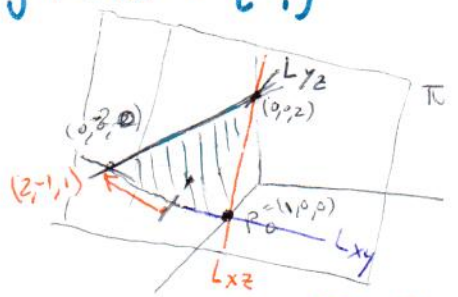
Example: Find the equation of the plane passing through $P_0 = (1, 0, 0)$, $R_0 = (1, 1, 1)$, $Q_0 = (3, 1, -1)$.
 Compute the intersection of this plane with the 3 coordinate planes (xy-, xz- & yz-planes)

2 directions: $\vec{v} = \vec{P_0Q_0} = \begin{bmatrix} 2 \\ 1 \\ -1 \end{bmatrix} - \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ 1 \\ -1 \end{bmatrix}$

$\vec{w} = \vec{P_0R_0} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} - \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$

So $\vec{n} = \vec{v} \times \vec{w} = \det \begin{vmatrix} i & j & k \\ 2 & 1 & -1 \\ 1 & 1 & 1 \end{vmatrix} = i(1-(-1)) - j(2-(-1)) + k(2-1) = \begin{bmatrix} 2 \\ -3 \\ 1 \end{bmatrix}$

Equation: $2(x-1) + (-1)(y-0) + (z-0) = 0$
 $\boxed{2x - y + z = 2}$



• Easy check: P_0, Q_0 & R_0 satisfy the equation

• The 3 intersections will be lines in the corresponding coordinate planes.

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

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

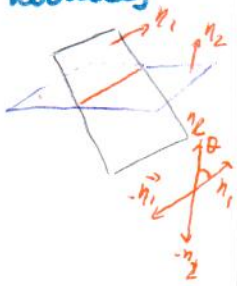
XZ-plane: $\begin{cases} y=0 \\ 2x-y+z=2 \end{cases}$ — $L_{xz} = 2x+z=2$ — XZ-plane

3 intersections between the lines $(0,0,2), (0,-2,0)$ & $(1,0,0)$

§3 Parallel and orthogonal planes:

Def: Angles between 2 planes = (acute) angle between their normals

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



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

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

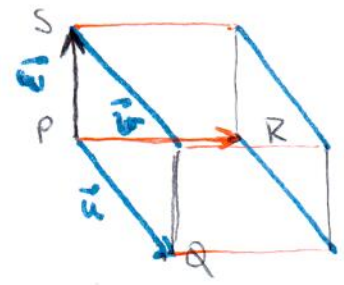
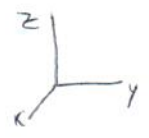
Example: Find the parallel plane to $3x-2y+5z=4$ passing through $(1, -1, 1)$

Solu $\vec{n} = \begin{bmatrix} 3 \\ -2 \\ 5 \end{bmatrix}$ $\pi: 3(x-1) + (-2)(y+1) + 5(z-1) = 0$
 $\boxed{3x - 2y + 5z = 10}$

Example: Find a plane orthogonal to $3x-2y+5z=4$, passing through $P_0=(1,0,0)$ & $Q_0=(1,1,0)$

Solu: normal $\vec{n} \perp \begin{bmatrix} 3 \\ -2 \\ 5 \end{bmatrix}$
 $\vec{n} \perp \vec{P_0Q_0} = \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$ } $\vec{n} = \det \begin{vmatrix} i & j & k \\ 3 & -2 & 5 \\ 0 & 1 & 0 \end{vmatrix} = \begin{bmatrix} -5 \\ 0 \\ 3 \end{bmatrix}$ $\pi: \boxed{-5x + 3z = -5}$

39: Coplanar points: 4 points P, Q, R, S are coplanar if and only if the 3 vectors \vec{PQ} , \vec{PR} & \vec{PS} form a flat parallelepiped. (ie Volume = 0)



$$Vol = \|\vec{u} \cdot (\vec{v} \times \vec{w})\| = \|(\vec{u} \times \vec{v}) \cdot \vec{w}\|$$
$$\begin{matrix} \vec{u} = \vec{PS} \\ \vec{v} = \vec{PR} \\ \vec{w} = \vec{PQ} \end{matrix}$$

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

Soln 1: $\vec{u} = \begin{bmatrix} 2 \\ -4 \\ 9 \end{bmatrix}$, $\vec{v} = \begin{bmatrix} 4 \\ -1 \\ -2 \end{bmatrix}$, $\vec{w} = \begin{bmatrix} 2 \\ 3 \\ -6 \end{bmatrix}$ $\Rightarrow Vol = \begin{bmatrix} 2 \\ -4 \\ 9 \end{bmatrix} \cdot \begin{bmatrix} 12 \\ 20 \\ 14 \end{bmatrix} = 0$ ✓

$$\vec{v} \times \vec{w} = \begin{vmatrix} i & j & k \\ 4 & -1 & -2 \\ 2 & 3 & -6 \end{vmatrix} = \begin{bmatrix} 12 \\ 20 \\ 14 \end{bmatrix}$$

Soln 2: Find the equation of the plane through a choice of 3 pts & check 4th point also verifies the equation. (P, R, S)

$$\vec{n} = \vec{v} \times \vec{w} = \begin{bmatrix} 12 \\ 20 \\ 14 \end{bmatrix} \quad \Pi = 12x + 20y + 14z = 12 \cdot 1 + 20 \cdot 3 + 14 \cdot 2 = 100$$

Check: $12 \cdot 3 - 20 \cdot 1 + 14 \cdot 6 \stackrel{?}{=} 100$ ✓
to Q