

Sept 12thChapter 4 Lin
Lines & Planes4.1equation of a straight line $y = mx + b$ Ex: The line $y = 2x + 1$ in \mathbb{R}^2 can be written as follows: $x = r$ ← parameter

Use different letters to represent different parameters

Find the pt. of intersections of

$$L_1 = \left\{ \begin{bmatrix} 0 \\ 1 \end{bmatrix} + r \begin{bmatrix} 1 \\ 2 \end{bmatrix} \mid r \in \mathbb{R} \right\} \text{ and}$$

$$L_2 = \left\{ \begin{bmatrix} 1 \\ 1 \end{bmatrix} + r \begin{bmatrix} 0 \\ 1 \end{bmatrix} \mid r \in \mathbb{R} \right\}$$

$$\text{then } \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} r \\ 2r + 1 \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ 1 \end{bmatrix} + r \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

vector form or parametric form

use t for the parameter of L_2 and we solve

$$\begin{bmatrix} 0 \\ 1 \end{bmatrix} + r \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \end{bmatrix} + t \begin{bmatrix} 0 \\ 1 \end{bmatrix}$$

$$\begin{cases} 0 + r = 1 + 0 & \Rightarrow r = 1 \\ 1 + 2r = 1 + t & \Rightarrow t = 2 \end{cases}$$

so the pt. of intersection is $\begin{bmatrix} 1 \\ 3 \end{bmatrix}$ 4.2 Intersection of lines in \mathbb{R}^2 In \mathbb{R}^2 : there is only one lineIn \mathbb{R}^2 : 2 distinct lines: either (i) lines are parallel

or (ii) intersect

In \mathbb{R}^3 : 2 distinct lines

there is a unique plane containing both lines

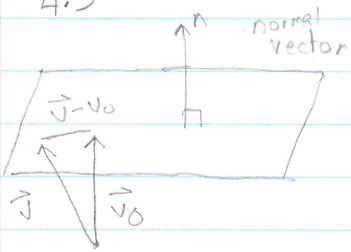
(i) are parallel

(ii) intersect

(iii) skew (they neither are parallel nor distinct)
no plane containing both, but there are 2 parallel planes, each containing one line

* If want to find pt of intersection use 2 different letters

4.3



$$W = \{ \vec{v} \in \mathbb{R}^3 \mid (\vec{v} - \vec{v}_0) \cdot \vec{n} = 0 \}$$

Ex: The plane with $\vec{n} = (1, 2, 3)$ and containing $(0, 1, 1)$

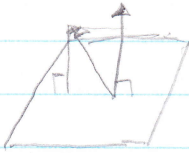
$$\text{is } \{ (x, y, z) \in \mathbb{R}^3 \mid (x, y, z) - (0, 1, 1) \cdot (1, 2, 3) = 0 \}$$

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

$$x + 2y - 2 + 3z - 3 = 0$$

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

Ex: Find the distance from the point $(3, 3, 3)$ to the plane $x + 2y + 3z = 5$



$$\text{Distance} = \| \text{proj}_{(1, 2, 3)} ((3, 3, 3) - (0, 1, 1)) \|$$

$$= \| \text{proj}_{(1, 2, 3)} (3, 2, 2) \|$$

$$= \left\| \frac{3+4+6}{1+4+9} (1, 2, 3) \right\| = \frac{13}{14} \sqrt{14} = \frac{13}{\sqrt{14}}$$

4.4

Def: The angle between 2 planes in \mathbb{R}^3 is the angle between the normal vectors

In \mathbb{R}^2 : there is only one plane

\mathbb{R}^3 : 2 distinct planes either (i) are parallel
(ii) intersect

\mathbb{R}^4 ???

n	equations in \mathbb{R}^n	geometric object	dimension	the resulting dimensional object in \mathbb{R}^n is called a hyperplane
1	$ax = b$	point	0	
2	$ax + by = c$	line	1	
3	$ax + by + cz = d$	plane	2	
4	$ax + by + cz + dw = e$?	3	

Idea: one equation in \mathbb{R}^n will cut down the dimension by 1

4.5

If $\vec{x} = (x_1, x_2, x_3)$

$\vec{y} = (y_1, y_2, y_3)$

then the cross product of \vec{x} and \vec{y} is

$$\vec{x} \times \vec{y} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ x_1 & x_2 & x_3 \\ y_1 & y_2 & y_3 \end{vmatrix} = (x_2 y_3 - y_2 x_3) \hat{i} - (x_1 y_3 - y_1 x_3) \hat{j} + (x_1 y_2 - y_1 x_2) \hat{k}$$

Ex $(0, 1, 2) \times (-3, 4, 1) = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 1 & 2 \\ -3 & 4 & 1 \end{vmatrix} = (-7, -6, 3)$

Properties:

* $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$

* $\|\vec{u} \times \vec{v}\| = \|\vec{u}\| \|\vec{v}\| \sin \theta$

* $(\vec{u} \times \vec{v}) \cdot \vec{u} = 0$

where $0 \leq \theta \leq \pi$ is the angle between \vec{u} and \vec{v}

* $(\vec{u} \times \vec{v}) \cdot \vec{v} = 0$

* $(\vec{u} + \vec{v}) \times \vec{w} = \vec{u} \times \vec{w} + \vec{v} \times \vec{w}$

Remark:

* $\|\vec{u} \times \vec{v}\| = \text{area of the parallelogram with sides } \vec{u} \text{ and } \vec{v}$



* Area of triangle with sides \vec{u} and \vec{v} is $\frac{1}{2} \|\vec{u} \times \vec{v}\|$

* In general $\vec{u} \times (\vec{v} \times \vec{w}) \neq (\vec{u} \times \vec{v}) \times \vec{w}$

* Suppose $\vec{u}, \vec{v} \neq \vec{0}$ then \vec{u}, \vec{v} parallel $\Leftrightarrow \vec{u} \times \vec{v} = \vec{0}$

* Direction of $\vec{u} \times \vec{v}$ is given by the right hand rule

angle between 2 planes
= angle between normal vectors

4.6

Ex: Find an equation of the plane (i) containing y-axis

(ii) perpendicular to the plane $4x - y + 3z = 5$

normal vector is perpendicular to $(0, 1, 0)$ and $(4, -1, 3)$

$$(0, 1, 0) \times (4, -1, 3) = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 1 & 0 \\ 4 & -1 & 3 \end{vmatrix} = (3, 0, 4)$$

4.7 Volume of a parallelepiped in \mathbb{R}^3 with sides \vec{u} , \vec{v} , and \vec{w} is $(\vec{u} \times \vec{v}) \cdot \vec{w}$ ($= |(\vec{v} \times \vec{w}) \cdot \vec{u}|$)

Area of the base parallelogram $= \|\vec{u} \times \vec{v}\|$
height $= \|\vec{w}\| \cos \theta$

Ex: Find the volume of parallelepiped with sides

$$\vec{u} = (2, 0, 3)$$

$$\vec{v} = (1, 1, 6)$$

$$\vec{w} = (-1, 2, 1)$$

$$\text{Volume} = \begin{vmatrix} 2 & 0 & 3 \\ 1 & 1 & 6 \\ -1 & 2 & 1 \end{vmatrix} = 2(1+12) + 0 + 3(-3) = 35$$