

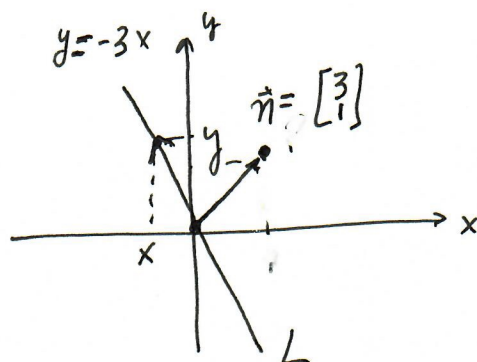
## 1.3 LINES AND PLANES.

In  $\mathbb{R}^2$

Consider the line

$$y = -3x$$

$$\text{or } 3x + y = 0$$



Another representation

$$\begin{bmatrix} 3 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = 0, \text{ since } \begin{bmatrix} 3 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} x \\ y \end{bmatrix} = 3x + y$$

By calling  $\vec{n} = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$  and  $\vec{x} = \begin{bmatrix} x \\ y \end{bmatrix}$  with head in  $L$

We notice that  $\vec{n}$  is orthogonal to any vector

$\vec{x} = \begin{bmatrix} x \\ y \end{bmatrix}$ , where the point  $P(x, y)$  is in  $L$ .

Then, we have two representations of this line:

a)  $\boxed{3x + y = 0}$  General form.

b)  $\boxed{\vec{n} \cdot \vec{x} = 0,}$   $\vec{n} = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$  normal form.

Consider now the line

General form

$$L: y = -3x + 4 \quad \text{or} \quad \boxed{3x + y = 4} \quad (2.1)$$

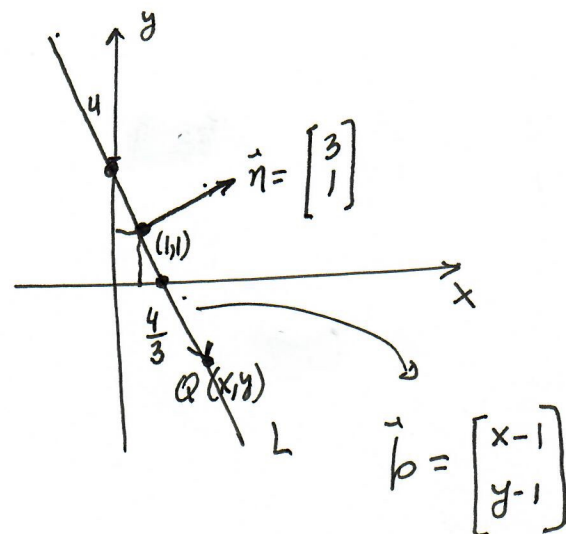
If  $x=1$

so line pass thru  $P(1,1)$ .  
 $y = -3(1) + 4 = 1$

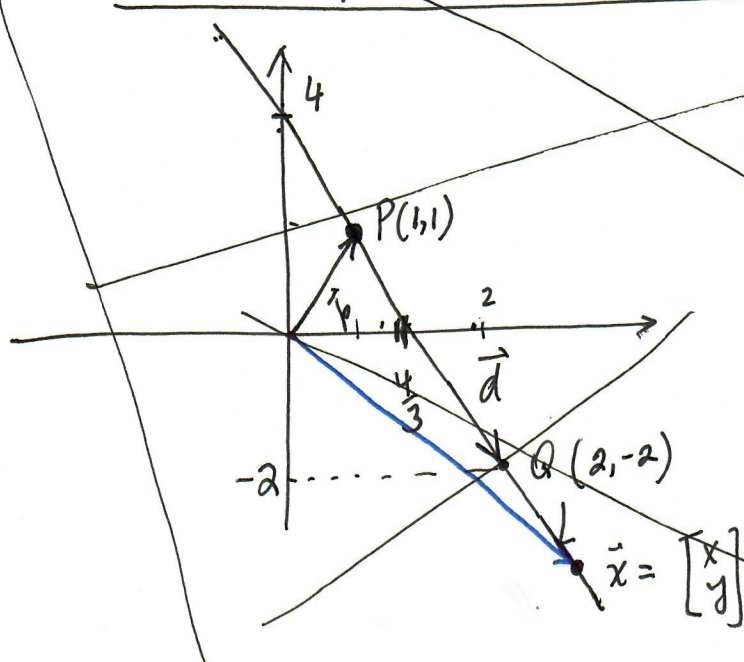
Then (from graph is clear) that if  $Q(x,y)$  is in  $L$

$$\begin{bmatrix} 3 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} x-1 \\ y-1 \end{bmatrix} = 0$$

or  $\boxed{\vec{n} \cdot (\vec{x} - \vec{p}) = 0}$ , (2.2)  
normal form  
 or  $3(x-1) + (y-1) = 0$   
 or  $3x + y = 3 + 1 = 4$



Another representation (Vector form)



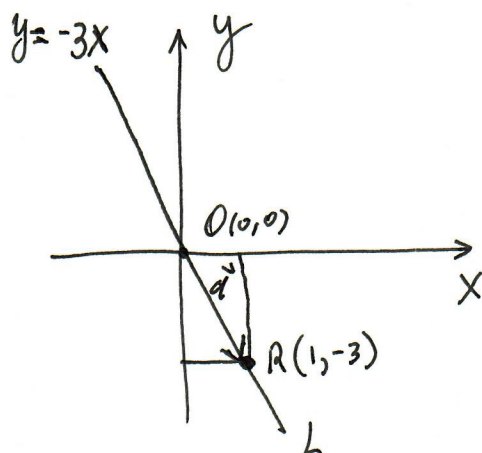
$$\vec{d} = \vec{PQ} = \begin{bmatrix} 1 \\ -3 \end{bmatrix}$$

The points on  $L$   $\vec{x} = \begin{bmatrix} x \\ y \end{bmatrix}$   
 can be obtained  
 by the sum of two vectors

$$\begin{bmatrix} x \\ y \end{bmatrix} = t \begin{bmatrix} 1 \\ -3 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

## Another Representation (Vector form)

Back to the line



$$y = -3x \text{ or } \underline{3x + y = 0}$$

if  $x=1$ , then  $y=-3$

$R(1,-3)$  a point in  $L$

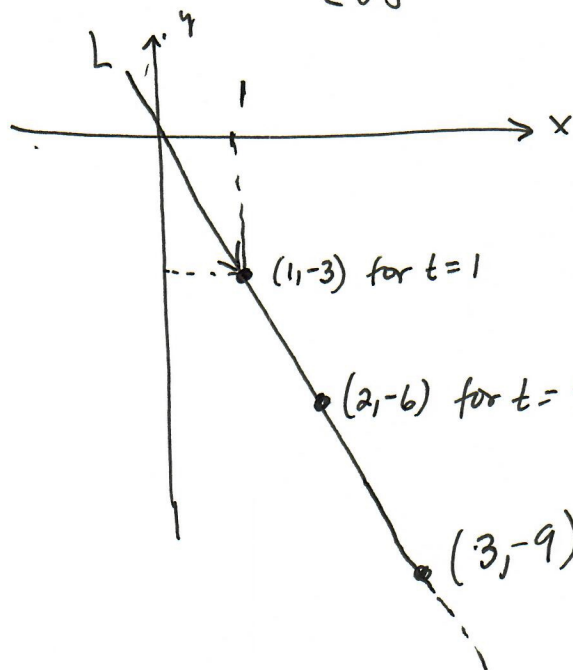
$\vec{d} = \begin{bmatrix} 1 \\ -3 \end{bmatrix}$  is a direction vector for  $L$

And  $L$  can be written as

$$\vec{x} = t \vec{d}, \text{ where } \vec{d} = \begin{bmatrix} 1 \\ -3 \end{bmatrix} \text{ and } t \in \mathbb{R}.$$

meaning of "t"

$$\text{If } t=1 \quad \vec{x} = \begin{bmatrix} x \\ y \end{bmatrix} = t \begin{bmatrix} 1 \\ -3 \end{bmatrix} = \begin{bmatrix} 1 \\ -3 \end{bmatrix} \quad (3.1)$$



If  $t=2$ ,

$$\vec{x} = \begin{bmatrix} x \\ y \end{bmatrix} = 2 \begin{bmatrix} 1 \\ -3 \end{bmatrix} = \begin{bmatrix} 2 \\ -6 \end{bmatrix}$$

If  $t=3$

$$\begin{bmatrix} x \\ y \end{bmatrix} = 3 \begin{bmatrix} 1 \\ -3 \end{bmatrix} = \begin{bmatrix} 3 \\ -9 \end{bmatrix}$$

Equ. (3.1) can be written as

$$\boxed{\vec{x} = t \vec{d}} \quad \text{Vector form.} \quad (4.1)$$

Now, consider the line

$$\boxed{3x + y = 4} \quad (4.2)$$

Clearly,  $L'$  is parallel to  $L$ .

So they have the same  
direction vector,  $\vec{d} = \begin{bmatrix} 1 \\ -3 \end{bmatrix}$

Notice that any point  $\begin{bmatrix} x \\ y \end{bmatrix}$  in  $L'$

can be obtained as  $\begin{bmatrix} x \\ y \end{bmatrix} = t \begin{bmatrix} 1 \\ -3 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \end{bmatrix}$

For example, the point  $Q(3, -5)$  is in  $L'$  (satisfies (4.2))

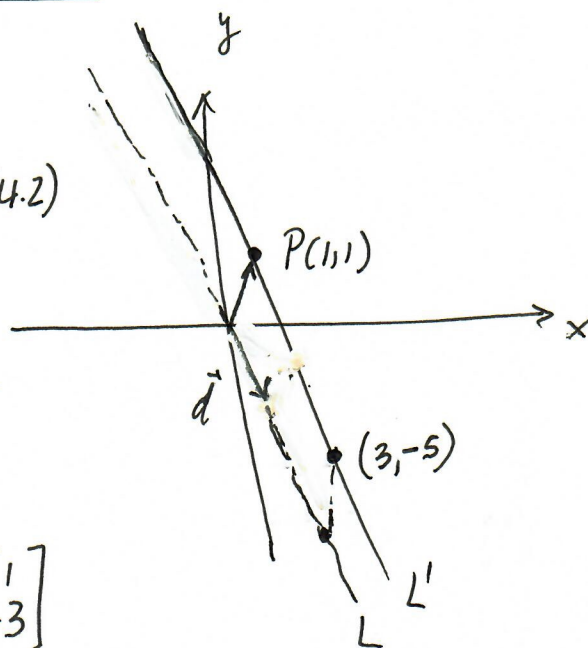
and

$$\begin{bmatrix} 3 \\ -5 \end{bmatrix} = t \begin{bmatrix} 1 \\ -3 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \end{bmatrix} = 2 \begin{bmatrix} 1 \\ -3 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 3 \\ -5 \end{bmatrix}$$

If  $t=3$

$$3 \begin{bmatrix} 1 \\ -3 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 4 \\ -8 \end{bmatrix} \text{ which also satisfies (4.2)}$$

$$3x + y = 3(4) + (-8) = 4 \checkmark$$



Basically, what we are doing is translating the line  $L$  to  $L'$  adding the vector  $\begin{bmatrix} 1 \\ 1 \end{bmatrix} = \hat{p}$  to any vector  $t \begin{bmatrix} 1 \\ -3 \end{bmatrix}$  lying in  $L$ .

So,

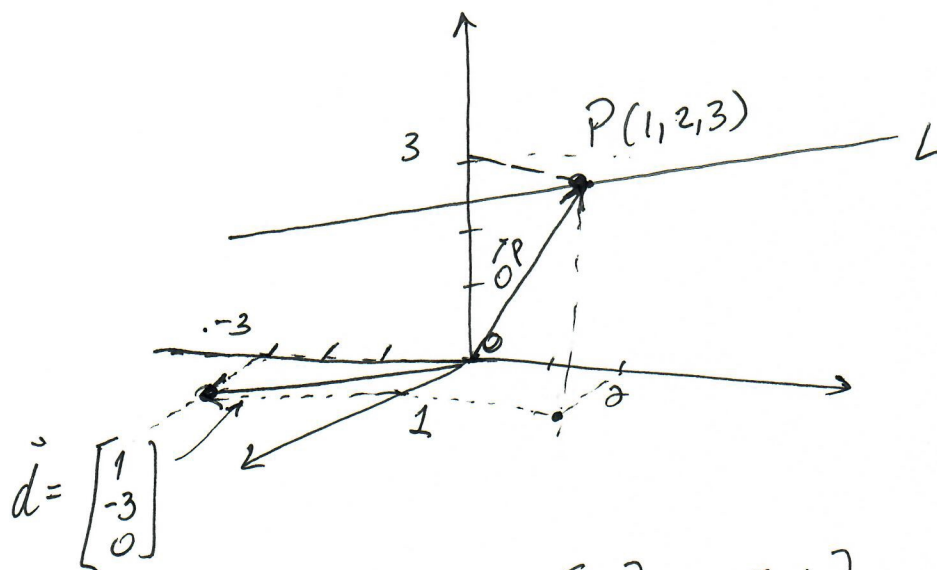
$$\begin{bmatrix} x \\ y \end{bmatrix} \text{ is in } L', \text{ if } \begin{bmatrix} x \\ y \end{bmatrix} = t \begin{bmatrix} 1 \\ -3 \end{bmatrix} + \begin{bmatrix} 1 \\ 1 \end{bmatrix} \quad \text{or}$$

$$\boxed{\hat{x} = t \hat{d} + \hat{p},} \quad \hat{d} = \begin{bmatrix} 1 \\ -3 \end{bmatrix}, \quad \hat{p} = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

Vector form

### 1.3 Lines in $\mathbb{R}^3$

Construct the line  $L$  passing through point  $P(1, 2, 3)$  with direction vector  $\vec{d} = \begin{bmatrix} 1 \\ -3 \\ 0 \end{bmatrix}$ .



$$\vec{x} \text{ is in } L, \quad \vec{x} = \begin{bmatrix} x \\ y \\ z \end{bmatrix} = t \begin{bmatrix} 1 \\ -3 \\ 0 \end{bmatrix} + \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}$$

$$\text{or } \vec{x} = t\vec{d} + \vec{OP}.$$

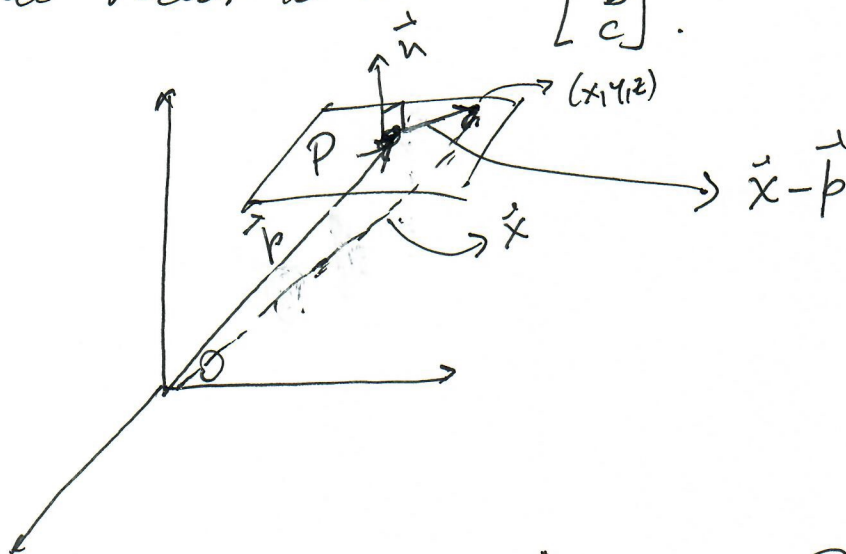
Therefore, to derive the equation for a line  $L$  in  $\mathbb{R}^2$  or  $\mathbb{R}^3$ , we need a direction vector  $\vec{d}$  and a point on the line  $P(x_0, y_0, z_0)$

$$\vec{x} = t\vec{d} + \vec{p}$$

$$\text{where } \vec{p} = \begin{bmatrix} x_0 \\ y_0 \\ z_0 \end{bmatrix}.$$

## Equations of a Plane in $\mathbb{R}^3$

A plane  $P$  equation can be obtained by knowing a point  $P(x_0, y_0, z_0)$  in  $P$  and a normal vector to  $P$   $\vec{n} = \begin{bmatrix} a \\ b \\ c \end{bmatrix}$ .



In fact, any other point  $\vec{x} = (x, y, z)$  on  $P$  satisfies the vector equation:

$$(\vec{x} - \vec{p}) \cdot \vec{n} = 0 \quad \text{Vector form}$$

$$\text{or} \quad \begin{bmatrix} x - x_0 \\ y - y_0 \\ z - z_0 \end{bmatrix} \cdot \begin{bmatrix} a \\ b \\ c \end{bmatrix} = 0$$

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

$$\text{or} \quad \boxed{ax + by + cz = ax_0 + by_0 + cz_0 = d}$$

General form

Example: Find the equation of the plane that passes through  $P(1,2,4)$  and has normal  $\vec{n} = \begin{bmatrix} 3 \\ -1 \\ 5 \end{bmatrix}$

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$$\vec{n} \cdot (\hat{x} - \hat{p}) = 0$$

or

$$\begin{bmatrix} 3 \\ -1 \\ 5 \end{bmatrix} \cdot \begin{bmatrix} x-1 \\ y-2 \\ z-4 \end{bmatrix} = 0$$

$$3x - y + 5z = 3 - 2 + 20 = 21$$

or

$$\boxed{3x - y + 5z = 21}$$