

## MIC, Lesson 6, Pt. 1 : In-Class Problems

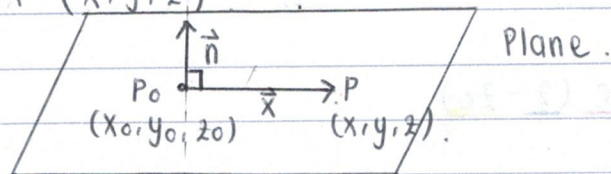
1.  $\vec{n} = \langle a, b, c \rangle$  normal vector

point  $P_0 (x_0, y_0, z_0)$

Derive equation for a plane in  $\mathbb{R}^3$ .

a) diagram of a plane with  $P_0, \vec{n}, \vec{x} = \overrightarrow{P_0P}$

Let  $P (x, y, z)$



direction  $\vec{n}$

b).

Recall, orthogonality theorem for the dot product.

Given 2 vectors  $\vec{a}, \vec{b} \in \mathbb{R}^3$  orthogonal to one another.

$$\vec{a} \cdot \vec{b} = 0$$

In our case

perpendicular

Let  $\vec{x} = \overrightarrow{P_0P}$

$\vec{n} \perp \vec{x}$  are orthogonal to one another

Hence,

$$\vec{n} \cdot \vec{x} = 0 \quad \text{perpendicular.}$$

$$\vec{n} \cdot \overrightarrow{P_0P} = 0$$

Recall point  $P_0 (x_0, y_0, z_0)$  and  $P (x, y, z)$

Hence  $\vec{x} = \overrightarrow{P_0P}$

$$= P - P_0$$

$$= (x, y, z) - (x_0, y_0, z_0)$$

$$= \langle x - x_0, y - y_0, z - z_0 \rangle$$

Now let

$$\vec{n} = \langle a, b, c \rangle$$

Substituting this into

$$\vec{n} \cdot \vec{x} = 0$$

We get  
 $\vec{n} \cdot \vec{x} = 0$

$$0 = \langle a, b, c \rangle \cdot \langle x - x_0, y - y_0, z - z_0 \rangle$$

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

c) Scalar equation for plane

Recall from part b)

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

where

$$\vec{n} = \langle a, b, c \rangle$$

↑

Let  $\vec{n}, P_0, P, \vec{x} \in \mathbb{R}^3$

normal vector

Point  $P(x, y, z)$

Point  $P_0(x_0, y_0, z_0)$

So now if we are given points  $P_0$  &  $P$  we can simplify further

Let

$$x - x_0 = X$$

$$y - y_0 = Y$$

$$z - z_0 = Z$$

Hence

$$0 = aX + bY + cZ$$

Generalizing, this equation doesn't have to equal zero, let this equation equate to unknown value  $d$

Hence

$$d = aX + bY + cZ$$

with

$$d = a \cdot x_0 + b \cdot y_0 + c \cdot z_0$$

where

$$\vec{n} = \langle a, b, c \rangle$$

Point  $P_0 = (x_0, y_0, z_0)$

d) For graphing in Mathematica, use computer.

2 Let point  $P(1,2,3)$

Plane  $P_1 \rightarrow x - y + z = 100$

So we are trying to find a line in the direction of the normal vector,  $\vec{n}$ , to plane  $P_1$ .

Recall, that we say vector  $\vec{v}$  is in the same direction as vector  $\vec{u}$  if we can state  $\vec{v}$  as the scalar-vector product of  $\vec{u}$

Hence,

$$\vec{v} = \alpha \cdot \vec{u} \quad \text{where } \vec{u}, \vec{v} \in \mathbb{R}^n \quad (n=2,3)$$
$$\alpha \in \mathbb{R}.$$

Let's find normal vector  $\vec{n}$

Recall, from q. 1 in In-Class Problem, Lesson 6.

scalar equation for a plane  $\rightarrow d = \underline{a \cdot x} + \underline{b \cdot y} + \underline{c \cdot z}$

where

$$\vec{n} = \langle a, b, c \rangle$$

So, given  $P_1 \rightarrow \frac{1x}{a} - \frac{1y}{b} + \frac{1z}{c} = \frac{100}{d}$

Hence

$$\vec{n} = \langle 1, -1, 1 \rangle$$

We also are given point  $(1,2,3)$

Now, recall symmetric equation for line in  $\mathbb{R}^3$  (Refer to Lesson 5.7)

①  $x = x_0 + a \cdot t$

②  $y = y_0 + b \cdot t$

③  $z = z_0 + c \cdot t$

Now let's rewrite this in terms of  $t$ .

①  $t = \frac{x - x_0}{a}$

②  $t = \frac{y - y_0}{b}$

③  $t = \frac{z - z_0}{c}$

Now we have three equations (1,2,3) equating to  $t$ .

Hence,

$$\frac{x-x_0}{a} = \frac{y-y_0}{b} = \frac{z-z_0}{c}$$

Let point  $P(1, 2, 3)$  correspond to  $P(x_0, y_0, z_0)$

Also

$$\vec{n} = \langle a, b, c \rangle = \langle 1, -1, 1 \rangle$$

Now substitute these values to get our line,  $L$

$$L \rightarrow \frac{x-1}{1} = \frac{y-2}{-1} = \frac{z-3}{1}$$

Hence

$$L \rightarrow x-1 = -1(y-2) = z-3$$

3. Let Plane 1,  $P_1 \rightarrow x + 2z = 1$   
 Plane 2,  $P_2 \rightarrow x + y - z = 0$

Recall from Lesson 6.3

Scalar equation for planes  
 $a \cdot x + b \cdot y + c \cdot z = d$

For  $P_1$

$1 \cdot x + 0 \cdot y + 2 \cdot z = 1$   
 $a \quad b \quad c \quad d$

For  $P_2$

$1 \cdot x + 1 \cdot y + (-1) \cdot z = 0$   
 $a \quad b \quad c \quad d$

Recall from q. 11 In-Class Problems, Lesson 6.

Normal vector  $\vec{n} = \langle a, b, c \rangle$

Hence,

For  $P_1$ , normal vector  $\vec{n}_1$   
 $\vec{n}_1 = \langle 1, 0, 2 \rangle$

For  $P_2$ , normal vector  $\vec{n}_2$   
 $\vec{n}_2 = \langle 1, 1, -1 \rangle$

Now let's find the direction vector orthogonal to  $\vec{n}_1$  &  $\vec{n}_2$

perpendicular

Recall that a cross product produces a vector orthogonal to both input vectors

Let's find  $\vec{n}_1 \times \vec{n}_2$  using the determinant method

$$\begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 0 & 2 \\ 1 & 1 & -1 \end{vmatrix} = \mathbf{i}(0 \cdot (-1) - 2 \cdot 1) - \mathbf{j}(1 \cdot (-1) - 2 \cdot 1) + \mathbf{k}(1 \cdot 1 - 0 \cdot 1)$$

$\vec{n}_1 = -\mathbf{i} + 0\mathbf{j} + 2\mathbf{k}$   
 $\vec{n}_2 = \mathbf{i} + \mathbf{j} - \mathbf{k}$

$$\vec{n}_1 \times \vec{n}_2 = 0i + 2j + k$$

$$= -2i - j - 0k + 0 = -2i - j + k$$

$$\vec{n}_1 \times \vec{n}_2 = \langle -2, 1, 1 \rangle$$

Now, let's find a point on  $P_1, P_2$ .

$$P_1 \rightarrow x + 2z = 1 \quad (1)$$

$$P_2 \rightarrow x + y - z = 0 \quad (2)$$

Let  $z = 0$

$$(1) \quad x + 2(0) = 1$$

$$\text{Hence } x = 1$$

$$(2) \quad x + y - z = 0$$

$$1 + y - 0 = 0$$

$$1 + y = 0$$

$$y = -1$$

So we have a point  $P(1, -1, 0)$

Recall from q. 2 In-Class Problems Lesson 6

$$x(t) = x_0 + a \cdot t$$

$$y(t) = y_0 + b \cdot t$$

$$z(t) = z_0 + c \cdot t$$

$$\text{Let } \vec{n}_1 \times \vec{n}_2 = \langle a, b, c \rangle = \langle -2, 1, 1 \rangle$$

$$P(x_0, y_0, z_0) = (1, -1, 0)$$

Hence Line L

$$x(t) = 1 - 2t$$

$$y(t) = -1 + t$$

$$z(t) = t$$

FIVE STAR. ★★★★★  
[A] Distance from origin  $O(0,0,0)$  to the plane  $2x + y - 2z = 6$

Recall general equation for a plane

$$a \cdot x + b \cdot y + c \cdot z = d$$

where normal vector  $\vec{n} = \langle a, b, c \rangle$  where  $\vec{n} \in \mathbb{R}^3$

Given  $2x + 1y + (-2)z = 6$

So in our case

$$\vec{n} = \langle 2, 1, -2 \rangle$$

Recall from our answer to question [1] In-Class Problems, Lesson 6

$$d = a \cdot x + b \cdot y + c \cdot z$$

$$d = a \cdot x_0 + b \cdot y_0 + c \cdot z_0$$

So we can find distance,  $D$  from point  $P$  to plane,  $PL$

$$D = \frac{|a \cdot x_0 + b \cdot y_0 + c \cdot z_0 + d|}{\sqrt{a^2 + b^2 + c^2}}$$

Let

$$\vec{n} = \langle a, b, c \rangle = \langle 2, 1, -2 \rangle$$

$$O = (0, 0, 0) = (x_0, y_0, z_0)$$

$$D = \frac{|2 \cdot 0 + 1 \cdot 0 + (-2) \cdot 0 + 6|}{\sqrt{2^2 + 1^2 + (-2)^2}}$$

$$= \frac{|0 + 0 + 0 + 6|}{\sqrt{4 + 1 + 4}}$$

$$= \frac{6}{\sqrt{9}}$$

$$= \frac{6}{3}$$

$$D = 2$$

FIVE STAR. ★★★★★

Continue tomorrow

5. Plane 1,  $Pl_1 : x + y - z = 0$

$Pl_2 : x - y = 0$

$Pl_3 : x + y + z = 0$

$Pl_4 : -2x - 2y + 2z = 5$

$Pl_5 : x + y = 0$

Recall from lesson 6.5.

Definition: Parallel Planes  $\rightarrow$  have normal vectors that are parallel

Recall  $\rightarrow$  direction of plane is the span of its normal vector

So given plane 1,  $Pl_1$  gives normal vector  $\vec{n}_1$

$Pl_2$  gives  $\vec{n}_2$

$Pl_1$  is parallel to  $Pl_2$  iff.  $\vec{n}_1 = \alpha \cdot \vec{n}_2$  where  $\alpha \in \mathbb{R}$

in the same direction.

Definition: Orthogonal (perpendicular) planes

2 planes are orthogonal if their normal vectors are orthogonal

So  $Pl_1$  gives  $\vec{n}_1$

$Pl_2$  gives  $\vec{n}_2$

$Pl_1$  &  $Pl_2$  are orthogonal iff.  $\vec{n}_1 \cdot \vec{n}_2 = 0$

$\uparrow$

dot product as measure of parallelity

perpendicular

So now let's find normal vectors to these planes

$Pl_1$  gives  $\vec{n}_1$

$Pl_1 \rightarrow \vec{n}_1 = \langle 1, 1, -1 \rangle$

$Pl_2 \rightarrow \vec{n}_2 = \langle 1, -1, 0 \rangle$

$Pl_3 \rightarrow \vec{n}_3 = \langle 1, 1, 1 \rangle$

$Pl_4 \rightarrow \vec{n}_4 = \langle -2, -2, 2 \rangle$

$Pl_5 \rightarrow \vec{n}_5 = \langle 1, 1, 0 \rangle$

We can see that  $Pl_1$  &  $Pl_4$  are parallel because

$\vec{n}_4 = \alpha \cdot \vec{n}_1$

$\langle -2, -2, 2 \rangle = -2 \cdot \langle 1, 1, -1 \rangle$

$= \langle -2, -2, 2 \rangle$

We can see that  $Pl_2$  &  $Pl_5$  are orthogonal because

$\vec{n}_2 \times \vec{n}_5 = 0$



$$\langle 1, -1, 0 \rangle \cdot \langle 1, 1, 0 \rangle = 1 \cdot 1 + (-1) \cdot 1 + 0 \cdot 0$$

$$= 1 - 1 + 0$$

$$= 0$$

Two planes are perpendicular if the normal vector of one plane is parallel to the other plane. In this case, the normal vector of the first plane is  $\langle 1, -1, 0 \rangle$  and the normal vector of the second plane is  $\langle 1, 1, 0 \rangle$ . Their dot product is 0, which means the planes are perpendicular.

Planes are perpendicular if their normal vectors are orthogonal.

Two planes are perpendicular if the dot product of their normal vectors is zero.

- Plane 1:  $\vec{n}_1 = \langle 1, -1, 0 \rangle$
- Plane 2:  $\vec{n}_2 = \langle 1, 1, 0 \rangle$
- Plane 3:  $\vec{n}_3 = \langle 1, 0, 1 \rangle$
- Plane 4:  $\vec{n}_4 = \langle 0, 1, 1 \rangle$
- Plane 5:  $\vec{n}_5 = \langle 1, 1, 1 \rangle$
- Plane 6:  $\vec{n}_6 = \langle 1, -1, 1 \rangle$
- Plane 7:  $\vec{n}_7 = \langle 1, 1, -1 \rangle$
- Plane 8:  $\vec{n}_8 = \langle 1, -1, -1 \rangle$

Two planes are perpendicular if the dot product of their normal vectors is zero.

Example:  $\vec{n}_1 \cdot \vec{n}_2 = \langle 1, -1, 0 \rangle \cdot \langle 1, 1, 0 \rangle = 1 - 1 + 0 = 0$

Therefore, the planes are perpendicular.

6

Challenge problem

$$L_1(t) = \begin{bmatrix} x(t) \\ y(t) \\ z(t) \end{bmatrix} = \begin{bmatrix} t \\ 2t \\ 1-t \end{bmatrix}$$

We can separate this

$$L_1(t) = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} + t \begin{bmatrix} 1 \\ 2 \\ -1 \end{bmatrix}$$

point on  $L_1$

direction vector

Likewise

$$L_2(s) = \begin{bmatrix} x(s) \\ y(s) \\ z(s) \end{bmatrix} = \begin{bmatrix} 1-s \\ 2+s \\ -2s \end{bmatrix}$$

$$L_2(s) = \begin{bmatrix} 1 \\ 2 \\ 0 \end{bmatrix} + s \begin{bmatrix} -1 \\ 1 \\ -2 \end{bmatrix}$$

plane  $M \rightarrow 10x - 2y + 3z = 0$

Lets find P, point of intersection  $L_1 \cap L_2$ .

Equate  $L_1(t)$  to  $L_2(s)$

$$t = 1 - s$$

$$\textcircled{1} \quad t + s = 1$$

$$2t = 2 + s$$

$$\textcircled{2} \quad 2t - s = 2$$

$$1 - t = -2s$$

$$\textcircled{3} \quad 2s - t = -1$$

using equation  $\textcircled{1}$  &  $\textcircled{2}$

$$t + s = 1$$

$$2t - s = 2$$

$$3t + 0 = 3$$

$$t = 1$$

$$\textcircled{2} \quad 2t - s = 2$$

$$2(1) - s = 2$$

$$2 - s = 2$$

$$-s = 0$$

$$s = 0$$

plugging in  $t=1$  to  $L_1(t)$

$$P = (t, 2t, 1-t)$$

$$= (1, 2, 0)$$

Let's check with  $s=0$  to  $L_2(s)$

$$P = (1-s, 2+s, -2s)$$

$$= (1, 2, 0)$$

Let's find Q, point of intersection  $L_1 \cap M$

$$M \rightarrow 10x - 2y + 3z = 0$$

$$L_1(t) = \langle t, 2t, 1-t \rangle$$

$$Q \rightarrow 10t - 2(2t) + 3(1-t) = 0$$

$$10t - 4t + 3 - 3t = 0$$

$$3t + 3 = 0$$

$$3t = -3$$

$$t = -1$$

$L_1$  when  $t = -1$

$$Q = \langle -1, 2(-1), 1 - (-1) \rangle$$

$$= \langle -1, -2, 2 \rangle$$

Likewise, let's find R, point of intersection  $L_2 \cap M$

$$R \rightarrow 10(1-s) - 2(2+s) + 3(-2s) = 0$$

$$10 - 10s - 4 - 2s - 6s = 0$$

$$-18s + 6 = 0$$

$$6 = 18s$$

$$\frac{6}{18} = s$$

$$s = \frac{2}{3}$$

$$R = \left\langle 1 - \frac{2}{3}, 2 + \frac{2}{3}, -2 \left( \frac{2}{3} \right) \right\rangle$$

$$R = \begin{pmatrix} 1 & 8 & -4 \\ 3 & 3 & 3 \end{pmatrix}$$

Recall  $A_{\text{triangle}} = \frac{1}{2} \cdot \text{base} \cdot \text{height}$

In our case

$$\text{base} \cdot \text{height} = \|\vec{PQ} \times \vec{PR}\|_2$$

$$\vec{PQ} = Q - P$$

$$= (-1, -2, 2) - (1, 2, 0)$$

$$= (-2, -4, 2)$$

$$\vec{PR} = R - P$$

$$= \begin{pmatrix} 1 & 8 & -4 \\ 3 & 3 & 3 \end{pmatrix} - (1, 2, 0)$$

$$= \begin{pmatrix} -2 & 2 & -4 \\ 3 & 3 & 3 \end{pmatrix}$$

$PQ \times PR$ .

i	j	k	i	j
-2	-4	2	-2	-4
-2	2	-4	-2	2
3	3	3	3	3

- - - + + +.

$$\frac{16}{3} i - \frac{4}{3} j - \frac{4}{3} k.$$

$$\frac{-4}{3} i - \frac{8}{3} j - \frac{8}{3} k$$

$$\frac{12}{3} i - \frac{12}{3} j - \frac{12}{3} k.$$

$$PQ \times PR = \langle 4, -4, -4 \rangle$$

$$\|PQ \times PR\|_2 = \sqrt{4^2 + (-4)^2 + (-4)^2}$$

$$= \sqrt{16+16+16}$$

$$= \sqrt{48}$$

So A triangle =  $\frac{1}{2} \| PQ \times PR \|_2$

$$= \frac{1}{2} \cdot \sqrt{48}$$

$$= \frac{\sqrt{48}}{2}$$

$$= 2\sqrt{12}$$

$$= \sqrt{12}$$

$$= 2\sqrt{3}$$