

Planes, Products, & Distances

Monday, May 15, 2023 8:53 AM

part 2 so far:

a) planes: 3 different descriptions + intersections

b) vectors: \times , \cdot , $|\vec{v}|$, & angle formulas

descriptions of planes:

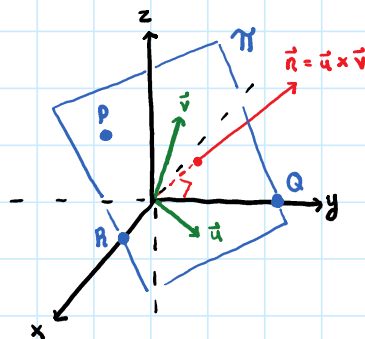
1) π plane: P point + \vec{n} orthogonal direction

(\perp to vectors on plane \rightarrow)
(\perp to plane)

2) P, Q, R 3 points determine π plane

3) π plane equation:

$$ax + by + cz = d$$



* 4) 2 vectors in plane + point in plane *

going between descriptions:

thm: suppose π plane through point (P) & spanned by 2 vectors (\vec{u} & \vec{v}) } description 4

then orthogonal direction is ...

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

← cross product / description 1

and equation is ...

$$ax + by + cz = d \quad \text{description 3}$$

where $\langle a, b, c \rangle = \vec{n} = \vec{u} \times \vec{v} \rightarrow$ tells who a, b, c are

and $d = \langle a, b, c \rangle \cdot \vec{OP}$, P point in plane

\vec{OP} = point P with $\langle \rangle$ / gives you $\langle x, y, z \rangle$ / take dot product of $\langle a, b, c \rangle \cdot \langle x, y, z \rangle = ax + by + cz$

ex) find equation for plane thru points $P = (1, 0, 0)$, $Q = (0, 2, 1)$, $R = (0, 0, -3)$

solution: choose $\vec{u} = \vec{PQ} = \langle -1, 2, 1 \rangle$
 $\vec{v} = \vec{PR} = \langle -1, 0, -3 \rangle$
& P our point = $(1, 0, 0)$ } description 4

then $\vec{n} = \vec{u} \times \vec{v}$ will be orthogonal:

$$\vec{n} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ -1 & 2 & 1 \\ -1 & 0 & -3 \end{vmatrix} = \langle -6, -4, 2 \rangle$$

← remember to make middle value -

$$\vec{n} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ -1 & 2 & 1 \\ -1 & 0 & -3 \end{vmatrix} = \langle \underset{a}{-6}, \underset{b}{-4}, \underset{c}{2} \rangle$$

remember to make middle value -

$$-6x - 4y + 2z = d \quad \rightarrow ?$$

finally $\vec{OP} = \langle 1, 0, 0 \rangle$ & thus

$$d = \langle -6, -4, 2 \rangle \cdot \langle 1, 0, 0 \rangle$$

$$= -6 + 0 + 0$$

$$d = -6$$

$$\boxed{-6x - 4y + 2z = -6}$$

check with og points