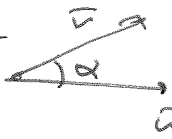


Last time:

- Wanted to define cross product so that:

(1) $\cdot \vec{u} \times \vec{v} \perp \vec{u}, \vec{v}$ + right-hand rule 

$\cdot |\vec{u} \times \vec{v}| = |\vec{u}| |\vec{v}| \sin \alpha$

- Defined an algebraic operation

$$\vec{u} \times \vec{v} \approx \begin{vmatrix} i & j & k \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix} \leftarrow \begin{matrix} \text{want to show} \\ \text{as in (1)} \end{matrix}$$

defined the operation for i, j, k .
used "distribution laws"

- Know: our operation $\vec{u} \times \vec{v}$ has all these good properties, and satisfies $(\vec{u} \times \vec{v}) \cdot \vec{w}$

= volume of the box  for any \vec{w} .

really proved $\begin{vmatrix} a_0 & b_0 & c_0 \\ a_1 & b_1 & c_1 \\ a_2 & b_2 & c_2 \end{vmatrix}$ fact \leftarrow later this fall. $\langle a_0, b_0, c_0 \rangle$

- But we also proved using the parallelograms that $(\vec{u} \times \vec{v}) \cdot \vec{w}$ = volume of the box.

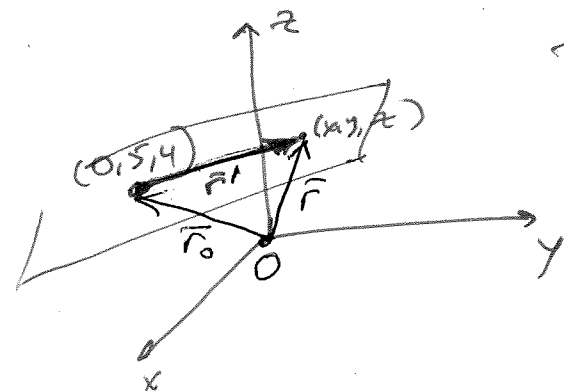
- Get: for any \vec{w} , $(\vec{u} \times \vec{v}) \cdot \vec{w} = (\vec{u} \times \vec{v}) \cdot \vec{w}$

Then $\vec{u} \times \vec{v} = \vec{u} \times \vec{v} \leftarrow$ so this is the cross product.

Equations of Lines and planes in \mathbb{R}^3

* How to define a plane in \mathbb{R}^3 .

Example: write an equation of the plane in \mathbb{R}^3 perpendicular to $\vec{n} = \langle 1, 2, 3 \rangle$ and passing through $(0, 5, 4)$.



The vector \vec{r}' connecting a point (x, y, z) in the plane with $(0, 5, 4)$ lies in the plane.

Then $\vec{r}' \perp \vec{n}$.

Then $\vec{n} \cdot \vec{r}' = 0$. ← equation of a plane in vector form

$$\vec{r}' = \langle x, y-5, z-4 \rangle$$

(can rewrite it as:
 $\vec{n} \cdot (\vec{r} - \vec{r}_0) = 0$
? vector $\vec{r} = \langle x, y, z \rangle$)

So, we get: $\vec{n} \cdot \vec{r}' = 0$

$$\langle 1, 2, 3 \rangle \cdot \langle x, y-5, z-4 \rangle = 0$$

$$\boxed{x + 2(y-5) + 3(z-4) = 0}$$

$$x + 2y + 3z = 22$$

scalar equation of the plane
(normal form)

Key: to write an equation of a plane, you need to know its normal vector


vector perp. to the plane

(was \vec{n} in the example).

All planes perpendicular to $\vec{n} = \langle a, b, c \rangle$

have equations of the form

$$\vec{a}x + \vec{b}y + \vec{c}z = d, \quad d \text{ is a constant.}$$


the components of \vec{n} .

(note: it agrees with our example).

The number d is determined by a point on the plane.

Example: Find equation of the plane passing through $(0, 1, 2)$, $(0, 0, 3)$, $(1, 1, 1)$.
 $\underset{A}{}$ $\underset{B}{}$

Solution: Need to find normal - call it \vec{n}

\vec{n} will be perpendicular to two vectors in our plane.

- make two vectors from our points.

- use cross product.

$$\vec{v}_1 = \vec{BA} = \langle 0, 1, -1 \rangle$$

$$\vec{v}_2 = \vec{BC} = \langle 1, 1, -2 \rangle$$

$$\vec{n} = \vec{v}_1 \times \vec{v}_2 = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 0 & 1 & -1 \\ 1 & 1 & -2 \end{vmatrix} = (-1)\vec{i} - \vec{j} - \vec{k} = \langle -1, -1, -1 \rangle.$$

Answer: $-(x-0) - (y-1) - (z-2) = 0$

$$x + (y-1) + (z-2) = 0$$

(using components of \vec{A})

or:

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

$$\boxed{x + y + z = 3}$$

is the same!

↑
if not,

\vec{n} is wrong.

Note: also gives us the area of

$$\triangle ABC: \frac{1}{2} |\vec{AB} \times \vec{BC}| = \frac{\sqrt{3}}{2}$$

What about lines:

• two approaches: 1) equation in terms of (x, y, z)
(like for the plane)

not good for plotting!

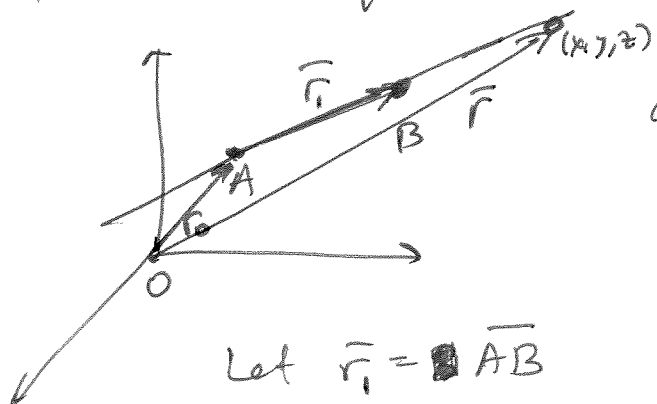
→ (easy to check if a given point satisfies it).

2) parametric equation: have parameter t

for any value of t get a point on the line.

(good for plotting it!)

• Parametric equation of a line through A, B



at $t=0$ want to be at A
at $t=1$ want to be at B.

$\vec{r} = \langle x, y, z \rangle$ - vector from O to point (x, y, z) on the line.

Then $\boxed{\vec{r} = \vec{r}_0 + t \cdot \vec{r}_1}$ - vector parametric equation of the line.

Parametric equation
in terms of coordinates

$$\langle x, y, z \rangle = \langle a_0, b_0, c_0 \rangle + t \langle a_1 - a_0, b_1 - b_0, c_1 - c_0 \rangle$$

$$A = (a_0, b_0, c_0)$$

$$B = (a_1, b_1, c_1)$$

$$\begin{cases} x = a_0 + t(a_1 - a_0) \\ y = b_0 + t(b_1 - b_0) \\ z = c_0 + t(c_1 - c_0) \end{cases}$$

Next: symmetric equation

Read: 10.3 - done

10.4 - almost done

10.5 - home reading.