

## 138. Equation of Line, 3d, and Hyperplane

### Equation of a Straight Line, 3D Plane, and Hyperplane

#### Summary

- **Linear equations** serve as the foundation for machine learning algorithms like **Logistic Regression** and **Support Vector Machines (SVM)**.
  - A **2D straight line** can be represented mathematically as  $y = mx + c$  or in vector notation as  $w^T x + b = 0$ .
  - This concept extends to 3 dimensions as a **3D Plane** and to  $n$ -dimensions as a **Hyperplane**, maintaining the general vector equation  $w^T x + b = 0$ .
  - When a line or plane passes through the **origin**, the intercept  $b$  becomes zero, simplifying the equation to  $w^T x = 0$ .
  - Geometrically, the weight vector  $w$  is always **perpendicular (orthogonal)** to the plane or line passing through the origin.
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#### Equation of a Straight Line (2D)

Understanding the equation of a straight line is a fundamental prerequisite for analyzing linear machine learning models.

##### Standard Notation

In a 2D space with axes  $x$  and  $y$ , a straight line is commonly defined by the equation:

$$y = mx + c$$

- $m$  (**Slope**): Represents the unit movement in the  $y$ -axis with respect to a unit movement in the  $x$ -axis.
- $c$  (**Intercept**): The point where the line crosses the  $y$ -axis when  $x = 0$ .

Alternative notations include  $ax + by + c = 0$  or  $y = \beta_0 + \beta_1 x$ . These can be algebraically rearranged to match the slope-intercept form.

##### Machine Learning Notation

In machine learning, variables are often denoted as features  $(x_1, x_2)$  rather than axes  $x, y$  to accommodate higher dimensions. The equation is rewritten using **weights** ( $w$ ) and **bias** ( $b$ ):

$$w_1 x_1 + w_2 x_2 + b = 0$$

This can be expressed compactly using **vector notation**:

$$w^T x + b = 0$$

- $w$ : A vector of coefficients (weights).
- $x$ : A vector of feature inputs.

- $b$ : The intercept (bias).
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## Equation of a 3D Plane

When extending the concept to three dimensions  $(x_1, x_2, x_3)$ , a line becomes a **3D Plane**.

The equation expands to include a third weight and feature:

$$w_1x_1 + w_2x_2 + w_3x_3 + b = 0$$

Despite the added dimension, the general vector representation remains consistent:

$$w^T x + b = 0$$

Here, the vectors are defined as:

- $w = [w_1, w_2, w_3]^T$
  - $x = [x_1, x_2, x_3]^T$
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## Hyperplane (n-Dimensions)

In an  $n$ -dimensional space, the geometric structure is referred to as a **Hyperplane**. The equation generalizes for  $n$  features:

$$w_1x_1 + w_2x_2 + \dots + w_nx_n + b = 0$$

Or simply:

$$\pi : w^T x + b = 0$$

This universal equation applies regardless of the number of dimensions.

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## Geometric Interpretation and the Origin

A critical property of these linear equations arises when considering lines or planes that pass through the **origin**  $(0, 0)$ .

### Intercept at the Origin

If a line or plane passes through the origin, the intercept  $b$  **equals zero**. The equation simplifies to:

$$w^T x = 0$$

### Orthogonality of the Weight Vector

Using **Linear Algebra**, the dot product  $w^T x$  can be expressed in terms of magnitudes and the angle  $\theta$  between the vectors:

$$w^T x = ||w|| \cdot ||x|| \cdot \cos(\theta) = 0$$

For this product to equal zero (assuming non-zero magnitudes),  $\cos(\theta)$  must be zero. This occurs when  $\theta = 90^\circ$ .

**Key Geometric Conclusion:** The weight vector  $w$  is always **perpendicular (orthogonal)** to the hyperplane (or line) passing through the origin. This geometric relationship holds true for any point  $x$  lying on the plane.