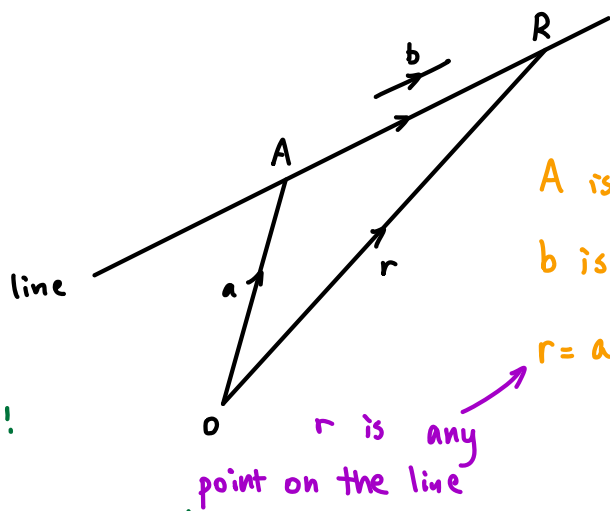


Vectors →

Equation of a line

When λ varies from $-\infty$ to ∞ , r takes every value on the line!



A is a point on the line

b is the direction of the line

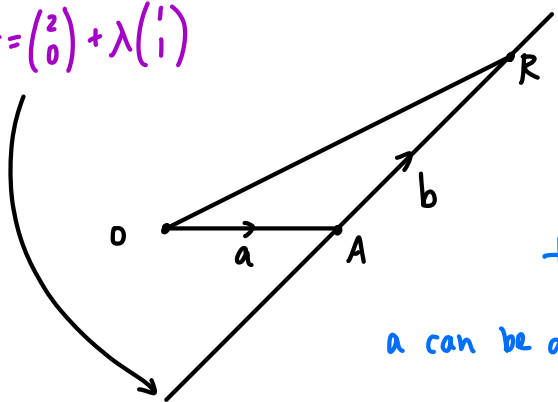
$$r = a + \lambda b$$

r is any point on the line

λ is a scalar

This equation works for both 2D AND 3D (with 3D vectors in 3D of course)

eg. $r = \begin{pmatrix} 2 \\ 0 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ 1 \end{pmatrix}$



a line in direction $\begin{pmatrix} 1 \\ 1 \end{pmatrix}$ and passes through point $\begin{pmatrix} 2 \\ 0 \end{pmatrix}$

the equation is NOT UNIQUE!

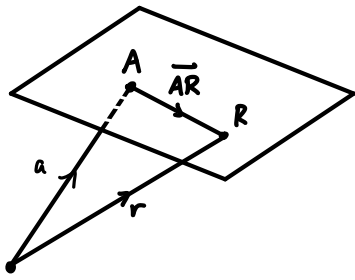
a can be any point the line passes through e.g. $\begin{pmatrix} 3 \\ 1 \end{pmatrix}$

b can be any vector in that or -ve direction e.g. $\begin{pmatrix} -2 \\ -2 \end{pmatrix}$

Cartesian form of the line:

if $r = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} + \lambda \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$, cartesian equation is $\underbrace{\frac{x-a_1}{b_1}}_{\lambda} = \underbrace{\frac{y-a_2}{b_2}}_{\lambda} = \underbrace{\frac{z-a_3}{b_3}}_{\lambda}$

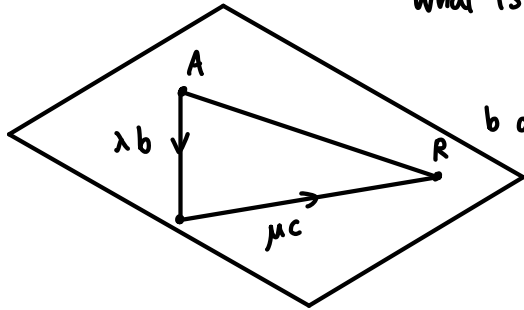
Equation of a plane (in 3 dimensions obviously)



We need an expression $r = \boxed{???}$
to express any point on the plane

$$r = a + \vec{AR}$$

↑
 \vec{AR} lies on the plane.
what is \vec{AR} ?



(and non-zero)
 b and c are non-parallel AND in the plane

⇒ THEREFORE, $r = \underline{a} + \lambda \underline{b} + \mu \underline{c}$
point on plane variable scalar

Example 7

$A(2, 2, -1)$ $B(3, 2, -1)$ $C(4, 3, 5)$ all lie on the plane

\vec{AB} is a vector in the plane $= \vec{OB} - \vec{OA} = \begin{pmatrix} 3 \\ 2 \\ -1 \end{pmatrix} - \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$

\vec{AC} is a vector in the plane $= \vec{OC} - \vec{OA} = \begin{pmatrix} 4 \\ 3 \\ 5 \end{pmatrix} - \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix} = \begin{pmatrix} 2 \\ 1 \\ 6 \end{pmatrix}$

∴ equation of plane is $r = \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} 2 \\ 1 \\ 6 \end{pmatrix}$
point on plane vectors on plane

Example 8

Plane: $r = \begin{pmatrix} 3 \\ 4 \\ -2 \end{pmatrix} + \lambda \begin{pmatrix} 2 \\ 1 \\ 1 \end{pmatrix} + \mu \begin{pmatrix} 1 \\ -1 \\ 2 \end{pmatrix}$ $P = \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix}$

Verify that P lies on the plane

$r = \begin{pmatrix} 3 + 2\lambda + \mu \\ 4 + \lambda - \mu \\ -2 + \lambda + 2\mu \end{pmatrix} = \begin{pmatrix} 2 \\ 2 \\ -1 \end{pmatrix}$ if P lies on the plane

if a point lies on the plane,
it satisfies the plane equation
(all 3 equations are consistent)

$$\begin{cases} 2\lambda + \mu = -1 & \text{--- ①} \\ \lambda - \mu = -2 & \text{--- ②} \\ \lambda + 2\mu = 1 & \text{--- ③} \end{cases}$$

① + ②: $3\lambda = -3$
 $\lambda = -1$

$\mu = -1 - 2\lambda = -1 + 2 = 1$

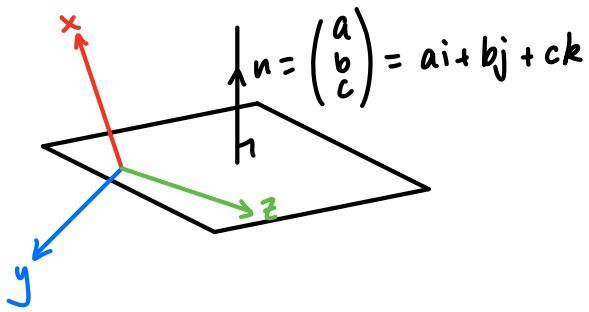
① and ② are consistent

③ LHS $= \lambda + 2\mu = -1 + 2 = 1 = \text{RHS}$

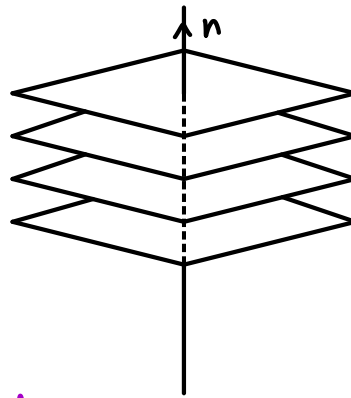
③ is consistent with solutions

∴ P lies on the plane

Normal Vector of a Plane



a normal vector n describes infinite number of planes



choose a point the plane passes through to pinpoint the correct plane

n describes the direction of the plane

cartesian form of a plane: $ax + by + cz = d$
 $\hookrightarrow n = \begin{pmatrix} a \\ b \\ c \end{pmatrix}$

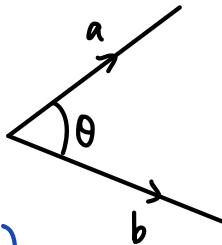
Scalar Product

$$\begin{pmatrix} a \\ b \\ c \end{pmatrix} \cdot \begin{pmatrix} d \\ e \\ f \end{pmatrix} = ad + be + cf$$

vector \cdot vector = scalar

$\begin{pmatrix} \rightarrow & \rightarrow & \rightarrow \\ \rightarrow & \rightarrow & \rightarrow \\ \rightarrow & \rightarrow & \rightarrow \end{pmatrix}$ multiply across and add

$$a \cdot b = |a| |b| \cos \theta$$



scalar product is used to find the angle between two vectors.

$$\text{If } a \perp b, a \cdot b = 0 \quad (\cos 90^\circ = 0)$$

$$\text{If } a \parallel b, a \cdot b = |a| |b| \quad (\cos 0^\circ = 1)$$

$$\downarrow$$

$$a \cdot a = |a|^2$$

non-zero vectors a and b are \perp
if and only if $a \cdot b = 0$