

$$a \cdot (x - x_0) = 0$$

$$a \cdot x = a \cdot x_0 \therefore d$$

$$a^T x = d, d \in \mathbb{R}$$

$$a, x \in \mathbb{R}^3$$



*normal vector

$$\rightarrow a^T x = a_1 x_1 + a_2 x_2 + a_3 x_3 = d$$



Any point such as $x \in \mathbb{R}^3$ that satisfies the plane equation lies on the plane.

- Example: Given $a = \begin{bmatrix} 1 \\ -2 \\ 3 \end{bmatrix}, x_0 = \begin{bmatrix} 0 \\ 1 \\ -1 \end{bmatrix}$, form a plane in \mathbb{R}^3 .

$$a \cdot (x - x_0) = 0$$

$$d = a \cdot x_0 = 1(0) + (-2)(1) + 3(-1) = -5$$

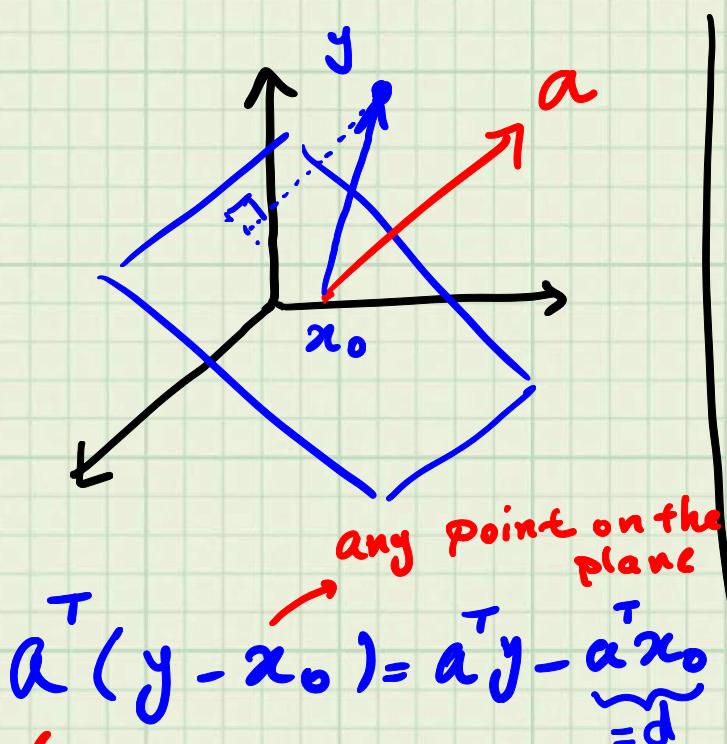
$$\boxed{| 1x_1 - 2x_2 + 3x_3 = -5 |}$$

- Hyperplane: generalization to \mathbb{R}^n

A hyperplane is a set of points in \mathbb{R}^n such that $a^T(x - x_0) = 0$.
 $x, x_0, a \in \mathbb{R}^n$.

$$a_1x_1 + a_2x_2 + \dots + a_nx_n = a^T x_0 = d$$
$$d \in \mathbb{R}$$

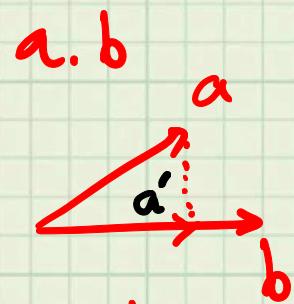
- Distance of a point to the hyperplane



$$a^T(y - x_0) = a^T y - a^T x_0 = d$$

is not zero because y is not on the plane

$$D = \frac{|a^T y - d|}{\|a\|}, \|a\| \neq 0$$



$$e_b = \frac{b}{\|b\|}$$

unit vector along b

$$a' = (a \cdot b) e_b$$

- Quadratic Programming

A Quadratic program (QP) is like this:

Useful Fact about QPs

We consider the QP

$$x^* = \arg \min_{x \in \mathbb{R}^m} \frac{1}{2} x^\top Q x + q x \quad (11.55)$$

$$A_{in} x \leq b_{in}$$

$$A_{eq} x = b_{eq}$$

$$lb \leq x \leq ub$$

and assume that Q is symmetric ($Q^\top = Q$) and **positive definite**^a ($x \neq 0 \implies x^\top Q x > 0$), and that the subset of \mathbb{R}^m defined by the constraints is non empty, that is

$$C := \{x \in \mathbb{R}^m \mid A_{in} x \leq b_{in}, A_{eq} x = b_{eq}, lb \leq x \leq ub\} \neq \emptyset. \quad (11.56)$$

Then x^* exists and is unique.

^aPositive definite matrices are treated in Chapter A.3.

* A minimizer of (11.55) is feasible if it satisfies all constraints.

Example 1:

$$J(x_1, x_2) = (x_1 - 2)^2 + (x_2 - 1)^2$$

$$x_1 + 2x_2 \leq 12$$

$$3x_1 + 3x_2 \leq 25$$

$$x_1 \leq 7$$

$$x_2 \leq 5$$

$$x_1 \geq 0$$

$$x_2 \geq 0$$

