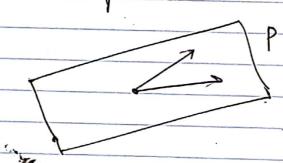


B) LEVEL SET EON Let P te plane through it with norma T= (x, y, 2) le an arbitrary point in P. VETOR FORM OF (デーデ)・デーの 2 LENET ZEL EQ UATION CONVERT TO SCALAR FORM $\vec{r} = (\vec{r}, \vec{y}, \vec{z}), \quad \vec{r}_0 = (\vec{r}_0, \vec{y}_0, \vec{z}_0), \quad \vec{r}_1 = (\vec{q}, \vec{b}, \vec{c})$ PLUCIN: 12-20, y-yo, 2-20). (a, b, c)=0 Q (x-x) + b (y-y) + c (2-20) = 0 | SCALAR FORMOF LEVEZ SET ERN In general a level set segn is one of form $F(X, y, z) = 0 \qquad (See #14)$



$$\vec{r} = (7,23)$$
 $\vec{r}_0 = (-1,3.4)$, $\vec{r} = (31,4)$



$$7 = \frac{1}{3}(-7x-2y+11) = g(3x,y)$$

a ca me always solve for ?? In general we have aztbytcz = d. If c=0 con't solve for Z. So at least one of a, b, c is non zero. So can solve for at least one of si, y, z. ₩ 4 $3x + 2y = 6 \quad \text{in } \mathbb{R}^3$ Solve (or y; y = \frac{1}{2} (6-3x) = q(x, \frac{2}{2}) (x, 9(x, 8) -2) g(x,2) = Height of P ! above 1 x2



CONVERTING BETWEEN THE 3 FOR MULAE LEVEL EX 3,4 GRAPH OF SET EDN FUNCTION /EX 5 PARAMETERIZATION EX 5 GRAPH - PARN Suppose Z = g(x,y) = 4x + Sy + 6SCALAX FORM z = x(s,t) = sChoose y = y(s,t) = t z = z(s,t) = g(s,t) = 4s + 5 + 6VECTOR FORM では、ナニュをサガナッとナガナマの、ナンを = Si + tj + (45+5+1)-k = S(1,0,4) + t(0,1,5) + (90,6)元(S.t) = 3 プ + t カ + 方. So $\vec{V} = (1,0,4)$ $\vec{u} = (0,1,0)$ are 2 rectors up $\vec{p} = (0,0,6)$ as a point \vec{u} \vec{p}

| 区人 | PARN -> LEVEL SET, |
|--------|-----------------------------------------------------------------------------------|
| 7 | (5大) = サナケンナナゴ デザー マーク マーク マーク マーク マーク マーク エス |
| Need | |
| Choose | $\vec{\tau}_0 = \vec{p} = (0,0,6) \vec{p} \leftarrow \vec{P}$ |
| | $\vec{n} = \vec{v} \times \vec{\omega}$ normal to P |
| | = 7 7 7 |
| , | |
| | $\vec{n} = -4\vec{1} - 5\vec{1} + \vec{1}$ |
| So get | $(-4, -5, 1) \cdot (x - 0, y - 0, z - \zeta) = 0$ |
| | - 4x - 5y + 2-6=0 LEVEL SET Z = 4x + 5y+6 GRAPH N |
| · | 7 = 4× + 55+6 GRAPH ~ |



EXP Find a rector \overrightarrow{n} \bot to place through.

Points P = (2, 0, -3), Q = (3, 1, 2), R = (5, ?, ?)

$$P = (2, 0, -3), Q = (3, 1, 0), R = (3, 7)$$

$$\vec{L} = \vec{P} \vec{Q} = \vec{Q} - \vec{P}$$

$$= (1, 1, 3)$$

$$\vec{x} = \vec{P}\vec{k} = \vec{k} - \vec{l} = (3, 2, 5)$$

$$\vec{x} = \vec{k} - \vec{l} = (3, 2, 5)$$

$$\vec{x} \times \vec{v} = \begin{vmatrix} \vec{\lambda} & \vec{J} & \vec{J} \\ 1 & 3 \\ 3 & 2 \end{vmatrix} = (-1, 4, -1)$$

$$\vec{n} = \frac{\vec{u} \times \vec{v}}{|\vec{u} \times \vec{v}|} = \frac{1}{\sqrt{18}} \left(-1, 4, -1\right)$$

ASO SEVEL SURFACE EON of our plane is

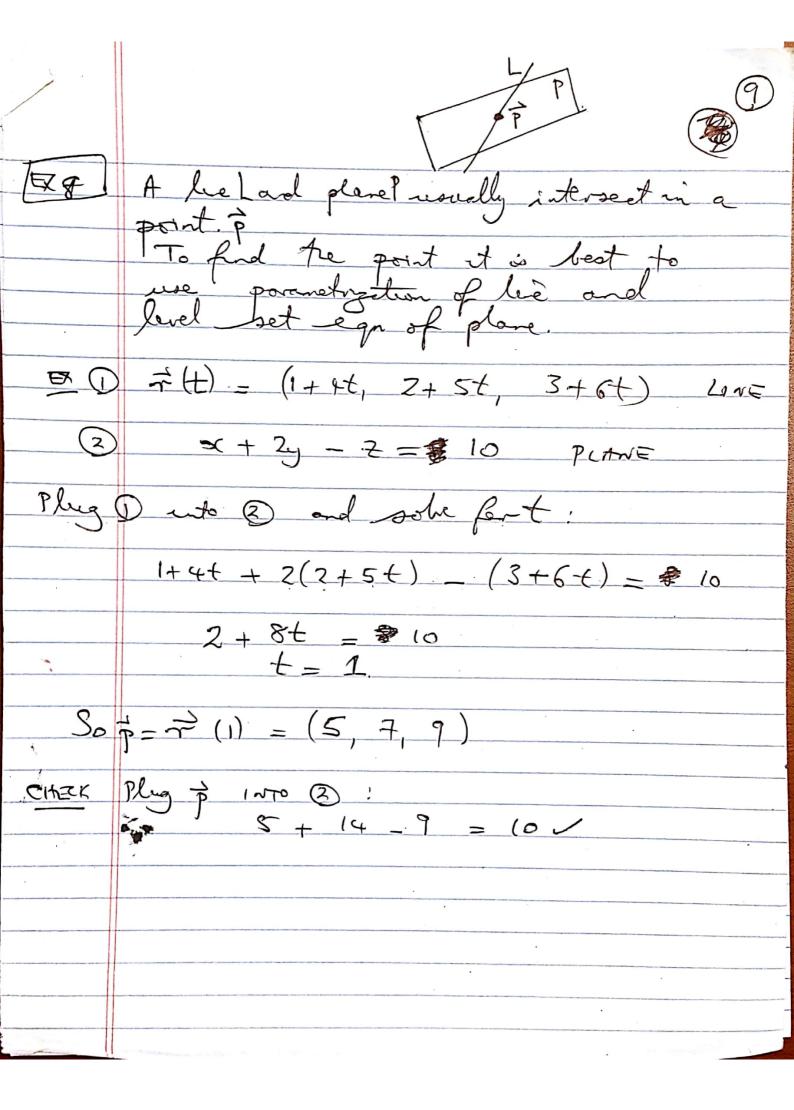
$$(-1, 4, -1) \cdot (= -2, y - 0, z + 3) = 0$$

$$-(-1, 2) + 4y = (z + 3) = 0$$

$$= -(2 + 3) = 0$$

$$= -4y + z = -1$$

$$P, Q, R all substy (x)$$



Voually 2 places P, and P2, intersecting I What strategy should we use to find parametrization of L? し: デザナン A PICARE $\vec{Q} \vec{V} = \vec{n} \times \vec{n}_2$ D proa point on both P, and P2 If P, so a, x+ b, y+c, z=d, ad P2 is a, x+ b, y+c, z=d2 Then try setting z =0 and solving 2 winder eggs low (01, y).