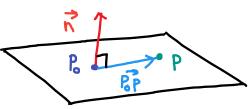
Lecture 13: Wed Oct 1st

Point - Normal form: $\overrightarrow{n} \cdot \overrightarrow{PP} = 0$ This equations describes all (x, y, z) that lies on the plane. √ (x,y, ₹) of a plane

(a,b,c) normal fixed point (xo, yo, Zo)

General equation: ax + by + cz = d

Point-slope form: m(x-x.)+n(y-y.)+20=2



x-64+Z=1

Example: Find the equation of the plane parallel to Z=1-x+6y that contains the point (1,1,1).

A: * Parallel planes have parallel normal vectors.

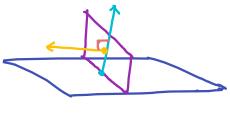
The plane z = 1 - x + 6y has $\vec{n} = (1, -6, 1)$. 2-64+2=1

The plane that contains (1,1,1) has point-normal form

$$(x-1)-6(y-1)+(z-1)=0$$

Example: Which of the following planes are parallel to each other? Which are perpendicular?

A: Note: 2 planes are parallel (resp. perpendicular) if their normal vectors are parallel (resp. perpendicular)



na and nb are scalar multiples. => parallel no // nb.

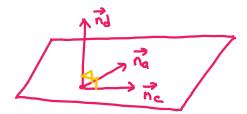
ne. na = (2,3,1)·(4,6,-2) = 8+9-2=15 = 0 = ne 人 na, nb, ne ta, nb

 $\vec{n}_c \cdot \vec{n}_d = (3,3,1) \cdot (4,-5,7) = 8-15+7 = 0 \Rightarrow \vec{n}_c \perp \vec{n}_d$

 $\vec{n}_{d} \cdot \vec{n}_{a} = (4, -5, 7) \cdot (4, 6, -2) = 16 - 30 - 14 = -28 \neq 0. \Rightarrow \vec{n}_{d} \neq \vec{n}_{a}, \vec{n}_{b}, \vec{n}_{d} \neq \vec{n}_{a}, \vec{n}_{b}$

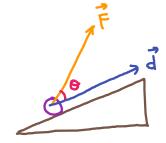
Note: Even though not the na and not not not it is possible for nd I na.

For example,



Application: Work

When a force F acts on an object through displacement d, W = work done by F = F.d = ||F|||d|| cos0



Example: A force $\vec{F} = (1,3,-2)$ pushes a create from point P = (1,0,0) to Q = (5,2,0).

- a) What is the work done by =?
- b) Find another force $\vec{G} = (2,1,c)$ that gives the same work and has the smallest magnitude.

b)
$$\vec{c} \cdot \vec{d} = (3,1,c) \cdot (4,3,0) = 8+3+0 = 10.$$

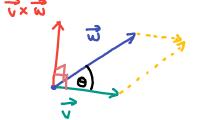
No matter what c is, $\vec{C} = (2,1,c)$ gives the same work.

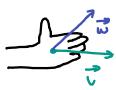
Since $\|\vec{G}\| = \sqrt{4 + 1 + c^2}$, setting c = 0 gives smallest magnitude.

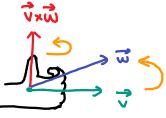
913.4 Cross products:

Given vectors it and w,

Vx w = vector perpendicular to v and w || vxw| = area of parallelogram with edges / sides v and w. The direction of vxw is given right-hand rule.







In general, vector = (magnitude) \vec{v} with direction vector

Geometric definition $\vec{v} \times \vec{w} = \|\vec{v} \times \vec{w}\|_{\vec{n}} \leftarrow \text{unit vector perpencicular to } \vec{v} \text{ and } \vec{w}$ = (Area of parallelogram) \vec{n} = ($\|\vec{v}\| \|\vec{w}\| \sin \theta$) \vec{n} ($0 \le \theta \le \pi$)

Note: If villing then 0=0 and vx vi=0.