## Lecture 13: Wed Oct 1st

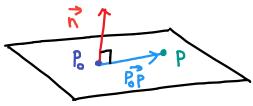
Point-Normal form:  $\overrightarrow{n} \cdot \overrightarrow{PP} = 0$  This equations describes all (x,y,z) that of a plane (x,y,z) lies on the plane.

(a,b,c) normal fixed point  $(x_0,y_0,z_0)$   $\overrightarrow{n}$   $\uparrow$ 

a(z-x0)+b(y-y0)+c(2-20)=0

General equation: ax+by+cz=d

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



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

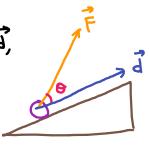
Example: Which of the following planes are parallel to each other? Which are perpendicular?

- (a) 4x+6y-2z=4
- (b) f(x,y) = 2x + 3y
- (c) 2x+3y+2=4
- (d) 4x-5y+7z=2

<u>A:</u>

## An application of the dot product:

When a force Facts on an object through displacement of,



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



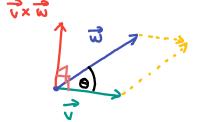
## \$ 13.4 Cross products:

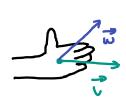
Given vectors is and w,

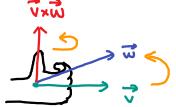
vx w = vector perpendicular to v and w .

||vxw|| = area of parallelogram with edges/sides v and w.

The direction of vxw is given right-hand rule.







Geometric definition

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

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

For the algebraic definition, we need determinants.

① Determinant of a 2x2 matrix
$$\det \begin{pmatrix} a & b \\ c & d \end{pmatrix} = \begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad-bc$$

E.g. 
$$\begin{vmatrix} 4 & -3 \\ 9 & 7 \end{vmatrix} = 4 \cdot 7 - (-3) \cdot 9$$
  
= 55

Note the sign:

$$\begin{vmatrix} a & b & c \\ d & e & f \\ \end{vmatrix} = a \begin{vmatrix} e & f \\ h & i \end{vmatrix} - b \begin{vmatrix} d & e \\ d & e & f \\ \end{vmatrix} + c \begin{vmatrix} d & e \\ d & e & f \\ \end{vmatrix}$$

$$= a \begin{vmatrix} e & f \\ h & i \end{vmatrix} - b \begin{vmatrix} d & f \\ g & i \end{vmatrix} + c \begin{vmatrix} d & e \\ g & h \end{vmatrix}$$

$$= a (ei - fh) - b (di - fg) + c (dh - eg)$$