M339 G: November 13th, 2024. Lines. Planes. Hyperplanes. Dan Sloughter. Lines in Rⁿ Start w/ v, a non-zero vector in R", vie., $\vec{v} = (v_1, v_2, ..., v_n)$ For any scalar tER, the vector t. v will have: · the same direction as i if too, · the opposite direction from v if t<0, • 5 if t=0. If I add a vector $p \neq 0$, then I get a line shifted away from the origin. $\{t\cdot\vec{v}+\vec{p},-\infty< t<\infty\}$ VECTOR NOTATION Can be expressed as parametric equations: 4, = t. v, + p, 42= t. N2 + P2

yn = t. υn + pn

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Hyperplanes.
Consider a set of points (x,y) in \mathbb{R}^2 which satisfy the eq'n:
a \cdot x + b \cdot y + d = 0
       w/a and b and d all scalars and @ least one of a and b different from zero.
Say that b≠0, then, we can rewrite the above as:
                     y=-a.x-d

The eq'n we remember from childhood:
The vector form is obtained by setting x \leftrightarrow t:
         (x,y) = (t, -\frac{a}{b}t - \frac{d}{b}) = t \cdot (1, -\frac{a}{b}) + (0, -\frac{d}{b})
Return to: ax+by+d=0 A
Define: \vec{n} = (a, b)
We can now write \vec{x} = (x, y)
                n·x +d =0 ←
 Say that \vec{p} = (p_1, p_2) is a point on this line.

\Rightarrow \vec{n} \cdot \vec{p} + d = 0 \Rightarrow d = -\vec{n} \vec{p}
               \Rightarrow \vec{n} \cdot \vec{x} - \vec{n} \vec{p} = 0
\Rightarrow \vec{n} (\vec{x} - \vec{p}) = 0
NORMAL EQUATIONS.
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