

same number of dimensions as x (e.g. a circle in 2D, a sphere in 3D, etc.)

(ii) 
$$x \cdot \hat{y} = l$$

The surface is a line in 2D, a plane in 3D, etc. which is a distance I from the origin of its closest point, is perpendicular to I, and possing through the same quadrant as I.

(iii) 
$$\chi \cdot \mathcal{G} = m | \chi |$$
  
 $\chi \cdot \mathcal{G} = | \chi | | \mathcal{G} | \cos \theta$   
 $= | \chi | \cos \theta$   
 $\therefore | \chi | \cos \theta = m | \chi |$   
 $\Rightarrow m = \cos \theta$ 

points in 2D, two circles in 3D, etc. where the angle of between and of is cos-1 (m).