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# 1. Planes

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Problem Set B due Sep 15, 2021 20:30 IST



Practice

### Normal to Plane 1

1/1 point (graded)  
The equation  $2x + y - 2z = 0$  describes a plane  $\mathcal{Q}$  in three dimensions. Find a vector that is normal to  $\mathcal{Q}$ .

(Enter a vector using notation such as `[a,b]`.)

$v =$

✔ Answer: [2, 1, -2]

? INPUT HELP

Solution:

We can recognize the equation for  $\mathcal{Q}$  as a “hidden dot product”:

$$2x + y - 2z = 0 \quad \text{same as} \quad \begin{pmatrix} 2 \\ 1 \\ -2 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix} = 0$$

(5.206)

Therefore, the points of  $\mathcal{Q}$  are all points  $(x, y, z)$  such that the vector from the origin to  $(x, y, z)$  is perpendicular to  $\begin{pmatrix} 2 \\ 1 \\ -2 \end{pmatrix}$ . Since the origin belongs to the plane, we conclude that the vector  $\begin{pmatrix} 2 \\ 1 \\ -2 \end{pmatrix}$  will be normal to  $\mathcal{Q}$ .

**Alternative approach:** It is also possible to find the normal vector by taking the partial derivatives of  $f(x, y, z) = 2x - y + z$ . As was the case in two dimensions, the gradient of  $f$  will be the normal vector.

Therefore another route to the same answer is the computation  $\nabla f = \begin{pmatrix} 2 \\ 1 \\ -2 \end{pmatrix}$ .

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You have used 1 of 4 attempts

ⓘ Answers are displayed within the problem

### Normal to Plane 2

1/1 point (graded)  
The equation  $2x + y - 2z = 8$  describes a plane  $\mathcal{P}$  in three dimensions. Find a vector that is normal to  $\mathcal{P}$ .

(Enter a vector using notation such as `[a,b]`.)

$v =$

✔ Answer: [2, 1, -2]

? INPUT HELP

Solution:

The plane  $\mathcal{P}$  is parallel to the plane  $\mathcal{Q}$  from the previous question. One way of seeing this is that the normal vector to  $\mathcal{P}$  is also a normal vector to  $\mathcal{Q}$ .

The plane  $\mathcal{P}$  is parallel to the plane  $\mathcal{Q}$  from the previous question. One way of seeing this is that  $(x, y, z)$  belongs to  $\mathcal{P}$  if and only if  $(x, y - 8, z)$  belongs to  $\mathcal{Q}$ .

Therefore the normal vector to  $\mathcal{P}$  is the same as the normal vector to  $\mathcal{Q}$ , which we found to be  $\begin{pmatrix} 2 \\ 1 \\ -2 \end{pmatrix}$ .

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Distance 1

1/1 point (graded)  
The equation  $2x + y - 2z = 8$  describes a plane  $\mathcal{P}$  in three dimensions. Find the distance between the origin and  $\mathcal{P}$ . This distance is defined to be the distance between the origin and the closest point belonging to  $\mathcal{P}$ .

Distance:

✓ Answer: 8/3

Solution:

In the above problem, we saw that the normal vector to  $\mathcal{P}$  is  $\vec{n} = \begin{pmatrix} 2 \\ 1 \\ -2 \end{pmatrix}$ . The shortest distance from the origin is therefore the length of  $\lambda \vec{n}$  where  $\lambda$  is chosen such that  $\lambda \vec{n}$  is in  $\mathcal{P}$ .

It may help to sketch a picture: draw coordinate axes and a plane, and draw a line segment representing the shortest distance from the origin to the plane. You will see that this distance is along the normal vector  $\vec{n}$ .

We can solve for  $\lambda$  from the equation

$$\vec{n} \cdot (\lambda \vec{n}) = 8.$$

(5.207)

Since  $\vec{n} \cdot \vec{n} = 9$ , we have  $\lambda = 8/9$ . Finally, the length of  $\frac{8}{9} \vec{n}$  is equal to  $\frac{8}{3}$ .

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You have used 1 of 4 attempts

**i** Answers are displayed within the problem

Distance 2

1/1 point (graded)  
The equation  $2x + 4y - 4z = 40$  describes a plane  $\mathcal{R}$  in three dimensions. What is the distance between the point  $U = (1, 2, 3)$  and  $\mathcal{R}$ ? (Again, "distance" means "shortest distance" in this context).

Distance:

✓ Answer: 7

Solution:

The normal vector to  $\mathcal{R}$  is  $\vec{n} = \begin{pmatrix} 2 \\ 4 \\ -4 \end{pmatrix}$ . The shortest distance from  $U$  to  $\mathcal{R}$  is the length of the vector  $\lambda \vec{n}$  where  $\lambda$  is chosen such that  $U + \lambda \vec{n}$  is in  $\mathcal{R}$ . We can solve for  $\lambda$  from the equation

$$\vec{n} \cdot (U + \lambda \vec{n}) = 40.$$

(5.208)

Since  $\vec{n} \cdot \vec{n} = 36$ , and  $\vec{n} \cdot U = -2$ , we solve  $-2 + 36\lambda = 40$ . This gives  $\lambda = 7/6$ . Finally, the length of  $\frac{7}{6}\vec{n}$  is equal to 7.

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You have used 1 of 4 attempts

 Answers are displayed within the problem

Distance 3

1/1 point (graded)  
Define the distance between two planes to be the shortest distance between any two points, one in each plane. What is the distance between the planes  $4x - 2y + 4z = 0$  and  $4x - 2y + 4z = 1$ ?

1/6

 Answer: 1/6

Solution:

Recall that the normal vector to both planes is  $\vec{n} = \begin{pmatrix} 4 \\ -2 \\ 4 \end{pmatrix}$ . The shortest distance is therefore the smallest multiple of  $\vec{n}$  that we need to add to get from one plane to the other. Let  $\vec{p}$  be any point in the plane  $4x - 2y + 4z = 0$ . We need to find the smallest  $\lambda$  such that  $\vec{p} + \lambda \vec{n}$  belongs to the  $= 1$  plane. In other words, we need to solve

$$\vec{n} \cdot (\vec{p} + \lambda \vec{n}) = 1.$$

(5.209)

Since  $\vec{n} \cdot \vec{p} = 0$ , the equation becomes

$$\lambda (\vec{n} \cdot \vec{n}) = 1.$$

(5.210)

Therefore  $\lambda = \frac{1}{|\vec{n}|^2}$ . In this case,  $|\vec{n}|^2 = 36$ , so  $\lambda = \frac{1}{36}$ . Finally, the length of  $\lambda \vec{n}$  is equal to  $\frac{1}{6}$ .

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You have used 2 of 4 attempts

 Answers are displayed within the problem

Distance 4

1/1 point (graded)  
For  $k = 0, 1, 2$ , let  $\mathcal{P}_k$  be the plane described by  $ax + by + cz = k$  for nonzero  $a, b, c$ . True or false: the distance between  $\mathcal{P}_0$  and  $\mathcal{P}_2$  is twice the distance between  $\mathcal{P}_0$  and  $\mathcal{P}_1$ .

☒ true

☐ false



Solution:

Yes, the distance between  $\mathcal{P}_k$  and  $\mathcal{P}_{k+1}$  for any  $k$  is equal to  $\frac{1}{|\vec{n}|}$  where  $\vec{n}$  is the vector  $\begin{pmatrix} a \\ b \\ c \end{pmatrix}$ .

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**i** Answers are displayed within the problem

1. Planes

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? Distance 1 [SPOILER]

Why when calculating  $\lambda$  a dot product is needed? Also can the problem be solved if one minimizes  $D=\sqrt{x^2+y^2+z^2}$  within the plane?

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