

### 3. Vectors, Dot/Cross Products, Lines & Planes

#### Questions

1.

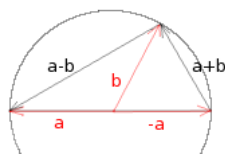
No. We know that  $\vec{u} \times \vec{v}$  is perpendicular to  $\vec{u}$ . If  $\vec{u} \times \vec{v}$  is also a scalar multiple (i.e. parallel) to  $\vec{u}$ , then  $\vec{u}$  must be zero.

2.

$$\begin{aligned} |\vec{u} + \vec{v}|^2 &= (\vec{u} + \vec{v}) \cdot (\vec{u} + \vec{v}) \\ &= \vec{u} \cdot \vec{u} + \vec{u} \cdot \vec{v} + \vec{v} \cdot \vec{u} + \vec{v} \cdot \vec{v} \\ &= |\vec{u}|^2 + 2\vec{u} \cdot \vec{v} + |\vec{v}|^2 \end{aligned}$$

From the above, we see that  $|\vec{u} + \vec{v}|^2 = |\vec{u}|^2 + |\vec{v}|^2$  if and only if  $2\vec{u} \cdot \vec{v} = 0$ , if and only if  $u$  is perpendicular to  $\vec{v}$ . This is the Pythagorean theorem. (View  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{u} + \vec{v}$  as the three sides of a right triangle.)

3.



Reference the diagram above, and let the radius of the circle be denoted by  $r$ :

$$(\vec{a} + \vec{b}) \cdot (\vec{a} - \vec{b}) = |\vec{a}|^2 - |\vec{b}|^2 = r^2 - r^2 = 0$$

This shows that the two vectors  $\vec{a} + \vec{b}$  and  $\vec{a} - \vec{b}$  are perpendicular.

#### Problems

1.

Given  $\mathbf{a} = (1, 0, 1)$  and  $\mathbf{b} = (2, 1, -1)$ . The goal of this problem is to find the parametric equations for the line  $L$  in  $\mathbb{R}^3$  passing through  $\mathbf{a}$  and  $\mathbf{b}$ .

(a) We want a vector that is parallel to the line  $L$ . Any vector starting from one point on the line and ending at another point on the line will be parallel to the line. In particular, we could take  $\vec{u} = \mathbf{b} - \mathbf{a} = \langle 1, 1, -2 \rangle$ .

(b)  $\mathbf{c}$  can be any point on the line. Let's take  $\mathbf{c} = \mathbf{a} = (1, 0, 1)$ .  $L = \vec{c} + t\vec{u}$ , where  $t$  is the parameter. The parametric equations come from writing out each component for the above vector equation for  $L$ :

$$\begin{cases} x(t) = 1 + t \\ y(t) = 0 + t \\ z(t) = 1 - 2t \end{cases}$$

(c) Yes. A new parameterization results from taking any scalar multiple of  $\vec{u}$ , or any other point  $\mathbf{c}$  on the line. In particular, this means that each line in  $\mathbb{R}^3$  has an infinite number of valid parameterizations.

## 2.

Given the plane  $x + y - z = 4$ . The goal of this problem is to show that the equation of any plane in  $\mathbb{R}^3$  can be written in the form  $ax + by + cz = d$ , where  $\langle a, b, c \rangle$  is a normal vector to the plane.

(a) Suppose we have a point  $\mathbf{a} = (a_1, a_2, a_3)$  that is a point on the plane. (This means that  $\mathbf{a}$  satisfies the equation for the plane, so, in particular, we know that  $a_1 + a_2 - a_3 = 4$ .) Let  $\mathbf{x} = (x, y, z)$ .

$$\begin{aligned} (\mathbf{x} - \mathbf{a}) \cdot (1, 1, -1) &= 0 \\ \Rightarrow (x - a_1, y - a_2, z - a_3) \cdot (1, 1, -1) &= 0 \\ \Rightarrow x + y - z &= a_1 + a_2 - a_3 \\ \Rightarrow x + y - z &= 4 \end{aligned}$$

This shows that  $(\mathbf{x} - \mathbf{a}) \cdot (1, 1, -1) = 0$  is exactly the equation of the plane.

(b) Any vector in the plane can be written in the form  $(\mathbf{x} - \mathbf{a})$ . The equation  $(\mathbf{x} - \mathbf{a}) \cdot (1, 1, -1) = 0$  says exactly that any vector in the plane is normal to  $\mathbf{i} + \mathbf{j} - \mathbf{k}$ .

(c) Suppose  $ax + by + cz = d$  is the equation of a plane. We want to show that  $\langle a, b, c \rangle$  is a normal vector to the plane. This is equivalent to showing that for any vector  $\vec{v}$  in the plane,  $\vec{v} \cdot \langle a, b, c \rangle = 0$ . Let  $\mathbf{p} = (x_1, y_1, z_1)$  and  $\mathbf{q} = (x_2, y_2, z_2)$  be the starting and ending point respectively for  $\vec{v}$ . In particular, this means that  $\mathbf{p}, \mathbf{q}$  both lie in the plane and so satisfies the equation for the plane. We have

$$\begin{aligned} \vec{v} \cdot \langle a, b, c \rangle &= (\mathbf{q} - \mathbf{p}) \cdot \langle a, b, c \rangle \\ &= \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle \cdot \langle a, b, c \rangle \\ &= (ax_2 + by_2 + cz_2) - (ax_1 + by_1 + cz_1) \\ &= d - d \\ &= 0 \end{aligned}$$

This shows that  $\langle a, b, c \rangle$  is the normal vector to the plane.

## 3.

Given  $\mathbf{a} = (0, 0, 1)$ ,  $\mathbf{b} = (0, 1, 2)$ , and  $\mathbf{c} = (1, 2, 3)$ . The goal of this problem is to find the equation of the plane containing those points. Recall that the equation of a plane

$ax + by + cz = d$  is determined fully by the normal vector  $\vec{n} = \langle a, b, c \rangle$ , and any point  $\mathbf{p}$  on the plane.

(a)  $\vec{u} = \mathbf{b} - \mathbf{a} = \langle 0, 1, 1 \rangle$ .  $\vec{v} = \mathbf{c} - \mathbf{a} = \langle 1, 2, 2 \rangle$ .

(b) We can find a vector perpendicular/normal to the plane by finding a vector perpendicular to both  $\vec{u}$  and  $\vec{v}$ . The cross product  $\vec{u} \times \vec{v}$  gives a vector that is perpendicular to both  $\vec{u}$  and  $\vec{v}$ .

$$\vec{n} = \vec{u} \times \vec{v} = \begin{bmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 0 & 1 & 1 \\ 1 & 2 & 2 \end{bmatrix} = \langle 0, 1, -1 \rangle$$

(c) We know the plane is of the form  $0x + 1y - 1z = d$ . To determine  $d$ , plug in any point, say  $\mathbf{a} = (0, 0, 1)$ , into the equation to get  $d = 0 \cdot 0 + 1 \cdot 0 - 1 \cdot 1 = -1$ . Therefore, the equation of the plane is  $y - z = -1$ .