Recall

1) Position vector of a point P(x,y,z) is
$$\overrightarrow{OP} = \underline{p} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

- $\underline{a} + \underline{b} = \underline{b} + \underline{a}$
- (a + b) + c = a + (b+c)

4)
$$\underline{a} + \underline{o} = \underline{o} + \underline{a} = \underline{a}$$
 \underline{o} zero vector $= \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$

$$AB = \underline{b} - \underline{c}$$

4)
$$\underline{a} + \underline{o} = \underline{o} + \underline{a} = \underline{a}$$
 \underline{o} zero vector $= \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$
5) $\overline{AB} = \underline{D} - \underline{G}$
6) Negative of a vector $\underline{a} + (-\underline{a}) = \underline{o}$ $\underline{a} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$ $-\underline{a} = \begin{pmatrix} -x \\ -y \\ -z \end{pmatrix}$

7) Multiplication by a scalar

a non-zero vector, k non-zero number

- (i) $|\mathbf{k} a| = \mathbf{k} |a|$
- If k > 0, ka is parallel to a, same sense (ii)
- If k < 0, $k\underline{a}$ is parallel to \underline{a} , opposite sense (iii)
- 8) Unit Vectors – vectors with magnitude 1

$$\underline{i} = \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} \qquad \underline{j} = \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} \qquad \underline{k} = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

and P (x,y,z) then $p = x \underline{i} + y j + z \underline{k}$

The unit vector in the direction of vector p is given by $\frac{p}{|p|}$

1

1.2 Applying Algebraic and Geometric Skills to Vectors

9) Magnitude of a vector

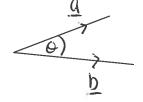
$$\underline{a} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$
 then $|\underline{a}| = \sqrt{(x^2 + y^2 + z^2)}$

 $A(x_A, y_A, z_A)$ and $B(x_B, y_B, z_B)$

$$|\overrightarrow{AB}| = \sqrt{(x_B - x_A)^2 + (y_B - y_A)^2 + (z_B - z_A)^2}$$
 $(\overrightarrow{AB} = \underline{b} - \underline{a})$

10) Scalar (Dot) Product

$$\underline{a} \cdot \underline{b} = |\underline{a}| |\underline{b}| \cos \theta$$



$$\underline{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} \qquad \underline{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$$

$$\underline{a} \cdot \underline{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$$

$$\cos \theta = \frac{a.b}{|\mathbf{a}||\mathbf{b}|}$$

$$\underline{a} \cdot (\underline{b} + \underline{c}) = \underline{a} \cdot \underline{b} + \underline{a} \cdot \underline{c}$$

Maths in Action Book 3 Page 44 Exercise 1 Questions 1, 3, 4, 7, 8, 10, 11

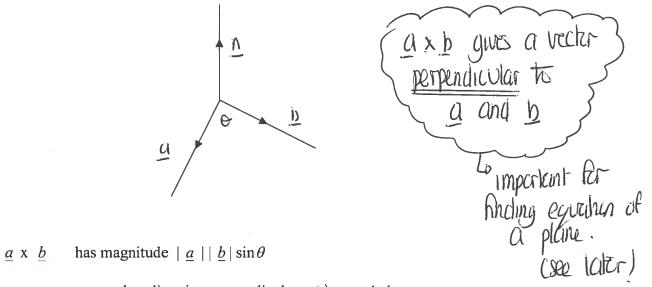
(Re p 281 EXERCE 15.)

Vector Product (Cross Product)

The vector product of two vectors \underline{a} and \underline{b} is a <u>vector</u> denoted by $\underline{a} \times \underline{b}$ (\underline{a} cross \underline{b}) and defined by

 $\underbrace{\underline{a} \times \underline{b} = |\underline{a}| |\underline{b}| \sin \theta \underline{n}}$

where θ is the angle between the positive directions of \underline{a} and \underline{b} and \underline{n} is the unit vector perpendicular to the plane defined by \underline{a} and \underline{b} (\underline{n} is a <u>normal</u> to the plane)



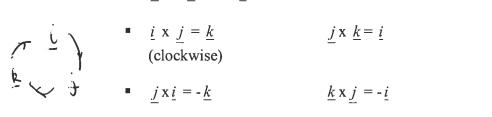
has direction perpendicular to $\begin{psmallmatrix}\underline{a} \end{psmallmatrix}$ and $\begin{psmallmatrix}\underline{b} \end{psmallmatrix}$

has sense determined by 'right hand rule'

i.e. on right hand hold thumb (\underline{n}) perpendicular to fore finger (\underline{a}) and middle finger (\underline{b}). Rotation of \underline{a} on to \underline{b} results in an anti-clockwise rotation of \underline{n}

Rules for Vector Product

- $\underline{a} \times \underline{b}$ is a vector perpendicular to a and b
- $\underline{a} \times \underline{b} = \underline{o} \iff \underline{a}$ is parallel to \underline{b} or either $\underline{a} = \underline{o}$ or $\underline{b} = \underline{o}$
- $\underline{a} \times \underline{a} = \underline{o}$ Lo since since $\underline{a} = \underline{o}$ Lo since since $\underline{a} = \underline{o}$ and \underline{b} is zero



$$\underline{i} \times \underline{j} = \underline{k}$$

$$\underline{j} \times \underline{k} = \underline{i}$$

$$\underline{k} \times \underline{i} = \underline{j}$$

$$\underline{k} \times j = -\underline{i}$$

$$\underline{i} \times \underline{k} = -j$$

(anti-clockwise so negative sense)

$$\bullet \quad \underline{a} \times \underline{b} = -(\underline{b} \times \underline{a})$$

•
$$\underline{a} \times (\underline{b} + \underline{c}) = \underline{a} \times \underline{b} + \underline{a} \times \underline{c}$$

•
$$\mathbf{k}\underline{a} \times \underline{b} = \mathbf{k}(\underline{a} \times \underline{b})$$

•
$$\mathbf{k}\underline{a} \times \mathbf{l}\underline{b} = \mathbf{kl} (\underline{a} \times \underline{b})$$



Vector Product in Component Form

If
$$\underline{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$$

$$\underline{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} \qquad \text{and } \underline{b} = \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix}$$

then

For easy evaluation use determinant of 3 x 3 matrix

$$\underline{a} \times \underline{b} = \begin{vmatrix} \underline{i} & \underline{j} & \underline{k} \\ a_1 a_2 a_3 \\ b_1 b_2 b_3 \end{vmatrix} \quad \leftarrow \quad \text{first vector}$$



1.2 Applying Algebraic and Geometric Skills to Vectors

e.g.
$$\begin{pmatrix} 2 \\ 3 \\ -1 \end{pmatrix} \times \begin{pmatrix} 1 \\ -2 \\ 3 \end{pmatrix} = \begin{vmatrix} \frac{1}{2} & \frac{1}{3} & \frac{1}{2} \\ 1 & -2 & 3 \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & -2 \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{2} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3} & \frac{1}{3} & \frac{1}{3} \\ 1 & \frac{1}{3} \end{vmatrix} + \frac{1}{2} \begin{vmatrix} \frac{1}{3}$$

Examples

1)
$$P(0,5,1)$$
 $Q(3,2,1)$ $R(-2,5,-3)$

Calculate $\overrightarrow{PQ} \times \overrightarrow{PR}$

$$\vec{p}_{0} = q - p$$

$$= \begin{pmatrix} 3 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 6 \\ 5 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 3 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 6 \\ 5 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 3 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 6 \\ 5 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

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$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2$$

1.2 Applying Algebraic and Geometric Skills to Vectors

2) Find a unit vector perpendicular to both $\underline{a} = 2\underline{i} + \underline{j} - \underline{k}$ and $\underline{b} = \underline{i} - \underline{j} + 2\underline{k}$

vector perpendicular to a and b is
$$a \times b$$

$$a \times b = \begin{vmatrix} i & j & k \\ 2 & j & -1 \\ 1 & -1 & 2 \end{vmatrix}$$

$$= i \cdot (2-1) - j \cdot (4+1) + i \cdot (-2, -1)$$

$$= i \cdot -5j - 3k$$

$$|a+b| = \sqrt{1+25+9}$$

$$= \sqrt{35}$$
Unit vector = $\frac{1}{35}i \cdot -\frac{3}{35}k$

Tips for success.....

- · to find a vector perpendicular to two others find the <u>cross</u> product.
- of given vector and climate by it

Maths in Action Book 3 Page 52 Exercise 4 Questions 1(a), (b), 2(a), (b), 3, 5,

6(a), 8(a), 14(a)

CR p 286 Ex 15.3

Scalar Triple Product

If \underline{a} , \underline{b} and \underline{c} are vectors then \underline{a} . ($\underline{b} \times \underline{c}$) is a scalar and is called a **scalar triple product**

It can be shown that

$$\underline{a} \cdot (\underline{b} \times \underline{c}) = \begin{vmatrix} a_1 a_2 a_3 \\ b_1 b_2 b_3 \\ c_1 c_2 c_3 \end{vmatrix}$$

Examples

Given
$$\underline{a} = \underline{i} - \underline{j} + \underline{k}$$

$$\underline{b} = 2\underline{i} + 3\underline{j} + 4\underline{k}$$

$$\underline{c} = 3\underline{i} - 2\underline{j} + \underline{k}$$

$$\underline{d} = -2\underline{i} + \underline{j} + 3\underline{k}$$

Verify that
$$\underline{a}.(\underline{b} \times (\underline{c} + \underline{d})) = \underline{a}.(\underline{b} \times \underline{c}) + \underline{a}.(\underline{b} \times \underline{d})$$

LHS
$$c+d=c-J+uk$$

SO LHS = $a \cdot (b \times (c+d))$
= $\begin{vmatrix} 1 & -1 & 1 \\ 2 & 3 & u \\ 1 & 4 & 4 \end{vmatrix}$
= $[(12+4)+1(8-4)+1(-2-3)$
= $15+4-5$

1.2 Applying Algebraic and Geometric Skills to Vectors

QHS
$$Q \cdot (b \times c) = \begin{vmatrix} 1 & -1 & 1 \\ 2 & 3 & 4 \\ 3 & -2 & 1 \end{vmatrix}$$

$$= (3+8)+1(2-12)+1(-4-9)$$

$$= |1-10-|3|$$

$$= -|2-12|$$

$$Q \cdot (b \times d) = \begin{vmatrix} 1 & -1 & 1 \\ 2 & 3 & 4 \\ -2 & 1 & 3 \end{vmatrix}$$

$$= (9-4)+1(6+8)+1(2+6)$$

$$= 5+14+8$$

$$= 27$$
So RHS = -|2+27|
$$= |5|$$

$$= |4|S Hence result.$$

NB a. (bxc) gives the volume of a parallelopiped

Note

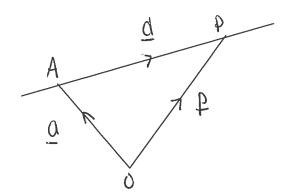
- \underline{a} . (\underline{b} x \underline{c}) is a number
- the dot and cross are interchangeable \underline{a} . (\underline{b} x \underline{c}) =(\underline{a} x \underline{b}). \underline{c}
- If any of \underline{a} , \underline{b} or \underline{c} is zero then \underline{a} . $(\underline{b} \times \underline{c}) = 0$
- If any two of \underline{a} , \underline{b} or \underline{c} are parallel then \underline{a} . (\underline{b} x \underline{c}) is 0.

Maths in Action Book 3 Page 55 Exercise 5 Questions 1, 3, 4, 7

CPe p 288 Ex 151

1.2 Applying Algebraic and Geometric Skills to Vectors

The Equation Of A Line



To find the equation of a line in 30 we need on the line in the line is direction wecker to instead of

A straight line in direction of vector \underline{d} passing through the point A with position vector \underline{a}

There are three ways we can write the equation of a line

a) If P is any point on the line then

$$\underline{p} = \underline{a} + t\underline{d}$$
 (t a scalar)

This is called the **vector equation** of the line.

b) If A is point (a_1, a_2, a_3) and $\underline{d} = \begin{pmatrix} d_1 \\ d_2 \\ d_3 \end{pmatrix}$ and P is any point (x,y,z) then

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} + t \begin{pmatrix} d_1 \\ d_2 \\ d_3 \end{pmatrix}$$

$$x = a_1 + td_1$$
$$y = a_2 + td_2$$
$$z = a_3 + td_3$$

These are called the **parametric equations** of the line.

1.2 Applying Algebraic and Geometric Skills to Vectors

c) If we eliminate the parameter t we get
$$\frac{x-a_1}{d_1} = \frac{y-a_2}{d_2} = \frac{z-a_3}{d_3} \quad (=t)$$
 This is called the equation of the line in **symmetrical form**.

This is called the equation of the line in **symmetrical form**.

Note If one of the components of the direction vector is zero we do not write the line in symmetric form – use parametric equations instead.

Examples

X

X

1) Find the equation of the line joining A(1,0,2) and B(2,1,0) in all three forms.

direction of line
$$Cl = \overrightarrow{AB}$$

 $= b - a$
 $= \begin{pmatrix} 2 \\ 0 \end{pmatrix} - \begin{pmatrix} 1 \\ 0 \\ 2 \end{pmatrix}$
 $= \begin{pmatrix} 1 \\ -2 \end{pmatrix}$

Using point
$$A(1,0,2)$$

$$a = \begin{pmatrix} \frac{1}{2} \end{pmatrix}$$
vector fam $p = \begin{pmatrix} \frac{1}{2} \end{pmatrix} + \frac{1}{2} + \begin{pmatrix} \frac{1}{2} \end{pmatrix}$
parametric farm $x = 1 + t$

$$y = t$$

$$z = 2 - 2t$$
Symmetric farm
$$\frac{x-1}{1} = y = \frac{z-2}{-2} \quad (=t)$$

1.2 Applying Algebraic and Geometric Skills to Vectors

- 2) Find the symmetrical form of the equation through the point (6,3,-5)
 - (i) in direction $\begin{pmatrix} 4 \\ -8 \\ 7 \end{pmatrix}$
 - (ii) parallel to line $\frac{x}{3} = \frac{y-10}{-2} = \frac{z+8}{13}$
- (i) point (6, 3, -5)direction $(\frac{4}{3})$ $\frac{x-6}{4} = \frac{y-3}{8} = \frac{2+5}{7}$ (=t)
- (i) $\frac{1}{3} = \frac{y-10}{2} = \frac{2+8}{13}$ direction vector $\left(\frac{3}{2}\right)$ point (0, 3, -5)equation $\frac{x-6}{3} = \frac{y-3}{2} = \frac{z+5}{13}$

Tips for success.....

· Since any point on the line can be used there are an infinite number of ways of writing the equation.

eg in example 0 if we used point & instead egiculia is $x-2 = y-1 = \frac{2}{-3}$

also the bottom numbers (direction vecks) acuted be
 a socilar multiple of those given.

Maths in Action Book 3 Page 52 Exercise 9A Questions 1(a), (b), 2(a), (b), 3 (a), (c), (e), 6

· if direction vector has a zero component we parametric form and not symmetric form.

The Equation of a Plane

Suppose a point P with position vector \underline{r} lies in the plane Π which passes through fixed point A, with position vector a, and that u and \underline{v} are two non-parallel vectors in the plane then

punt two vectos Ch. plane
$$\underline{r} = \underline{a} + \lambda \underline{u} + \mu \underline{v}$$
 (where λ, μ are scalars)

This is the **vector equation** of a plane

If
$$\underline{r} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$
 $\underline{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$ $\underline{u} = \begin{pmatrix} u_1 \\ u_2 \\ u_3 \end{pmatrix}$ $\underline{v} = \begin{pmatrix} v_1 \\ v_2 \\ v_3 \end{pmatrix}$ then

$$x = a_1 + \lambda u_1 + \mu v_1$$

$$y = a_2 + \lambda u_2 + \mu v_2$$

$$z = a_3 + \lambda u_3 + \mu v_3$$

These are the **parametric equations** of the plane

If vector $\underline{n} = \begin{pmatrix} a \\ b \\ c \end{pmatrix}$ is a normal to the plane i.e. perpendicular to every vector which lies

in the plane, then

$$\underline{n}.\overrightarrow{AP} = 0$$

$$\underline{n}.(\underline{r} - \underline{a}) = 0$$

Use to find the again of a $\underline{n} \cdot \underline{r} = \underline{n} \cdot \underline{a}$ $\underline{n} = \underline{n} \cdot \underline{a}$ $\underline{n} = \underline{n} \cdot \underline{a}$ $\underline{n} = \underline{n} \cdot \underline{a}$ it gives rise to

$$\underline{n}.\underline{r} = \underline{n}.\underline{a}$$

ax + by + cz = k

This is called the **Cartesian Equation** of the plane.

Turally use this form

A plane in space can be uniquely defined if

- 1. Three points on the plane are known
- 2. Two lines on the plane are known
- 3. One point on the plane and a normal to the plane are known
- 4.

Example

- 1) Find the equation of the plane passing through A(3,-2,0) B(2,0,3) and C(1,-1,1) in
 - (i) vector form
 - (ii) parametric form
 - (iii) Cartesian form

(i)
$$Q = \begin{pmatrix} 3 \\ 2 \\ 0 \end{pmatrix}$$
 $D = \begin{pmatrix} 2 \\ 0 \\ 3 \end{pmatrix}$ $C = \begin{pmatrix} -1 \\ -1 \end{pmatrix}$

Find two vectors in plane eg $Y = AB = \begin{pmatrix} -2 \\ 2 \\ 3 \end{pmatrix}$ $Y = AC = \begin{pmatrix} -2 \\ 1 \end{pmatrix}$

Since $Y = C$ and $Y = C$ are non-parallel

 $C = C + A\mu + \mu Y$

$$\Gamma = \begin{pmatrix} 3 \\ 2 \\ 0 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} + \mu \begin{pmatrix} -2 \\ 1 \\ 1 \end{pmatrix}$$

Find normal vector ie
$$\overrightarrow{AB} \times \overrightarrow{AC}$$

Find normal vector ie $\overrightarrow{AB} \times \overrightarrow{AC}$
 $\overrightarrow{AB} \times \overrightarrow{AC} = \begin{vmatrix} 1 & 1 & 2 & 3 \\ -1 & 2 & 3 \end{vmatrix} = 1(2-3) - 1(-1+6) + k(-1+4)$
 $\overrightarrow{AB} \times \overrightarrow{AC} = \begin{vmatrix} 1 & 1 & 2 & 3 \\ -1 & 2 & 3 \end{vmatrix} = -1(-5) + 3k$

Plane
$$\underline{n} \cdot \underline{\Gamma} = \underline{n} \cdot \underline{0}$$

 $\begin{pmatrix} -\frac{1}{5} \\ \frac{7}{3} \end{pmatrix} \cdot \begin{pmatrix} \frac{7}{2} \\ \frac{7}{3} \end{pmatrix} = \begin{pmatrix} -\frac{1}{5} \\ \frac{7}{3} \end{pmatrix} \cdot \begin{pmatrix} \frac{3}{2} \\ \frac{7}{3} \end{pmatrix}$
 $-x \cdot 5y + 3z = -3 + 10 + 0$
 $x + 5y - 3z = -7$

- 1.2 Applying Algebraic and Geometric Skills to Vectors
 - 2) Find the Cartesian equation of the plane through (-1,2,3) containing direction vectors $8\underline{i} + 5\underline{j} + \underline{k}$ and $-4\underline{i} + 5\underline{j} + 7\underline{k}$

1.2 Applying Algebraic and Geometric Skills to Vectors

3) Find the Cartesian equation of the plane containing P(3, -2, -7) and the line $\frac{x-5}{3} = \frac{y}{1} = \frac{z+6}{4}$

$$P(3,-2,-7)$$
 is on plane.
 $P(3,-2,-7)$ is on line and hence on plane so $P(3,-2,-7)$ is a vector on plane.
 $P(3,-2,-7)$ is on plane.

direction becker of line =
$$\begin{pmatrix} 3 \\ 4 \end{pmatrix}$$

Normal vector
$$\begin{pmatrix} 2 \\ 2 \\ 1 \end{pmatrix} \times \begin{pmatrix} 3 \\ 4 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} + \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} + \begin{pmatrix} 1 \\ 2 \\ 4 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 4 \end{pmatrix} + \begin{pmatrix} 1 \\ 2 \\ 4 \end{pmatrix} + \begin{pmatrix} 1 \\ 2 \\ 4 \end{pmatrix} + \begin{pmatrix} 1 \\ 2 \\ 4 \end{pmatrix}$$

$$= \begin{pmatrix} 1 \\ 2 \\ 4 \end{pmatrix} + \begin{pmatrix} 1 \\ 2 \\ 4 \end{pmatrix}$$

Equation
$$1.1 - 1.9$$

 $\begin{pmatrix} 7 \\ -5 \\ -4 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 7 \\ 54 \\ -7 \end{pmatrix}$
 $7x - 5y - 4z = 21 + 10 + 28$
 $7x - 5y - 4z = 59$

1.2 Applying Algebraic and Geometric Skills to Vectors

4) Find the equation of the plane containing the lines
$$\frac{x-3}{2} = \frac{y+1}{3} = \frac{z}{4}$$
and $\frac{x-2}{3} = \frac{y}{2} = \frac{z-2}{2}$

(3, -1, 0) and (2,0,2) are an the plane.

Alrechin vector $\begin{pmatrix} 2 \\ 3 \\ 4 \end{pmatrix}$ and $\begin{pmatrix} 3 \\ 2 \\ 2 \end{pmatrix}$ are non parallel vectors in the plane.

Normal $\begin{pmatrix} -2 \\ 3 \\ 4 \end{pmatrix} \times \begin{pmatrix} 3 \\ 2 \\ 2 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \times \begin{pmatrix} 3 \\ 2 \\ 2 \end{pmatrix} = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} \times \begin{pmatrix} 4 \\ 2 \\ 2 \end{pmatrix} + k(4-9)$

= -2i+ 8j-5k

equation
$$1 \cdot 1 = 1 \cdot 0$$

 $\begin{pmatrix} -2 \\ 5 \end{pmatrix} \cdot \begin{pmatrix} 2 \\ 3 \end{pmatrix} = \begin{pmatrix} -2 \\ 8 \end{pmatrix} \begin{pmatrix} 3 \\ -1 \\ 0 \end{pmatrix}$
 $-2x + 8y - 5z = -6 - 8 - 0$
 $2x - 8y + 5z = 14$

Maths in Action Book 3 Page 57 Exercise 6 Questions 1(a), (b), 2(a), (b), 4(a), (b), 5 (a), (b)

Finding the Angle Between Two Lines

The angle <u>between two lines</u> is the angle between their direction vectors and can be found using the **scalar product**.

Example

Find the size of the angle between the lines

Express lines in symmetric form

$$\frac{x-1}{1} = \frac{y-0}{1} = \frac{z-0}{1}$$

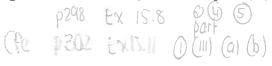
$$x-1 = \frac{y-0}{5} = \frac{z-0}{-1}$$
So direction vectors are $u = \begin{pmatrix} 1 \\ 1 \end{pmatrix} \quad y = \begin{pmatrix} 1 \\ 5 \\ -1 \end{pmatrix}$

$$\frac{y}{1} = \frac{1}{1}$$

$$\frac{y}{1}$$

Maths in Action Book 3 Page 66 Exercise 9A Questions 4, 5

Page 70 Exercise 11 Questions 1 part (iii)(a), (b)



Finding the Angle Between Two Planes

The angle **between two planes** is defined to be the **angle between their normal vectors**.

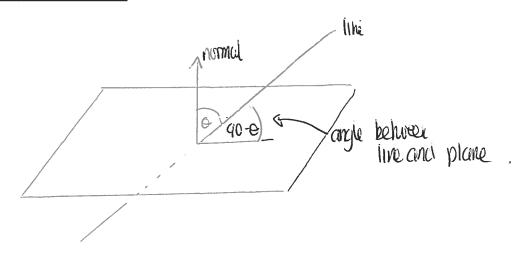
Example

Find the angle between the planes x + 2y + z = 0 and x + y = 0

normal vectors are
$$\underline{n} = \begin{pmatrix} \frac{1}{2} \end{pmatrix}$$
 and $\underline{n}_{2} = \begin{pmatrix} \frac{1}{6} \end{pmatrix}$
 $\underline{n}_{1} \cdot \underline{n}_{2} = \frac{1+2}{3}$ $\underline{n}_{1} = \frac{1}{3}$ $\underline{n}_{2} = \frac{1}{3}$ $\underline{n}_{3} = \frac{1}{3}$

Finding the Angle Between A Line and A Plane

The angle between a line and a plane is $(90 - \theta)$ where θ is the angle between the line and the normal to the plane.



Note

 $(90 - \theta)$ is the smallest angle between the line and the plane

Example

Find the angle between the line $\frac{x}{1} = \frac{y}{1} = \frac{z}{2}$ and the plane x + z = 0

direction vector
$$\underline{d} = \begin{pmatrix} 1 \\ 2 \end{pmatrix}$$
 normal vector $\underline{n} = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

$$\underline{d \cdot n} = 3 \quad |\underline{c}1| = \sqrt{5} \quad |\underline{n}1 - \sqrt{2}|$$

$$\underline{coso} = \frac{3}{\sqrt{2}}$$

$$-\frac{\sqrt{3}}{2}$$

$$\Theta = 30^{\circ}$$
angle between line and plane = 90 30 = 60°

1.2 Applying Algebraic and Geometric Skills to Vectors

Tips for success.....

angle between two lines -> find angle between direction vecks angle between two planes -> find angle between normal vecks angle between line and plane -> (90-0)

whose o is angle between

whose of is angle between direction vector and numed weeks

COSO = <u>a-b</u>

Maths in Action Book 3 Page 68 Exercise 10 Questions 1(a), (b), (c), (d), 2(a),

(Ac p300 Ex 15.10 (1) part (11)

The Intersection Of Two Lines

In 3D two lines may be parallel, may intersect or be skew (neither parallel nor intersecting)

Example

$$\frac{x+9}{4} = \frac{y+5}{1} = \frac{z+1}{-2} \tag{1}$$

$$\frac{x-8}{-5} = \frac{y-2}{-4} = \frac{z-5}{8} \tag{2}$$

$$\frac{x-8}{-5} = \frac{y-2}{-4} = \frac{z+15}{8} \tag{3}$$

Consider a) Intersection of (1) and (2)

b) Intersection of (1) and (3)

(Always check for parallel lines e.g. (2) and (3) are parallel – same direction vector)

1.2 Applying Algebraic and Geometric Skills to Vectors

$$\frac{x+9}{4} = \frac{y+5}{1} = \frac{z+1}{-2}$$
 and $\frac{x-8}{-5} = \frac{y-2}{-4} = \frac{z-5}{8}$

Not parallel

write in parametric form

$$t-5=-4s+2$$
 2 -2t-1= 8s+5 3

* * Solve () and (a) then check in (a)

4t+ 5s = 17

Check in 3 LHS= -2t-1 =-7

Does not work > lines do not interect

=> lines are skew

1.2 Applying Algebraic and Geometric Skills to Vectors

(b)
$$\frac{x+q}{u} = \frac{y+5}{1} = \frac{z+1}{-2}$$
 and $\frac{x-8}{-5} = \frac{y-2}{-4} = \frac{z+15}{8}$ (= 1)

Parametrically

$$x = -50 + 8$$

 $y = -40 + 2$
 $z = 80 + 15$

Point of interection

$$t=5=-4.42$$
 -- (1)
 $t=5=-4.42$ -- (2)
 $-2t-1=8.4-15$ -- (3)

① 4t
$$= 17$$

② $= 17$
② $= 17$
Subtract $= 17$
 $= 17$

Works so there is a pannit of intersection

When
$$t=3$$
 $X=12-9$ $y=3-5$ $Z=-6-1$ $=7$

pant (3, -2, -7)

Maths in Action Book 3 Page 70 Exercise 11 Questions 1(a), 2, 3

Intersection of Two Planes

Two non-parallel planes will always intersect in a straight line.

Example

Find the equation of the line of intersection of the planes 3x - 5y + z = 8 and

$$2x - 3y + z = 3$$

(i) direction vector is perpendicular to both normal vectors
$$\begin{pmatrix}
3 \\
-5
\end{pmatrix} \times \begin{pmatrix}
2 \\
-3
\end{pmatrix} = \begin{vmatrix}
i \\
2
\end{vmatrix} + \begin{vmatrix}
i \\
2
\end{vmatrix} + \begin{vmatrix}
i \\
3
\end{vmatrix} + \begin{vmatrix}
i \\
-3
\end{vmatrix} + \begin{vmatrix}
i \\
-3$$

(2) pant
$$\Rightarrow$$
 can use any point an both planes.
Let $z=0$ $3x-5y=8$ $2x-3y=3$
Could let $x=0$ $6x-10y=16$
on $y=0$ instead of find a point on any of the axes $y=-7$ $\Rightarrow x=-9$ $(-9,-7,0)$

$$\lambda ine \qquad \frac{x+9}{-2} = \frac{y+7}{-1} = \frac{2}{1}$$

Intersection of Three Planes

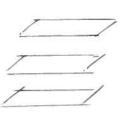
To find the intersection of three planes we solve their equations simultaneously. Since we are solving three equations in three unknowns we use Gaussian elimination.

There are three possible outcomes.

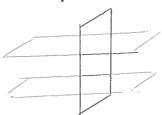
- 1. The system solves uniquely, then there is a point of intersection
- 2. One redundant row implies a single line of intersection.
- 3. An inconsistent row means that there is no solution.

Either

• the three planes are parallel



• two of the planes are parallel



• One plane is parallel to the line of intersection of the other two.



Example

Consider the intersection of the planes

$$x + 2y - 2z = -7$$

 $x - 2y + z = 6$
 $3x + 2y - 3z = -8$

$$\begin{pmatrix} i \\ 2 \\ L \end{pmatrix}$$

$$\begin{pmatrix} 1 \\ -2 \\ 1 \end{pmatrix} \begin{pmatrix} 3 \\ 2 \\ -3 \end{pmatrix}$$

$$\begin{pmatrix} \frac{3}{2} \\ -3 \end{pmatrix}$$
 so no planes are parallel.

Use Gaussian elimination to solve.

1.2 Applying Algebraic and Geometric Skills to Vectors

Maths in Action Book 3 Page 78 Exercise 15 Question 1

Intersection of a Line and a Plane

There are three possible cases

- (i) The line is <u>in the plane</u> then intersection is <u>the line itself</u>.
- (ii) The line is <u>not in the plane</u> then they intersect at <u>a point</u>.
- (iii) The line and plane <u>are parallel</u> and will so they will <u>not</u> intersect.

Check for (i) and (iii) - If the line is in the plane or parallel to the plane then the dot product of the direction vector and the normal will be 0. (i.e. direction vector for line and normal to plane will be perpendicular).

If the point on the line also lies in the plane then we have (i) if it does not then we have (iii).

Example

1) Find the point of intersection of the line $\frac{x-7}{3} = \frac{y-11}{4} = \frac{z-24}{13}$ and the plane

$$6x + 4y - 5z = 28$$
Check

Check
$$\begin{pmatrix} \frac{3}{4} \\ \frac{13}{5} \end{pmatrix}, \begin{pmatrix} \frac{6}{4} \\ \frac{1}{5} \end{pmatrix}$$
 = 18+16-65

so line and plane do intersed.

Write in parametric Perm

$$6(3t+7) + 4(4t+11) - 5(13t+24) = 26$$
 $18t+42+16t+144-65t-120=26$

Advanced Higher Maths: Unit 3
1.2 Applying Algebraic and Geometric Skills to Vectors

Point of Intersection

When
$$t=-2$$
 $x=3(-2)+7$
 $=1$
 $y=(-2)+11$
 $=3$
 $z=(3(-2)+24$
 $=-2$ $(1,3,-2)$

Example 2

Consider the intersection of the line $\frac{x-3}{2} = \frac{y+1}{3} = \frac{z}{4}$ and the plane

$$2x - 8y + 5z = 14$$

Check
$$\begin{pmatrix} 2 \\ 3 \\ 4 \end{pmatrix}, \begin{pmatrix} 2 \\ -8 \\ 5 \end{pmatrix}$$

$$= 4 - 24 + 20$$

$$= 0.$$

So either line is in plane or parallel to plane. Check if point is on line ie (3, 7,0) is also on plane

Substitute in
$$2x-8y+5z$$

$$-6+8+0$$

$$= 14$$
So pant lies on plane
$$=) line lies on plane$$

$$=) intersection is line itself
$$\frac{x-3}{3} = \frac{y+1}{3} = \frac{z}{4}$$$$

1.2 Applying Algebraic and Geometric Skills to Vectors

Tips for success.....

- intersection of lines -> write in parametric form make 3 equations, solve.
- intersection of 2 planes gives line use direction vector nixne (it not poraise) any point (eg let z=0)
- " intersection of 3 planes -> use Gaussian elimination."

 " intersection of line and plane -> write in parametric form. and substitute into plane

Maths in Action Book 3 Page 68 Exercise 10 Questions 1 part (i)(a), (b) (c), (d), (Re p300 Ex15.10 @() (i) 4(a), (c)

Exam Question

- The line L with equation $\frac{x+5}{-2} = \frac{y-2}{4} = \frac{z+1}{3}$ meets the plane π_1 with (a) equation $4x + 2y - z = 3\alpha$ at the point P. Find, in terms of α , the coordinates of P.
- The point P also lies on the plane π_2 with equation 2x y 3z = 42. (b) Find the value of α and use this value to state the coordinates of P and the equation of the plane π_1 .
- Write line in parametric form (c1) X= -2t-5 y= 4+12 z= 3t-1 Substitute in Lix+2y- = 3d -8t-20+8t+4-3t-H=3 d -3t -15 = 3d 3t = -3x-15 H= -x-5

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1.2 Applying Algebraic and Geometric Skills to Vectors

So
$$x = -2(-\alpha - 5) - 5$$

= $2\alpha + 5$
 $y = li(-\alpha - 5) + 2$
= $-li\alpha - ls$
 $z = 3(-\alpha - 5) - 1$
= $-3\alpha - lb$ point $(2\alpha + 5, -li\alpha - 18, -3\alpha + 6)$

(b) Substitute point little equation
$$2x - y - 3z = 4z$$
 $4x + 10 + 4x + 18 + 9x + 48 = 4z$
 $17x = -34$
 $x = -2$

$$P(1, -10, -10)$$
 $T_1 = 4x + 2y - 2 = -6$