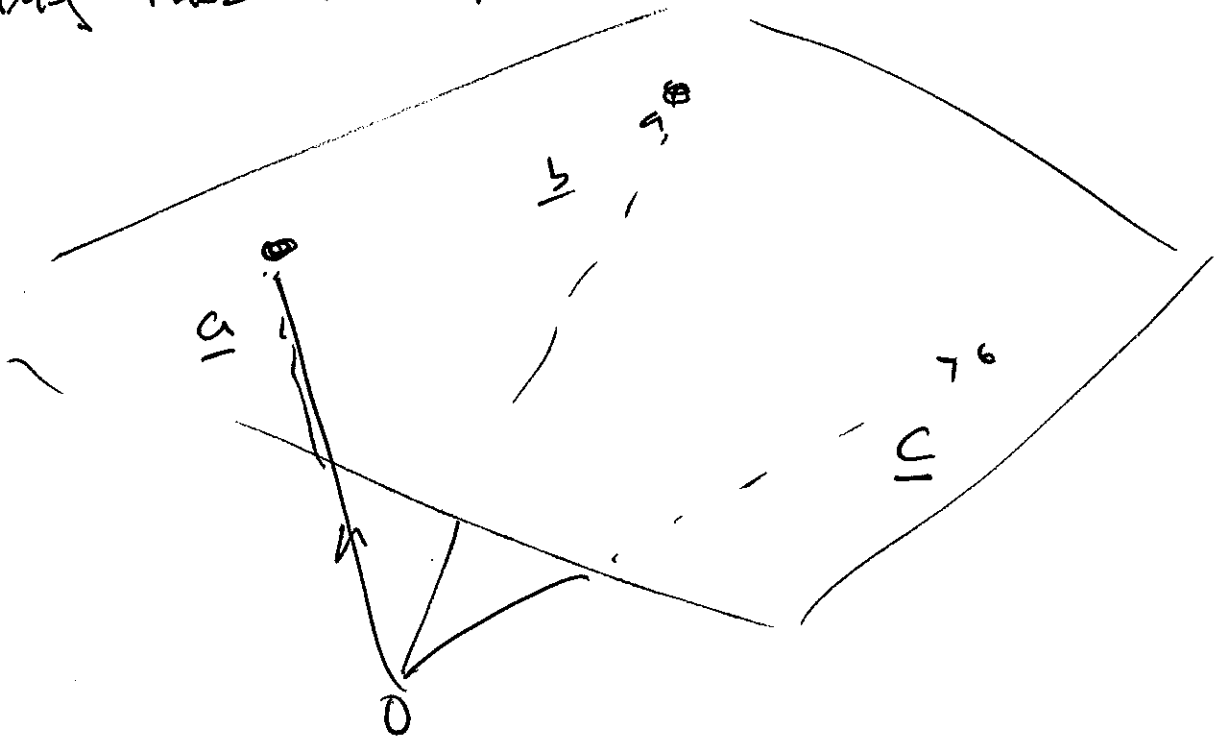


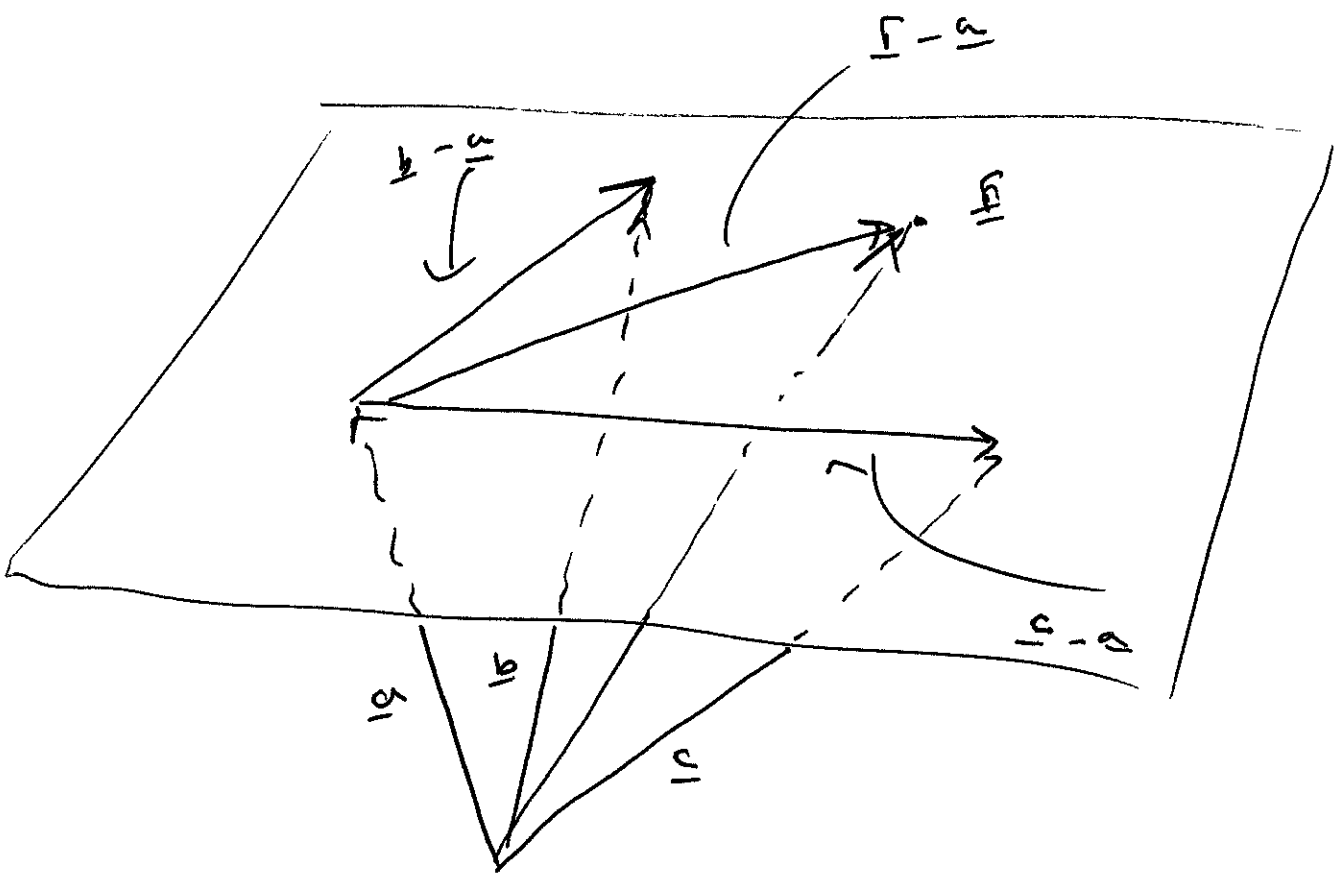
Lecture 28

Equation of the plane

Given: The position vectors of three points \underline{a} , \underline{b} , \underline{c} .

Find: The equation of the unique plane containing those three points





$$\underline{r} - \underline{a} = \lambda(\underline{b} - \underline{a}) + \mu(\underline{c} - \underline{a}) \quad \text{for } \lambda, \mu \in \mathbb{R}$$

parameters

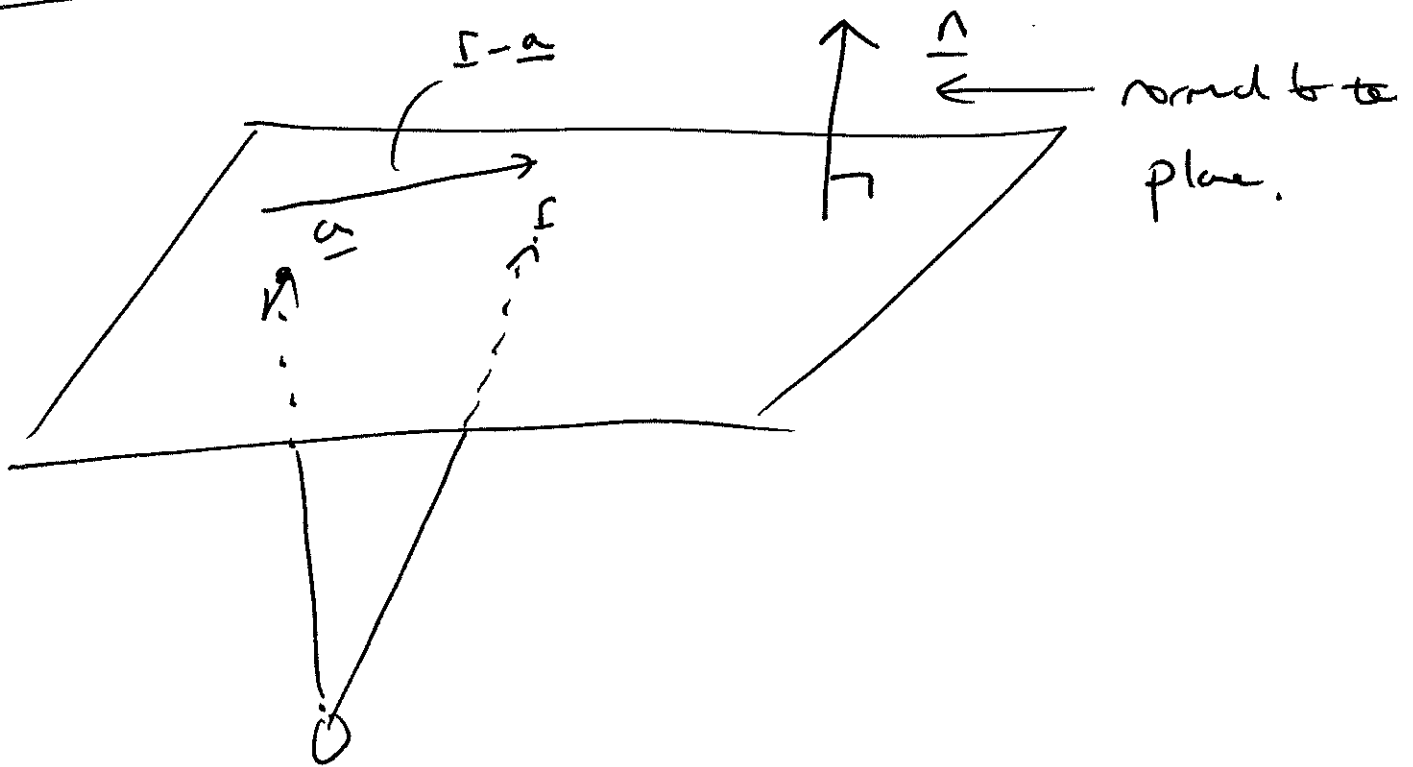
\therefore

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

parametric vector equation of the line defined by $\underline{a}, \underline{b}, \underline{c}$

Observe that $\underline{b} - \underline{a}$ and $\underline{c} - \underline{a}$ are vectors parallel to the plane determined by $\underline{a}, \underline{b}, \underline{c}$.

To obtain the non-parametric Cartesian equation of the line. We take a different tack.



Given: A position vector of point in the plane and a vector normal to the plane (i.e. orthogonal to it)

Observe that

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

i.e. $\underline{r} \cdot \underline{\Lambda} = \underline{a} \cdot \underline{\Lambda}.$

We can now write down the non-parametric

Cartesian equation of the plane:

$$n_1 x + n_2 y + n_3 z = a_1 n_1 + a_2 n_2 + a_3 n_3$$

This is a linear equation of the form

$$ax + by + cz = d$$

~~The above equation is not a scalar product~~
~~of two vectors.~~

How to find the normal to a plane

Space to plane is defined by the three position vectors \underline{a} , \underline{b} , \underline{c} . Then

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

is a normal.

Systems of linear equations in 3 unknowns

Revisited

The equation $ax + by + cz = d$

represents a plane, in general, except

- If $a = b = c = d = 0$ then it is all \mathbb{R}^3 .

- If $a = b = c = 0, d \neq 0$ then it is \emptyset .

In general the intersection of two planes will be a line. This is how we described lines in a non-parametric way.

In general the intersection of three planes will be a point.

But in both the above cases there are exceptions, depending on how the planes are angled.

Example Determine the parametric and non-parametric equations of the plane determined by the following three points:

$$\begin{array}{l} \underline{a} = \underline{i} - \underline{j} + 3\underline{k} \\ \underline{b} = 4\underline{i} + \underline{j} - 2\underline{k} \\ \underline{c} = -\underline{i} - \underline{j} + \underline{k} \end{array} \quad \left| \begin{array}{l} \underline{b} - \underline{a} = 3\underline{i} + 2\underline{j} - 5\underline{k} \\ \underline{c} - \underline{a} = -2\underline{i} + 0\underline{j} - 2\underline{k} \end{array} \right.$$

The parametric equation is given by

$$\underline{r} = \underline{a} + \lambda(\underline{b} - \underline{a}) + \mu(\underline{c} - \underline{a}).$$

Thus

$$\underline{r} = (\underline{i} - \underline{j} + 3\underline{k}) + \lambda(3\underline{i} + 2\underline{j} - 5\underline{k}) + \mu(-2\underline{i} + 0\underline{j} - 2\underline{k})$$

The non-parametric Cartesian equation

We need to compute the normal

$$\underline{n} = (\underline{b} - \underline{a}) \times (\underline{c} - \underline{a}) = \begin{vmatrix} \underline{i} & \underline{j} & \underline{k} \\ 3 & 2 & -5 \\ -2 & 0 & -2 \end{vmatrix}$$

$$= -4\underline{i} + 16\underline{j} + 4\underline{k} \quad \left\{ \begin{array}{l} \text{Check} \\ \underline{n} \cdot (\underline{b} - \underline{a}) = -12 + 32 - 20 = 0 \\ \underline{n} \cdot (\underline{c} - \underline{a}) = 8 + 0 - 8 = 0 \end{array} \right.$$

The required equation is $(\underline{r} - \underline{a}) \cdot \underline{n} = 0$

$$\text{or } \underline{r} \cdot \underline{n} = \underline{a} \cdot \underline{n} \quad \left(= (0 - \underline{j} + 3\underline{k}) \cdot (-4\underline{i} + 16\underline{j} + 4\underline{k}) \right. \\ \left. = -4 - 16 + 12 \right)$$

This gives $\boxed{-4x + 16y + 4z = -8}$
or $\boxed{x - 4y - z = 2}$

Check the three original points satisfy this equation.