

$\mathbb{R}^n$ .

$\vec{v}, \vec{w}$

$\vec{v} + \vec{w}, r\vec{v}, \vec{v} - \vec{w}$

dot product  $\vec{v} \cdot \vec{w}$ .  $\|\vec{v}\|^2 = \vec{v} \cdot \vec{v}$

In  $\mathbb{R}^2, \mathbb{R}^3$   $\vec{v} \cdot \vec{w} = \|\vec{v}\| \|\vec{w}\| \cos \theta$

C-S inequality  $\|\vec{v} \cdot \vec{w}\| \leq \|\vec{v}\| \|\vec{w}\|$

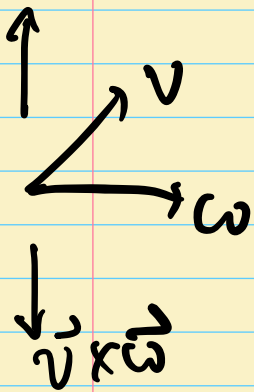
triangle " $\|\vec{v} + \vec{w}\| \leq \|\vec{v}\| + \|\vec{w}\|$

cross product ( $\mathbb{R}^3$ )  $\vec{v} \times \vec{w} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix}$

$\vec{v} \times \vec{w}$  - orthogonal to  $\vec{v}, \vec{w}$

i.e.  $(\vec{v} \times \vec{w}) \cdot \vec{v} = 0$

(..  $\vec{v} \cdot \vec{w} = 0$  .



- right-hand rule

-  $\|\vec{v} \times \vec{w}\| = \|\vec{v}\| \|\vec{w}\| \sin \theta$

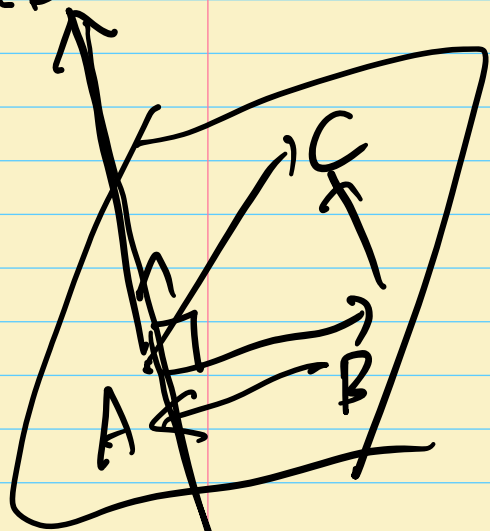
= area of parallelogram

Ex  $A = (1, 2, 1)$ ,  $B = (1, -1, 0)$ ,  $C = (2, 3, 2)$

ABC determines a plane

Q Find a normal vector of P.

$\vec{AB} \times \vec{AC} \equiv \vec{A} \times \vec{B}$ ,  $\vec{B} \times \vec{C}$ ,  $\vec{C} \times \vec{A}$   $\times$



$\vec{AB}, \vec{AC}$

$\vec{AB} \times \vec{AC}$  w/ a do!

$\vec{AB} = (1, -1, 0) - (1, 2, 1)$

$= (0, -3, -1)$

$\vec{AC} = (1, 1, 1)$

$\vec{AB} \times \vec{AC} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & -3 & -1 \\ 1 & 1 & 1 \end{vmatrix} = \begin{vmatrix} -3 & -1 \\ 1 & 1 \end{vmatrix} \hat{i} - \begin{vmatrix} 0 & -1 \\ 1 & 1 \end{vmatrix} \hat{j} + \begin{vmatrix} 0 & -3 \\ 1 & 1 \end{vmatrix} \hat{k}$

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

$\therefore (-2, -1, 3)$  is normal to P.  $\square$

Rank what about  $\vec{BA} \times \vec{BC}$ ?  $\vec{AB} \times \vec{CB}$  etc!

They differ by just scalar multiplication.

Def The triple product of  $\vec{a}, \vec{b}, \vec{c}$  is

$$\vec{a} \cdot (\vec{b} \times \vec{c})$$

$$\vec{a} = (a_1, a_2, a_3), \vec{b} = (b_1, b_2, b_3), \vec{c} = (c_1, c_2, c_3)$$

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = (a_1, a_2, a_3) \cdot \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

$$= (a_1, a_2, a_3) \cdot \left( \begin{vmatrix} b_2 & b_3 \\ c_2 & c_3 \end{vmatrix}, - \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix}, \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix} \right)$$

$$= a_1 \begin{vmatrix} b_2 & b_3 \\ c_2 & c_3 \end{vmatrix} - a_2 \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix}$$

$$= \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} \quad \checkmark$$

Prop  $\vec{a} \cdot (\vec{b} \times \vec{c}) = \vec{b} \cdot (\vec{c} \times \vec{a}) = \vec{c} \cdot (\vec{a} \times \vec{b})$

$$= -\vec{a} \cdot (\vec{c} \times \vec{b}) = -\vec{b} \cdot (\vec{a} \times \vec{c}) = -\vec{c} \cdot (\vec{b} \times \vec{a})$$

(proof) Recall  $\vec{v} \times \vec{w} = -\vec{w} \times \vec{v}$ .

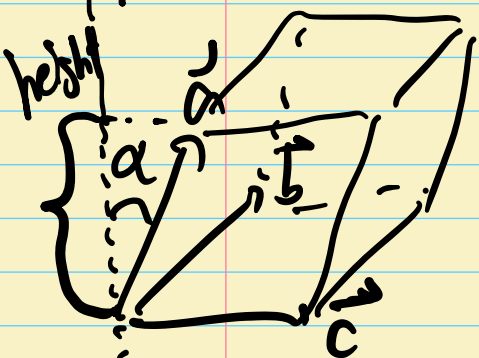
$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \\ a_1 & a_2 & a_3 \end{vmatrix}$$

$$= \vec{b} \cdot (\vec{c} \times \vec{a}).$$

property of determinant.

geometric meaning

Prop  $|\vec{a} \cdot (\vec{b} \times \vec{c})| =$  the volume of parallelepiped spanned by  $\vec{a}, \vec{b}, \vec{c}$



(proof) For simplicity, suppose  $\alpha \leq \frac{\pi}{2}$ .

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = \|\vec{a}\| \|\vec{b} \times \vec{c}\| \cos \alpha$$

$$= \|\vec{b} \times \vec{c}\| (\|\vec{a}\| \cos \alpha)$$

$$= \|\vec{b} \times \vec{c}\| \cdot (\text{height})$$

$$= (\text{area of the base}) \times (\text{height})$$

$$= \text{volume.}$$

If  $\frac{\pi}{2} < \alpha \leq \pi$ : similar

$$\vec{a} \cdot (\vec{b} \times \vec{c}) = -\text{volume}$$

$$\| \cdot \| = \text{volume} \quad \square$$

Rank  $\vec{a} \cdot (\vec{b} \times \vec{c}) = 0$

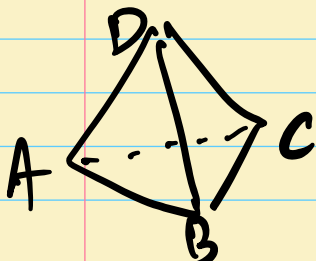
$$\Leftrightarrow \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = 0$$

$$\Leftrightarrow \text{volume} = 0$$

$$\Leftrightarrow \vec{a}, \vec{b}, \vec{c} \text{ are linearly dependent.}$$

(Linear algebra)

In particular,  $A, B, C, D \in \mathbb{R}^3$  4 points  
consider the tetrahedron  $ABCD$



volume of  $ABCD$

$$= \frac{1}{3} (\text{area of } \triangle ABC) \cdot \text{height}$$

$$= \frac{1}{3} \left( \frac{1}{2} \cdot \text{area of parallelogram spanned by } \vec{AB}, \vec{AC} \right) \cdot \text{height}$$

$$= \frac{1}{6} \cdot \text{volume of parallelepiped.}$$

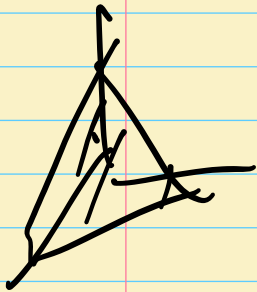
$$= \frac{1}{6} \cdot | \vec{AD} \cdot (\vec{AB} \times \vec{AC}) |$$

Ex

$$A = (0, 0, 0) \quad B = (1, 0, 0) = \hat{i}$$

$$C = (0, 1, 0) = \hat{j}$$

$$D = (0, 0, 1) = \hat{k}$$



$$\text{volume} = \frac{1}{3} \times \left( \frac{1}{2} \times 1 \times 1 \right) \times 1 = \frac{1}{6}$$

$$\text{Also, } \frac{1}{6} | \vec{AB} \cdot (\vec{AC} \times \vec{AD}) |$$

$$= \frac{1}{6} | \hat{i} \cdot (\hat{j} \times \hat{k}) |$$

$$= \frac{1}{6} | \hat{i} \cdot \hat{i} | = \frac{1}{6}$$

↗ equal.

Ex  $A = (1, 0, 1)$   $B = (1, 1, 2)$   $C = (2, 1, 1)$   $D = (2, 1, 3)$

Volume of ABCD?

(sol)  $\vec{AB} = (1, 1, 2) - (1, 0, 1) = (0, 1, 1)$

$$\vec{AC} = (2, 1, 1) - (1, 0, 1) = (1, 1, 0)$$

$$\vec{AD} = (2, 1, 3) - (1, 0, 1) = (1, 1, 2)$$

$$\vec{AD} \cdot (\vec{AB} \times \vec{AC}) = \begin{vmatrix} 1 & 1 & 2 \\ 0 & 1 & 1 \\ 1 & 1 & 0 \end{vmatrix} =$$

$$= \begin{vmatrix} 1 & 1 \\ 1 & 0 \end{vmatrix} - \begin{vmatrix} 0 & 1 \\ 1 & 0 \end{vmatrix} + 2 \begin{vmatrix} 0 & 1 \\ 1 & 1 \end{vmatrix}$$

$$= -1 + 1 - 2$$

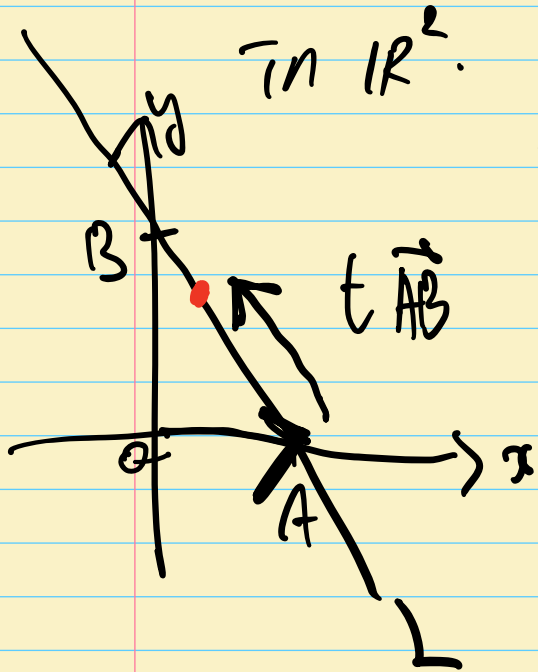
$$= -2.$$

$$\therefore \text{Volume of ABCD} = \frac{1}{6} \times |-2| = \frac{1}{3}. \square$$

Geometric objects in  $\mathbb{R}^n$  (e.g. line, plane, curve etc.)

Linear objects in  $\mathbb{R}^n$  (line, plane ...)

$L$ : a line passing thru  $A = (1, 0)$ ,  $B = (0, 2)$



• equation form

$$2x + y = 2$$

• parametric form.

any point on  $L$

$$= \vec{OA} + t\vec{AB} \quad (t \in \mathbb{R})$$

$$\vec{AB} = (-1, 2) \quad = (1, 0) + t(-1, 2)$$

$$= (1 - t, 2t)$$

• symmetric form

$$x = 1 - t$$

$$\Rightarrow$$

$$t = 1 - x$$

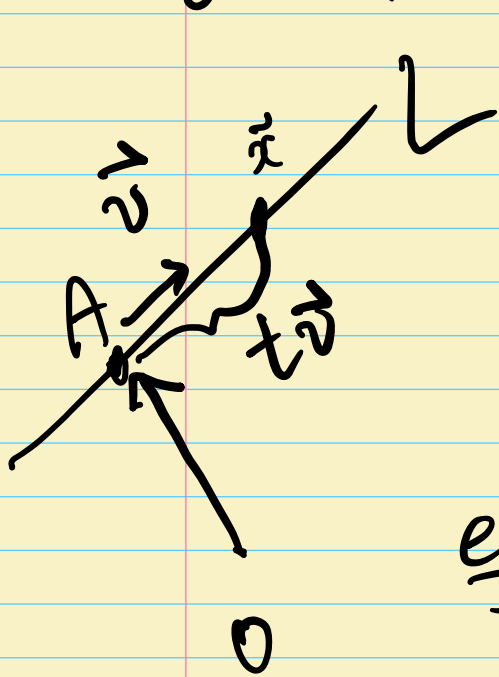
$$\Rightarrow \frac{x-1}{-1} = \frac{y-0}{2}$$

$$y = 2t$$

$$t = \frac{y}{2}$$



More generally, a line in  $\mathbb{R}^n$



$$\vec{x} = \vec{a} + t\vec{v} \quad (t \in \mathbb{R})$$

parametric form

" $L$  is parametrized by  $t \in \mathbb{R}$ ."

eg Find a parametric form of a line  $L$  passing thru

$$A = (1, 2, 3) \quad \text{and} \quad B = (-1, 3, 5)$$

(sol) we take  $\vec{a} = \vec{OA} = (1, 2, 3)$

$$\vec{v} = \vec{AB} = (-1 - 1, 3 - 2, 5 - 3)$$

$$= (-2, 1, 2)$$

$\therefore (x, y, z)$  on  $L$

$$= (1, 2, 3) + t(-2, 1, 2)$$

$$= (1 - 2t, 2 + t, 3 + 2t). \quad \square$$

Rmk

• parametric form is not unique

we may take  $\vec{a} = (-1, 3, 5) = \vec{b}$

$$\vec{v} = \vec{BA} \quad \text{etc.}$$

• parametric form  $\Rightarrow$  symmetric form.

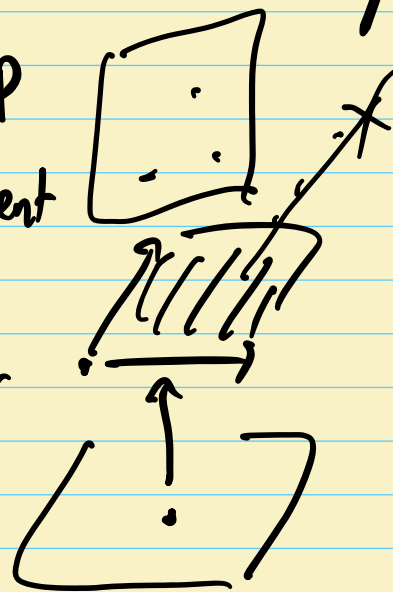
$$\text{eg } (x, y, z) = (1 - 2t, 2 + t, 3 + 2t)$$

$$t = \frac{x-1}{-2} = \frac{y-2}{1} = \frac{z-3}{2}$$

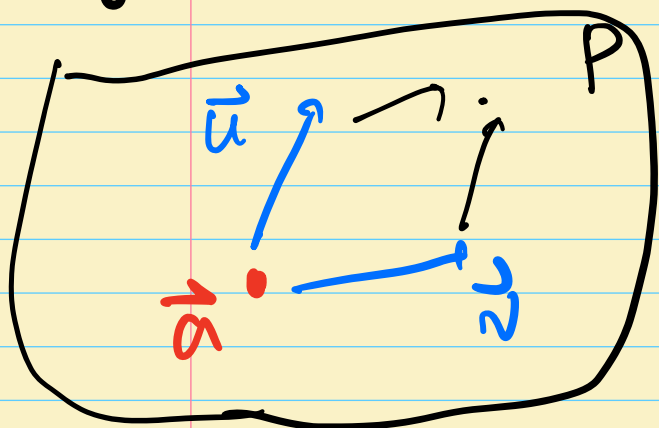
Planes in  $\mathbb{R}^3$

A plane  $P$  in  $\mathbb{R}^3$  can be determined by

- ① 3 non-collinear points on  $P$
- ② 1 point & 2 linearly independent vectors
- ③ 1 point & a normal vector



Using ②; Parametric form of P



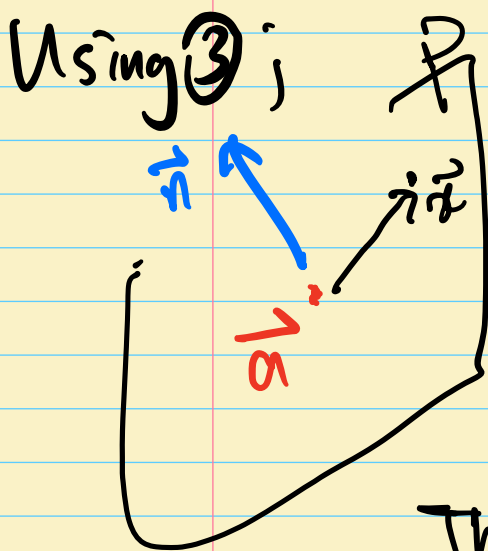
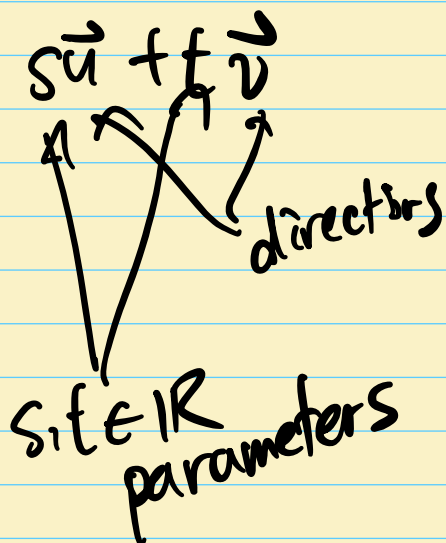
$\vec{a}$ : given point

$\vec{u}, \vec{v}$ : given 2 directions

Any point  $\vec{x}$  on P is

$$\vec{x} = \vec{a} + s\vec{u} + t\vec{v}$$

↑  
a point on P



Using ③;

$\vec{a} = (a_1, a_2, a_3)$  a point

$\vec{n} = (n_1, n_2, n_3)$  a normal vector of P.

$\vec{x}$  a point in  $\mathbb{R}^3$

Then  $\vec{x}$  is on P  $\Leftrightarrow \vec{x} - \vec{a} \perp \vec{n}$

$$\Leftrightarrow (\vec{x} - \vec{a}) \cdot \vec{n} = 0$$

$$\Leftrightarrow \vec{x} \cdot \vec{n} = \vec{a} \cdot \vec{n}$$

In other words,  $\vec{x} = (x_1, x_2, x_3)$

$$\vec{x} \cdot \vec{n} = \vec{x} \cdot \vec{n}$$

$$\Leftrightarrow n_1 x_1 + n_2 x_2 + n_3 x_3 = \underbrace{n_1 a_1 + n_2 a_2 + n_3 a_3}_{\text{constant}}$$

Remark

$a x + b y + c z = d$  is a plane in  $\mathbb{R}^3$

$\Rightarrow (a, b, c)$  is the normal vector of given plane.

Example

P: a plane passing thru

$$A = (0, 0, 1), B = (0, 2, 0), C = (-1, 1, 0)$$

(i) parametric form of P?

(ii) equation form of P?

(sol) (i) A point on P ;  $A = (0, 0, 1)$

two directions ;  $\vec{AB} = (0, 2, 0) - (0, 0, 1)$

$$= (0, 2, -1)$$

$$\vec{AC} = (-1, 1, 0) - (0, 0, 1)$$

$$= (-1, 1, -1)$$

∴ Parametric form of P:

$$(x, y, z) = (0, 0, 1) + s(0, 2, -1) + t(-1, 1, -1)$$

$$s, t \in \mathbb{R}$$

(ii) normal vector:

$$\vec{n} = \vec{AB} \times \vec{AC} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 2 & -1 \\ -1 & 1 & -1 \end{vmatrix}$$

$$= \begin{vmatrix} 2 & -1 \\ 1 & -1 \end{vmatrix} \hat{i} - \begin{vmatrix} 0 & -1 \\ -1 & -1 \end{vmatrix} \hat{j} + \begin{vmatrix} 0 & 2 \\ -1 & 1 \end{vmatrix} \hat{k}$$

$$= -\hat{i} + \hat{j} + 2\hat{k}$$

$$= (-1, 1, 2)$$

∴ equation form is

$$\left( (x, y, z) - (0, 0, 1) \right) \cdot (-1, 1, 2) = 0$$

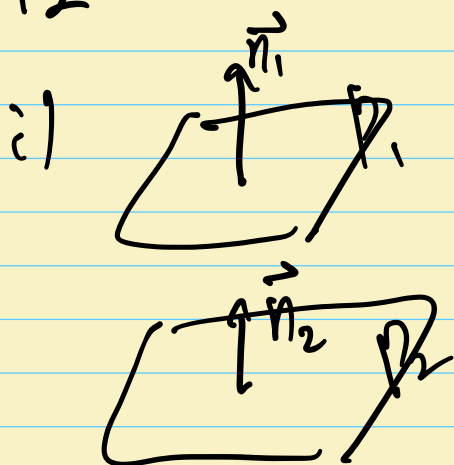
$$(x, y, z - 1) \cdot (-1, 1, 2) = 0$$

$$-x + y + 2(z - 1) = 0 \quad (\Leftrightarrow) \quad -x + y + 2z = 2$$

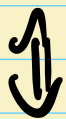
Example Two planes in  $\mathbb{R}^3$

$P_1: a_1x + b_1y + c_1z = d_1$ ,  $\vec{n}_1 = (a_1, b_1, c_1)$  normal vector

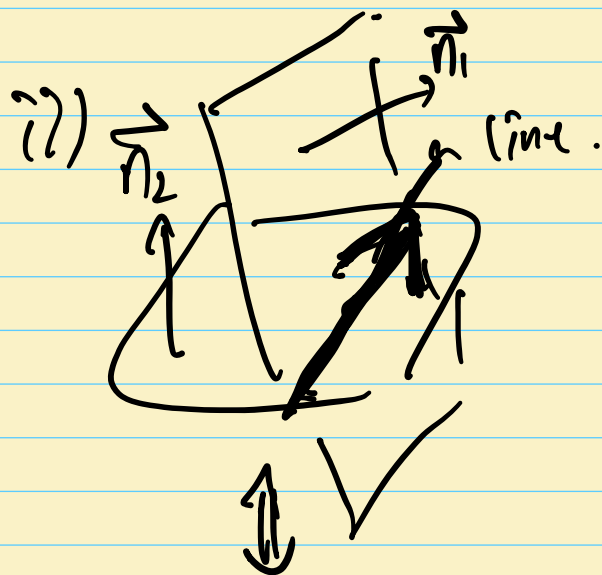
$P_2: a_2x + b_2y + c_2z = d_2$ ,  $\vec{n}_2 = (a_2, b_2, c_2)$



normal vectors are parallel



$$(a_1, b_1, c_1) = r(a_2, b_2, c_2)$$



normal vectors are not parallel



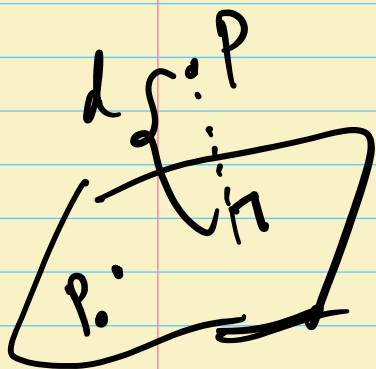
$$(a_1, b_1, c_1) \neq r(a_2, b_2, c_2)$$

~~Q~~ In ii), we have a line.

Direction of this line! orthogonal to both  $\vec{n}_1$  and  $\vec{n}_2$ .

$\vec{n}_1 \times \vec{n}_2$  will do.

## Prop (distance between plane & point)

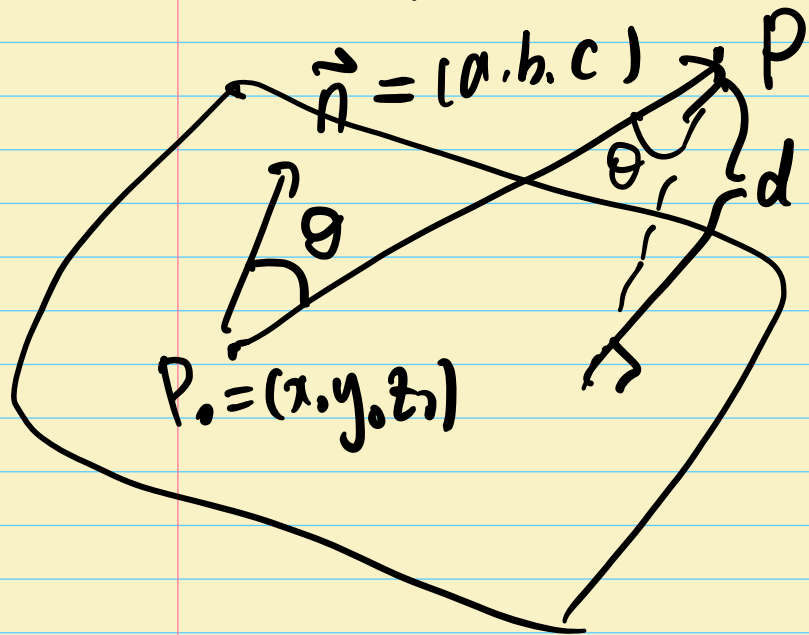


A plane in  $\mathbb{R}^3$  is given by  
 $a(x-x_0) + b(y-y_0) + c(z-z_0) = 0$ .

$P_0 = (x_0, y_0, z_0)$  lies on this plane  
 $\vec{n} = (a, b, c)$  is a normal vector of  
this plane

A point  $P \in \mathbb{R}^3$   
The distance  $d$  between  $P$  and the plane

$$is \ d = \left| \frac{\vec{P_0P} \cdot \vec{n}}{\|\vec{n}\|} \right|$$



$$\begin{aligned} \text{Cof)} \quad & \vec{P_0P} \cdot \vec{n} \\ &= \|\vec{P_0P}\| \|\vec{n}\| \cos \theta \\ d &= \left| \|\vec{P_0P}\| \cdot \cos \theta \right| \\ &= \left| \frac{\vec{P_0P} \cdot \vec{n}}{\|\vec{n}\|} \right| \\ &= \left| \vec{P_0P} \cdot \frac{\vec{n}}{\|\vec{n}\|} \right| \quad \square \end{aligned}$$

Example Find the distance between  
 $A = (2, 1, 1)$  and a plane  
 $-x + 2y - z = -4$ .

(sol) From the equation,  $\vec{n} = (-1, 2, -1)$

we want to find B.

$$\vec{B} = \vec{A} + t\vec{n}$$

$$= (2, 1, 1) + t(-1, 2, -1)$$

$$= (2-t, 1+2t, 1-t)$$

for some  $t \in \mathbb{R}$ .

$\vec{B}$  lies on the plane;

$$-(2-t) + 2(1+2t) - (1-t) = -4$$

$$\Rightarrow 6t - 1 = -4$$

$$\Rightarrow t = -\frac{1}{2}$$

$$\therefore \vec{B} = \left(\frac{5}{2}, 0, \frac{3}{2}\right)$$

$$= \sqrt{6}/2$$

$\therefore$  distance

$$= \|\vec{AB}\|$$

$$= \sqrt{\left(\frac{5}{2} - 2\right)^2 + (0 - 1)^2 + \left(\frac{3}{2} - 1\right)^2}$$

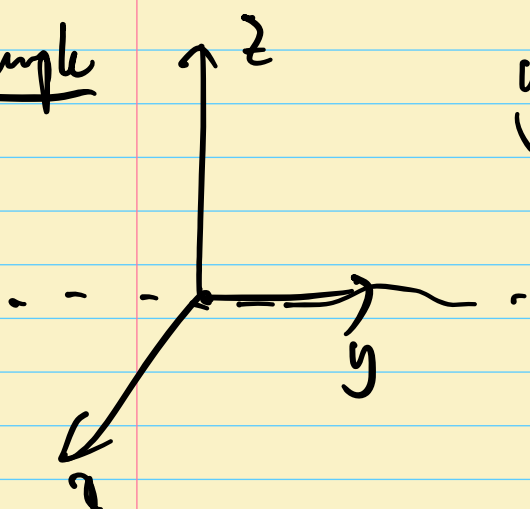


parametric form  
equation form.

plane in  $\mathbb{R}^3 \Leftrightarrow 1$  equation.

line in  $\mathbb{R}^3 = \text{plane} \cap \text{plane} \Leftrightarrow 2$  equations.

Example



y-axis in  $\mathbb{R}^3$  (a line)

= intersection of xy-plane  
& yz-plane

= intersection of  $\{z=0\}$   
&  $\{x=0\}$

= points satisfy  $\begin{cases} x=0 \\ z=0 \end{cases}$ .

Example. Let  $L$  be the line given by two equations

$$\begin{cases} x+y+6z=6 \\ x-y-2z=-2 \end{cases}$$

Parametric form?

} add

$$2x+4z=4$$

$$\Rightarrow x+2z=2.$$

$$\Rightarrow x=-2z+2.$$

$$\Rightarrow \cancel{y} \Rightarrow (-2z+2) + y + 6z = 6$$

$$\Rightarrow y = -4z + 4$$

$$\therefore \text{If } z = t$$

$$(x, y, z) \text{ on } L = (-2t+2, -4t+4, t)$$

$$= (2, 4, 0) + t(-2, -4, 1)$$

Conversely, given parametric form

$$\left. \begin{array}{l} x = -2t+2 \\ y = -4t+4 \end{array} \right\} \Rightarrow 2x - y = 0$$

$$\left. \begin{array}{l} z = t \end{array} \right\} \Rightarrow y = 4 - 4z \quad \text{i.e. } y + 4z = 4.$$

$\therefore L$  is an intersection of planes

$$\left\{ \begin{array}{l} 2x - y = 0 \\ y + 4z = 4. \end{array} \right.$$

Gaussian elimination

