

"linear geometry"

Part 1 General Facts abt geometry & dimension

- line: 1-D
- plane, \mathbb{R}^2 : 2-D
- space, \mathbb{R}^3 : 3-D
- point: 0-D

Q: What does it mean to be d-dim?

A: To be parametrized by d independent parameters

eg. line parametrized by 1 indep.

(usually called t) is parametrized by 2 parameters (usually called t, s or t_1, t_2)

not req. to satisfy any eq

line might be given by

$$(x, y, z) = (3 + t, 1 + 2t, 1 - 4t)$$

↳ vector lurking $(3, 1, 1)$ and $(1, 2, -4)$

eg. plane might be given by

$$(x, y, z) = (3 + t - s, 1 - t + 3s, 4 - 3s)$$

Vectors: $\underbrace{(3, 1, 4)}_{\text{const.}}$ and $\underbrace{(1, -1, 0)}_t$ and $\underbrace{(1, 3, -3)}_s$

Principle: more parameters = higher dim

eg. \emptyset -parameters, e.g. $(x, y, z) = (2, 7, -4)$

↳ a point!

e.g. 3-parameters

$$(x, y, z) = (2 + t_1, -t_2, 3 + t_3, 1 - 4t_1)$$

this determines all of space

Can also define geometric object as solution set to an eq.

Principle: more eq. = smaller dim

- Line given by 2 eq.
- Plane given by 1 eq.

e.g. $3x - 2y + z = 7$ defines a plane

e.g. $(2, 0, 1)$ is a point on it

$$\text{e.g. } \left. \begin{array}{l} 3x - 2y + z = 7 \\ x - 5y - 3z = 4 \end{array} \right\}$$

→ common soln set to these eq.
is a line
⇒ this line lies on that plane

Notice these are linear eqns

Consider non-linear eqns:

$$x^2 - 3y^2 - 4z^2 = 2$$

$$\text{or } y^2 - x^3 - x = 7$$

these give surfaces, so 2-dim,
but not a plane

These eqns are algebraic
⇒ algebraic geometry

Also use differentiable fns like

$$\sin^2 x - e^y + y = 2$$

⇒ differential geometry

Caveat usually 2 linear eqs determine
a line but, consider the pair of eqs

$$\left. \begin{array}{l} 3x - 2y + z = 7 \\ 4y - 2z - 6x = -14 \end{array} \right\}$$

→ This determines a plane, not
a line

More precise principle

more eqns that are independent
from each other means lower
dimension.

e.g. 3 independent eqs, in 3 vars determines
a point

eg 3 independent eqs, in 3 vars determines a point

Part 2 Lines \ni Parametric Eqs

Recall $(x, y, z) = (3+t, 1+2t, 1-4t)$

vectors $(3, 1, 1)$ and $(1, 2, -4)$

$\vec{r} = (3, 1, 1)$ \leftarrow point on the line

$\vec{v} = (1, 2, -4)$ \leftarrow direction of the line

Important If you scale \vec{v} , that doesn't change the line, it just changes the parametrization

How to write as a soln to 2 eqns?
In each word of:

$$(x, y, z) = (3+t, 1+2t, 1-4t)$$

There is a t !

\rightarrow we can solve:

$$t = x - 3$$

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

$$t = \frac{z-1}{-4} = \frac{1-z}{4}$$

But all the same t .

\Rightarrow if (x, y, z) is on the line, then:

$$x-3 = \frac{y-1}{2} = \frac{1-z}{4}$$

and conversely.

"symmetric form"

Caution: If one of the coords of \vec{v} is \emptyset , the symmetric form looks a little different

$$\vec{r} = (3, 1, 1)$$

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

$$z = 1 + 0t = 1$$

$$\boxed{x-3 = \frac{y-1}{2} \quad \text{AND} \quad z=1}$$

symmetric form

What about writing a line through

What about writing a line through points $P \neq Q$?

Then set $\vec{v} = \overrightarrow{PQ}$

and $\vec{r} = P$ (as a vector)

or $\vec{r} = Q$ (as a vector)

eg. $P = (1, 1, 2)$ $Q = (2, 0, 3)$

→ Then $\vec{v} = (1, -1, 1)$

$\vec{r} = (1, 1, 2)$

or $\vec{r} = (2, 0, 3)$

} get the same line

Similarly $\vec{v} = (-1, 1, -1)$ also gives the same line

(see Ex 1.19 in text)

Note: If L_1 is given by:

$$(x, y, z) = \vec{r}_1 + t_1 \vec{v}_1$$

and L_2 by:

$$(x, y, z) = \vec{r}_2 + t_2 \vec{v}_2$$

then $L_1 \parallel L_2$ iff $v_1 \parallel v_2$

and $L_1 \perp L_2$ iff $v_1 \perp v_2$

Note: In \mathbb{R}^2 -space (Euclidean plane) the two lines either

- ① intersect
- ② are parallel

But in \mathbb{R}^3 , they can also be skew ^{ie, not parallel & don't intersect}

↙ example

Note, if $L_1 \perp L_2$ but don't intersect they are skew

([Co] 1.22)

Distance from a point to a line

Distance from a point to a line

Given point P and line L given by $\vec{r} + t\vec{v}$.

Then: The distance is

$$\frac{\|\vec{w} \times \vec{v}\|}{\|\vec{v}\|}$$

where \vec{w} is the vector from \vec{r} to P

eg. if $P = (2, 3, 1)$ & $\vec{r} = (3, 0, -1)$

$$\Rightarrow \vec{w} = (-1, 3, 2)$$

Some symmetry

-if we scale \vec{v} (replace \vec{v} by $2\vec{v}$)

then $\frac{\|\vec{w} \times \vec{v}\|}{\|\vec{v}\|}$ doesn't change

-if we replace \vec{w} by $-\vec{w}$ (eg take \vec{w} to be from P to \vec{r}), then:

$$\frac{\|\vec{w} \times \vec{v}\|}{\|\vec{v}\|}$$

-if we choose a diff point \vec{r} on the same line, the formula gives the same answer

Why? eg

replace \vec{r} by $\vec{r} + 3\vec{v}$ then the effect \vec{w} is to replace $\vec{w} = P - \vec{r}$ by $P - (\vec{r} + 3\vec{v})$
 $= \vec{w} - 3\vec{v}$

then, if we replace \vec{w} by $\vec{w} - 3\vec{v}$ in

$$\frac{\|\vec{w} \times \vec{v}\|}{\|\vec{v}\|}, \text{ we get}$$
$$\frac{\|(\vec{w} - 3\vec{v}) \times \vec{v}\|}{\|\vec{v}\|}$$

$$\frac{\|(\vec{w} - 3\vec{v}) \times \vec{v}\|}{\|\vec{v}\|}$$

but

$$\begin{aligned}(\vec{w} - 3\vec{v}) \times \vec{v} &= \vec{w} \times \vec{v} - 3\vec{v} \times \vec{v} \\ &= \vec{w} \times \vec{v} \quad \text{by bilinearity} \\ &= \vec{0}\end{aligned}$$

(think 1.4 problem (27b))

Part 3 : Planes

Recall: plane defined by 1 eqn

eg.

$$ax + by + cz = d \quad \text{"normal form"}$$

Notice can rewrite using dot prod.

$$\vec{r} \cdot (a, b, c) = d$$

with $\vec{r} = (x, y, z)$

Better Way

1) Choose point on the plane $(x_0, y_0, z_0) = \vec{r}_0$

2) $\vec{r}_0 \cdot (a, b, c) = d$

\Rightarrow we can rewrite eqn as

$$\vec{r} \cdot (a, b, c) = \vec{r}_0 \cdot (a, b, c)$$

equivalently:

$$\vec{r} \cdot (a, b, c) - \vec{r}_0 \cdot (a, b, c) = 0$$

3) Use bilinearity

$$(\vec{r} - \vec{r}_0) \cdot (a, b, c) = 0$$

ie, this eq. just says that $\vec{r} - \vec{r}_0 \perp (a, b, c)$

So \vec{r} is in the plane iff $\vec{r} - \vec{r}_0 \perp (a, b, c)$
"point-normal form"

How to get plane cont 3 points P, Q, R?

→ Can write parametrically as
 $(x, y, z) = \vec{P} + t\vec{PQ} + s\vec{PR}$

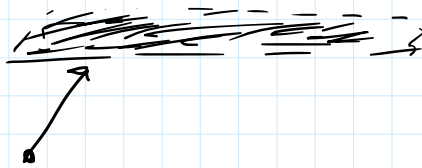
Q: What if we want a normal vector?
ie — vector \perp to \vec{PQ} & \vec{PR} ?

A: Cross-product
(Ex 1.2.4)

See formula 1.27 — distance from a point to a plane

→ can think of as $\frac{|\vec{w} \cdot \vec{n}|}{\|\vec{n}\|}$

for \vec{n} normal vector and \vec{w} from any point on plane to chosen point P.



— Read book for line of intersection of two planes.

Sect 1.2

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

Find $\|\frac{1}{2}(\vec{v} + \vec{w})\|$

$$\vec{v} + \vec{w} = (2, 6, -1)$$

$$\vec{v} + \vec{w} = (2, 6, -1)$$

$$\|\vec{v} + \vec{w}\| = \sqrt{2^2 + 6^2 + (-1)^2}$$

$$= \sqrt{4 + 36 + 1}$$

$$= \sqrt{41}$$

$$\frac{1}{2} \|\vec{v} + \vec{w}\| = \frac{\sqrt{41}}{2}$$