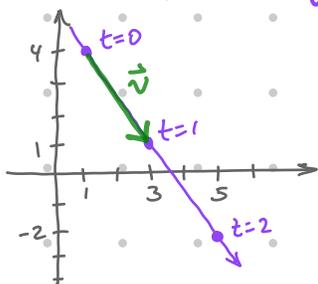


PROBLEM: A car is driving around \mathbb{R}^2 .
 At $t=0$, the car is at $(1,4)$.
 In t seconds, the car moves $2t$ units right and $3t$ units down.

Questions: What is the shape of motion?
 What equation gives the car's position at time t ?



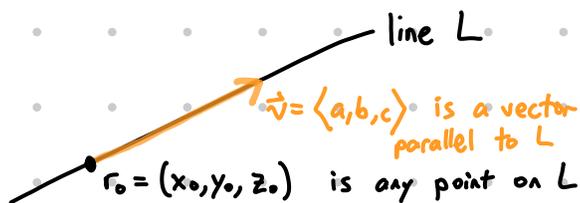
Parametric equations:
$$\begin{cases} x = 1 + 2t \\ y = 4 - 3t \end{cases}$$

Vector $\vec{v} = \langle 2, -3 \rangle$ is the direction vector of the car's motion.

Vector equation for the line: $\vec{r}(t) = \langle 1, 4 \rangle + t \langle 2, -3 \rangle$.

position $\langle x, y \rangle$ at time t initial position direction vector

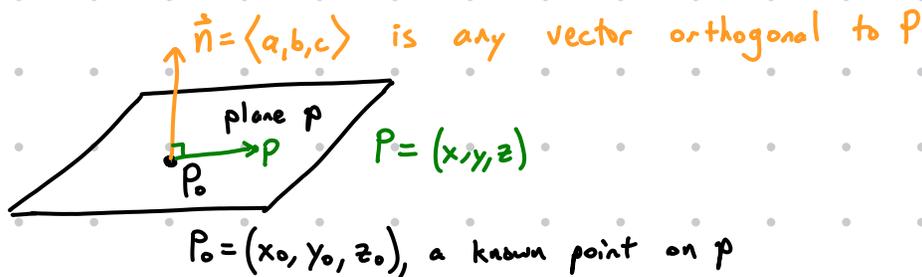
In ANY dimension: A point and a direction vector determine a line.



Vector equation: $\vec{r}(t) = \vec{r}_0 + t \vec{v}$

Parametric eqs:
$$\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases}$$

GENERAL STRATEGY FOR THE EQUATION OF A PLANE:



An equation for plane P : $\vec{n} \cdot \langle x - x_0, y - y_0, z - z_0 \rangle = 0$
 ↓ rearrange

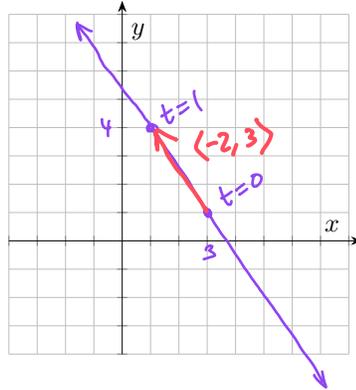
$ax + by + cz = \underbrace{ax_0 + by_0 + cz_0}_{\text{a number}}$

Lines and Planes

1. **Group investigation:** Pick several different values of t and plot the points whose x and y coordinates are given by:

parametric equations $\begin{cases} x = 3 - 2t \\ y = 1 + 3t \end{cases}$

Everyone at your table can pick different values of t . Then share your answers.

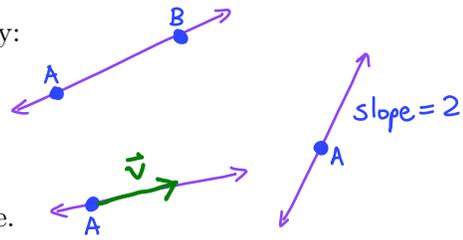


Vector equation of the line:
 $\langle x, y \rangle = \langle 3, 1 \rangle + t \langle -2, 3 \rangle$

What do you notice?

2. **True or False:** In two dimensions, a line is determined by:

- TRUE (a) Two different points on the line.
- TRUE (b) One point on the line and the slope of the line.
- TRUE (c) One point on the line and a vector parallel to the line.



3. **True or False:** In *three* dimensions, a line is determined by:

- TRUE (a) Two different points on the line.
- FALSE (b) One point on the line and the slope of the line. Slope isn't enough in 3D!
- TRUE (c) One point on the line and a vector parallel to the line.

4. Write equations for the line passing through the point $(4, 7, -2)$ and parallel to the vector $\langle 3, -1, 2 \rangle$...

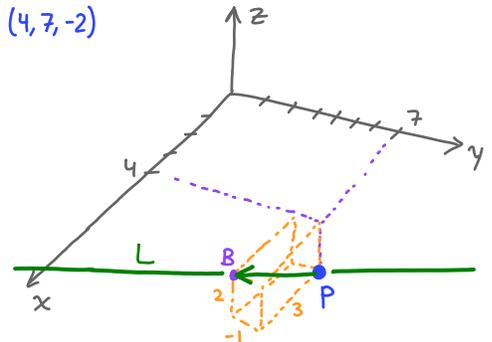
(a) In vector form: Let $\vec{v} = \langle 3, -1, 2 \rangle$

$$\langle x, y, z \rangle = \underbrace{\langle 4, 7, -2 \rangle}_P + t \underbrace{\langle 3, -1, 2 \rangle}_{\vec{v}}$$

(b) In parametric form:

$$\begin{cases} x = 4 + 3t \\ y = 7 - t \\ z = -2 + 2t \end{cases}$$

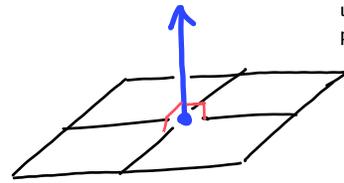
Let $P = (4, 7, -2)$



$$B = P + \vec{v} = \langle 4, 7, -2 \rangle + \langle 3, -1, 2 \rangle = \langle 7, 6, 0 \rangle$$

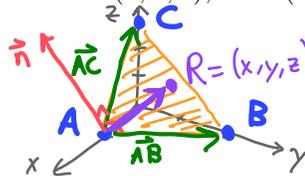
5. True or False: In three dimensions, a plane is determined by:

- TRUE (a) Three points (not all in the same line)
 TRUE (b) One point and two different (non-parallel) direction vectors
 TRUE (c) One point in the plane and a perpendicular vector to the plane



☞ Make drawings, use your hands, use props, etc.!

6. Let's think about the plane P that goes through the points $A = (1, 0, 0)$, $B = (0, 2, 0)$, and $C = (0, 0, 3)$.



(a) Make a sketch of the plane P .

(b) One vector parallel to the plane is $\vec{AB} = \langle -1, 2, 0 \rangle$. A different vector parallel to P is $\vec{AC} = \langle -1, 0, 3 \rangle$. How can you find a vector \mathbf{n} that is perpendicular to the plane P ?

normal vector: $\vec{n} = \vec{AB} \times \vec{AC} = \langle -1, 2, 0 \rangle \times \langle -1, 0, 3 \rangle = \langle 6, 3, 2 \rangle$

☞ Hint: You have TWO vectors that are parallel to the plane.

(c) Suppose that $R = (x, y, z)$ is a random point located in plane P . Explain why the vector $\vec{AR} = \langle x-1, y-0, z-0 \rangle$ is parallel to the plane P .

Since A and R are points in the plane, vector \vec{AR} is parallel to the plane.

(d) We are going to find $\mathbf{n} \cdot \vec{AR}$ in two ways:

- Compute $\mathbf{n} \cdot \vec{AR}$ using the definition of the dot product.
- Since \vec{AR} is parallel to P and \mathbf{n} is perpendicular to P , what is $\mathbf{n} \cdot \vec{AR}$?

$$\vec{n} \cdot \vec{AR} = \langle 6, 3, 2 \rangle \cdot \langle x-1, y-0, z-0 \rangle \quad \text{and also} \quad \vec{n} \cdot \vec{AR} = 0$$

(e) Milo: "WOW! That means an equation for the plane P is $6(x-1) + 3(y-0) + 2(z-0) = 0$."

Thus: $6(x-1) + 3(y-0) + 2(z-0) = 0$

Group chat: How did Milo arrive at this equation?

or: $6x + 3y + 2z = 6$

(f) Explain why $6(x-0) + 3(y-2) + 2(z-0) = 0$ is another way to write an equation for plane P .

↑ coordinates of point B, so $\vec{n} \cdot \vec{BR} = 0$

You can use any point in the plane to find an equation for the plane.

(g) What is the general strategy for finding the equation of a plane?

Find a normal vector \vec{n} , which is orthogonal to the plane.

Find a point A in the plane. Let $R = (x, y, z)$ be a random point in the plane

Then $\vec{n} \cdot \vec{AR} = 0$ gives an equation of the plane.

7. Suppose that P is the plane that passes through the points $A = (-1, 2, 3)$, $B = (0, 4, 4)$, and $C = (-1, 2, 4)$. Find an equation for P .

Vectors parallel to plane P : $\vec{AB} = \langle 1, 2, 1 \rangle$ and $\vec{AC} = \langle 0, 1, 1 \rangle$.

Normal vector to the plane: $\vec{n} = \vec{AB} \times \vec{AC} = \langle 1, 2, 1 \rangle \times \langle 0, 1, 1 \rangle = \langle 1, -1, 1 \rangle$.

Equation of the plane: $\vec{n} \cdot (A - (x, y, z)) = \langle 1, -1, 1 \rangle \cdot \langle x-(-1), y-2, z-3 \rangle = 0$

$$1(x+1) - 1(y-2) + 1(z-3) = 0$$

$$x+1 - y+2 + z-3 = 0$$

$x - y + z = 0$

8. Spicy: Find the angle between the planes $x + y + z = 1$ and $x - y + 3z = 3$.

Hint: the angle between two planes is the same as the angle between the normal vectors of the two planes.