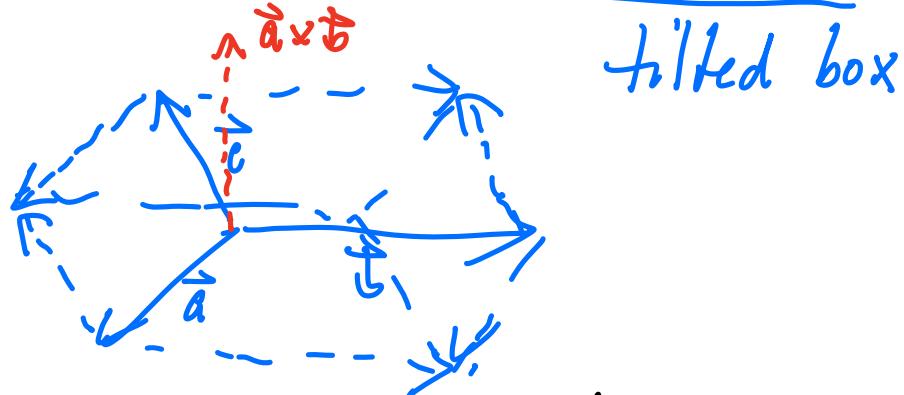
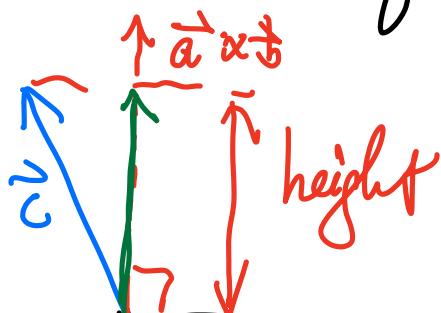


Volume of parallelopiped parallelotope

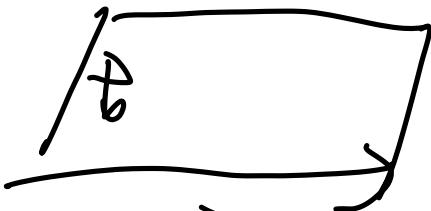


Volume of parallelopiped
 $= (\text{area of base})(\text{height})$



height = scalar projection of
 \vec{c} onto $\vec{a} \times \vec{b}$
So if $\vec{u} = \frac{\vec{a} \times \vec{b}}{|\vec{a} \times \vec{b}|}$, then height = $\vec{c} \cdot \vec{u}$

Area of base = $|\vec{a} \times \vec{b}|$



$$\begin{aligned} \text{Volume} &= (\text{area of base}) (\text{height}) \\ &= |\vec{a} \times \vec{b}| \left| \left(\vec{c} \cdot \vec{u} \right) \right| \\ &= |\vec{a} \times \vec{b}| \left| \left(\vec{c}, \frac{(\vec{a} \times \vec{b})}{|\vec{a} \times \vec{b}|} \right) \right| \\ &= |\vec{a} \times \vec{b}| \left(\frac{1}{|\vec{a} \times \vec{b}|} \right) \left| \vec{c} \cdot (\vec{a} \times \vec{b}) \right| \\ &\equiv \left| \vec{c} \cdot (\vec{a} \times \vec{b}) \right| \end{aligned}$$

Oriented volume

$(\vec{a}, \vec{b}, \vec{c})$ has positive orientation

$$\Rightarrow (\vec{a} \times \vec{b}) \cdot \vec{c} > 0$$

Oriented volume

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

$$= \begin{cases} \text{volume if } (\vec{a}, \vec{b}, \vec{c}) \\ \text{---volume if } \vec{a}, \vec{b}, \vec{c} \text{ has pos. or neg orient.} \end{cases}$$

To check orientation of $(\vec{a}, \vec{b}, \vec{c})$

- 1) Draw them, check righthand rule
- 2) Calculate $(\vec{a} \times \vec{b}) \cdot \vec{c}$

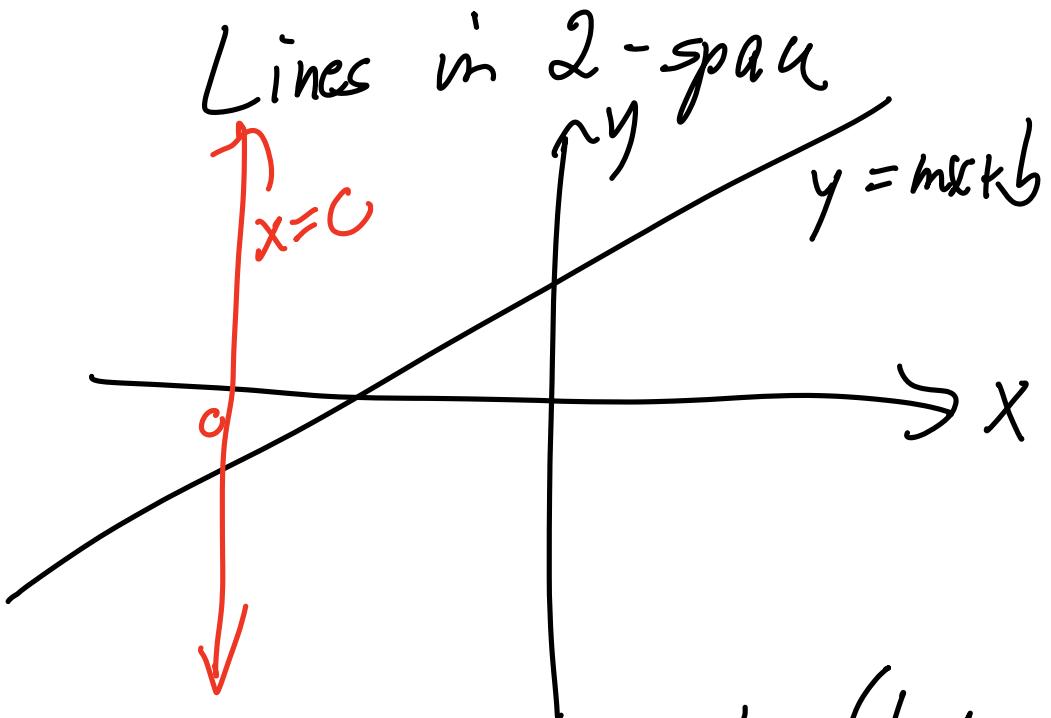
Sign of this gives orientation

$$(\vec{a}, \vec{b}, \vec{c}) +$$

$$\rightarrow (\vec{b}, \vec{a}, \vec{c}) - \quad (\vec{b}, \vec{c}, \vec{a}) +$$

$$(\vec{a}, \vec{c}, \vec{b}) - \quad (\vec{c}, \vec{a}, \vec{b}) +$$

$$(\vec{a}, \vec{b}, \vec{c})$$



Graph : $y = mx + b$ (but no vertical lines)

Vertical line : $x = c$

Solution to linear equation

$$Ax + By = C$$

$$2x - 3y = 1 \quad 2x = 1$$

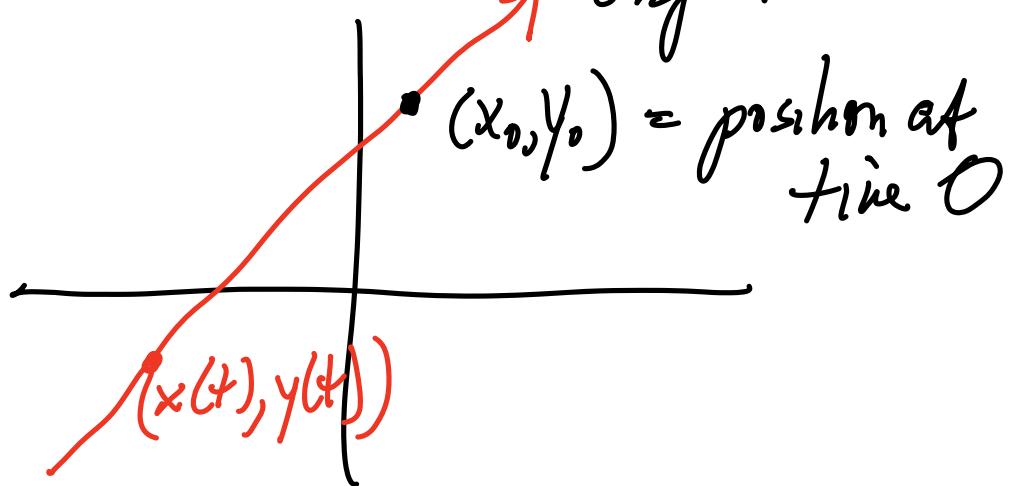
$$\hookrightarrow y = \frac{2}{3}x - \frac{1}{3} \quad x = \frac{1}{2}$$

Parameterization

View line as the path of an object

$t = \text{time}$

$(x(t), y(t))$ = location of object at time t



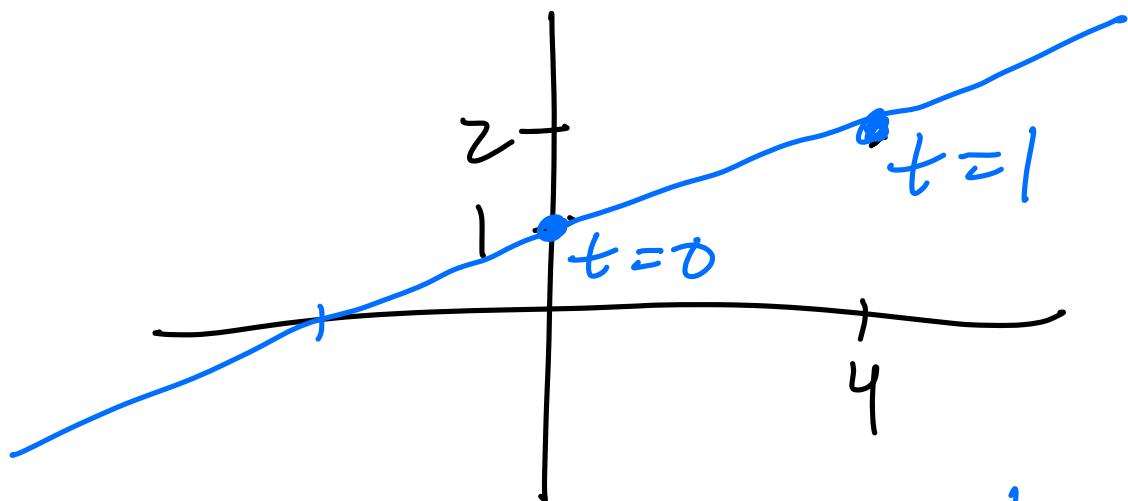
$$x(t) = x_0 + at$$

$$y(t) = y_0 + bt$$

$$(x(0), y(0)) = (x_0, y_0)$$

P6

Parameterization of line
 is writing x, y as linear functions
 of a new variable t
 t called "parameter"



$$y = \frac{1}{4}x + 1 \quad \text{graph}$$

$$-x + 4y = 4 \quad \text{line eq'n}$$

$$(x, y) = (0, 1) + t \langle 4, 1 \rangle$$

parameterization

(Many possible parameterizations)

$$\begin{aligned}x(t) &= 4t \\y(t) &= 1 + t\end{aligned}$$

2 distinct points \Rightarrow unique line

$$(3, 4), (-1, 17)$$

\Rightarrow find equation of line

Parameterization

$$(x, y)(0) = (3, 4)$$

$$(x, y)(1) = (-1, 17)$$

$$(x, y)(t) = (3, 4) + t((-1, 17) - (3, 4))$$

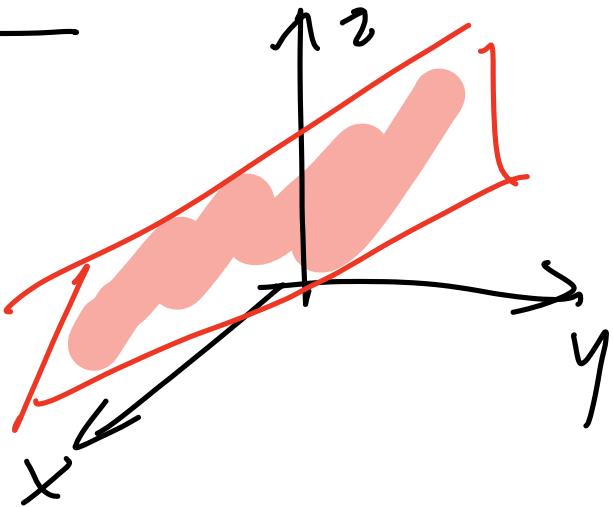
$$\begin{aligned}(x, y)(1) &= (3, 4) + ((-1, 17) - (3, 4)) \\&= (-1, 17)\end{aligned}$$

Lines in 3-space

Planes

- Graph

$z = ax + by + c$
 (but no vertical planes)



- Solution to linear equation

$$Ax + By + Cz = D$$

- Parameterization

Need 2 parameters because
 plane is 2-dimensional

$$(x, y, z) (s, t)$$

$$= (x_0, y_0, z_0) + s \langle v_1, v_2, v_3 \rangle$$

$$+ t \langle w_1, w_2, w_3 \rangle$$

$$x(s,t) = x_0 + s v_1 + t w_1$$

$$y(s,t) = y_0 + s v_2 + t w_2$$

$$z(s,t) = z_0 + s v_3 + t w_3$$

3 non-collinear points

determine a unique plane

$$(1,1,0), (0,0,-2), (0,3,0)$$

- Solve for graph or linear equation
of plane

Parameterization

$$(x,y,z)(0,0) = (1,1,0)$$

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

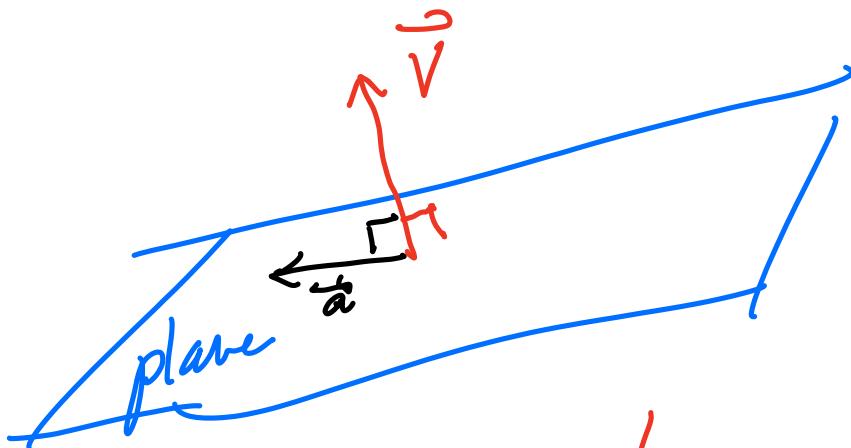
$$(x,y,z)(0,1) = (0,3,0)$$

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

$$+ s((0, 0, -2) - (1, 1, 0))$$

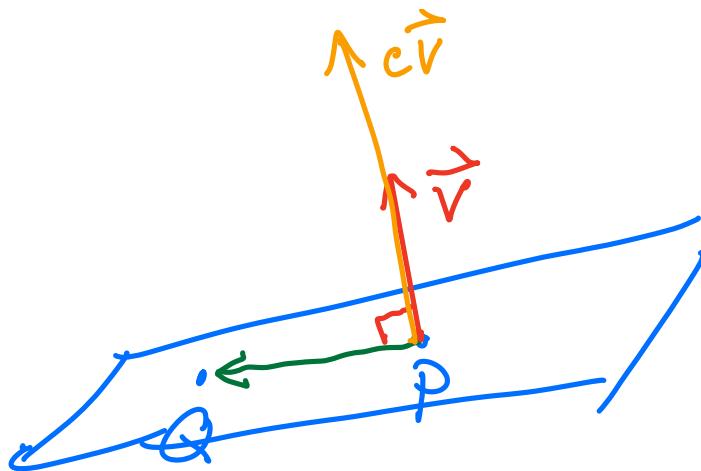
$$+ t((0, 3, 0) - (1, 1, 0))$$

Normal vector plane



\vec{v} is normal to a plane
if it makes a right angle
with plane

Same as: Any vector parallel to
plane is orthogonal to \vec{v}



P, Q in plane

$Q-P$ vector parallel to plane

\vec{v} normal vector of plane
nonzero

$$\Rightarrow (Q-P) \perp \vec{v}$$

orthogonal

$$\Rightarrow \vec{v} \cdot (Q-P) = 0$$

So if P in plane, \vec{v} parallel,
then

$$Q \text{ in plane} \iff (Q-P) \cdot \vec{v} = 0$$

A plane uniquely determined by
one point in the plane
and a nonzero normal vector

$$P = (x_0, y_0, z_0)$$

$$\vec{v} = \langle a, b, c \rangle$$

$Q = (x, y, z)$ lies in plane



$$(Q - P) \cdot \vec{v} = 0$$

$$((x, y, z) - (x_0, y_0, z_0)) \cdot \langle a, b, c \rangle = 0$$



$$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

$$ax + by + cz = ax_0 + by_0 + cz_0$$

$$ax + by + cz = d$$

↓ ↓ ↓
constant constant constant

Compare:

$$\vec{v} = \langle a, b, c \rangle$$

a, b, c coefficients
of equation
linear

Components of a normal vector for a plane \iff Coefficients of x, y, z of a linear equation for the plane

$$2x + 3y - 17z = 23$$

Find a normal vector

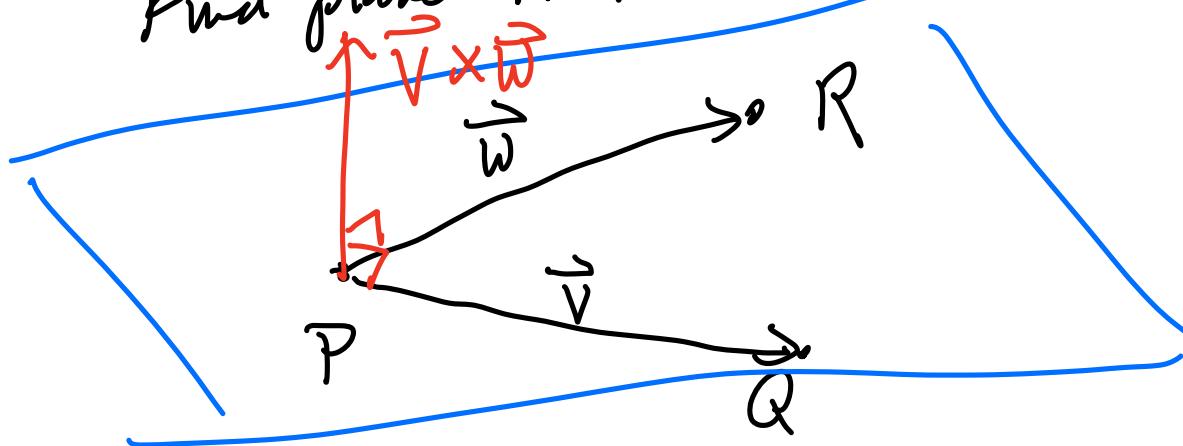
Answer: $\langle 2, 3, -17 \rangle$

Linear equation \longleftrightarrow point and normal vector

$$2x + 3y - 17z = 23 \Rightarrow \vec{v} = \langle 2, 3, -17 \rangle$$
$$P = \left(\frac{23}{2}, 0, 0 \right)$$

$$x + y - z = -1 \longleftrightarrow \vec{v} = \langle 1, 1, -1 \rangle$$
$$0 + 2 - 3 = -1 \quad P = (0, 2, 3)$$

3 points in space
Find plane that contains them



P, Q, R not collinear

$$\Rightarrow \vec{v} = Q - P, \vec{w} = R - P$$

are not parallel

$$\Leftrightarrow \vec{v} \times \vec{w} \neq 0$$

Since $\vec{v} \times \vec{w} \perp$ both \vec{v} and \vec{w}
it's normal to plane

Example

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

Find plane containing A, B, C

$$\vec{v} = A - C = \langle 0, 1, 1 \rangle \quad \left. \begin{array}{l} \text{Parallel} \\ \text{to} \end{array} \right\}$$

$$\vec{w} = C - B = \langle 3, 0, -1 \rangle \quad \left. \begin{array}{l} \\ \text{plane} \end{array} \right\}$$

$$\begin{aligned} \vec{n} &= \vec{v} \times \vec{w} \\ &= (\vec{j} + \vec{k}) \times (3\vec{i} - \vec{k}) \end{aligned}$$

$$\begin{aligned}
 &= (-1) \vec{i} \\
 &+ (+3) \vec{j} \\
 &+ (-3) \vec{k} \\
 &= -\vec{i} + 3\vec{j} - 3\vec{k} = \langle -1, 3, -3 \rangle
 \end{aligned}$$

$\vec{n} = \langle -1, 3, -3 \rangle$ normal vector
 $P = (1, 0, 0)$ point

$$\begin{aligned}
 (-1)x + 3y + (-3)z &= -1 \\
 (-1)1 + 3(0) + (-3)0 &= -1
 \end{aligned}$$

Find 3 points (3 solutions)

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

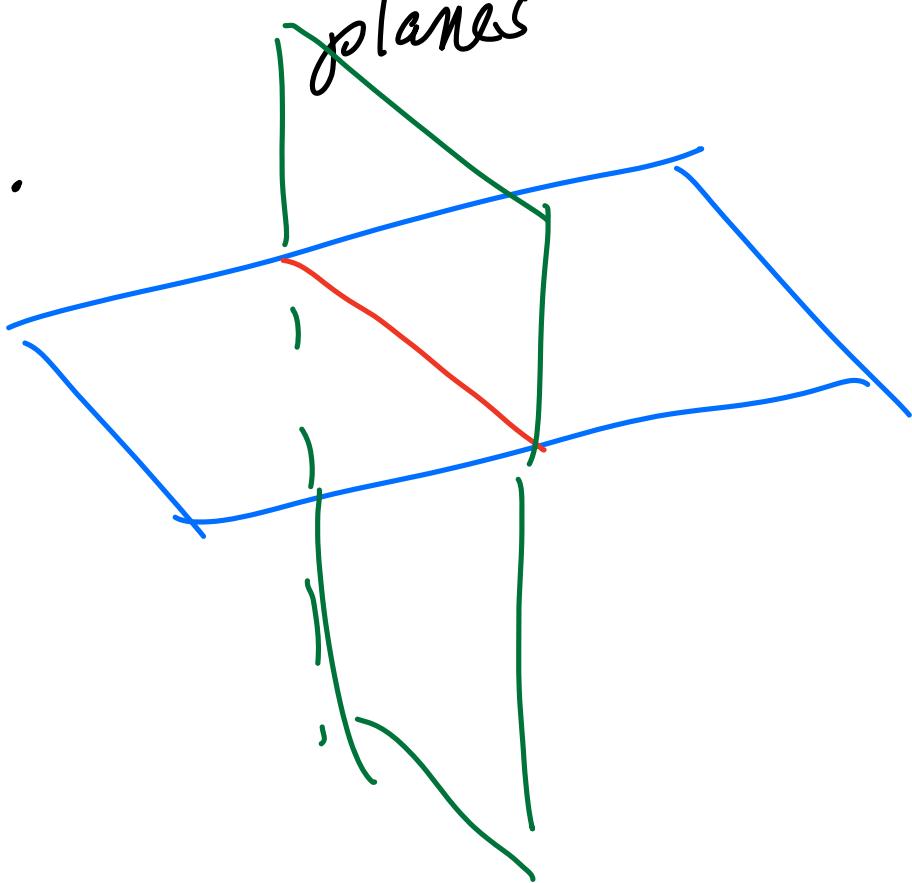
$$x = z = 0 \Rightarrow 3y = -1 \Rightarrow (0, -\frac{1}{3}, 0)$$

$$x=y=0 \Rightarrow -3z = -1 \Rightarrow (0,0,\frac{1}{3})$$

3 non-collinear points

Line in 3-space

- Intersection of 2 non-parallel planes



- 2 points uniquely determine line
- Intersection of 2 planes



Solutions to a system
of 2 linear equations
with nonparallel coefficients
(normal vector)

Example

$$\begin{array}{rcl} x + y & = 4 \\ y - z & = 1 \end{array}$$

- Parameterizations of line

$$(x, y, z)(t) = (x_0, y_0, z_0)$$

$$+ t \langle v_1, v_2, v_3 \rangle$$

Line through 2 points

$$P = (1, 1, 0), (0, 0, 2) = Q$$

Parameterization

$$\begin{aligned}(x, y, z)(t) &= (1, 1, 0) + t((0, 0, 2) - (1, 1, 0)) \\&= (1, 1, 0) + t(-1, -1, 2) \\&= (1-t, 1-t, 2t)\end{aligned}$$

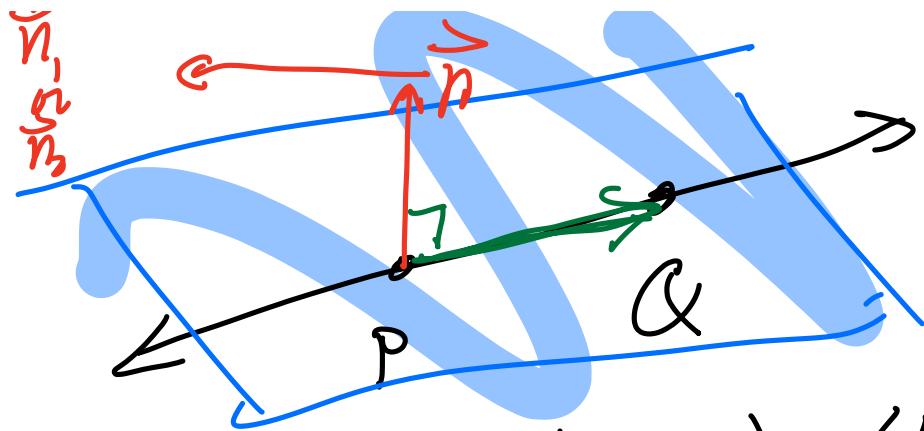
Intersection of
2 planes

Look for 2 non-parallel planes
containing lines.

⇒ Look for 2 non-parallel
nonzero normal vectors

$$\vec{n}_1, \vec{n}_2$$

⇒



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

$= \langle -1, -1, 2 \rangle$

$\left. \begin{array}{l} \vec{n}_1 = \langle 1, -1, 0 \rangle \\ \vec{n}_2 = \langle 0, 2, 1 \rangle \end{array} \right\}$ Both normal to $Q - P$

both
common
Plane with normal \vec{n}_1 and
point P
contains line

Plane with normal \vec{n}_2 , and point P
also contains line

Planes are not parallel

So intersection of these
2 planes is the line
through P, Q

↓
Can write equations for
the 2 planes

↓
get 2 linear equations
whose solutions form the line

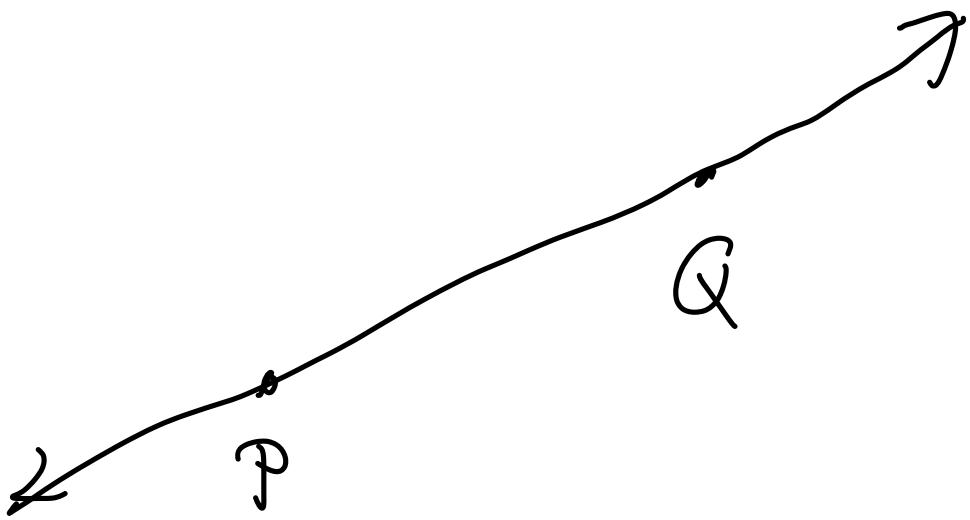
What we did:

Start with points P, Q

and found 2 planes

whose intersection is the line

through P and Q



- Parameterization
- Intersection of 2 planes

Preview

Quadratic surface

Solution to a quadratic polynomial

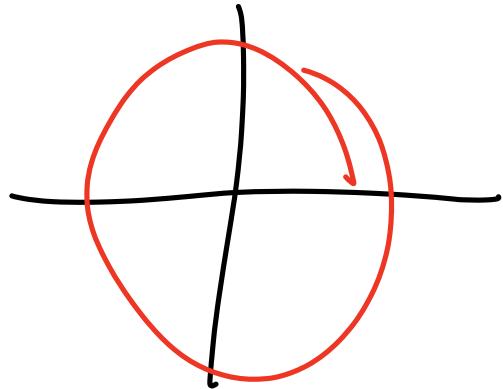
$$[ax^2 + bxy + cy^2 + dxz + eyz + fz^2 = g]$$

$$(ax^2 + bxy + cy^2 = d) \rightarrow \text{quadratic curve}$$

Examples

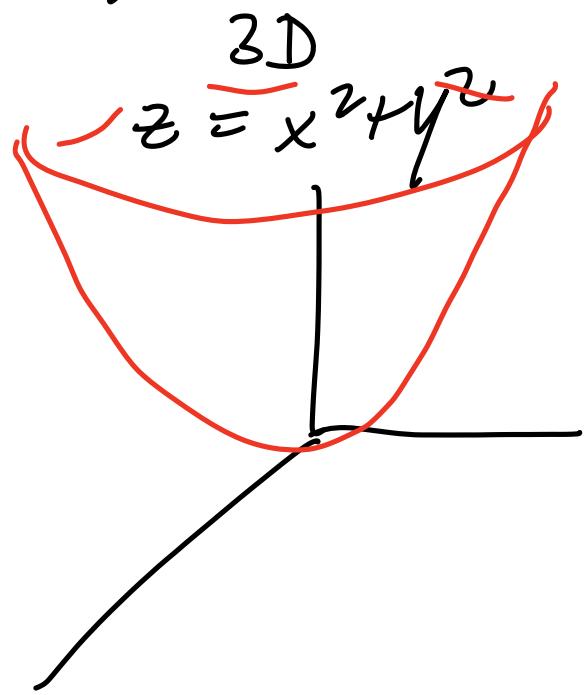
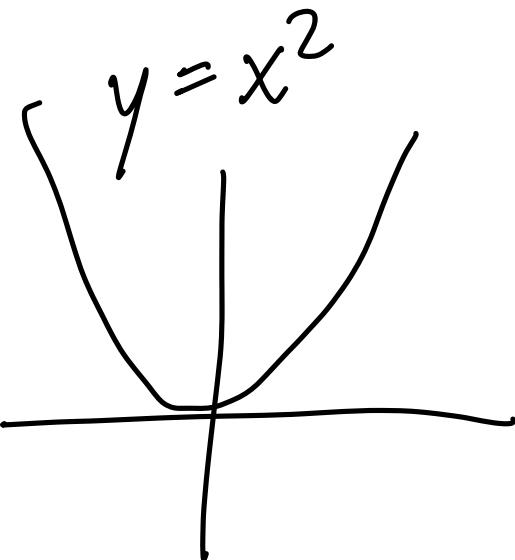
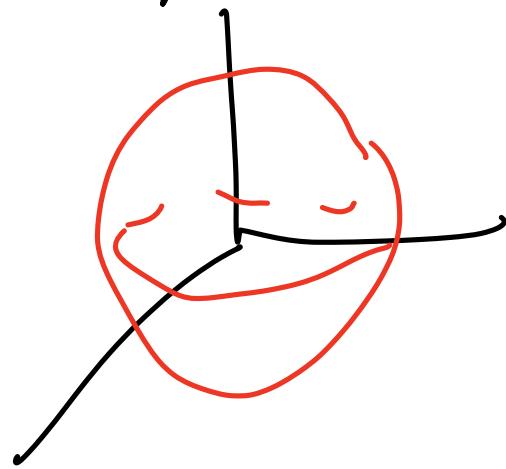
2D

$$x^2 + y^2 = r^2$$

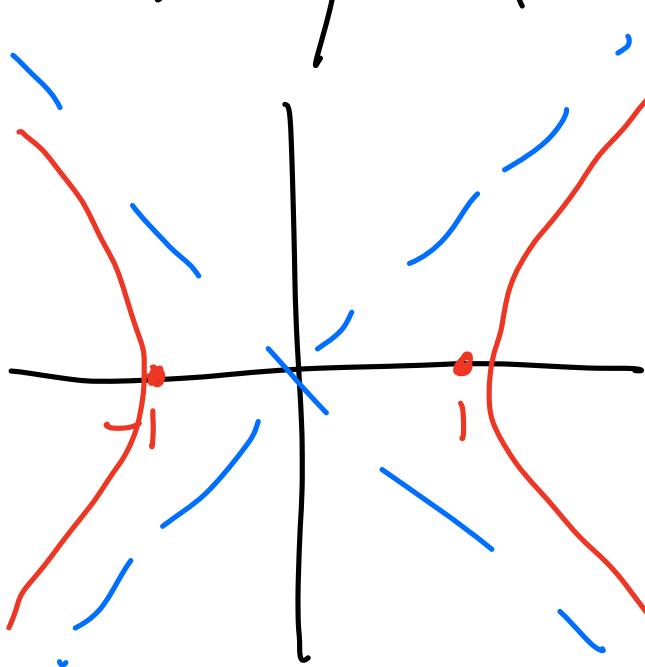


3D

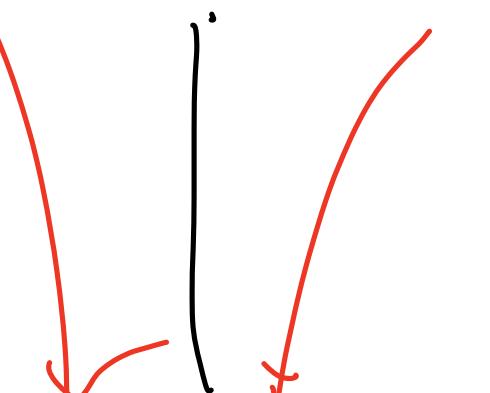
$$x^2 + y^2 + z^2 = r^2$$



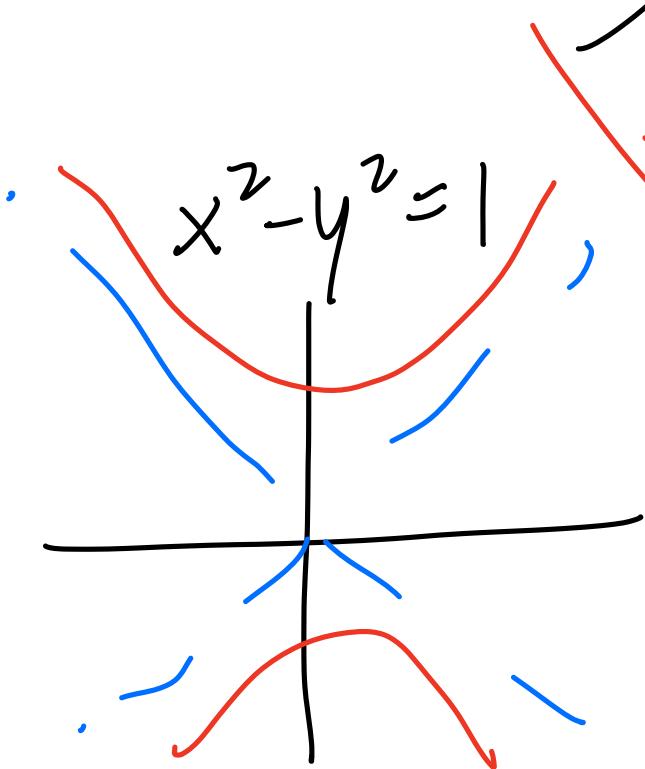
$$x^2 - y^2 = 1$$



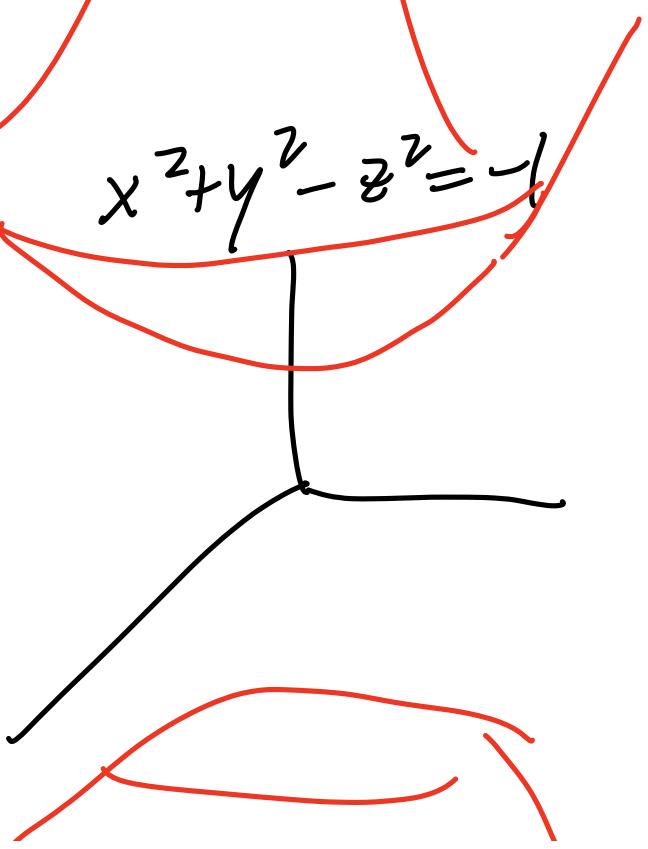
$$x^2 + y^2 - z^2 = 1$$



$$x^2 - y^2 = 1$$



$$x^2 + y^2 - z^2 = -1$$



6

7