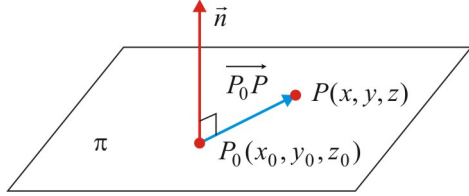


**8.5 Cartesian Equation of a Plane**

**A Normal Equation of a Plane**

A plane may be determined by a *point*  $P_0(x_0, y_0, z_0)$  and a *vector* perpendicular to the plane  $\vec{n}$  called the *normal vector*.



If  $P(x, y, z)$  is a generic point on the plane, then:

$\vec{P_0P} \perp \vec{n}$  and:

$$\vec{P_0P} \cdot \vec{n} = 0 \quad (1)$$

This is the *normal equation* of a plane.

**B Cartesian Equation of a Plane**

Let write the normal vector of a plane in the form:

$$\vec{n} = (A, B, C)$$

Then, the normal equation (1) may be written as:

$$(x - x_0, y - y_0, z - z_0) \cdot (A, B, C) = 0$$

$$Ax + By + Cz - Ax_0 - By_0 - Cz_0 = 0$$

or:

$$Ax + By + Cz + D = 0 \quad (2)$$

equation which is called the *Cartesian equation* of a plane.

Note. A normal vector to the plane is:

$$\vec{n} = \vec{u} \times \vec{v}$$

where  $\vec{u}$  and  $\vec{v}$  are the direction vectors of the plane.

Ex 1. Consider the plane  $\pi$  defined the Cartesian equation  $\pi : 2x - 3y + 6z + 12 = 0$ .

a) Find a normal vector to this plane.

$$\vec{n} = (2, -3, 6)$$

b) Find two points on this plane.

If  $x = 0$  and  $y = 0$  then  $z = -2$ . So  $(0, 0, -2) \in \pi$ .

If  $x = 0$  and  $z = 0$  then  $y = 4$ . So  $(0, 4, 0) \in \pi$ .

c) Find if the point  $P(1, 2, 3)$  is a point on this plane.

$$2(1) - 3(2) + 6(3) + 12 = 26 \neq 0 \Rightarrow \therefore P \notin \pi$$

Ex 2. Find the Cartesian equation of a plane  $\pi$  that passes through the points  $A(1, -1, 0)$ ,  $B(0, 0, 1)$ , and  $C(0, -2, 1)$ .

$$\vec{u} = \vec{AB} = (-1, 1, 1); \quad \vec{v} = \vec{AC} = (-1, -1, 1)$$

$$\vec{i} \quad \vec{j} \quad \vec{k} \quad \vec{i} \quad \vec{j}$$

$$\vec{n} = \vec{u} \times \vec{v} = \begin{vmatrix} -1 & 1 & 1 \\ -1 & -1 & 1 \end{vmatrix} = (2, 0, 2) = (A, B, C)$$

$$\begin{vmatrix} -1 & -1 & 1 \\ -1 & -1 & -1 \end{vmatrix}$$

$$2x + 2z + D = 0$$

$$A(1, -1, 0) \in \pi \Rightarrow 2(1) + 2(0) + D = 0 \Rightarrow D = -2$$

$$\therefore 2x + 2z - 2 = 0 \text{ or } x + z - 1 = 0$$

Ex 3. Find parametric and vector equations for the plane:

$$\pi : x - 2y + 3z - 6 = 0$$

Method #1

$$\begin{cases} x = 6 + 2s - 3t \\ y = s \\ z = t \end{cases}; \quad s, t \in R$$

$$\vec{r} = (6, 0, 0) + s(2, 1, 0) + t(-3, 0, 1), \quad s, t \in R$$

Method #2

$$A(0, 0, 2) \in \pi; B(0, -3, 0) \in \pi; C(6, 0, 0) \in \pi$$

$$\vec{u} = \vec{AB} = (0, -3, -2); \quad \vec{v} = \vec{AC} = (6, 0, -2)$$

$$\therefore \vec{r} = (0, 0, 2) + s(0, -3, -2) + t(6, 0, -2); \quad s, t \in R$$

$$\begin{cases} x = 6t \\ y = -3s \\ z = 2 - 2s - 2t \end{cases}$$

Ex 4. Find the intersections with the coordinate axes for the plane  $\pi : 3x + 2y + z - 6 = 0$ . Represent the plane graphically.

$$\text{Let } A = \pi \cap x\text{-axis} . y_A = z_A = 0 \Rightarrow x_A = 2 .$$

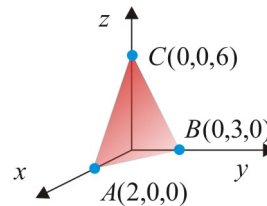
$$\therefore x\text{-int} = A(2, 0, 0) .$$

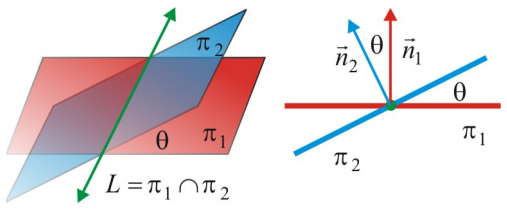
$$\text{Let } B = \pi \cap y\text{-axis} . x_B = z_B = 0 \Rightarrow y_B = 3 .$$

$$\therefore y\text{-int} = B(0, 3, 0) .$$

$$\text{Let } C = \pi \cap z\text{-axis} . x_C = y_C = 0 \Rightarrow z_C = 6 .$$

$$\therefore z\text{-int} = C(0, 0, 6) .$$



	<p>Ex 5. Find the Cartesian equation of a plane with <math>x</math>-int = -1, <math>y</math>-int = 2, and <math>z</math>-int = -3.</p> $Ax + By + Cz + D = 0$ $x - \text{int} = -\frac{D}{A} = -1 \Rightarrow A = D$ $y - \text{int} = -\frac{D}{B} = 2 \Rightarrow B = -\frac{D}{2}$ $z - \text{int} = -\frac{D}{C} = -3 \Rightarrow C = \frac{D}{3}$ $Dx - \frac{D}{2}y + \frac{D}{3}z + D = 0$ $\therefore x - \frac{y}{2} + \frac{z}{3} + 1 = 0 \text{ or } \therefore 6x - 3y + 2z + 6 = 0$
<p><b>F Angle between two Planes</b>          The <i>angle</i> between two planes is defined as the angle between their <i>normal vectors</i>:</p> $\cos \theta = \frac{\vec{n}_1 \cdot \vec{n}_2}{ \vec{n}_1   \vec{n}_2 }$ <p>Note. Using this formula, you may get an <i>acute</i> or an <i>obtuse</i> angle depending on the normal vectors which are used.</p> 	<p>Ex 6. Find the angle between each pair of planes.</p> <p>a) <math>\pi_1 : x + 2y + 3z + 1 = 0</math>, <math>\pi_2 : 3x + 2y + z + 2 = 0</math>  <math>\vec{n}_1 = (1, 2, 3)</math>; <math>\vec{n}_2 = (3, 2, 1)</math></p> $\cos \theta = \frac{\vec{n}_1 \cdot \vec{n}_2}{ \vec{n}_1   \vec{n}_2 } = \frac{(1)(3) + (2)(2) + (3)(1)}{\sqrt{1^2 + 2^2 + 3^2} \sqrt{3^2 + 2^2 + 1^2}} = \frac{10}{14}$ $\therefore \theta = \cos^{-1}(10/14) \cong 44.42^\circ$ <p>b) <math>\pi_1 : x + y + z + 1 = 0</math>, <math>\pi_2 : x - y - 1 = 0</math>  <math>\vec{n}_1 = (1, 1, 1)</math>; <math>\vec{n}_2 = (1, -1, 0)</math></p> $\cos \theta = \frac{\vec{n}_1 \cdot \vec{n}_2}{ \vec{n}_1   \vec{n}_2 } = \frac{(1)(1) + (1)(-1) + (1)(0)}{\sqrt{1^2 + 1^2 + 1^2} \sqrt{1^2 + (-1)^2 + 0^2}} = \frac{0}{\sqrt{3}\sqrt{2}} = 0$ $\therefore \theta = 90^\circ$

**Reading:** Nelson Textbook, Pages 461-468

**Homework:** Nelson Textbook: Page 468 #1, 5, 7, 8, 9a, 11, 13, 17