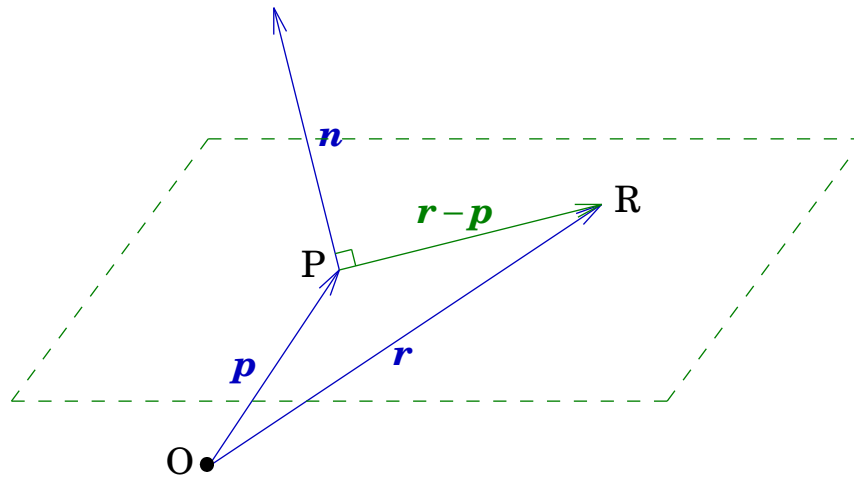


Planes

We can ask for the plane that passes through a given point and is in a given orientation [direction]; or that passes through a given point and contains two vectors [why two?]; or that passes through three points; and we can ask for the answer as a vector equation or in cartesian form.

- Given a point P with position vector \mathbf{p} , we can specify the direction of a plane through P by giving a vector \mathbf{n} for a normal to it. Any normal vector [except $\mathbf{0}$] will do!



In that case, a typical point R in the plane is characterised by the fact that the vector $\overrightarrow{PR} = \mathbf{r} - \mathbf{p}$ lies in the plane, and so is perpendicular to the normal vector \mathbf{n} . In other words,

$$(\mathbf{r} - \mathbf{p}) \cdot \mathbf{n} = 0.$$

This is the vector equation of the plane through P and normal [perpendicular] to \mathbf{n} .

- Given a point P and two vectors \mathbf{u} and \mathbf{v} , we can find the plane that contains them by constructing $\mathbf{n} = \mathbf{u} \times \mathbf{v}$, which is therefore normal to the plane, and then using the previous result. So the equation of the plane is

$$(\mathbf{r} - \mathbf{p}) \cdot (\mathbf{u} \times \mathbf{v}) = 0.$$

Equivalently, this is a scalar triple product:

$$[\mathbf{r} - \mathbf{p}, \mathbf{u}, \mathbf{v}] = 0,$$

specifying that the vectors \mathbf{u} , \mathbf{v} and $\mathbf{r} - \mathbf{p}$ are coplanar.

- Given three points, P , S and T , we can find the plane through them by constructing $\mathbf{u} = \overrightarrow{PS}$, $\mathbf{v} = \overrightarrow{PT}$, and then using the previous result. So the equation of the plane is

$$[\mathbf{r} - \mathbf{p}, \mathbf{s} - \mathbf{p}, \mathbf{t} - \mathbf{p}] = 0,$$

where \mathbf{s} and \mathbf{t} are the position vectors of S and T , specifying that the vectors $\mathbf{r} - \mathbf{p}$, $\mathbf{s} - \mathbf{p}$ and $\mathbf{t} - \mathbf{p}$ are coplanar.

You will get the same result, despite the different appearance, if you construct, say, $\mathbf{u} = \overrightarrow{ST}$, or use $\mathbf{r} - \mathbf{t}$, or whatever. Verify this using the example below!

- To find the cartesian form of the equation, just replace \mathbf{r} by (x, y, z) in the vector form.

Examples

- Find the equation of the plane through the points $P = (1, 1, 1)$, $S = (2, -1, 0)$ and $T = (-1, 2, -2)$.

Two vectors in the plane are $\overrightarrow{PS} = (2, -1, 0) - (1, 1, 1) = (1, -2, -1)$ and $\overrightarrow{PT} = (-1, 2, -2) - (1, 1, 1) = (-2, 1, -3)$. So a normal vector to the plane is

$$\overrightarrow{PS} \times \overrightarrow{PT} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & -2 & -1 \\ -2 & 1 & -3 \end{vmatrix} = (6+1)\mathbf{i} - (-3-2)\mathbf{j} + (1-4)\mathbf{k} = 7\mathbf{i} + 5\mathbf{j} - 3\mathbf{k}.$$

Check: $(7, 5, -3) \cdot (1, -2, -1) = 7 - 10 + 3 = 0$, and $(7, 5, -3) \cdot (-2, 1, -3) = -14 + 5 + 9 = 0$.

So the equation of the plane is

$$(\mathbf{r} - (1, 1, 1)) \cdot (7, 5, -3) = 0.$$

Since $(1, 1, 1) \cdot (7, 5, -3) = 7 + 5 - 3 = 9$, this is equivalently

$$\mathbf{r} \cdot (7, 5, -3) = 9.$$

If we want this in cartesian form, replace \mathbf{r} by (x, y, z) ; then $(x, y, z) \cdot (7, 5, -3) = 7x + 5y - 3z$, so the equation of the plane is

$$7x + 5y - 3z = 9.$$

Check: This equation is satisfied by the three points we started with.

Note: We can also go the other way; if we have the equation of a plane in a form such as $7x + 5y - 3z = 9$, then we know that the vector $7\mathbf{i} + 5\mathbf{j} - 3\mathbf{k}$ is normal to the plane, and there is a vector form $\mathbf{r} \cdot (7\mathbf{i} + 5\mathbf{j} - 3\mathbf{k}) = 9$.

- How far is the point $R = (2, -1, 3)$ from the plane just found?

So the vector $\overrightarrow{PR} = (2, -1, 3) - (1, 1, 1) = (1, -2, 2)$. By construction, the vector $7\mathbf{i} + 5\mathbf{j} - 3\mathbf{k}$ is normal to the plane; its size is $\sqrt{7^2 + 5^2 + (-3)^2} = \sqrt{83}$. So the component of \overrightarrow{PR} in the direction normal to the plane is

$$\overrightarrow{PR} \cdot (7\mathbf{i} + 5\mathbf{j} - 3\mathbf{k}) / \sqrt{83} = (7 - 10 - 6) / \sqrt{83} = -9 / \sqrt{83} \approx -0.988.$$

So the distance of R from the plane is the absolute value of the component just found, or approximately 0.988 units. [R is on the opposite side of the plane from the normal.]

- A light ray from R strikes the plane just found at P . What is its angle of incidence?

We want the angle between the line PR and the normal at P ; so between the vectors $\mathbf{i} - 2\mathbf{j} + 2\mathbf{k}$ and $7\mathbf{i} + 5\mathbf{j} - 3\mathbf{k}$. These vectors have lengths 3 and $\sqrt{83}$, and dot product -9 , as just found, so the angle between is $\cos^{-1}(-9/(3\sqrt{83})) \approx 109$ degrees. As this is greater than 90, equivalently the ray is striking at $180 - 109 = 71$ degrees on the opposite side to the normal. [From this, we could easily do nice things with the optics if we wanted to know where the ray got reflected or refracted to.]

- What is the angle between the plane just found and the plane $x - 2y + 2z = 1$?

Normals to the planes are $\mathbf{i} - 2\mathbf{j} + 2\mathbf{k}$ and $7\mathbf{i} + 5\mathbf{j} - 3\mathbf{k}$; as just found, the angle between these is 71 [or 109] degrees.