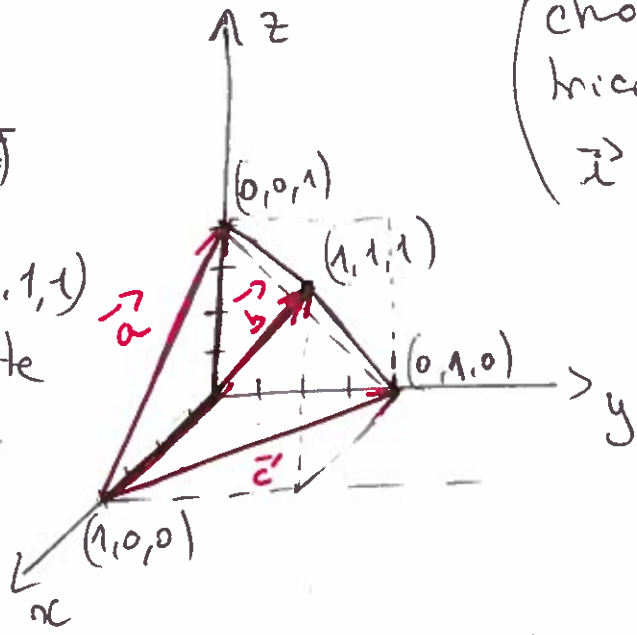


Problem what is the angle between the faces of a regular tetrahedron?

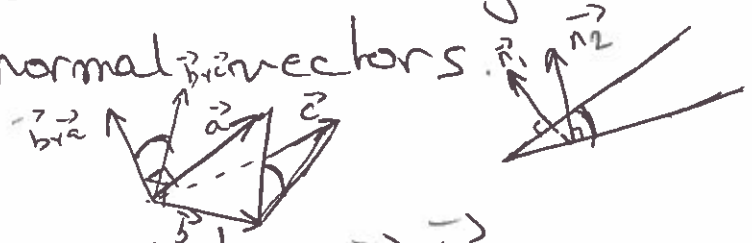
(choose base to be triangle determined by $\vec{i}, \vec{j}, \vec{k}$.)

~~the apex is~~
~~at (1,1,1)~~

The apex is (1,1,1)
it is $\sqrt{2}$ from the other 3 vertices.



angle between faces is the same as the angle between normal vectors.



$$\vec{a} = \langle 1, 0, 1 \rangle$$
$$\vec{b} = \langle 0, 1, 1 \rangle$$
$$\vec{c} = \langle -1, 1, 0 \rangle$$

normal to face determined by \vec{a}, \vec{b} is

$$\vec{n}_1 = \vec{b} \times \vec{a} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 0 & 1 & 1 \\ -1 & 0 & 1 \end{vmatrix} = \langle 1, -1, 1 \rangle$$

normal to face determined by \vec{b}, \vec{c}

$$\vec{n}_2 = \vec{b} \times \vec{c} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 0 & 1 & 1 \\ -1 & 1 & 0 \end{vmatrix} = \langle -1, -1, 1 \rangle$$

$$\cos \theta = \frac{\vec{n}_1 \cdot \vec{n}_2}{|\vec{n}_1| |\vec{n}_2|}$$

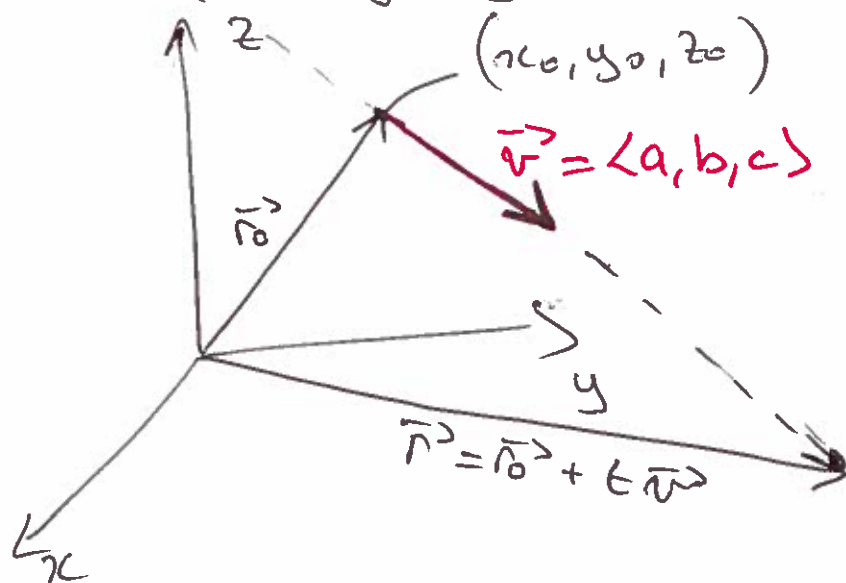
(2)

$$|\vec{n}_1| = |\vec{n}_2| = \sqrt{3} \quad \text{and} \quad \vec{n}_1 \cdot \vec{n}_2 = -1 + 1 + 1 = 1 \quad \text{so}$$

$$\cos \theta = \frac{1}{\sqrt{3}\sqrt{3}} = \frac{1}{3} \Rightarrow \theta = \cos^{-1}\left(\frac{1}{3}\right) \approx 70^\circ$$

equations of lines and planes

a line in 3D is determined by a direction and a point it is going through.



t here is a parameter. Any vector \vec{r} from the origin is of the form: $\boxed{\vec{r} = \vec{r}_0 + t\vec{v}}$ for some t

So if (x, y, z) is a point on the line,
there is some t such that


③

$$\begin{aligned}\langle x, y, z \rangle &= \langle x_0, y_0, z_0 \rangle + t \langle a, b, c \rangle \\ &= \langle x_0 + ta, y_0 + tb, z_0 + tc \rangle\end{aligned}$$

a, b, c are the components of \vec{v} ($\vec{v} = \langle a, b, c \rangle$).

Parametric equation of the line:

$$\begin{aligned}x &= x_0 + ta \\ y &= y_0 + tb \\ z &= z_0 + tc\end{aligned}$$

 This is not unique, we could have chosen other (x_0, y_0, z_0) or any other vector \vec{w} parallel to \vec{v} .

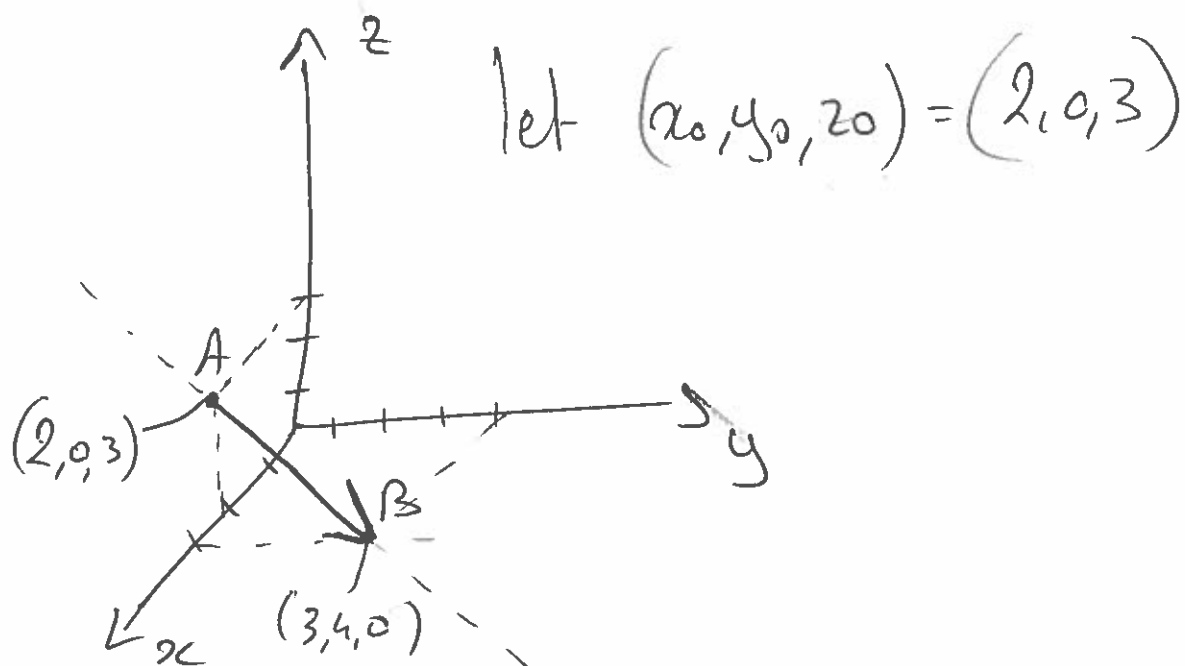
\Rightarrow We can also eliminate t from the above equations to get 2 equations involving only x, y, z as variables (no t)

$$\frac{x - x_0}{a} = \frac{y - y_0}{b} = \frac{z - z_0}{c}$$

\swarrow Some times called set of symmetric equations.

example: find the equations of the line (4)

line passing through the points $(2, 0, 3)$ and $(3, 4, 0)$.



$$\vec{v} = \vec{AB} = (3-2)\vec{i} + 4\vec{j} - 3\vec{k} \Rightarrow \begin{aligned} a &= 1 \\ b &= 4 \\ c &= -3 \end{aligned}$$

$$\Rightarrow \frac{x-2}{1} = \frac{y-0}{4} = \frac{z-3}{-3}$$

The first equation yields
The second " " "

$$y = 4x - 8$$

$$z = -\frac{3y}{4} + 3 = -\frac{3}{4}(4x-8) + 3$$

$$z = -3x + 9$$

our line is the intersection of these two planes.

where does this line intersect the $y-z$ plane? (5)

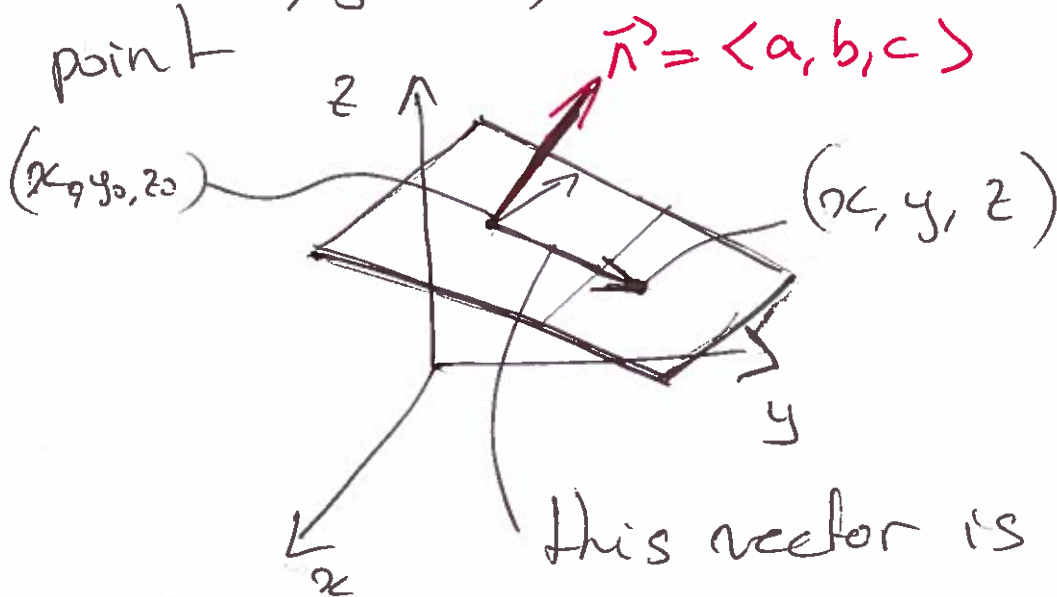
\leadsto $y-z$ plane is defined by $x=0$

$$\leadsto \begin{cases} y = -8 \\ z = +9 \end{cases}$$

the point where the line intersects the $y-z$ plane is $(0, -8, 9)$.

\Rightarrow is there a similar way to determine a plane (with vectors)?

\Rightarrow A Plane is determined by a point on it (x_0, y_0, z_0) or a normal to this point



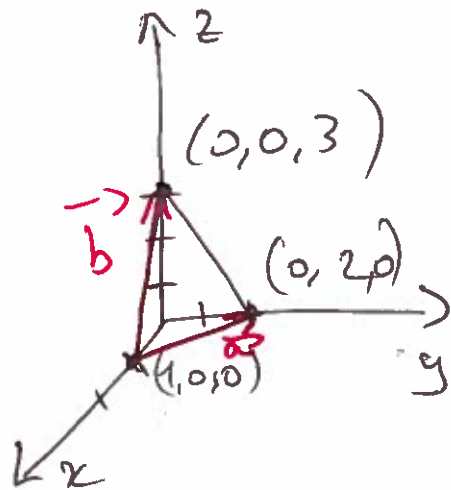
this vector is $\langle x-x_0, y-y_0, z-z_0 \rangle$

(x, y, z) is on the plane determined by (6) \vec{n} and (x_0, y_0, z_0) if and only if the vector $\langle x-x_0, y-y_0, z-z_0 \rangle \cdot \langle a, b, c \rangle = 0$

$$\Leftrightarrow \boxed{ax + by + cz + d = 0} \quad \vec{n} = \langle a, b, c \rangle$$

with $d = -ax_0 - by_0 - cz_0$

Example: find the equation of the plane passing through the ~~planes~~ points $(0, 0, 3)$, $(0, 2, 0)$ and $(1, 0, 0)$



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

$$\vec{b} = (-1, 0, 3)$$

Compute $\vec{n} = \vec{a} \times \vec{b} \equiv \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -1 & 2 & 0 \\ -1 & 0 & 3 \end{vmatrix} = 6\vec{i} + 3\vec{j} + 2\vec{k}$

any point (x, y, z) on the plane
satisfies

(7)

$$6(x-x_0) + 3(y-y_0) + 2(z-z_0) = 0$$

pick $x_0 = 0$	or $x_0 = 0$	or $x_0 = 1$
$y_0 = 0$	$y_0 = 2$	$y_0 = 0$
$z_0 = 3$	$z_0 = 0$	$z_0 = 0$

$$\Rightarrow \boxed{6x - 6 + 3y + 2z = 0}$$