

## Equations of Planes

We have touched on equations of planes previously. Here we will fill in some of the details.

### Planes in point-normal form

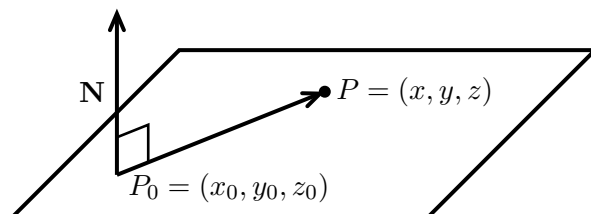
The basic data which determines a plane is a point  $P_0$  in the plane and a vector  $\mathbf{N}$  orthogonal to the plane. We call  $\mathbf{N}$  a *normal* to the plane and we will sometimes say  $\mathbf{N}$  is *normal* to the plane, instead of orthogonal.

Now, suppose we want the equation of a plane and we have a point  $P_0 = (x_0, y_0, z_0)$  in the plane and a vector  $\vec{\mathbf{N}} = \langle a, b, c \rangle$  normal to the plane.

Let  $P = (x, y, z)$  be an arbitrary point in the plane. Then the vector  $\overrightarrow{\mathbf{P}_0\mathbf{P}}$  is in the plane and therefore orthogonal to  $\mathbf{N}$ . This means

$$\begin{aligned} \mathbf{N} \cdot \overrightarrow{\mathbf{P}_0\mathbf{P}} &= 0 \\ \Leftrightarrow \langle a, b, c \rangle \cdot \langle x - x_0, y - y_0, z - z_0 \rangle &= 0 \\ \Leftrightarrow a(x - x_0) + b(y - y_0) + c(z - z_0) &= 0 \end{aligned}$$

We call this last equation the point-normal form for the plane.



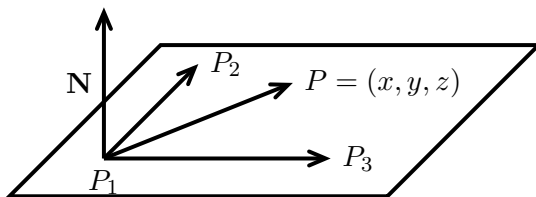
**Example 1:** Find the plane through the point  $(1, 4, 9)$  with normal  $\langle 2, 3, 4 \rangle$ .

**Answer:** Point-normal form of the plane is  $2(x - 1) + 3(y - 4) + 4(z - 9) = 0$ . We can also write this as  $2x + 3y + 4z = 50$ .

**Example 2:** Find the plane containing the points  $P_1 = (1, 2, 3)$ ,  $P_2 = (0, 0, 3)$ ,  $P_3 = (2, 5, 5)$ .

**Answer:** The goal is to find the basic data, i.e. a point in the plane and a normal to the plane. The point is easy, we already have three of them. To get the normal we note (see figure below) that  $\overrightarrow{\mathbf{P}_1\mathbf{P}_2}$  and  $\overrightarrow{\mathbf{P}_1\mathbf{P}_3}$  are vectors in the plane, so their cross product is orthogonal (normal) to the plane. That is,

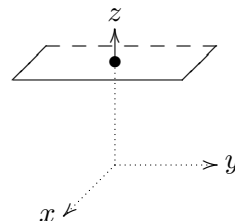
$$\mathbf{N} = \overrightarrow{\mathbf{P}_1\mathbf{P}_2} \times \overrightarrow{\mathbf{P}_1\mathbf{P}_3} = \begin{pmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ -1 & -2 & 0 \\ 1 & 3 & 2 \end{pmatrix} = -4\mathbf{i} - \mathbf{j}(-2) + \mathbf{k}(-1) = \langle -4, 2, -1 \rangle.$$



Using point-normal form (with point  $P_1$ ) the equation of the plane is

$$-4(x - 1) + 2(y - 2) - (z - 3) = 0, \text{ or equivalently } -4x + 2y - z = -3.$$

**Example 3:** Find the plane with normal  $\mathbf{N} = \hat{\mathbf{k}}$  containing the point  $(0,0,3)$   
 Eq. of plane:  $\langle 0, 0, 1 \rangle \cdot \langle x, y, z - 3 \rangle = 0 \Leftrightarrow z = 3.$



**Example 4:** Find the plane with  $x$ ,  $y$  and  $z$  intercepts  $a$ ,  $b$  and  $c$ .

**Answer:** We could find this using the method example 1. Instead, we'll use a shortcut that works when all the intercepts are known. In this case, the intercepts are

$$(a, 0, 0), \quad (0, b, 0), \quad (0, 0, c)$$

and we simply write the plane as

$$x/a + y/b + z/c = 1.$$

You can easily check that each of the given points is on the plane.

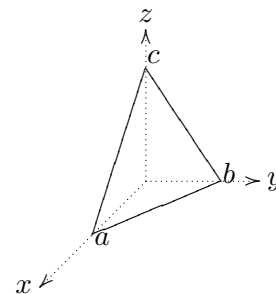
For completeness we'll do this using the more general method of example 1.

The 3 points give us 2 vectors in the plane,  $\langle -a, b, 0 \rangle$  and  $\langle -a, 0, c \rangle$ .

$$\Rightarrow \mathbf{N} = \langle -a, b, 0 \rangle \times \langle -a, 0, c \rangle = \langle bc, ac, ab \rangle.$$

$$\text{Point-normal form: } bc(x - a) + ac(y - 0) + ab(z - 0) = 0$$

$$\Leftrightarrow bcx + acy + abz = abc \Leftrightarrow x/a + y/b + z/c = 1.$$



### Lines in the plane

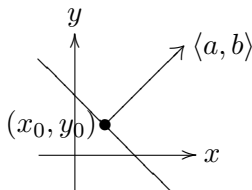
While we're at it, let's look at two ways to write the equation of a line in the  $xy$ -plane.

*Slope-intercept form:* Given the slope  $m$  and the  $y$ -intercept  $b$  the equation of a line can be written  $y = mx + b$ .

*Point-normal form:*

We can also use point-normal form to find the equation of a line.

Given a point  $(x_0, y_0)$  on the line and a vector  $\langle a, b \rangle$  normal to the line the equation of the line can be written  $a(x - x_0) + b(y - y_0) = 0$ .



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