## **3.3.2 Collinearity for the Analytic Euclidean Plane Model**

*The human brain is the best pattern recognizer in history. —Heinz-Karl Winkler (1955–?)*

Corollary 3.2 stated that collinearity is invariant under an isometry of a neutral plane; therefore, collinearity is invariant under an isometry of a Euclidean plane. Further, in Exercise 3.25 of the Isometry section, you have shown that collinearity is not necessarily an invariant property for a transformation of a Euclidean plane. But, a stronger result is possible with an affine transformation of the Euclidean plane; that is, an affine transformation of the Euclidean plane does not need to be an isometry for collinearity to be preserved.

*Exercise 3.35.* Find an affine transformation of the Euclidean plane that is not an isometry.

## *Proposition 3.5. Collinearity is invariant under an affine transformation of the Euclidean plane. (Video lecture at end of* Isometry - Invariant Properties *video.)*

*Proof.* Let *A* be a matrix of an affine transformation of the Euclidean plane. Assume *X, Y,* and *Z* are

distinct points. Let  $X' = AX$ ,  $Y' = AY$ , and  $Z' = AZ$ . Then  $\begin{bmatrix} x'_1 & y'_1 & z'_1 \ x'_2 & y'_2 & z'_2 \ 1 & 1 & 1 \end{bmatrix} = A \begin{bmatrix} x_1 & y_1 & z_1 \ x_2 & y_2 & z_2 \ 1 & 1 & 1 \end{bmatrix}$ . Take the determinant of both sides of the equation, to obtain  $\begin{vmatrix} x'_1 & y'_1 & z'_1 \ x'_2 & y'_2 & z'_2 \ 1 & 1 & 1 \end{vmatrix} = |A| \begin{vmatrix} x_1 & y_1 & z_1 \ x_2 & y_2 & z_2 \ 1 & 1 & 1 \end{vmatrix}$ . Since *A* is the matrix

of an affine transformation of the Euclidean plane, det(*A*) is nonzero. Hence, by Proposition 3.1, the distinct points *X, Y,* and *Z* are collinear if and only if the points *X', Y',* and *Z'* are collinear . Therefore, collinearity is invariant under an affine transformation of the Euclidean plane.//

This result allows us to determine a matrix equation for determining lines.

## *Propostion 3.6. If A is the matrix of an affine transformation of the Euclidean plane, then the image of a line l under this transformation is given by kl'* **=** *lA***–1** *for some nonzero real number k where l' is the image of l.*

*Proof.* Let *A* be the matrix of an affine transformation of the Euclidean plane. Assume *l* is a line. By Proposition 3.5, the image of *l* is a line, denote it by *l'.* For any point *X* in the plane, *X* satisfies the matrix equation  $IX = 0$  if and only if *X* is on *l*. Further, since  $X' = AX$ , *X'* satisfies the matrix equation *l'X'*  $= 0$  if and only if X' is on *l'*. Hence, *l'AX* = 0 if and only if X is on *l*. Thus, *l'AX* = 0 if and only if  $IX = 0$ . Since this is true for all points *X*, there is a nonzero real number *k* such that  $k'/A = l$ . Multiply both sides of this equation on the right by the inverse of *A*, to obtain  $kl' = lA^{-1}$  for some nonzero real number  $k$ .//

*Important Notes.* The value of *k* depends on the particular homogeneous coordinates of a line used to express the line. Also, the value *k* is not unique for a matrix *A*, i.e., different lines may require different values of *k*. In some sense, the nonzero constant *k* is redundant, since lines in the model are an equivalence class. For example, the line  $[2, 3, 4]$  is the same line as  $[10, 15, 20]$ , since  $5[2, 3, 4] = [10, 15]$ 15, 20].

 $2 \quad 4 \quad 1$ *Example.* Let  $A = \begin{vmatrix} 1 & 1 \\ 0 & 3 \end{vmatrix}$ . The lines  $p'[1, 0, 5]$ ,  $q'[-3, 10, -11]$ , and  $r'[3, -5, 22]$  are the respective  $0 \quad 0 \quad 1$ 

images of the lines  $p[1, 2, 3]$ ,  $q[-1, 3, 1]$ , and  $r[2, -1, 5]$ . Note that  $(1/2)p' = pA^{-1}$ ,  $(1/6)q' = qA^{-1}$ , and  $(1/3)r' = rA^{-1}$ . The equations have three different values for *k* for the three lines,  $k = 1/2$ , 1/6, and 1/3, respectively.

*Exercise 3.36.* (a) Verify the above example. (b) Find the matrix of an affine transformation that maps *p* [1, 2, 3], *q*[–1, 3, 1], and *r*[2, –1, 5] to *p'*[1, 0, 2], *q'*[–1, 5, –8], and *r'*[2, –5, 13], respectively. *(Hint. Need to solve a system of nine equations and nine variables. You may use a calculator or computer to solve the system.)*

