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

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

<u>Corollary 3.2</u> 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 <u>Exercise 3.25 of the Isometry section</u>, you have shown that collinearity is not necessarily an <u>invariant property for a transformation of a Euclidean plane</u>. But, a stronger result is possible with an <u>affine transformation of the Euclidean plane</u>; that is, an affine transformation of the Euclidean plane does not need to be an <u>isometry</u> 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 <u>Isometry - Invariant Properties</u> 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 <u>Proposition 3.1</u>, 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.

## Proposition 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 lX = 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 lX = 0. Since this is true for all points *X*, there is a nonzero real number *k* such that kl'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 <u>homogeneous coordinates of a line</u> 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, 20].

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

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.*)

