

TUTORIAL 2 - SOLUTIONS

VECTOR ALGEBRA (CONTINUED), PRIMITIVES AND PROJECTIONS IN 2D

PART 1: THEORY

EXERCISE 1

- (a) What does it mean if two vectors are 'orthogonal'? And 'orthonormal'?
- (b) What is a 'orthogonal basis' for a coordinate system?
- (c) For what angle between two vectors is the dot product of those vectors at its largest?
- (d) What is the relation between the magnitude of a vector and the dot product of the vector with itself?
- (e) What do you need to know about a line in order to write its parametric form?
- (f) Given the direction $\hat{v}$ of a line, can you write its parametric form? If yes, write it. If not, what else do you need?
- (g) Write down a general line in the slope-intercept form. What is the meaning of every term?
- (h) Given a segment of length l and direction $\hat{v}$, can you determine the length t of its projection on the x-axis? If yes, write it. If not, what else do you need?

Solutions:

- (a) Orthogonal: vectors are perpendicular. Orthonormal: vectors are also unit vectors.
- (b) A basis where all basis vectors are perpendicular to each other.
- (c) 0°
- (d) $\|\vec{v}\| = \sqrt{\vec{v} \cdot \vec{v}}$
- (e) The direction of the line and the coordinates of one of its points, or the coordinates of two points on the line.
- (f) You need one point on the line.
- (g) $y = mx + q$. q is the intercept, the y-coordinate of the point where the line crosses the y-axis; m is the tangent of the angle between the line and the x-axis.
- (h) Yes. $t = lv_x$.

PART 2: VECTOR ALGEBRA

EXERCISE 2

If $\vec{a} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$ and $\vec{a} \cdot \vec{b} = 25$. What is the length of $\vec{b}$ in the following cases for the angle θ between $\vec{a}$ and $\vec{b}$:

- (a) $\theta = 0^\circ$
- (b) $\theta = 85^\circ$
- (c) $\theta = -45^\circ$

What happens if $\theta = 90^\circ$? (Hint: make a drawing)

Solutions:

Use the following: $\vec{a} \cdot \vec{b} = \|\vec{a}\| \cdot \|\vec{b}\| \cdot \cos(\theta)$

- (a) Fill in the mentioned equation. Remember that $\cos(0) = 1$:

$$\begin{aligned}\vec{a} \cdot \vec{b} &= \|\vec{a}\| \cdot \|\vec{b}\| \cdot \cos(\theta) \\ 25 &= \sqrt{2^2 + 3^2} \cdot \|\vec{b}\| \cdot 1 \\ 25 &= \sqrt{13} \cdot \|\vec{b}\| \\ \|\vec{b}\| &= \frac{25}{\sqrt{13}}\end{aligned}$$

- (b) Analogously, $\|\vec{b}\| \approx 79.56$
- (c) Analogously, $\|\vec{b}\| \approx 9.81$

Then $\vec{a}$ and $\vec{b}$ are perpendicular, meaning that $\vec{a} \cdot \vec{b} = 0 \neq 25$.

EXERCISE 3

Given: two unit vectors $\hat{a}$ and $\hat{b}$. What do we know about the angle between these vectors in the following cases?

- (a) If $\hat{a} \cdot \hat{b} = 0$
- (b) If $\hat{a} \cdot \hat{b} < 0$
- (c) If $\hat{a} \cdot \hat{b} = 1$

Solutions:

- (a) Angle is 90°
- (b) Angle is between 90° and 270°
- (c) Angle must be 0° , as it is given that $\hat{a}$ and $\hat{b}$ are unit vectors.

EXERCISE 4

Given the following vectors: $\vec{a} = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$, $\vec{b} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$, $\vec{c} = \begin{bmatrix} 6 \\ 8 \end{bmatrix}$, $\vec{d} = \begin{bmatrix} 4 \\ 1 \end{bmatrix}$, $\vec{e} = \begin{bmatrix} 1 \\ 6 \end{bmatrix}$, $\vec{f} = \begin{bmatrix} 0 \\ 2 \\ 4 \end{bmatrix}$, $\vec{g} = \begin{bmatrix} 5 \\ 4 \\ 3 \end{bmatrix}$, $\vec{h} = \begin{bmatrix} 2 \\ 3 \\ 1 \\ 2 \end{bmatrix}$, $\vec{i} = \begin{bmatrix} 1 \\ 5 \\ 2 \\ 1 \\ 6 \end{bmatrix}$.

Calculate the following vector problems:

- (a) $\vec{d} \cdot \vec{a}$
- (b) $\vec{e} \cdot \vec{f}$
- (c) $\vec{g} \cdot \vec{h}$
- (d) $(\vec{a} + \vec{d}) \cdot \vec{c}$
- (e) $(\vec{f} \cdot \vec{e}) \vec{g}$
- (f) $(\vec{a} \cdot \vec{c})(\vec{b} + \vec{d})$
- (g) $(\vec{f} + \vec{e})(\vec{b} \cdot \vec{a})$
- (h) $\vec{i}(\vec{b} \cdot \vec{c}) + \vec{h} - \vec{g}$
- (i) $(\vec{a} \cdot \vec{a})(\vec{a} \cdot \vec{a})$
- (j) $((\vec{h} - \vec{i}) + \|\vec{g}\|^2 \vec{g}) \cdot \vec{h}$

Solutions:

- (a) 6
- (b) 20
- (c) 50
- (d) $54 \begin{bmatrix} 100 \\ 80 \\ 60 \\ 40 \\ 20 \end{bmatrix}$
- (e) $\begin{bmatrix} 132 \\ 88 \end{bmatrix}$
- (f) $\begin{bmatrix} 8 \\ 64 \\ 48 \end{bmatrix}$
- (g) $\begin{bmatrix} 33 \\ 179 \\ 77 \\ 35 \\ 217 \end{bmatrix}$
- (h) 25
- (i) 2786
- (j) 2786

PART 3: BASES AND ORTHOGONALITY

EXERCISE 5

Given: two vectors $\vec{a}$ and $\vec{b}$.

- (a) The vectors form a 2D basis. What can you say about the dot product $\vec{a} \cdot \vec{b}$?
- (b) The vectors form an orthonormal basis. What can you say about the magnitude of $\vec{b}$?
- (c) Vector $\vec{a} = \begin{bmatrix} \frac{1}{2}\sqrt{2} \\ \frac{1}{2}\sqrt{2} \end{bmatrix}$. Assuming orthonormality, write down all possibilities for vector $\vec{b}$.
- (d) Point $p = (1, 2)$. What are the coordinates of p in the 2D coordinate system defined by $\vec{a}$ and $\vec{b}$? Specify which $\vec{b}$ you used.

Solutions:

- (a) If they form a 2D basis, they are not parallel. This means that $\vec{a} \cdot \vec{b} \neq \|\vec{a}\| \|\vec{b}\|$.
- (b) $\|\vec{b}\| = 1$, because orthonormal vectors are also unit vectors.
- (c) Orthonormality gives that $\|\vec{b}\| = 1$, so $b_y = \pm \sqrt{1 - b_x^2}$. Furthermore, $\vec{a} \cdot \vec{b} = 0$, which results in the equation:

$$\frac{1}{2}\sqrt{2}b_x + \frac{1}{2}\sqrt{2}b_y = 0 \quad (1)$$

Filling in $b_y = +\sqrt{1 - b_x^2}$ into the above equation results in $b_x = \pm\sqrt{\frac{1}{2}}$. Filling in b_x into the same equation results in an equation with only b_y . Solving this results in $b_y = \pm\sqrt{\frac{1}{2}}$. It is important to now try out the possible values belong to each other, because while squaring the equation for solving b_x , you automatically lose the minus sign. So $\vec{b} = \begin{bmatrix} -\frac{1}{2}\sqrt{2} \\ \frac{1}{2}\sqrt{2} \end{bmatrix}$ and $\begin{bmatrix} \frac{1}{2}\sqrt{2} \\ -\frac{1}{2}\sqrt{2} \end{bmatrix}$ are the options.

- (d) Use $\vec{b} = \begin{bmatrix} \frac{1}{2}\sqrt{2} \\ -\frac{1}{2}\sqrt{2} \end{bmatrix}$. For these kind of questions, always make a drawing, because that will give you intuition on whether you are doing the right thing. Call $p_{ab} = (p_1, p_2)$ the point P in the basis with basisvectors $\vec{a}, \vec{b}$. Set $p_1\vec{a} + p_2\vec{b} = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$.

$$p_1\frac{1}{2}\sqrt{2} + p_2\frac{1}{2}\sqrt{2} = 1 \quad (2)$$

$$p_1\frac{1}{2}\sqrt{2} - p_2\frac{1}{2}\sqrt{2} = 2 \quad (3)$$

This gives $p_1 = 3/\sqrt{2}$, $p_2 = -1/\sqrt{2}$.

EXERCISE 6

Given: two vectors $\vec{a} = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$ and $\vec{b} = \begin{bmatrix} 4 \\ -2 \end{bmatrix}$. Call $\vec{c} = \vec{a} + \vec{b}$.

- (a) Calculate the length of $\vec{a}$, and of $\vec{b}$, and add them together.
- (b) Calculate $\vec{c}$ and its length. Compare this to your answer in question (a). What do you notice?

- (c) Explain your findings in question (b) by making a drawing, and making use of Pythagoras theorem. Why can you use Pythagoras theorem here?

Solutions:

- (a) $\|\vec{a}\| = \sqrt{5}$, $\|\vec{b}\| = \sqrt{20}$. Adding them up gives $3\sqrt{5}$.
 (b) $\|\vec{c}\| = 5$. This is smaller than the answer in (a).
 (c) We can use Pythagoras here because $\vec{a}$ and $\vec{b}$ are perpendicular (check by taking the dot product; which turns out to be zero).
 So we get $\|\vec{c}\| = \sqrt{\|\vec{a}\|^2 + \|\vec{b}\|^2} < \|\vec{a}\| + \|\vec{b}\|$.

EXERCISE 7

Given: the 2D vectors $\vec{a} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$ and $\vec{b} = \begin{bmatrix} 4 \\ -1 \end{bmatrix}$.

- (a) Why are these vectors not orthogonal?
 (b) Rewrite $\vec{b} = \begin{bmatrix} 4\alpha \\ -1 \end{bmatrix}$. For what value of α are these vectors orthogonal?

Solutions:

- (a) Because $\vec{a} \cdot \vec{b} = 5 \neq 0$.
 (b) Determine the solution to the equation: $\vec{a} \cdot \vec{b} = 0$ with the new $\vec{b}$. This results in $\alpha = \frac{3}{8}$.

EXERCISE 8

In 2D, an often used orthonormal basis in Cartesian coordinates is $\begin{bmatrix} 1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 1 \end{bmatrix}$. Given a point $P = (2, 9)$ in this basis. Give an example of an orthonormal basis in 2D of which one of the vectors is $\begin{bmatrix} \frac{1}{3} \\ \frac{2}{3}\sqrt{2} \end{bmatrix}$. What is P in this new coordinate system?

Solutions:

First we need to calculate the second basisvector. Call the given vector $\vec{a}$. Now we calculate $\vec{b}$. Orthonormality gives that $\|\vec{b}\| = 1$, so $b_y = \pm\sqrt{1 - b_x^2}$. Furthermore, $\vec{a} \cdot \vec{b} = 0$, which results in the equation:

$$\frac{1}{3}b_x + \frac{2}{3}\sqrt{2}b_y = 0 \quad (4)$$

Filling in $b_y = \pm\sqrt{1 - b_x^2}$ into the above equation results in $b_x = \pm\sqrt{\frac{8}{9}} = \pm\frac{2}{3}\sqrt{2}$. If we now fill in these values of b_x into the same equation above, we can solve for b_y , which gives $b_y = \pm\sqrt{\frac{1}{9}} = \pm\frac{1}{3}$. This results in $\vec{b} = \begin{bmatrix} \frac{2}{3}\sqrt{2} \\ -\frac{1}{3} \end{bmatrix}$ is such a vector. Now calculate $P = (p_1, p_2)$ in this new basis. Set $p_1\vec{a} + p_2\vec{b} = \begin{bmatrix} 2 \\ 9 \end{bmatrix}$.

$$p_1\frac{1}{3} + p_2\frac{2}{3}\sqrt{2} = 2, p_1\frac{2}{3}\sqrt{2} - p_2\frac{1}{3} = 9. \quad (5)$$

This ultimately gives $p_1 = \frac{2(9\sqrt{2}+1)}{3}$ and $p_2 = \frac{4\sqrt{2}-9}{3}$.

PART 4: LINES AND GEOMETRY IN 2D

EXERCISE 9

Given a line in $\mathbb{R}^2$ that goes through two points $(-4, 1)$ and $(2, 2)$:

- (a) What is the length of this line segment?
 (b) What is the parametric representation of this line?
 (c) Determine the unit vector normal to the line.
 (d) Write the slope-intercept form and implicit form for this line.

Solutions:

- (a) $\sqrt{(-4-2)^2 + (1-2)^2} = \sqrt{36+1} = \sqrt{37}$
 (b)

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} -4 \\ 1 \end{bmatrix} + l \begin{bmatrix} 2+4 \\ 2-1 \end{bmatrix} = \begin{bmatrix} -4 \\ 1 \end{bmatrix} + l \begin{bmatrix} 6 \\ 1 \end{bmatrix}$$

or, normalizing the direction of the line:

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} -4 \\ 1 \end{bmatrix} + \frac{t}{\sqrt{37}} \begin{bmatrix} 6 \\ 1 \end{bmatrix}$$

- (c) From (b) we can see that the direction of the line is $\frac{1}{\sqrt{37}} \begin{bmatrix} 6 \\ 1 \end{bmatrix}$. Remembering that two vectors $\vec{v}$ and $\vec{w}$ are orthogonal to each other if and only if $\vec{v} \cdot \vec{w} = 0$:

$$\begin{bmatrix} 6 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} v_x \\ v_y \end{bmatrix} = 6v_x + v_y = 0.$$

A simple solution is $\begin{bmatrix} 1/6 \\ -1 \end{bmatrix}$ so, after normalization, the unit vector normal to the line can be written as $\pm \frac{1}{\sqrt{37}} \begin{bmatrix} 1 \\ -6 \end{bmatrix}$.

- (d) Slope-intercept form:

$$y = \frac{1}{6}x + \left(1 - \frac{1}{6}(-4)\right) = \frac{1}{6}x + 1 + \frac{2}{3} = \frac{1}{6}x + \frac{5}{3}$$

From that, the implicit form can be obtained:

$$x - 6y + 10 = 0.$$

EXERCISE 10

A ray is shot along the vector $\begin{bmatrix} 1/5 \\ 3/5 \end{bmatrix}$ from point $(-1, 3)$, yielding a line L:

- Find the equation of the line L in all forms (parametric, slope-intercept and implicit).
- What the unit vector normal to this line?
- Find the equation of the line perpendicular to L at $(2, 12)$.

Solutions:

- (a) Parametric is obtained from the given information:

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} -1 \\ 3 \end{bmatrix} + l \begin{bmatrix} 1/5 \\ 3/5 \end{bmatrix}$$

Slope-intercept:

$$y = \frac{3/5}{1/5}x + \left(3 - \frac{3/5}{1/5}(-1)\right) = 3x + 6$$

Implicit:

$$3x - y + 6 = 0$$

- (b) We need the vector $\vec{w}$, satisfying

$$\begin{bmatrix} 1/5 \\ 3/5 \end{bmatrix} \cdot \begin{bmatrix} w_x \\ w_y \end{bmatrix} = 0 \Rightarrow 1/5w_x + 3/5w_y = w_x + 3w_y = 0$$

A simple solution is $\begin{bmatrix} -1 \\ 1/3 \end{bmatrix}$ so, after normalization: $\pm \frac{1}{\sqrt{10/9}} \begin{bmatrix} -1 \\ 1/3 \end{bmatrix}$.

- (c) Since we have all the information required (a point on the line and its direction) the parametric form is simply:

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 2 \\ 12 \end{bmatrix} + l \begin{bmatrix} -3 \\ 1 \end{bmatrix}$$

(there is no need to write the normalization term). The slope-intercept form can be derived from this:

$$y = -x/3 + (12 + 2/3) = -\frac{x}{3} + \frac{38}{3}.$$

EXERCISE 11

A line L goes through two points $P_1 = (1, 5)$ and $P_2 = (3, 7)$.

- Find the equation of the line L in all forms (parametric, slope-intercept and implicit).
- Find the equation of the line L' , parallel to line L and passing through the origin, in all forms (parametric, slope-intercept and implicit).
- What is the length of the line segment between the two points $(1, 5)$ and $(3, 7)$ on line L?
- What is the length of the projection of the line segment on the x -axis? And on the y -axis?
- At point $Q = (2, 9)$ we put a spotlight shining towards the x -axis: what is the length of the shadow of the line segment between $(1, 5)$ and $(3, 7)$ on the x -axis?

Solutions:

- (a) $\vec{v} = \begin{bmatrix} 3-1 \\ 7-5 \end{bmatrix} = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$ or, normalized: $\frac{1}{\sqrt{2}} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$. Therefore the parametric form is: $\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ 5 \end{bmatrix} + l \begin{bmatrix} 1 \\ 1 \end{bmatrix}$.

Slope intercept: $y = x + (5 - 1) = x + 4$.

Implicit: $x - y + 4 = 0$.

- (b) Take the slope intercept form and keep the directional coefficient (the '1' in front of x in $y = x + 4$), while varying the constant ('4' in this case). This results in $L' : y = x + c$, with c a constant. Now see for which c this line goes through the origin. This is true for $c = 0$. So $y = x$. The implicit form follows to be $y - x = 0$. The parametric form follows to be $\begin{bmatrix} x \\ y \end{bmatrix} = l \begin{bmatrix} 1 \\ 1 \end{bmatrix}$.

(c) $\sqrt{(3-1)^2 + (7-5)^2} = \sqrt{8} = 2\sqrt{2}$.

(d) $v_x = \hat{v} \cdot \hat{x} = \frac{1}{\sqrt{2}}$, therefore the length of the projection on the x-axis is $t_x = l v_x = 2$.

$v_y = \hat{v} \cdot \hat{y} = \frac{1}{\sqrt{2}}$, therefore the length of the projection on the y-axis is $t_y = l v_y = 2$.

(e) The unit vectors along QP_1 and QP_2 are

$$\hat{w}_1 = \frac{P_1 - Q}{|P_1 - Q|} = -\frac{1}{\sqrt{17}} \begin{bmatrix} 1 \\ 4 \end{bmatrix}$$

$$\hat{w}_2 = \frac{P_2 - Q}{|P_2 - Q|} = \frac{1}{\sqrt{5}} \begin{bmatrix} 1 \\ -2 \end{bmatrix}$$

In the slope-intercept form the equations of these two lines are:

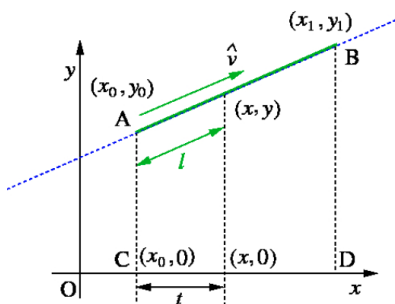
$$y = 4x + 1 \quad \text{and} \quad y = -2x + 13 \quad \text{respectively,}$$

intersecting with the x-axis at $(-1/4, 0)$ and $(13/2, 0)$ respectively, so the length of the segment on the x-axis is: $13/2 + 1/4 = 27/4$.

EXERCISE 12

Given a set of points A, B, C and D as shown in the figure below. A line k passes through A and B . The points C and D are projections of A and B on the x-axis.

- Given that $A = (1, 2)$ and $B = (4, 6)$, give the coordinates of C and D .
- Find the equation of the line k in all forms (parametric, slope-intercept and implicit).
- Determine the normalized vector $\hat{v}$.
- Calculate a vector that is orthogonal to line k (hint: use your answer in (c)).
- Give t as a function of l .



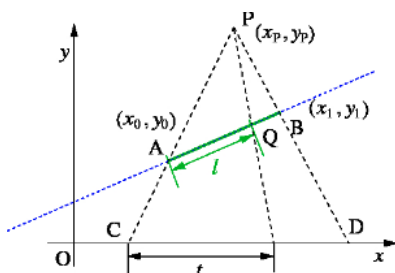
Solutions:

- $C = (1, 0)$ and $D = (4, 0)$.
- Slope-intercept form: $y = \frac{4}{3}x + \frac{2}{3}$
Implicit form: $\frac{4}{3}x + \frac{2}{3} - y = 0$, or $4x - 3y + 2 = 0$
Parametric form: $\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \frac{t}{5} \begin{bmatrix} 3 \\ 4 \end{bmatrix}$ for varying t .
- $\vec{v}$ we actually already used in question (b), to be $\vec{v} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}$. Normalize this is $\hat{v} = \begin{bmatrix} 3/5 \\ 4/5 \end{bmatrix}$.
- Use the fact that it would be orthogonal to vector $\vec{v}$ (dot product 0). One option for this is $\begin{bmatrix} 4 \\ -3 \end{bmatrix}$.
- $t = l(\hat{v} \cdot \hat{x}) = \frac{3}{5}l$.

EXERCISE 13

Given a set of points A, B, C, D, Q and P as shown in the figure below (at P there is a light source, and the shadows of A and B on the x-axis are C and D respectively). A line k passes through A, Q and B .

- Given that $A = (1, 2)$ and $B = (4, 3)$, give the parametric equation of the line k through A and B .
- Moreover, if $l = 1$, calculate the coordinates of Q .
- Calculate the coordinates of C and D , given that $P = (3, 6)$.
- Determine t as a function of l .
- Now say that we do not know the length of l and the coordinates of Q . What should t be for QB to be equal to 1?



Solutions:

- (a) $k: \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \frac{l}{\sqrt{10}} \begin{bmatrix} 3 \\ 1 \end{bmatrix}$ for varying l .
- (b) Filling this into line k , we get $(x_Q, y_Q) = (1 + 3/\sqrt{10}, 2 + 1/\sqrt{10})$.
- (c) Shoot a ray from P to A . In parametric form, we can write: $\begin{bmatrix} x_C \\ 0 \end{bmatrix} = \begin{bmatrix} x_P \\ y_P \end{bmatrix} + \alpha \begin{bmatrix} x_A - x_P \\ y_A - y_P \end{bmatrix}$, to solve for α and then x_C . This results in $0 = 6 - 4\alpha$, so that $\alpha = 3/2$, resulting in $C = (0, 0)$. Doing the same for D results in $D = (5, 0)$.
- (d) First, calculate the coordinates of Q in terms of l . This gives $Q = (1 + 3l/\sqrt{10}, 2 + l/\sqrt{10})$. Then, obtain the shadow of Q on the x -axis (call this point E). Following the procedure from question (c) gives $\begin{bmatrix} x_E \\ 0 \end{bmatrix} = \begin{bmatrix} 3 \\ 6 \end{bmatrix} + \gamma \begin{bmatrix} -2 + 3l/\sqrt{10} \\ -4 + l/\sqrt{10} \end{bmatrix}$, such that $\gamma = \frac{6}{4 - l/\sqrt{10}}$ and $x_E = (\frac{15l}{4\sqrt{10} - l}, 0)$.
- (e) Note that $AB = \sqrt{10}$. So $QB = \sqrt{10} - l$. So if $QB = 1$, then $l = \sqrt{10} - 1$. We know that $t = x_E$ (the big expression in (d)). Filling in $l = \sqrt{10} - 1$ gives you what t needs to be.

EXERCISE 14

A line L goes through two points $P_1 = (1, 8)$ and $P_2 = (4, 4)$.

- (a) Find the equation of the line L in all forms (parametric, slope-intercept and implicit).
- (b) A camera is placed on $(0, -4)$ and a screen is placed on the x -axis. Write the coordinates of the projections of P_1 and P_2 as the camera projects them on the screen.

Solutions:

- (a) Parametric:

$$\hat{v} = \frac{1}{|P_2 - P_1|} \begin{bmatrix} x_2 - x_1 \\ y_2 - y_1 \end{bmatrix} = \frac{1}{5} \begin{bmatrix} 3 \\ -4 \end{bmatrix}$$

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ 8 \end{bmatrix} + \frac{l}{5} \begin{bmatrix} 3 \\ -4 \end{bmatrix}$$

Slope-intercept: $y = -\frac{4}{3}x + \frac{28}{3}$.

Implicit: $4x + 3y - 28 = 0$.

- (b) The unit vectors along CP_1 and CP_2 are $\hat{w}_1$ and $\hat{w}_2$ respectively, where C is the location of the camera.

$$\hat{w}_1 = \frac{1}{\sqrt{145}} \begin{bmatrix} 1 \\ 12 \end{bmatrix} \quad \hat{w}_2 = \frac{1}{4\sqrt{5}} \begin{bmatrix} 4 \\ 8 \end{bmatrix}$$

Let their projections on the screen be located at $(x'_1, 0)$ and $(x'_2, 0)$ respectively.

$$\begin{bmatrix} x'_1 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 8 \end{bmatrix} + t \begin{bmatrix} 1 \\ 12 \end{bmatrix} \Rightarrow t = -2/3 \Rightarrow x'_1 = 1/3$$

$$\begin{bmatrix} x'_2 \\ 0 \end{bmatrix} = \begin{bmatrix} 4 \\ 4 \end{bmatrix} + s \begin{bmatrix} 4 \\ 8 \end{bmatrix} \Rightarrow s = -1/2 \Rightarrow x'_2 = 2.$$