

# V10. Distance from a Point to a Plane

What do we mean when we talk about distance from a point to a plane? Consider the figure below. Here the x-axis is in red, the y-axis is in green and the z-axis is in blue. The grey plane is the x - y plane, it extends in all directions. The aqua plane also extends in all directions.





You can have any number of distances from a point A to the aqua colored plane. For example, the distance from point A to point P is one possible answer while the distance from point A to point P1 is another. This makes no sense. The only interpretation of the question that provides a unique answer is "Find the shortest distance from a point to a plane". This means we want to find the perpendicular distance from the point to the plane.

When you are asked to find the distance from a point to a plane, you must find the shortest distance from a point to the plane.

### Shortest Distance from a Point to a Plane

Consider the figure below. Here, the axes are exactly the same as the figure above. To find the shortest distance from a point A to the aqua colored plane we first choose any point on the plane P as shown

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below. Now define a vector from *P* to *A*,  $\overrightarrow{PA}$ . The shortest distance *d* is then<sup>1</sup>

$$d = \overrightarrow{PA} \cdot \hat{n} \tag{1}$$

where  $\hat{n}$  is a unit normal to the plane.



<sup>1</sup> This is sometimes called the scalar resolute of  $\overrightarrow{PA}$  in the direction of  $\hat{n}$ . Since the unit vector

 $\hat{n} = \frac{\vec{n}}{|\vec{n}|}$ 

we can express the distance as

$$d = P\dot{A} \cdot \hat{n}$$
$$= \overrightarrow{P}\dot{A} \cdot \frac{\vec{n}}{|\vec{n}|}$$

This may be easier to understand if we rotate the picture above so that we view the aqua plane "edge on" as shown below.<sup>2</sup>



<sup>2</sup> Note that if we take this viewpoint, the distance *d* does not change as we rotate the plane about the unit normal vector. This means the perpendicular distance *d* does not depend on how you view the problem.

The distance *d* is often referred to as the scalar resolute of  $\overrightarrow{PA}$  in the direction of  $\vec{n}$ .

#### Unit Normal to a Plane

To get the distance from a plane to a point, we need to get a unit normal to the plane. For a plane

$$ax + by + cz = d$$

a normal vector is  $a\hat{i} + b\hat{j} + c\hat{k}$ . For example, the plane

$$2x + 3y - 6z = 20$$

has a normal

$$\vec{n} = 2\hat{i} + 3\hat{j} - 6\hat{k}.$$

To create a unit normal  $\hat{n}$  we divide the normal  $\vec{n}$  by it's length  $|\vec{n}|$ , <sup>3</sup>

$$\begin{aligned} |\vec{n}| &= \sqrt{n_1^2 + n_2^2 + n_3^2} \\ &= \sqrt{2^2 + 3^2 + (-6)^2} \\ &= \sqrt{49} \\ &= 7. \end{aligned}$$

So a unit normal to the plane is

$$\hat{n} = \frac{\vec{n}}{|\vec{n}|}$$
$$= \frac{1}{7} \left( 2\hat{i} + 3\hat{j} - 6\hat{k} \right)$$

## Example

Find the distance from the point (2,5,4) to the plane x + 2y + 2z = 2. Solution:

Let point A = (2, 5, 4). Now find a point on the plane<sup>4</sup>We take P = (2, 0, 0). The vector from *P* to *A* is

$$\overrightarrow{PA} = 2\hat{i} + 5\hat{j} + 4\hat{k} - \left(2\hat{i} + 0\hat{j} + 0\hat{k}\right)$$
$$= 5\hat{j} + 4\hat{k}.$$

We now need to find a unit vector that is normal to the plane. A normal vector is

$$\vec{n} = \hat{i} + 2\hat{j} + 2\hat{k}.$$

A unit normal vector is

$$\hat{n} = \frac{\vec{n}}{|\vec{n}|} \\
= \frac{\hat{i} + 2\hat{j} + 2\hat{k}}{\sqrt{1^2 + 2^2 + 2^2}} \\
= \frac{\hat{i} + 2\hat{j} + 2\hat{k}}{\sqrt{9}} \\
= \frac{1}{3} \left(\hat{i} + 2\hat{j} + 2\hat{k}\right).$$

Using (1) above, the distance *d*, from A = (2, 5, 4) to the plane

$$x + 2y + 2z = 2$$

<sup>3</sup> The length of a vector  $\vec{n} = n_1\hat{i} + n_2\hat{j} + n_3\hat{k}$  is denoted  $|\vec{n}|$  and

$$|\vec{n}| = \sqrt{n_1^2 + n_2^2 + n_3^2}.$$

<sup>4</sup> It can be ANY point. So to make it easy, we can take y = z = 0. Substituting in the equation for the plane we get x = 2. So the point P = (2, 0, 0) is on the plane.

$$d = \overrightarrow{PA} \cdot \hat{n}$$
  
=  $\left(5\hat{j} + 4\hat{k}\right) \cdot \frac{1}{3}\left(\hat{i} + 2\hat{j} + 2\hat{k}\right)$   
=  $\frac{1}{3}(10 + 8)$   
= 6.

# Exercises

Find the distance from the given point to the given plane:

- 1. (0,0,0); 2x + 3y z = 6.
- 2. (-1, 1, 2); x + y = 2.
- 3. (1,2,3); 3x + 4y z = 1.

Answers

- 1.  $\frac{6}{\sqrt{14}}$ . 2.  $\sqrt{2}$ .
- $3 \cdot \frac{7}{\sqrt{26}} \cdot$

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