

Domande / Commenti / Suggestimenti ?

• Segnatura di una forma bilineare simmetrica reale.

$b: V \times V \rightarrow \mathbb{R}$  simmetrica, bilineare.

$\mathcal{B} = \{v_1, \dots, v_m\}$ : base ortogonale di  $(V, b)$ .

$$\mathcal{B} = \mathcal{B}^+ \cup \mathcal{B}^- \cup \mathcal{B}^0,$$

$$\mathcal{B}^+ = \{v_i \in \mathcal{B} \mid v_i^2 > 0\}$$

$$\mathcal{B}^- = \{v_i \in \mathcal{B} \mid v_i^2 < 0\}$$

$$\mathcal{B}^0 = \{v_i \in \mathcal{B} \mid v_i^2 = 0\}$$

$$\text{sg}(b) = (|\mathcal{B}^+|, |\mathcal{B}^-|).$$

Es:  $V = \mathbb{R}^3$ ,  $b = b_A$   $A = \begin{pmatrix} 0 & 1 & 1 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \end{pmatrix}$ .  $\det A = \det \begin{pmatrix} 0 & 0 & 1 \\ 1 & -1 & 1 \\ 1 & 1 & 0 \end{pmatrix} = 2 \neq 0$

$\ker b = \ker A = \{0_V\} \Rightarrow b$   $\bar{e}$  non-degenera.

$e_1^2 = e_2^2 = e_3^2 = 0$ ,  $b_A(e_1, e_2) = a_{12} = 1 \neq 0 \Rightarrow u_1 = e_1 + e_2$  non

$\bar{e}$  isotropo:  $u_1^2 = (u_1^t A u_1) = (1 \ 1 \ 0) \begin{pmatrix} 0 & 1 & 1 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} = (1 \ 1 \ 0) \begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} = 2 > 0$ .

$\langle u_1 \rangle^\perp = \{X \in \mathbb{R}^3 \mid X^t A u_1 = 0\} = \{X = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \in \mathbb{R}^3 \mid x_1 + x_2 + 2x_3 = 0\} = \left\langle \begin{pmatrix} -1 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} -2 \\ 0 \\ 1 \end{pmatrix} \right\rangle$

$u_2 = \begin{pmatrix} -1 \\ 1 \\ 0 \end{pmatrix}$ :  $u_2^2 = (-1, 1, 0) \begin{pmatrix} 0 & 1 & 1 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \end{pmatrix} \begin{pmatrix} -1 \\ 1 \\ 0 \end{pmatrix} = (-1, 1, 0) \begin{pmatrix} 1 \\ 0 \\ 1 \end{pmatrix} = -2 < 0$

$\langle u_2 \rangle^\perp = \{X \in \mathbb{R}^3 \mid X^t A u_2 = 0\} = \{X = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \in \mathbb{R}^3 \mid x_1 - x_2 = 0\}$

$\langle u_1 \rangle^\perp \cap \langle u_2 \rangle^\perp : \begin{cases} x_1 + x_2 + 2x_3 = 0 \\ x_1 - x_2 = 0 \end{cases} : \begin{pmatrix} 1 & 1 & 2 \\ 1 & -1 & 0 \end{pmatrix} \sim \begin{pmatrix} 1 & 1 & 2 \\ 0 & -2 & -2 \end{pmatrix} \sim \begin{pmatrix} 1 & 1 & 2 \\ 0 & 1 & 1 \end{pmatrix} \sim \begin{pmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \end{pmatrix}$

$\langle u_1 \rangle^\perp \cap \langle u_2 \rangle^\perp = \left\langle \begin{pmatrix} -1 \\ -1 \\ 1 \end{pmatrix} \right\rangle = 0$   $u_3 = \begin{pmatrix} -1 \\ -1 \\ 1 \end{pmatrix}$ .

$B = \{u_1, u_2, u_3\}$   $\bar{e}$  una base ortogonale di  $(\mathbb{R}^3, b)$ .

$u_3^2 = (-1, -1, 1) \begin{pmatrix} 0 & 1 & 1 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \end{pmatrix} \begin{pmatrix} -1 \\ -1 \\ 1 \end{pmatrix} = (-1, -1, 1) \begin{pmatrix} 0 \\ 0 \\ -2 \end{pmatrix} = -2$ .

$\Rightarrow u_1^2 = 2 > 0$ ,  $u_2^2 = -2 < 0$ ,  $u_3^2 = -2 < 0$

$\text{sg}(b) = (1, 2)$ .

## Disuguaglianza di Cauchy-Schwarz (Richiami)

Sia  $(V, s)$  uno spazio euclideo. Siano  $v, w \in V$ . Allora

$$|s(v, w)| \leq \|v\| \|w\|.$$

In particolare: se  $v \neq 0_V$  e  $w \neq 0_V$

$$-1 \leq \frac{s(v, w)}{\|v\| \|w\|} \leq 1$$

Def:

$$\cos(\widehat{vw}) := \frac{s(v, w)}{\|v\| \|w\|}.$$

## Disuguaglianza Triangolare

•)  $\|v+w\| \leq \|v\| + \|w\| \quad \forall v, w \in V.$

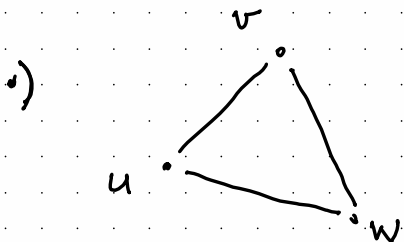
dim:

$$\|v+w\|^2 = s(v+w, v+w) = v^2 + w^2 + 2s(v, w)$$

$$\leq v^2 + w^2 + 2 |s(v, w)| \leq v^2 + w^2 + 2 \|v\| \|w\| =$$

$\uparrow$   
C-S.

$$= \|v\|^2 + \|w\|^2 + 2 \|v\| \|w\| = (\|v\| + \|w\|)^2 \quad \square.$$



$$\text{dist}(u, w) \leq \text{dist}(u, v) + \text{dist}(v, w)$$

dim:

$$\text{dist}(u, w) = \|u-w\| = \|u-v+v-w\|$$

$$\leq \|u-v\| + \|v-w\|.$$

Dis.  
Triang. =  $\text{dist}(u, v) + \text{dist}(v, w).$

## Geometria analitica del piano

Consideriamo lo spazio euclideo  $(\mathbb{R}^2, \cdot)$

$$X = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}, Y = \begin{pmatrix} y_1 \\ y_2 \end{pmatrix} \in \mathbb{R}^2$$

$$X \cdot Y := X^t Y = x_1 y_1 + x_2 y_2 = b_{\mathbb{1}_n}(X, Y).$$

La norma di  $X$  è

$$\|X\| = \sqrt{X \cdot X} = \sqrt{x_1^2 + x_2^2}$$

$$\|X\| \geq 0, \quad \|X\| = 0 \iff X = \begin{pmatrix} 0 \\ 0 \end{pmatrix} = 0_{\mathbb{R}^2}, \quad \|\lambda X\| = \sqrt{\lambda^2} \|X\| = |\lambda| \|X\|$$

$$\underline{\text{Es}}: \left\| \begin{pmatrix} -3 \\ 6 \end{pmatrix} \right\| = \left\| -3 \begin{pmatrix} 1 \\ -2 \end{pmatrix} \right\| = 3 \left\| \begin{pmatrix} 1 \\ -2 \end{pmatrix} \right\| = 3\sqrt{5}$$

Un vettore di  $(\mathbb{R}^2, \cdot)$  è un vettore  $X$  t.c.  $\|X\| = 1$

$$X = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \text{ è un vettore } \iff \sqrt{x_1^2 + x_2^2} = 1 \iff x_1^2 + x_2^2 = 1$$

Prop.:  $X = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix}$  è un vettore se e solo se  $\exists \theta \in [0, 2\pi)$  t.c.  
 $x_1 = \cos \theta$ ,  $x_2 = \sin \theta$ .

Notazione: Dato  $\theta \in [0, 2\pi)$  denotiamo

$$P_\theta = \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix}.$$

$$.) P_{\theta + 2k\pi} = P_\theta \quad \forall k \in \mathbb{Z}$$

$$.) -P_\theta = P_{\theta + \pi}$$

$$.) P_\theta \cdot P_\mu = 0 \quad \Leftrightarrow \quad \cos \theta \cos \mu + \sin \theta \sin \mu = 0$$

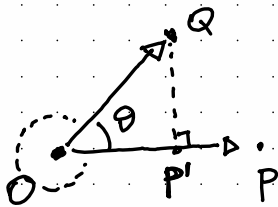
$$\Leftrightarrow \quad \cos(\theta) \cos(-\mu) - \sin \theta \sin(-\mu) = 0$$

$$\Leftrightarrow \quad \cos(\theta - \mu) = 0$$

$$\Leftrightarrow \quad \theta - \mu \in k \frac{\pi}{2} \quad \text{per qualche } k \in \mathbb{Z}.$$

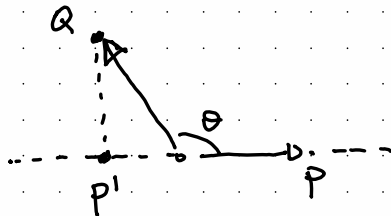
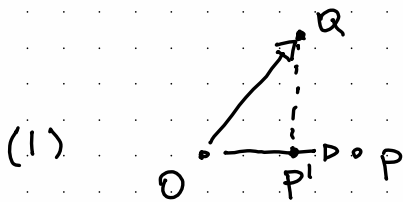
# Rappresentazione grafica di $(\mathbb{R}^2, \cdot)$

Sta  $V = V_0^2$ . Il prodotto scalare standard di  $V_0^2$  è



$$\vec{OP} \cdot \vec{OQ} := |\vec{OQ}| |\vec{OP}| \cos \theta$$

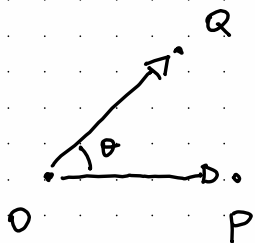
È ben definito,  $\cos \theta = \cos(2\pi - \theta)$ .



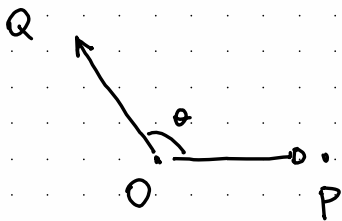
$$|\vec{OP}'| = |\vec{OQ}| \cos \theta$$

$$|\vec{OP}'| = -|\vec{OQ}| \cos \theta'$$

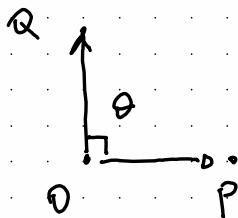
$$\vec{OP} \cdot \vec{OQ} = \begin{cases} |\vec{OP}| |\vec{OP}'| & \text{nel caso (1)} \\ -|\vec{OP}| |\vec{OP}'| & \text{nel caso (2)} \end{cases}$$



$$\vec{OP} \cdot \vec{OQ} > 0 \quad \Leftrightarrow \theta \text{ acuto}$$



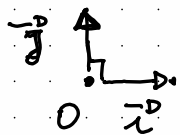
$$\vec{OP} \cdot \vec{OQ} < 0 \quad \Leftrightarrow \theta \text{ ottuso.}$$



$$\vec{OP} \cdot \vec{OQ} = 0 \quad \Leftrightarrow \theta = \frac{\pi}{2}.$$



Sia  $B = \{\vec{i}^0, \vec{j}^0\}$  la base ortonormale di  $(V_0^2, \cdot)$   
data da



$$|\vec{i}^0| = |\vec{j}^0| = 1$$

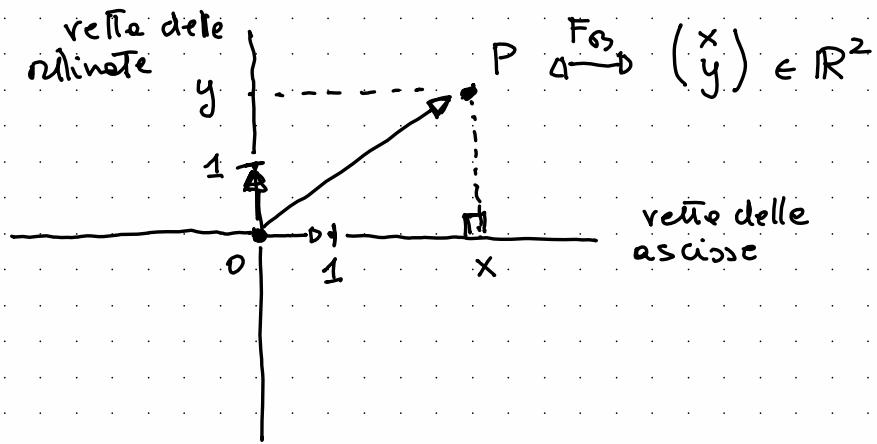
$$F_B : V_0^2 \xrightarrow{\cong} \mathbb{R}^2$$

È un isomorfismo di spazi euclidei :

$$F_B(\vec{OP}) \cdot F_B(\vec{OQ}) = \vec{OP} \cdot \vec{OQ}$$

Infatti, se  $\vec{OP} \neq \vec{OO}$  e  $\vec{OQ} \neq \vec{OO}$  allora

$$\begin{aligned} F_B(\vec{OP}) \cdot F_B(\vec{OQ}) &= \|F_B(\vec{OP})\| \|F_B(\vec{OQ})\| \cos \theta \\ &= |\vec{OP}| |\vec{OQ}| \cos \theta = \vec{OP} \cdot \vec{OQ}. \end{aligned}$$

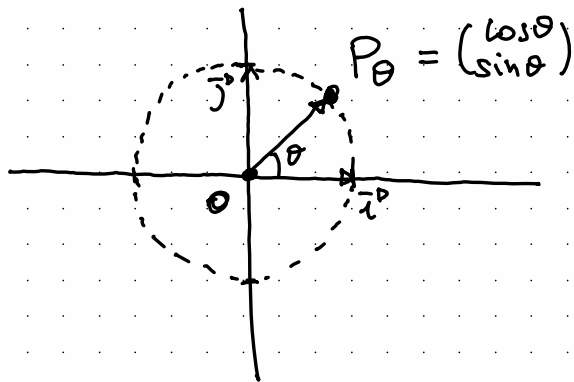


Da adesso in poi identifichiamo  $(\mathbb{R}^2, \cdot)$  con  $(\mathcal{V}_0^2, \cdot)$  rispetto alla base  $\mathcal{B} = \{\vec{i}^0, \vec{j}^0\}$ .

$\Rightarrow$  Possiamo fare i disegni.

Circonfenza unitaria : I vettori di  $(\mathbb{R}^2, \cdot)$  giacciono sulla circonferenza

$$x^2 + y^2 = 1$$



$$\cos \theta = P_\theta \cdot \vec{i} = P_\theta \cdot e_1$$

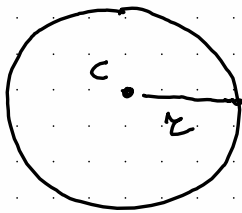
Circonferenze: Una circonferenza di centro  $C = \begin{pmatrix} c_1 \\ c_2 \end{pmatrix} \in \mathbb{R}^2$  e raggio  $r > 0$  è il luogo dei punti che si trovano a distanza  $r$  da  $C$ :

$$\begin{aligned} \mathcal{C}(C, r) &= \left\{ X \in \mathbb{R}^2 \mid \|X - C\| = r \right\} \\ &= \left\{ X \in \mathbb{R}^2 \mid \|X - C\|^2 = r^2 \right\} \\ &= \left\{ X = \begin{pmatrix} x \\ y \end{pmatrix} \in \mathbb{R}^2 \mid (x - c_1)^2 + (y - c_2)^2 = r^2 \right\} \end{aligned}$$

$$\mathcal{C}(C, r) : (x - c_1)^2 + (y - c_2)^2 = r^2 \quad : \quad \text{Eq. cartesiane di } \mathcal{C}(C, r).$$

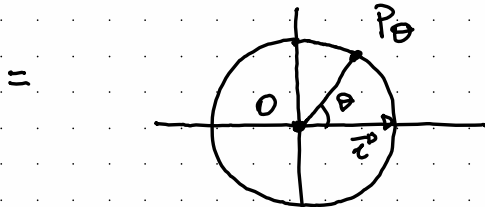
$$\mathcal{C}(C, r) : x^2 + y^2 - 2c_1x - 2c_2y + (c_1^2 + c_2^2 - r^2) = 0$$

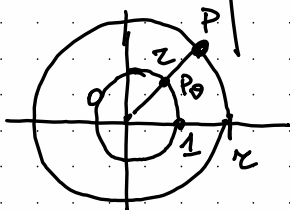
Es:  $\mathcal{C}\left(\begin{pmatrix} 1 \\ 2 \end{pmatrix}, 2\right) : x^2 + y^2 - 2x - 4y + 1 = 0$

$$e(c, z) = \text{circle}$$


A circle with center  $c$  and radius  $z$ .

$$e(0, 1) = \{ \text{Vettori di } (\mathbb{R}^2, \cdot) \} = \{ P_\theta \mid \theta \in [0, 2\pi) \}$$

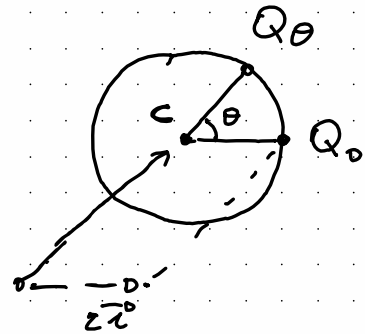


$$e(0, z) = \text{circle} = \{ z P_\theta = \begin{pmatrix} z \cos \theta \\ z \sin \theta \end{pmatrix} \mid \theta \in [0, 2\pi) \}$$


A circle centered at the origin with radius  $z$ . A point  $P$  is marked on the circle. A smaller unit circle is shown inside, with a point  $P_\theta$  on it. The radius  $z$  is indicated.

$$e(c, z) = \{ \underbrace{c + z P_\theta}_{Q_\theta} \mid \theta \in [0, 2\pi) \} =$$

Eq. parametriche di  $e(c, z)$ .



Es: Trovare un'equazione parametrica della circonferenza

$$C: x^2 + y^2 - 3x + 4y + 4 = 0$$

Sol.: Completiamo i quadrati:

$$\left(x^2 - 2 \cdot \frac{3}{2}x + \frac{9}{4} - \frac{9}{4}\right) + \left(y^2 + 2 \cdot 2y + 4\right) = 0$$

$$\left(x - \frac{3}{2}\right)^2 - \frac{9}{4} + (y + 2)^2 = 0$$

$$\Rightarrow \left(x - \frac{3}{2}\right)^2 + (y + 2)^2 = \frac{9}{4}$$

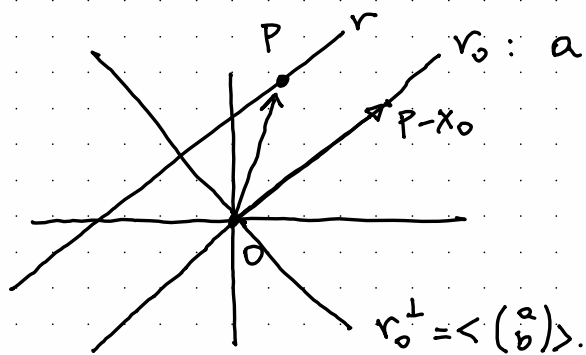
$$\Rightarrow C = C\left(\begin{pmatrix} 3/2 \\ -2 \end{pmatrix}, \frac{3}{2}\right) \quad C = \begin{pmatrix} 3/2 \\ -2 \end{pmatrix} \quad r = \frac{3}{2} = \sqrt{\frac{9}{4}}$$

$$C = \left\{ \begin{pmatrix} 3/2 \\ -2 \end{pmatrix} + \frac{3}{2} \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} \mid \theta \in [0, 2\pi) \right\}$$

## Vettori direttore e normali ad una retta

Stia  $r: ax+by=c$  una retta di  $\mathbb{R}^2$ .

Un vettore direttore a  $r$  è  $v = \begin{pmatrix} -b \\ a \end{pmatrix}$



$$r_0: ax+by=0 \quad r_0 = \left\langle \begin{pmatrix} -b \\ a \end{pmatrix} \right\rangle$$

I vettori o coseni direttori di  $r$

$$\text{sono } \pm \frac{1}{\sqrt{a^2+b^2}} \begin{pmatrix} -b \\ a \end{pmatrix}$$

La retta  $\left\langle \begin{pmatrix} a \\ b \end{pmatrix} \right\rangle$  è ortogonale a  $r$ :

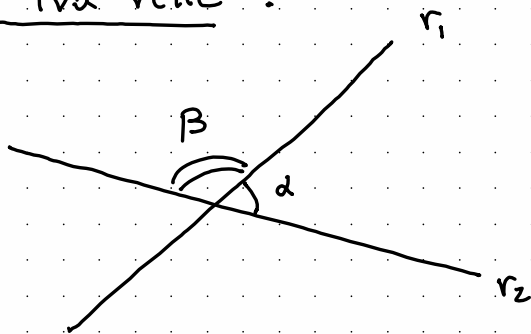
$P = \begin{pmatrix} x \\ y \end{pmatrix} \in r$  allora  $P - X_0 = \begin{pmatrix} x' \\ y' \end{pmatrix} \in r$  dove  $X_0 \in r$ .

e quindi soddisfa  $\begin{pmatrix} a \\ b \end{pmatrix} \cdot \begin{pmatrix} x' \\ y' \end{pmatrix} = 0$ .

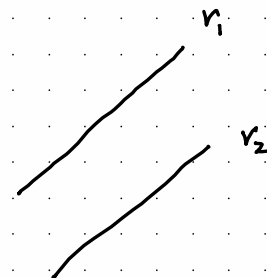
$\pm \frac{1}{\sqrt{a^2+b^2}} \begin{pmatrix} -b \\ a \end{pmatrix}$  sono i vettori normali della retta.

Se  $U = X_0 + U_0$  è un s.p. affine, il sottospazio  
 vettoriale  $U_0^\perp$  è ortogonale a  $U_0$  e quindi anche a  $U$ .

Angolo tra rette :



$$\alpha + \beta = \pi.$$



L'angolo tra  $r_1$  e  $r_2$  è quello acuto:

$r_1 = P + \langle v \rangle$      $r_2 = Q + \langle w \rangle$  , l'angolo  $\widehat{r_1 r_2} \in [0, \frac{\pi}{2}]$  è.c.

$$\cos \widehat{r_1 r_2} = |\cos(v, w)| = \left| \frac{v \cdot w}{\|v\| \|w\|} \right|$$



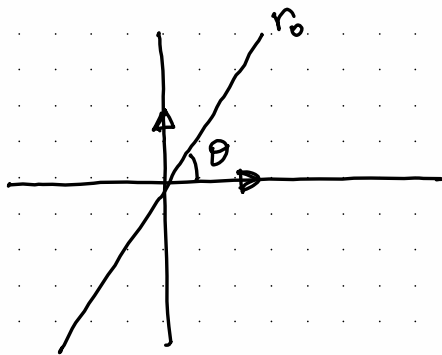
## Pendenza o coefficiente angolare di una retta

$r: ax + by = c$  non parallela a  $x = 0$  (asse delle ordinate)  $\Leftrightarrow b \neq 0$

$$\Rightarrow r: y = -\frac{a}{b}x + c$$

Il numero  $-\frac{a}{b} = m$  si chiama la pendenza o coefficiente angolare di  $r$ .

$$r_0: ax + by = 0 \quad r_0 = \left\langle \begin{pmatrix} -b \\ a \end{pmatrix} \right\rangle = \left\langle \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} \right\rangle.$$



$$m = -\frac{a}{b} = \frac{\sin \theta}{\cos \theta} = \text{Tg}(\theta)$$

$$\boxed{r: y = \text{Tg}(\theta)x + c}$$

↑  
pendenza.

Prop.: Se  $r_1: y = m_1 x + q_1$      $r_2: y = m_2 x + q_2$

Allora l'angolo  $\alpha$  Tra  $r_1$  e  $r_2$  è t.c.

$$\operatorname{tg}(\alpha) = \frac{|m_1 - m_2|}{|1 + m_1 m_2|}$$

Es: Calcolare l'angolo Tra

$$r_1: 3x + y + 5 = 0$$

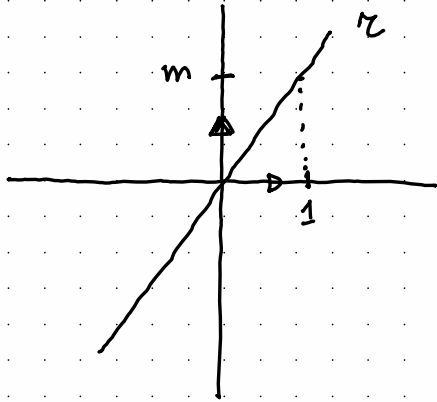
$$r_2: 2x - y + 1 = 0$$

Sol.:  $r_1: y = -3x - 5$

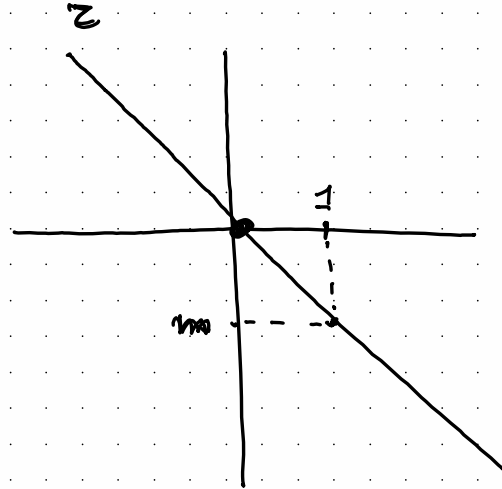
$$r_2: y = 2x + 1$$

$$\operatorname{tg}(\widehat{r_1 r_2}) = \frac{|-3 - 2|}{|1 + (-3)(2)|} = \frac{|-5|}{|-5|} = 1 \Rightarrow \widehat{r_1 r_2} = \frac{\pi}{4}$$

OSS : r :  $y = mx$



$m > 0$



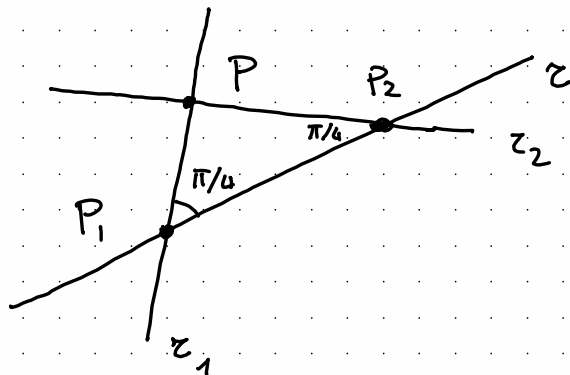
$m < 0$

Es: Sia  $z: 2x + y = 1$  e  $P = \begin{pmatrix} 2 \\ 2 \end{pmatrix}$ .

Trovare le rette passanti per  $P$  e che formano un angolo di  $\frac{\pi}{4}$  con  $z$ ,  $z_1$  ed  $z_2$ .

$P_1 = z_1 \cap z$      $P_2 = z_2 \cap z$ . Calcolare area e perimetro del triangolo di vertici  $P, P_1$  e  $P_2$ .

Sol.:



La pendenza di  $z$  è  $-2$ .  $z_i: y = m_i x + q_i$ ,  $z: y = -2x + q_z$

$$1 = \text{Tg}(\hat{z}z_i) = \frac{|-2 - m|}{|1 - 2m|} \quad \Leftrightarrow \quad 1 - 2m = -2 - m \quad \text{oppure}$$

$$1 - 2m = 2 + m$$

$$\Rightarrow m = 3 \quad \text{oppure} \quad m = -\frac{1}{3}$$

$$r_1 : y = 3x + 9_1 \quad r_2 : y = -\frac{1}{3}x + 9_2$$

Imponiamo il passaggio per  $P = \begin{pmatrix} 2 \\ 2 \end{pmatrix}$

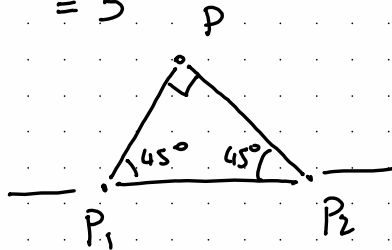
$$z_1 : y = 3x - 4 \quad r_2 : y = -\frac{1}{3}x + \frac{8}{3}$$

$$r_1 = \begin{pmatrix} 2 \\ 2 \end{pmatrix} + \left\langle \begin{pmatrix} 1 \\ 3 \end{pmatrix} \right\rangle \quad r_2 = \begin{pmatrix} 2 \\ 2 \end{pmatrix} + \left\langle \begin{pmatrix} 1 \\ -1/3 \end{pmatrix} \right\rangle$$

$$P_1 = r \cap r_1 = \dots = \begin{pmatrix} 1 \\ -1 \end{pmatrix} \quad P_2 = r \cap r_2 = \dots = \begin{pmatrix} -1 \\ 3 \end{pmatrix}$$

$$\text{Area}(\triangle P P_1 P_2) = \frac{1}{2} \left| \det \begin{pmatrix} P_1 - P & P_2 - P \end{pmatrix} \right| = \frac{1}{2} \left| \det \begin{pmatrix} -1 & -3 \\ -3 & 1 \end{pmatrix} \right| = \frac{1}{2} |-10|$$

$$= 5$$



$$\text{Perimetro} = \|P_1 - P\| + \|P_2 - P\|$$

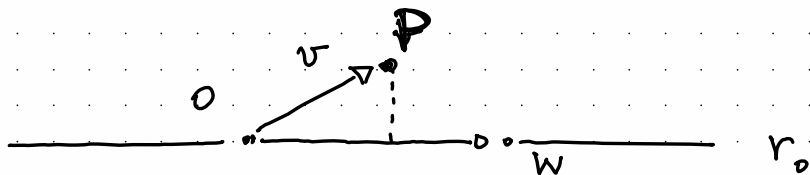
$$+ \|P_2 - P_1\| =$$

$$= \sqrt{10} + \sqrt{10} + \sqrt{4+16}$$

$$= 2\sqrt{10} + \sqrt{20}$$

## Distanza punto-retta

$$v, w \in \mathbb{R}^2, \quad w \neq 0_{\mathbb{R}^2}$$



$$\begin{aligned} \text{dist}(P, r_0) &= \|P - \text{pr}_w(v)\| \\ &= \left\| P - \frac{v \cdot w}{w \cdot w} w \right\| = \text{distanza punto-retta per } 0. \end{aligned}$$

$$z = Q + \langle w \rangle$$

invarianza  
per traslazioni

$$\begin{aligned} \text{dist}(P, z) &= \min_{t \in \mathbb{R}} \text{dist}(P, Q + tw) \stackrel{\text{invarianza per traslazioni}}{=} \min_{t \in \mathbb{R}} \text{dist}(P - Q, tw) \\ &= \| (P - Q) - \text{pr}_w(P - Q) \|. \end{aligned}$$

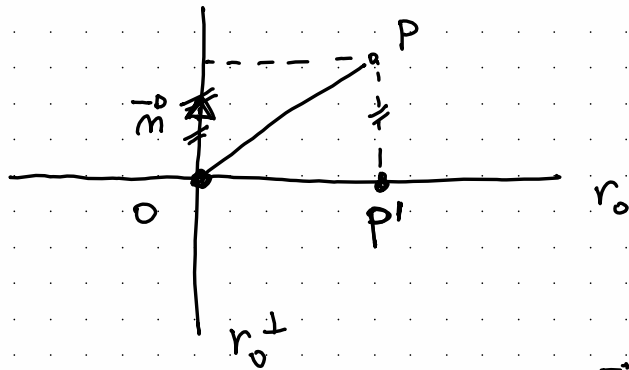
Es:  $P = \begin{pmatrix} 3 \\ 2 \end{pmatrix} \quad z = \begin{pmatrix} 1 \\ 1 \end{pmatrix} + \langle \begin{pmatrix} 1 \\ 2 \end{pmatrix} \rangle$

$$\text{dist}(P, z) = \left\| \begin{pmatrix} 2 \\ 1 \end{pmatrix} - \frac{\begin{pmatrix} 2 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 2 \end{pmatrix}}{\begin{pmatrix} 1 \\ 2 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 2 \end{pmatrix}} \begin{pmatrix} 1 \\ 2 \end{pmatrix} \right\|$$

$$= \left\| \begin{pmatrix} 2 \\ 1 \end{pmatrix} - \frac{4}{5} \begin{pmatrix} 1 \\ 2 \end{pmatrix} \right\| =$$

$$= \left\| \begin{pmatrix} 6/5 \\ -3/5 \end{pmatrix} \right\| = \frac{3}{5} \left\| \begin{pmatrix} 2 \\ -1 \end{pmatrix} \right\| = \frac{3}{5} \sqrt{5} = \frac{3}{\sqrt{5}}$$

Se  $z: ax+by=c$  allora  $z^\perp = \left\langle \begin{pmatrix} a \\ b \end{pmatrix} \right\rangle$



$$n = \begin{pmatrix} a \\ b \end{pmatrix}$$

$$P = \begin{pmatrix} x_0 \\ y_0 \end{pmatrix}$$

$$P - \text{pr}_z(P) = \text{pr}_m(P) = \frac{P \cdot \vec{n}}{\vec{n} \cdot \vec{n}} \vec{n} = \frac{ax_0 + by_0}{a^2 + b^2} \begin{pmatrix} a \\ b \end{pmatrix}$$

$$\begin{aligned} \text{dist}(P, z) &= \left\| \frac{(P-Q) \cdot n}{n \cdot n} n \right\| = \frac{|(P-Q) \cdot n|}{\|n\|^2} \|n\| \\ &= \frac{|(P-Q) \cdot n|}{\|n\|} = \frac{|ax_0 + by_0 - c|}{\sqrt{a^2 + b^2}} \end{aligned}$$



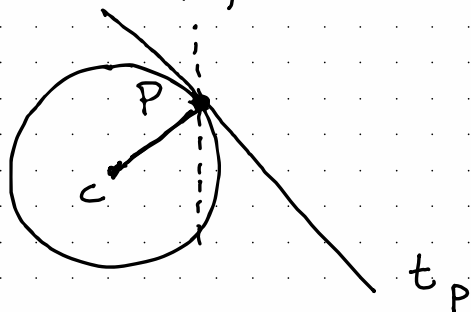
Es:  $P = \begin{pmatrix} 3 \\ 2 \end{pmatrix}$        $z: 2x - y = 1$

Abstand

$$\text{dist}(P, z) = \frac{|2 \cdot 3 - 1 \cdot 2 - 1|}{\sqrt{2^2 + (-1)^2}} = \frac{3}{\sqrt{5}}$$

## Rette Tangenti ad una circonferenza

Sia  $\mathcal{C} = \mathcal{C}(C, r)$ ,  $P \in \mathcal{C}$ . Sia  $t_P$  la  
retta tangente a  $\mathcal{C}$   
nel punto  $P$ .



$t_P$  è la retta passante per  $P$  e ortogonale a  $P-C$ .

$$\text{Se } P = C + r P_\theta \quad \Rightarrow \quad P - C = r P_\theta$$

$$t_P = P + \langle v \rangle, \quad v \perp P_\theta = \begin{pmatrix} \cos \theta \\ \sin \theta \end{pmatrix} \Rightarrow v = P_{\theta + \frac{\pi}{2}} = \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix}$$

$$t_P = P + \left\langle \begin{pmatrix} -\sin \theta \\ \cos \theta \end{pmatrix} \right\rangle$$

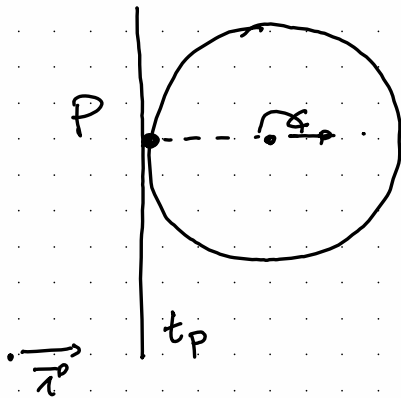
Es:  $C: x^2 + y^2 - 3x + 4y + 4 = 0$ ,  $P = \begin{pmatrix} 0 \\ -2 \end{pmatrix}$ .

Trovare  $t_p$ .

Sol.:

$$C \equiv \left(x - \frac{3}{2}\right)^2 + (y + 2)^2 = \frac{9}{4} \quad C = \begin{pmatrix} 3/2 \\ -2 \end{pmatrix} \quad r = \frac{3}{2}$$

$$P = \begin{pmatrix} 3/2 \\ -2 \end{pmatrix} + \frac{3}{2} \begin{pmatrix} -1 \\ 0 \end{pmatrix} = C + r P_{\pi}$$



$$t_p = P + \left\langle \begin{pmatrix} 0 \\ 1 \end{pmatrix} \right\rangle$$

$$t_p: x = 0$$