

# On the Chalkdust Crossnumber, straight lines, and projective geometry

Colin Beveridge  
MathsJam, 13<sup>th</sup> November 2016

# THE SPATIALS



**Too much writing  
and the font's poor**

# You've done too much, too much C1

Consider a line of the form:

$$ax + by + c = 0$$

... and notice:

(a, b, c) looks a lot like a vector.

# Abstract Jungle

- Natural question:
  - Given line  $ax + by + c = 0$
  - and line  $Ax + By + C = 0$
  - Is there a simple link between vectors  $(a, b, c)$ ,  $(A, B, C)$  and the point where the lines cross?

# A message to you, 2D

- Proof by MathsJam.
- IT'S ONLY THE CROSS PRODUCT!
  - (scaled so the z-coordinate is 1)

# It's working for the rat race

- Zeke scampers at 10m/s
- Monty scampers at 8m/s
- Zeke gives Monty a 10 metre head start
- Where does Zeke catch up with Monty?

$$x - 10t = 0$$

$$x - 8t - 10 = 0$$

$$(1, -10, 0) \times (1, -8, -10)$$

$$= (100, 10, 2)$$

$$\text{Scaled: } (50, 5, 1)$$

Zeke catches up  
50 metres away  
after 5 seconds.

**You're wondering now  
What to do  
Now you know this is the end**

- How about the line through two points?
- How about lines through the origin?
- Why does it work?

**Enjoy yourself**

**It's later than you think**