

Math 415 - Supplementary Handout 4

Construction of the Matrix for a Reflection Through a General Plane Through the Origin

Given a plane $ax + by + cz = 0$ in R^3 passing through the origin, what matrix represents a reflection of vectors through this plane? Here is a derivation:

The normal to the plane is the vector

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

We need to take a general vector \mathbf{x} and decompose it into its projection onto the normal – call this \mathbf{x}_n – and its projection onto the plane – call this \mathbf{x}_p . Then $\mathbf{x} = \mathbf{x}_n + \mathbf{x}_p$ and the reflected vector will be $\mathbf{y} = -\mathbf{x}_n + \mathbf{x}_p$

First let us find an orthogonal basis for R^3 that includes the vector \mathbf{n} . One vector that is clearly orthogonal to \mathbf{n} is

$$\mathbf{n}_1 = \begin{pmatrix} b \\ -a \\ 0 \end{pmatrix}$$

Another one is clearly

$$\mathbf{w} = \begin{pmatrix} c \\ 0 \\ -a \end{pmatrix}$$

but this is not orthogonal to \mathbf{n}_1 in general. Let's use Gram-Schmidt to construct from \mathbf{w} a vector \mathbf{n}_2 that is orthogonal to both \mathbf{n} and \mathbf{n}_1 :

$$\begin{aligned} \mathbf{n}_2 &= \mathbf{w} - \frac{\mathbf{w} \cdot \mathbf{n}}{\|\mathbf{n}\|^2} \mathbf{n} - \frac{\mathbf{w} \cdot \mathbf{n}_1}{\|\mathbf{n}_1\|^2} \mathbf{n}_1 \\ &= \begin{pmatrix} c \\ 0 \\ -a \end{pmatrix} - \frac{0}{\|\mathbf{n}\|^2} \mathbf{n} - \frac{bc}{a^2 + b^2} \begin{pmatrix} b \\ -a \\ 0 \end{pmatrix} \\ &= \frac{a}{a^2 + b^2} \begin{pmatrix} ac \\ bc \\ -a^2 - b^2 \end{pmatrix} \end{aligned}$$

The fraction out front of this vector can be dropped since that will not affect orthogonality of the three, so let's set

$$\mathbf{n}_2 = \begin{pmatrix} ac \\ bc \\ -a^2 - b^2 \end{pmatrix}$$

If

$$\mathbf{x} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

then the projection of \mathbf{x} on the plane is

$$\begin{aligned}
\mathbf{x}_p &= \frac{\mathbf{x} \cdot \mathbf{n}_1}{\|\mathbf{n}_1\|^2} \mathbf{n}_1 + \frac{\mathbf{x} \cdot \mathbf{n}_2}{\|\mathbf{n}_2\|^2} \mathbf{n}_2 \\
&= \frac{bx - ay}{a^2 + b^2} \begin{pmatrix} b \\ -a \\ 0 \end{pmatrix} + \frac{acx + bcy - (a^2 + b^2)z}{(a^2 + b^2)(a^2 + b^2 + c^2)} \begin{pmatrix} ac \\ bc \\ -a^2 - b^2 \end{pmatrix} \\
&= \frac{1}{a^2 + b^2 + c^2} \begin{pmatrix} xb^2 - ayb + xc^2 - acz \\ -bax - bcz + c^2y + a^2y \\ -acx - bcy + za^2 + zb^2 \end{pmatrix}
\end{aligned}$$

The projection onto the normal is then

$$\begin{aligned}
\mathbf{x}_n &= \mathbf{x} - \mathbf{x}_p \\
&= \begin{pmatrix} x \\ y \\ z \end{pmatrix} - \frac{1}{a^2 + b^2 + c^2} \begin{pmatrix} xb^2 - ayb + xc^2 - acz \\ -bax - bcz + c^2y + a^2y \\ -acx - bcy + za^2 + zb^2 \end{pmatrix} \\
&= \frac{1}{a^2 + b^2 + c^2} \begin{pmatrix} xa^2 + ayb + acz \\ yb^2 + bax + bcz \\ zc^2 + acx + bcy \end{pmatrix}
\end{aligned}$$

The reflected vector is then

$$\begin{aligned}
\mathbf{y} &= -\mathbf{x}_n + \mathbf{x}_p \\
&= \frac{1}{a^2 + b^2 + c^2} \left(- \begin{pmatrix} xa^2 + ayb + acz \\ yb^2 + bax + bcz \\ zc^2 + acx + bcy \end{pmatrix} + \begin{pmatrix} xb^2 - ayb + xc^2 - acz \\ -bax - bcz + c^2y + a^2y \\ -acx - bcy + za^2 + zb^2 \end{pmatrix} \right) \\
&= \frac{1}{a^2 + b^2 + c^2} \begin{pmatrix} -xa^2 - 2ayb - 2acx + xb^2 + xc^2 \\ -yb^2 - 2bax - 2bcz + c^2y + a^2y \\ -zc^2 - 2acx - 2bcy + za^2 + zb^2 \end{pmatrix} \\
&= A\mathbf{x}
\end{aligned}$$

where A is the matrix representation of the reflection, namely

$$A = \frac{1}{a^2 + b^2 + c^2} \begin{pmatrix} -a^2 + b^2 + c^2 & -2ab & -2ac \\ -2ab & -b^2 + a^2 + c^2 & -2bc \\ -2ac & -2bc & -c^2 + a^2 + b^2 \end{pmatrix}$$

As an example, if we choose $\mathbf{n} = (0, 0, 1)^T$ then

$$\begin{aligned}
A\mathbf{x} &= \begin{pmatrix} -0 + 0 + 1 & -2(0)(0) & -2(0)(1) \\ -2(0)(0) & -0 + 0 + 1 & -2(0)(1) \\ -2(0)(1) & -2(0)(1) & -1 + 0 + 0 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} \\
&= \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & -1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} x \\ y \\ -z \end{pmatrix}
\end{aligned}$$

a reflection through the xy plane.