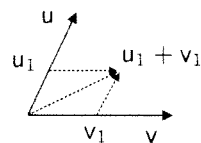


38. If \mathbf{u} and \mathbf{v} had the same length, the vector $\mathbf{u} + \mathbf{v}$ represented by the diagonal of the parallelogram with sides \mathbf{u} and \mathbf{v} would do.



Since we have no information about lengths, we replace \mathbf{u} and \mathbf{v} by unit vectors $\mathbf{u}_1, \mathbf{v}_1$ with the same directions. So a suitable vector is $\mathbf{u}_1 + \mathbf{v}_1 = \frac{1}{\|\mathbf{u}\|}\mathbf{u} + \frac{1}{\|\mathbf{v}\|}\mathbf{v}$.

39. The diagonals are $\overrightarrow{AC} = \mathbf{u} + \mathbf{v}$ and $\overrightarrow{DB} = \mathbf{u} - \mathbf{v}$.

40. $\begin{bmatrix} x \\ y \\ z \end{bmatrix}$ is in the plane if and only if $z = -3x + 2y$. So the plane consists of all vectors of the form $\begin{bmatrix} x \\ y \\ -3x + 2y \end{bmatrix} = x \begin{bmatrix} 1 \\ 0 \\ -3 \end{bmatrix} + y \begin{bmatrix} 0 \\ 1 \\ 2 \end{bmatrix}$. This says that every vector in the plane is a linear combination of $\begin{bmatrix} 1 \\ 0 \\ -3 \end{bmatrix}$ and $\begin{bmatrix} 0 \\ 1 \\ 2 \end{bmatrix}$.

41. The answer is an equation of the form $4x + 2y - z = d$. Substituting $x = 1, y = 2, z = 3$, we get $d = 4 + 4 - 3 = 5$, so $4x + 2y - z = 5$ works.

$$42. \mathbf{u} \times \mathbf{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 3 & 0 & 2 \\ -2 & 4 & 1 \end{vmatrix} = \begin{vmatrix} 0 & 2 \\ 4 & 1 \end{vmatrix} \mathbf{i} - \begin{vmatrix} 3 & 2 \\ -2 & 1 \end{vmatrix} \mathbf{j} + \begin{vmatrix} 3 & 0 \\ -2 & 4 \end{vmatrix} \mathbf{k} = -8\mathbf{i} - 7\mathbf{j} + 12\mathbf{k} = \begin{bmatrix} -8 \\ -7 \\ 12 \end{bmatrix}.$$

$$\mathbf{v} \times \mathbf{u} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ -2 & 4 & 1 \\ 3 & 0 & 2 \end{vmatrix} = \begin{vmatrix} 4 & 1 \\ 0 & 2 \end{vmatrix} \mathbf{i} - \begin{vmatrix} -2 & 1 \\ 3 & 2 \end{vmatrix} \mathbf{j} + \begin{vmatrix} -2 & 4 \\ 3 & 0 \end{vmatrix} \mathbf{k} = 8\mathbf{i} - (-7)\mathbf{j} - 12\mathbf{k} = \begin{bmatrix} 8 \\ 7 \\ -12 \end{bmatrix} = -(\mathbf{u} \times \mathbf{v}).$$

$$43. \mathbf{u} \times \mathbf{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & -2 & 1 \\ 3 & 1 & -2 \end{vmatrix}$$

$$= \begin{vmatrix} -2 & 1 \\ 1 & -2 \end{vmatrix} \mathbf{i} - \begin{vmatrix} 1 & 1 \\ 3 & -2 \end{vmatrix} \mathbf{j} + \begin{vmatrix} 1 & -2 \\ 3 & 1 \end{vmatrix} \mathbf{k} = 3\mathbf{i} - (-5)\mathbf{j} + 7\mathbf{k} = \begin{bmatrix} 3 \\ 5 \\ 7 \end{bmatrix}. \text{ To verify that this}$$

$$\text{is indeed orthogonal to } \mathbf{u} \text{ and to } \mathbf{v}, \text{ we compute } (\mathbf{u} \times \mathbf{v}) \cdot \mathbf{u} = \begin{bmatrix} 3 \\ 5 \\ 7 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ -2 \\ 1 \end{bmatrix} = 3 - 10 + 7 = 0$$

$$\text{and } (\mathbf{u} \times \mathbf{v}) \cdot \mathbf{v} = \begin{bmatrix} 3 \\ 5 \\ 7 \end{bmatrix} \cdot \begin{bmatrix} 3 \\ 1 \\ -2 \end{bmatrix} = 9 + 5 - 14 = 0.$$

$$\begin{aligned}\text{Finally, we have } \mathbf{v} \times \mathbf{u} &= \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 3 & 1 & -2 \\ 1 & -2 & 1 \end{vmatrix} \\ &= \begin{vmatrix} 1 & -2 \\ -2 & 1 \end{vmatrix} \mathbf{i} - \begin{vmatrix} 3 & -2 \\ 1 & 1 \end{vmatrix} \mathbf{j} + \begin{vmatrix} 3 & 1 \\ 1 & -2 \end{vmatrix} \mathbf{k} = -3\mathbf{i} - 5\mathbf{j} + (-7)\mathbf{k} = \begin{bmatrix} -3 \\ -5 \\ -7 \end{bmatrix} = -(\mathbf{u} \times \mathbf{v}).\end{aligned}$$

$$44. \quad \mathbf{u} \times \mathbf{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ -2 & 1 & 1 \\ 0 & 1 & 3 \end{vmatrix} = \begin{bmatrix} 2 \\ 6 \\ -2 \end{bmatrix} = 2 \begin{bmatrix} 1 \\ 3 \\ -1 \end{bmatrix}.$$

$$(\mathbf{u} \times \mathbf{v}) \times \mathbf{w} = 2 \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 3 & -1 \\ 4 & 0 & -3 \end{vmatrix} = 2 \begin{bmatrix} -9 \\ -1 \\ -12 \end{bmatrix} = \begin{bmatrix} -18 \\ -2 \\ -24 \end{bmatrix}.$$

$$\mathbf{v} \times \mathbf{w} = \begin{vmatrix} 0 & 1 & 3 \\ 4 & 0 & -3 \end{vmatrix} = \begin{bmatrix} -3 \\ 12 \\ -4 \end{bmatrix}.$$

$$\mathbf{u} \times (\mathbf{v} \times \mathbf{w}) = \begin{vmatrix} -2 & 1 & 1 \\ -3 & 12 & -4 \end{vmatrix} = \begin{bmatrix} -16 \\ -11 \\ -21 \end{bmatrix}.$$

Since the cross product is not an associative operation—that is, $(\mathbf{u} \times \mathbf{v}) \times \mathbf{w} \neq \mathbf{u} \times (\mathbf{v} \times \mathbf{w})$ in general—we should not be surprised by the results.

45. A normal is $\mathbf{u} \times \mathbf{v}$

$$= \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 0 & 4 \\ -1 & 2 & 0 \end{vmatrix} = \begin{vmatrix} 0 & 4 \\ 2 & 0 \end{vmatrix} \mathbf{i} - \begin{vmatrix} 1 & 4 \\ -1 & 0 \end{vmatrix} \mathbf{j} + \begin{vmatrix} 1 & 0 \\ -1 & 2 \end{vmatrix} \mathbf{k} = -8\mathbf{i} - 4\mathbf{j} + 2\mathbf{k} = \begin{bmatrix} -8 \\ -4 \\ 2 \end{bmatrix}.$$

The vector $\begin{bmatrix} 4 \\ 2 \\ -1 \end{bmatrix}$ is also a normal. Since the plane in question passes through $(0, 0, 0)$, an equation is $4x + 2y - z = 0$.

$$\begin{aligned}46. \quad \text{One vector perpendicular to both } \mathbf{u} \text{ and } \mathbf{v} \text{ is } \mathbf{u} \times \mathbf{v} &= \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 2 & 0 \\ 0 & 0 & 3 \end{vmatrix} \\ &= \begin{vmatrix} 2 & 0 \\ 0 & 3 \end{vmatrix} \mathbf{i} - \begin{vmatrix} 1 & 0 \\ 0 & 3 \end{vmatrix} \mathbf{j} + \begin{vmatrix} 1 & 2 \\ 0 & 0 \end{vmatrix} \mathbf{k} = 6\mathbf{i} - 3\mathbf{j} + 0\mathbf{k} = \begin{bmatrix} 6 \\ -3 \\ 0 \end{bmatrix}.\end{aligned}$$

Any multiple of this vector, for instance $\begin{bmatrix} 2 \\ -1 \\ 0 \end{bmatrix}$, is another.

47. One vector perpendicular to both \mathbf{u} and \mathbf{v} is $\mathbf{u} \times \mathbf{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 3 & -1 \\ 5 & 0 & 1 \end{vmatrix}$

$$= \begin{vmatrix} 3 & -1 \\ 0 & 1 \end{vmatrix} \mathbf{i} - \begin{vmatrix} 1 & -1 \\ 5 & 1 \end{vmatrix} \mathbf{j} + \begin{vmatrix} 1 & 3 \\ 5 & 0 \end{vmatrix} \mathbf{k} = 3\mathbf{i} - 6\mathbf{j} - 15\mathbf{k} = \begin{bmatrix} 3 \\ -6 \\ -15 \end{bmatrix}.$$

Any multiple of this is also perpendicular to both, for instance, $\mathbf{n} = \begin{bmatrix} 1 \\ -2 \\ -5 \end{bmatrix}$, a vector of length $\sqrt{1+4+25} = \sqrt{30}$. Now $\frac{1}{\sqrt{30}}\mathbf{n}$ has length one and $\frac{5}{\sqrt{30}}\mathbf{n}$ has length five. One answer is $\frac{5}{\sqrt{30}} \begin{bmatrix} 1 \\ -2 \\ -5 \end{bmatrix}$. The only other possibility is the negative of this vector.

48. $\mathbf{u} \times \mathbf{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 2 & 3 \\ 0 & -1 & 1 \end{vmatrix}$

$$= \begin{vmatrix} 2 & 3 \\ -1 & 1 \end{vmatrix} \mathbf{i} - \begin{vmatrix} 1 & 3 \\ 0 & 1 \end{vmatrix} \mathbf{j} + \begin{vmatrix} 1 & 2 \\ 0 & -1 \end{vmatrix} \mathbf{k} = 5\mathbf{i} - 1\mathbf{j} - 1\mathbf{k} = \begin{bmatrix} 5 \\ -1 \\ -1 \end{bmatrix}.$$

Thus $\|\mathbf{u} \times \mathbf{v}\| = \sqrt{25+1+1} = \sqrt{27}$.

Also $\|\mathbf{u}\| = \sqrt{1+4+9} = \sqrt{14}$, $\|\mathbf{v}\| = \sqrt{0+1+1} = \sqrt{2}$ and $\mathbf{u} \cdot \mathbf{v} = 0 - 2 + 3 = 1$.

The cosine of the angle θ between \mathbf{u} and \mathbf{v} is $\cos \theta = \frac{\mathbf{u} \cdot \mathbf{v}}{\|\mathbf{u}\| \|\mathbf{v}\|} = \frac{1}{\sqrt{28}}$. So $\sin^2 \theta =$

$1 - \cos^2 \theta = \frac{27}{28}$. Assuming $0 \leq \theta \leq \pi$, $\sin \theta \geq 0$, so $\sin \theta = \sqrt{\frac{27}{28}}$. Thus $\|\mathbf{u}\| \|\mathbf{v}\| \sin \theta = \sqrt{14}\sqrt{2}\sqrt{\frac{27}{28}} = \sqrt{27} = \|\mathbf{u} \times \mathbf{v}\|$.

49. $\overrightarrow{AB} = \begin{bmatrix} 1 \\ -2 \\ 2 \end{bmatrix}$ and $\overrightarrow{AC} = \begin{bmatrix} -2 \\ 1 \\ -7 \end{bmatrix}$. A normal vector is $\overrightarrow{AB} \times \overrightarrow{AC} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & -2 & 2 \\ -2 & 1 & -7 \end{vmatrix} =$

$12\mathbf{i} + 3\mathbf{j} - 3\mathbf{k} = \begin{bmatrix} 12 \\ 3 \\ -3 \end{bmatrix}$. We take $\mathbf{n} = \begin{bmatrix} 4 \\ 1 \\ -1 \end{bmatrix}$. The equation of the plane is $4x + y - z = d$.

Since the coordinates of A satisfy the equation, we have $8 + 1 - 3 = d$, so $d = 6$ and the equation is $4x + y - z = 6$.

50. Setting $t = 0$ and then $t = 1$, we see that $A(1, 0, 2)$ and $B(-3, 3, 3)$ are also on the plane. The plane contains the arrows from P to A and from P to B , hence it is parallel

to the vectors $\begin{bmatrix} -2 \\ -1 \\ 3 \end{bmatrix}$ and $\begin{bmatrix} -6 \\ 2 \\ 4 \end{bmatrix}$. So a normal vector is $\mathbf{n} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ -2 & -1 & 3 \\ -6 & 2 & 4 \end{vmatrix} = \begin{bmatrix} -10 \\ -10 \\ -10 \end{bmatrix}$.

The vector $\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$ is equally good. The equation of the plane is $x+y+z = d$. Substituting the coordinates of P gives $d = 3$, so we get $x + y + z = 3$.

51. The direction of the line is $\begin{bmatrix} -1 \\ 1 \end{bmatrix}$, so the slope is -1 and the equation is of the form $y = -x + b$. The point $(1, 2)$ lies on the line, so $2 = -1 + b$, $b = 3$. The line has equation $x + y = 3$.

52. The line has slope 2, so $\begin{bmatrix} 1 \\ 2 \end{bmatrix}$ is a direction vector. The line contains $(0, -3)$, so the vector equation is $\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 0 \\ -3 \end{bmatrix} + t \begin{bmatrix} 1 \\ 2 \end{bmatrix}$.

53. (a) We need triples (x, y, z) that satisfy both equations. Setting $x = 0$ gives $y + z = 5$, $-y + z = 1$, so $z = 3$ and $y = 2$. This gives the point $A(0, 2, 3)$. Setting $y = 0$ gives $2x + z = 5$, $x + z = 1$, so $x = 4$ and $z = -3$. This gives the point $B(4, 0, -3)$. Setting $z = 0$ gives $2x + y = 5$, $x - y = 1$, so $x = 2$ and $y = 1$. This gives the point $C(2, 1, 0)$. Many other points are possible, of course.

(b) **Solution 1.** The line has direction $\overrightarrow{AB} = \begin{bmatrix} 4 \\ -2 \\ -6 \end{bmatrix}$ and hence also $\begin{bmatrix} 2 \\ -1 \\ -3 \end{bmatrix}$. A vector

equation is $\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 0 \\ 2 \\ 3 \end{bmatrix} + t \begin{bmatrix} 2 \\ -1 \\ -3 \end{bmatrix}$.

Solution 2. The line has direction perpendicular to the normal vector of each plane, so the cross product of the normal vectors gives a direction vector. This

cross product is $\begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 2 & 1 & 1 \\ 1 & -1 & 1 \end{vmatrix} = 2\mathbf{i} - \mathbf{j} - 3\mathbf{k} = \begin{bmatrix} 2 \\ -1 \\ -3 \end{bmatrix}$. As in Solution 1, we still need

to find a point on the line; $A(0, 2, 3)$ will do. The equation is $\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 0 \\ 2 \\ 3 \end{bmatrix} + t \begin{bmatrix} 2 \\ -1 \\ -3 \end{bmatrix}$, as before.

[Solutions to this question may look different from the one we have obtained, of course. A correct answer must be the equation of a line whose direction vector is a multiple of $\begin{bmatrix} 2 \\ -1 \\ -3 \end{bmatrix}$ and that passes through a point whose coordinates satisfy the equation of each plane.]

54. If (x, y, z) is on the line, then, for some t , $x = 1 + 2t$, $y = -2 + 5t$, $z = 3 - t$. If such a point is on the plane, then $4 = x - 3y + 2z = (1 + 2t) - 3(-2 + 5t) + 2(3 - t) = 13 - 15t$, so $15t = 9$, $t = \frac{3}{5}$ and $(x, y, z) = (\frac{11}{5}, 1, \frac{12}{5})$.

55. $\begin{bmatrix} 2 \\ -3 \\ 5 \end{bmatrix}$ is a normal and hence perpendicular to π .

56. (a) Since $\overrightarrow{AB} = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} = \overrightarrow{CD}$, $ABCD$ is a parallelogram. Since

$$\overrightarrow{AB} \times \overrightarrow{AC} = \begin{bmatrix} i & j & k \\ 1 & 1 & 0 \\ 1 & -4 & 4 \end{bmatrix} = 4i - 4j - 5k = \begin{bmatrix} 4 \\ -4 \\ -5 \end{bmatrix},$$

the area is $\|\overrightarrow{AB} \times \overrightarrow{AC}\| = \sqrt{57}$.

- (b) The area of the triangle is $\frac{1}{2}\sqrt{57}$, one-half the area of the parallelogram.

57. Two sides of the triangle are $\overrightarrow{AB} = \begin{bmatrix} 6 \\ 1 \\ 0 \end{bmatrix}$ and $\overrightarrow{AC} = \begin{bmatrix} 7 \\ -6 \\ 0 \end{bmatrix}$. Think of these as lying in 3-space. The triangle has area one half the area of the parallelogram with sides $\mathbf{u} = \begin{bmatrix} 6 \\ 1 \\ 0 \end{bmatrix}$ and $\mathbf{v} = \begin{bmatrix} 7 \\ -6 \\ 0 \end{bmatrix}$. This is one half the length of

$$\mathbf{u} \times \mathbf{v} = \begin{bmatrix} i & j & k \\ 6 & 1 & 0 \\ 7 & -6 & 0 \end{bmatrix} = 0i - 0j - 43k = \begin{bmatrix} 0 \\ 0 \\ -43 \end{bmatrix}.$$

The area is $\frac{1}{2}\sqrt{(-43)^2} = \frac{43}{2}$.

58. Since $ad - bc = 0$, we have $ad = bc$.

If $a \neq 0$ and $d \neq 0$, then $b \neq 0$, so $\frac{c}{a} = \frac{d}{b} = k$. This says $c = ka$ and $d = kb$, so $\begin{bmatrix} c \\ d \end{bmatrix} = k \begin{bmatrix} a \\ b \end{bmatrix}$.

Suppose $a = 0$ and $d \neq 0$. Then $b = 0$ or $c = 0$. In the case $b = 0$, then $\begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} = 0 \begin{bmatrix} c \\ d \end{bmatrix}$, while if $c = 0$ (and $b \neq 0$), then $\begin{bmatrix} c \\ d \end{bmatrix} = \begin{bmatrix} 0 \\ d \end{bmatrix} = \frac{d}{b} \begin{bmatrix} 0 \\ b \end{bmatrix}$.

Suppose $a \neq 0$ and $d = 0$. Again, $b = 0$ or $c = 0$. In the case $b = 0$, then $\begin{bmatrix} c \\ d \end{bmatrix} = \begin{bmatrix} c \\ 0 \end{bmatrix} = \frac{c}{a} \begin{bmatrix} a \\ 0 \end{bmatrix}$, while if $c = 0$ (and $b \neq 0$), then $\begin{bmatrix} c \\ d \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} = 0 \begin{bmatrix} a \\ b \end{bmatrix}$.

Finally, if $a = d = 0$, then $b = 0$ or $c = 0$. If $b = 0$, then $\begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} = 0 \begin{bmatrix} c \\ d \end{bmatrix}$, while if $c = 0$ (and $b \neq 0$), then $\begin{bmatrix} c \\ d \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix} = \frac{d}{b} \begin{bmatrix} 0 \\ b \end{bmatrix} = \frac{d}{b} \begin{bmatrix} a \\ b \end{bmatrix}$.

In every case, one of the two given vectors is a multiple of the other.

59. If the lines intersect, say at the point (x, y, z) , then (x, y, z) is on both lines. So there is a t such that

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ -2 \end{bmatrix} + t \begin{bmatrix} -3 \\ 1 \\ 1 \end{bmatrix}$$

and an s such that

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} -4 \\ 1 \\ 1 \end{bmatrix} + s \begin{bmatrix} 11 \\ -3 \\ -5 \end{bmatrix}.$$

The question then is, do there exist parameters t and s so that

$$\begin{bmatrix} 1 \\ 0 \\ -2 \end{bmatrix} + t \begin{bmatrix} -3 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} -4 \\ 1 \\ 1 \end{bmatrix} + s \begin{bmatrix} 11 \\ -3 \\ -5 \end{bmatrix} ?$$

We try to solve

$$\begin{array}{rclcl} 1 - 3t & = & -4 + 11s & \text{that is,} & 11s + 3t & = & 5 \\ t & = & 1 - 3s & & 3s + t & = & 1 \\ -2 + t & = & 1 - 5s; & & 5s + t & = & 3, \end{array}$$

and find that $t = -2$, $s = 1$ is a solution. The lines intersect where

$$\begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ -2 \end{bmatrix} - 2 \begin{bmatrix} -3 \\ 1 \\ 1 \end{bmatrix} = \begin{bmatrix} -4 \\ 1 \\ 1 \end{bmatrix} + 1 \begin{bmatrix} 11 \\ -3 \\ -5 \end{bmatrix} = \begin{bmatrix} 7 \\ -2 \\ -4 \end{bmatrix};$$

that is, at the point $(7, -2, -4)$.

60. Since the lines are perpendicular, the direction vectors must have dot product 0: $\begin{bmatrix} -1 \\ 2 \\ 1 \end{bmatrix} \cdot \begin{bmatrix} 1 \\ -1 \\ b \end{bmatrix} = 0$ gives $-1 - 2 + b = 0$, so $b = 3$. Since the lines intersect, there are values of t and s such that

$$\begin{array}{l} 2 - t = 3 + s \\ -1 + 2t = 1 - s \\ 3 + t = a + bs = a + 3s. \end{array}$$

Adding the first two equations gives $1 + t = 4$, so $t = 3$ and $3 + s = 2 - t = -1$, so $s = -4$. Substituting $t = 3$, $s = -4$ in the third equation gives $6 = a - 12$, so $a = 18$.

61. **Solution 1.** The point $A(x, y, z)$ is on the plane if and only if $\|\overrightarrow{PA}\| = \|\overrightarrow{QA}\|$; that is, if and only if

$$\sqrt{(x-2)^2 + (y+1)^2 + (z-3)^2} = \sqrt{(x-1)^2 + (y-1)^2 + (z+1)^2};$$

that is, if and only if

$$\begin{aligned} x^2 - 4x + 4 + y^2 + 2y + 1 + z^2 - 6z + 9 \\ = x^2 - 2x + 1 + y^2 - 2y + 1 + z^2 + 2z + 1. \end{aligned}$$

We obtain $-2x + 4y - 8z + 11 = 0$.