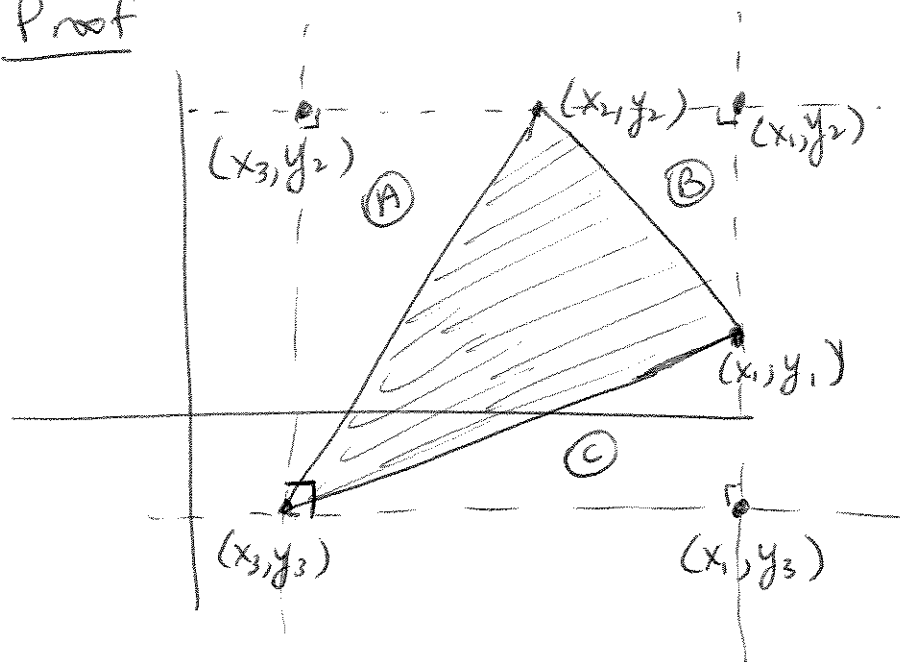


Claim Area of triangle defined by vertices  $(x_1, y_1)$ ,  $(x_2, y_2)$  and  $(x_3, y_3)$  is

$$A = \pm \frac{1}{2} \begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix}$$

Proof



Consider this triangle. Form (dotted) rectangle that contains triangle, and label points of rectangle's vertices.

Then area of triangle can be calculated by

$A_{\Delta} = A_{\square} - A_{\textcircled{A}} - A_{\textcircled{B}} + A_{\textcircled{C}}$  (i.e. area of the rectangle minus areas of triangles (A), (B) and (C)).

We'll now use the formulas  $A = lw$  for area of a rectangle and  $A = \frac{1}{2}bh$  for each of the right triangles.

(2)

$$\Rightarrow A_{\Delta} = \overbrace{(x_1 - x_3)(y_2 - y_3)}^{A_{\square}} - \frac{1}{2} \overbrace{(x_2 - x_3)(y_2 - y_3)}^{A_{\textcircled{A}}} - \underbrace{\frac{1}{2} (x_1 - x_2)(y_2 - y_1)}_{A_{\textcircled{B}}} - \underbrace{\frac{1}{2} (x_1 - x_3)(y_1 - y_3)}_{A_{\textcircled{C}}}$$

$$\Leftrightarrow A_{\Delta} = x_1 y_2 - x_1 y_3 - x_3 y_2 + \cancel{x_3 y_3} - \frac{1}{2} \cancel{x_2 y_2} + \frac{1}{2} x_2 y_3 + \frac{1}{2} x_3 y_2 - \frac{1}{2} \cancel{x_3 y_3} - \frac{1}{2} x_1 y_2 + \frac{1}{2} \cancel{x_1 y_1} + \frac{1}{2} \cancel{x_2 y_2} - \frac{1}{2} x_2 y_1 - \frac{1}{2} \cancel{x_1 y_1} + \frac{1}{2} x_1 y_3 + \frac{1}{2} x_3 y_1 - \frac{1}{2} \cancel{x_3 y_3}$$

$$= \underline{x_1 y_2} - \underline{x_1 y_3} - \underline{x_3 y_2} + \frac{1}{2} x_2 y_3 + \underline{\frac{1}{2} x_3 y_2} - \frac{1}{2} x_1 y_2 - \frac{1}{2} x_2 y_1 + \underline{\frac{1}{2} x_1 y_3} + \frac{1}{2} x_3 y_1$$

$$= \frac{1}{2} x_1 y_2 - \frac{1}{2} x_1 y_3 - \frac{1}{2} x_2 y_1 + \frac{1}{2} x_2 y_3 + \frac{1}{2} x_3 y_1 - \frac{1}{2} x_3 y_2$$

$$= \frac{1}{2} (x_1 y_2 - x_1 y_3 - x_2 y_1 + x_2 y_3 + x_3 y_1 - x_3 y_2)$$

$$= \frac{1}{2} \left( (x_1 y_2 - x_2 y_1) - (x_1 y_3 - x_3 y_1) + (x_2 y_3 - x_3 y_2) \right)$$

$$= \frac{1}{2} \left( \begin{vmatrix} x_1 & y_1 \\ x_2 & y_2 \end{vmatrix} - \begin{vmatrix} x_1 & y_1 \\ x_3 & y_3 \end{vmatrix} + \begin{vmatrix} x_2 & y_2 \\ x_3 & y_3 \end{vmatrix} \right)$$

$$= \frac{1}{2} \begin{vmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{vmatrix}$$

// u