

## Question 4

### 4) Vectors / Systems of Linear Equations

1. Prove that, for any  $u, v \in \mathbb{R}^3$ ,

$$(u \times v) \times w = (u \cdot w)v - (v \cdot w)u.$$

(It is sufficient to verify this property for one component.)

2. Consider the three vectors in  $\mathbb{R}^3$ :

$$u = (1, 2, 0), \quad v = (0, 1, 3), \quad w = (1, 2, 3).$$

- (a) Evaluate  $\|u\|$ ,  $\|v\|$ ,  $u \cdot v$ ,  $u \times v$  and the angle between  $u$  and  $v$ .
- (b) Calculate the scalar triple product  $u \cdot (v \times w)$ .
3. (a) Find the general form of the equation of the plane  $\pi$  in  $\mathbb{R}^3$  which passes through the point  $P = (3, 1, 6)$  and is orthogonal to the vector  $n = (1, 7, -2)$ .
- (b) Show that the point  $Q = (1, -1, 1)$  does not lie in the plane  $\pi$  and find its distance from  $\pi$ .

### Part A. Cross Product and Scalar Triple Product

Calculate the scalar triple product

$$u \cdot (v \times w)$$

for

1.  $u = (1, 3, 5)$ ;  $v = (0, 5, 3)$ ;  $w = (3, 0, 7)$ ;
2.  $u = (0, 1, 2)$ ;  $v = (5, 0, 1)$ ;  $w = (2, 2, 2)$ .

Calculate the cross products  $u \times u'$ ,  $v \times v'$ ,  $w \times w'$ , where  $u, u', v, v', w, w'$  are given in Question 6.

### Part A. Triangle Inequality

Cauchy Schwarz Identity

Triangle Identity

1. For the vectors given below, evaluate the following expressions where it is possible.

$$\vec{u} = \begin{bmatrix} 1 \\ 2 \\ 3 \end{bmatrix}, \vec{v} = \begin{bmatrix} -1 \\ 0 \\ 4 \end{bmatrix}, \vec{x} = \begin{bmatrix} 3 \\ 4 \end{bmatrix}, \vec{y} = \begin{bmatrix} -4 \\ 3 \end{bmatrix}, \vec{w} = \begin{bmatrix} 1 \\ 0 \\ 2 \\ -5 \end{bmatrix}, \vec{z} = \begin{bmatrix} 2 \\ 2 \\ 2 \\ 3 \end{bmatrix}$$

- |                           |                                   |   |
|---------------------------|-----------------------------------|---|
| (a) $2\vec{u} + 3\vec{v}$ | (f) $\vec{v} + \vec{w}$           | (k) $\vec{w} \cdot (\vec{z} + \vec{w})$ |
| (b) $3\vec{u} - \vec{v}$  | (g) $\vec{u} \cdot \vec{v}$       | (l) $ \vec{x} $                         |
| (c) $\vec{x} + 3\vec{v}$  | (h) $(2\vec{u}) \cdot (3\vec{v})$ | (m) $ \vec{w} $                         |
| (d) $2\vec{z} - \vec{w}$  | (i) $\vec{x} \cdot \vec{y}$       | (n) $ \vec{y}  +  \vec{w} $             |
| (e) $\vec{u} + \vec{x}$   | (j) $\vec{w} \cdot \vec{z}$       |   |

- Calculate the angles between the pairs  $\vec{u}, \vec{v}$ ,  $\vec{x}, \vec{y}$ , and  $\vec{w}, \vec{z}$  from the previous question. Give your answers in both radians and degrees.
- Calculate the area of the parallelogram spanned by the vectors  $\vec{x}$  and  $\vec{y}$ .
- Show that the volume of the parallelepiped spanned by the vectors  $\vec{u}, \vec{v}$  and  $2\vec{u} + 3\vec{v}$  is zero.
- For each of the following systems of linear equations, write down the corresponding coefficient matrix  $A$ , vector of unknowns  $\vec{x}$ , and vector of right hand sides  $\vec{b}$  so that the system can be expressed in the form  $A\vec{x} = \vec{b}$

- | (a)           | (b)                 | (c)              |
|---------------|---------------------|------------------|
|               | $2x + 3y + 4z = 1$  | $3x + y + z = 1$ |
| $2x + 3y = 1$ | $x - 2y + 2z = 7$   | $y + 4z = -4$    |
| $5x + 7y = 3$ | $3x + 2y + z = 0.2$ | $x - y = 2$      |

2.

Let the vectors  $\vec{a}, \vec{b}, \vec{c}$  be given by

$$\vec{a} = \begin{bmatrix} 2 \\ 0 \\ 0 \end{bmatrix}, \vec{b} = \begin{bmatrix} 2 \\ 1 \\ 0 \end{bmatrix}, \vec{c} = \begin{bmatrix} 2 \\ 0 \\ 1 \end{bmatrix}$$

These vectors span a three dimensional parallelepiped as shown in the figure to the right.

i) Find the area of the parallelogram  $S_{\vec{a}\vec{b}}$  which is spanned by the vectors  $\vec{a}$  and  $\vec{b}$ . Hence state the area of the parallelogram  $S'_{\vec{a}\vec{b}}$  on the opposite side of the parallelepiped.

ii) Find the areas of the parallelograms  $S_{\vec{b}\vec{c}}$  and  $S_{\vec{a}\vec{c}}$  spanned by the relevant pairs of vectors and hence find the total surface area of the parallelepiped.

iii) Find the signed volume of the parallelepiped.

- Rotate the vector  $\vec{x} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$  anti-clockwise  $\frac{\pi}{4}$  radians about the origin.

4. Rotate the point  $\vec{x} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$  anti-clockwise  $\frac{\pi}{4}$  radians about the point  $\vec{p} = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$ .
5. Rotate the line segment with endpoints  $\vec{x} = \begin{bmatrix} 1 \\ 3 \end{bmatrix}$  and  $\vec{y} = \begin{bmatrix} 3 \\ 3 \end{bmatrix}$  anti-clockwise  $\frac{\pi}{2}$  radians about the point  $\vec{p} = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$ . Give the new endpoints  $\vec{x}'$  and  $\vec{y}'$  of the rotated line segment.