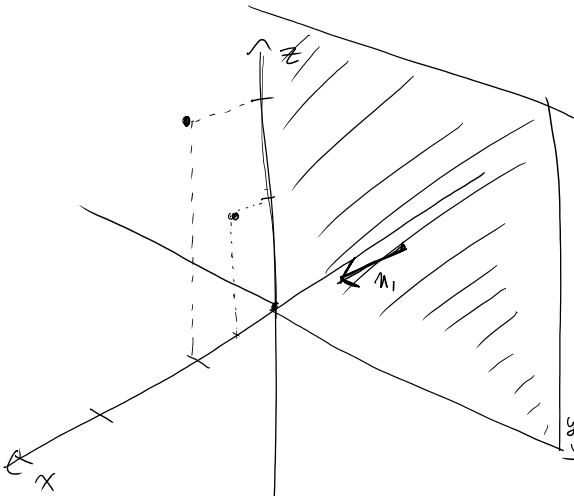


Homework 2

September 27, 2017 7:11 PM



equation of x axis point + dir
 $= (0, 0, 0) + t \langle 1, 0, 0 \rangle$

equation of zy plane = $\vec{s}b + \text{point}$

$= (0, 0)$

$\vec{b} = t_2 \langle 1, 0, 0 \rangle$

point on plane = $\langle 0, 0, 0 \rangle$

$1(x - 0) + 0 + 0 = 0$

$x - 0 = 0$

$x = 0$

distance from line from point $P = (P_1, P_2, P_3)$ use $(0, 0, 0)$

distance is denoted by $d_i = \frac{\left| (P - \text{any point on line}) \text{ cross with dir line} \right|}{\text{len dir}}$

$d_i = \frac{|P \times \langle 1, 0, 0 \rangle|}{1}$

distance from P to $x = 0$

$1 \text{ (point - not on plane) } \text{Scalar} \text{ prod onto } \vec{n}$

Distance from $(1, 0, 0)$

$$d_2 = (\text{point} - \text{point on plane}) \text{ proj onto } \vec{n}_1$$

\downarrow
 $(0, 0, 0)$

$$d_2 = \frac{P \cdot \langle 1, 0, 0 \rangle}{1}$$

$$d_1 = 2d_2$$

$$|P \times \langle 1, 0, 0 \rangle| = 2 P \cdot \langle 1, 0, 0 \rangle$$

$$= 2P_1$$

$$\begin{vmatrix} 0 & 0 & 1 & 0 & 0 \\ P_1 & P_2 & P_3 & P_1 & P_2 & P_3 \end{vmatrix}$$

$$= 0, -P_3, P_2$$

$$L_m = \sqrt{P_3^2 + P_2^2} = 2P_1$$

$$P_3^2 + P_2^2 = (2P_1)^2$$

$$\boxed{z^2 + y^2 = x^2}$$

b) point $x^2 = z^2 + 2^2$

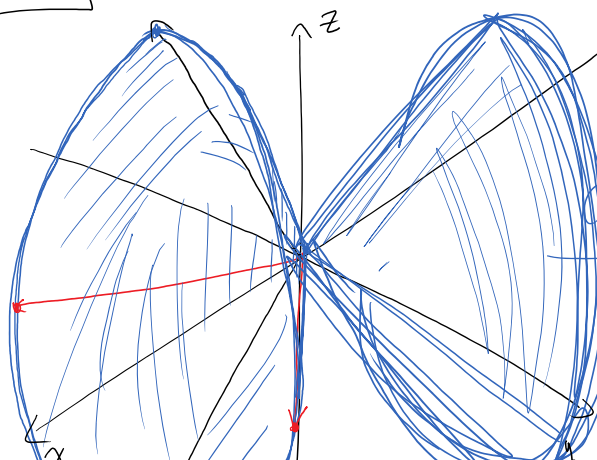
$$x = \sqrt{9 + 4}$$

$$= \sqrt{13}$$

$$\boxed{\text{point is } (\sqrt{13}, 2, 3)}$$

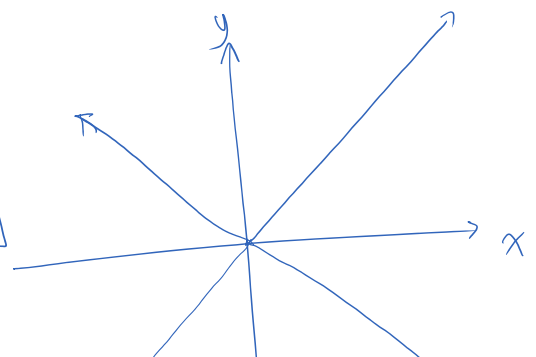
c) Cone

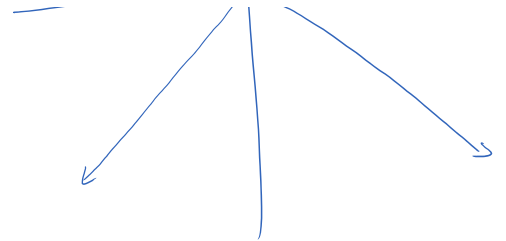
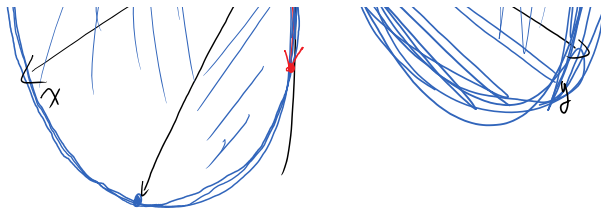
d)



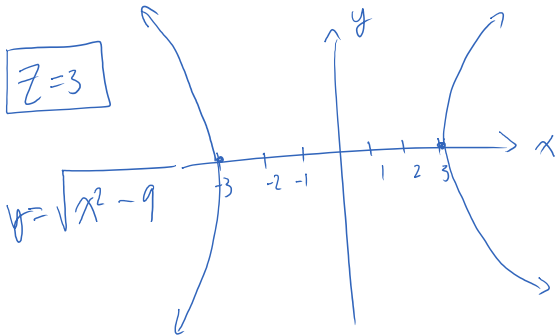
Contour

$$\boxed{z=0}$$

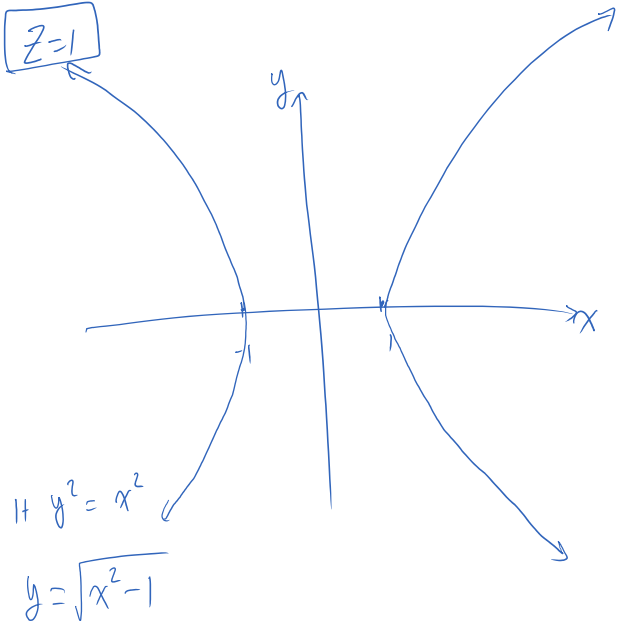




$$z=3$$



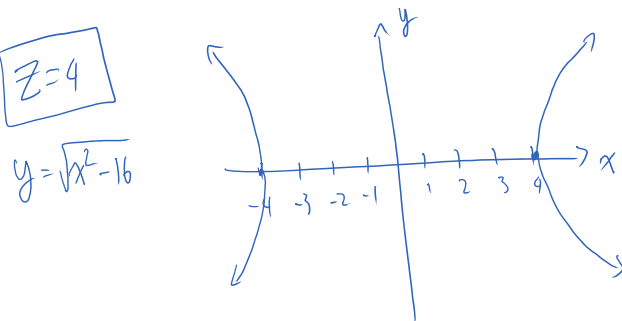
$$z=1$$



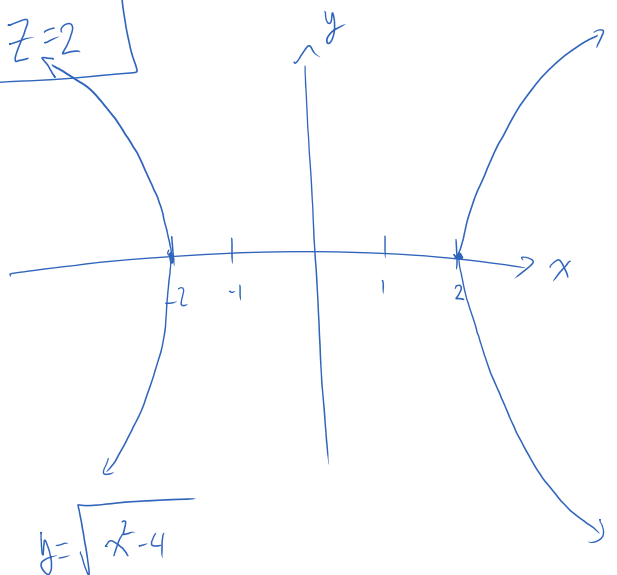
$$1 + y^2 = x^2$$

$$y = \sqrt{x^2 - 1}$$

$$z=4$$



$$z=2$$



$$y = \sqrt{x^2 - 4}$$

2.

a) find the eq of the path of the vector

↳ starts at $(e^4, 0, 0)$

↳ travels along $r(t) = \langle e^{-t+4}, 2t, t \rangle$

\downarrow \uparrow \uparrow
 x y z

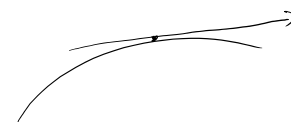
the path he follows is TANGENT
to $r(t)$ @ $t=4$

$$r'(t) = \frac{d}{dt}(e^{-t+4}) + \frac{d}{dt} 2t + \frac{d}{dt} t$$

$$r'(t) = -e^{-t+4} + 2 + 1 \quad \text{or} \quad \langle -e^{-t+4}, 2, 1 \rangle$$

$$r'(4) = -e^{-4+4} + 2 + 1 \quad \text{or} \quad \langle -1, 2, 1 \rangle$$

↳ VECTOR OF THE TANGENT



point is the pos of rocket @ $t=4$
 $= \langle 1, 8, 4 \rangle$

became time evaluated
 @ $t=4$

point @ $t=4$

equation of path $\vec{l}(t) = \langle -1, 2, 1 \rangle (t-4) + \langle 1, 8, 4 \rangle$

b) If these two agree at vector pos $t=4$

then, we can plug in



at $t=4$

$$\vec{l}(4) = \vec{r}(4)$$

$$\vec{l}(4) = \langle 1, 8, 4 \rangle + 0$$

$$\vec{r}(4) = \langle 1, 8, 4 \rangle \quad \left\{ \begin{array}{l} \text{these are the same!} \end{array} \right.$$

c)

Distance formula

$$= \sqrt{(x-x_0)^2 + (y-y_0)^2 + (z-z_0)^2}$$

We can find a fn. of t , $d(t)$ and
 minimize it.

for $\vec{r}(t)$

$$d(t) = \sqrt{(e^{-t+4} - (5-t))^2 + (2t-t)^2 + (t - (t^2-19t))^2}$$

position of

marlin is pos of rocket.

$$\sqrt{(-t+4)^2 + 1^2 + 1^2 + (t^2-19t)^2}$$

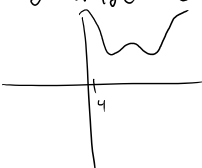
marlin is pos at rocket.

$$d(t) = \sqrt{(e^{-t+4} - 5 + t)^2 + t^2 + (-t^2 + 19t)^2}$$

graph to find smallest t value.

minimum $t = 18.9078$, and $d(t) = 23.5366$ units

↳ Cannot use value because $t > 4$

graph is of form  so all other t values too big.

for $\vec{r}(t) = \langle -1, 2, 1 \rangle(t-4) + (1, 8, 4)$
 $(-t+4+1), (2t-8+8), (t-4+4)$

$$d(t) = \sqrt{(-t+5 - \underbrace{(5-t)}_{-5+t})^2 + (2t-t)^2 + (t-t^2+19t)^2}$$

$$d(t) = \sqrt{0 + t^2 + (-t^2 + 19t)^2}$$

graph to find smallest t .

$$t = 18.947077 \quad \boxed{d(t) = 18.973592}$$

units

d) using method above

$$\boxed{t = 18.9471 \text{ s}}$$

3. $f(x, y) = 0$ when $(x, y) = (0, 0)$

$$= \frac{x^2 y}{4 \cdot 2} \text{ when } (x, y) = \text{anything else.}$$

$$= \frac{x^2 y}{x^4 + y^2} \text{ when } (x, y) \neq (0, 0) \text{ else.}$$

Hospital @ $(0, 0, \frac{1}{2})$

a) for $(x, y) \neq (0, 0)$
 $\lim_{(x, y) \rightarrow (0, 0)} \frac{x^2 y}{x^4 + y^2} = x$

$$\frac{0}{0} = 0$$

$$\lim_{(0, y) \rightarrow (0, 0)} \frac{x^2 y}{x^4 + y^2} = \frac{0(y)}{0 + y^2} = 0$$

if $y = mx$ where $m \neq 0$

$$\lim_{(x, x) \rightarrow (0, 0)} \frac{x^2 x}{x^4 + x^2} = \frac{x^3}{x^2(x^2 + 1)} = \frac{0}{0 + 1} = 0$$

$$\lim_{(x, mx) \rightarrow (0, 0)} \frac{x^2(mx)}{x^4 + (mx)^2} = \frac{\lim_{x \rightarrow 0} m x^3}{\lim_{x \rightarrow 0} x^2(x^2 + m)} = \frac{m x}{x^2 + m} = \frac{0}{0 + m} = 0$$

$$\boxed{\lim \text{ along } y = mx = 0}$$

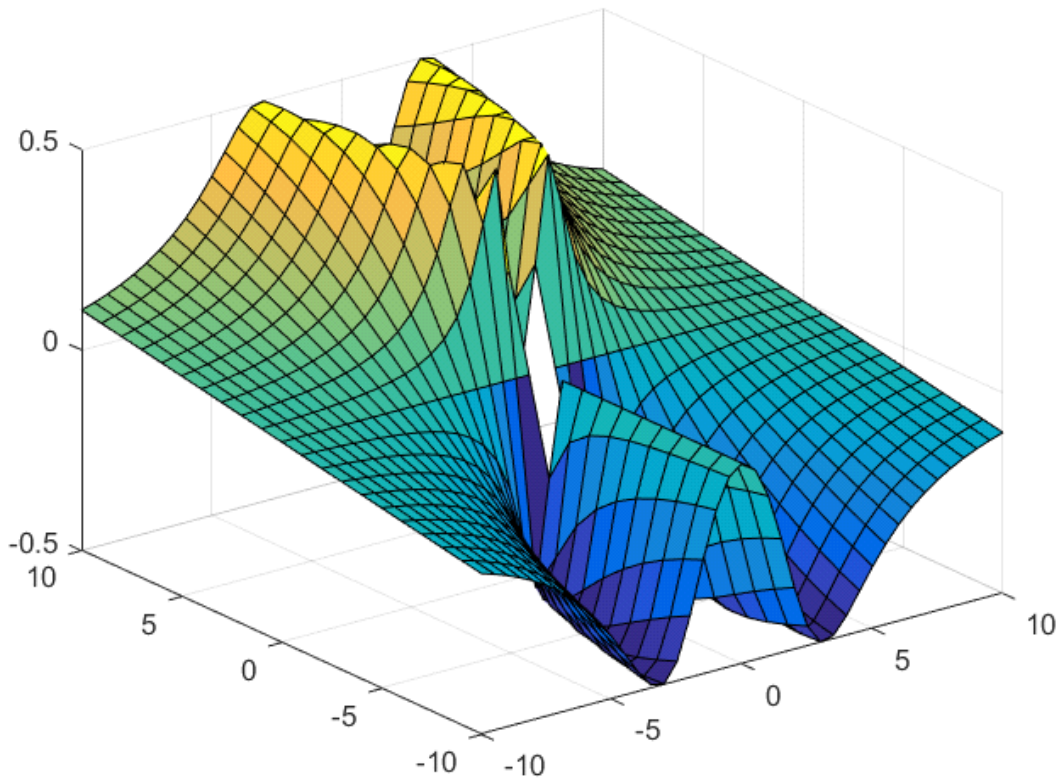
b) $\lim_{(x, x^2) \rightarrow (0, 0)} \frac{x^2(x^2)}{x^4 + x^4} = \frac{1}{2}$

$$\boxed{\text{limit is } \frac{1}{2} \text{ along } y = x^2}$$

c) No it isn't because a value (0) exists and the limit as $(x, y) \rightarrow (0, 0)$ does not evaluate to 0 for all paths.

d) yes it will be continuous because the denominator $\neq 0$ and with x^4 and y^2 , no + or -'ve value of will be negative, and thus, the denominator will never

$= 0$. The top is a polynomial that is defined everywhere.
Thus, the fn. is continuous at any point, P .



1.a) plane can be defined by a point and normal

$$\hookrightarrow ax + by + cz = 0$$

$$\begin{matrix} \downarrow & \downarrow & \downarrow \\ x-x_0 & y-y_0 & z-z_0 \end{matrix}$$

$$\Delta F = \langle 2x, 2y, 2z \rangle$$

$$4(x-2) + 4(y-2) + 2(z-1) = 0$$

b) Using point and normal form:

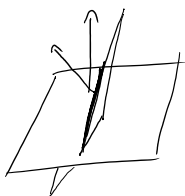
$$4(x-2) + 4(y-2) - 16(z-1) = 0$$

$$\Delta F = \langle 2x, 2y, -16z \rangle$$

$$4(x-2) + 4(y-2) - 16(z-1) = 0$$

c) we have a point, just need a direction of the line.

direction given by the $\vec{v} = \langle x, y, z \rangle$



vector = cross of 2 normals
dir

$$= \langle 4, 4, 2 \rangle \times \langle 4, 4, -16 \rangle$$

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 4 & 4 & 2 \\ 4 & 4 & -16 \end{vmatrix}$$

$$\begin{vmatrix} 4 & 4 & 2 \\ 4 & 4 & -16 \\ 4 & 4 & -16 \end{vmatrix}$$

$$\langle -64 - 8, 8 + 64, 16 - 16 \rangle$$

$$\langle -72, 72, 0 \rangle t \quad \text{if } t = \frac{1}{72}$$

$$= \langle -1, 1, 0 \rangle t$$

\hookrightarrow dir

$$\text{line is } \boxed{\langle -1, 1, 0 \rangle t + (2, 2, 1)}$$

$$\langle -1, 1, 0 \rangle t + (2, 2, 1) = \left(-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}, 1 \right)$$

d) $p = (2, 2, 1) = \text{length } 1$

get length 1 by using unit vector normalization

$$\text{line} = \langle -t, t, 0 \rangle + (2, 2, 1)$$

\hookrightarrow point.

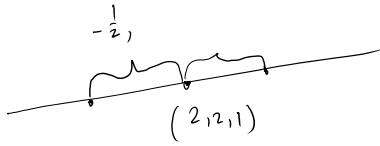
So length of $\langle -t, t, 0 \rangle$ must be 0.

$$\sqrt{t^2 + t^2 + 0} = 1$$

$$\sqrt{t^2 + t^2 + 0} = 1$$

$$\sqrt{2t^2} = 1$$

$$t = \pm \frac{1}{\sqrt{2}}$$



so 2 points at

$$\left(2 - \frac{1}{\sqrt{2}}, 2 + \frac{1}{\sqrt{2}}, 1 \right)$$

and

$$\left(2 + \frac{1}{\sqrt{2}}, 2 - \frac{1}{\sqrt{2}}, 1 \right)$$