

Math 12, Fall 2007

Lecture 3

Scott Pauls¹

¹Department of Mathematics
Dartmouth College

10/01/07

Outline

- 1 Recap and overview
 - Last class
 - Quick review of reading topics
- 2 Further discussion
 - Group Work
- 3 Summary
- 4 Next class

Outline

- 1 Recap and overview
 - Last class
 - Quick review of reading topics
- 2 Further discussion
 - Group Work
- 3 Summary
- 4 Next class

Dot Product

- dot product measures angle: $\vec{u} \cdot \vec{v} = |\vec{u}||\vec{v}| \cos(\theta)$
- Projections, components
- Work: $W = \vec{F} \cdot \vec{D}$

Cross product

- measures volume/area
- torque: $\vec{\tau} = \vec{r} \times \vec{F}$
- cross product is perpendicular to components
- $|\vec{u} \times \vec{v}| = |\vec{u}||\vec{v}| \sin(\theta)$

Outline

- 1 Recap and overview
 - Last class
 - Quick review of reading topics
- 2 Further discussion
 - Group Work
- 3 Summary
- 4 Next class

Concepts from reading

Lines

- Lines:

$$\vec{r} = \vec{r}_0 + t\vec{v}$$

- Lines are determined by a point and a direction
- Parametric form: $\vec{r} = \langle x, y, z \rangle$, $\vec{r}_0 = \langle x_0, y_0, z_0 \rangle$,
 $\vec{v} = \langle a, b, c \rangle$

$$x = x_0 + at, \quad y = y_0 + bt, \quad z = z_0 + ct$$

- Symmetric form:

$$\frac{x - x_0}{a} = \frac{y - y_0}{b} = \frac{z - z_0}{c}$$

Concepts from reading

Planes

- A plane is determined by a point and a normal vector:

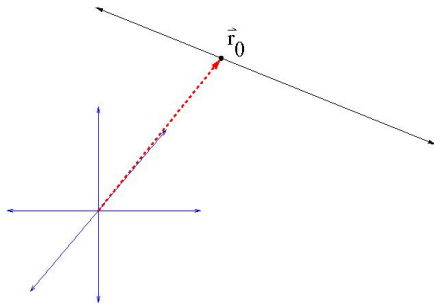
$$\vec{n} \cdot (\vec{r} - \vec{r}_0) = 0$$

- Letting $\vec{n} = \langle a, b, c \rangle$, $\vec{r} = \langle x, y, z \rangle$, $\vec{r}_0 = \langle a_0, y_0, z_0 \rangle$, we can reduce this to the scalar equation of the plane:

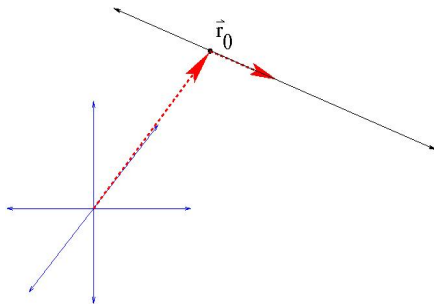
$$ax + by + cz + d = 0$$

where $d = -(ax_0 + by_0 + cz_0)$

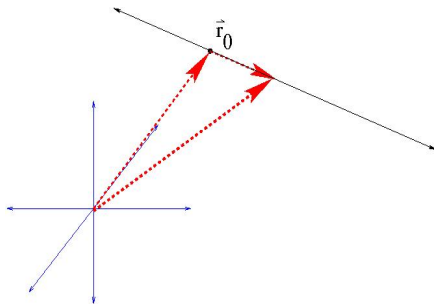
Geometric derivation of the line



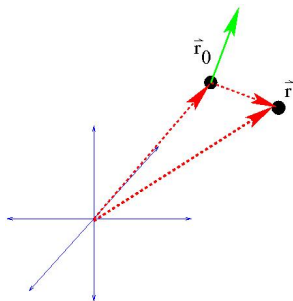
Geometric derivation of the line



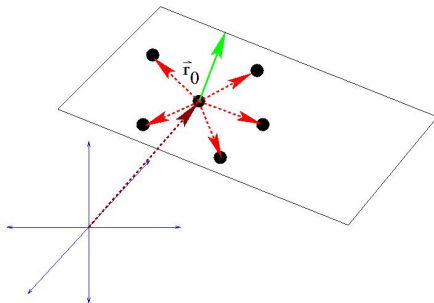
Geometric derivation of the line



Geometric derivation of a plane



Geometric derivation of a plane



Outline

- 1 Recap and overview
 - Last class
 - Quick review of reading topics
- 2 Further discussion
 - Group Work
- 3 Summary
- 4 Next class

Problems to work on

From elementary geometry, there are many ways to characterize lines and planes. Generate an algorithm for each case to determine the vector equation of the line/plane using the given data.

- Lines

- 1 Two points determine a line
- 2 Two intersecting planes determine a line

- Planes

- 1 Three non-collinear points determine a plane
- 2 Two parallel lines determine a plane
- 3 Two intersecting lines determine a plane
- 4 A point and a line determine a plane

Summary

Lines and Planes!

Work for next class

- Reading: 14.1,14.2
- Practice Problems: 14.1 #1,10,15; 14.2 #3,9
- f07hw4