Introduction to Math 12 Today's material Further discussion Summary Next class

Math 12, Fall 2007 Lecture 1

Scott Pauls

¹Department of Mathematics Dartmouth College

9/26/07



Outline

- 1 Introduction to Math 12
- Today's material
 - Describing objects in \mathbb{R}^3
 - Vectors
- Further discussion
 - Examples
 - Group Work
- Summary
- Next class



Introduction to Math 12
Today's material
Further discussion
Summary
Next class

Instructor information

Scott Pauls

Office: 303 Kemeny Hall

Phone: 646-1047

Email: scott.pauls@dartmouth.edu

Course Information

- Meeting time: MWF 2, 006 Kemeny Hall
- Book: Stewart, Calculus

Exams:

- Midterm I: 10/23/07 6-8 pm Carpenter 13
- Midterm II: 11/13/07 6-8 pm Carpenter 13
- Final Exam: 12/07/07 11:30-2:30

Homework

- Daily reading assignments and homework problems
- Regular homework (daily) via webwork
- Written homework assigned daily and due weekly.
- Tutorial sessions: Sun, Tues, Thurs 7-9pm, location 006 Kemeny

Grades:

Homework: 20% (10% WebWork, 10% written)

Midterms: 25% each

• Final: 30%



Outline

- Introduction to Math 12
- 2 Today's material
 - Describing objects in \mathbb{R}^3
 - Vectors
- 3 Further discussion
 - Examples
 - Group Work
- 4 Summary
- Next class



- Use (x, y, z) to describe points in space
- Coordinate planes:x = const, y = const, z = const
- Other planes: a linear relation between variables
- Spheres: constant distance from a central point

- Use (x, y, z) to describe points in space
- Coordinate planes:x = const, y = const, z = const
- Other planes: a linear relation between variables
- Spheres: constant distance from a central point

- Use (x, y, z) to describe points in space
- Coordinate planes:x = const, y = const, z = const
- Other planes: a linear relation between variables
- Spheres: constant distance from a central point

- Use (x, y, z) to describe points in space
- Coordinate planes:x = const, y = const, z = const
- Other planes: a linear relation between variables
- Spheres: constant distance from a central point

Surfaces in \mathbb{R}^3

• A line in the plane, \mathbb{R}^2 , is a linear relation between variables:

$$t = ms + b$$
, or $t - ms - b = 0$ or $\alpha t + \beta s + \gamma = 0$

• A plane is a linear relation between variables in \mathbb{R}^3 :

$$\alpha X + \beta y + \gamma Z + \delta = 0$$

Surfaces in \mathbb{R}^3

• A line in the plane, \mathbb{R}^2 , is a linear relation between variables:

$$t = ms + b$$
, or $t - ms - b = 0$ or $\alpha t + \beta s + \gamma = 0$

• A plane is a linear relation between variables in \mathbb{R}^3 :

$$\alpha \mathbf{X} + \beta \mathbf{y} + \gamma \mathbf{z} + \delta = \mathbf{0}$$

Surfaces in \mathbb{R}^3 Spheres

- A sphere is the collection of all points located a fixed distance, r, from a given point P₀ = (x₀, y₀, z₀).
- Distance from $P_1 = (x_1, y_1, z_1)$ to P_0 is

$$\sqrt{(x_1-x_0)^2+(y_1-y_0)^2+(z_1-z_0)^2}$$

Sphere:

$$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = r^2$$



Surfaces in \mathbb{R}^3 Spheres

- A sphere is the collection of all points located a fixed distance, r, from a given point P₀ = (x₀, y₀, z₀).
- Distance from $P_1 = (x_1, y_1, z_1)$ to P_0 is

$$\sqrt{(x_1-x_0)^2+(y_1-y_0)^2+(z_1-z_0)^2}$$

Sphere:

$$(x - x_0)^2 + (y - y_0)^2 + (z - z_0)^2 = r^2$$



Surfaces in \mathbb{R}^3 Spheres

- A sphere is the collection of all points located a fixed distance, r, from a given point P₀ = (x₀, y₀, z₀).
- Distance from $P_1 = (x_1, y_1, z_1)$ to P_0 is

$$\sqrt{(x_1-x_0)^2+(y_1-y_0)^2+(z_1-z_0)^2}$$

Sphere:

$$(x-x_0)^2 + (y-y_0)^2 + (z-z_0)^2 = r^2$$



Outline

- Introduction to Math 12
- Today's material
 - Describing objects in \mathbb{R}^3
 - Vectors
- Further discussion
 - Examples
 - Group Work
- 4 Summary
- Next class



- Vectors are quantities that have both magnitude and direction
- Points specify location while vectors specify direction
- We often confuse points and vectors (intentially) but, for clarity, we use different notation:

$$(x, y, z) = point, \langle x, y, z \rangle = vector$$

• Magnitude of a vector: distance from the tip to the origin:

$$|< x, y, z > | = \sqrt{x^2 + y^2 + z^2}$$

- Vectors are quantities that have both magnitude and direction
- Points specify location while vectors specify direction
- We often confuse points and vectors (intentially) but, for clarity, we use different notation:

$$(x, y, z) = point, \langle x, y, z \rangle = vector$$

• Magnitude of a vector: distance from the tip to the origin:

$$|< x, y, z > | = \sqrt{x^2 + y^2 + z^2}$$

- Vectors are quantities that have both magnitude and direction
- Points specify location while vectors specify direction
- We often confuse points and vectors (intentially) but, for clarity, we use different notation:

$$(x, y, z) = point, \langle x, y, z \rangle = vector$$

• Magnitude of a vector: distance from the tip to the origin:

$$|< x, y, z > | = \sqrt{x^2 + y^2 + z^2}$$

- Vectors are quantities that have both magnitude and direction
- Points specify location while vectors specify direction
- We often confuse points and vectors (intentially) but, for clarity, we use different notation:

$$(x, y, z) = point, \langle x, y, z \rangle = vector$$

Magnitude of a vector: distance from the tip to the origin:

$$|< x, y, z > | = \sqrt{x^2 + y^2 + z^2}$$

- Vectors are quantities that have both magnitude and direction
- Points specify location while vectors specify direction
- We often confuse points and vectors (intentially) but, for clarity, we use different notation:

$$(x, y, z) = point, \langle x, y, z \rangle = vector$$

Magnitude of a vector: distance from the tip to the origin:

$$|\langle x, y, z \rangle| = \sqrt{x^2 + y^2 + z^2}$$

Vector operations

• $\vec{u} = \langle a, b, c \rangle, \vec{v} = \langle d, e, f \rangle$ and α, β are real numbers:

$$\alpha \vec{u} + \beta \vec{v} = <\alpha a + \beta d, \alpha b + \beta e, \alpha c + \beta f>$$

- This can also be seen geometrically.
- Basis vectors:

$$\vec{i} = <1,0,0>, \ \vec{j} = <0,1,0>, \ \vec{k} = <0,0,1>$$

Vector operations

• $\vec{u} = \langle a, b, c \rangle, \vec{v} = \langle d, e, f \rangle$ and α, β are real numbers:

$$\alpha \vec{u} + \beta \vec{v} = <\alpha a + \beta d, \alpha b + \beta e, \alpha c + \beta f>$$

- This can also be seen geometrically.
- Basis vectors:

$$\vec{i} = <1,0,0>, \ \vec{j} = <0,1,0>, \ \vec{k} = <0,0,1>$$

Vector operations

• $\vec{u} = \langle a, b, c \rangle, \vec{v} = \langle d, e, f \rangle$ and α, β are real numbers:

$$\alpha \vec{u} + \beta \vec{v} = <\alpha a + \beta d, \alpha b + \beta e, \alpha c + \beta f>$$

- This can also be seen geometrically.
- Basis vectors:

$$\vec{i} = <1,0,0>, \ \vec{j} = <0,1,0>, \ \vec{k} = <0,0,1>$$

Outline

- Introduction to Math 12
- 2 Today's material
 - Describing objects in \mathbb{R}^3
 - Vectors
- 3 Further discussion
 - Examples
 - Group Work
- 4 Summary
- Next class

Example

Suppose two points (1,2,3) and (0,2,-2) are antipodal points on a sphere. Find an equation for the sphere.

Outline

- 1 Introduction to Math 12
- 2 Today's material
 - Describing objects in \mathbb{R}^3
 - Vectors
- Further discussion
 - Examples
 - Group Work
- Summary
- Next class

Problems to work on

Projections:

•
$$P_{xy}((x, y, z)) = (x, y, 0)$$

•
$$P_{yz}((x, y, z)) = (0, y, z)$$

•
$$P_{xz}((x, y, z)) = (x, 0, z)$$

Question:

Let
$$S = \{(x, y, z) | x^2 + y^2 + z^2 = 1\}$$
. What is $P_{xy}(S)$?

Summary

- ullet Coordinates in \mathbb{R}^3 and describing geometric objects
- Vectors: numeric and geometric
- Operations

Work for next class

- Reading: review 13.1-13.2, read 13.3,13.4
- Practice problems: (13.1 # 1-4,6; 13.2 #2,4,5,17,19), 13.3 #1,3,5,29,35; 13.4 #1,3
- Homework set: f07hw1, f07hw2