

# NOTE BOOK

Rokshana Ahmed

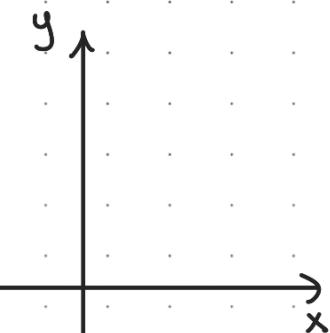
# CALCULUS 2

Date: 7/10/2022

## REVISION

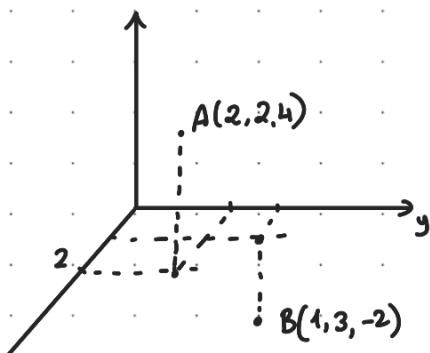
- 1 A point A in space is represented as:

$$A(x, y, z) \left\{ \begin{array}{l} x = \text{abscissa of } A \\ y = \text{ordinate of } A \\ z = \text{elevation} \end{array} \right.$$



### EXAMPLE :

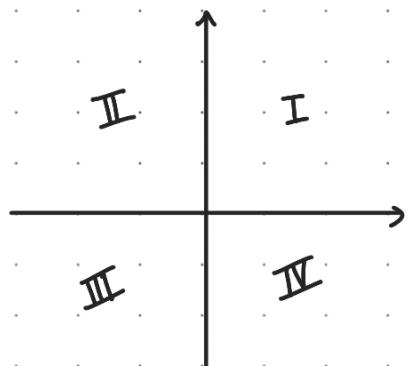
Plot A(2, 2, 4) B(1, 3, -2)



### 1. REGIONS IN SPACE

In space  $\left\{ \begin{array}{l} z=0 \text{ is the } (x,y) \text{ plane} \\ y=0 \text{ is the } (x,z) \text{ plane} \\ x=0 \text{ is the } (y,z) \text{ plane} \end{array} \right.$

Coordinate planes



1<sup>st</sup> octant       $xyz \quad x'y'z$   
 $xy'z' \quad x'y'z$   
 $x'y'z \quad x'y'z$   
 $xy'z' \quad x'y'z$

OCTANTS  
(8 regions)

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Ex:

Specify the regions determined by the following equations and inequalities:

(1)  $z \geq 0 \rightarrow$  upper half-space including  $(x,y)$  plane

(2)  $z = 1 \rightarrow$  plane parallel to  $xy$  plane passing  $(0,0,1)$

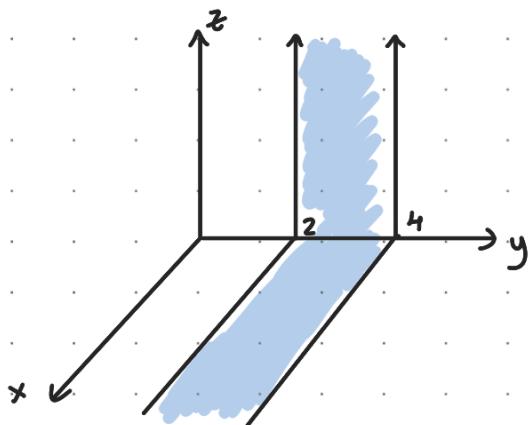
(3)  $z=0, x \geq 0, y \geq 0$

↳ 1<sup>st</sup> quadrant of the  $xy$  plane

(4)  $2 \leq y \leq 4$

$y=2 \rightarrow$  plane // to  $(x,z)$  plane thru  $(0,2,0)$

$y=4 \rightarrow$  plane // to  $(x,z)$  plane thru  $(0,4,0)$

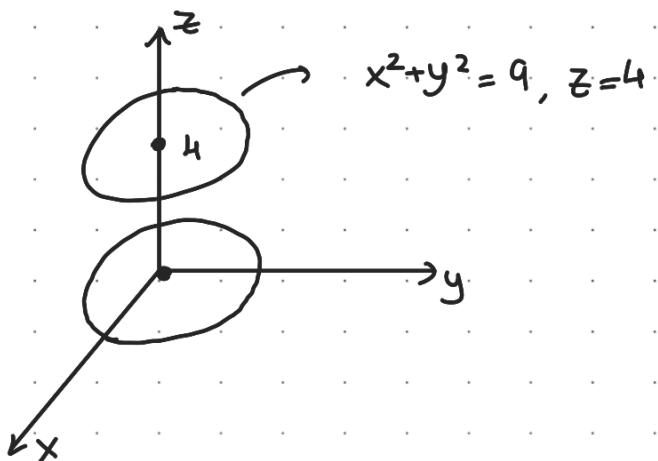


(5)  $x^2 + y^2 = 9$        $y \geq 0$

circle centered at  $(0,0,0)$  in the  $(xy)$  plane of radius 3

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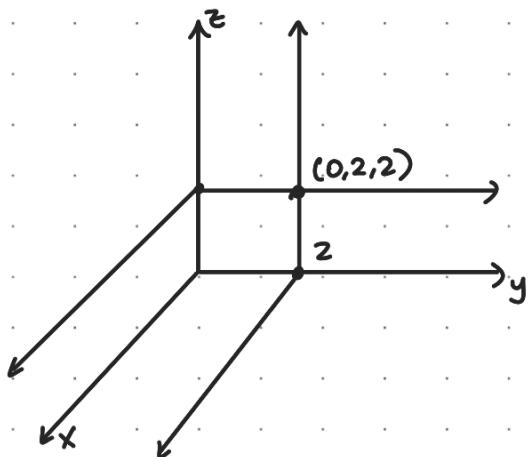
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6  $y=2$  and  $z=2$

$y=2 \rightarrow$  plane  $\parallel$  to  $(x,z)$  plane thru  $(0,2,0)$

$z=2 \rightarrow$  plane  $\parallel$  to  $(x,y)$  plane thru  $(0,0,2)$



## 2. DISTANCES AND SPHERE IN SPACE

The distance between  $A(x_1, y_1, z_1)$  and  $B(x_2, y_2, z_2)$   
then  $|AB| = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$

distance between A and B

ex :  $A(2, 1, 5)$  and  $B(-2, 3, 0)$

$$|AB| = \sqrt{4 + (-2)^2 + 5^2} = \sqrt{45} \approx$$

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## 2.1 EQUATION OF A SPHERE

A point  $A(x, y, z)$  lies on a sphere of radius  $a$  and center  $C(x_0, y_0, z_0) \Rightarrow |AC| = a$

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

ex:  $(x+1)^2 + y^2 + (z-2)^2 = 9$



sphere centered at  $(-1, 0, 2)$  and radius  $r=3$ )

### Sketch

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

$x=0$   $y^2 + z^2 = 1 \rightarrow$  circle center  $(0, 0, 0)$   $r=1$   
in the  $(yz)$  plane

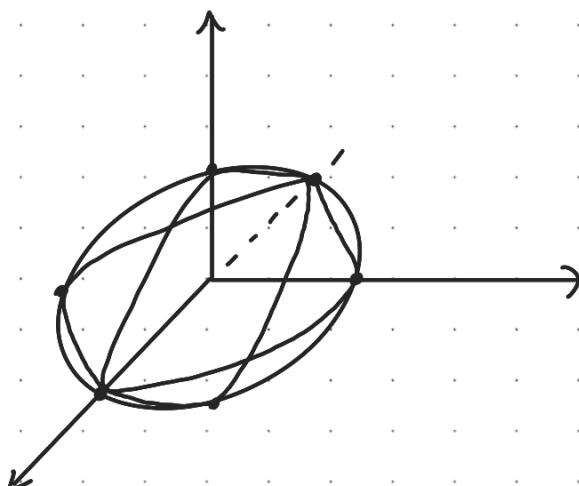
$$\underline{y=0} \Rightarrow z = \pm 1 \quad (0, 0, 1) \quad (0, 0, -1)$$

$$\underline{z=0} \Rightarrow y^2 = 1 \Rightarrow y = \pm 1 \quad (0, 1, 0) \quad (0, -1, 0)$$

$y=0$   $x^2 + z^2 = 1$

$$\underline{x=0} \Rightarrow z = \pm 1$$

$$\underline{z=0} \Rightarrow x = \pm 1$$



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$$x^2 + (y-2)^2 + z^2 = 1$$

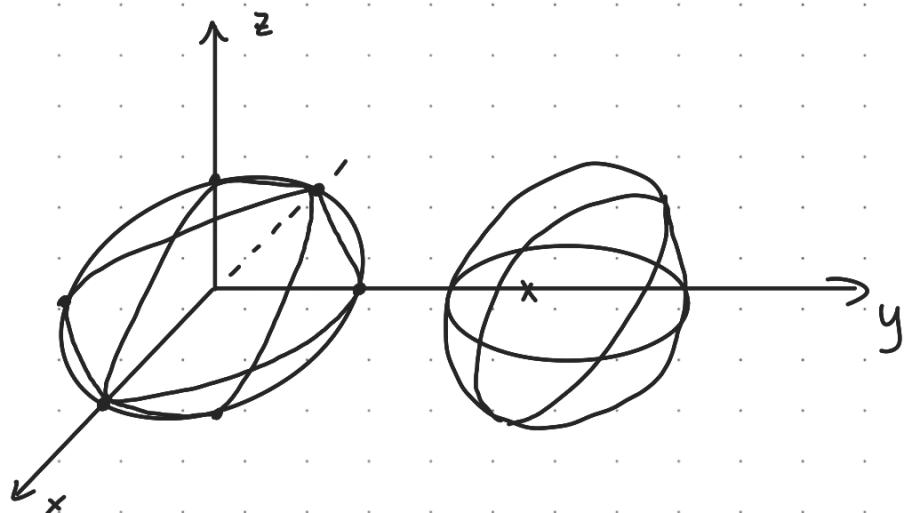
$$(0, 2, 0) + r = 1$$

$$x=0 \quad (y-2)^2 + z^2 = 1$$

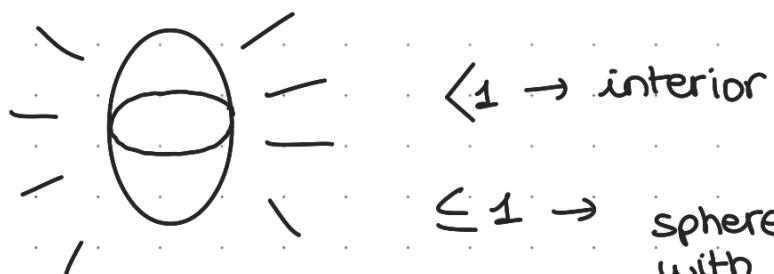
$$(y-2)^2 = 1$$

$$y-2 = 1 \quad \text{or} \quad y-2 = -1$$

$$y=3 \quad \text{or} \quad y=1$$



①  $x^2 + y^2 + z^2 > 1 \rightarrow$  exterior of the unit sphere



$< 1 \rightarrow$  interior

$\leq 1 \rightarrow$  sphere together with interior

Wtf are you kidding me?

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## 3. VECTORS IN $\mathbb{R}^3$

$$\vec{v} = (v_1, v_2, v_3) \quad |\vec{v}| = \sqrt{v_1^2 + v_2^2 + v_3^2}$$

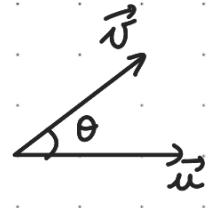
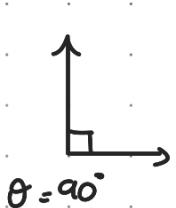
- if  $\|\vec{u}\|=1 \Rightarrow \vec{u}$  is a unit vector  
 $\downarrow$   
NORM

standard unit :  $\vec{i} = (1, 0, 0)$   $\vec{j} = (0, 1, 0)$   $\vec{k} = (0, 0, 1)$

### 3.1 DOT PRODUCT

$$\vec{u} = (u_1, u_2, u_3)$$

$$\vec{v} = (v_1, v_2, v_3)$$



$$u \cdot v = \|u\| \times \|v\| \cos \theta$$

$$\Rightarrow \vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 + u_3 v_3$$

$$\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|u\| \cdot \|v\|}$$

$\vec{u}$  and  $\vec{v}$  are orthogonal if  $\vec{u} \cdot \vec{v} = 0$

### PROPERTIES

$$\textcircled{1} \quad \vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$$

$$\textcircled{3} \quad 0 \cdot \vec{u} = 0$$

$$\textcircled{2} \quad \vec{u} \cdot \vec{u} = \|u\|^2$$

$$\textcircled{4} \quad \vec{u}(\vec{v} + \vec{w}) = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$$

### 3.2 CROSS PRODUCT

$$\textcircled{1} \quad \vec{u} \times \vec{v} = -(\vec{v} \times \vec{u})$$

$$\textcircled{2} \quad 0 \times u = 0$$

$$\textcircled{3} \quad u \times v = 0 \text{ iff they are parallel}$$

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$$\vec{u} = (2, 1, 1)$$

$$\vec{v} (-4, 3, 1)$$

$$\det \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 1 & 1 \\ -4 & 3 & 1 \end{vmatrix} = i(1-3) - j(2+4) + k(6+4) = -2i - 6j + 10k$$

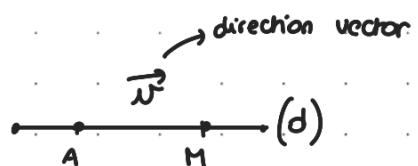
## 3.3 TRIPLE SCALAR PRODUCT

$$(\vec{u} \times \vec{v}) \cdot \omega$$

$$\det \begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix} = u_1(v_2w_3 - v_3w_2) - u_2(v_1w_3 - v_3w_1) + u_3(v_1w_2 - v_2w_1)$$

## 3.4 LINES IN SPACE

$$A = (x_A : y_A, z_A) \in d$$



$$\vec{v} = \begin{pmatrix} a \\ b \\ c \end{pmatrix}$$

direction vector  
Let M(x, y, z)  $\in d$

$$\overrightarrow{AM} = k\vec{v}$$

$$\underbrace{\begin{pmatrix} x-x_A \\ y-y_A \\ z-z_A \end{pmatrix}}_{\text{parametric}} \quad \begin{pmatrix} a \\ b \\ c \end{pmatrix}$$

$$\rightarrow \begin{cases} x - x_A = k \cdot a \\ y - y_A = k \cdot b \\ z - z_A = k \cdot c \end{cases}, k \in \mathbb{R}$$

parametric

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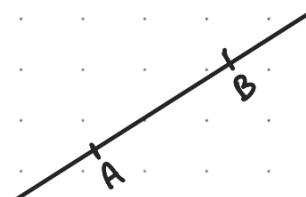
$$\frac{x-x_A}{a} = \frac{y-y_A}{b} = \frac{z-z_A}{c}$$

} cartesian equation

EX: A(-3, 2, -3)

B(1, -1, 4)

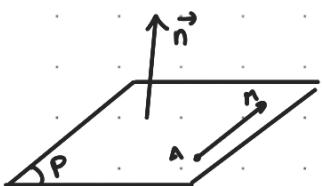
$$\vec{AB} = \begin{pmatrix} 4 \\ -3 \\ 7 \end{pmatrix} \rightarrow \begin{matrix} a \\ b \\ c \end{matrix}$$



$$\begin{cases} x = -4t + 3 \\ y = 3t + 2 \\ z = -7t - 3 \end{cases} \quad t \in \mathbb{R} \quad \text{equation of a line}$$

## 3.5 PLANE IN SPACE

To find an equation of a plane ( $P$ ), we need  $A \in (P)$  and a normal vector  $\vec{n} \begin{pmatrix} a \\ b \\ c \end{pmatrix}$



EX:

$$\vec{AM} \cdot \vec{n} = 0$$

↓

$$\begin{pmatrix} x-x_A \\ y-y_A \\ z-z_A \end{pmatrix} \begin{pmatrix} a \\ b \\ c \end{pmatrix}$$

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$$a(x-x_A) + b(y-y_A) + c(z-z_A) = 0$$

$$Ax + By + Cz + ax + by + cz - ax_A - by_A - cz_A = 0$$

$$(P) \quad A(0,0,1) \quad B(2,0,0) \quad C(0,3,0)$$

$$\vec{n} = \overrightarrow{AB} \times \overrightarrow{AC}$$

$$M(x, y, z) \in (P) \quad AM, (\overrightarrow{AB} \times \overrightarrow{AC}) = 0$$

$$\overrightarrow{AM} \cdot \vec{n} = 0$$

$$\overrightarrow{AM} = \begin{pmatrix} x \\ y \\ z-1 \end{pmatrix} \quad \overrightarrow{AB} = \begin{pmatrix} 2 \\ 0 \\ -1 \end{pmatrix} \quad \overrightarrow{AC} = \begin{pmatrix} 0 \\ 3 \\ -1 \end{pmatrix}$$

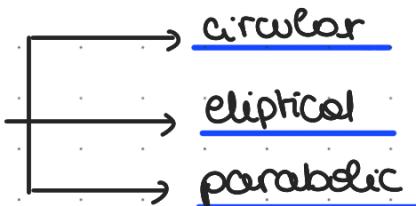
note:  $AM = \begin{pmatrix} X_M - X_A \\ Y_M - Y_A \\ Z_M - Z_A \end{pmatrix} = \begin{pmatrix} x \\ y \\ z-1 \end{pmatrix}$

$$\left| \begin{array}{ccc|c} x & y & z-1 & \\ 2 & 0 & -1 & \\ 0 & 3 & -1 & \end{array} \right| = 0 \quad x(3) - y(-2) + (z-1)(6) = 0 \quad 3x + 2y + 6z - 6 = 0 \quad (P)$$

## SHAPES

I.

**Cylinders**



### ① Circular cylinder

$$1(\text{variable } ①)^2 + 1(\text{variable } ②)^2 = a^2$$

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Ex:

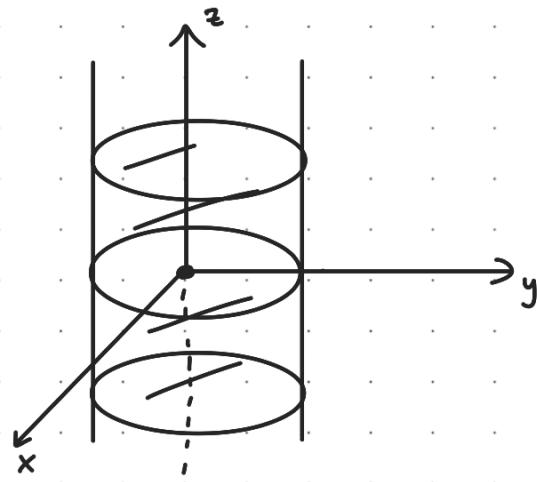
- (1)  $x^2 + y^2 = 4 \rightarrow$  is a circular cylinder along  $z$ -axis

$$\underline{z=0}$$

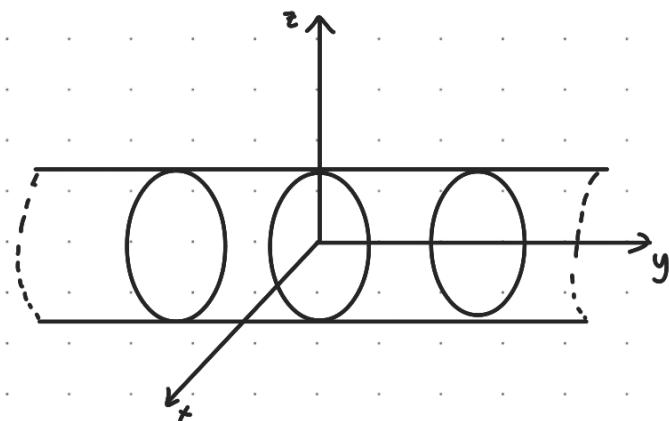
circle  $(0,0,0)$   
 $r=2$

$$\underline{z=3}$$

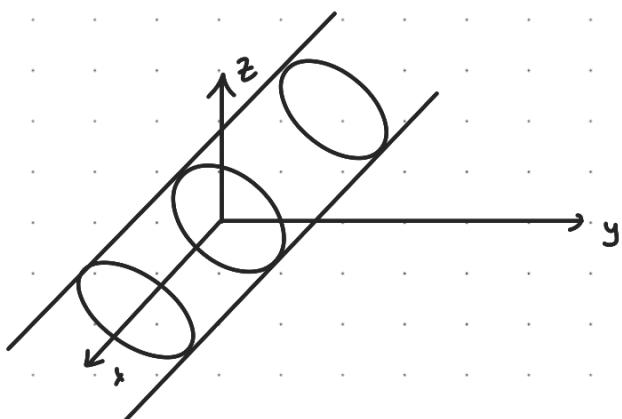
circle  $(0,0,3)$   
 $r=3$



- (2)  $x^2 + z^2 = 4 \rightarrow$  circular cylinder around  $y$ -axis



- (3)  $y^2 + z^2 = 1$



## ② Elliptical Cylinder

$$\frac{(x-h)^2}{a^2} + \frac{(y-k)^2}{b^2} = c$$

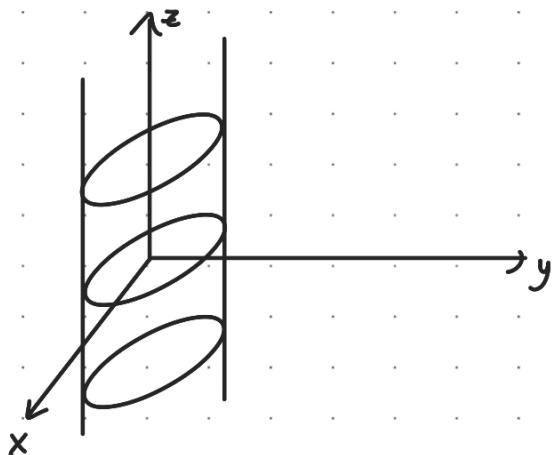
$a \neq b$ , otherwise it will be circular cylinder

Ex:  $\frac{x^2}{4} + y^2 = 1 \rightarrow$  it is an elliptical cylinder along z-axis

$z=0$ :  $\frac{x^2}{4} + y^2 = 1$ , ellipse of center  $(0,0,0)$

$$(\pm 2, 0, 0) \rightarrow y=0 \rightarrow \frac{x^2}{4}=1 \rightarrow x^2=4 \rightarrow x=\pm 2$$

$$(0, \pm 1, 0) \rightarrow x=0 \rightarrow y^2=1 \rightarrow y=\pm 1$$



$$\frac{(x-2)^2}{4} - y^2 = 1$$



ellipse of center  $(2,0,0)$  along z-axis