

Vector Calculus

10.1 Three-Dimensional Coordinate Systems; 10.2 Vectors; 10.3 The Dot Product; 10.4 The Cross Product

Def: We use the following notation.

- We use x, y, z -coordinates in \mathbf{R}^3 , or space.
- Given a point P in space, $P(x, y, z)$ means that P has coordinates (x, y, z) .
- Given two points P_1, P_2 in space, we let $|P_1 P_2|$ denote the distance between P_1, P_2 .
- The book uses bold letters to denote vectors. We will continue to use arrows, such as \vec{v} .

$\vec{0}$ will denote the zero vector.

$\vec{0}$

- If $\vec{v} \in \mathbf{R}^2$ has components v_1, v_2 , then we write $\vec{v} = \langle v_1, v_2 \rangle$. Similarly for $\vec{v} \in \mathbf{R}^3$, we write $\vec{v} = \langle v_1, v_2, v_3 \rangle$.

$$\vec{v} = \begin{bmatrix} v_1 \\ v_2 \end{bmatrix} = \langle v_1, v_2 \rangle$$

$$\vec{v} = \begin{bmatrix} v_1 \\ v_2 \\ v_3 \end{bmatrix} = \langle v_1, v_2, v_3 \rangle$$

- Given points $A(x_1, y_1, z_1)$ and $B(x_2, y_2, z_2)$, we denote the vector



$$\vec{AB} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1 \rangle.$$

$$= \vec{A} - \vec{B}$$

- If $\vec{v} \in \mathbf{R}^2$ or $\vec{v} \in \mathbf{R}^3$, then we denote the length of \vec{v} by $|\vec{v}|$.

$$\|\vec{v}\| = |\vec{v}|$$

- The standard basis vectors in \mathbf{R}^3 shall be denoted by

$$\vec{i} = \langle 1, 0, 0 \rangle \quad \vec{j} = \langle 0, 1, 0 \rangle \quad \vec{k} = \langle 0, 0, 1 \rangle$$

$$\vec{e}_1$$

$$\vec{e}_2$$

$$\vec{e}_3$$

Def: The dot product between \vec{v}, \vec{w} in \mathbb{R}^3 is

$$\vec{v} \cdot \vec{w} = v_1 w_1 + v_2 w_2 + v_3 w_3$$

We similarly define the dot product between \vec{v}, \vec{w} in \mathbb{R}^2 .

Thm: If θ is the angle between \vec{v}, \vec{w} (in \mathbb{R}^2 or \mathbb{R}^3), then

$$\vec{v} \cdot \vec{w} = |\vec{v}| |\vec{w}| \cos \theta$$

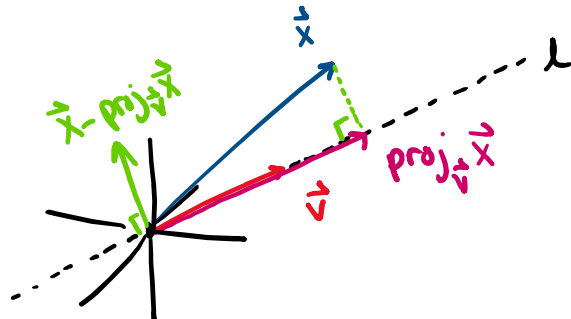
In particular, $\vec{v} \perp \vec{w}$ if and only if $\vec{v} \cdot \vec{w} = 0$.

Def: Suppose \vec{v} is a nonzero vector in \mathbb{R}^2 or \mathbb{R}^3 . The vector/orthogonal projection of \vec{x} onto \vec{v} is

$$\text{proj}_{\vec{v}} \vec{x} = \frac{\vec{x} \cdot \vec{v}}{|\vec{v}|^2} \vec{v}$$

Thm: $\vec{p} = \text{proj}_{\vec{v}} \vec{x}$ is the unique vector so that

\vec{p}, \vec{v} are co-linear
 $(\vec{x} - \vec{p}) \perp \vec{v}$



Def: Suppose \vec{v}, \vec{w} are in \mathbb{R}^3 . We define the cross product between \vec{v}, \vec{w} *in that order* to be the vector given by computing the symbolic determinant

$$\vec{v} \times \vec{w} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix}$$

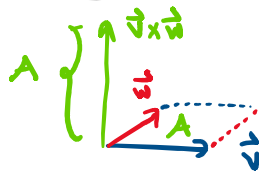
Ex:

$$\begin{bmatrix} 2 \\ 3 \\ 4 \end{bmatrix} \times \begin{bmatrix} 5 \\ 6 \\ 7 \end{bmatrix} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 3 & 4 \\ 5 & 6 & 7 \end{vmatrix} = \begin{bmatrix} \begin{vmatrix} 3 & 4 \\ 6 & 7 \end{vmatrix} \\ -\begin{vmatrix} 2 & 4 \\ 5 & 7 \end{vmatrix} \\ \begin{vmatrix} 2 & 3 \\ 5 & 6 \end{vmatrix} \end{bmatrix} = \begin{bmatrix} 21 - 24 \\ -(14 - 20) \\ 12 - 15 \end{bmatrix} = \begin{bmatrix} -3 \\ 6 \\ -3 \end{bmatrix}$$

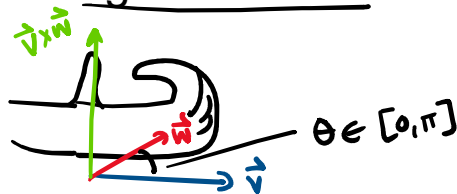
Thm: $\vec{v} \times \vec{w}$ is the unique vector so that

$$\vec{v} \times \vec{w} \perp \vec{v}, \vec{w} \quad \begin{bmatrix} -3 \\ 6 \\ -3 \end{bmatrix} \cdot \begin{bmatrix} 2 \\ 3 \\ 4 \end{bmatrix} = -6 + 18 - 12 = 0 \quad \begin{bmatrix} -3 \\ 6 \\ -3 \end{bmatrix} \cdot \begin{bmatrix} 5 \\ 6 \\ 7 \end{bmatrix} = -15 + 36 - 21 = 0$$

$|\vec{v} \times \vec{w}|$ is the area of the parallelogram formed by \vec{v}, \vec{w} .



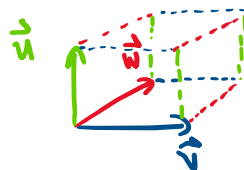
$\vec{v}, \vec{w}, \vec{v} \times \vec{w}$ in that order satisfy the right-hand rule.



Fact: Suppose $\vec{u}, \vec{v}, \vec{w}$ are in \mathbb{R}^3 .

$\vec{w} \times \vec{v} = -(\vec{v} \times \vec{w})$ (anti-commutative law)

$|\vec{u} \cdot (\vec{v} \times \vec{w})|$ is the volume of the parallelepiped formed by $\vec{u}, \vec{v}, \vec{w}$.



10.5 Equations of Lines and Planes

Fact: The line ℓ in space through $P(x_0, y_0, z_0)$ in the direction of $\vec{v} = \langle a, b, c \rangle \neq \vec{0}$ is given by the point-direction parameterization

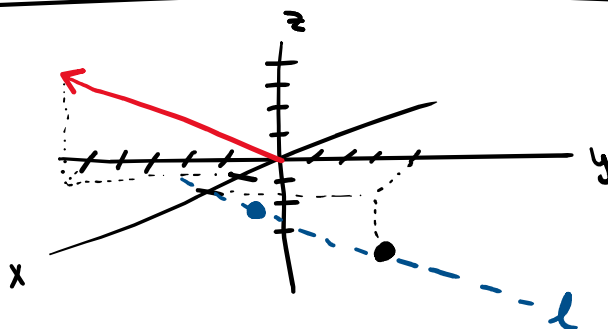
$$\ell(t) = \langle x_0, y_0, z_0 \rangle + t \langle a, b, c \rangle \quad \text{for } t \in \mathbb{R}$$

Ex: Suppose ℓ is the line through $A(2, 4, -3), B(3, -1, 1)$. Give a point-direction parameterization for ℓ . At what point does ℓ pass through the horizontal xy -plane?

Sol: ℓ is the line in the direction of

$$\vec{AB} = \langle 3-2, -1-4, 1-(-3) \rangle = \langle 1, -5, 4 \rangle$$

$$\Rightarrow \boxed{\ell(t) = \langle 2, 4, -3 \rangle + t \langle 1, -5, 4 \rangle \quad \text{for } t \in \mathbb{R}}$$



To see where ℓ crosses the xy -plane, we set

$$-3 + 4t = 0 \Rightarrow t = \frac{3}{4}$$

$$\Rightarrow \ell\left(\frac{3}{4}\right) = \langle 2, 4, -3 \rangle + \frac{3}{4} \langle 1, -5, 4 \rangle$$

$$= \langle 2 + \frac{3}{4}, 4 - \frac{15}{4}, 0 \rangle$$

ell crosses the xy-plane at $\boxed{P(2+3/4, 4-15/4, 0)}$.

Ex: Consider the lines given by point-direction parameterizations

$$\ell_1(t) = \langle 1, -2, 4 \rangle + t \langle 1, 3, -1 \rangle \text{ for } t \in \mathbb{R}$$

$$\ell_2(s) = \langle 0, 3, -3 \rangle + s \langle 2, 1, 4 \rangle \text{ for } s \in \mathbb{R}$$

Show that ℓ_1, ℓ_2 are skew: not parallel and do not intersect.

Sol: Since the direction vectors of ℓ_1 and ℓ_2 are $\langle 1, 3, -1 \rangle$ and $\langle 2, 1, 4 \rangle$ respectively, which are not co-linear, then ℓ_1 and ℓ_2 are not parallel.

Now we check that ℓ_1 and ℓ_2 do not intersect. The two lines intersect if and only if there are t, s in \mathbb{R} so that

$$\langle 1, -2, 4 \rangle + t \langle 1, 3, -1 \rangle = \langle 0, 3, -3 \rangle + s \langle 2, 1, 4 \rangle$$

$$\Leftrightarrow \langle 1, -5, 7 \rangle = t \langle -1, -3, 1 \rangle + s \langle 2, 1, 4 \rangle$$

Consider

$$\langle -1, -3, 1 \rangle \times \langle 2, 1, 4 \rangle = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -1 & -3 & 1 \\ 2 & 1 & 4 \end{vmatrix} = \langle -13, 6, 5 \rangle$$

If ℓ_1, ℓ_2 intersect, then there are t, s in \mathbb{R} so that

$$\langle -13, 6, 5 \rangle \cdot \langle 1, -5, 7 \rangle = \langle -13, 6, 5 \rangle \cdot (t \langle -1, -3, 1 \rangle + s \langle 2, 1, 4 \rangle)$$

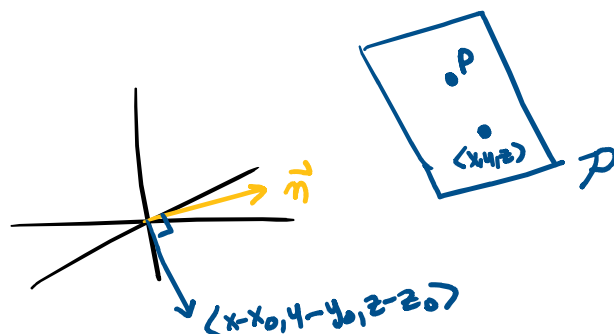
$$\underbrace{-13 - 30 + 35}_{\neq 0} = \cancel{0}$$

This means there is no t, s in \mathbb{R} so that $\text{ell}_1(t) = \text{ell}_2(s)$, and so the two lines do not intersect.

We conclude that $\text{ell}_1, \text{ell}_2$ are skew.

Fact: To describe a plane in space, we need a point in the plane and a normal direction. If $P(x_0, y_0, z_0)$ is a point in space and $\vec{n} = \langle a, b, c \rangle \neq \vec{0}$, then the plane \mathcal{P} through P with normal in the direction of \vec{n} is given by the implicit/vector equation

$$\mathcal{P}: \vec{n} \cdot (\langle x, y, z \rangle - \langle x_0, y_0, z_0 \rangle) = 0$$



We also say that \mathcal{P} is given by the scalar equation

$$\mathcal{P}: a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

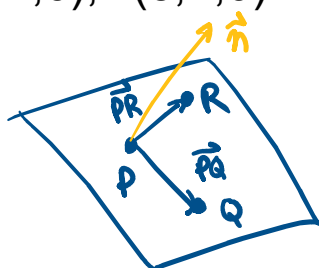
or by the linear equation

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

"
 $-ax_0 - by_0 - cz_0$

Ex: Find a linear equation for the plane P through the points $P(1,3,2), Q(3,-1,6), R(5,2,0)$.

Sol: We compute



$$\Rightarrow \vec{n} = \vec{PR} \times \vec{PQ}$$

$$\begin{aligned} \vec{PR} \times \vec{PQ} &= \langle 4, -1, -2 \rangle \times \langle 2, -4, 4 \rangle = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 4 & -1 & -2 \\ 2 & -4 & 4 \end{vmatrix} \\ &= \langle -12, -(20), -14 \rangle = \langle -12, -20, -14 \rangle \end{aligned}$$

This gives

$$P: \langle -12, -20, -14 \rangle \cdot (\langle x, y, z \rangle - \langle 1, 3, 2 \rangle)$$

$$\Rightarrow \boxed{P: -12x - 20y - 14z + (12 + 60 + 28) = 0}$$

Ex: Find a point-direction parameterization for the line of intersection between the planes given by the linear equations

$$P_1: x+y+z-1=0 \quad \text{and} \quad P_2: x-2y+3z-1=0$$

$$\vec{n}_1 = \langle 1, 1, 1 \rangle \quad \vec{n}_2 = \langle 1, -2, 3 \rangle$$

Sol: A direction vector for ell is given by

$$\begin{aligned} \vec{v} &= \vec{n}_1 \times \vec{n}_2 = \langle 1, 1, 1 \rangle \times \langle 1, -2, 3 \rangle \\ &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 1 & 1 \\ 1 & -2 & 3 \end{vmatrix} = \langle 5, -(2), -3 \rangle \\ &= \langle 5, -2, -3 \rangle \end{aligned}$$

Since $\vec{v} = \langle 5, -2, -3 \rangle$, then ell crosses the horizontal xy-plane somewhere. $\neq 0$

This means we can look for a point $P = \langle p_1, p_2, 0 \rangle$ which is on both planes P_1, P_2 . This gives

$$\begin{aligned} P_1 \Rightarrow \quad p_1 + p_2 + 0 - 1 &= 0 & \Rightarrow \quad p_1 + p_2 &= 1 \\ P_2 \Rightarrow \quad p_1 - 2p_2 + 0 - 1 &= 0 & \Rightarrow \quad p_1 - 2p_2 &= 1 \end{aligned}$$

$$\Rightarrow \begin{bmatrix} p_1 \\ p_2 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & -2 \end{bmatrix}^{-1} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \frac{1}{-3} \begin{bmatrix} -2 & -1 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} p_1 \\ p_2 \end{bmatrix} = -\frac{1}{3} \begin{bmatrix} -3 \\ 0 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$\Rightarrow P(1, 0, 0)$$

We conclude that

$$\ell(t) = \langle 1, 0, 0 \rangle + t \langle 5, -2, -3 \rangle \quad \text{for } t \in \mathbb{R}$$

10.6 Cylinders and Quadric Surfaces

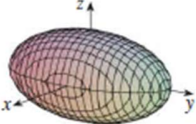
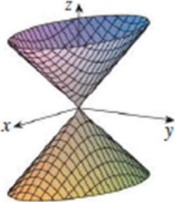
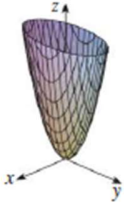
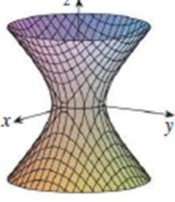
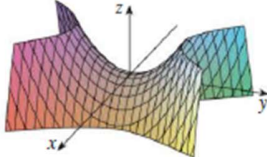
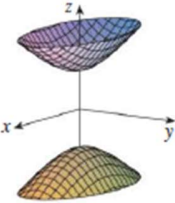
Def: A quadric surface is a surface in space given by a second-degree equation in x, y, z of the form

$$Ax^2 + By^2 + Cz^2 + Dxy + Eyz + Fxz + Gx + Hy + Iz + J = 0$$

Ex: Some familiar quadric surfaces.

1. The unit cylinder centered around the z -axis, given by $x^2 + y^2 - 1 = 0$.
2. The unit sphere centered at the origin, given by $x^2 + y^2 + z^2 - 1 = 0$.

We as well have cylinders and spheres of different radii centered elsewhere.

Surface	Equation	Surface	Equation
<p>Ellipsoid</p> 	$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$ <p>All traces are ellipses. If $a = b = c$, the ellipsoid is a sphere.</p>	<p>Cone</p> 	$\frac{z^2}{c^2} = \frac{x^2}{a^2} + \frac{y^2}{b^2}$ <p>Horizontal traces are ellipses. Vertical traces in the planes $x = k$ and $y = k$ are hyperbolas if $k \neq 0$ but are pairs of lines if $k = 0$.</p>
<p>Elliptic Paraboloid</p> 	$\frac{z}{c} = \frac{x^2}{a^2} + \frac{y^2}{b^2}$ <p>Horizontal traces are ellipses. Vertical traces are parabolas. The variable raised to the first power indicates the axis of the paraboloid.</p>	<p>Hyperboloid of One Sheet</p> 	$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$ <p>Horizontal traces are ellipses. Vertical traces are hyperbolas. The axis of symmetry corresponds to the variable whose coefficient is negative.</p>
<p>Hyperbolic Paraboloid</p> 	$\frac{z}{c} = \frac{x^2}{a^2} - \frac{y^2}{b^2}$ <p>Horizontal traces are hyperbolas. Vertical traces are parabolas. The case where $c < 0$ is illustrated.</p>	<p>Hyperboloid of Two Sheets</p> 	$-\frac{x^2}{a^2} - \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$ <p>Horizontal traces in $z = k$ are ellipses if $k > c$ or $k < -c$. Vertical traces are hyperbolas. The two minus signs indicate two sheets.</p>

Fact: Consider a quadric surface S given by the equation

$$Ax^2 + By^2 + Cz^2 + Dxy + Eyz + Fxz + Gx + Hy + Iz + J = 0.$$

To determine the type of S , and to sketch S , it is best to use the level set method: set a variable equal to a constant, and sketch the resulting curve. For example, set $z=k$ and sketch the curve in the plane $z=k$ given by the equation

$$Ax^2 + Ay^2 + Dxy + Eky + Fkx + Gx + Hy + Ck^2 + Ik + J = 0$$

This curve is the intersection between S and the plane $z=k$.

Ex: Use the level set method to determine the type and sketch the quadric surfaces given by the following equations.

$$1. \quad x^2 + \frac{y^2}{9} + \frac{z^2}{4} - 1 = 0$$

Sol: We set $z=0, \pm 1, \pm 2$.

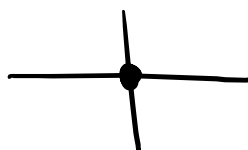
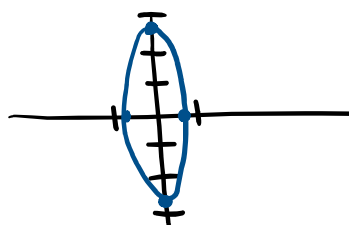
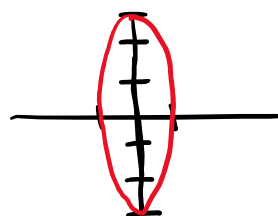
$$z=0 \Rightarrow x^2 + \frac{y^2}{9} = 1 \Rightarrow$$

$$z=\pm 1 \Rightarrow x^2 + \frac{y^2}{9} = 1 - \frac{1}{4}$$

$$\Rightarrow x^2 + \frac{y^2}{9} = \frac{3}{4}$$

$$z=\pm 2 \Rightarrow x^2 + \frac{y^2}{9} + 1 - 1 = 0$$

$$\Rightarrow x=y=0$$



$$y=0 \Rightarrow x = \pm\sqrt{3}$$

$$x=0 \Rightarrow y^2 = \frac{27}{4}$$

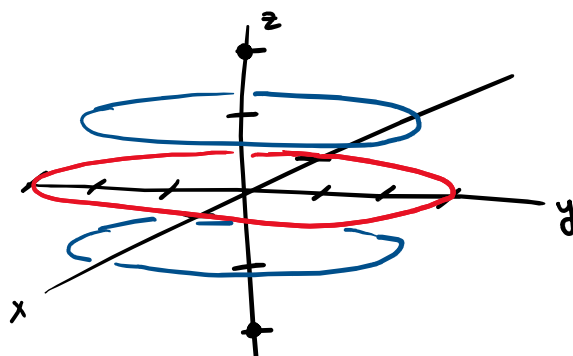
$$\Rightarrow y = \pm\sqrt{\frac{27}{4}}$$

$$2 < \sqrt{\frac{27}{4}} < 3$$

$$4 < \frac{27}{4} < 9$$

$$16 < 27 < 36 \checkmark$$

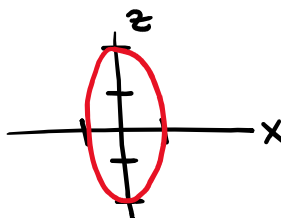
So far, our surface looks like



$$x^2 + \frac{y^2}{9} + \frac{z^2}{4} - 1 = 0$$

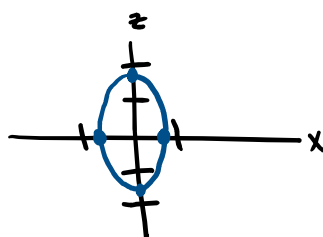
Let's set $y=0, \pm 1$

$y=0 \Rightarrow x^2 + \frac{z^2}{4} = 1$



$y=\pm 1 \Rightarrow x^2 + \frac{z^2}{4} = 1 - \frac{1}{9}$

$\Rightarrow x^2 + \frac{z^2}{4} = \frac{8}{9}$

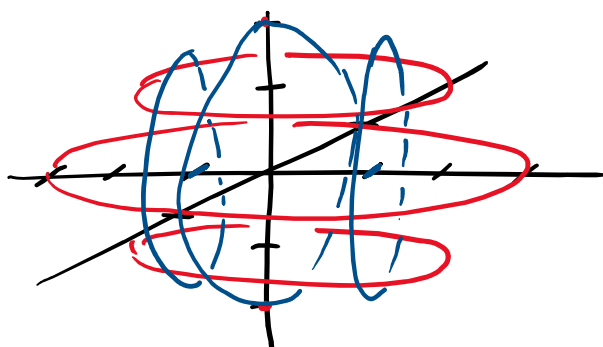


$$x = \pm \sqrt{\frac{8}{9}}$$

$$z = \pm \sqrt{\frac{32}{9}}$$

$$1 < \sqrt{\frac{32}{9}} < 2$$

We conclude that the surface is the ellipsoid



$$2. 4x^2 + y^2 - z = 0$$

$$\Rightarrow 4x^2 + y^2 = z$$

Sol: First, we set $z=0, 1, 4$

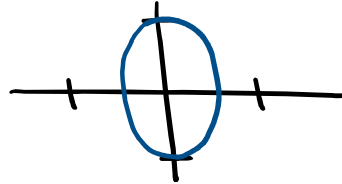
$$z=0 \Rightarrow x=y=0$$

$$z=1 \Rightarrow 4x^2 + y^2 = 1$$

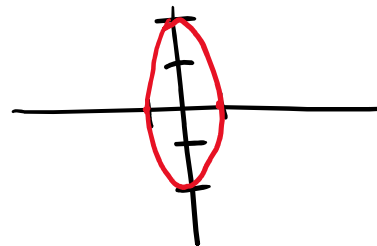
$$\Rightarrow \frac{x^2}{\frac{1}{4}} + y^2 = 1$$

$$z=4 \Rightarrow 4x^2 + y^2 = 4$$

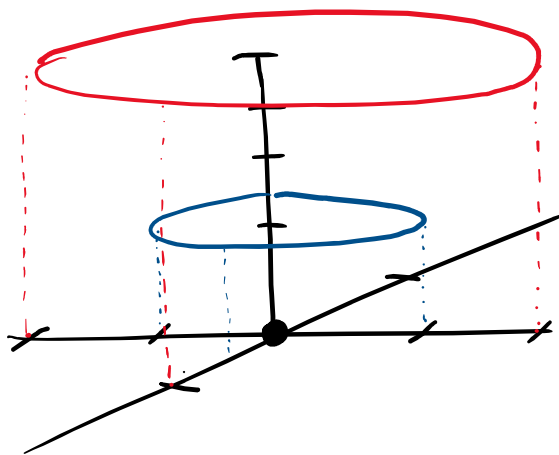
$$\Rightarrow x^2 + \frac{y^2}{4} = 1$$



$$x = \pm \sqrt{\frac{1}{4}} = \pm \frac{1}{2}$$



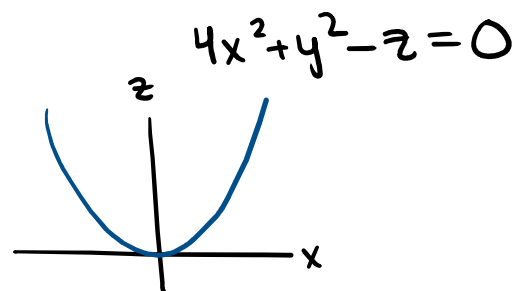
So far, we have



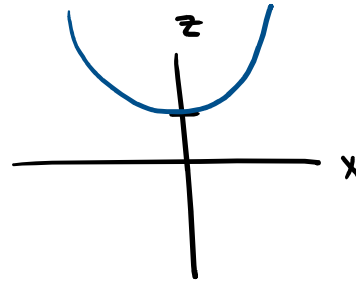
Now, let's set $y=0, \pm 1$

$$y=0 \Rightarrow 4x^2 - z = 0$$

$$\Rightarrow z = 4x^2$$



$$y = \pm 1 \Rightarrow 4x^2 + 1 - z = 0$$
$$\Rightarrow z = 4x^2 + 1$$



The surface is the elliptic paraboloid

