Packet 1

Chapter 12: Vectors and the Geometry of Space

12.1 Two and Three Dimensional Space

Definition 1. Let $\mathbb{R}$ be the collection of real numbers, let $\mathbb{R}^2$ be the collection of all **ordered pairs** of real numbers, and let $\mathbb{R}^3$ be the collection of all **ordered triples** of real numbers.

$\mathbb{R}$ is known as the **real line**, $\mathbb{R}^2$ is known as the **real plane** or the xy**-plane**, and $\mathbb{R}^3$ is known as **real (3D) space** or xyz**-space**.

Definition 2. The **distance** between two points $P = (x_1, y_1)$ and $Q = (x_2, y_2)$ in $\mathbb{R}^2$ is given by the formula

$$d(P, Q) = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

The **distance** between two points $P = (x_1, y_1, z_1)$ and $Q = (x_2, y_2, z_2)$ in $\mathbb{R}^3$ is given by the formula

$$d(P, Q) = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

Problem 3. Plot and find the distance between the points $(-2, 6)$ and $(3, -6)$.

Solution. $\Diamond$

Problem 4. Plot and find the distance between the points $(0, 0, 0)$ and $(4, 2, 4)$.

Solution. $\Diamond$

Problem 5. Plot and find the distance between the points $(3, 7, -2)$ and $(-1, 7, 1)$.

Solution. $\Diamond$

Problem 6. Plot and find the distance between the points $(8, 2, 1)$ and $(4, -2, 7)$.

Solution. $\diamondsuit$

Definition 7. **Simple lines** in $\mathbb{R}^2$ are given by the relations $x = a$, and $y = b$ for real numbers a, b.

Simple planes in $\mathbb{R}^3$ are given by the relations $x = a$, $y = b$, $z = c$ for real numbers a, b, c.

Definition 8. A **circle** in $\mathbb{R}^2$ is the set of all points a fixed distance (called its **radius**) from a fixed point (called its **center**). For a center (a, b) and radius r, the equation for a circle is

$$(x-a)^2 + (y-b)^2 = r^2$$

A **sphere** in $\mathbb{R}^3$ is the set of all points a fixed distance (called its **radius**) from a fixed point (called its **center**). For a center (a, b, c) and radius r, the equation for a sphere is

$$(x-a)^2 + (y-b)^2 + (z-c)^2 = r^2$$

Problem 9. Plot the curve $x = 3$ in the xy-plane and the surface $x = 3$ in xyz-space.

Solution. $\diamondsuit$

Problem 10. Plot the curve $y = -1$ in the xy-plane and and the surface $y = -1$ in xyz-space.

Solution. $\diamondsuit$

Problem 11. Plot the surface $z = 0$ in xyz-space.

Solution. $\diamondsuit$

Problem 12. Plot the curve $(x-2)^2 + (y+1)^2 = 9$ in the xy-plane.

Solution. $\diamondsuit$

Problem 13. Plot the surface $x^2 + y^2 + z^2 = 4$ in xyz-space.

Solution. $\diamondsuit$

Problem 14. Plot the curve $x^2 + (y-1)^2 + z^2 = 1$ in xyz-space.

Solution. $\diamondsuit$

Textbook Practice Problems: Section 12.1 *numbers* 4, 6, 7, 8, 10, 11, 12, 14, 15, 16

12.2 Vectors

Definition 15 (Vector)**.** A **vector** $\vec{\mathbf{v}}$ is a mathematical object that stores a **magnitude** (a nonnegative real number often thought of as length) and **direction**. Two vectors are **equal** if and only if they have the same magnitude and direction.

Definition 16. The **zero vector** $\vec{\mathbf{0}}$ has zero magnitude and no direction. (This is the only vector without a direction.)

Definition 17. For a given point $P = (a, b)$ in $\mathbb{R}^2$, its **position vector** is given by $\vec{\mathbf{P}} = \langle a, b\rangle$: the vector from the origin $(0, 0)$ to the point $P = (a, b)$.

For a given point $P = (a, b, c)$ in $\mathbb{R}^3$, its **position vector** is given by $\vec{\mathbf{P}} = \langle a, b, c\rangle$: the vector from the origin $(0, 0, 0)$ to the point $P = (a, b, c)$.

Theorem 18. Two vectors are equal if and only if they share the same magnitude and direction as a common position vector.

Definition 19. Since all vectors are equal to some position vector $\langle a, b\rangle$ or $\langle a, b, c\rangle$, we usually define vectors by a position vector written in this **component form**. Since the component form of a vector stores the same information as a point, we will use both interchangeably, that is, $\langle a, b\rangle = (a, b) \in \mathbb{R}^2$ and $\langle a, b, c\rangle = (a, b, c) \in \mathbb{R}^3$ (although we usually sketch them differently).

Problem 20. Plot the point $(1, 3)$ and the position vector $\langle 1, 3\rangle$ in the xy-plane.

Solution. $\Diamond$

Problem 21. Plot the point $(-2, 5)$ and the position vector $\langle -2, 5\rangle$ in the xy-plane.

Solution. $\Diamond$

Problem 22. Plot the point $(1, 1, -3)$ and the position vector $\langle 1, 1, -3\rangle$ in xyz-space.

Solution. $\Diamond$

Problem 23. Plot the point $(0, 5, 0)$ and the position vector $\langle 0, 5, 0\rangle$ in xyz-space.

Solution. $\Diamond$

Definition 24. Let $P = (x_1, y_1, z_1)$ and $Q = (x_2, y_2, z_2)$. Then the vector with initial point P and terminal point Q is defined as

$$\overrightarrow{\mathbf{PQ}} = \langle x_2 - x_1, y_2 - y_1, z_2 - z_1\rangle$$

Problem 25. Plot $P = (1, 3)$ and $Q = (-3, 6)$ in the xy-plane. Then compute and plot the vector $\overrightarrow{\mathbf{PQ}}$.

Solution. $\Diamond$

Problem 26. Plot $P = (3, 1)$ and $Q = (0, -2)$ in the xy-plane. Then compute and plot the vector $\overrightarrow{\mathbf{PQ}}$.

Solution. $\Diamond$

Problem 27. Plot $P = (1, 1, 1)$ and $Q = (-3, -1, 3)$ in xyz-space. Then compute and plot the vector $\overrightarrow{\mathbf{PQ}}$.

Solution. $\Diamond$

Problem 28. Plot $P = (-2, 0, 3)$ and $Q = (1, 3, -3)$ in xyz-space. Then compute and plot the vector $\overrightarrow{\mathbf{PQ}}$.

Solution. $\Diamond$

Definition 29. The magnitude $|\vec{\mathbf{v}}|$ of a vector $\vec{\mathbf{v}}$ in $\mathbb{R}^2$ or $\mathbb{R}^3$ is the distance between its initial and terminal points.

Theorem 30. The magnitude of $\vec{\mathbf{v}} = \langle a, b\rangle$ is given by

$$|\vec{\mathbf{v}}| = \sqrt{a^2 + b^2}$$

The magnitude of $\vec{\mathbf{v}} = \langle a, b, c\rangle$ is given by

$$|\vec{\mathbf{v}}| = \sqrt{a^2 + b^2 + c^2}$$

Problem 31. Evaluate the magnitude of the position vector $\langle 5, 5\rangle$.

Solution. $\Diamond$

Problem 32. Evaluate the magnitude of the position vector $\langle -4, 3\rangle$.

Solution. $\Diamond$

Problem 33. Evaluate the magnitude of the position vector $\langle 12, -5\rangle$.

Solution. $\Diamond$

Problem 34. Evaluate the magnitude of the position vector $\langle 3, 1, -2\rangle$.

Solution. $\Diamond$

Problem 35. Evaluate the magnitude of the position vector $\langle 4, -2, -4\rangle$.

Solution. ◊

Problem 36. Evaluate the magnitude of the position vector $\langle 8, 0, -6\rangle$.

Solution. ◊

Definition 37. **Vector addition** is defined component-wise as follows for $\mathbb{R}^2$ and $\mathbb{R}^3$

$$\vec{\mathbf{u}} + \vec{\mathbf{v}} = \langle u_1, u_2\rangle + \langle v_1, v_2\rangle = \langle u_1 + v_1, u_2 + v_2\rangle$$

$$\vec{\mathbf{u}} + \vec{\mathbf{v}} = \langle u_1, u_2, u_3\rangle + \langle v_1, v_2, v_3\rangle = \langle u_1 + v_1, u_2 + v_2, u_3 + v_3\rangle$$

Definition 38. A **scalar** is simply a real number by itself (as opposed to a vector of real numbers).

Definition 39. **Scalar multiplication of a vector** is defined component-wise as follows for $\mathbb{R}^2$ and $\mathbb{R}^3$:

$$k\vec{\mathbf{u}} = k\langle u_1, u_2\rangle = \langle ku_1, ku_2\rangle$$

$$k\vec{\mathbf{u}} = k\langle u_1, u_2, u_3\rangle = \langle ku_1, ku_2, ku_3\rangle$$

Problem 40. Compute and plot $\vec{\mathbf{u}} = \langle 1, -3\rangle$, $\vec{\mathbf{v}} = \langle 3, 1\rangle$ and $\vec{\mathbf{u}} + \vec{\mathbf{v}}$ in the xy-plane.

Solution. ◊

Problem 41. Compute and plot $\vec{\mathbf{u}} = \langle 2, 0, 1\rangle$, $\vec{\mathbf{v}} = \langle -2, 4, 2\rangle$ and $\vec{\mathbf{u}} + \vec{\mathbf{v}}$ in xyz-space.

Solution. ◊

Problem 42. Compute and plot $\vec{\mathbf{u}} = \langle 8, -2\rangle$ and $\frac{1}{2}\vec{\mathbf{u}}$ in the xy-plane.

Solution. ◊

Problem 43. Compute and plot $\vec{\mathbf{u}} = \langle 5, 3, -1\rangle$ and $3\vec{\mathbf{u}}$ in xyz-space.

Solution. ◊

Definition 44. A vector $\vec{\mathbf{v}}$ is a **unit vector** if $|\vec{\mathbf{v}}| = 1$.

Theorem 45. For any non-zero vector $\vec{\mathbf{v}}$, the vector

$$\frac{1}{|\vec{\mathbf{v}}|}\vec{\mathbf{v}} = \frac{\vec{\mathbf{v}}}{|\vec{\mathbf{v}}|}$$

is a unit vector.

Definition 46. The **direction** of a vector $\vec{\mathbf{v}}$ is the unit vector $\frac{\vec{\mathbf{v}}}{|\vec{\mathbf{v}}|}$.

Theorem 47. Any vector $\vec{\mathbf{v}}$ is the scalar product of its magnitude and direction:

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

Problem 48. Rewrite $\langle 5, 5\rangle$ as the scalar product of its magnitude and direction.

Solution. $\Diamond$

Problem 49. Rewrite $\langle -4, 3\rangle$ as the scalar product of its magnitude and direction.

Solution. $\Diamond$

Problem 50. Rewrite $\langle 12, -5\rangle$ as the scalar product of its magnitude and direction.

Solution. $\Diamond$

Problem 51. Rewrite $\langle 3, 1, -2\rangle$ as the scalar product of its magnitude and direction.

Solution. $\Diamond$

Problem 52. Rewrite $\langle 4, -2, -4\rangle$ as the scalar product of its magnitude and direction.

Solution. $\Diamond$

Problem 53. Rewrite $\langle 8, 0, -6\rangle$ as the scalar product of its magnitude and direction.

Solution. $\Diamond$

Definition 54. The **standard unit vectors** in $\mathbb{R}^2$ are $\widehat{\mathbf{i}} = \langle 1, 0\rangle$ and $\widehat{\mathbf{j}} = \langle 0, 1\rangle$, and any vector in $\mathbb{R}^2$ can be expressed in **standard unit vector form**:

$$\langle a, b\rangle = a\widehat{\mathbf{i}} + b\widehat{\mathbf{j}}$$

The **standard unit vectors** in $\mathbb{R}^3$ are $\widehat{\mathbf{i}} = \langle 1, 0, 0\rangle$, $\widehat{\mathbf{j}} = \langle 0, 1, 0\rangle$, and $\widehat{\mathbf{k}} = \langle 0, 0, 1\rangle$, and any vector in $\mathbb{R}^3$ can be expressed in **standard unit vector form**:

$$\langle a, b, c\rangle = a\widehat{\mathbf{i}} + b\widehat{\mathbf{j}} + c\widehat{\mathbf{k}}$$

Remark 55. Since the xy-plane is the the plane $z = 0$ in xyz-space, we say the points and vectors $(a, b) = (a, b, 0) = \langle a, b\rangle = \langle a, b, 0\rangle = a\widehat{\mathbf{i}} + b\widehat{\mathbf{j}} + 0\widehat{\mathbf{k}}$ are all equal.

Problem 56. Rewrite $\langle 5, 5\rangle$ in standard unit vector form.

Solution. $\Diamond$

Problem 57. Rewrite $\langle -4, 3\rangle$ in standard unit vector form.

Solution. $\Diamond$

Problem 58. Rewrite $\langle 3, 1, -2\rangle$ in standard unit vector form.

Solution. $\Diamond$

Problem 59. Rewrite $\langle 8, 0, -6\rangle$ in standard unit vector form.

Solution. ◊

Theorem 60. The following properties hold for any two vectors $\vec{\mathbf{u}}$, $\vec{\mathbf{v}}$ and scalars a, b.

- $\vec{\mathbf{u}} + \vec{\mathbf{v}} = \vec{\mathbf{v}} + \vec{\mathbf{u}}$
- $(\vec{\mathbf{u}} + \vec{\mathbf{v}}) + \vec{\mathbf{w}} = \vec{\mathbf{u}} + (\vec{\mathbf{v}} + \vec{\mathbf{w}})$
- $\vec{\mathbf{u}} + \vec{\mathbf{0}} = \vec{\mathbf{u}}$
- $\vec{\mathbf{u}} + (-\vec{\mathbf{u}}) = \vec{\mathbf{0}}$
- $0\vec{\mathbf{u}} = \vec{\mathbf{0}}$
- $1\vec{\mathbf{u}} = \vec{\mathbf{u}}$
- $a(b\vec{\mathbf{u}}) = (ab)\vec{\mathbf{u}}$
- $a(\vec{\mathbf{u}} + \vec{\mathbf{v}}) = a\vec{\mathbf{u}} + a\vec{\mathbf{v}}$
- $(a + b)\vec{\mathbf{u}} = a\vec{\mathbf{u}} + b\vec{\mathbf{u}}$

Definition 61. Vector subtraction is defined as the addition of a negative:

$$\vec{\mathbf{u}} - \vec{\mathbf{v}} = \vec{\mathbf{u}} + (-\vec{\mathbf{v}}) = \langle u_1 - v_1, u_2 - v_2 \rangle$$

$$\vec{\mathbf{u}} - \vec{\mathbf{v}} = \vec{\mathbf{u}} + (-\vec{\mathbf{v}}) = \langle u_1 - v_1, u_2 - v_2, u_3 - v_3 \rangle$$

Textbook Practice Problems: Section 12.2 *numbers* 3, 5, 13, 14, 15, 19, 21, 24, 26

12.3 The Dot Product

Definition 62. Let θ be the angle between two non-zero vectors $\vec{\mathbf{u}}$, $\vec{\mathbf{v}}$. The **dot product** $\vec{\mathbf{u}} \cdot \vec{\mathbf{v}}$ is the product of their lengths when projected into the same direction, obtained by this formula:

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

Definition 63. The dot product with a zero vector is always zero:

$$\vec{\mathbf{v}} \cdot \vec{\mathbf{0}} = \vec{\mathbf{0}} \cdot \vec{\mathbf{v}} = 0$$

Theorem 64. By the Law of Cosines:

$$\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = \langle u_1, u_2 \rangle \cdot \langle v_1, v_2 \rangle = u_1v_1 + u_2v_2$$

$$\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = \langle u_1, u_2, u_3 \rangle \cdot \langle v_1, v_2, v_3 \rangle = u_1v_1 + u_2v_2 + u_3v_3$$

Definition 65. Two vectors $\vec{\mathbf{u}}, \vec{\mathbf{v}}$ are **orthogonal** if $\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = 0$.

Theorem 66. Two non-zero vectors are orthogonal if the angle θ between them is $\frac{\pi}{2}$ radians.

Theorem 67. The following properties hold for any three vectors $\vec{\mathbf{u}}$, $\vec{\mathbf{v}}$, $\vec{\mathbf{w}}$ and scalar c.

- $\vec{\mathbf{u}} \cdot \vec{\mathbf{v}} = \vec{\mathbf{v}} \cdot \vec{\mathbf{u}}$
- $(c\vec{\mathbf{u}}) \cdot \vec{\mathbf{v}} = \vec{\mathbf{u}} \cdot (c\vec{\mathbf{v}}) = c(\vec{\mathbf{u}} \cdot \vec{\mathbf{v}})$
- $\vec{\mathbf{u}} \cdot (\vec{\mathbf{v}} + \vec{\mathbf{w}}) = \vec{\mathbf{u}} \cdot \vec{\mathbf{v}} + \vec{\mathbf{u}} \cdot \vec{\mathbf{w}}$
- $\vec{\mathbf{u}} \cdot \vec{\mathbf{u}} = |\vec{\mathbf{u}}|^2$

Problem 68. Compute the angle between the vectors $\vec{\mathbf{u}} = \langle 4, -3 \rangle$ and $\vec{\mathbf{v}} = \langle 5, 12 \rangle$.

Solution. ◊

Problem 69. Compute the angle between the vectors $\vec{\mathbf{u}} = \langle 1, 4, 2 \rangle$ and $\vec{\mathbf{v}} = \langle 4, 1, -2 \rangle$.

Solution. ◊

Problem 70. Compute the angle between the vectors $\vec{\mathbf{u}} = \langle 0, 5, -11 \rangle$ and $\vec{\mathbf{v}} = \langle 2, 0, 0 \rangle$.

Solution. ◊

Definition 71. The work W done by a force vector $\vec{\mathbf{F}}$ over a displacement vector $\vec{\mathbf{D}}$ is given by

$$W = \vec{\mathbf{F}} \cdot \vec{\mathbf{D}} = |\vec{\mathbf{F}}||\vec{\mathbf{D}}| \cos\theta$$

Textbook Practice Problems: Section 12.3 *numbers* 3, 5, 6, 7, 8, 9, 10, 11, 15, 17, 21, 27, 41, 42, 44

12.4 The Cross Product

Definition 72. For any two non-parallel vectors $\vec{\mathbf{u}}$, $\vec{\mathbf{v}}$ in $\mathbb{R}^3$, the **Right-Hand Rule** gives a specific direction orthogonal to both: position $\vec{\mathbf{u}}$ with your right thumb and $\vec{\mathbf{v}}$ with your right index finger, and let your middle finger extend orthogonal to both to give this direction.

Definition 73. Let θ be the angle between two non-zero vectors $\vec{\mathbf{u}}$, $\vec{\mathbf{v}}$ in $\mathbb{R}^3$, and let $\vec{\mathbf{n}}$ be the direction given by the Right-Hand Rule. The **cross product** $\vec{\mathbf{u}} \times \vec{\mathbf{v}}$ is the vector orthogonal to both which follows the Right-Hand Rule and has magnitude equal to the area of the parallelogram formed from both.

$$\vec{\mathbf{u}} \times \vec{\mathbf{v}} = (|\vec{\mathbf{u}}||\vec{\mathbf{v}}| \sin\theta)\vec{\mathbf{n}}$$

$$|\vec{\mathbf{u}} \times \vec{\mathbf{v}}| = |\vec{\mathbf{u}}||\vec{\mathbf{v}}| \sin\theta$$

Definition 74. The cross product with a zero vector is always the zero vector:

$$\vec{\mathbf{v}} \times \vec{\mathbf{0}} = \vec{\mathbf{0}} \times \vec{\mathbf{v}} = \vec{\mathbf{0}}$$

Theorem 75. The following properties hold for any three vectors $\vec{\mathbf{u}}$, $\vec{\mathbf{v}}$, $\vec{\mathbf{w}}$ and scalars a,b.

- $(a\vec{\mathbf{u}}) \times (b\vec{\mathbf{v}}) = (ab)(\vec{\mathbf{u}} \times \vec{\mathbf{v}})$
- $\vec{\mathbf{u}} \times (\vec{\mathbf{v}} + \vec{\mathbf{w}}) = \vec{\mathbf{u}} \times \vec{\mathbf{v}} + \vec{\mathbf{u}} \times \vec{\mathbf{w}}$
- $(\vec{\mathbf{v}} + \vec{\mathbf{w}}) \times \vec{\mathbf{u}} = \vec{\mathbf{v}} \times \vec{\mathbf{u}} + \vec{\mathbf{w}} \times \vec{\mathbf{u}}$
- $\vec{\mathbf{v}} \times \vec{\mathbf{u}} = -(\vec{\mathbf{u}} \times \vec{\mathbf{v}})$

Definition 76. Two vectors $\vec{\mathbf{u}}, \vec{\mathbf{v}}$ are **parallel** if $\vec{\mathbf{u}} \times \vec{\mathbf{v}} = 0$.

Theorem 77. Two non-zero vectors are parallel if the angle θ between them is 0 or π radians.

Definition 78. The cross products of the standard unit vectors are given as follows:

- $\widehat{\mathbf{i}} \times \widehat{\mathbf{j}} = \widehat{\mathbf{k}}$
- $\widehat{\mathbf{j}} \times \widehat{\mathbf{k}} = \widehat{\mathbf{i}}$
- $\widehat{\mathbf{k}} \times \widehat{\mathbf{i}} = \widehat{\mathbf{j}}$

Definition 79. A **determinant** is a short hand for writing certain commonly occuring algebraic expressions:

$$\begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} = a_1 b_2 - a_2 b_1$$

$$\begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} = a_1 \begin{vmatrix} b_2 & b_3 \\ c_2 & c_3 \end{vmatrix} - a_2 \begin{vmatrix} b_1 & b_3 \\ c_1 & c_3 \end{vmatrix} + a_3 \begin{vmatrix} b_1 & b_2 \\ c_1 & c_2 \end{vmatrix}$$

Theorem 80. By breaking up $\vec{\mathbf{u}}$, $\vec{\mathbf{v}}$ into standard unit vectors:

$$\vec{\mathbf{u}} \times \vec{\mathbf{v}} = \begin{vmatrix} \widehat{\mathbf{i}} & \widehat{\mathbf{j}} & \widehat{\mathbf{k}} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = \left\langle \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix}, - \begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix}, \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \right\rangle$$

Problem 81. Compute a nonzero vector normal to both $\vec{\mathbf{u}} = \langle 4, -3, 0 \rangle$ and $\vec{\mathbf{v}} = \langle 2, 6, -3 \rangle$.

Solution. ♢

Problem 82. Compute a nonzero vector normal to both $\vec{\mathbf{u}} = \langle 1, 4, 2 \rangle$ and $\vec{\mathbf{v}} = \langle 4, 1, -2 \rangle$.

Solution. ♢

Problem 83. Compute a nonzero vector normal to both $\vec{\mathbf{u}} = \langle 0, 5, -11 \rangle$ and $\vec{\mathbf{v}} = \langle 2, 0, 0 \rangle$.

Solution. ◊

Definition 84. The torque τ done by a force vector $\vec{\mathbf{F}}$ on an arm given by $\vec{\mathbf{D}}$ is given by

$$\tau = |\vec{\mathbf{F}} \times \vec{\mathbf{D}}| = |\vec{\mathbf{F}}||\vec{\mathbf{D}}| \sin\theta$$

Theorem 85. The volume of a parallelpiped determined by the vectors $\vec{\mathbf{u}}$, $\vec{\mathbf{v}}$, $\vec{\mathbf{w}}$, is given by the **triple scalar product**

$$(\vec{\mathbf{u}} \times \vec{\mathbf{v}}) \cdot \vec{\mathbf{w}} = \begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix}$$

Textbook Practice Problems: Section 12.4 *numbers* 1 − 3, 17, 19, 28, 29, 33, 35

12.5 Lines and Planes in Space

Theorem 86. Let L be the line in $\mathbb{R}^2$ normal to the vector $\vec{\mathbf{N}} = \langle A, B\rangle$ and passing through the point $P_0 = (x_0, y_0)$. Then every point $P = (x, y)$ on the line L must satisfy the following equations:

$$\vec{\mathbf{N}} \cdot \overrightarrow{\mathbf{P_0P}} = 0$$

$$A(x - x_0) + B(y - y_0) = 0$$

Let M be the plane in $\mathbb{R}^3$ normal to the vector $\vec{\mathbf{N}} = \langle A, B, C\rangle$ and passing through the point $P_0 = (x_0, y_0, z_0)$. Then every point $P = (x, y, z)$ on the plane M must satisfy the following equations:

$$\vec{\mathbf{N}} \cdot \overrightarrow{\mathbf{P_0P}} = 0$$

$$A(x - x_0) + B(y - y_0) + C(z - z_0) = 0$$

Problem 87. Find an equation for the line passing through $(1, -2)$ and parallel to the line with equation $2x - y = 3$. Then plot both lines.

Solution. ◊

Problem 88. Find an equation for the plane passing through $(1, 3, -2)$ and normal to the vector $\langle 3, 0, 1\rangle$. Then plot the plane and vector.

Solution. ◊

Problem 89. Find an equation for the plane passing through $(-2, 0, 4)$, $(1, 3, 3)$, and $(0, 0, 2)$. Then plot the plane and points.

Solution. ♢

Definition 90. Parametric equations $x(t), y(t)$ for a curve in $\mathbb{R}^2$ assign a point $(x(t), y(t))$ of the curve to each value of t.

Parametric equations $x(t), y(t), z(t)$ for a curve in $\mathbb{R}^3$ assign a point $(x(t), y(t), z(t))$ of the curve to each value of t.

Problem 91. Sketch the curve given by the parametric equations $x(t) = t$ and $y(t) = t^2$.

Solution. ♢

Problem 92. Sketch the curve given by the parametric equations $x(t) = \sin t$ and $y(t) = \frac{t}{\pi}$.

Solution. ♢

Problem 93. Sketch the curve given by the parametric equations $x(t) = 1 - t$, $y(t) = 3t$, and $z(t) = 2t - 3$.

Solution. ♢

Problem 94. Sketch the curve given by the parametric equations $x(t) = -t^2$, $y(t) = 2$, and $z(t) = t$.

Solution. ♢

Theorem 95. Let L be the line in $\mathbb{R}^2$ parallel to the vector $\vec{\mathbf{v}} = \langle a, b\rangle$ and passing through the point $P_0 = (x_0, y_0)$. Then every point $P = (x, y)$ on the line L must satisfy the following vector equation for some t:

$$\overrightarrow{\mathbf{P}} = \vec{\mathbf{v}}t + \overrightarrow{\mathbf{P_0}}$$

Thus the line is given by the parametric equations

$$x(t) = at + x_0$$

$$y(t) = bt + y_0$$

Let L be the line in $\mathbb{R}^3$ parallel to the vector $\vec{\mathbf{v}} = \langle a, b, c\rangle$ and passing through the point $P_0 = (x_0, y_0, z_0)$. Then every point $P = (x, y, z)$ on the line L must satisfy the following vector equation for some t:

$$\overrightarrow{\mathbf{P}} = \vec{\mathbf{v}}t + \overrightarrow{\mathbf{P_0}}$$

Thus the line is given by the parametric equations

$$x(t) = at + x_0$$

$$y(t) = bt + y_0$$

$$z(t) = ct + z_0$$

Problem 96. Find parametric equations for the line with equation $y = -3x + 1$ in the xy plane. Then plot the line.

Solution. ◊

Problem 97. Find parametric equations for the line passing through $(1, 3, -2)$ and parallel to $\langle 3, 0, 1\rangle$ in xyz space. Then plot the point, vector, and line.

Solution. ◊

Problem 98. Find parametric equations for the line normal to the plane with equation $x + y + 2z = 4$ and passing through $(1, 1, 1)$ in xyz space. Then plot the point, plane, and line.

Textbook Practice Problems: Section 12.5 *numbers* 3, 4, 6, 7, 17, 19, 24, 27, 31, 32