

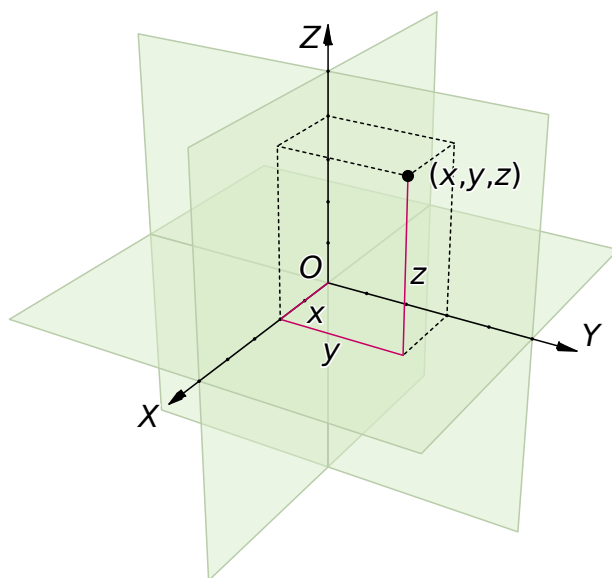
Packet 1

Sections 12.1-13.2

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. ◇

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

Solution. ◇

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

Solution. ◇

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

Solution. ◇

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. ◇

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

Solution. ◇

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

Solution. ◇

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

Solution. ◇

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

Solution.

◇

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

Solution.

◇

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{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** $\vec{0}$ 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 $\vec{P} = \langle a, b \rangle$: 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 $\vec{P} = \langle a, b, c \rangle$: 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.

◇

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

Solution.

◇

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

Solution.

◇

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

Solution.

◇

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.

◇

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

Solution.

◇

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.

◇

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.

◇

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.

◇

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

Solution.

◇

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

Solution. ◇

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

Solution. ◇

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

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

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

is a unit vector.

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

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

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

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

Solution. ◇

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

Solution. ◇

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

Solution. ◇

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

Solution. ◇

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

Solution. ◇

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

Solution. ◇

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

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

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

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

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

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

Solution. ◇

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

Solution. ◇

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

Solution. ◇

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{u} , \vec{v} and scalars a , b .

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

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

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

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

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{u} , \vec{v} . The **dot product** $\vec{u} \cdot \vec{v}$ is the product of their lengths when projected into the same direction, obtained by this formula:

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

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

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

Theorem 64. By the Law of Cosines:

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

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

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

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{u} , \vec{v} , \vec{w} and scalar c .

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

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

Solution.

◇

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

Solution.

◇

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

Solution.

◇

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

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

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{u}, \vec{v} in \mathbb{R}^3 , the **Right-Hand Rule** gives a specific direction orthogonal to both: position \vec{u} with your right thumb and \vec{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{u}, \vec{v} in \mathbb{R}^3 , and let \vec{n} be the direction given by the Right-Hand Rule. The **cross product** $\vec{u} \times \vec{v}$ 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.

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

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

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

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

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

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

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

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:

- $\hat{i} \times \hat{j} = \hat{k}$
- $\hat{j} \times \hat{k} = \hat{i}$
- $\hat{k} \times \hat{i} = \hat{j}$

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

$$\begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} = a_1b_2 - a_2b_1$$

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

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

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

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

Solution. ◇

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

Solution. ◇

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

Solution. ◇

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

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

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

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

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 $\vec{N} = \langle A, B \rangle$ 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:

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

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

Let M be the plane in \mathbb{R}^3 normal to the vector $\vec{N} = \langle A, B, C \rangle$ 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:

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

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

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 $\vec{v} = \langle a, b \rangle$ 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 :

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

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 $\vec{v} = \langle a, b, c \rangle$ 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 :

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

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

12.6 Cylinders and Quadratic Surfaces

Definition 99. A **cylindrical surface** is a 3D surface given by an equation of two variables.

Problem 100. Plot the curve $y = x^2$ in the xy -plane and the cylindrical surface $y = x^2$ in xyz -space.

Solution.

◇

Problem 101. Plot the curve $y = \sin z$ in the yz -plane and the cylindrical surface $y = \sin z$ in xyz -space.

Solution.

◇

Problem 102. Plot the curve $z = e^x$ in the xz -plane and the cylindrical surface $z = e^x$ in xyz -space.

Solution.

◇

Definition 103. A **trace** of an equation of x, y, z is obtained by substituting a constant for one of the variables.

Definition 104. A **quadric surface** is a surface defined by a second degree equation of x, y, z .

Remark 105. Many surfaces may be identified and sketched by using the traces $x = 0$, $y = 0$, and $z = 0$.

Definition 106. An **ellipsoid** is a quadric surface with these main traces:

- Three ellipses (with parallel ellipses)

Definition 107. An **elliptical cone** is a quadric surface with these main traces:

- Two double-lines (with parallel hyperbolas)
- One point (with parallel ellipses)

Definition 108. An **elliptical paraboloid** is a quadric surface with these main traces:

- Two parabolas (with parallel parabolas)
- One point (with parallel ellipses)

Definition 109. A **hyperbolic paraboloid** is a quadric surface with these traces:

- Two parabolas (with parallel parabolas)
- One double line (with parallel hyperbolas)

Definition 110. A **hyperboloid of one sheet** is a quadric surface with these traces:

- Two hyperbolas (with parallel hyperbolas)
- One ellipsis (with parallel ellipses)

Definition 111. A **hyperboloid of two sheets** is a quadric surface with these traces:

- Two hyperbolas (with parallel hyperbolas)
- One empty trace (with parallel ellipses)

Problem 112. Plot $x^2 - y = -z^2$ and its traces in the planes $x = 0$, $y = 0$, and $z = 0$. Name the quadric surface.

Solution.

◇

Problem 113. Plot $y^2 + z^2 = 4 - 4x^2$ and its traces in the planes $x = 0$, $y = 0$, and $z = 0$. Name the quadric surface.

Solution. ◇

Problem 114. Plot $z^2 - 9y^2 = x^2$ and its traces in the planes $x = 0$, $y = 0$, and $z = 0$. Name the quadric surface.

Solution. ◇

Problem 115. Plot $y^2 - z^2 = 4 - 4x^2$ and its traces in the planes $x = 0$, $y = 0$, and $z = 0$. Name the quadric surface.

Solution. ◇

Problem 116. Plot $4x^2 - y^2 - 4z^2 = 16$ and its traces in the planes $x = 0$, $y = 0$, and $z = 0$. Name the quadric surface.

Solution. ◇

Problem 117. Plot $z = y^2 - 4x^2$ and its traces in the planes $x = 0$, $y = 0$, and $z = 0$. Name the quadric surface.

Solution. ◇

13.1 Vector Functions and Space Curves

Definition 118. A **position function** maps a moment in time to a position in 3D (or 2D) space. It may be defined with **parametric equations**

$$x = x(t), y = y(t), z = z(t)$$

or with a **vector function**

$$\vec{\mathbf{r}}(t) = \langle x(t), y(t), z(t) \rangle$$

In either case, $x(t), y(t), z(t)$ are called the **component functions** for the position function. The **domain** of a position function is defined to be the intersection of the domains of its component functions (the values for which *every* position function is well-defined).

Problem 119. Give parametric equations and the corresponding vector function which describe motion on the curve $y = x^2$.

Solution. ◇

Problem 120. Give parametric equations and the corresponding vector function which describe motion on the circle $x^2 + y^2 = 9$. (Hint: $\sin^2 \theta + \cos^2 \theta = 1$.)

Solution. ◇

Problem 121. Give parametric equations and the corresponding vector function which describe motion on the ellipse $4x^2 + 9y^2 = 36$.

Solution. ◇

Problem 122. Describe the domain of $\vec{r}(t) = \langle t^3, \ln(3-t), \sqrt{t} \rangle$.

Solution. ◇

Definition 123. If $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$, then the **limit** of \vec{r} as t approaches a is defined to be the limit of its component functions:

$$\lim_{t \rightarrow a} \vec{r}(t) = \left\langle \lim_{t \rightarrow a} f(t), \lim_{t \rightarrow a} g(t), \lim_{t \rightarrow a} h(t) \right\rangle$$

Problem 124. Compute the limit $\lim_{t \rightarrow -1} \left\langle \arctan t, \frac{e^{1+t}}{1-t} \right\rangle$.

Solution. ◇

Problem 125. Compute the limit $\lim_{t \rightarrow \pi/2} \langle \sin t, \cos t, \cot t \rangle$.

Solution. ◇

Problem 126. Compute the limit $\lim_{t \rightarrow 1} \left\langle \frac{3t^2 - 3}{t + 1}, \frac{\sin(2t - 2)}{2t - 2}, \frac{3t^2 - 3}{t - 1} \right\rangle$.

Solution. ◇

Definition 127. The function $\vec{r}(t)$ is **continuous** if

$$\lim_{t \rightarrow a} \vec{r}(t) = \vec{r}(a)$$

for all a in its domain.

Theorem 128. $\vec{r}(t)$ is continuous exactly when all of its component functions are all continuous.

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13.2 Derivatives and Integrals of Vector Functions

Definition 129. If $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$ is a vector function where f, g, h are differentiable functions, then the **derivative** of $\vec{r}(t)$ is defined to be

$$\frac{d\vec{r}}{dt} = \vec{r}'(t) = \langle f'(t), g'(t), h'(t) \rangle$$

Definition 130. For each real number a in the domain of \vec{r} and \vec{r}' , $\vec{r}'(a)$ gives a **tangent vector** to the curve for the position vector $\vec{r}(a)$.

Problem 131. Compute $\vec{r}'(t)$ given $\vec{r}(t) = \langle t^2, 3+t \rangle$. Then plot the curve corresponding to $\vec{r}(t)$ and the point and tangent vectors corresponding to $t = -2$.

Solution.

◇

Problem 132. Compute $\dot{\mathbf{r}}'(t)$ given $\dot{\mathbf{r}}(t) = \langle \sin t, t, \cos t \rangle$. Then plot the curve corresponding to $\dot{\mathbf{r}}(t)$ and the point and tangent vectors corresponding to $t = \pi$. (Hint: This curve is known as a **helix**.)

Solution.

◇

Problem 133. Compute $\dot{\mathbf{r}}'(t)$ given

$$\dot{\mathbf{r}}(t) = (\ln 2t)\hat{\mathbf{i}} + (e^{2t} - 2)\hat{\mathbf{j}} + (\arcsin t)\hat{\mathbf{k}}$$

Solution.

◇

Theorem 134. The usual differentiation rules (e.g. product rule, chain rule) for scalar functions also hold for vector functions:

$$\frac{d}{dt}[\vec{\mathbf{C}}] = \vec{\mathbf{0}}$$

$$\frac{d}{dt}[c\vec{\mathbf{u}}(t)] = c\dot{\mathbf{u}}(t)$$

$$\frac{d}{dt}[f(t)\vec{\mathbf{C}}] = f'(t)\vec{\mathbf{C}}$$

$$\frac{d}{dt}[\vec{\mathbf{u}}(t) \pm \vec{\mathbf{v}}(t)] = \dot{\mathbf{u}}(t) \pm \dot{\mathbf{v}}(t)$$

$$\frac{d}{dt}[f(t)\vec{\mathbf{u}}(t)] = f(t)\dot{\mathbf{u}}(t) + f'(t)\vec{\mathbf{u}}(t)$$

$$\frac{d}{dt}[\vec{\mathbf{u}}(t) \cdot \vec{\mathbf{v}}(t)] = \vec{\mathbf{u}}(t) \cdot \dot{\mathbf{v}}(t) + \dot{\mathbf{u}}(t) \cdot \vec{\mathbf{v}}(t)$$

$$\frac{d}{dt}[\vec{\mathbf{u}}(t) \times \vec{\mathbf{v}}(t)] = \vec{\mathbf{u}}(t) \times \dot{\mathbf{v}}(t) + \dot{\mathbf{u}}(t) \times \vec{\mathbf{v}}(t)$$

$$\frac{d\vec{\mathbf{u}}}{dt} = \frac{d}{dt}[\vec{\mathbf{u}}(f(t))] = \dot{\mathbf{u}}(f(t))f'(t) = \frac{d\vec{\mathbf{u}}}{df} \frac{df}{dt}$$

Theorem 135. If $|\dot{\mathbf{r}}(t)| = c$ always (the curve overlays a circle centered at the origin), then

$$\dot{\mathbf{r}}(t) \cdot \dot{\mathbf{r}}'(t) = 0$$

Problem 136. Prove the previous theorem. (Part of the solution has been provided.)

Solution. Since $|\dot{\mathbf{r}}(t)| = c$ and $|\dot{\mathbf{v}}|^2 = \dot{\mathbf{v}} \cdot \dot{\mathbf{v}}$, we may differentiate both sides of the following equation:

$$\begin{aligned}\dot{\mathbf{r}}(t) \cdot \dot{\mathbf{r}}(t) &= c^2 \\ \frac{d}{dt} [\dot{\mathbf{r}}(t) \cdot \dot{\mathbf{r}}(t)] &= \frac{d}{dt} [c^2] \\ &\dots\end{aligned}$$

◇

Definition 137. If $\overrightarrow{\mathbf{R}}'(t) = \dot{\mathbf{r}}(t)$, then $\overrightarrow{\mathbf{R}}(t)$ is an **antiderivative** of $\dot{\mathbf{r}}(t)$.

Definition 138. The **indefinite integral** $\int \dot{\mathbf{r}}(t) dt$ is the collection of all the antiderivatives of $\dot{\mathbf{r}}(t)$.

$$\begin{aligned}\int \dot{\mathbf{r}}(t) dt &= \overrightarrow{\mathbf{R}}(t) + \overrightarrow{\mathbf{C}} \\ \int \dot{\mathbf{r}}(t) dt &= \left\langle \int x(t) dt, \int y(t) dt, \int z(t) dt \right\rangle\end{aligned}$$

Problem 139. Give the indefinite integral of $\dot{\mathbf{r}}(t) = \left\langle \frac{1}{t+2}, \frac{1}{(t+2)^2}, \frac{2t}{t^2+2} \right\rangle$.

Solution.

◇

Definition 140. The **definite integral** $\int_a^b \dot{\mathbf{r}}(t) dt$ is given by the definite integrals of each component function.

$$\begin{aligned}\int_a^b \dot{\mathbf{r}}(t) dt &= \left\langle \int_a^b x(t) dt, \int_a^b y(t) dt, \int_a^b z(t) dt \right\rangle \\ \int_a^b \dot{\mathbf{r}}(t) dt &= \overrightarrow{\mathbf{R}}(b) - \overrightarrow{\mathbf{R}}(a)\end{aligned}$$

Theorem 141. A **differential vector equation** asks for $\dot{\mathbf{r}}(t)$ given $\dot{\mathbf{r}}'(t)$ and $\dot{\mathbf{r}}(a)$ for some value a . Such problems may either be solved by using

$$\dot{\mathbf{r}}(t) = \int_a^t \dot{\mathbf{r}}'(\tau) d\tau + \dot{\mathbf{r}}(a)$$

or by solving for $\overrightarrow{\mathbf{C}}$ in the indefinite integral

$$\dot{\mathbf{r}}(t) = \int \dot{\mathbf{r}}'(t) dt + \overrightarrow{\mathbf{C}}$$

Problem 142. Find $\dot{\mathbf{r}}(t)$ given $\dot{\mathbf{r}}'(t) = \left\langle \frac{3}{2}\sqrt{t}, 8t, 3t^2 + 3 \right\rangle$ and $\dot{\mathbf{r}}(1) = \langle 1, -3, 6 \rangle$.

Solution.

◇

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