VECTORIAL ANALYSIS HW 2

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1. Question

Proof. We can look at the 3 points

t	x(t)	y(t)	z(t)
0	0	0	1
1	2	0	2
2	6	2	3

Since all 3 points need to be on the plane then Ax + By + Cz + D = 0 must apply to these 3 points.

We know that the two vectors (2-0,0-0,2-1) = (2,0,1) and (6-0,2-0,3-1) = (6,2,2) are parallel to the plane so $(2,0,1) \times (6,2,2)$ is a normal to the plane.

Meaning that
$$\begin{vmatrix} i & j & k \\ 2 & 0 & 1 \\ 6 & 2 & 2 \end{vmatrix} = -2\hat{i} - (4-6)\hat{j} + (4-0)\hat{k} = -2\hat{i} + 2\hat{j} + 4\hat{k}$$
 is a normal to the plane. Thus $A = -2, B = 2, C = 4$.

Since (0,0,1) is on the plane then $-2 \cdot 0 + 2 \cdot 0 + 4 \cdot 1 + D = 0 \Longrightarrow D = -4$

So the plane is -2x + 2y + 4z - 4 = 0 is the (only) plane that contains the 3 points.

Let's assign x(t), y(t), z(t):

$$-2\left(t^{2}+t\right)+2\left(t^{2}-t\right)+4\left(t+1\right)-4=22^{2}-21+22^{2}-21+22+4+4-4=4-4=0=0$$

So we got that the plane's equation is true for all (x(t), y(t), z(t)). So the entire curve is on the plane. Q.E.D.

2. Question

Vector $\vec{v} \neq \vec{0}$ in \mathbb{R}^3 . And

$$f\left(x,y,z\right) = \begin{cases} \frac{\left|\left(x,y,z\right)\times\vec{v}\right|}{\left|\left(x,y,z\right)\right|} & \left(x,y,z\right) \neq \vec{0} \\ 0 & else \end{cases}$$

We'll note that $\frac{|(x,y,z)\times \vec{v}|}{|(x,y,z)|}=\frac{|(x,y,z)\cdot |\vec{v}|\cdot \sin\theta\cdot \vec{n}|}{|(x,y,z)|}=\vec{v}\cdot \sin\theta$

2.1. **Aleph.** So taking a different vector (say \vec{u}) is equal to rotating the function by an angle and multiplying by a constant $(\frac{|\vec{u}|}{|\vec{v}|})$. In other words, the function is isometric.

2.2. **Bet.**

Proof. From previous section, we get that only the angle between (x, y, z) and \vec{v} affects the value of f. So for each value of value k of f, all the vectors with an angle of $\sin^{-1}\left(\frac{k}{|\vec{v}|}\right)$ get the same value with f.

So let's cross product a vector $\vec{u} = (a, b, c)$ with $\vec{v} = (0, 0, 1)$:

$$(a,b,c)\times(0,0,1) = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a & b & c \\ 0 & 0 & 1 \end{vmatrix} = (b-0)\,\hat{i} - (a-0)\,\hat{j} + (0-0)\,\hat{k} = b\hat{i} - a\hat{j} + 0\hat{k}$$

And the magnitude of the cross product is $\sqrt{b^2 + a^2}$.

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$$f(a,b,c) = \frac{\sqrt{b^2 + a^2}}{|(a,b,c)|} = \frac{\sqrt{b^2 + a^2}}{\sqrt{a^2 + b^2 + c^2}} = k \Longrightarrow \sqrt{b^2 + a^2} = k\sqrt{a^2 + b^2 + c^2} = b^2 + a^2 = k^2\left(a^2 + b^2 + c^2\right) \Longrightarrow b^2 + a^2 = k^2a^2 + k^2b^2 + k^2c^2 \Longrightarrow (k^2 - 1)a^2 + (k^2 - 1)b^2 + k^2c^2 = 0 \Longrightarrow (k^2 - 1)a^2 + (k^2 - 1)b^2 + k^2c^2 = 0$$

- (1) For k < 0 there is no solution because the fraction of two square root will never be negative.
- (2) For k = 0 we get $a^2 + b^2 = 0$ but in \mathbb{R} this is possible only if a = b = 0. And c can be anything. So all the vectors (0,0,c).
- (3) For 1 > k > 0 we get $(k^2 1) < 0$ and thus $-(k^2 1) = (1 k^2) > 0$. So $\frac{a^2}{\frac{k^2}{(1-k^2)}} + \frac{b^2}{\frac{k^2}{(1-k^2)}} = c^2$ is an elliptical cone (equation of the form $\frac{x^2}{a^2} + \frac{y^2}{b^2} = z^2$ with $a = b = \frac{k}{\sqrt{(1-k^2)}}$). Note that for each k in this range, the level set is a different elliptical cone.
- (4) For k = 1 we need c = 0 for the nominator and the denominator to equal. So all $\vec{u} = (a, b, 0)$ would solve the equation $f(\vec{u}) = k = 1$.
- (5) For k > 1 there are no solutions since $\sqrt{b^2 + a^2} \le \sqrt{a^2 + b^2 + c^2}$.

And the answer is yes. There's a level set $\{(a,b,0) \mid a,b \in \mathbb{R}\}$ a plane which is perpendicular to the line level set $\{(0,0,c) \mid c \in \mathbb{R}\}$. It's easy to see that $(a,b,0) \cdot (0,0,c) = a \cdot 0 + b \cdot 0 + 0 \cdot c = 0 + 0 + 0 = 0$.