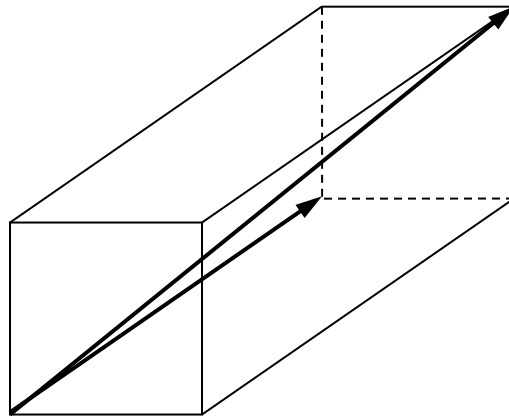


## ESC103F Engineering Mathematics and Computation: Tutorial #2

**Question 1:** Consider the points located at A(1,1,1), B(2,2,3) and C(6,1,10). Find the angle ABC where B is the vertex.

**Question 2:** Let  $\vec{u}$  and  $\vec{v}$  be nonzero vectors in 2-D or 3-D and let  $k = \|\vec{u}\|$  and  $l = \|\vec{v}\|$ . Prove that the vector  $\vec{w} = l\vec{u} + k\vec{v}$  bisects the angle between  $\vec{u}$  and  $\vec{v}$ .

**Question 3:** Given a rectangular solid with sides of lengths 1, 1, and  $\sqrt{2}$ , use a vector approach to find the angle between a body diagonal and one of the longest sides.



**Question 4:** Using cross product, find the area of the triangle having vertices A(1, 2), B(7, -2) and C(7, 20/3).

**Question 5:** Suppose you start with the standard Cartesian coordinate system for 2-D in terms of the unit vectors:

$$\vec{i} = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \text{ and } \vec{j} = \begin{bmatrix} 0 \\ 1 \end{bmatrix}.$$

We are now going switch to a new 2-D coordinate system where the new x-axis, denoted by  $x'$ , has been rotated 30 degrees counterclockwise from the original x-axis, and the new y-axis, denoted by  $y'$ , has been rotated 15 degrees clockwise from the original y-axis.

- Make a sketch of the old and new coordinate systems.
- Show that the new unit vector  $\vec{i}'$  along  $x'$  can be expressed in terms of the original coordinate system as:

$$\vec{i}' = \begin{bmatrix} \cos 30^\circ \\ \sin 30^\circ \end{bmatrix}$$

- iii) Derive a similar expression for the new unit vector  $\vec{j}'$  along  $y'$  in terms of the original coordinate system.
- iv) Express the vector  $\begin{bmatrix} 2 \\ 1 \end{bmatrix}$  in the original coordinate system as a linear combination of the new unit vectors associated with the new coordinate system.

**Question 6:** Using projections, show that the sum of the squares of the distances from a point  $P = (x_1, y_1)$  to the perpendicular lines  $ax + by = 0$  and  $bx - ay = 0$  is equal to the square of the length of the vector  $\vec{OP} = \begin{bmatrix} x_1 \\ y_1 \end{bmatrix}$ .

**Question 7:** Prove that if  $\vec{u}$  and  $\vec{v}$  are vectors in  $\mathbb{R}^3$ , then  $\vec{u} \cdot (\vec{u} \times \vec{v}) = 0$ .

**Question 8:** Prove the Lagrange Identity, that is if  $\vec{u}$  and  $\vec{v}$  are vectors in  $\mathbb{R}^3$ , then

$$\|\vec{u} \times \vec{v}\|^2 = \|\vec{u}\|^2 \|\vec{v}\|^2 - (\vec{u} \cdot \vec{v})^2.$$

**Question 9:** True or false? If  $\vec{u}$  is orthogonal to  $\vec{v} + \vec{w}$ , then  $\vec{u}$  is orthogonal to  $\vec{v}$  and  $\vec{w}$ . Justify your answer with a proof (for true) or a counter example (for false).

**Question 10:** True or false? If  $\vec{u}$  and  $\vec{v}$  are nonzero vectors such that

$$\|\vec{u} + \vec{v}\|^2 = \|\vec{u}\|^2 + \|\vec{v}\|^2$$

then  $\vec{u}$  and  $\vec{v}$  are orthogonal. Justify your answer with a proof (for true) or a counter example (for false).

**Question 11:** True or false? If  $\vec{u}$  and  $\vec{v}$  are nonzero vectors, then  $\|\vec{u} + \vec{v}\| = \|\vec{u}\| + \|\vec{v}\|$  if and only if  $\vec{u}$  and  $\vec{v}$  are parallel vectors. Justify your answer with a proof (for true) or a counter example (for false).