Assignment 1 Marking Scheme MAT 1841 (this assignment contributes 40% of your final mark) 2022 [2]  $\Gamma_{1}(t) = (-3,2,2) + t(4,0,1)$   $\Gamma_{2}(s) = (12,0,9) + s(-4,3,0)$ a) a normal vector will be perpendicular to both  $\Gamma_1(t)$  4  $V_2(s)$   $\Gamma_2(t)$  4  $V_2(s)$   $\Gamma_3(t)$  4  $\Gamma_4(s)$   $\Gamma_4(t)$  4  $\Gamma_4(s)$   $\Gamma_4(t)$  4  $\Gamma_4(s)$   $\Gamma_4(t)$  4  $\Gamma_4(s)$   $\Gamma_4(t)$  4  $\Gamma_4(t)$   $\Gamma_4(t)$  6  $\Gamma_4(t)$   $\Gamma_4(t)$  6  $\Gamma_4(t)$   $\Gamma_4(t)$  7  $\Gamma_4(t)$   $\Gamma_4(t)$  8  $\Gamma_4(t)$   $\Gamma_4(t)$  9  $\Gamma_4(t)$   $\Gamma_4(t)$  9  $\Gamma_4(t)$   $\Gamma_4(t)$  divedly ! = ((0.0-3.1)-j(4.0-4.1)+R(4.3-4.0) = -3î-4ĵ+12 kê (any scalar multiple
of this is correct) by scalar projection for minimum distance Create a random vector from  $r_i(t)$  to  $r_i(0)$  /

I choose t=s=0,  $r_i(0)-r_i(0)=(-15,2,11)=v$ make projection of y onto n = X.n  $(-15, 2, 11) \cdot (-3, -4, 12) = 45 - 8 + 132 = 169 = 13$   $\sqrt{(-3, -4, 12) \cdot (-3, -4, 12)} = \sqrt{9 + 16 + 144} = \sqrt{169} = 13$ note inspector with the note, depending on choices made, this could come

out negative, but since we are asking to distance

we only consider the poster absolute value.

Cll find the endpoints
there are many ways to do this one method is to make a vector from r.(t) to rus)

to be parallel to n (from part a) 2 marks

any valid

method rilt)-rils) = 4 = (3,2,2)+ +(4,0,1) = (12,0,9)+5(-4,3,0) 4 = (-15+4+45, 2-35, 11+6) to be poralled uxn = Q -15 + 4t + 45 2-35 11+t -3 -4 12 Uxn = 2 12(2-38) - (-4)(11+t) - J [12(-15+4t+4s) - (-3)(11+t)] + R (-4)(15+4+4s)-(-3)(2-3) = (4t-365+68)i+ 1-51t-485+147)j+(-16t-255+66)k 3 equations . 2 unknowns . Solve ) 4t-365+68-0 > t-95 =17 2) -51 t -485+147=0 => 16++255=66 3) -16t -255 +66=0 16t-1445=2726 1695 = +332

5=2 now solve for t t-9(2)=-17 t+18=-17  $\Rightarrow t=1$ min distance when t=1  $\Leftrightarrow s=2$   $\Rightarrow t=1$ check with remaring equation  $\Rightarrow t=1$  t=1  $\Rightarrow t=1$ t=1

4

0.20

7 0

Q2 - P: 2x + Z = 7 P2: X-y+22=6 Mormal to P., n. = (2,0,1) normal to Pz, nz = (+1,-1,2) the intersecting line will have the orientation on nixnz n. xn. = (1,-3,-2) find any intersecting point.

I choose x=0 so z=1 from PI

for this to work for P2, 0-y+2(7)=6  $-y=-8 \Rightarrow y=9$ -y=-8 => y=8 a point on both planes is (0,8,7) 2 an equation of the intersecting line is rith) = (0,8,7) + £(1,-3,2) this is not unique. 5 morts. P: X-44+82=-15 P2: X-44+8==66 7 = (1,-4,8) create a vector between P. of P2 and make the scalar projection onto 12 define y = (-15,0,0) - (66,0,0) - (-81,0,0)

Scalar projection  $\frac{4.0}{121} = \frac{(-81,0.0) \cdot (1,-4.8)}{\sqrt{1+16+64}} = \frac{-81}{9} = -9$ 

min dist is 9 2

5 merks possible

al det M = 
$$1 \begin{vmatrix} 1 & 3 & -0 \end{vmatrix} - 2 \begin{vmatrix} 3 & 4 & -2 \end{vmatrix} - 2 \begin{vmatrix} -2 & 1 & 1 \end{vmatrix}$$

=  $\frac{1}{3} - 0 + -2(2+1) = \frac{1}{3} - 6 = -3$ 

by calculate M

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ -2 & 1 & 3 & 0 & 1 & 0 \\ -1 & -1 & 0 & 0 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ -2 & 1 & 3 & 0 & 1 & 0 \\ -1 & -1 & 0 & 0 & 0 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ 0 & 1 & -1 & 2 & 1 & 0 \\ 0 & -1 & -2 & 1 & 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ 0 & 1 & -1 & 2 & 1 & 0 \\ 0 & 0 & -1 & 2 & 1 & 0 \\ 0 & 0 & 1 & -1 & 2 & 1 & 0 \\ 0 & 0 & 1 & -1 & 2 & 3 & 8 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ 0 & 1 & -1 & 2 & 1 & 0 \\ 0 & 0 & 1 & -1 & 2 & 3 & 8 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ 0 & 1 & -1 & 2 & 1 & 0 \\ 0 & 0 & 1 & -1 & 2 & 3 & 8 \end{bmatrix}$$

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$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ 0 & 1 & -1 & 2 & 1 & 0 \\ 0 & 1 & -1 & 2 & 3 & -3 \\ 0 & 0 & 1 & -1 & 3 & 3 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ 0 & 1 & -1 & 2 & 1 & 0 \\ 0 & 1 & -1 & 3 & 3 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ 0 & 1 & -1 & 2 & 3 & -3 \\ 0 & 1 & 0 & 1 & 3 & 3 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ 0 & 1 & -1 & 2 & 3 & -3 \\ 0 & 1 & 0 & 1 & 3 & 3 & 3 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & -2 & 1 & 0 & 0 \\ 0 & 1 & -1 & 2 & 1 & 0 \\ 0 & 1 & -1 & 3 & 3 & 3 & -1 \\ 0 & 0 & 1 & -1 & 3 & 3 & 3 \end{bmatrix}$$

where B = -2]  $X = H^{1}B = \begin{bmatrix} -3 & -2 & -2 \\ 3 & 2 & -1 \\ -1 & 3 \end{bmatrix} = \begin{bmatrix} -1 \\ -3 \\ 0 \end{bmatrix} = \begin{bmatrix} 2 \\ -1 \\ 2 \end{bmatrix}$ 15 marks possible M = 10-2 al calculate det M det M= 1 13 -0 23 + (-2) -2 1 -4-0-4-0 1.0-2-z -2 1 3 1 0 1 -1 6 or [M/3] 0 1 -1 -3 R2 = R2 + 2R1 b = -3 for institutely many solutions ell assume b=3 choose

10 mans possible

Engt unique