

Instructions: Show all work for full credit.

1. (23 pts.) Three points, with coordinates

$$A(1, 1, 1), B(3, -1, 0), C(-2, 1, -1),$$

lie in \mathbb{R}^3 .

- (a) Consider the two vectors \vec{AB} and \vec{AC} .

- i. (6 pts.) Determine the angle θ between the vectors \vec{AB} and \vec{AC} .

(You may leave your answer in a form involving inverse trigonometric functions, and you do not need to rationalize denominators.)

$$\begin{aligned}\vec{AB} &= (3-1, -1-1, 0-1) = (2, -2, -1) & \vec{AC} &= (-2-1, 1-1, -1-1) = (-3, 0, -2) \\ \theta &= \arccos \left[\frac{\vec{a} \cdot \vec{b}}{\|\vec{a}\| \|\vec{b}\|} \right] & \vec{a} \cdot \vec{b} &= (2, -2, -1) \cdot (-3, 0, -2) = -4 \\ & & \|\vec{a}\| &= \sqrt{(2)^2 + (-2)^2 + (-1)^2} = 3 \\ & & \|\vec{b}\| &= \sqrt{(-3)^2 + (0)^2 + (-2)^2} = \sqrt{13}\end{aligned}$$

$$\therefore \theta = \arccos \left(\frac{-4}{3\sqrt{13}} \right)$$

- ii. (2 pts.) Is the angle θ that you found in part (a) acute? Explain briefly.

Since $\vec{a} \cdot \vec{b} = -4 < 0$, $\pi/2 < \theta < \pi$. θ is obtuse, not acute.

- (b) Now consider the plane in \mathbb{R}^3 containing the three points A , B , and C .

- i. (5 pts.) Give a normal vector \vec{n} to this plane.

$$\begin{aligned}\text{Let } \vec{n} &= \vec{AB} \times \vec{AC} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & -2 & -1 \\ -3 & 0 & -2 \end{vmatrix} \Rightarrow \begin{aligned} &= 4\hat{i} - (-4-3)\hat{j} + -6\hat{k} \\ &= 4\hat{i} + 7\hat{j} - 6\hat{k} \\ &= \langle 4, 7, -6 \rangle \end{aligned}\end{aligned}$$

- ii. (5 pts.) Give the equation of the plane in \mathbb{R}^3 that contains these three points.

Use point A ,

$$4x + 7y - 6z = (4, 7, -6) \cdot (1, 1, 1)$$

$$\boxed{4x + 7y - 6z = 5}$$

- iii. (5 pts.) Is the point $D(-7, 3, -2)$ on this plane? (YES or NO?) Why or why not.

$$\text{Test: } 4(-7) + 7(3) - 6(-2) \stackrel{?}{=} 5$$

$$-28 + 21 + 12 \stackrel{?}{=} 5$$

$$-28 + 33 \stackrel{?}{=} 5$$

$$5 = 5 \checkmark$$

Yes. D is on the plane

Since it satisfies the equation.

2. (7 pts.) In \mathbb{R}^3 , a constant force $\mathbf{F} = 3\mathbf{i} + \mathbf{j} - \mathbf{k}$ N acts on a particle that is moved along the positive x -axis for a total distance of 5 m. Find the work done. (A complete answer includes units.)

$$\vec{D} = (5, 0, 0)$$

$$W = \text{Work} = \vec{F} \cdot \vec{D} = (3, 1, -1) \cdot (5, 0, 0) = \boxed{15 \text{ Nm}}$$

3. (15 pts.) Two planes with equations

$$\begin{aligned} y - z &= 1 \\ -2x - y + z &= 3 \end{aligned}$$

intersect in a line ℓ .

- (a) (2 pts.) Fill in the blank to make a true statement:

These planes are not parallel since their normal vectors are not scalar multiples of one another.

- (b) (5 pts.) Give the coordinates of a point P that lies on both planes.

Lots of possible answers: if $y=0$, then $z=-1$ by equation 1.

Thus, from equation (2): $-2x - y + z = 3$

$$\Rightarrow -2x - (0) + (-1) = 3$$

$$-2x = 4 \quad x = -2$$

Also: $(-2, 1, 0)$

$P(-2, 0, -1)$ for example.

- (c) (8 pts.) Give the equation of the line ℓ of intersection. Give both the vector equation for this line and the parametric equations for this line.

$$\vec{v} = \vec{n}_1 \times \vec{n}_2 \quad \text{for } \vec{n}_1 = (0, 1, -1) \text{ and } \vec{n}_2 = (-2, 1, 1)$$

$$\vec{v} = \vec{n}_1 \times \vec{n}_2 = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 1 & -1 \\ -2 & 1 & 1 \end{vmatrix} = 0\hat{i} + 2\hat{j} + 2\hat{k} = (0, 2, 2) \leftarrow \text{direction vector}$$

\uparrow
(0, 2, 2)

$$\ell: \vec{p}_0 + t\vec{v} \quad \text{for } t \in \mathbb{R}$$

$$(-2, 0, -1) + t(0, 2, 2) \quad t \in \mathbb{R}$$

Vector Equation of ℓ : $\underline{(-2, 0, -1) + t(0, 2, 2) \quad t \in \mathbb{R}}$

Parametric Equation of ℓ : $\underline{x(t) = -2, \quad y(t) = 2t, \quad z(t) = -1 + 2t \quad t \in \mathbb{R}}$

4. (25 pts.)

(a) (7 pts.) Determine if the vectors $\vec{a} = (1, -1, -1)$, $\vec{b} = (-1, 1, 1)$, and $\vec{c} = (2, 0, 1)$ are co-planar.

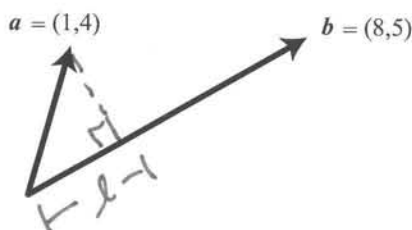
$\vec{a}, \vec{b}, \vec{c}$ are coplanar \Leftrightarrow the scalar triple product $\vec{a} \cdot (\vec{b} \times \vec{c}) = 0$

Easiest solution: notice \vec{a} is parallel to \vec{b} . Thus, $\vec{a} \times \vec{b} = \vec{0}$ and $(\vec{a} \times \vec{b}) \cdot \vec{c} = 0$

Other solution: $\vec{b} \times \vec{c} = (1, 3, -2)$ and $\vec{a} \cdot (\vec{b} \times \vec{c}) = 1(3) + (-1)(-2) + (-1)(-2) = 0$

CO-PLANAR

(b) In the figure below, two vectors \vec{a} and \vec{b} are shown.



length $l = \text{comp}_{\vec{b}} \vec{a}$, a scalar

i. (3 pts.) By making appropriate markings in the figure above, indicate $\text{comp}_{\vec{b}} \vec{a}$.
(You need to clearly indicate whether your answer is a scalar or a vector.)

ii. (3 pts.) Give $\text{comp}_{\vec{b}} \vec{a}$.

$$\text{comp}_{\vec{b}} \vec{a} = \frac{\vec{a} \cdot \vec{b}}{\|\vec{b}\|} = \frac{(1, 4) \cdot (8, 5)}{\sqrt{8^2 + 5^2}} = \frac{8+20}{\sqrt{64+25}} = \boxed{\frac{28}{\sqrt{89}} = \frac{28\sqrt{89}}{89}}$$

iii. (5 pts.) Give $\text{proj}_{\vec{b}} \vec{a}$.

$$\text{proj}_{\vec{b}} \vec{a} = \frac{\vec{a} \cdot \vec{b}}{\|\vec{b}\|^2} \vec{b} = \boxed{\frac{28}{89} (8, 5)}$$

(c) (7 pts.) Show that

$$\lim_{(x,y) \rightarrow (0,0)} \frac{xy^2}{x^2 + y^4}$$

does not exist.

Approach along $x=0$ (the y-axis): $\frac{xy^2}{x^2 + y^4} = \frac{0}{y^4} \rightarrow 0$

Approach along $x=y^2$: $\frac{xy^2}{x^2 + y^4} = \frac{(y^2)y^2}{(y^2)^2 + y^4} = \frac{y^4}{2y^4} = \frac{1}{2}$

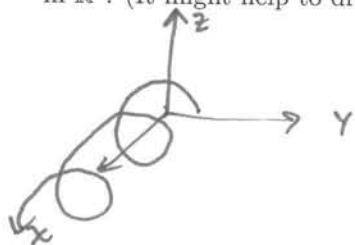


Since $0 \neq \frac{1}{2}$, the limit d.n.e.

5. (20 pts.) An object moves along a trajectory so that its position in the space \mathbb{R}^3 , as a function of time $t \geq 0$ in seconds, is given by

$$\mathbf{r}(t) = (t, \cos(2t), \sin(2t)) \text{ cm.}$$

- (a) (6 pts.) By thinking about the parametric equations for $\mathbf{r}(t)$, describe the motion of this object in \mathbb{R}^3 . (It might help to draw the coordinate axes to explain your answer.)



Circular
It's a helix, coming out along the positive
x-axis and rotating in the positive
direction with respect to the yz-plane

- (b) (8 pts.) What is the length of its trajectory between times $t = 0$ and $t = 2$?

$$\|\mathbf{r}'(t)\| = \sqrt{1^2 + (-2\sin(2t))^2 + (2\cos(2t))^2} = \sqrt{1 + 4\sin^2(2t) + 4\cos^2(2t)} = \sqrt{5}$$

$$\text{length } L = \int_0^2 \|\mathbf{r}'(t)\| dt = \int_0^2 \sqrt{5} dt = \boxed{2\sqrt{5} \text{ cm}}$$

- (c) (6 pts.) Give the unit tangent vector $\mathbf{T} = \mathbf{T}(\pi)$ at time $t = \pi$ seconds.

$$\mathbf{r}'(t) = (1, -2\sin(2t), 2\cos(2t))$$

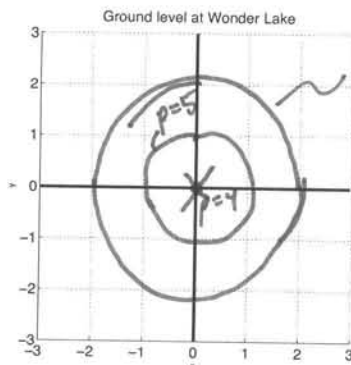
$$\mathbf{r}'(\pi) = (1, -2\sin(2\pi), 2\cos(2\pi)) = (1, 0, 2). \quad \therefore \mathbf{T} = \frac{1}{\|\mathbf{r}'(\pi)\|} \mathbf{r}'(\pi) = \boxed{\frac{1}{\sqrt{5}} (1, 0, 2)}$$

6. (10 pts.) The density of mosquitoes on the (flat) ground at Wonder Lake is given by

$$\rho(x, y) = 4 + x^2 + y^2$$

thousands of mosquitoes/sq mile for $-3 \leq x \leq 3$ miles and $-3 \leq y \leq 3$ miles.

- (a) (6 pts.) Draw a contour plot of ρ that shows the level curves where $\rho = 4, 5$, and 8.



$$\begin{aligned} \rho=4: & 0 = x^2 + y^2 \\ \rho=5: & 1 = x^2 + y^2 \\ \rho=8: & 4 = x^2 + y^2 \end{aligned}$$

circles of $r = 0, 1, 2$
respectively

- (b) (4 pts.) Assuming you find mosquitoes annoying, where would you like to camp? Indicate this with an 'X' on the grid.

at the origin!