

## Problem 1

$$\begin{aligned}
 a) \vec{a} \times (\vec{b} \times \vec{c}) &= \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} \times \begin{pmatrix} b_2 c_3 - c_2 b_3 \\ b_3 c_1 - b_1 c_3 \\ b_1 c_2 - b_2 c_1 \end{pmatrix} = \begin{pmatrix} a_2(b_1 c_2 - b_2 c_1) - a_3(b_3 c_1 - b_1 c_3) \\ a_3(b_2 c_3 - c_2 b_3) - a_1(b_1 c_2 - b_2 c_1) \\ a_1(b_3 c_1 - c_3 b_1) - a_2(b_2 c_3 - c_2 b_3) \end{pmatrix} \\
 &= \begin{pmatrix} a_2 b_1 c_2 - a_2 b_2 c_1 - a_3 b_3 c_1 + a_3 b_1 c_3 \\ a_3 b_2 c_3 - a_3 b_3 c_2 - a_1 b_1 c_2 + a_1 b_2 c_1 \\ a_1 b_3 c_1 - a_1 b_1 c_3 - a_2 b_2 c_3 + a_2 b_3 c_2 \end{pmatrix} + \underbrace{\begin{pmatrix} a_1 b_1 c_1 - a_1 b_1 c_1 \\ a_2 b_2 c_2 - a_2 b_2 c_2 \\ a_3 b_3 c_3 - a_3 b_3 c_3 \end{pmatrix}}_{\text{Amount to adding 0}}
 \end{aligned}$$

$$\begin{aligned}
 &= \begin{pmatrix} a_2 b_1 c_2 + a_3 b_1 c_3 + a_1 b_1 c_1 - (a_2 b_2 c_1 + a_3 b_3 c_1 + a_1 b_1 c_1) \\ a_3 b_2 c_3 + a_1 b_2 c_1 + a_2 b_2 c_2 - (a_3 b_3 c_2 + a_1 b_1 c_2 + a_2 b_2 c_2) \\ a_1 b_3 c_1 + a_2 b_3 c_2 + a_3 b_3 c_3 - (a_1 b_1 c_3 + a_2 b_2 c_3 + a_3 b_3 c_3) \end{pmatrix} \\
 &= \begin{pmatrix} b_1 (\vec{a} \cdot \vec{c}) - c_1 (\vec{a} \cdot \vec{b}) \\ b_2 (\vec{a} \cdot \vec{c}) - c_2 (\vec{a} \cdot \vec{b}) \\ b_3 (\vec{a} \cdot \vec{c}) - c_3 (\vec{a} \cdot \vec{b}) \end{pmatrix} = (\vec{a} \cdot \vec{c}) \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} - (\vec{a} \cdot \vec{b}) \begin{pmatrix} c_1 \\ c_2 \\ c_3 \end{pmatrix} \\
 &= \vec{b} (\vec{a} \cdot \vec{c}) - \vec{c} (\vec{a} \cdot \vec{b})
 \end{aligned}$$

$$\begin{aligned}
 b) \vec{a} \times (\vec{b} \times \vec{c}) + \vec{b} (\vec{c} \times \vec{a}) + \vec{c} (\vec{a} \times \vec{b}) \\
 &= \vec{b} (\vec{a} \cdot \vec{c}) - \vec{c} (\vec{a} \cdot \vec{b}) + \vec{c} (\vec{b} \cdot \vec{a}) - \vec{a} (\vec{b} \cdot \vec{c}) + \vec{a} (\vec{c} \cdot \vec{b}) - \vec{b} (\vec{c} \cdot \vec{a}) \\
 &= 0 \quad (\text{all terms cancel out})
 \end{aligned}$$

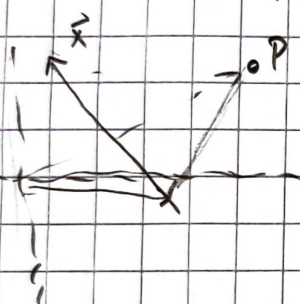
## Problem 2

$$\begin{aligned}
 a) (\vec{a} \times \vec{b}) \cdot (\vec{c} \times \vec{d}) &= \vec{c} \cdot (\vec{d} \times (\vec{a} \times \vec{b})) = \vec{c} \cdot [\vec{a} (\vec{d} \cdot \vec{b}) - \vec{b} (\vec{d} \cdot \vec{a})] \\
 &\quad \uparrow \text{by formula in hint} \quad \uparrow \text{BAC-CAB} \\
 &= \vec{c} \cdot \vec{a} (\vec{d} \cdot \vec{b}) - \vec{c} \cdot \vec{b} (\vec{d} \cdot \vec{a}) = (\vec{a} \cdot \vec{c}) (\vec{b} \cdot \vec{d}) - (\vec{a} \cdot \vec{b}) (\vec{b} \cdot \vec{c}) \\
 &\quad \underbrace{\qquad\qquad\qquad}_{\substack{\text{only scalars} \\ \text{so can be} \\ \text{factored out}}} \qquad \qquad \text{Also, dot product is commutative}
 \end{aligned}$$

$$\begin{aligned}
 b) \|\vec{a} \times \vec{b}\|^2 &\stackrel{?}{=} \|\vec{a}\|^2 \|\vec{b}\|^2 - (\vec{a} \cdot \vec{b})^2 \\
 \|\vec{a} \times \vec{b}\|^2 &= (\|\vec{a}\| \|\vec{b}\| \sin \theta)^2 = \|\vec{a}\|^2 \|\vec{b}\|^2 \sin^2 \theta = \|\vec{a}\|^2 \|\vec{b}\|^2 (1 - \cos^2 \theta) \\
 &= \|\vec{a}\|^2 \|\vec{b}\|^2 - \|\vec{a}\|^2 \|\vec{b}\|^2 \cos^2 \theta = \|\vec{a}\|^2 \|\vec{b}\|^2 - (\vec{a} \cdot \vec{b})^2
 \end{aligned}$$

Problem 3

Let  $D(\lambda)$  be the distance squared function from the point  $P$  to a point along  $\vec{x}$



$$\begin{aligned} D(\lambda) &= (P_1 - x_1)^2 + (P_2 - x_2)^2 + (P_3 - x_3)^2 \\ &= (2 - (-1 + \lambda))^2 + (4 - (1 - \lambda))^2 + (6 - 6)^2 \\ &= (3 - \lambda)^2 + (3 + \lambda)^2 = 9 - 6\lambda + \lambda^2 + 9 + 6\lambda + \lambda^2 \\ &= 18 + 2\lambda^2 \end{aligned}$$

$$\frac{d}{d\lambda} D(\lambda) = 4\lambda$$

$$\frac{d}{d\lambda} D(\lambda) = 0 \text{ at } \lambda = 0$$

$$\Rightarrow D_{\min} = 18 + 0 = 18 \text{ so distance} = \sqrt{18} = 3\sqrt{2}$$

Need a second vector for equation of the plane:

$$v_2 = \begin{pmatrix} 2 & -1 \\ 4 & 1 \\ 6 & 6 \end{pmatrix} = \begin{pmatrix} 3 \\ 3 \\ 0 \end{pmatrix}$$

$\underbrace{\quad}_{3 \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}}$

$$\text{Parametric eq: } \begin{pmatrix} -1 \\ 1 \\ 6 \end{pmatrix} + \lambda \begin{pmatrix} 1 \\ -1 \\ 0 \end{pmatrix} + \mu \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}$$

$$\vec{n} = \begin{pmatrix} 1 \\ -1 \\ 0 \end{pmatrix} \times \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 0 \\ 2 \end{pmatrix}$$

In general many solutions are correct (infinitely many!), as long as the two vectors lie on a plane.  $\vec{n}$  should be the same up to scalar multiplication



#### Problem 4

Suppose  $\alpha_1, \dots, \alpha_n$  are not unique  
then  $\vec{w} = \sum_{k=1}^n \beta_k V_k$  and  $\vec{w} = \sum_{k=1}^n \alpha_k V_k$

with  $\beta_k \neq \alpha_k$  for all  $k$ 's

$$\text{Then } \sum_{k=1}^n \beta_k V_k - \sum_{k=1}^n \alpha_k V_k = \vec{w} - \vec{w} = \vec{0}$$

$$\Rightarrow \sum_{k=1}^n (\beta_k - \alpha_k) V_k = \vec{0}$$

Since  $V_1, \dots, V_n$  are linearly independent

$$\sum_{k=1}^n (\beta_k - \alpha_k) V_k = \vec{0} \text{ only if all } (\beta_k - \alpha_k) = 0$$

$\Rightarrow \beta_k = \alpha_k$  for all  $k$  which contradicts  
initial supposition

Therefore,  $\vec{w}$  has a unique representation