MATH 229: Calculus III for Engineers

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Contents

Chapter 1

Vector and the Geometry of Space

1.1 3-Dimensional Space

1.1.1 2D Coordinates

$$\mathbb{R}^2 = \left\{(x, y) \mid x, y \in \mathbb{R}\right\} \tag{1.1}$$

1.1.2 3D Coordinates

$$\mathbb{R}^3 = \left\{(x, y, z) \mid x, y, z \in \mathbb{R}\right\} \tag{1.2}$$

Lemma 1.1.1 (Distance Between 2 Points)

$$|P_1P_2| = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2} \tag{1.3}$$

Proof. Easily proven by using the Pythagorean Theorem twice. ■

Lemma 1.1.2 (Spherical Surface)
Given point $C(a, b, c)$ and $P(x, y, z)$ where P is a point on the spherical surface and r is the radius of the sphere.

$$(x - a)^2 + (y - b)^2 + (z - c)^2 = r^2 \tag{1.4}$$

To define a solid spherical space

$$\sqrt{(x - a)^2 + (y - b)^2 + (z - c)^2} \leq r \tag{1.5}$$

1.2 Vectors

Definition 1.2.1 (Vector)
Vector is a quantity that has a **magnitude** and a **direction**.

We say that two vectors $\vec{u}$ and $\vec{v}$ are equal if they have the same length and direction.

1.2.1 Vector Operation

Omitted

1.2.2 Components

In $\mathbb{R}^2$

$$\vec{a} \equiv \langle a_1, a_2 \rangle \tag{1.6}$$

In $\mathbb{R}^3$

$$\begin{cases} \vec{a} & \equiv \langle a_1, a_2, a_3 \rangle \\ \vec{0} & \equiv \langle 0, 0, 0, \rangle \end{cases} \tag{1.7}$$

Definition 1.2.2
Length of $\vec{a} \equiv \langle a_1, a_2, a_3 \rangle$ is

$$|\vec{a}| = \sqrt{{a_1}^2 + {a_2}^2 + {a_3}^2} \tag{1.8}$$

1.2.3 Standard Basis Vectors

$$\begin{cases} \hat{i} & = \langle 1, 0, 0 \rangle \\ \hat{j} & = \langle 0, 1, 0 \rangle \\ \hat{k} & = \langle 0, 0, 1 \rangle \end{cases} \tag{1.9}$$

1.3 The Dot Products

Definition 1.3.1

$$\vec{a} = \langle a_1, a_2, a_3 \rangle \qquad \vec{b} = \langle b_1, b_2, b_3 \rangle \tag{1.10}$$

Then, the dot product is

$$\vec{a} \cdot \vec{b} \equiv a_1 b_1 + a_2 b_2 + a_3 b_3 \tag{1.11}$$

Properties

1. $\vec{a} \cdot \vec{a} = {a_1}^2 + {a_2}^2 + {a_3}^2 = |\vec{a}|^2$
2. $\vec{a} \cdot \vec{b} = \vec{b} \cdot \vec{a}$
3. $\vec{a} \cdot (\vec{b} + \vec{c}) = \vec{a} \cdot \vec{b} + \vec{a} \cdot \vec{c}$
4. $(c\vec{a}) \cdot \vec{b} = c(\vec{a} \cdot \vec{b})$
5. $\vec{0} \cdot \vec{a} = 0$

Theorem 1.3.1

$$\vec{a} \cdot \vec{b} = |\vec{a}|\left|\vec{b}\right| \cos\theta \tag{1.12}$$

$$\cos\theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|\left|\vec{b}\right|}, 0 \leq \theta \leq \pi \tag{1.13}$$

Lemma 1.3.2

- If $\vec{a} \cdot \vec{b} > 0$ then $\cos\theta > 0 \implies \theta < \frac{\pi}{2}$
- If $\vec{a} \cdot \vec{b} < 0$ then $\cos\theta < 0 \implies \theta > \frac{\pi}{2}$
- If $\vec{a} \cdot \vec{b} = 0$, then $\theta = \frac{\pi}{2}, \vec{a} \perp \vec{b}$

1.3.1 Law of Cosine

$$\left|\vec{a} - \vec{b}\right|^2 = |\vec{a}|^2 + \left|\vec{b}\right|^2 - 2|\vec{a}|\left|\vec{b}\right| \cos\theta \tag{1.14}$$

Proof.

$$\left|\vec{a} - \vec{b}\right|^2 = (\vec{a} - \vec{b}) \cdot (\vec{a} - \vec{b}) \tag{1.15}$$

$$= |\vec{a}|^2 - 2\vec{a} \cdot \vec{b} + \left|\vec{b}\right|^2 \tag{1.16}$$

$$= |\vec{a}|^2 + \left|\vec{b}\right|^2 - 2ab\cos(\theta) \tag{1.17}$$

■

1.3.2 Projection

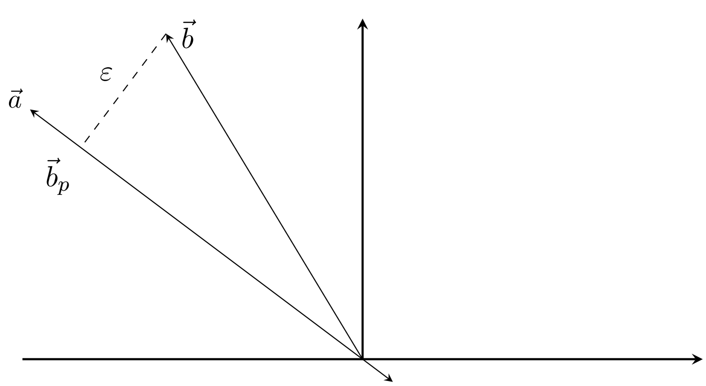

Figure 1.1: Projection

Add to this.

$$\left|\vec{b}\right| \tag{1.18}$$

Example 1.3.1

$$\vec{u} = \langle 1, 1, 2 \rangle \qquad \vec{v} = \langle -2, 3, 1 \rangle \tag{1.19}$$

Find projection of $\vec{u}$ onto $\vec{v}$

Solution:

$$\begin{aligned} \text{comp}_{\vec{c}}\vec{u} &= \vec{u} \cdot \frac{\vec{v}}{|\vec{v}|} && (1.20) \\ &= \frac{-2+3+2}{\sqrt{14}} = \frac{3}{\sqrt{14}} && (1.21) \end{aligned}$$

$$\text{proj}_{\vec{v}}\vec{u} = (\text{comp}_{\vec{v}}\vec{u})\frac{\vec{v}}{|\vec{v}|} = \frac{3}{\sqrt{14}} \cdot \frac{\vec{v}}{\sqrt{v}} = \frac{3}{14}\vec{v} \tag{1.22}$$

1.3.3 Work

Move an an object from P to Q with a force $\vec{F}$ forming an angle θ with the displacement vector $\vec{D}$.

$$\begin{aligned} \text{Work} &\equiv \text{Force} \times \text{Dist} && (1.23) \\ W &= (\left|\vec{F}\right| \cos\theta)\left|\vec{D}\right| && (1.24) \\ &= \left|\vec{F}\right|\left|\vec{D}\right| \cos\theta && (1.25) \\ &= \vec{F} \cdot \vec{D} && (1.26) \\ &\implies W = \vec{F} \cdot \vec{D} && (1.27) \end{aligned}$$

Example 1.3.2
Move a particle from $P(2,1,0)[m]$ to $Q(4,6,2)$ with a force $\vec{F} = \langle 3, 4, 5 \langle [N]$.
What is the work done by $\vec{F}$?

Solution:

$$\begin{aligned} W &= \vec{F} \cdot \vec{PQ} && (1.28) \\ &= \langle 3, 4, 5 \rangle \cdot \langle 2, 5, 2 \rangle && (1.29) \\ &= 36\,\mathrm{N\,m} && (1.30) \end{aligned}$$

1.4 The Cross Product

Definition 1.4.1
Given the vectors

$$\vec{a} = \langle a_1, a_2, a_3 \rangle, \vec{b} = \langle b_1, b_2, b_3 \rangle \tag{1.31}$$

The cross product is defined as

$$\vec{a} \times \vec{b} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} = \langle a_2b_3 - a_3b_2, a_3b_1 - a_1b_3, a_1b_2 - a_2b_1 \rangle \tag{1.32}$$

Properties of the Dot Product

1. $(\vec{a} \times \vec{b}) \perp \vec{a} \& \vec{b}$ and the direction follows the right-hand rule.
2. $\left|\vec{a} \times \vec{b}\right| = |\vec{a}|\left|\vec{b}\right| \sin\theta, 0 \leq \theta \leq \pi$
3. $\left|\vec{a} \times \vec{b}\right| =$ the area of the parallelogram formed by the two vectors.
4. If $\vec{a} \parallel \vec{b}$, then $\vec{a} \times \vec{b} = \vec{0}$
5. Cross product of basis vectors

$$\begin{cases} \hat{i} \times \hat{j} & = \hat{k} \\ \hat{j} \times \hat{k} & = \hat{i} \\ \hat{k} \times \hat{i} & = \hat{j} \end{cases} \tag{1.33}$$

6. The cross product is not commutative
7. The cross product is not associative

Example 1.4.1

$$\begin{cases} \hat{i} \times (\hat{i} \times \hat{j}) & = \hat{i} \times \hat{k} = -\hat{j} \\ (\hat{i} \times \hat{i}) \times \hat{j} & = \vec{0} \times \hat{j} = \vec{0} \end{cases} \tag{1.34}$$

8. You can find the normal vector to a plane by applying the cross product to two non-parallel vectors on that plane.

Example 1.4.2
Given points

$$P(1, 4, 6), Q(-2, 5, 1), R(1, -1, 1)$$

that lie on a plane

a) Find the vector normal to the plane
b) Find the area of $\triangle PQR$