

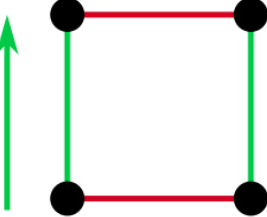
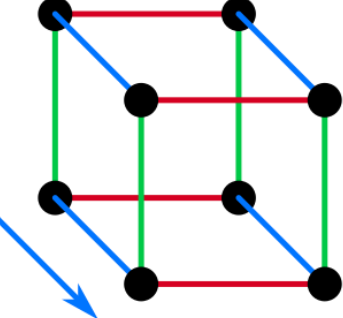
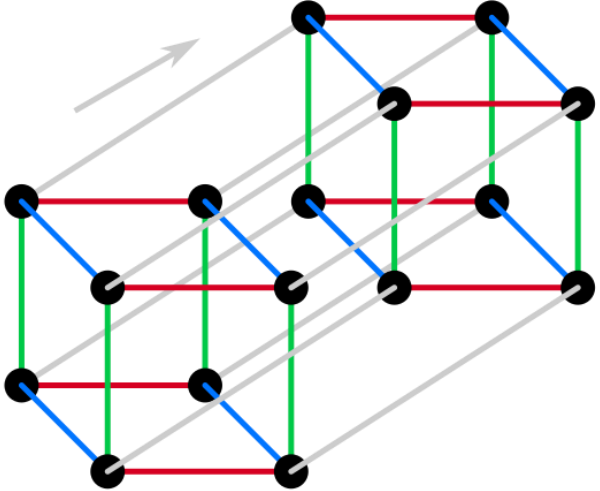



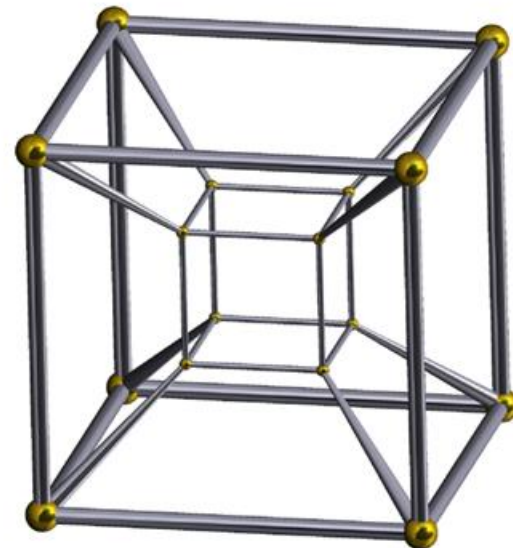
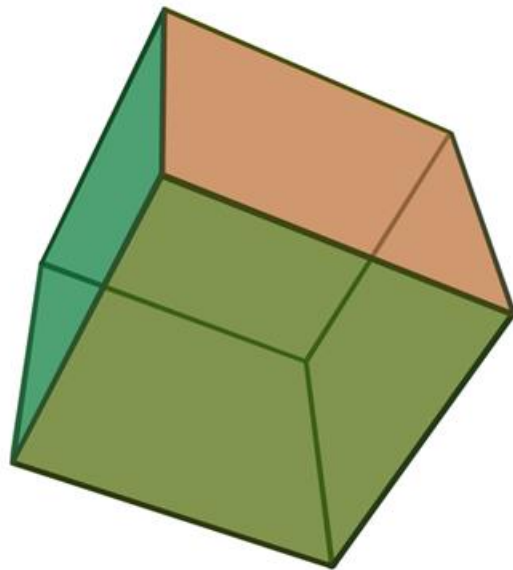
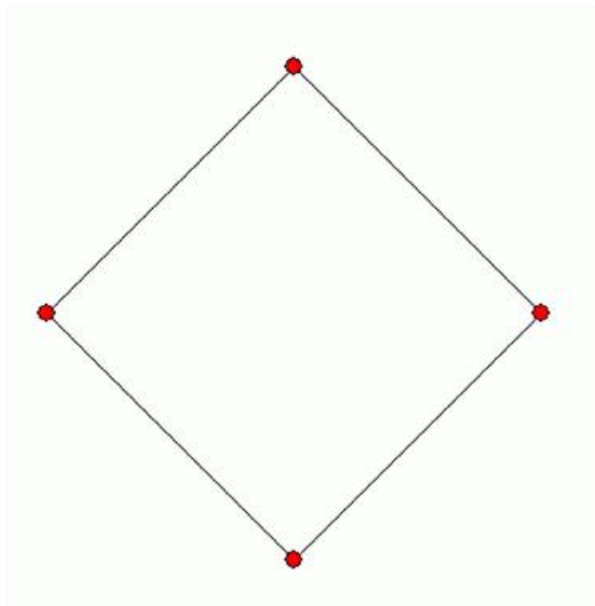
# Geometrical Intuitions

KochiTechGroup

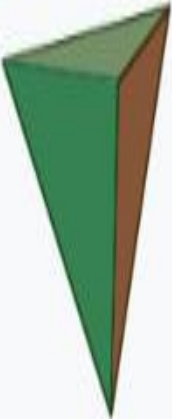
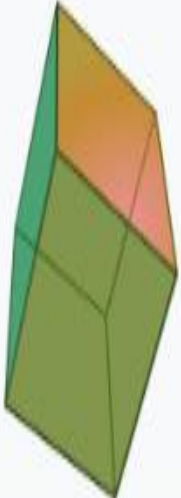
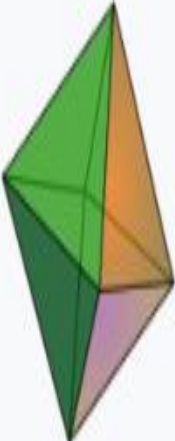


# Dimensions!

					<div><div>X</div><div>Y</div><div>Z</div><div>W</div></div>
0	1	2	3	4	#Dim

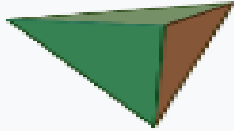
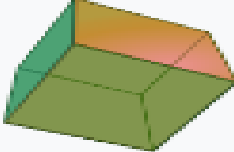
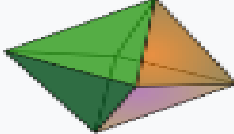
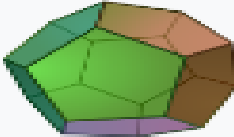
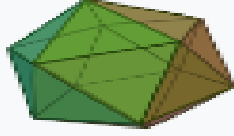
# Square (Rhombus), Cube, Tesseract



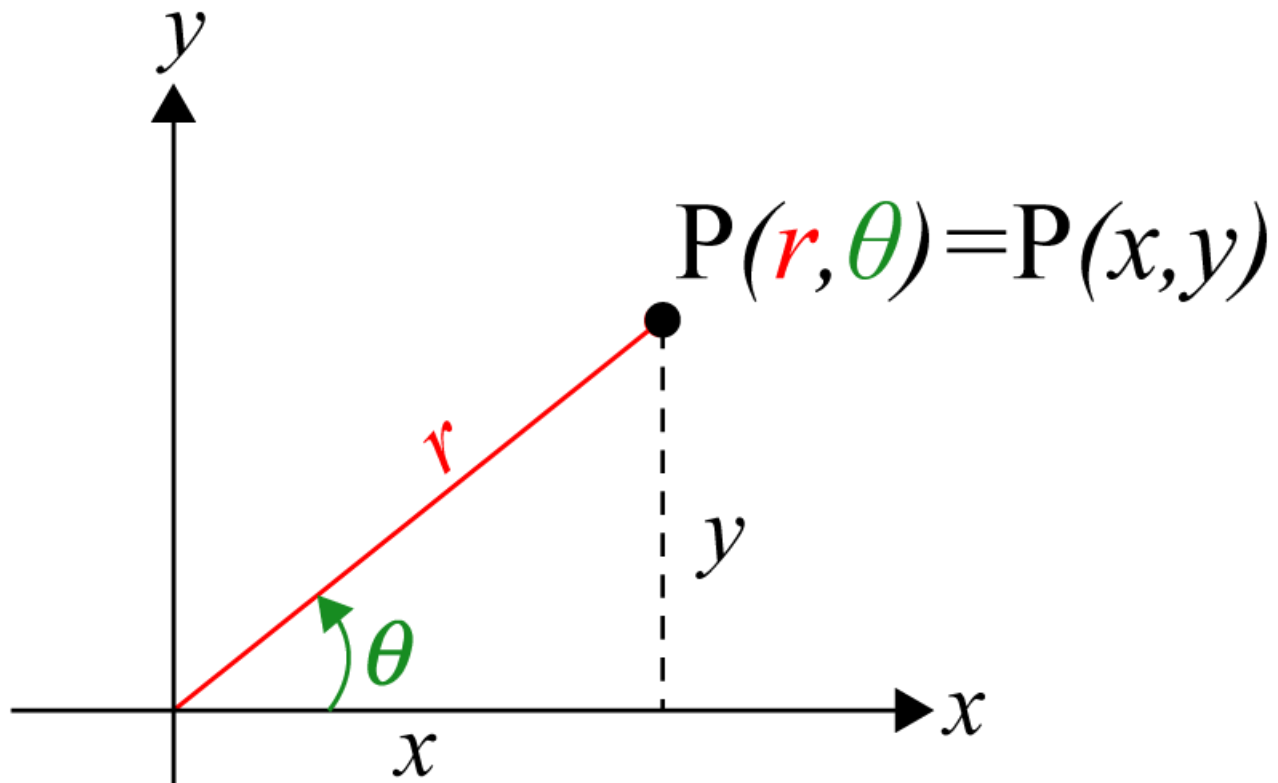
# Platonic Solids

Tetrahedron	Cube	Octahedron	Dodecahedron	Icosahedron
Four faces	Six faces	Eight faces	Twelve faces	Twenty faces
				

$$V - E + F = 2$$

Polyhedron		Vertices	Edges	Faces
Regular tetrahedron		4	6	4
cube		8	12	6
Regular octahedron		6	12	8
dodecahedron		20	30	12
icosahedron		12	30	20

# Cartesian and Polar Coordinates



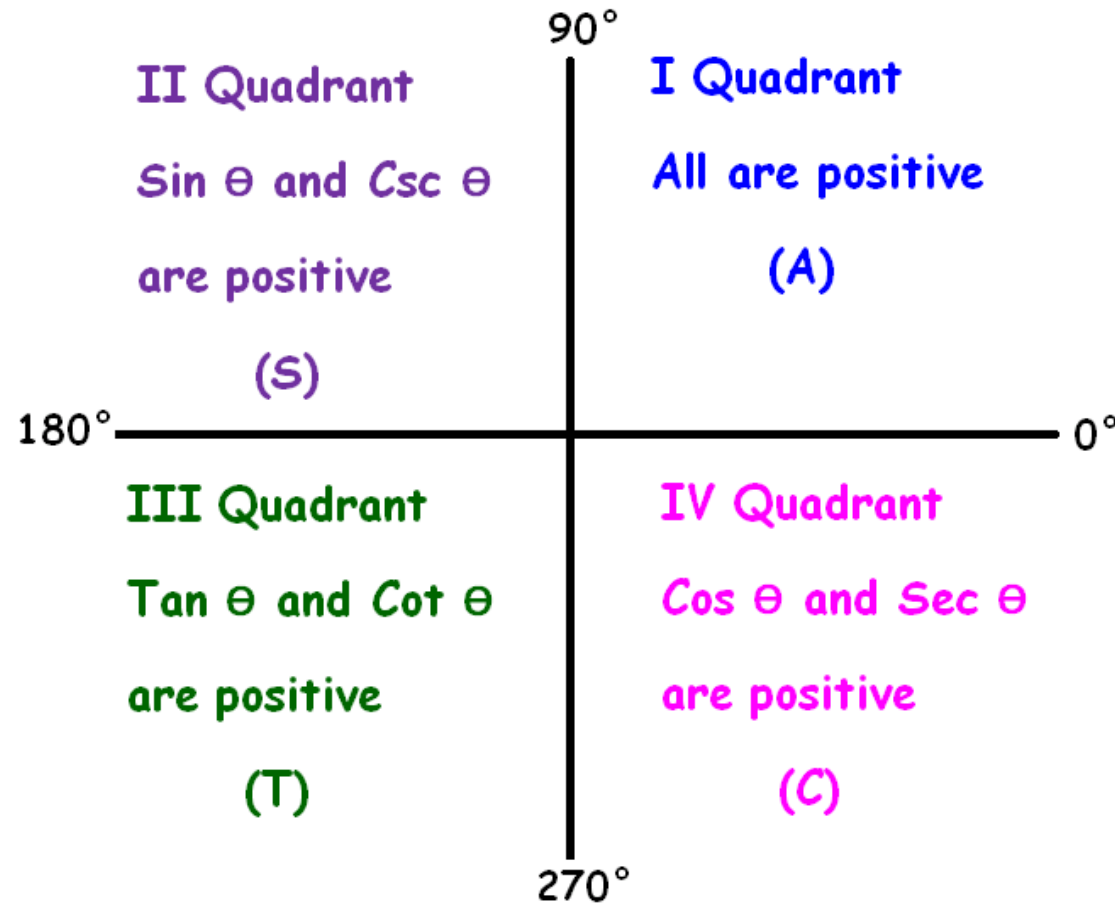
$$x = r \cos \theta$$

$$y = r \sin \theta$$

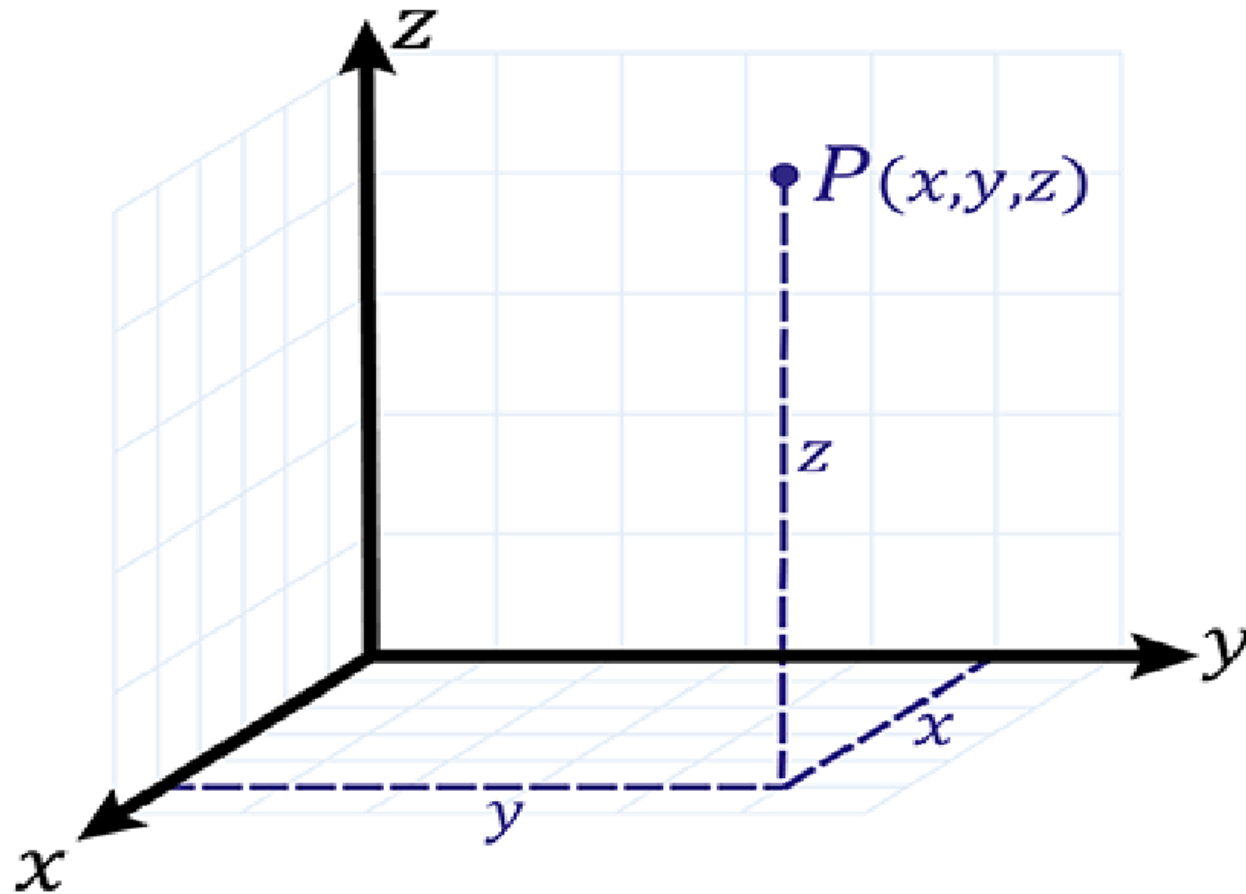
$$x^2 + y^2 = r^2$$

$$\tan \theta = \frac{y}{x}$$

# All Students Take Calculus or All Silver Tea Cups

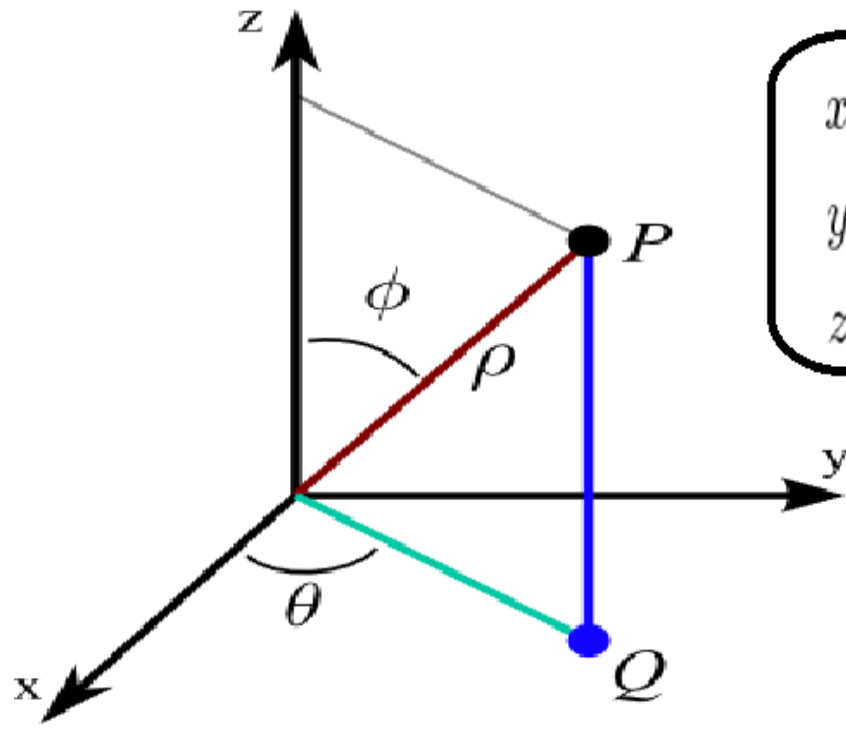


# 3D Cartesian Co-ordinates





# Spherical Coordinates



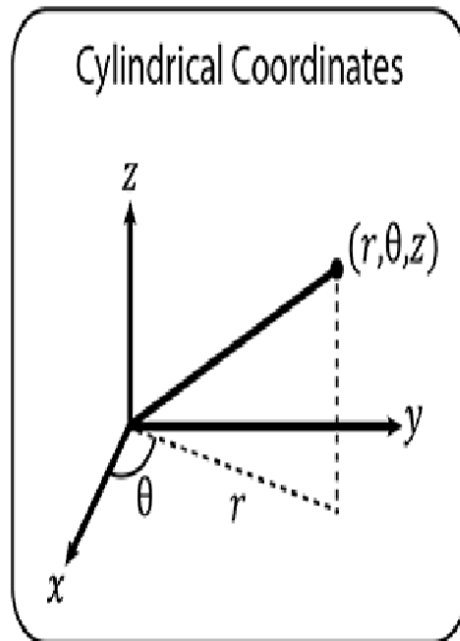
$$\begin{aligned}x &= r \sin \theta \cos \phi \\y &= r \sin \theta \sin \phi \\z &= r \cos \theta\end{aligned}$$

Spherical To Cartesian

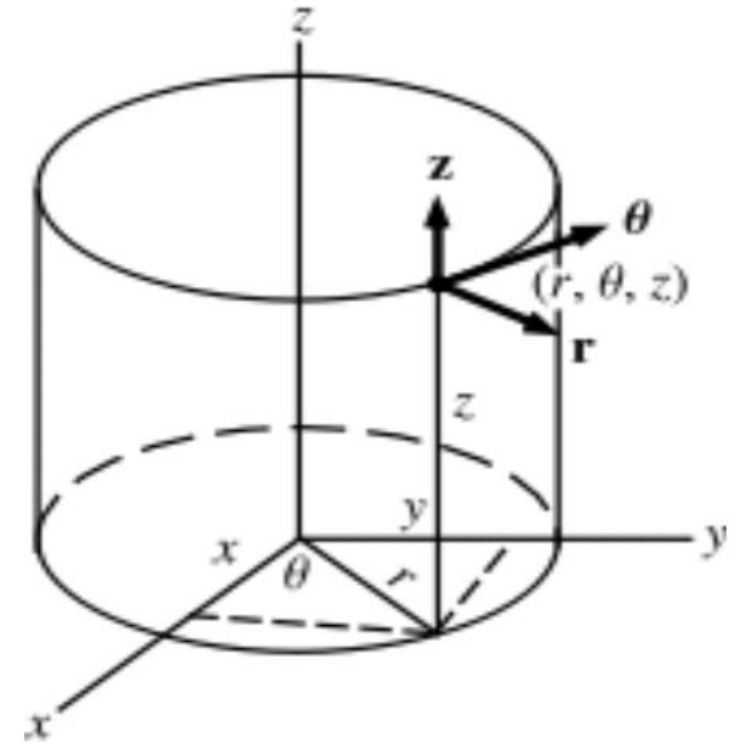
$$\begin{aligned}r &= \sqrt{x^2 + y^2 + z^2} \\ \cos \theta &= \frac{z}{\sqrt{x^2 + y^2 + z^2}} \\ \tan \phi &= \frac{y}{x}\end{aligned}$$

Cartesian to Spherical

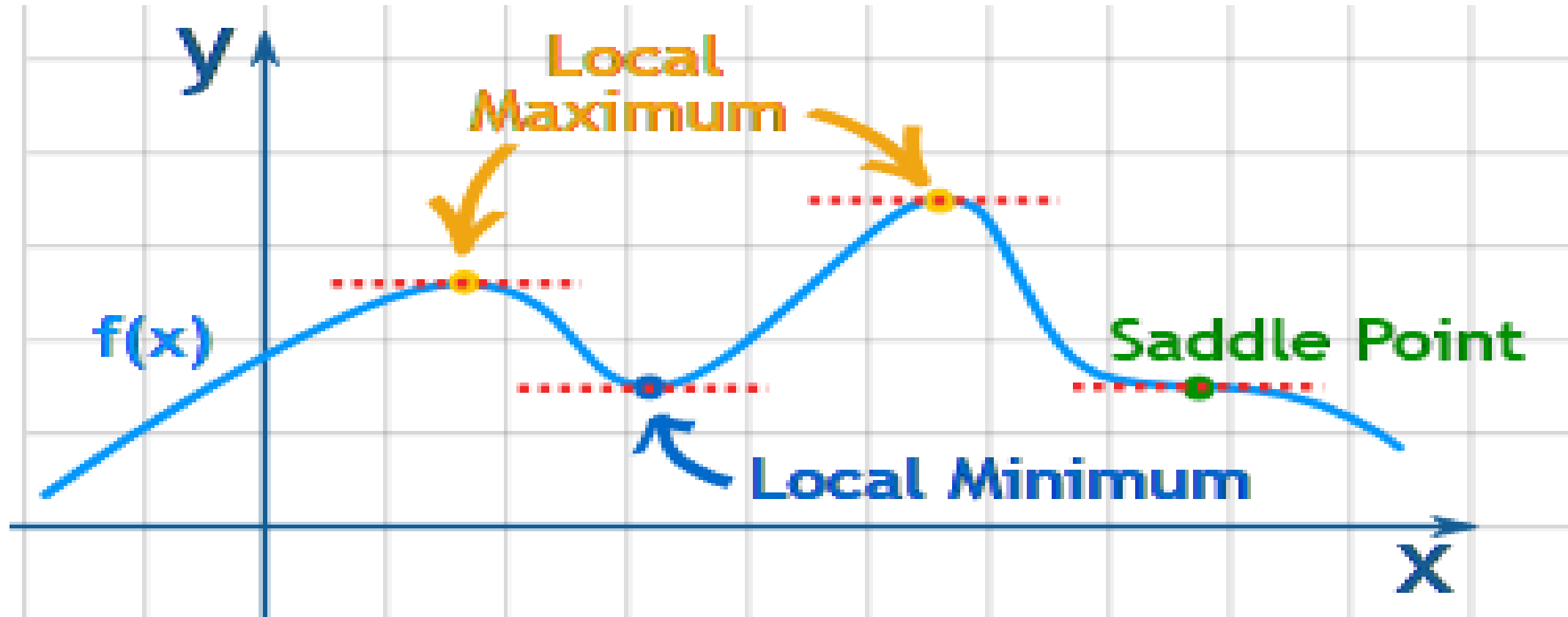
# Cylindrical Co-ordinates



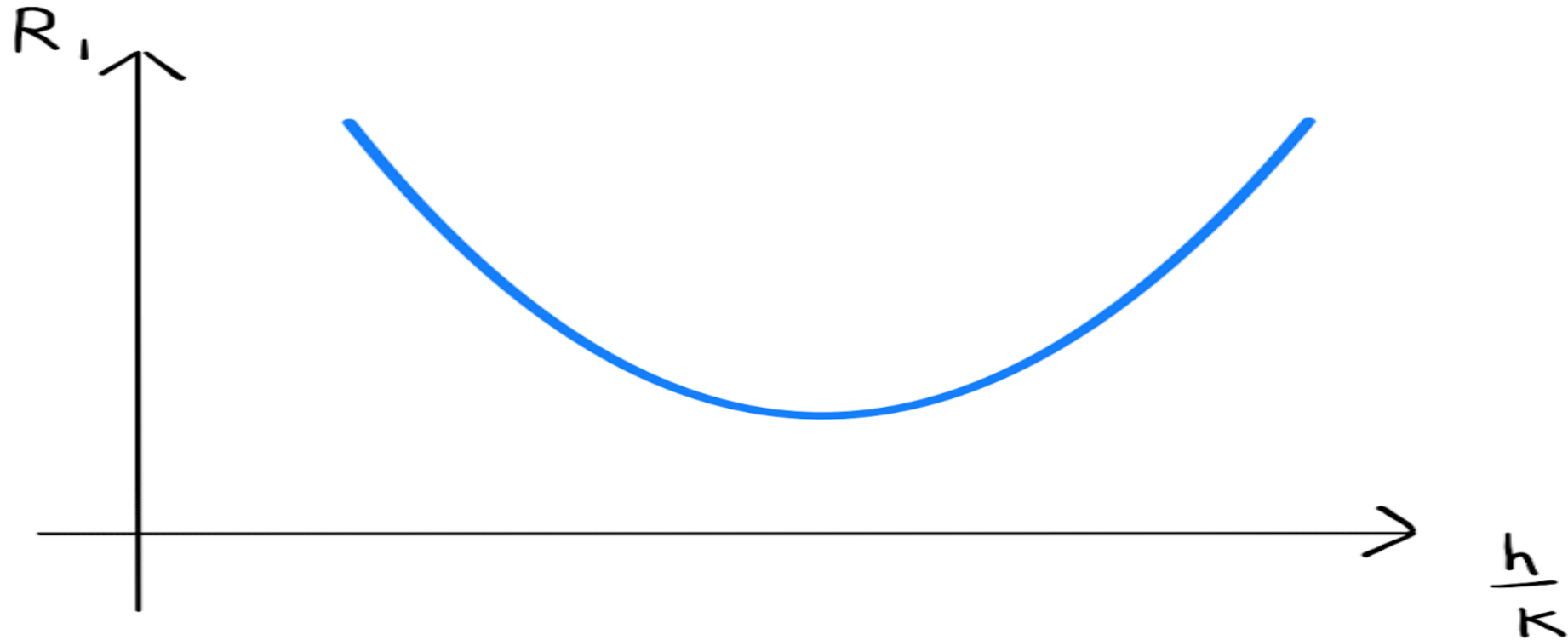
$$r^2 = x^2 + y^2, \quad \tan \theta = \frac{y}{x} \quad \text{and} \quad z = z$$
$$x = r \cos \theta, \quad y = r \sin \theta \quad \text{and} \quad z = z$$



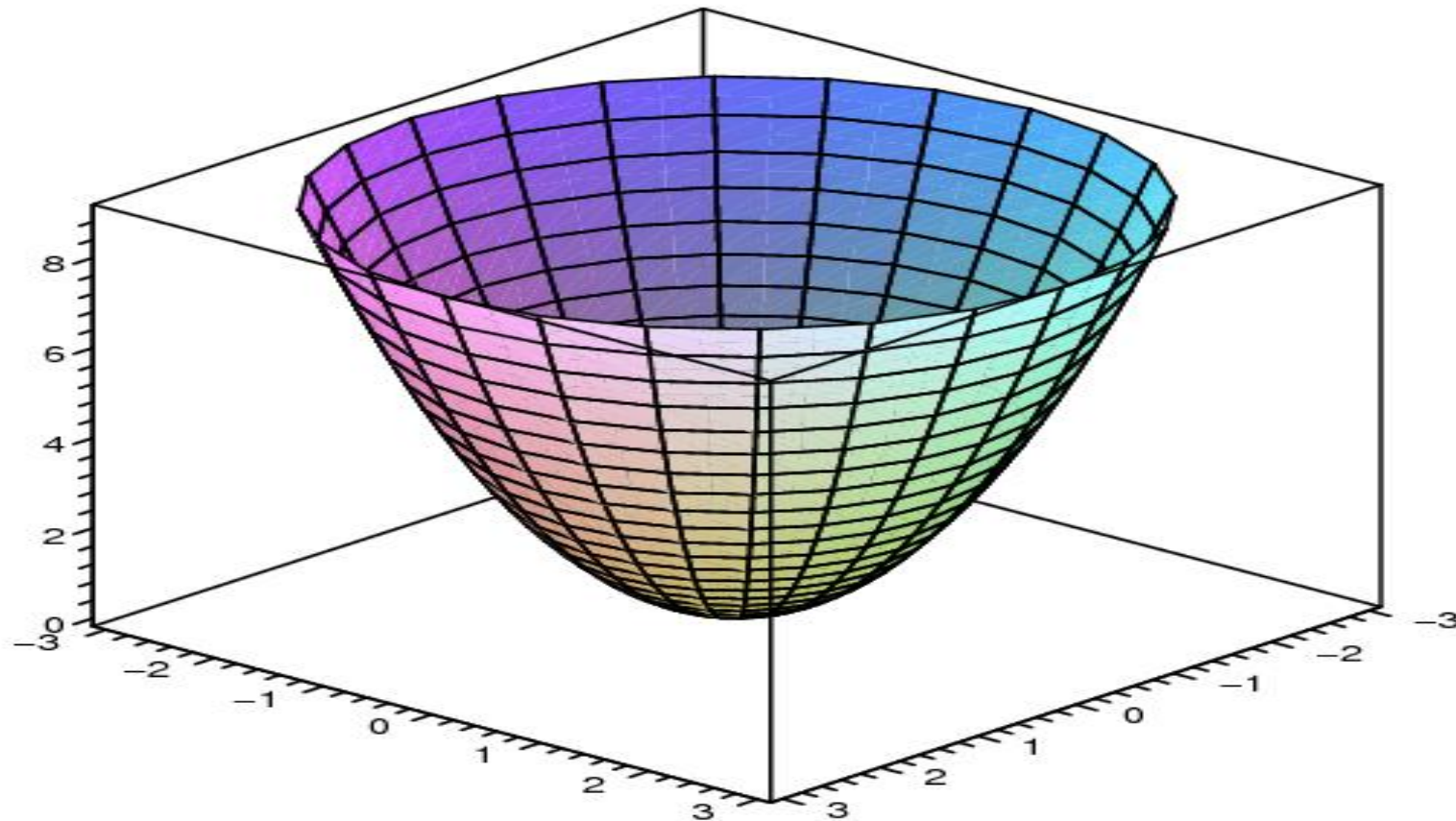
# Maxima, Minima and Saddle Point



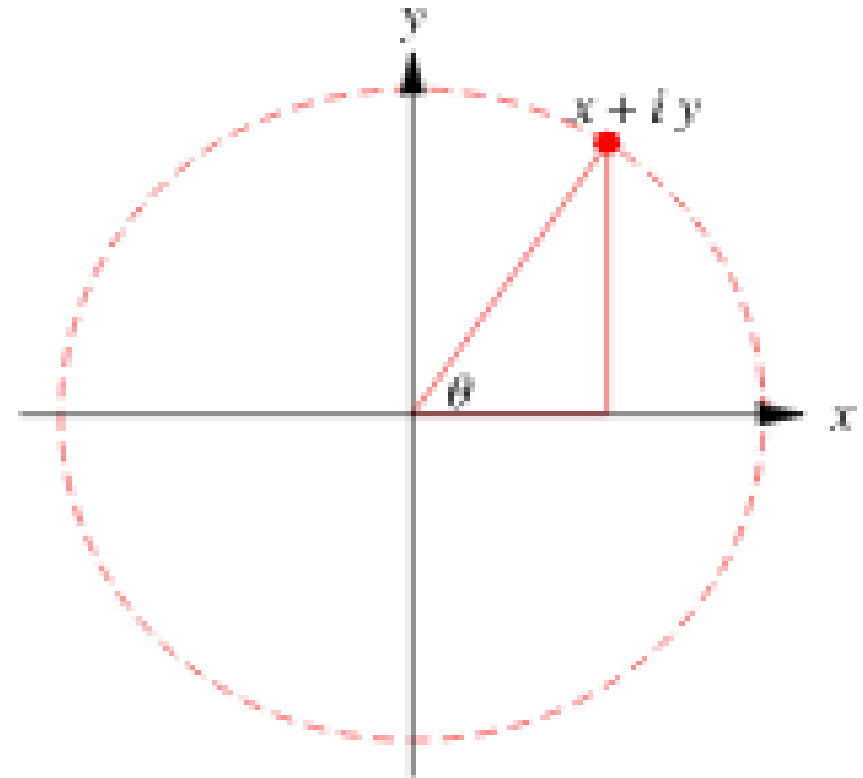
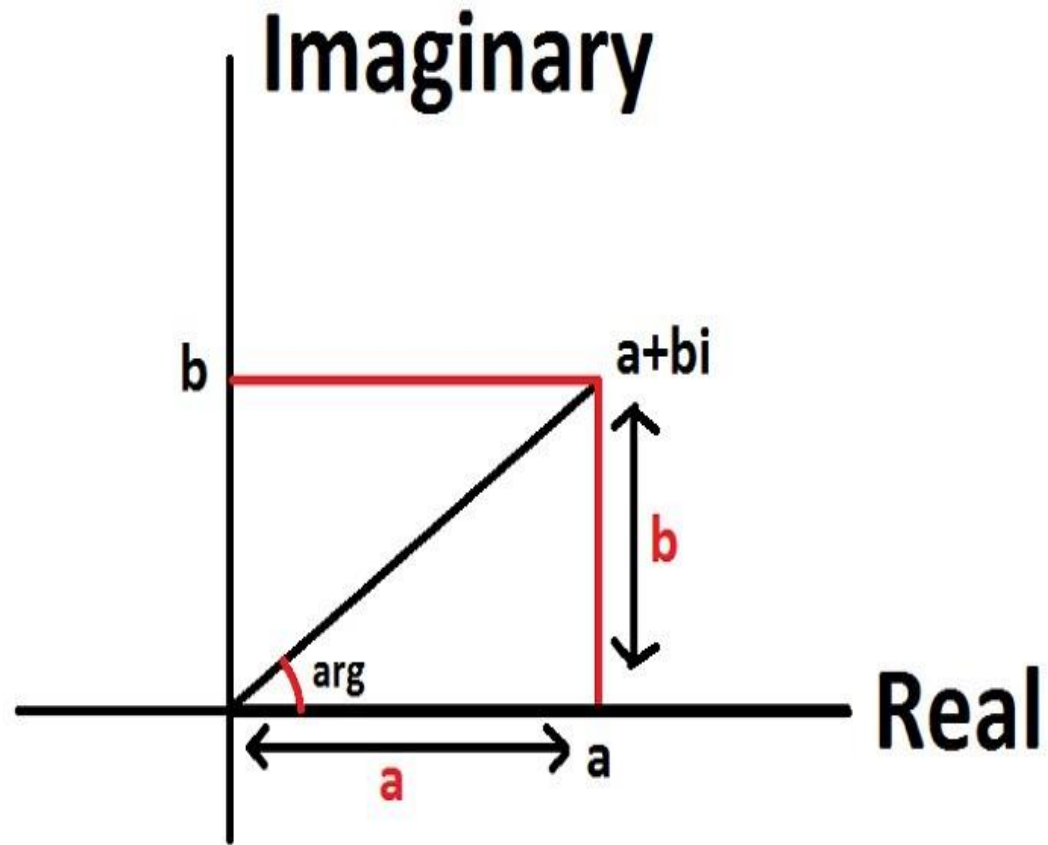
# Parabolic Curve , Maxima and Minima



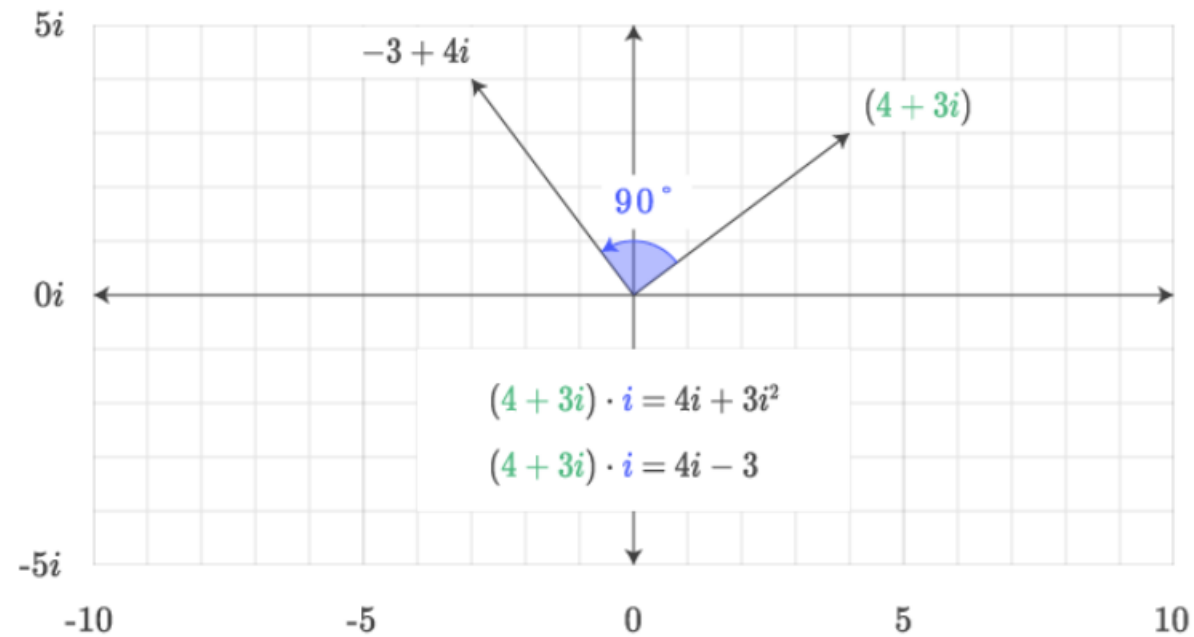
# Function of two variables and Extremum



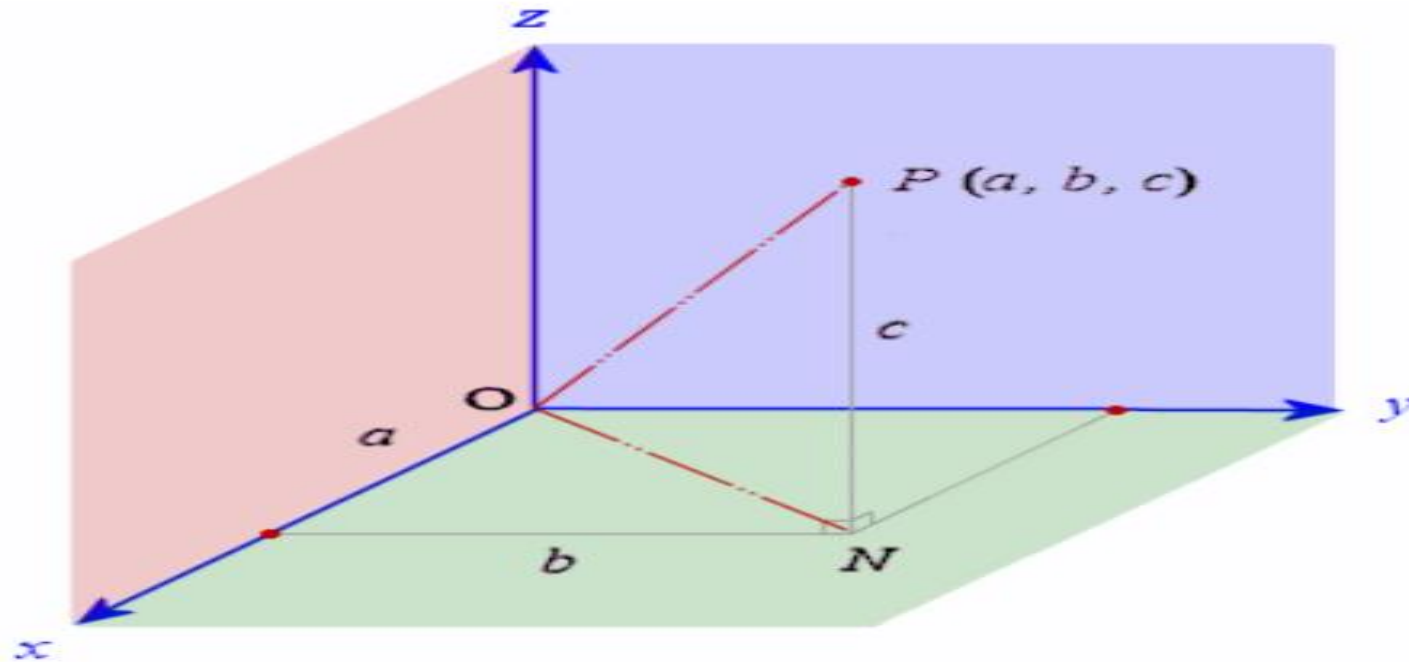
# Argand Diagram (for Complex Numbers )



# Rotation by 90 degree by multiplying with i



# Pythagoras Theorem extends to 3D



The distance from  $(0, 0, 0)$  to the point  $P(a, b, c)$  is given by:

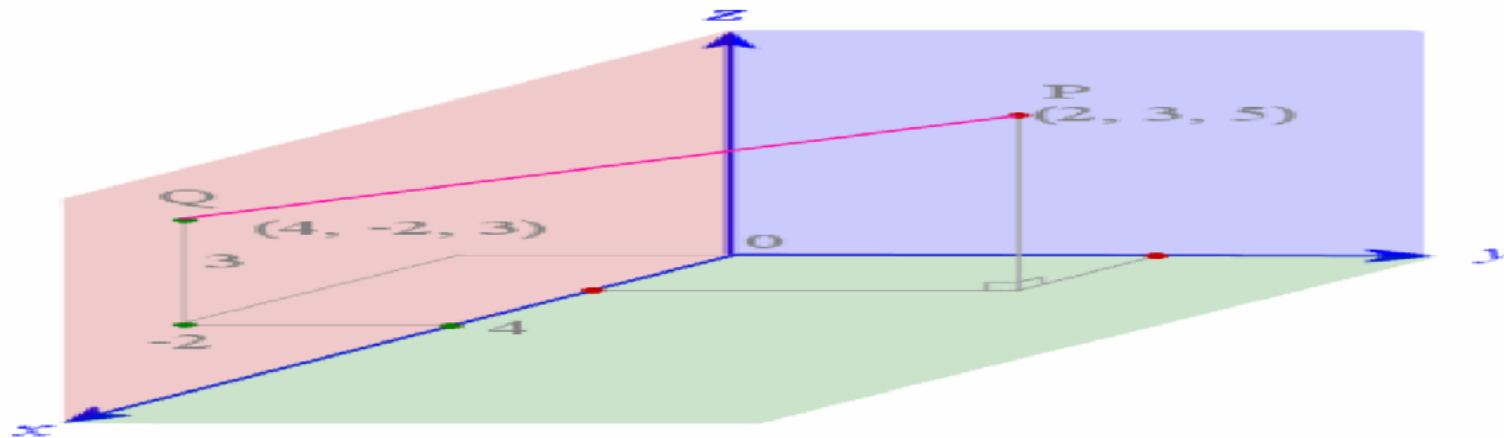
$$\text{distance } OP = \sqrt{a^2 + b^2 + c^2}$$



# Distance Between Two points (origin,included)

If we have point A  $(x_1, y_1, z_1)$  and another point B  $(x_2, y_2, z_2)$  then the distance AB between them is given by the formula:

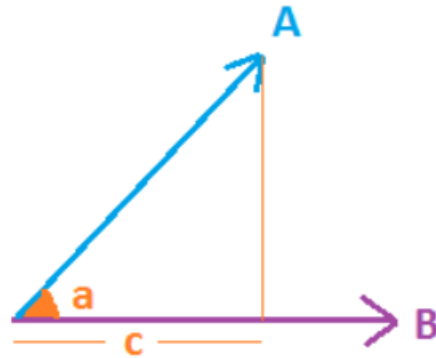
$$\text{distance } AB = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$



Using the formula, we have:

$$\begin{aligned} \text{distance } PQ &= \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2} \\ &= \sqrt{(2 - 4)^2 + (3 - (-2))^2 + (5 - 3)^2} \\ &= 5.74 \text{ units} \end{aligned}$$

# Dot Product



$$c = |A| \cdot \cos(a) \quad (\text{projection of } A \text{ on } B)$$

$$A \cdot B = |A| |B| \cos(a)$$

$$A \cdot B = \sum_{i=1}^N a_i b_i$$

*for unit vectors;*

$$\underline{a = \arccos(A \cdot B)}$$

# Dot Product revisited

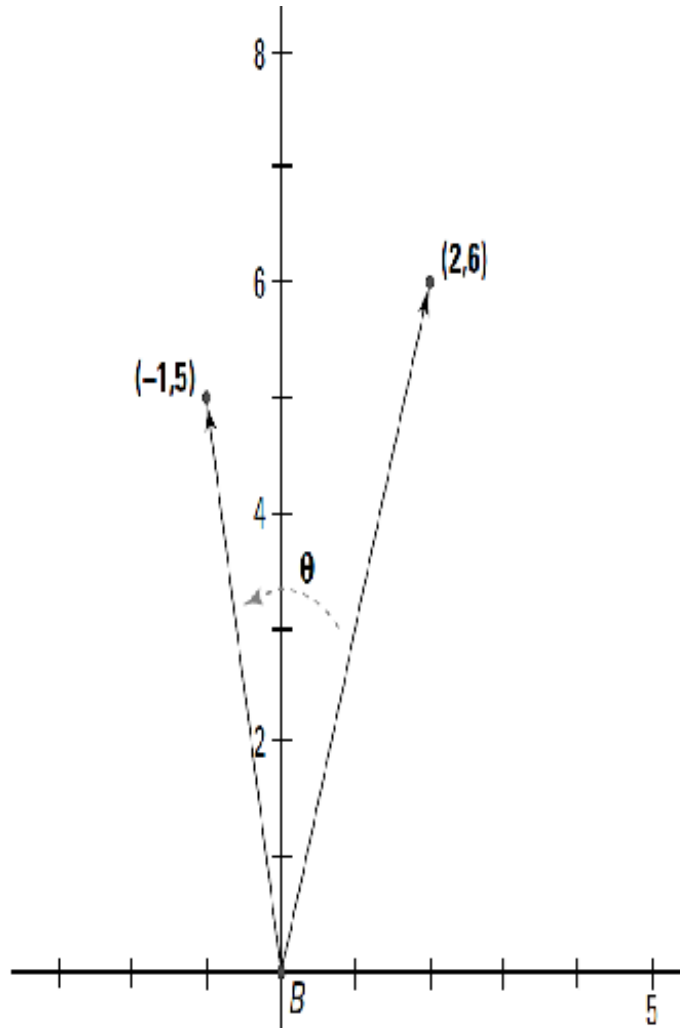
Considering the two 2D vectors:

$$a = a_x i + a_y j \quad \text{and} \quad b = b_x i + b_y j$$

The scalar product:

$$a \cdot b = a_x b_x + a_y b_y$$

# Angle between two vectors



$$\mathbf{u} = \begin{bmatrix} 2 \\ 6 \end{bmatrix}, \mathbf{v} = \begin{bmatrix} -1 \\ 5 \end{bmatrix}$$

$$\mathbf{u} \cdot \mathbf{v} = \begin{bmatrix} 2 & 6 \end{bmatrix} \begin{bmatrix} -1 \\ 5 \end{bmatrix} = 2(-1) + 6(5) = 28$$

$$\|\mathbf{u}\| = \sqrt{2^2 + 6^2} = \sqrt{40}, \quad \|\mathbf{v}\| = \sqrt{(-1)^2 + 5^2} = \sqrt{26}$$

$$\frac{\mathbf{u} \cdot \mathbf{v}}{\|\mathbf{u}\| \cdot \|\mathbf{v}\|} = \frac{28}{\sqrt{40} \cdot \sqrt{26}} = \frac{28}{\sqrt{1,040}} \approx 0.8682$$

# Computing Sine and Cosine in Vectors

- **Dot-product:**

$$a \cdot b = \|a\| \|b\| \cos\theta \Rightarrow \cos\theta = \frac{a \cdot b}{\|a\| \|b\|}.$$

- **Cross-product magnitude:**

$$\|a \times b\| = \|a\| \|b\| \sin\theta \Rightarrow \sin\theta = \frac{\|a \times b\|}{\|a\| \|b\|}.$$

1. **Compute norms:**  $\|a\| = \sqrt{a_x^2 + a_y^2 + a_z^2}, \quad \|b\| = \sqrt{b_x^2 + b_y^2 + b_z^2}.$

2. **Compute dot:**  $a \cdot b = a_x b_x + a_y b_y + a_z b_z.$

3. **Compute cross:**

$$a \times b = (a_y b_z - a_z b_y, a_z b_x - a_x b_z, a_x b_y - a_y b_x).$$

4. **Extract cosine & sine:**

$$\cos\theta = \frac{a \cdot b}{\|a\| \|b\|}, \quad \sin\theta = \frac{\|a \times b\|}{\|a\| \|b\|}.$$

# Computing Cosine and Sine of Force vectors

**Problem.** Two forces act at a point:

$$F_1 = (2, 1, 2), \quad F_2 = (1, 3, 4).$$

Find the cosine and sine of the angle between them.

**Solution.**

1.  $\|F_1\| = \sqrt{2^2 + 1^2 + 2^2} = 3, \quad \|F_2\| = \sqrt{1^2 + 3^2 + 4^2} = \sqrt{26}.$
2. Dot:  $d = 2 \cdot 1 + 1 \cdot 3 + 2 \cdot 4 = 13. \Rightarrow \cos\theta = 13/(3\sqrt{26}) \approx 0.850.$
3. Cross:

$$F_1 \times F_2 = (-2, -6, 5), \quad \|F_1 \times F_2\| = \sqrt{(-2)^2 + (-6)^2 + 5^2} = \sqrt{65}.$$

$$\Rightarrow \sin\theta = \sqrt{65}/(3\sqrt{26}) \approx 0.527.$$

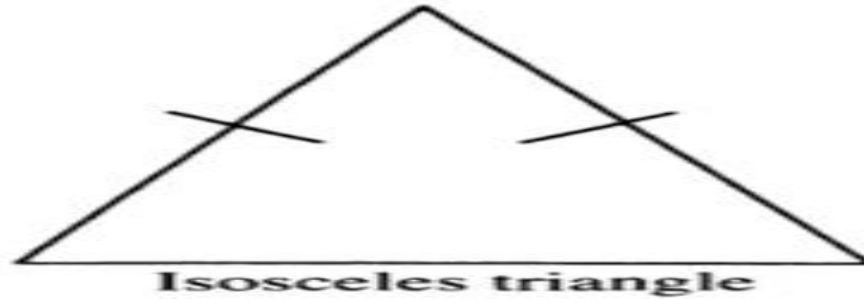
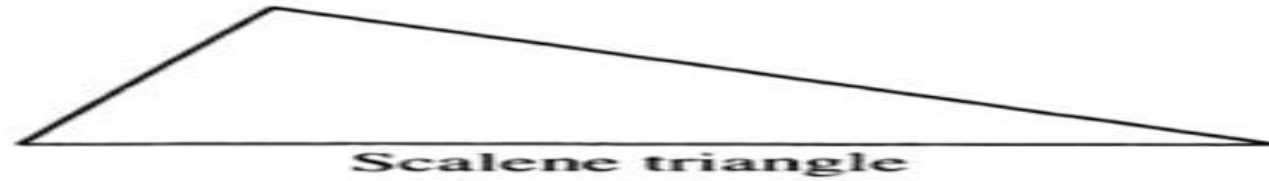
# Computing Angles and Trig values

**Problem.** A parallelogram has adjacent edges  $u = (4, 2, 0)$  and  $v = (1, 3, 2)$ . Compute the angle's cosine and sine.

**Solution.**

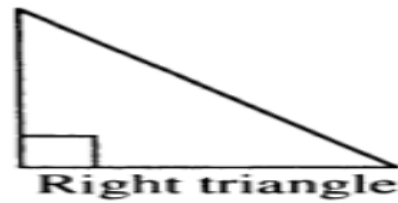
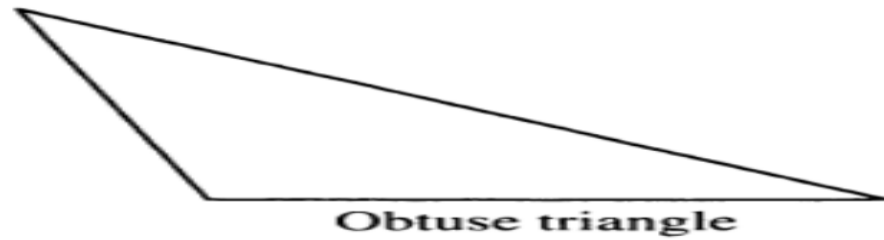
1.  $\|u\| = \sqrt{4^2 + 2^2} = \sqrt{20}$ ,  $\|v\| = \sqrt{1^2 + 3^2 + 2^2} = \sqrt{14}$ .
2. Dot:  $d = 4 \cdot 1 + 2 \cdot 3 + 0 \cdot 2 = 10 \Rightarrow \cos\theta = 10/(\sqrt{20} \sqrt{14}) \approx 0.598$ .
3. Cross:  $u \times v = (4, -8, 10)$ ,  $\|u \times v\| = \sqrt{4^2 + (-8)^2 + 10^2} = \sqrt{180} \Rightarrow$   
 $\sin\theta = \sqrt{180}/(\sqrt{20} \sqrt{14}) \approx 0.802$ .

# Triangle Taxonomy – By Side





# Triangle Taxonomy by Angle



# Questions

- If, any