

$$a) \vec{r} = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$$

$$x = \sqrt{x^2 + y^2 + z^2} \cos \alpha \quad y = \sqrt{x^2 + y^2 + z^2} \cos \beta$$

$$z = \sqrt{x^2 + y^2 + z^2} \cos \gamma$$

$$\therefore \left(\frac{x}{\sqrt{x^2 + y^2 + z^2}} \right)^2 + \left(\frac{y}{\sqrt{x^2 + y^2 + z^2}} \right)^2 + \left(\frac{z}{\sqrt{x^2 + y^2 + z^2}} \right)^2 = \cos^2 \alpha + \cos^2 \beta + \cos^2 \gamma$$

$$= \frac{x^2 + y^2 + z^2}{x^2 + y^2 + z^2} = 1 \quad \text{QED}$$

$$b) \begin{bmatrix} 1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \end{bmatrix} = \vec{u} \quad \text{unit vector pointing other way}$$

$$\vec{u} = \frac{-1}{\sqrt{7}} \vec{v} = \frac{1}{\sqrt{7}} \begin{bmatrix} 1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \end{bmatrix}$$

b) unit vector orthogonal to -

$$\vec{u}'' = \frac{1}{\sqrt{6}} \begin{bmatrix} -1 \\ 1 \\ -1 \\ -1 \\ 1 \\ 0 \end{bmatrix}$$

check: $(-1)(1) + (1)(1) + (-1)(-1) + (-1)(-1) + (1)(1) + 0 = 0$
alternating signs lead to cancellation.