

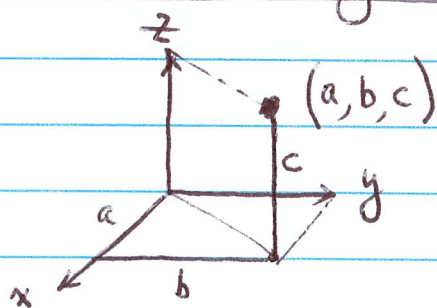
Calculus: Early Transcendentals, 3rd edition
by Briggs, Cochran, Gillett, Schulz

①

Chapter 13 Vectors and the Geometry of Space

Lesson 1 (Review §13.1-13.4)

- three-dimensional rectangular coordinate system



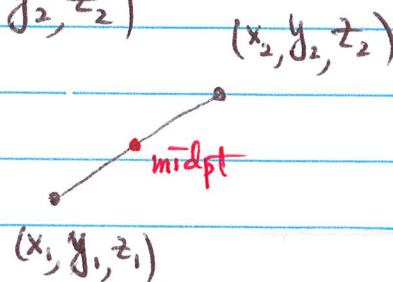
- (1) Equations of a simple planes

$$z=c, \quad x=c, \quad y=c$$

- (2) Distances between two pts (x_1, y_1, z_1) and (x_2, y_2, z_2)

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

$$\text{midpt} = \left(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2}, \frac{z_1 + z_2}{2} \right)$$



- (3) Equation of a sphere/ball

sphere $(x-a)^2 + (y-b)^2 + (z-c)^2 = r^2$

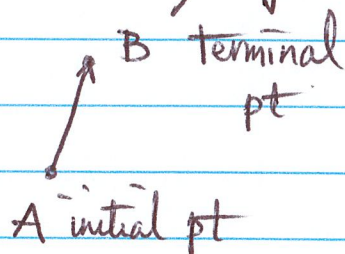
ball $(x-a)^2 + (y-b)^2 + (z-c)^2 \leq r^2$

(2)

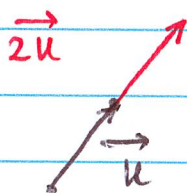
• Vectors

magnitude: mass, length, time, ...

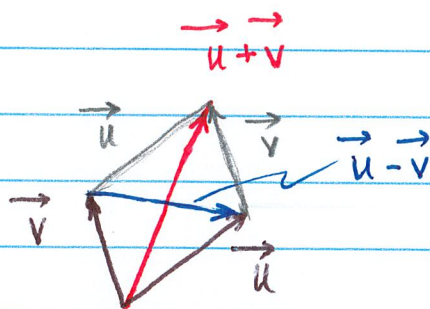
vector (magnitude & direction): force, displacement, velocity, ...



$$\vec{V} = \overrightarrow{AB}$$



scalar multiplication

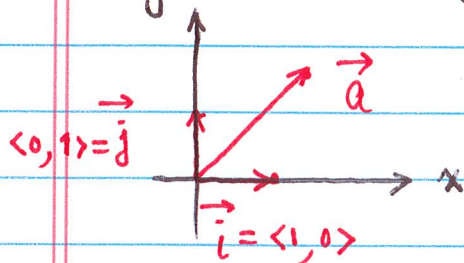


addition & subtraction

components

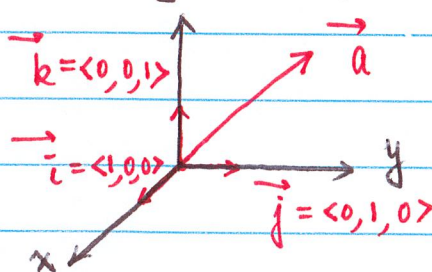
$$\vec{a} = \langle a_1, a_2 \rangle$$

$$= a_1 \vec{i} + a_2 \vec{j}$$



$$\vec{a} = \langle a_1, a_2, a_3 \rangle$$

$$= a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}$$



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

$$c\vec{a} = \langle ca_1, ca_2, ca_3 \rangle$$

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

unit vector

$$\vec{a} / |\vec{a}|$$

(3)

(1) the dot product $\vec{u} = \langle u_1, u_2, u_3 \rangle, \vec{v} = \langle v_1, v_2, v_3 \rangle$

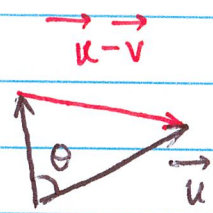
Definition $\vec{u} \cdot \vec{v} = |\vec{u}| |\vec{v}| \cos \theta$

angle $\theta = \cos^{-1} \frac{\vec{u} \cdot \vec{v}}{|\vec{u}| |\vec{v}|} \in [0, \pi]$

orthogonality $\vec{u} \perp \vec{v} \iff \vec{u} \cdot \vec{v} = 0$

Theorem $\vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 + u_3 v_3$

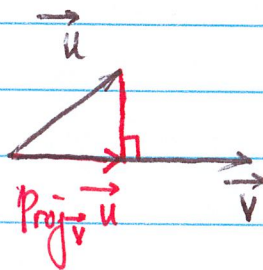
Proof the law of cosine



$$|\vec{u} - \vec{v}|^2 = |\vec{u}|^2 + |\vec{v}|^2 - 2|\vec{u}||\vec{v}|\cos \theta$$

$$\begin{aligned} &= (u_1 - v_1)^2 + (u_2 - v_2)^2 + (u_3 - v_3)^2 \\ &= (u_1^2 + u_2^2 + u_3^2) + (v_1^2 + v_2^2 + v_3^2) - 2(u_1 v_1 + u_2 v_2 + u_3 v_3) \end{aligned}$$

$$\Rightarrow \vec{u} \cdot \vec{v} = u_1 v_1 + u_2 v_2 + u_3 v_3$$

Orthogonal Projection

$\text{proj}_{\vec{v}} \vec{u} = ? = \underbrace{|\vec{u}| \cos \theta}_{\text{length}} \underbrace{\frac{\vec{v}}{|\vec{v}|}}_{\text{direction}} = \left(\vec{u} \cdot \frac{\vec{v}}{|\vec{v}|} \right) \frac{\vec{v}}{|\vec{v}|}$

$\alpha = ?$

$$\vec{u} - \text{proj}_{\vec{v}} \vec{u} \perp \vec{v} \Rightarrow 0 = (\vec{u} - \alpha \vec{v}) \cdot \vec{v}$$

$$= \vec{u} \cdot \vec{v} - \alpha \vec{v} \cdot \vec{v}$$

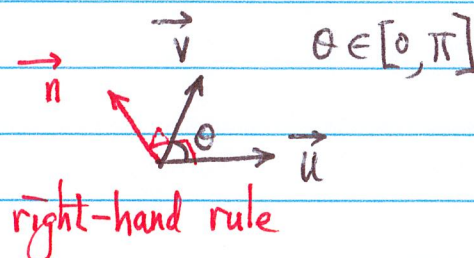
$$\Rightarrow \alpha = \frac{\vec{u} \cdot \vec{v}}{|\vec{v}|^2} = \frac{|\vec{u}| \cos \theta}{|\vec{v}|}$$

(2) the cross productcross product

$$\vec{u} = \langle u_1, u_2, u_3 \rangle, \vec{v} = \langle v_1, v_2, v_3 \rangle$$

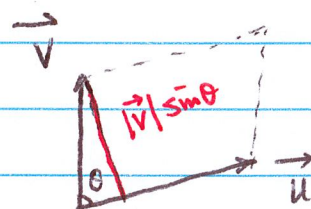
$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{vmatrix} = \begin{vmatrix} u_2 & u_3 \\ v_2 & v_3 \end{vmatrix} \vec{i} - \begin{vmatrix} u_1 & u_3 \\ v_1 & v_3 \end{vmatrix} \vec{j} + \begin{vmatrix} u_1 & u_2 \\ v_1 & v_2 \end{vmatrix} \vec{k}$$

$$= \left(|\vec{u}| |\vec{v}| \sin \theta \right) \vec{n}$$

properties

(a) $\vec{u} \times \vec{v} \perp \vec{u}, \vec{u} \times \vec{v} \perp \vec{v}$

(b) $|\vec{u} \times \vec{v}| = |\vec{u}| |\vec{v}| \sin \theta = \text{area of parallelogram}$



(c) $\vec{u} \times \vec{v} = 0 \iff \vec{u} \parallel \vec{v}$

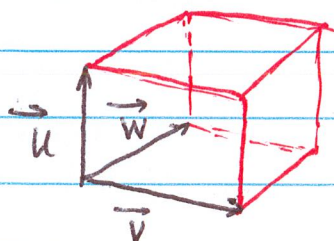
(d) $\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$

$$\vec{u} \cdot (\vec{v} \times \vec{w}) = (\vec{u} \times \vec{v}) \cdot \vec{w}$$

$$\vec{u} \times (\vec{v} \times \vec{w}) = (\vec{u} \cdot \vec{w}) \vec{v} - (\vec{u} \cdot \vec{v}) \vec{w}$$

(e) $|\vec{u} \cdot (\vec{v} \times \vec{w})| = \begin{vmatrix} u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \\ w_1 & w_2 & w_3 \end{vmatrix} = \text{volume of parallelepiped}$

(#62)



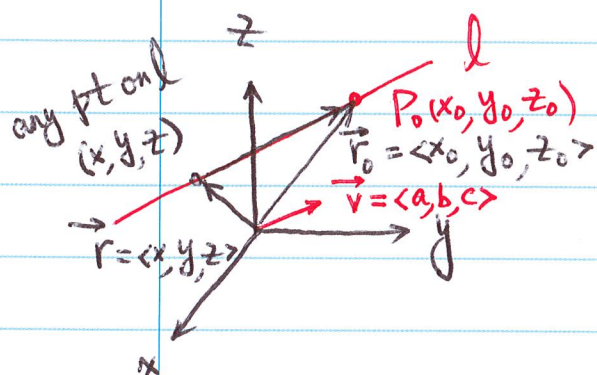
(5)

§13.5 Lines and Planes in Space

• Equation of a Line l

Given (1) a point $P_0(x_0, y_0, z_0)$ on l
 (2) a vector $\vec{v} = \langle a, b, c \rangle \parallel l$

or [two points
 $P_0(x_0, y_0, z_0)$ and $P_1(x_1, y_1, z_1)$]



$\Downarrow$
 [a pt $P_0(x_0, y_0, z_0)$ on l
 a vector $\vec{P_0P_1} \parallel l$]

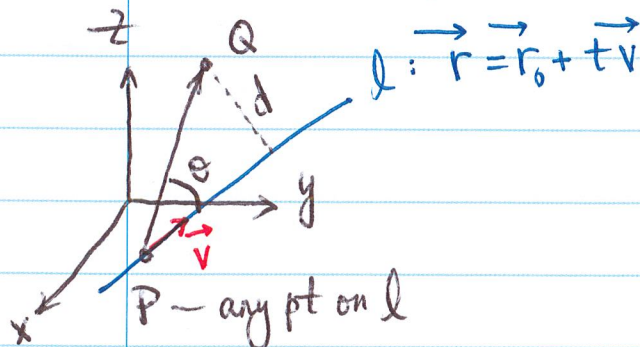
$$\vec{r} = \vec{r}_0 + t\vec{v} \quad (\text{vector equation})$$

$$\langle x, y, z \rangle = \langle x_0, y_0, z_0 \rangle + t\langle a, b, c \rangle \iff \begin{cases} x = x_0 + ta \\ y = y_0 + tb \\ z = z_0 + tc \end{cases}$$

parametric equation.

examples #12, 20, 28, 34, 38

• Distance from a point to a line



$$d = |\vec{PQ}| \sin \theta$$

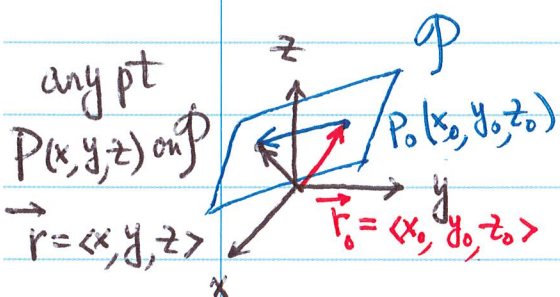
$$|\vec{v} \times \vec{PQ}| = |\vec{v}| |\vec{PQ}| \sin \theta = |\vec{v}| d$$

$$\Rightarrow d = \frac{|\vec{v} \times \vec{PQ}|}{|\vec{v}|}$$

• Equation of a plane in $\mathbb{R}^3$ ϕ

Given { (1) a point $P_0(x_0, y_0, z_0)$ on ϕ
(2) a vector ~~is~~ $\vec{n} = \langle a, b, c \rangle \perp \phi$ or [three pts P_0, P_1, P_2

$$\Downarrow \\ \vec{n} = \vec{P_0P_1} \times \vec{P_0P_2}$$



$$\vec{P_0P} = \vec{r} - \vec{r_0} \text{ on } \phi$$

$$\Rightarrow 0 = (\vec{r} - \vec{r_0}) \cdot \vec{n}$$

$$= a(x - x_0) + b(y - y_0) + c(z - z_0)$$

$$\text{or } ax + by + cz = d \equiv ax_0 + by_0 + cz_0$$

examples #46, 66, 74, 79, 87

§13.6 Cylinders and Quadratic Surfaces

by Katty Yackman

Def. A trace is the set of points at which a surface intersects a plane that is parallel to one of the coordinate planes.

xy-trace: intersection with $z=0$ (the xy -plane)

yz-trace: intersection with $x=0$ (the yz -plane)

xz-trace: intersection with $y=0$ (the xz -plane)

Note: Intersection with coordinate axes

x -axis: Set $y=0$ and $z=0$

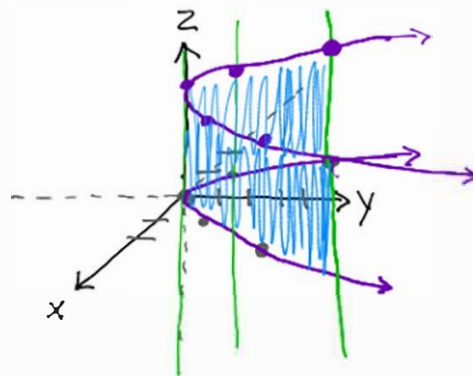
y -axis: Set $x=0$ and $z=0$

z -axis: Set $x=0$ and $y=0$

Def. A cylinder is a surface that consists of all lines that are parallel to a given line and pass through a given curve.

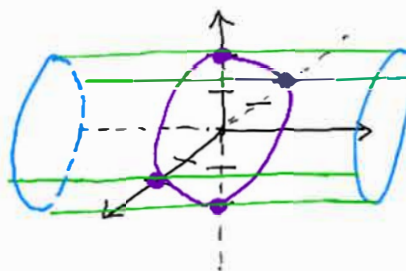
Ex. $y = x^2$

Because there is no restriction on z , this surface consists of all lines parallel to the z -axis that pass through the curve $y = x^2$ (in the xy -plane).



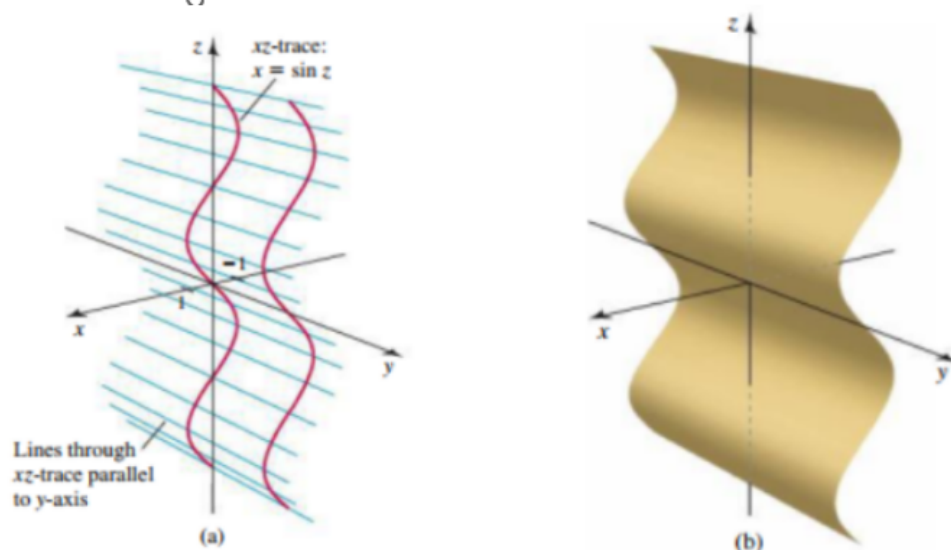
Ex. $x^2 + z^2 = 4$

No restriction on y , so parallel to y -axis through the circle $x^2 + z^2 = 4$ (in the xz -plane).



Ex. $x - \sin z = 0$

See Fig. 13.82 (below) from Pg. 857 of the text.



Def. Quadratic surfaces have the general form
 $Ax^2 + By^2 + Cz^2 + Dxy + Exz + Fyz + Gx + Hy + Iz + J = 0$
 where not all of $A, B, C, D, E,$ and F are 0.
 We will focus on a smaller class where
 $D = E = F = 0$.

Note: $ax + by + cz = d$ is a plane
 $\nwarrow \nearrow \nearrow$
 all variables linear $\rightarrow$ Not a quadratic surface.

$x^2 + y^2 + z^2 = r^2$ is a sphere
 $\nwarrow \nearrow \nearrow$
 all squared $\rightarrow$ Quadratic Surface

Also, some cylinders are quadratic surfaces
 (like $y = x^2$ and $x^2 + z^2 = 4$, but $x = \sin z$ is not).

Def. Ellipsoids have the form $\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$.

All traces are ellipses. A sphere when $a=b=c$.

Ellipsoid

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$$

Traces

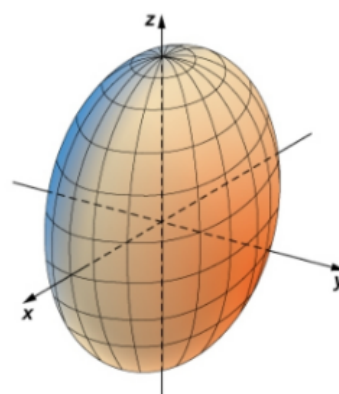
In plane $z = p$: an ellipse

In plane $y = q$: an ellipse

In plane $x = r$: an ellipse

⇒ Ellipsoid

If $a = b = c$, then this surface is a sphere.



Elliptic paraboloids have the form $\frac{z}{c} = \frac{x^2}{a^2} + \frac{y^2}{b^2}$.

Traces in two directions are parabolas. In this case, when $y=0$: $\frac{z}{c} = \frac{x^2}{a^2}$ and when $x=0$: $\frac{z}{c} = \frac{y^2}{b^2}$.

Traces in one direction are ellipses. In this case, when $z=c$: $1 = \frac{x^2}{a^2} + \frac{y^2}{b^2}$.

When $z=0$, the "ellipse" is the point $(0,0,0)$.

Enter
as
 $\frac{x^2}{a^2} + \frac{y^2}{b^2} = 0$

Elliptic Paraboloid

$$z = \frac{x^2}{a^2} + \frac{y^2}{b^2}$$

Traces

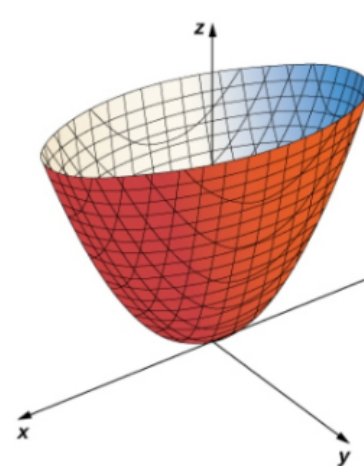
In plane $z = p$: an ellipse

In plane $y = q$: a parabola

In plane $x = r$: a parabola

— Elliptic
> Paraboloid

The axis of the surface corresponds to the linear variable.



Hyperbolic paraboloids have the form $\frac{z}{c} = \frac{x^2}{a^2} - \frac{y^2}{b^2}$

Traces in two directions are parabolas. In this case, when $y=0$: $\frac{z}{c} = \frac{x^2}{a^2}$ and when $x=0$: $\frac{z}{c} = -\frac{y^2}{b^2}$.

Traces in one direction are hyperbolas. In this case, when $z=c$: $1 = \frac{x^2}{a^2} - \frac{y^2}{b^2}$.

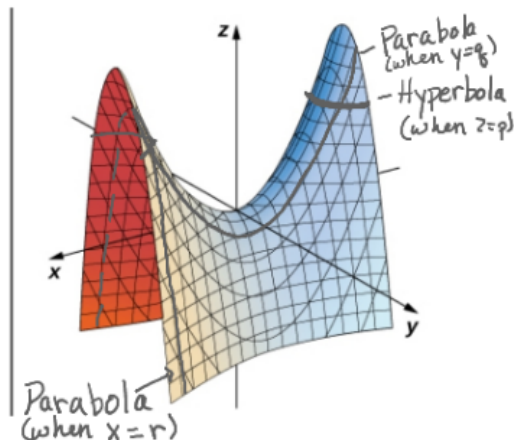
Hyperbolic Paraboloid

$$z = \frac{x^2}{a^2} - \frac{y^2}{b^2}$$

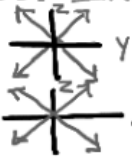
Traces

In plane $z = p$: a hyperbola — Hyperbolic
In plane $y = q$: a parabola $\geq$ Paraboloid
In plane $x = r$: a parabola

The axis of the surface corresponds to the linear variable.



(Elliptic) cones have the form $\frac{z^2}{c^2} = \frac{x^2}{a^2} + \frac{y^2}{b^2}$.

Traces in two directions are two lines. In this case, when $x=0$: $\frac{z^2}{c^2} = \frac{y^2}{b^2} \Rightarrow \frac{|z|}{|c|} = \frac{|y|}{|b|} \Rightarrow$ 
when $y=0$: $\frac{z^2}{c^2} = \frac{x^2}{a^2} \Rightarrow \frac{|z|}{|c|} = \frac{|x|}{|a|} \Rightarrow$ 

Enter the squared versions, not absolute values

Enter as $\frac{x^2}{a^2} + \frac{y^2}{b^2} = 0$

Traces in one direction are ellipses. In this case, when $z=c$: $1 = \frac{x^2}{a^2} + \frac{y^2}{b^2}$. Again, when $z=0$, the "ellipse" is the point $(0,0,0)$. This point is the center of the cone.

Elliptic Cone

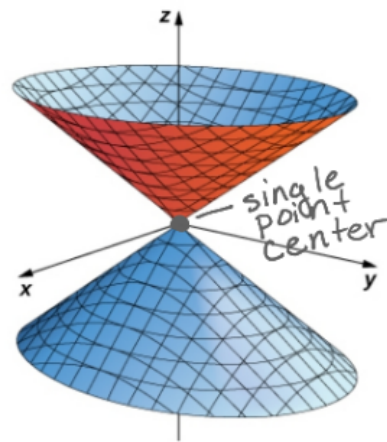
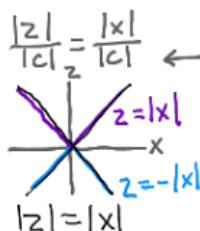
$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 0$$

Traces

In plane $z = p$: an ellipse — Elliptic
In plane $y = q$: a hyperbola
In plane $x = r$: a hyperbola

In the xz -plane: a pair of lines that intersect at the origin
In the yz -plane: a pair of lines that intersect at the origin

The axis of the surface corresponds to the variable with a negative coefficient. The traces in the coordinate planes parallel to the axis are intersecting lines.



Hyperboloids of one sheet have the form

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1.$$

Traces in two directions are hyperbolas. In this case, when $y=0$: $\frac{x^2}{a^2} - \frac{z^2}{c^2} = 1$

$$\text{when } x=0: \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$$

Traces in one direction are ellipses. In this case, when $z=0$: $\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$. The center of this ellipse is the center of the surface.

Hyperboloid of One Sheet

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$$

Traces

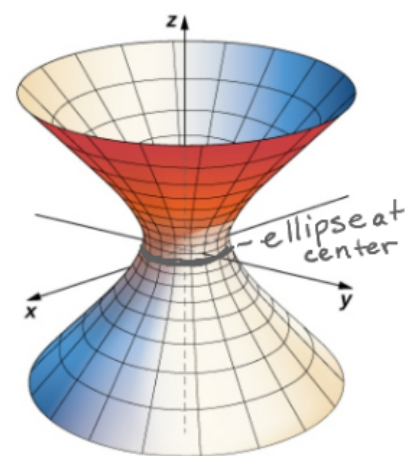
In plane $z = p$: an ellipse

In plane $y = q$: a hyperbola

In plane $x = r$: a hyperbola

$\Rightarrow$ Hyperboloid

In the equation for this surface, two of the variables have positive coefficients and one has a negative coefficient. The axis of the surface corresponds to the variable with the negative coefficient.



Note: Center could be shifted.

For instance, $(x-2)^2 + (y+1)^2 - (z+2)^2 = 1$.

To determine if cone, hyperboloid of one sheet or hyperboloid of two sheets, check

$x=2$: hyperbola
 $y=-1$: hyperbola
 $z=-2$: ellipse (circle)

} hyperboloid of one sheet.

Hyperboloids of two sheets have the form

$$-\frac{x^2}{a^2} - \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1.$$

Traces in two directions are hyperbolas.

In this case, $x=0$: $-\frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$

$y=0$: $-\frac{x^2}{a^2} + \frac{z^2}{c^2} = 1.$

Traces in one direction are ellipses.

$$\frac{z^2}{c^2} - 1 = \frac{x^2}{a^2} + \frac{y^2}{b^2} \Rightarrow \text{If } \frac{z^2}{c^2} - 1 < 0, -c < z < c,$$

the equation is not valid, so there are no traces.

$\Rightarrow$ When $z = \pm c$, $0 = \frac{x^2}{a^2} + \frac{y^2}{b^2}$,
so the "vertices" of the sheets are $(0, 0, c)$ and $(0, 0, -c)$, and the distance between the sheets is $2c$.

Hyperboloid of Two Sheets

$$\frac{z^2}{c^2} - \frac{x^2}{a^2} - \frac{y^2}{b^2} = 1$$

Traces

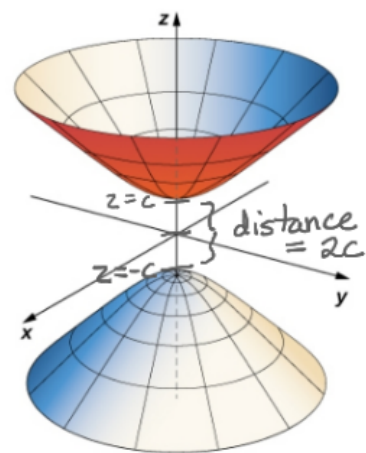
In plane $z = p$: an ellipse or the empty set (no trace)

In plane $y = q$: a hyperbola

In plane $x = r$: a hyperbola

> hyperboloid

In the equation for this surface, two of the variables have negative coefficients and one has a positive coefficient. The axis of the surface corresponds to the variable with a positive coefficient. The surface does not intersect the coordinate plane perpendicular to the axis.



Ex. $(x-2)^2 - (y-7)^2 - (z+3)^2 = 1$

$x=2$: $-(y-7)^2 - (z+3)^2 = 1$

$(y-7)^2 + (z+3)^2 = -1$

$y=7$: Hyperbola

$z=-3$: Hyperbola

Not possible
(No trace)

Hyperboloid of two sheets