Instructions. Show all work, with clear logical steps. No work or hard-to-follow work will lose points.

Problem 1. (10 points) Find all vectors \mathbf{v} such that

- (a) $\langle 2, 1, 3 \rangle \times \mathbf{v} = \langle 1, 2, -3 \rangle$
- (b) $\langle 2, 1, 3 \rangle \times \mathbf{v} = \langle 4, 1, -3 \rangle$

Solution. Let $\mathbf{v} = \langle a, b, c \rangle$. Then

$$\langle 2, 1, 3 \rangle \times \mathbf{v} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 2 & 1 & 3 \\ a & b & c \end{vmatrix}$$

= $\langle c - 3b, 3a - 2c, 2b - a \rangle$.

(a) We are looking for solutions to the system of equations

$$c - 3b = 1 \tag{1}$$

$$3a - 2c = 2 \tag{2}$$

$$2b - a = -3 \tag{3}$$

Solving equations (1) and (3) for a and c, respectively, and substituting into (2), we find

$$3a - 2c = 2$$

 $3(3 + 2b) - 2(1 + 3b) = 2$
 $7 = 2$,

which is a contradiction. So There are no solutions.

(b) Similarly, we are looking for solutions to the system

$$c - 3b = 4 \tag{4}$$

$$3a - 2c = 1 \tag{5}$$

$$2b - a = -3 \tag{6}$$

Now we solve (4) and (6) for a and c, respectively, and substitute this into (5). This gives

$$3a - 2c = 1$$

 $3(3 + 2b) - 2(4 + 3b) = 1$
 $1 = 1$

Since 1 = 1 is always true, our equation does not depend on b. Thus we can set b = t arbitrarily, and the vectors of the form

$$\mathbf{v} = \langle 3 + 2t, t, 4 + 3t \rangle$$

for $t \in \mathbb{R}$ satisfy the given cross product.

Problem 2. (10 points)

- (a) Find the equation for plane passes through (3, -1, 4) and contain the line $\frac{x-1}{3} = \frac{y-3}{2}, z = 4.$
- (b) Find the angle between the plane in last part and the plane x + y + z = 2.
- Solution. (a) The direction numbers for the line are 3, 2, 0, so the vector $\mathbf{a} = \langle 3, 2, 0 \rangle$ is parallel to the plane. The point (1, 3, 4) is on the line. This corresponds to t = 0 in the parametric equations for this line. The point (3, -1, 4) is not on the line: if we plug this into the symmetric equations, we get $\frac{2}{3} = -\frac{4}{2} = -2$, which is not true.

Now we take the vector between these points: $\mathbf{b} = \langle 3 - 1, -1 - 3, 4 - 4 \rangle = \langle 2, -4, 0 \rangle$. Then **b** is also parallel to the plane, but **b** is not parallel to **a**. So a normal vector for the plane is

$$\mathbf{n} = \mathbf{a} \times \mathbf{b} = \langle 3, 2, 0 \rangle \times \langle 2, -4, 0 \rangle = \langle 0, 0, -16 \rangle$$

So an equation for the plane is

$$0(x-3) + 0(y+1) - 16(z-4) = 0,$$

which we can simplify to z = 4. Alternatively, we could have seen this by noting that the line is contained in the plane z = 4 and the point (3, -1, 4) is in the plane z = 4.

(b) From (a) we have $\mathbf{n}_1 = \langle 0, 0, -16 \rangle$. A normal vector to the plane x+y+z=2 is $\mathbf{n}_2 = \langle 1, 1, 1 \rangle$. Now

$$\theta = \cos^{-1} \left(\frac{\mathbf{n}_1 \cdot \mathbf{n}_2}{|\mathbf{n}_1| |\mathbf{n}_2|} \right)$$
$$= \cos^{-1} \left(\frac{-16}{16\sqrt{3}} \right)$$
$$= \cos^{-1} \left(\frac{-1}{\sqrt{3}} \right).$$