

Test 1 Review

Note Title

2/8/2012

We consider Exam 1c

Note: The actual exam will be **LOTS** shorter!

Find the plane problems:

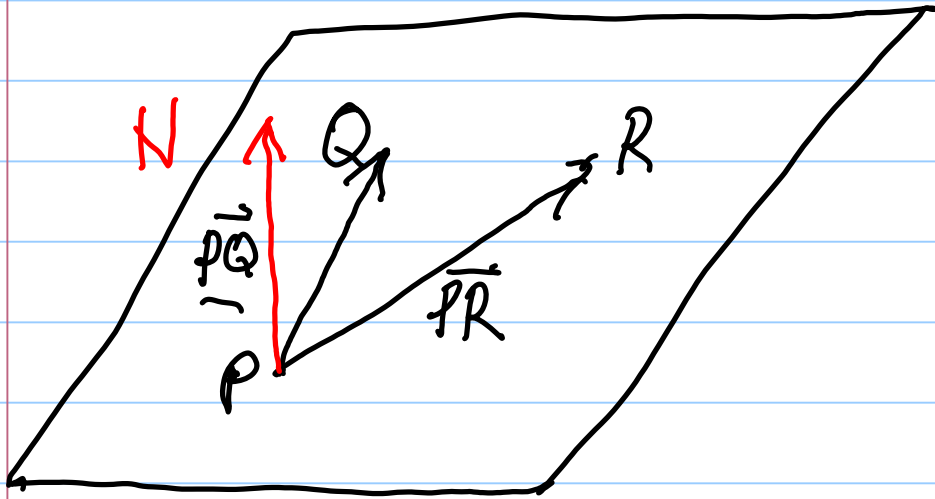
#5, #12, #16, #17

All such problems can be reduced to the technique of #12

Find the plane containing $P = (1, 2, 1)$, $Q = (2, -1, 0)$

$R = (3, 3, 1)$

Step 1: Find N



$$\begin{aligned} Q - P &= (2, -1, 0) - (1, 2, 1) \\ &= (1, -3, -1) \end{aligned}$$

$$\overrightarrow{PQ} = i - 3j - k$$

$$\begin{aligned} R - P &= (3, 3, 1) - (1, 2, 1) \\ &= 2i + j + 0k \end{aligned}$$

$$\vec{N} = \overrightarrow{PQ} \times \overrightarrow{PR}$$

$$= \begin{vmatrix} i & j & k \\ 1 & -3 & -1 \\ 2 & 1 & 0 \end{vmatrix}$$

$$= i - 2j + 7k = \vec{N}$$

Plane :

$$x - 2y + 7z = d$$

To find d , plug in any

point on plane e.g. $(1, 2, 1)$

$$d = 1 - 2 \cdot 2 + 7 \cdot 1 = 4$$

$$x - 2y + 7z = d$$

Most other "find the plane" problems can be solved as above by finding 3

non-colinear

point on the plane
e.g.,

#5 Find the plane containing both the point $(1, 2, 3)$ and the line $x=3t, y=1+t, z=2-t$

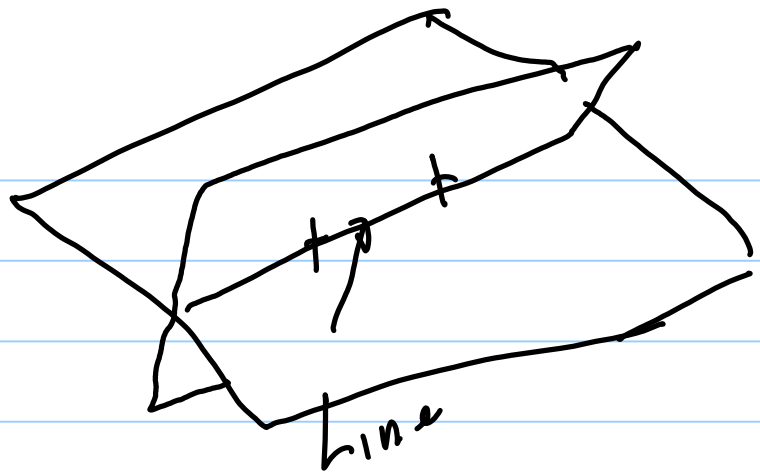
Solution:

$t=0 \Rightarrow (0, 1, 2)$ on plane

$t=1 \Rightarrow (3, 2, 1)$ on plane

proceed as above.

#16 Find the plane that contains $(-1, 2, 1)$ and the line of intersection of the planes $x+y-z=2$ and $2x-y+3z=1$



Solution:

$$\text{Line: } \begin{aligned} x + y - z &= 2 \\ 2x - y + 3z &= 1 \end{aligned}$$

Find two points on the line of intersection. To do this pick two "random" values of z & solve for x & y . Eg.

$$\boxed{z=0}:$$

$$\begin{aligned} x + y &= 2 \\ 2x - y &= 1 \end{aligned} \Rightarrow x=1, y=1$$

$$Q = (1, 1, 0)$$

$$z=1 \quad \begin{aligned} x + y - 1 &= 2 \\ 2x - y + 3 &= 1 \end{aligned}$$

$$\begin{aligned} x + y &= 3 \\ 2x - y &= -2 \end{aligned} \Rightarrow \begin{aligned} x &= \frac{1}{3} \\ y &= \frac{8}{3} \end{aligned}$$

$$R = \left(\frac{1}{3}, \frac{8}{3}, 1 \right)$$

#17. Plane determined by
two given lines:

Solution:

Simple. Just find 2 points
on the first line and one
on the second & proceed
as before

Curvature problems:

Most Curvature
problems can be solved
with the formula

$$\kappa = \frac{|\vec{v} \times \vec{a}|}{|\vec{v}|^3}$$

$\vec{v}$ = velocity
 $\vec{a}$ = acceleration

This formula will be provided on the last page of the exam.

Often you will first need to parametrize the curve to find $\vec{v}$ and $\vec{a}$.

Note! I probably would

allow you to just find

$\vec{v}$ & $\vec{a}$ and then say

"plug the result into the

formula." What I want

will be made clear on test

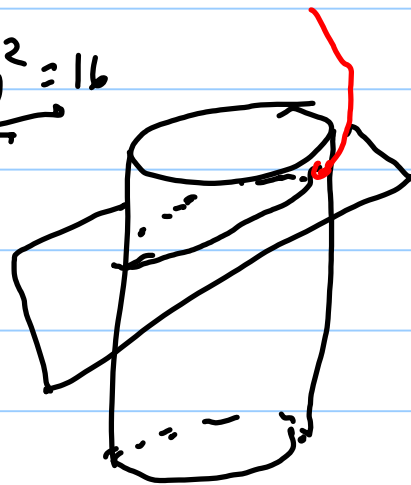
14. Let C be the intersection of $x^2 + y^2 = 16$ and $x + y + z = 5$.

Find the curvature of C at

$(0, 4, 1)$

Solution:

$x = 4 \cos t$ w/ $y = 4 \sin t$ C
 $x^2 + y^2 = 16$



Parametrize C

$$\text{Let } x = 4 \cos t, \quad y = (4 \sin t)$$

$$\text{Or } \&, \quad z = 5 - x - y \parallel$$

$$= 5 - 4 \cos t - 4 \sin t$$

$$\begin{aligned} \langle x, y, z \rangle &= \langle 4 \cos t, 4 \sin t, 5 - 4 \cos t - 4 \sin t \rangle \\ &= \vec{r}(t) \end{aligned}$$

$$\vec{r}' = \vec{v} = \langle -\sin t, \cos t, \sin t - \cos t \rangle$$

$$\vec{r}'' = \vec{a} = \langle -\cos t, -\sin t, \cos t + \sin t \rangle$$

$$\text{@ } t = \pi, \vec{v} = \langle 0, 1, -1 \rangle$$

$$\vec{a} = \langle -1, 0, 1 \rangle$$

Plug into curvature
for mula.

Graphing in 3-d.

You will not need to

know the names of the

graphs. But you will

need to be able to do

problems such as 1-12 on P. 718

when you match the

formula with the graph.

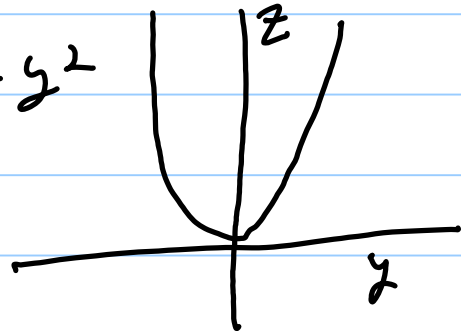
Problem #3 Which picture

most closely matches the

graph of $y^2 - x^2 = z$ (pictures will be provided).

Solution!

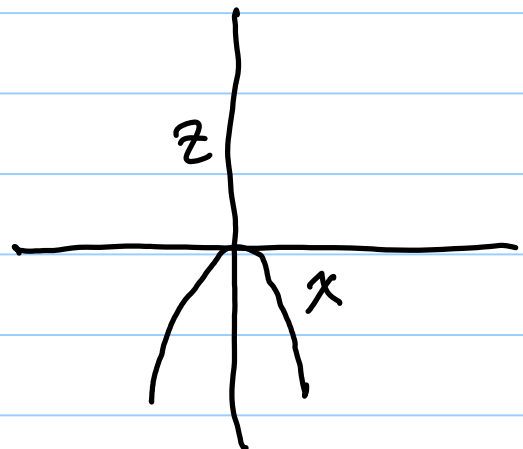
x trace $z = y^2$
 $x = 0$



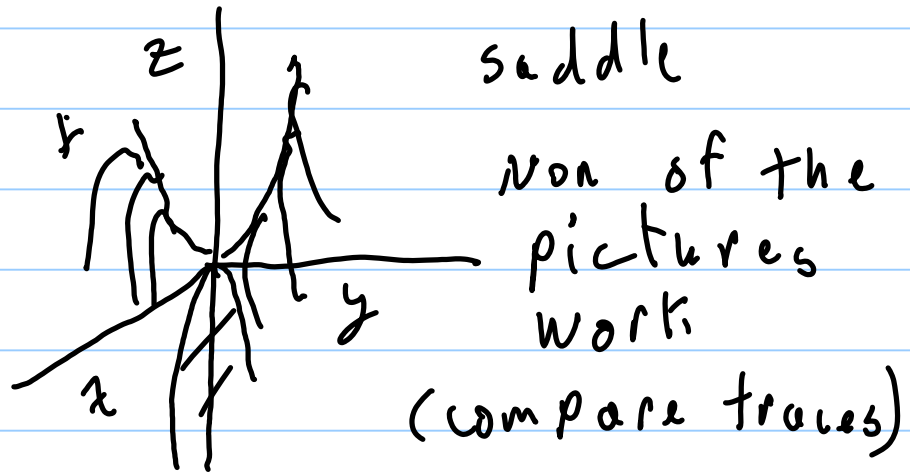
y trace

$y = 0$

$z = -x^2$



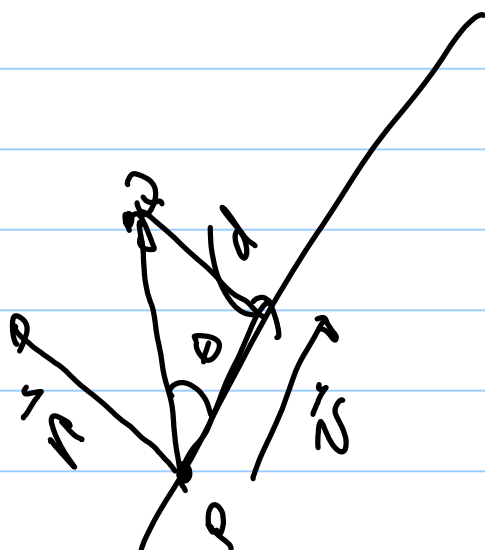
Goes up on y -axis, down on x -axis



I will not ask you to
do a problem such as
15. -

I will not ask about
projectile motion (# 18)

What Else?



Ans $d = \frac{|PQ| \sin \theta}{1}$
 $= \frac{|PQ| |PQ \times r|}{|PQ| |r|}$

$$z^2 - x^2 + y^2 = 1$$

$$z^2 - x^2 - y^2 = 1$$

$$z^2 - x^2 = 1$$

