

Feb 16. HW Solutions

Problem A

Since $\underline{u}, \underline{v}$ unit vectors then

$$\underline{u} = \cos \theta_1 \underline{i} + \sin \theta_1 \underline{j}$$

$$\underline{v} = \cos \theta_2 \underline{i} + \sin \theta_2 \underline{j}$$

Then,
$$\underline{u} \cdot \underline{v} = (\cos \theta_1 \underline{i} + \sin \theta_1 \underline{j}) \cdot (\cos \theta_2 \underline{i} + \sin \theta_2 \underline{j})$$
$$= \cos \theta_1 \cos \theta_2 + \sin \theta_1 \sin \theta_2$$
by dot product formula.

Also, using (geometric) cosine formula to compute dot product, we have

$$\underline{u} \cdot \underline{v} = |\underline{u}| |\underline{v}| \cos \phi$$

where ϕ is angle between \underline{u} and \underline{v}

Spse $\theta_1 > \theta_2$. Then,

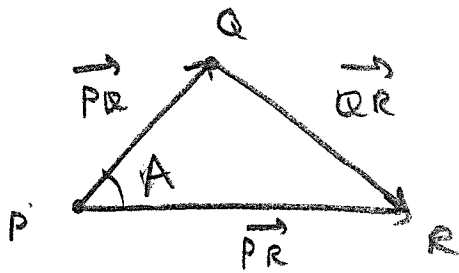


i.e. $\phi = \theta_1 - \theta_2$

$$\Rightarrow \underline{u} \cdot \underline{v} = \cos(\theta_1 - \theta_2)$$

Similarly if $\theta_2 > \theta_1$ then $\underline{u} \cdot \underline{v} = \cos(\theta_2 - \theta_1)$
 $= \cos(\theta_1 - \theta_2)$

Problem B:



$$|\vec{PQ}| = c$$

$$|\vec{PR}| = b$$

$$|\vec{QR}| = a$$

$$\vec{QR} = \vec{PR} - \vec{PQ}$$

Hence;

$$a^2 = |\vec{QR}|^2$$

$$= \vec{QR} \cdot \vec{QR}$$

$$= (\vec{PR} - \vec{PQ}) \cdot (\vec{PR} - \vec{PQ})$$

$$= |\vec{PR}|^2 + |\vec{PQ}|^2 - 2 \cdot \vec{PQ} \cdot \vec{PR}$$

$$= b^2 + c^2 - 2 |\vec{PQ}| |\vec{PR}| \cos A$$

$$= b^2 + c^2 - 2bc \cos A$$

Feb 19: HW Solution

Problem A: A, B, C, D lie in same plane

\Leftrightarrow displacement vectors $\vec{AB}, \vec{AC}, \vec{AD}$ all lie in common plane

\Leftrightarrow parallelepiped spanned by

$\vec{AB}, \vec{AC}, \vec{AD}$ has volume D

Check: $\vec{AB} = \vec{OB} - \vec{OA} = \begin{bmatrix} 2 \\ -2 \\ 4 \end{bmatrix}$, $\vec{AC} = \begin{bmatrix} 4 \\ 1 \\ -2 \end{bmatrix}$, $\vec{AD} = \begin{bmatrix} 0 \\ -5 \\ 8 \end{bmatrix}$

$$\text{Volume} = |(\vec{AB} \times \vec{AC}) \cdot \vec{AD}|$$

$$= \left| \begin{bmatrix} 0 \\ 20 \\ 10 \end{bmatrix} \cdot \begin{bmatrix} 0 \\ -5 \\ 8 \end{bmatrix} \right| = 20 \neq 0$$

Hence, points don't lie in plane.

Problem B:

$$\begin{aligned} (\underline{u} + \underline{v}) \times (\underline{u} - \underline{v}) &= \cancel{\underline{u} \times \underline{u}} + \underline{v} \times \underline{u} - \underline{u} \times \underline{v} - \cancel{\underline{v} \times \underline{v}} \\ &= \underline{v} \times \underline{u} \end{aligned}$$

Hence; since $\underline{v} \times \underline{u} \perp$ to both \underline{u} and \underline{v} result follows.

Feb 26: HW solution

Problem A:

i) Multiply by r ;

$$r^2 = 4r \cos \theta + 2r \sin \theta$$

$$\Rightarrow x^2 + y^2 = 4x + 2y$$

$$\Rightarrow x^2 - 4x + y^2 - 2y = 0$$

$$\Rightarrow (x-2)^2 + (y-1)^2 = 5$$

ie circle centered at $(2, 1)$, radius $\sqrt{5}$

Problem B

$$\text{If } (x, y) = r \cos \theta \underline{i} + r \sin \theta \underline{j}$$

$$\text{where } r = \sqrt{x^2 + y^2} \text{ then}$$

$$\bullet (0 \leq \theta \leq \pi) \quad (-x, y) = r \cos(\pi - \theta) \underline{i} + r \sin(\pi - \theta) \underline{j}$$

$$\text{ie } (x, y) \longleftrightarrow (-x, y)$$

corresponds to

$$(r, \theta) \longleftrightarrow (r, \pi - \theta)$$

in polar words (assuming $0 \leq \theta \leq \pi$)

The equation

$$r = 1 + \sin \theta$$

is invariant under $\theta \longleftrightarrow \pi - \theta$

$$\text{ie } r = 1 + \sin \theta$$

$$\Leftrightarrow r = 1 + \sin(\pi - \theta)$$

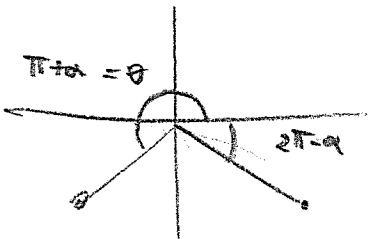
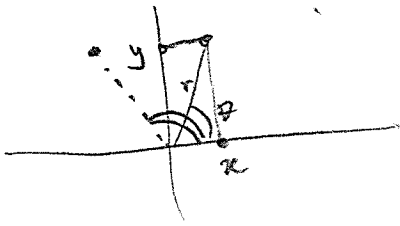
using $\sin(\pi - \theta) = \sin \theta$, when $0 \leq \theta \leq \pi$.

$$\bullet (\pi \leq \theta \leq 2\pi)$$

Similar, reflect in y-axis
corresponds to transformation

$$\theta \longleftrightarrow 3\pi - \theta \quad \text{and fact}$$

$$\text{that } \sin(3\pi - \theta) = \sin \theta,$$



Feb 28. HW Solution

Problem A: In Cartesian:

$$x = 0$$
$$y^2 + z^2 = 1$$

Spherical

$$\theta = \frac{\pi}{2} \quad \text{or} \quad \theta = \frac{3\pi}{2}$$
$$\rho = 1 \quad \rho = 1$$
$$0 \leq \phi \leq \pi \quad 0 \leq \phi \leq \pi$$

Cylindrical

$$\theta = \frac{\pi}{2} \quad \text{or} \quad \theta = \frac{3\pi}{2}$$
$$r^2 + z^2 = 1 \quad r^2 + z^2 = 1$$

Problem B

Cartesian:

$$z \leq 0$$
$$x^2 + y^2 + z^2 \leq 4.$$

Spherical

$$0 \leq \rho \leq 2$$
$$0 \leq \theta \leq 2\pi$$
$$\frac{\pi}{2} \leq \phi \leq \pi$$

Cylindrical

$$0 \leq \theta \leq 2\pi$$
$$z \leq 0$$
$$r^2 + z^2 \leq 4$$

Mar 2: HW Solutions

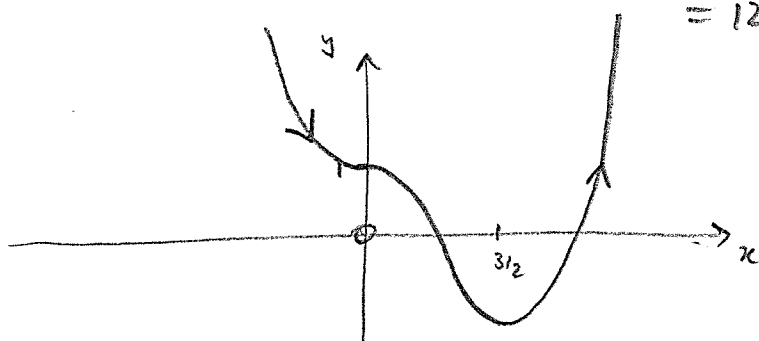
A)

1) Turning points: $0 = \frac{d}{dt}(t^4 - 2t^3 + 1)$
 $= 4t^3 - 6t^2$
 $= 2t^2(2t - 3)$

i.e. $t = 0$ and $t = 3/2$.

Second derivative test:

$$\frac{d}{dt}(4t^3 - 6t^2) = 12t^2 - 12t = 12t(t-1) = \begin{cases} 0 & t=0 \\ > 0 & t=3/2 \end{cases}$$



2) $\underline{x}'(t) = \begin{bmatrix} 1 \\ 4t^3 - 6t^2 \end{bmatrix}, \underline{x}'(3) = \begin{bmatrix} 1 \\ 54 \end{bmatrix}$

3) $f(x) = x^4 - 6x^3 + 1$

4) $\underline{x}(t) = \begin{bmatrix} t \\ g(t) \end{bmatrix}$.

Problem B

$r = \text{radius}$

$$1) \quad \underline{x}(t) = \begin{bmatrix} r(t - \sin(t)) \\ r(1 - \cos(t)) \end{bmatrix}$$

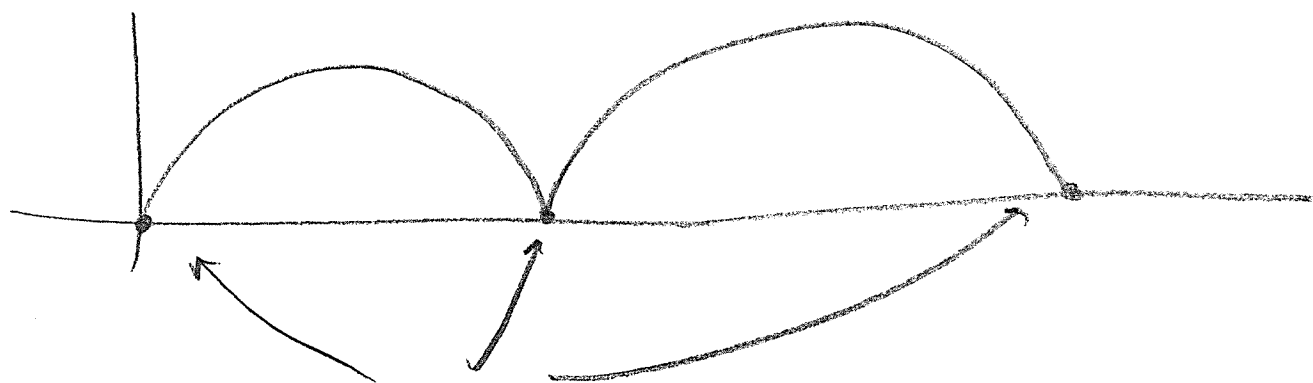
$$\underline{v}(t) = \underline{x}'(t) = \begin{bmatrix} r - r \cos(t) \\ r \sin(t) \end{bmatrix}$$

$$\underline{v}(t) = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \Leftrightarrow$$

$$r(1 - \cos(t)) = 0 \leftarrow r = 2\pi k, \quad k \text{ integer}$$

$$r \sin(t) = 0 \leftarrow r = k\pi, \quad k \text{ integer}$$

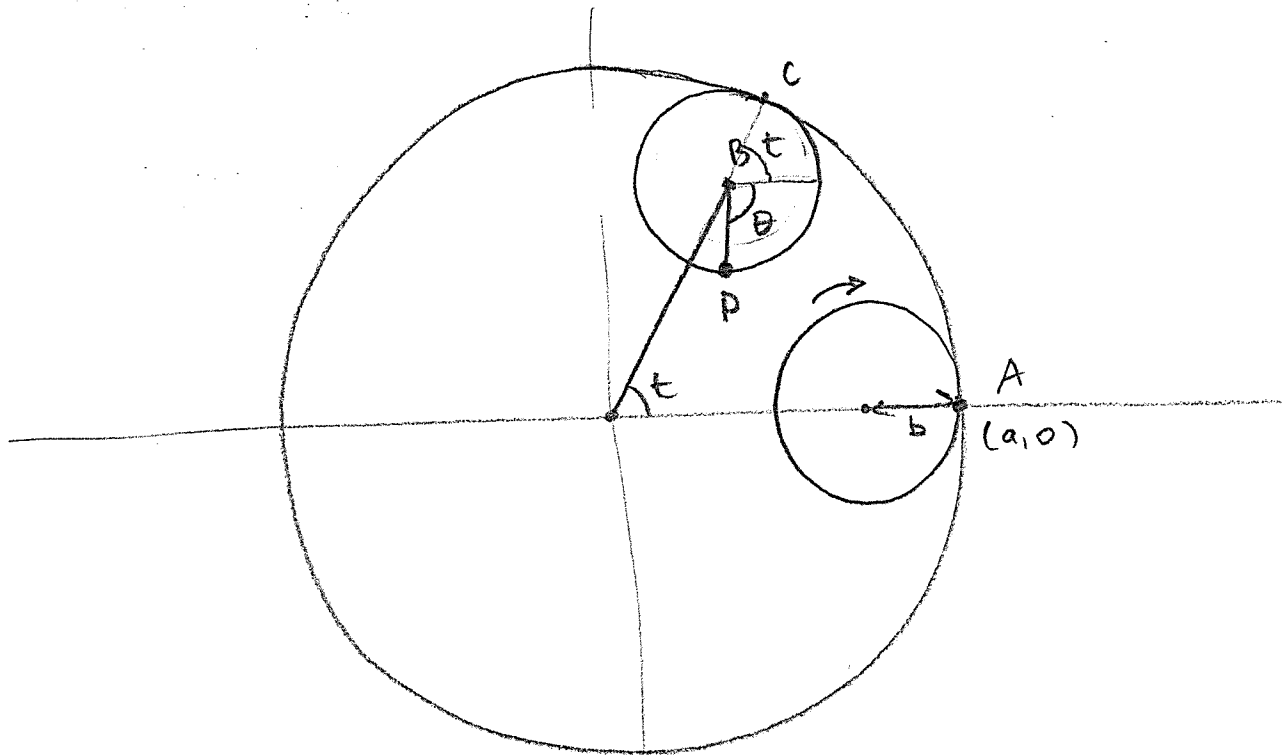
Hence, $\underline{v}(t) = \underline{0} \Leftrightarrow t = 2\pi k, \quad k \text{ integer.}$



the
'turning points'.

$$2) \quad \vec{OP} = \vec{OB} + \vec{BP}$$

$$a=6 \quad b=5$$



$$\vec{OB} = \begin{bmatrix} (a-b) \cos(t) \\ (a-b) \sin(t) \end{bmatrix} = \begin{bmatrix} \cos(t) \\ \sin(t) \end{bmatrix}$$

$$\vec{BP} = \begin{bmatrix} b \cos \theta \\ -b \sin \theta \end{bmatrix}$$

Need to determine

θ in terms of t :

length of arc CP

= length of arc CA

$$\Rightarrow b(t+\theta) = at$$

$$\Rightarrow \theta = \left(\frac{a}{b} - 1\right)t = \frac{1}{5}t$$

$$\Rightarrow \vec{BP} = \begin{bmatrix} 5 \cos\left(\frac{1}{5}t\right) \\ -5 \sin\left(\frac{1}{5}t\right) \end{bmatrix}$$

$$\Rightarrow \vec{OP} = \begin{bmatrix} \cos(t) + 5 \cos\left(\frac{1}{5}t\right) \\ \sin(t) - 5 \sin\left(\frac{1}{5}t\right) \end{bmatrix}$$
