

# Math 213 - Exam I Review

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# Homework

- Your first exam is tonight - Know your room in CB!
- Homework A5 is due tonight
- You should finish reviewing for your exam!

# Unit I: Geometry and Motion in Space

- Lecture 1 Three-Dimensional Coordinate Systems
- Lecture 2 Vectors
- Lecture 3 The Dot Product
- Lecture 4 The Cross Product
- Lecture 5 Equations of Lines and Planes, Part I
- Lecture 6 Equations of Lines and Planes, Part II
- Lecture 7 Cylinders and Quadric Surfaces
  
- Lecture 8 Vector Functions and Space Curves
- Lecture 9 Derivatives and Integrals of Vector Functions
- Lecture 10 Arc Length and Curvature
- Lecture 11 Motion in Space: Velocity and Acceleration
- Lecture 12 **Exam 1 Review**

# Goals of the Day

- Learn how to ace Exam I

## Dot Product, Cross Product, Triple Product

$$\mathbf{a} \cdot \mathbf{b} \quad a_1 b_1 + a_2 b_2 + a_3 b_3 \quad |\mathbf{a}| |\mathbf{b}| \cos \theta \quad \text{Zero if } \mathbf{a}, \mathbf{b} \text{ orthogonal}$$

$$\mathbf{a} \times \mathbf{b} \quad \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} \quad |\mathbf{a} \times \mathbf{b}| = |\mathbf{a}| |\mathbf{b}| \sin \theta \quad \text{Zero if } \mathbf{a}, \mathbf{b} \text{ parallel}$$

$$\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c}) \quad \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix} \quad \text{Zero if } \mathbf{a}, \mathbf{b}, \mathbf{c} \text{ coplanar}$$

$\mathbf{a} \times \mathbf{b}$  is area of a parallelogram spanned by  $\mathbf{a}, \mathbf{b}$

$\mathbf{a} \cdot (\mathbf{b} \times \mathbf{c})$  is volume of parallelepiped spanned by  $\mathbf{a}, \mathbf{b}, \mathbf{c}$

Component of  $\mathbf{b}$  in  $\mathbf{a}$  direction:  $\frac{\mathbf{b} \cdot \mathbf{a}}{|\mathbf{a}|}$

Vector projection of  $\mathbf{b}$  in  $\mathbf{a}$  direction:  $\frac{\mathbf{b} \cdot \mathbf{a}}{|\mathbf{a}|^2} \mathbf{a}$

## Lines

If  $(x_0, y_0, z_0)$  is a point on the line and  $\mathbf{v} = \langle a, b, c \rangle$  points along the line:

Parametric equations:  $x = x_0 + at$ ,  $y = y_0 + bt$ ,  $z = z_0 + ct$

Symmetric equations:  $\frac{x - x_0}{a} = \frac{y - y_0}{b} = \frac{z - z_0}{c}$

Two lines  $\mathbf{r}_1(s) = (x_1, y_1, z_1) + s\mathbf{v}_1$  and  $\mathbf{r}_2(t) = (x_2, y_2, z_2) + t\mathbf{v}_2$  are:

- parallel if  $\mathbf{v}_1$  is parallel to  $\mathbf{v}_2$
- intersecting if  $\mathbf{r}_1(s) = \mathbf{r}_2(t)$  for some values of  $s$  and  $t$
- skew if none of the above

## Planes

If  $(x_0, y_0, z_0)$  is a point on the plane and  $\mathbf{n} = \langle a, b, c \rangle$  is a vector normal to the plane:

$$ax + by + cz = d$$

where  $d$  is determined by substituting  $(x, y, z) = (x_0, y_0, z_0)$  into the left-hand side

Two planes with normals  $\mathbf{n}_1$  and  $\mathbf{n}_2$  are:

- *parallel* if  $\mathbf{n}_1$  and  $\mathbf{n}_2$  are parallel
- *intersecting* if their normal vectors are not parallel. The vector  $\mathbf{n}_1 \times \mathbf{n}_2$  points along the line of intersection

**Cylinders** A cylinder consists of a curve translated along a line parallel to one of the  $x$ -,  $y$ , or  $z$  axes (the “missing variable”). Examples:  $y^2 + z^2 = 1$ ,  
 $z = \sin(x)$

## Quadric Surfaces

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

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1 \quad \text{Hyperboloid (One Sheet)}$$

$$-\frac{x^2}{a^2} - \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1 \quad \text{Hyperboloid (Two Sheets)}$$

$$\frac{z^2}{c^2} = \frac{x^2}{a^2} + \frac{y^2}{b^2} \quad \text{Cone}$$

$$\frac{z}{c} = \frac{x^2}{a^2} + \frac{y^2}{b^2} \quad \text{Elliptic paraboloid}$$

$$\frac{z}{c} = \frac{x^2}{a^2} - \frac{y^2}{b^2} \quad \text{Hyperbolic paraboloid}$$

You can determine the graph of a quadric surface by finding its *traces* in planes  $x = k$ ,  $y = k$ ,  $z = k$



## Vector Functions

The function  $\mathbf{r}(t) = \langle x(t), y(t), z(t) \rangle$ ,  $a \leq t \leq b$  traces out a *space curve*  $C$

The tangent line to  $\mathbf{r}(t)$  at  $t = t_0$  is the line containing the point  $\mathbf{r}(t_0)$  in the direction of  $\mathbf{r}'(t_0)$

The *velocity* of a space curve is  $\mathbf{r}'(t)$ , and the *speed* is  $|\mathbf{r}'(t)|$

The *unit tangent* to  $\mathbf{r}(t)$  is  $\mathbf{T}(t) = \frac{\mathbf{r}'(t)}{|\mathbf{r}'(t)|}$

The *unit normal* to  $\mathbf{r}$  is  $\mathbf{N}(t) = \frac{\mathbf{T}'(t)}{|\mathbf{T}'(t)|}$

The *arc length* along  $C$  from  $t = a$  to  $t = b$  is  $\int_a^b |\mathbf{r}'(t)| dt$

The *arc length function* for  $C$  is  $s(t) = \int_a^t |\mathbf{r}'(u)| du$

## Projectile Problems

For a projectile that starts at position  $\mathbf{r}_0$ , velocity  $\mathbf{v}_0 = \langle v_x, v_y \rangle$ , we can find the motion by integrating

$$\mathbf{a}(t) = -g\mathbf{j}$$

to get

$$\mathbf{v}(t) = v_x\mathbf{i} + (v_y - gt)\mathbf{j}$$

and

$$\mathbf{r}(t) = \mathbf{r}_0 + (v_x t)\mathbf{i} + \left( v_y t - \frac{1}{2}gt^2 \right)\mathbf{j}$$

# Old Exam Practice

We'll now switch to the document camera and work selected old exam problems!