

Exam 1 Solutions:

#1 (a) l_1 : $x = 2 + t$, $y = 4 + t$, $z = 6 + 2t$

$$\Rightarrow t = x - 2, t = y - 4, t = \frac{z - 6}{2}$$

$$\Rightarrow \boxed{x - 2 = y - 4 = \frac{z - 6}{2}} \text{ non-param. form}$$

l_2 : $x = -1 + 2t$, $y = 3$, $z = 7 - 3t$

$$\Rightarrow t = \frac{x + 1}{2}, y = 3, t = \frac{z - 7}{-3}$$

$$\Rightarrow \boxed{\frac{x + 1}{2} = \frac{z - 7}{-3}, y = 3} \text{ non-param. form}$$

at the intersection of l_1 & l_2 , the "x"s, "y"s, and "z"s are the same. Since $y = 3$ always in line 2, then at the intersection point it must be that $y = 3$.

then in l_1 we have:

$$x - 2 = -1 = \frac{z - 6}{2} \Rightarrow x = 1, z = 4$$

so they intersect at $(1, 3, 4)$ if this also satisfies l_2 :

check $x = 1, z = 4$:

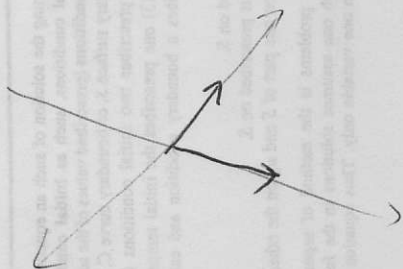
$$\frac{1 + 1}{2} \stackrel{?}{=} \frac{4 - 7}{-3} \Rightarrow 1 = 1 \checkmark$$

(b) direction for l_1 : $\langle 1, 1, 2 \rangle$

" " l_2 : $\langle 2, 0, -3 \rangle$

$$\langle 1, 1, 2 \rangle \cdot \langle 2, 0, -3 \rangle = -4 \neq 0$$

since the dot product is not zero $\Rightarrow$ not $\perp$.



(c) If l_1 and l_2 form a plane, then their direction vectors lie in the plane. Also their point of intersection $(1, 3, 4)$ lies in the plane. To get a normal to the plane we take:

$$\vec{N} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 1 & 2 \\ 2 & 0 & -3 \end{vmatrix} = -3\vec{i} + 7\vec{j} - 2\vec{k}$$

and so the plane is:

$$\langle -3, 7, -2 \rangle \cdot \langle x, y, z \rangle = \langle -3, 7, -2 \rangle \cdot \langle 1, 3, 4 \rangle$$

$$-3x + 7y - 2z = -3 + 21 - 8 = 10$$

#2 (a) $\vec{T}(t) = \frac{d\vec{R}/dt}{|d\vec{R}/dt|} = \frac{\langle -\pi \sin \pi t, \pi \cos \pi t \rangle}{|\langle -\pi \sin \pi t, \pi \cos \pi t \rangle|}$

$$= \frac{\langle -\pi \sin \pi t, \pi \cos \pi t \rangle}{\sqrt{\pi^2(\sin^2 \pi t + \cos^2 \pi t)}} = \langle -\sin \pi t, \cos \pi t \rangle$$

$= 1$

(b) $\vec{N}(t) = \frac{d\vec{T}/dt}{|d\vec{T}/dt|} = \frac{\langle -\pi \cos \pi t, -\pi \sin \pi t \rangle}{\sqrt{\pi^2(\cos^2 \pi t + \sin^2 \pi t)}} = \langle -\cos \pi t, -\sin \pi t \rangle$

(c) $a_t = \frac{d}{dt}(|\vec{v}|) = \frac{d}{dt}(\pi) = 0$, $a_n = \left(\frac{ds}{dt}\right)^2 \left|\frac{d\vec{T}}{ds}\right| = \left(\frac{ds}{dt}\right)^2 \left|\frac{d\vec{T}/dt}{|ds/dt|}\right|$

[in (a) $|\vec{v}| = \left|\frac{d\vec{R}}{dt}\right| = \pi$]

$$= |ds/dt| \left|\frac{d\vec{T}}{dt}\right|$$

$$= \pi |\langle -\pi \cos \pi t, -\pi \sin \pi t \rangle|$$

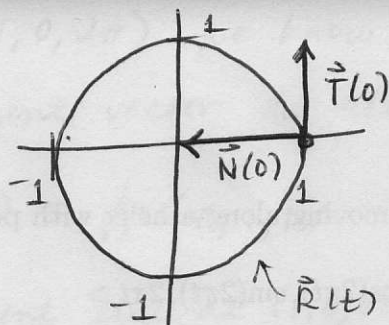
$$= \pi \cdot \pi = \pi^2$$

OR: $\vec{a} = \langle -\pi^2 \cos \pi t, -\pi^2 \sin \pi t \rangle = \pi^2 \vec{N}$

so: $|\text{proj}_{\vec{T}}(\vec{a})| = \left| \frac{\vec{a} \cdot \vec{T}}{\vec{T} \cdot \vec{T}} \vec{T} \right| = \left| \frac{\pi^2 \vec{N} \cdot \vec{T}}{\vec{T} \cdot \vec{T}} \vec{T} \right| = 0$ since $\vec{N} \perp \vec{T}$.

$|\text{proj}_{\vec{N}}(\vec{a})| = \left| \frac{\vec{a} \cdot \vec{N}}{\vec{N} \cdot \vec{N}} \vec{N} \right| = \left| \frac{\pi^2 \vec{N} \cdot \vec{N}}{\vec{N} \cdot \vec{N}} \right| |\vec{N}| = \pi^2$ since $|\vec{N}| = 1$ and $\vec{N} \cdot \vec{N} = |\vec{N}|^2$

(d)



$$\vec{T}(0) = \langle 0, 1 \rangle$$

$$\vec{N}(0) = \langle -1, 0 \rangle$$

(e) yes - The motion is circular, and the speed $|\vec{v}| = \pi$ is constant, so the acceleration is entirely centripetal, or entirely in the direction of the normal $\vec{N}$.

#3 (a)
$$\vec{T}(t) = \frac{\langle -2\pi \sin(2\pi t), 2\pi \cos(2\pi t), 2\pi \rangle}{\sqrt{(-2\pi \sin(2\pi t))^2 + (2\pi \cos(2\pi t))^2 + (2\pi)^2}} = \frac{d\vec{R}/dt}{|d\vec{R}/dt|}$$

$$= \frac{\langle -2\pi \sin(2\pi t), 2\pi \cos(2\pi t), 2\pi \rangle}{\sqrt{4\pi^2(\sin^2(2\pi t) + \cos^2(2\pi t)) + 4\pi^2}}$$

$$= \frac{\langle -2\pi \sin(2\pi t), 2\pi \cos(2\pi t), 2\pi \rangle}{\sqrt{4\pi^2 + 4\pi^2}} = \frac{\langle -2\pi \sin(2\pi t), 2\pi \cos(2\pi t), 2\pi \rangle}{2\sqrt{2}\pi}$$

$$= \left\langle -\frac{1}{\sqrt{2}} \sin(2\pi t), \frac{1}{\sqrt{2}} \cos(2\pi t), \frac{1}{\sqrt{2}} \right\rangle$$

(b)
$$k = \left| \frac{d\vec{T}}{ds} \right| = \frac{|d\vec{T}/dt|}{|ds/dt|} = \frac{|\langle -\sqrt{2}\pi \cos(2\pi t), -\sqrt{2}\pi \sin(2\pi t), 0 \rangle|}{2\sqrt{2}\pi}$$

← from above

$$= \frac{\sqrt{2\pi^2}}{2\sqrt{2}\pi} = \frac{1}{2}$$

(c) arclength =
$$\int_{t_1}^{t_2} \left| \frac{d\vec{R}}{dt} \right| dt = \int_0^1 2\sqrt{2}\pi dt = 2\sqrt{2}\pi$$

$$t_1 = 0 \text{ since } \vec{R}(0) = (1, 0, 0)$$

$$t_2 = 1 \text{ since } \vec{R}(1) = (1, 0, 2\pi)$$

#3 (d) at $(1, 0, 2\pi)$ we know $t=1$.

the tangent vector to $\vec{R}(t)$ at $t=1$ is

$$\vec{T}(1) = \frac{1}{\sqrt{2}} \langle 0, 1, 1 \rangle$$

the tangent line at $(1, 0, 2\pi)$ has as it's direction $\frac{1}{\sqrt{2}} \langle 0, 1, 1 \rangle$
so the line is given by:

$$\langle 1, 0, 2\pi \rangle + \frac{1}{\sqrt{2}} \langle 0, 1, 1 \rangle t = \langle 1, \frac{1}{\sqrt{2}} t, 2\pi + \frac{1}{\sqrt{2}} t \rangle$$

or $x(t) = 1$

$$y(t) = \frac{1}{\sqrt{2}} t$$

$$z(t) = 2\pi + \frac{1}{\sqrt{2}} t$$

#4 (a) $\vec{v}(t) = \frac{d\vec{R}}{dt} = \langle 1, 1, 3-2t \rangle$

$$\vec{a}(t) = \frac{d^2\vec{R}}{dt^2} = \langle 0, 0, -2 \rangle$$

(b) $\vec{v}(0) = \langle 1, 1, 3 \rangle$

~~a~~ normal to the plane is $\langle -1, -1, 2 \rangle$

Since the equation of the plane is $-x - y + 2z = 0$.

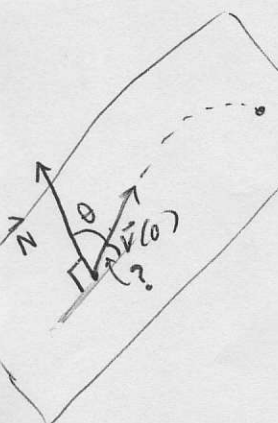
To find the angle between $\vec{v}(0)$ and the plane,
we can do:

$$(\angle \vec{v}(0) \text{ to plane}) = 90^\circ - (\angle \vec{v}(0) \text{ to normal})$$

if $\theta = \angle \vec{v}(0) \text{ to normal}$

$$\Rightarrow \cos \theta = \frac{\vec{v}(0) \cdot \vec{N}}{|\vec{v}(0)| |\vec{N}|} = \frac{\langle 1, 1, 3 \rangle \cdot \langle -1, -1, 2 \rangle}{\sqrt{11} \cdot \sqrt{6}}$$
$$= \frac{4}{\sqrt{66}} \Rightarrow \theta = \arccos\left(\frac{4}{\sqrt{66}}\right)$$

and our answer is $90^\circ - \arccos\left(\frac{4}{\sqrt{66}}\right)$



(c) at $t=1$, the ball's position is $\vec{R}(1) = \langle 1, 1, 2 \rangle$

thus the distance from $\langle 1, 1, 2 \rangle$ to the plane
 $-x - y + 2z = 0$ is:

$$\frac{(\langle 1, 1, 2 \rangle - \langle 0, 0, 0 \rangle) \cdot \vec{N}}{|\vec{N}|} = \frac{\langle 1, 1, 2 \rangle \cdot \vec{N}}{|\vec{N}|} = \frac{\langle 1, 1, 2 \rangle \cdot \langle -1, -1, 2 \rangle}{\sqrt{6}} = \frac{2}{\sqrt{6}}$$

(d) notice the unit tangent vector

$$\vec{T}(t) = \frac{\langle 1, 1, 3-2t \rangle}{\sqrt{2 + (3-2t)^2}}$$

is not constant! So the path cannot be
a straight line.