

Lecture 3

Tuesday, January 19, 2021 2:10 PM

* Prayer

* Spiritual thought: "I will bless all those who labor in my vineyard with a mighty blessing..." (DKC 21:9)

* Answering questions ...



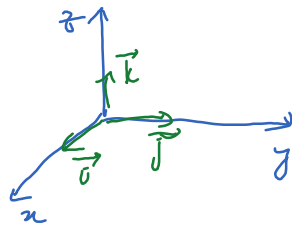
Cross product

$a \times b \perp a, b$, direction determined by right hand rule.

$|a \times b| = \text{area of parallelogram}$



Ex:



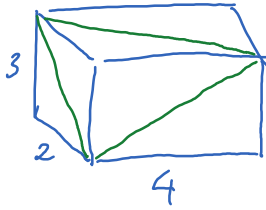
$$\begin{aligned} \vec{i} \times \vec{j} &= \vec{k} \\ \vec{j} \times \vec{k} &= \vec{i} \\ \vec{k} \times \vec{i} &= \vec{j} \end{aligned}$$

Algebraically, $a \times b = (a_2 b_3 - a_3 b_2, a_3 b_1 - a_1 b_3, a_1 b_2 - a_2 b_1)$

$$\begin{array}{cccccc} a_1 & a_2 & a_3 & a_1 & a_2 \\ b_1 & b_2 & b_3 & b_1 & b_2 \end{array}$$

(Note: The diagram shows orange lines connecting a2 to b3, a3 to b2, a1 to b2, a2 to b1, and a3 to b1, illustrating the terms in the cross product formula.)

Ex



What is the area of the green triangle?

Ex

Is it true that

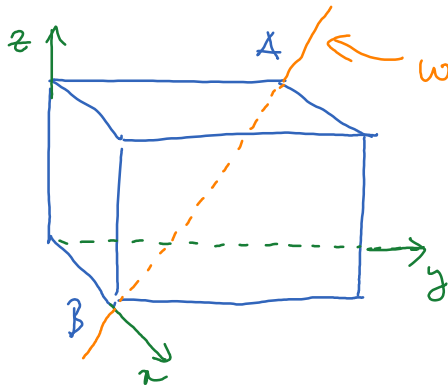
$$a \times b = b \times a \quad ?$$

$$(a \times b) \times c = a \times (b \times c) \quad ?$$

Equation of lines

Vector equation $\longrightarrow \vec{r} = \vec{r}_0 + t\vec{a}$
 Parametric equation $\longrightarrow \begin{cases} x = x_0 + ta_1 \\ y = y_0 + ta_2 \\ z = z_0 + ta_3 \end{cases}$
 Symmetric equation $\longrightarrow \frac{x-x_0}{a_1} = \frac{y-y_0}{a_2} = \frac{z-z_0}{a_3}$

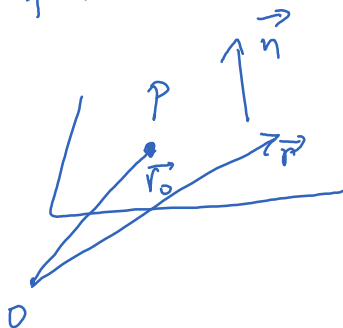
Ex



what is the equation of this line?

What is the equation of the line segment from A to B?

Equation of planes



$$(\vec{r} - \vec{r}_0) \cdot \vec{n} = 0$$

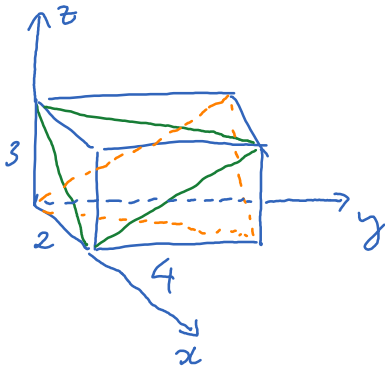
vector eq.

Scalar equation

$$ax + by + cz = ax_0 + by_0 + cz_0$$

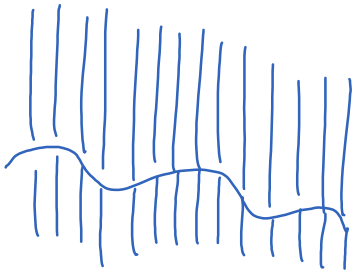
where $\vec{n} = \langle a, b, c \rangle$ and $P(x_0, y_0, z_0)$.

Ex



- Find the equation of the green plane.
- Find the equation of the red plane
- Find the equation of the intersection of the two planes.

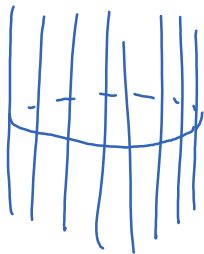
Cylinder surfaces



A cylinder surface is a "wall" built on a curve.



circular cylinder



elliptic cylinder



parabolic cylinder.

Quadratic surfaces are of the form $Ax^2 + By^2 + Cz^2 + Dx + E + Fxy + Gx + Hy + Iz + J = 0$

Put $u = \begin{bmatrix} x \\ y \\ z \end{bmatrix}$.

$$u^T Q u = P u$$



diagonalizable

$$v^T \begin{bmatrix} \lambda_1 & & \\ & \lambda_2 & \\ & & \lambda_3 \end{bmatrix} v = R v$$

$$\lambda_1 x^2 + \lambda_2 y^2 + \lambda_3 z^2 = r_1 x + r_2 y + r_3 z$$

$$\lambda_1 \left(x - \frac{r_1}{2\lambda_1}\right)^2 + \lambda_2 \left(y - \frac{r_2}{2\lambda_2}\right)^2 + \lambda_3 z^2 = \# + r_3 z$$

In most cases, the equation can be "reduced" to

$$Ax^2 + By^2 + Cz^2 + J = 0$$

$$Ax^2 + By^2 + Cz + J = 0$$

Plotting with Mathematica:

Plot3D, ContourPlot3D