

Lecture 4

Wednesday, January 20, 2021 1:22 PM

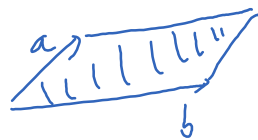
* Prayer

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

* Answering questions...

Cross product

$a \times b$



$a \times b \perp a, b$

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

* Question: $a \times b \stackrel{?}{=} b \times a$ (no)

$a \times (b \times c) \stackrel{?}{=} (a \times b) \times c$ (no)

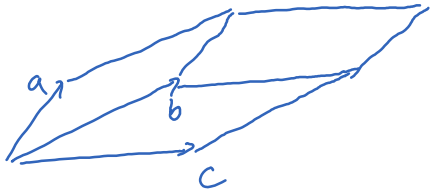
* Cross product can be used to check if 3 points are colinear:



$\vec{AB} \times \vec{AC} = 0$ if and only if A, B, C are colinear.

* Triple product: $a \cdot (b \times c)$

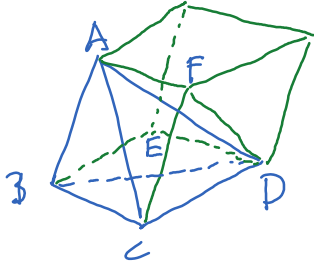
Another representation: $a \cdot (b \times c) = \det \begin{bmatrix} -a & - \\ -b & - \\ -c & - \end{bmatrix} = \det \begin{bmatrix} | & | & | \\ a & b & c \\ | & | & | \end{bmatrix}$



Geometrically,

$|a \cdot (b \times c)| = \text{volume of the parallelepiped formed by } a, b, c.$

Ex



$$\text{vol}(ABCD) = \text{vol}(ABDE) = \text{vol}(ACDF)$$

Sum = $\frac{1}{2}$ volume of parallelepiped

Thus,

$$\text{vol}(ABCD) = \frac{1}{6} \text{vol}(\text{parallelepiped})$$

$$= \frac{1}{6} |\vec{AB} \cdot (\vec{AC} \times \vec{AD})|$$

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

$$= \frac{1}{6} | \langle 1, 1, 0 \rangle \cdot \langle -3, 1, 5 \rangle |$$

$$= \frac{1}{6} |-3 + 1 + 0| = \frac{1}{3}$$

$$A(1, 0, 0)$$

$$B(2, 1, 0)$$

$$C(3, 1, 1)$$

$$D(0, 2, -1)$$

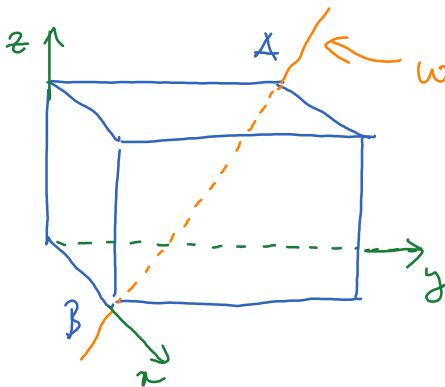
$$\begin{array}{cccccc} 2 & 1 & 1 & 2 & 1 \\ -1 & 2 & -1 & -1 & 2 \end{array}$$

Equation of lines

$$\left\{ \begin{array}{l} \text{Vector equation} \longrightarrow \vec{r} = \vec{r}_0 + t\vec{a} \\ \text{parametric equation} \longrightarrow \begin{cases} x = x_0 + ta_1 \\ y = y_0 + ta_2 \\ z = z_0 + ta_3 \end{cases} \\ \text{symmetric equation} \end{array} \right.$$

$$\frac{x-x_0}{a_1} = \frac{y-y_0}{a_2} = \frac{z-z_0}{a_3}$$

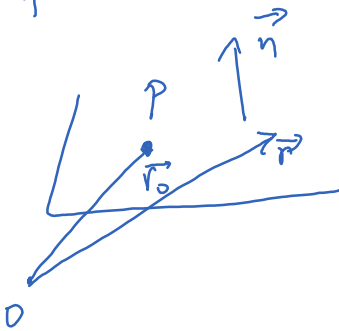
Ex



what is the equation of this line?

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

Equation of planes



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

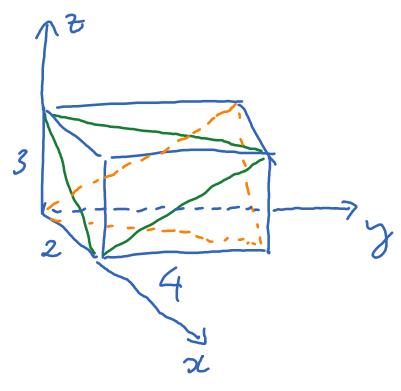
vector eq.

Scalar equation

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

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

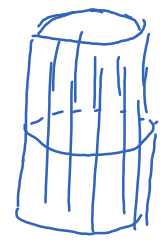
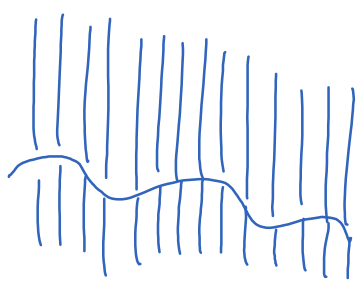
Ex



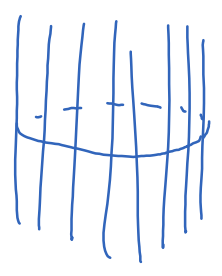
- Find the equation of the green plane.
- Find the equation of the red plane
- Find the equation of the intersection of the two planes.

Cylinder surfaces

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



circular cylinder



elliptic cylinder

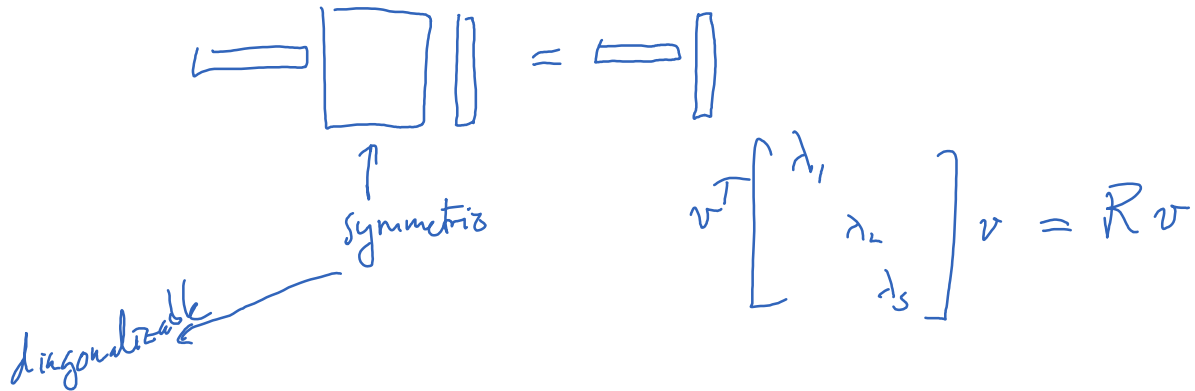


parabolic cylinder.

Quadratic surfaces are of the form $Ax^2 + By^2 + Cz^2 + Dyz + Ex + Fy + Gx + Hy + Iz + J = 0$

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

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



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

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

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