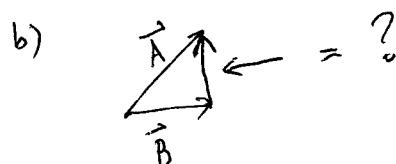
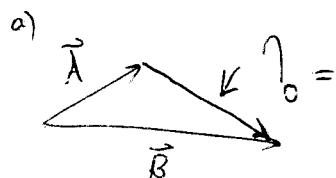


① Let A, B, C be the vertices of a triangle. Let $\vec{A} = \overrightarrow{OA}$, $\vec{B} = \overrightarrow{OB}$, $\vec{C} = \overrightarrow{OC}$

Let P be the point that is on the line segment joining A to the midpoint of the edge BC and twice as far from A as from the midpoint.

Show that $\overrightarrow{OP} = \frac{\vec{A} + \vec{B} + \vec{C}}{3}$

②



③

Let $\vec{A} = \vec{i} + \vec{j}$, $\vec{B} = \frac{1+\sqrt{3}}{2}\vec{i} + \frac{1-\sqrt{3}}{2}\vec{j}$

a) Compute $\vec{A} \cdot \vec{B}$ using Thm 3 on pg 697

b) " " definition of dot product (angle between these 2 vectors is $\frac{\pi}{3}$)

c) Do a) & b) agree?

④

Let $\vec{A} = \vec{i} - 2\vec{j} - \vec{k}$

Compute

a) $\text{proj}_{\vec{j}} \vec{A}$

b) $\vec{B} = -\vec{i} + 4\vec{k} + 3\vec{j}$
 $\text{proj}_{\vec{B}} \vec{A}$

⑤

$\vec{A}, \vec{B} + \vec{O}$

When is $\text{proj}_{\vec{B}} \vec{A} = \text{proj}_{\vec{A}} \vec{B}$?

⑥

a) Find the equation of the plane passing through $(1, 1, 3)$ & perpendicular to vector $3\vec{i} + 4\vec{j} + 5\vec{k}$

b) What is the distance from this plane to the point $(2, 8, 4)$

7 Given $\vec{A} = 2\vec{i} + 3\vec{j}$, $\vec{B} = \vec{i} - 6\vec{j}$

- Draw the parallelogram formed by these two vectors
- Find the area of this parallelogram

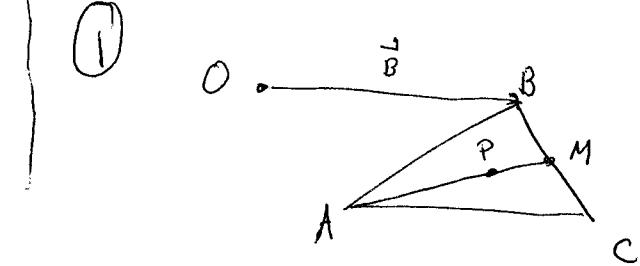
8 Let $\vec{A} = \vec{i} + 3\vec{j} + 4\vec{k}$, $\vec{B} = 2\vec{i} + \vec{j} + \vec{k}$

- Compute the vector perpendicular to \vec{A}, \vec{B}
- What is the area of the parallelogram formed from \vec{A}, \vec{B}
- Let $\vec{C} = -\vec{i} + 3\vec{j} - 5\vec{k}$
What is the volume of the parallelipiped
from $\vec{A}, \vec{B}, \vec{C}$
- What is $A \times (B \times C)$ using the formula on pg. 727

9 The position of particle moving through space is given by the vector function

$$\vec{G}(t) = 10 \cos t \vec{i} + 10 \sin t \vec{j}$$

- What is the tangent vector at $t = \frac{\pi}{4}$?
- What is $\|G(t)\|$?
- Draw the path of the particle
- What is $G(t) \cdot G'(t)$?
- What is the angle between $G(t) \cdot G'(t)$?



M midpoint of
 \overline{BC}

$$2|\vec{PM}| = |\vec{AP}|$$

length of line
segment

Show $\vec{OP} = \frac{\vec{A} + \vec{B} + \vec{C}}{3}$

We know $2\vec{PM} = \vec{AP}$

$$2(\vec{M} - \vec{P}) = \vec{P} - \vec{A}$$

$$2\vec{M} + \vec{A} = \vec{P} + 2\vec{P} = 3\vec{P}$$

We need to find
 \vec{M}

$\vec{M} = \vec{B} + \frac{1}{2}\vec{BC}$

$$2\left(\vec{B} + \frac{1}{2}(\vec{C} - \vec{B})\right) + \vec{A} = 3\vec{P}$$

$$\frac{\vec{A} + \vec{B} + \vec{C}}{3} = \vec{P}$$

③

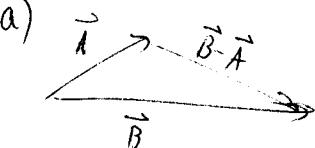
a) $\vec{A} \cdot \vec{B} = \frac{1+\sqrt{3}}{2} \cdot 1 + \frac{1-\sqrt{3}}{2} \cdot 1 = 1$

b) $\|\vec{A}\| = \sqrt{2}$, $\|\vec{B}\| = \sqrt{\left(\frac{1+\sqrt{3}}{2}\right)^2 + \left(\frac{1-\sqrt{3}}{2}\right)^2} = \frac{1}{2}\sqrt{1+2\sqrt{3}+3+1-2\sqrt{3}+3} = \sqrt{2}$

$$\begin{aligned} \vec{A} \cdot \vec{B} &= \|\vec{A}\| \|\vec{B}\| \cos \theta & \theta &= \frac{\pi}{3} \\ &= 2 \cdot \frac{1}{2} = 1 \end{aligned}$$

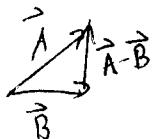
c) yes

a)

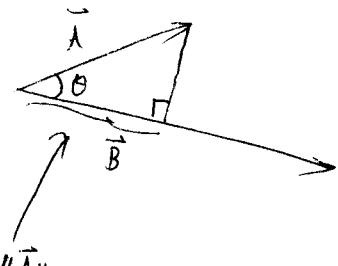


$$\vec{A} + (\vec{B} - \vec{A}) = \vec{B}$$

b)



(4)



$$\cos \theta = \frac{\text{adj}}{\text{hyp}}$$

$$\|\vec{A}\| \cos \theta$$

so

$$\text{proj}_{\vec{B}} \vec{A} = \|\vec{A}\| \cos \theta \hat{u}$$

\hat{u} is unit vector
in the direction
of \vec{B}

$$= \|\vec{A}\| \frac{\|\vec{B}\|}{\|\vec{B}\|} \cos \theta \frac{\vec{B}}{\|\vec{B}\|}$$

\uparrow definition of dot product

$$= (\vec{A} \cdot \hat{u}) \hat{u}$$

$$a) (\vec{A} \cdot \hat{u}) \hat{u} = -2\vec{j}$$

$$\text{proj}_{\vec{B}} \vec{A}$$

$$b) \hat{u} = \frac{\vec{B}}{\|\vec{B}\|} = \frac{-\vec{i} + 4\vec{k} + 3\vec{j}}{\sqrt{26}}$$

$$\text{proj}_{\vec{B}} \vec{A} = \frac{-1 - 6 - 4}{\sqrt{26}} \hat{u}$$

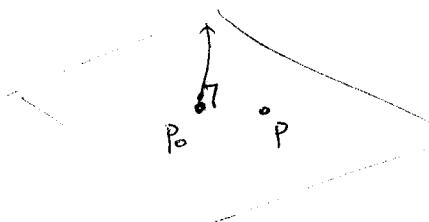
$$= \frac{-11}{\sqrt{26}} \hat{u}$$

(5) Using previous formula (problem 4)

we get $\vec{A} = \vec{B}$ or

$$\vec{A} \perp \vec{B} \quad \text{i.e.} \quad \vec{A} \cdot \vec{B} = 0$$

(6)



$$P_0 = (1, 1, 3)$$

$$P = (x, y, z)$$

$$\vec{N} = 3\vec{i} + 4\vec{j} + 5\vec{k}$$

$$\overrightarrow{P_0 P} \cdot \vec{N} = 0$$

$$3(x-1) + 4(y-1) + 5(z-3) = 0$$

vector parallel to plane
dot with a perpendicular
vector must be 0

$$a) 3x + 4y + 5z - 22 = 0$$

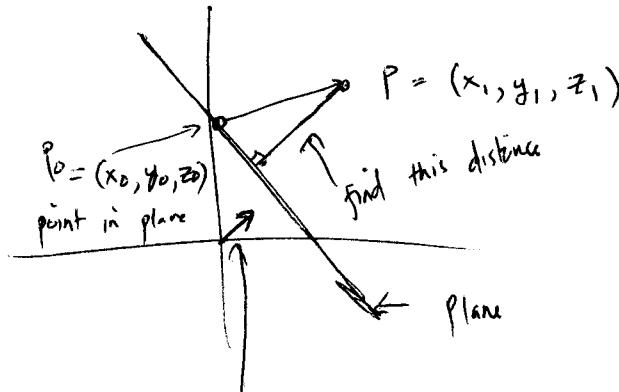
b)

>

(6) b) using the formula $\frac{|Ax_1 + By_1 + Cz_1 + D|}{\sqrt{A^2 + B^2 + C^2}}$ where
 is the point we want to find the distance from $\sqrt{A^2 + B^2 + C^2}$
 (x_1, y_1, z_1) we get

$$\text{Distance} = \frac{|6 + 32 + 20 - 22|}{\sqrt{3^2 + 4^2 + 5^2}} = \frac{36}{\sqrt{50}} = \frac{36}{5\sqrt{2}} \text{ units}$$

if you do not remember this formula, you can still derive it



\vec{N} perpendicular vector to plane (read off from plane eqn)

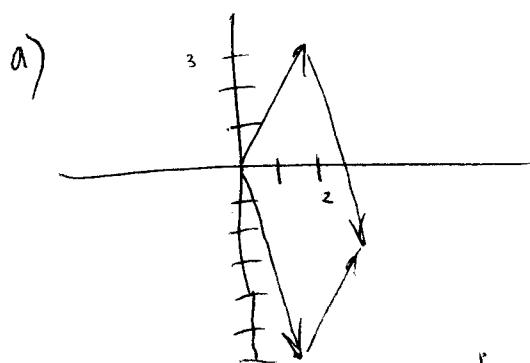
$$\vec{N} = A\vec{i} + B\vec{j} + C\vec{k}$$

take projection of $\overrightarrow{P_0P}$ onto \vec{N} , i.e. $\text{proj}_{\vec{N}} \overrightarrow{P_0P}$
 and look at its length

$$\|\text{proj}_{\vec{N}} \overrightarrow{P_0P}\| = \left\| \underbrace{\left(\overrightarrow{P_0P} \cdot \frac{\vec{N}}{\|\vec{N}\|} \right) \frac{\vec{N}}{\|\vec{N}\|}}_{\text{scalar}} \right\| = \frac{|\overrightarrow{P_0P} \cdot \vec{N}|}{\|\vec{N}\|}$$

$$= \frac{|A(x_1 - x_0) + B(y_1 - y_0) + C(z_1 - z_0)|}{\sqrt{A^2 + B^2 + C^2}} = \frac{|Ax_1 + By_1 + Cz_1 + D|}{\sqrt{A^2 + B^2 + C^2}}$$

7) b) $\left\| \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 2 & 3 & 0 \\ 1 & -6 & 0 \end{vmatrix} \right\| = \left\| \vec{k}(-12 - 3) \right\| = 15 \text{ square units}$



8) a) $A \times B = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 3 & 4 \\ 2 & 1 & 1 \end{vmatrix} = -\vec{i} + 9\vec{j} - 5\vec{k}$ check this perpendicular to \vec{A}, \vec{B}

b) $\|A \times B\| = \text{Area of parallelogram}$

$\sqrt{107}$ square units

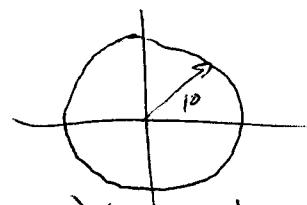
c) $|A \cdot (B \times C)| = \text{Volume of parallelepiped}$

d) look it up

9) a) $\vec{G}'(\frac{\pi}{4}) = -10 \sin \frac{\pi}{4} \vec{i} + 10 \cos \frac{\pi}{4} \vec{j}$
 $= -5\sqrt{2} \vec{i} + 5\sqrt{2} \vec{j}$

b) $\|\vec{G}(t)\| = \sqrt{(10 \cos t)^2 + (10 \sin t)^2} = 10$

c) a circle of radius 10



d) $\vec{G}(t) \cdot \vec{G}'(t) = (10 \cos t)(-10 \sin t) + (10 \sin t)(10 \cos t) = 0$

e) $\pi/2$ since $\vec{G} \cdot \vec{G}' = 0$ i.e. perpendicular