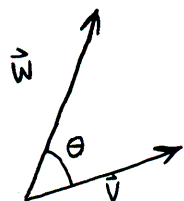


13.3/14



$$\vec{v} \cdot \vec{w} = \|\vec{v}\| \|\vec{w}\| \cos \theta$$

(a) If $\|\vec{v}\|$ increases, then $\vec{v} \cdot \vec{w}$ increases.

(b) If θ increases, then $\cos \theta$ decreases, so $\vec{v} \cdot \vec{w}$ decreases.

13.3/18

Two vectors \vec{u} and \vec{v} are perpendicular if $\vec{u} \cdot \vec{v} = 0$.

$$\vec{u} \cdot \vec{v} = t^2 - t - 2.$$

$$\text{Solve } t^2 - t - 2 = 0 \Rightarrow t = \frac{1 \pm \sqrt{1 - (-8)}}{2} = \frac{1 \pm 3}{2} = -\frac{2}{2}, \frac{4}{2} \\ = -1, 2.$$

So \vec{u} and \vec{v} are perpendicular if $t = -1$ or $t = 2$.

The vectors are parallel if one is a multiple of the other; that is, if $\vec{u} = c\vec{v}$ for some constant c .

This means

$$t\vec{i} - \vec{j} + \vec{k} = ct\vec{i} + ct\vec{j} - 2c\vec{k},$$

and so we require

$$t = ct, \quad \underline{\text{and}} \quad -1 = ct, \quad \underline{\text{and}} \quad 1 = -2c.$$

The last equality gives $c = -\frac{1}{2}$, and then the first gives $t = 0$, but then the second says $-1 = 0$.

So there is no solution, and thus there is no value of t for which the vectors are parallel.

$$\boxed{13.3/22} \quad \vec{n} = -\vec{i} + 2\vec{j} + \vec{k} \Rightarrow a = -1, b = 2, c = 1$$

$$(x_0, y_0, z_0) = (1, 0, 2)$$

The plane is given by

$$(-1)(x-1) + (2)(y-0) + (1)(z-2) = 0$$

or
$$-x + 2y + z = 1$$

$$\boxed{13.3/24} \quad \vec{n} = 2\vec{i} - 3\vec{j} + 7\vec{k} \Rightarrow a = 2, b = -3, c = 7$$

$$(x_0, y_0, z_0) = (1, -1, 2)$$

The plane is given by

$$(2)(x-1) + (-3)(y+1) + (7)(z-2) = 0$$

or
$$2x - 3y + 7z = 19$$

$\boxed{13.3/26}$ $\vec{n} = 3\vec{i} + \vec{j} + \vec{k}$ is normal to the given plane, so it is also normal to any plane parallel to the given plane. So $a = 3, b = 1, c = 1$, and $(x_0, y_0, z_0) = (-2, 3, 2)$.

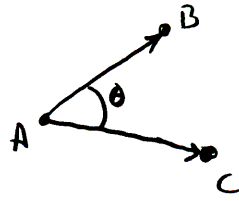
The plane is given by

$$(3)(x+2) + (1)(y-3) + (1)(z-2) = 0$$

or
$$3x + y + z = -1$$

(NOT ASSIGNED)

13.3/30



$$\vec{AB} = (4-2)\vec{i} + (2-2)\vec{j} + (1-2)\vec{k} = 2\vec{i} - \vec{k}$$

$$\vec{AC} = (2-2)\vec{i} + (3-2)\vec{j} + (1-2)\vec{k} = \vec{j} - \vec{k}$$

Then

$$\cos \theta = \frac{\vec{AB} \cdot \vec{AC}}{\|\vec{AB}\| \|\vec{AC}\|} = \frac{1}{\sqrt{5} \sqrt{2}} = \frac{1}{\sqrt{10}}$$

s.o

$$\theta = \arccos\left(\frac{1}{\sqrt{10}}\right) \approx 1.249 \text{ radians } (71.57 \text{ degrees})$$

13.3/33 We need to find the speed of the wind in the direction of the track. Looking at Figure 13.23, we see that we want the component of \vec{w} in the direction of \vec{v} . We calculate

$$\begin{aligned} \|\vec{w}_{\text{parallel}}\| &= \|\vec{w}\| \cos \theta = \frac{\vec{w} \cdot \vec{v}}{\|\vec{v}\|} = \frac{(5\vec{i} + \vec{j}) \cdot (2\vec{i} + 6\vec{j})}{\|2\vec{i} + 6\vec{j}\|} \\ &= \frac{16}{\sqrt{40}} \approx 2.53 \\ &< 5 \end{aligned}$$

Therefore, the race results will not be disqualified.

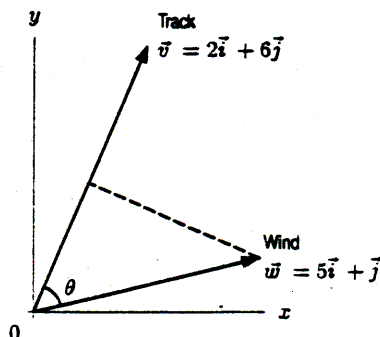


Figure 13.23

13.3/38 (a) The geometric definition of the dot product says that

$$\vec{n} \cdot \overrightarrow{P_0P} = \|\vec{n}\| \|\overrightarrow{P_0P}\| \cos \theta,$$

where θ is the angle between \vec{n} and $\overrightarrow{P_0P}$ with $0 \leq \theta \leq \pi$. To say that the dot product $\vec{n} \cdot \overrightarrow{P_0P}$ is positive means that the angle between \vec{n} and $\overrightarrow{P_0P}$ is between 0 and $\pi/2$, and strictly less than $\pi/2$. Hence \vec{n} and $\overrightarrow{P_0P}$ are both pointing to the same side of the plane. Thus, all the points satisfying $\vec{n} \cdot \overrightarrow{P_0P} > 0$ are on the same side of the plane, the side which \vec{n} points to. To say that the dot product is negative is to say that $\pi/2 < \theta \leq \pi$, and this means that $\overrightarrow{P_0P}$ and \vec{n} are pointing to opposite sides of the plane. Thus, all points satisfying $\vec{n} \cdot \overrightarrow{P_0P} < 0$ are on the side of the plane opposite to \vec{n} .

(b) Suppose the normal vector is $\vec{n} = a\vec{i} + b\vec{j} + c\vec{k}$, let $P_0 = (x_0, y_0, z_0)$ be a point in the plane and let $P = (x, y, z)$ be a variable point. Then $\overrightarrow{P_0P} = (x - x_0)\vec{i} + (y - y_0)\vec{j} + (z - z_0)\vec{k}$. Then $\vec{n} \cdot \overrightarrow{P_0P} > 0$ means

$$a(x - x_0) + b(y - y_0) + c(z - z_0) > 0$$

and $\vec{n} \cdot \overrightarrow{P_0P} < 0$ means

$$a(x - x_0) + b(y - y_0) + c(z - z_0) < 0$$

If the equation of the plane is written $ax + by + cz = d$ (with $d = ax_0 + by_0 + cz_0$) then the inequalities become

$$ax + by + cz > d \quad \text{and} \quad ax + by + cz < d.$$

(c) We test each of the points $P = (-1, -1, 1)$, $Q = (-1, -1, -1)$ and $R = (1, 1, 1)$, using the coordinate version of the inequalities in part (b):

$$P: 2 \cdot (-1) - 3 \cdot (-1) + 4 \cdot 1 = 5 > 4$$

$$Q: 2 \cdot (-1) - 3 \cdot (-1) + 4 \cdot (-1) = -3 < 4$$

$$R: 2 \cdot 1 - 3 \cdot 1 + 4 \cdot 1 = 3 < 4$$

Therefore Q and R are on the same side of the plane as each other; P is on the other side.

13.3/41 They are perpendicular if their dot product is 0.

$$\begin{aligned} [(\vec{b} \cdot \vec{c})\vec{a} - (\vec{a} \cdot \vec{c})\vec{b}] \cdot \vec{c} &= ((\vec{b} \cdot \vec{c})\vec{a}) \cdot \vec{c} - ((\vec{a} \cdot \vec{c})\vec{b}) \cdot \vec{c} \\ &= (\vec{b} \cdot \vec{c})(\vec{a} \cdot \vec{c}) - (\vec{a} \cdot \vec{c})(\vec{b} \cdot \vec{c}) \\ &= 0 \quad \checkmark \end{aligned}$$

$$\boxed{13.4/4} \quad \vec{v} = \vec{i} + \vec{j} + \vec{k}, \quad \vec{w} = \vec{i} + \vec{j} - \vec{k}$$

$$\vec{v} \times \vec{w} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 1 & 1 \\ 1 & 1 & -1 \end{vmatrix} = \boxed{-2\vec{i} + 2\vec{j}}$$

$$\begin{aligned} \boxed{13.4/7} \quad ((\vec{i} + \vec{j}) \times \vec{i}) \times \vec{j} &= (\vec{i} \times \vec{i} + \vec{j} \times \vec{i}) \times \vec{j} \\ &= (\vec{0} - \vec{k}) \times \vec{j} \\ &= -\vec{k} \times \vec{j} \\ &= \vec{i} \end{aligned}$$

$\boxed{13.4/18}$

(a) A vector normal to the plane is

$$\begin{aligned} \vec{n} &= \vec{AB} \times \vec{AC} = (4\vec{i} - \vec{j} + 4\vec{k}) \times (2\vec{i} - 4\vec{j} + 5\vec{k}) \\ &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 4 & -1 & 4 \\ 2 & -4 & 5 \end{vmatrix} = 11\vec{i} - 12\vec{j} - 14\vec{k} \end{aligned}$$

Using A for the point in the plane, we have the equation

$$(11)(x+1) + (-12)(y-3) + (-14)z = 0$$

$$\text{or } \boxed{11x - 12y - 14z = -47}$$

(b) The area of the parallelogram formed by \vec{AB} and \vec{AC} is $\|\vec{AB} \times \vec{AC}\| = \sqrt{11^2 + (-12)^2 + (-14)^2} = \sqrt{461}$.

So the area of the triangle formed by the three points

$$\text{is } \boxed{\frac{\sqrt{461}}{2}}$$

13.4/20

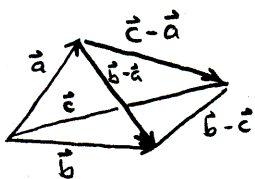
Normal vectors for the two planes are

$$\vec{n}_1 = 4\vec{i} - 3\vec{j} + 2\vec{k} \quad \text{and} \quad \vec{n}_2 = \vec{i} + 5\vec{j} - \vec{k}$$

The line of intersection is perpendicular to both these vectors, so a vector parallel to the line of intersection

$$15 \quad \vec{n}_1 \times \vec{n}_2 = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 4 & -3 & 2 \\ 1 & 5 & -1 \end{vmatrix} = \boxed{-7\vec{i} + 6\vec{j} + 23\vec{k}}$$

13.4/34



The four outward pointing area vectors are $\frac{1}{2}(\vec{b} \times \vec{a})$, $\frac{1}{2}(\vec{a} \times \vec{c})$, $\frac{1}{2}(\vec{c} \times \vec{b})$, and $\frac{1}{2}(\vec{b} - \vec{a}) \times (\vec{c} - \vec{a})$, and

$$\frac{1}{2}(\vec{b} \times \vec{a}) + \frac{1}{2}(\vec{a} \times \vec{c}) + \frac{1}{2}(\vec{c} \times \vec{b}) + \frac{1}{2}(\vec{b} - \vec{a}) \times (\vec{c} - \vec{a})$$

$$= \frac{1}{2} \left[\cancel{\vec{b} \times \vec{a}} + \cancel{\vec{a} \times \vec{c}} + \vec{c} \times \vec{b} + (\vec{b} \times \vec{c} - \cancel{\vec{a} \times \vec{c}} - \cancel{\vec{b} \times \vec{a}} + \vec{a} \times \vec{a}) \right]$$

$$= \frac{1}{2} \left[\vec{c} \times \vec{b} - (\vec{c} \times \vec{b}) \right]$$

$$= \vec{0}$$