

Math 8, Winter 2005

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Planes

A plane is determined by a point, \vec{r}_0 , on the plane and a vector, \vec{n} , perpendicular to the plane.

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

If $\vec{n} = \langle a, b, c \rangle$, $\vec{r}_0 = \langle x_0, y_0, z_0 \rangle$ and $\vec{r} = \langle x, y, z \rangle$ we have the scalar equation of the plane:

$$\langle a, b, c \rangle \cdot (\langle x, y, z \rangle - \langle x_0, y_0, z_0 \rangle) = 0$$

$$\langle a, b, c \rangle \cdot \langle x - x_0, y - y_0, z - z_0 \rangle = 0$$

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



Examples

- Find the plane passing through the point $P = (1, 1, 1)$, $Q = (-2, 3, 1)$, and $R = (3, 0, 2)$.
- Find the angle between the planes $x + y + z = 1$ and $x - 2y - 3z = 1$.
- Find the equation of the line given as the intersection of these two planes.
- Compute the distance between the point $P = \langle x_1, y_1, z_1 \rangle$ and the plane $ax + by + cz + d = 0$.



Space curves

A space curve is a vector valued function given in components as

$$\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$$

Examples:

- Helix:

$$\langle \cos(t), \sin(t), t \rangle$$

-

$$\langle t, t^2, t^3 \rangle$$

-

$$\langle t, t, \cos(t) \rangle$$



For a vector valued function of one variable (e.g. a space curve), we define limits and derivatives by using the usual limit and derivative operations on each coordinate. If

$$F : \mathbb{R} \rightarrow \mathbb{R}^k$$
$$t \rightarrow \langle f_1(t), \dots, f_k(t) \rangle$$

then

$$\lim_{t \rightarrow t_0} F(t) = \langle \lim_{t \rightarrow t_0} f_1(t), \dots, \lim_{t \rightarrow t_0} f_k(t) \rangle$$

and

$$\frac{d}{dt} F(t) = \langle \frac{d}{dt} f_1(t), \dots, \frac{d}{dt} f_k(t) \rangle$$



Smoothness

We call a vector valued function of one variable, F , *smooth* if F' is continuous and $F'(t) \neq 0$ for any t in the domain of F .



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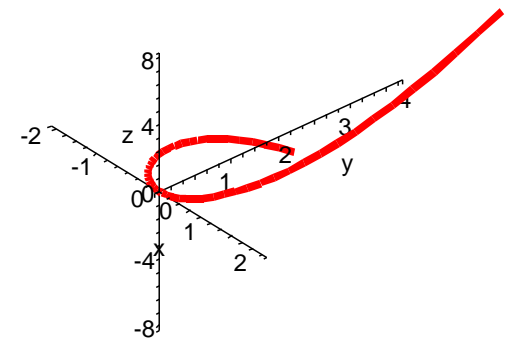
Example: Where is the curve

$$\vec{r}(t) = \langle t, t^2, t^3 \rangle \text{ smooth?}$$

Answer:

$$\vec{r}'(t) = \langle 1, 2t, 3t^2 \rangle$$

It is smooth for every value of t .



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Example: Where is the curve $\vec{r}(t) = \langle t, t^2, t^3 \rangle$ smooth?

Answer:

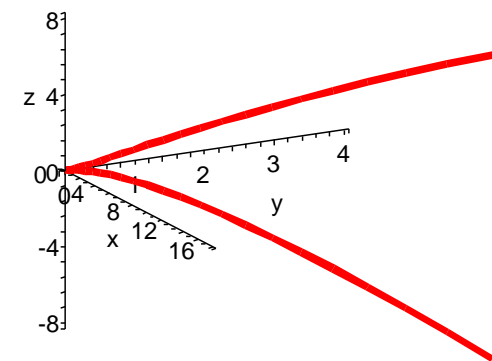
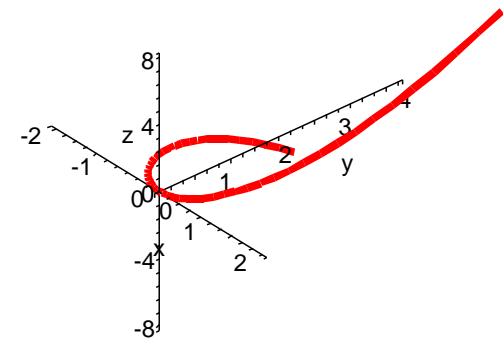
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It is smooth for every value of t .

Example: Where is the curve $\vec{r}(t) = \langle t^4, t^2, t^3 \rangle$ smooth?

Answer:

$$\vec{r}'(t) = \langle 4t^3, 2t, 3t^2 \rangle$$



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Arclength

To measure the length of a curve in the plane given by $\vec{r}(t) = \langle f(t), g(t) \rangle$ for $a \leq t \leq b$, we compute the following integral:

$$L = \int_a^b \sqrt{f'(t)^2 + g'(t)^2} dt$$

while for a spacecurve given by $\vec{r}(t) = \langle f(t), g(t), h(t) \rangle$ for $a \leq t \leq b$, we compute:

$$L = \int_a^b \sqrt{f'(t)^2 + g'(t)^2 + h'(t)^2} dt$$

In vector notation we summarize this as:

$$L = \int_a^b |\vec{r}'(t)| dt$$

Example: compute the arclength of $\vec{r}(t) = \langle \cos(t), \sin(t), t^2 \rangle$ for

$$0 \leq t \leq 1$$

