

10.1

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$$z \geq \sqrt{x^2 + y^2}$$

Note $z \geq 0$.

Squaring gives $z^2 \geq x^2 + y^2$. Consider $z^2 = x^2 + y^2$

This is a surface of revolution about the z -axis.

The cross section in $y=0$ is a pair of lines $z = \pm x$

so $z^2 = x^2 + y^2$ is the two napped cone obtained by

rotating $z = x$ about the z -axis. Thus $z \geq \sqrt{x^2 + y^2}$

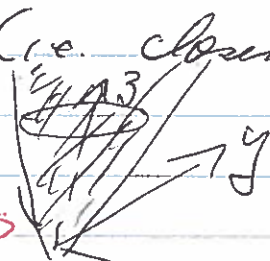
is the set of points inside (i.e. closer to the z

axis) the upper half cone.

1 - level curves are discs

1 - straight edges

1 - meridian



1 - shape is cone

1 - style.

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$$x^2 + y^2 + z^2 = 4$$

$$z = 1$$

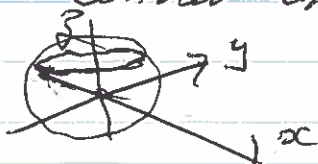
$x^2 + y^2 + z^2 = 2^2$ is the sphere of radius 2 centered

at the origin. $z = 1$ is the horizontal plane through

$(0, 0, 1)$. So the intersection is the circle (of latitude)

$x^2 + y^2 = 3$, $z = 1$ centered at $(0, 0, 1)$ in the

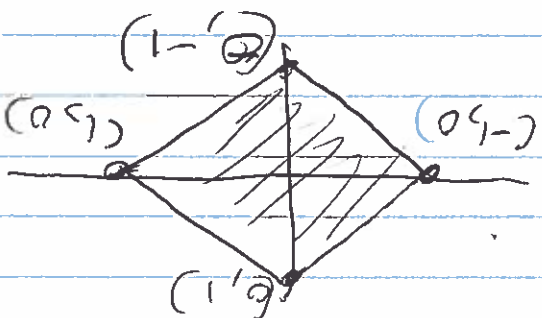
plane $z = 1$



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$$|x| + |y| \leq 1$$

Boundary



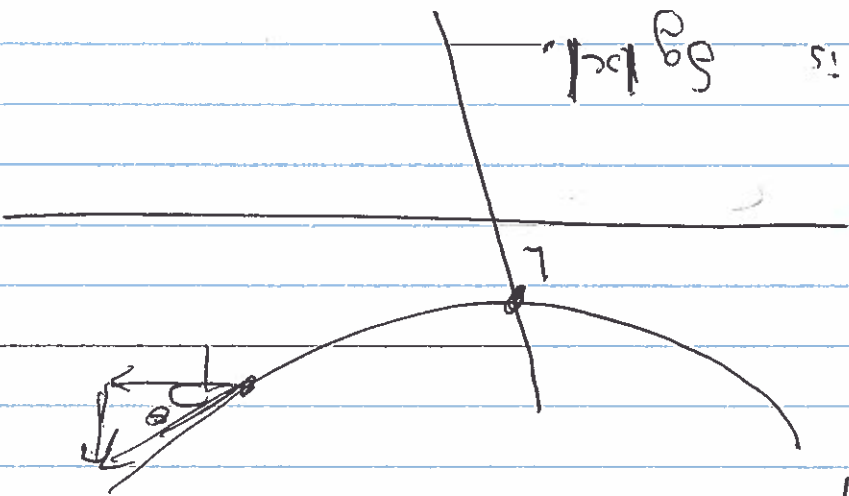
as the union of the four

line segments joining $(0,1)$, $(1,0)$, $(0,-1)$, $(-1,0)$ and $(-1,0)$, $(0,1)$.

The interior is the inside of this "diamond" shape

$$\{(x,y) : |x| + |y| < 1\}$$

10.2 37



Weight supported at P is $5g \cos \theta$.

By symmetry considerations we consider $x \geq 0$. $\frac{dy}{dx} = 0$

at $x=0$ let the horizontal component of the tension

be h (= Tension at $x=0$)

Resolving the tension at P; horizontal component $T \cos \theta = h$

Vertical Component $T \sin \theta = \delta g x$

Adding we get

$$h \sin \theta = \delta g x \cos \theta$$

$$h \tan \theta = \delta g x$$

so

$$\frac{dy}{dx} = \delta g x \cdot h$$

$$\text{let } \frac{\delta g}{h} = a, \text{ a constant.}$$

Integrating we get $y = \frac{\delta g}{2} x^2 + C$

where C is the y-component of L. We may set C=0.

Thus $y = \frac{\delta}{2} x^2$ which is a parabola

32. Suppose that \vec{u}, \vec{v} and \vec{r} are position

vectors of points U, V and P, respectively

that \vec{u} is not parallel to \vec{v} and P lies in

the plane containing the origin (0,0,0), U and V.

Then we can project \vec{v} in the direction of

\vec{u} , obtaining $\vec{v}_p = \frac{\vec{v} \cdot \vec{u}}{|\vec{u}|} \frac{\vec{u}}{|\vec{u}|}$, and the component

orthogonal to \vec{u} is \vec{v}_o .

$$\vec{v}_o = \vec{v} - \vec{v}_p = \vec{v} - \frac{(\vec{v} \cdot \vec{u})}{|\vec{u}|^2} \vec{u}$$

Similarly $\vec{v}_p = \vec{v} \cdot \vec{u}$ can be resolved into

$$\vec{v}_p = \frac{|\vec{v}|}{|\vec{u}|} \vec{u} \quad \text{and} \quad \vec{v}_o = \vec{v} - \frac{|\vec{v}|}{|\vec{u}|} \vec{u}$$

with \vec{v}_p in the direction of \vec{u} , and \vec{v}_o orthogonal

to \vec{u} . Then \vec{v}_p and \vec{v}_o are both in the

direction of \vec{u} so each is a scalar

multiple of the other. $|\vec{v}_p| = a |\vec{v}_o|$

Also the vectors \vec{v}_o and \vec{v}_p both lie in the

plane of \vec{u}, \vec{v}_p and are perpendicular to \vec{u} so

they are parallel. So there is b with $\vec{v}_o = b \vec{v}_p$.

Now

$$J = J_0 + J_1 = J_0 + 6\bar{u} + 9\bar{v}$$

$$= a\bar{u} + 6\bar{v} + 9\bar{w} + \bar{u} \left(\frac{2|n|}{|\bar{u}|} \right)$$

$$= a\bar{u} + 6\bar{v} + 9\bar{w} + \bar{u} \frac{|n|}{|\bar{u}|} + \bar{v} \frac{|n|}{|\bar{u}|} =$$

$$= (a-6)\bar{u} + 6\bar{v} + 9\bar{w} + \bar{u} \frac{|n|}{|\bar{u}|}$$

$$\text{Setting } \lambda = (a-6) \frac{|n|}{|\bar{u}|}, \text{ and } \mu = 9$$

we get $J = \lambda \bar{u} + \mu \bar{v}$, as desired.

10.3 14

Volume of tetrahedron spanned by

$$\bar{u}, \bar{v}, \bar{w} \text{ is } \frac{1}{3} A h \text{ where } A \text{ is Area of base}$$

and h is height.

The base of the tetrahedron has area one half the

area of the parallelogram spanned by \bar{u}, \bar{v} , i.e.

$$\frac{1}{2} |\bar{u} \times \bar{v}|.$$

If we drop a perpendicular from the tip of \vec{u}

to the plane of \vec{v} and \vec{w} we obtain the height h as

a resultant. Now $\vec{v} \times \vec{w}$ is perpendicular

to the plane of \vec{v} and \vec{w} and so parallel to

this perpendicular. So h is the length of the

projection of \vec{u} in the direction of $\vec{v} \times \vec{w}$, that

$$h = \frac{|\vec{u} \cdot (\vec{v} \times \vec{w})|}{|\vec{v} \times \vec{w}|} = 4$$

$$\text{So } V = \frac{1}{3} h A = \frac{1}{3} \left| \frac{\vec{u} \cdot (\vec{v} \times \vec{w})}{|\vec{v} \times \vec{w}|} \right| \cdot \frac{1}{2} |\vec{v} \times \vec{w}|$$

$$= \frac{1}{6} |\vec{u} \cdot (\vec{v} \times \vec{w})|$$

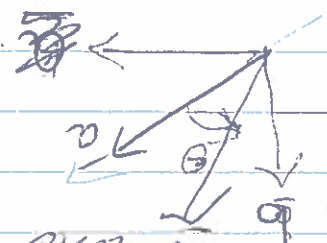
as required, and as $|\vec{u} \cdot (\vec{v} \times \vec{w})|$ is

the volume of the parallelepiped, the result follows

28 To solve for $\vec{a} \times \vec{x} = \vec{b}$, with $\vec{a} \cdot \vec{b} = 0$

note that we must have \vec{b} orthogonal to

Suppose that \vec{a} and \vec{b} are nonzero and



By rotations

and \vec{a} we can choose \vec{b} is in the

direction of the \vec{z} axis and \vec{a} in the \vec{xy} plane

~~Then \vec{x} must be in the (y, z) plane~~

Now \vec{b} is orthogonal to \vec{x} , \vec{x} must lie in the

\vec{xy} plane. For convenience the drawing

shows one orientation. Now let θ be an

angle swept out in the \vec{xy} plane with \vec{y} axis

$0 < \theta < \pi$

~~Let \vec{x} and \vec{y} be the vectors~~

in the direction of the ray defined by θ

with length $\frac{|\vec{a}| \sin \theta}{|\vec{b}|}$ Then

$\vec{a} \times \vec{x}$ points in the direction of \vec{b} , and
 has length $|\vec{a}| \sin \theta = |\vec{b}|$, so subtraction

The solution is not unique, there are infinitely many in fact. |

10.4.32

let λ be a parameter

$$\text{and } \frac{x-x_0}{\sqrt{1-\lambda^2}} = \frac{y-y_0}{5} = 3-z_0 = 5, \text{ say.}$$

$$\text{Then } (x-x_0, y-y_0, z-z_0) = (\sqrt{1-\lambda^2} \lambda, 1) 5$$

$$\text{Note } \lambda \in (-1, 1) \setminus \{0\}, \text{ and } \sqrt{1-\lambda^2} > 0.$$

Lines have direction vectors

$$\text{to points on circle } x^2 + y^2 = 1$$

$$z=1, \text{ with } 0 < x < 1 \text{ and}$$

$$-1 < y < 1, y \neq 0$$

10.6

10

$\rho = z$ in spherical coordinates

$$\text{As } z = \rho \cos \theta \text{ we must have } \cos \theta = 1 \text{ so } \theta = 0.$$

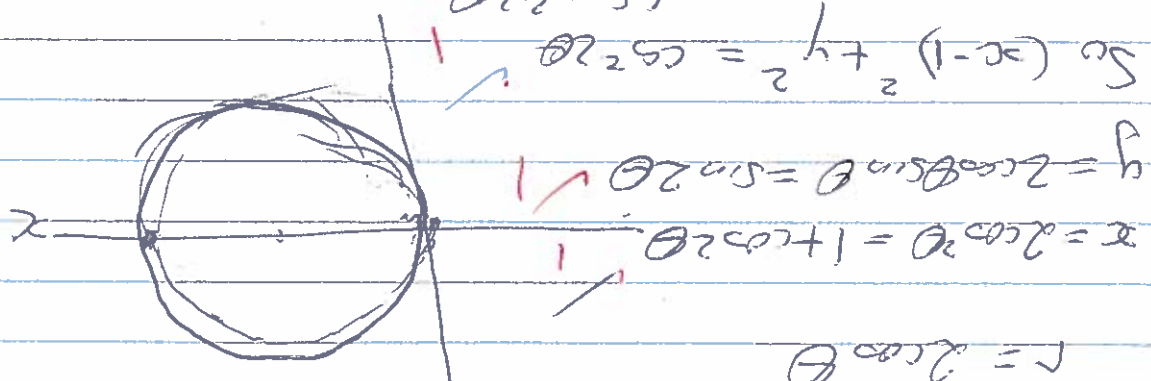
The domain is the part of the surface $x^2 + y^2 + z^2 = 1$ in the first octant.

14 $r = 2 \cos \theta$

Vertical cylinder through the curve in the plane $z=0$

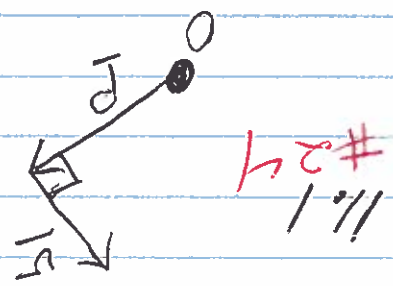
with polar coordinates (r, θ) where

$r = 2 \cos \theta$



1 style

Circle Center $(1, 0)$ radius 1



$\frac{dP}{dt} = \vec{v}$

$\frac{d}{dt}(P \cdot \vec{v}) = \frac{dP}{dt} \cdot \vec{v} + P \cdot \frac{d\vec{v}}{dt} = 0$

So $P \cdot \vec{v} = r^2$ constant,
 $= 2\vec{v} \cdot \vec{v} = 0$

So P moves on the sphere of radius r_0 constant

at the origin

$$x = a \cos t \sin t, \quad y = a \sin^2 t, \quad z = at$$

$$x = a \sin t \cos t, \quad y = \frac{a}{2} (1 - \cos 2t), \quad z = at$$

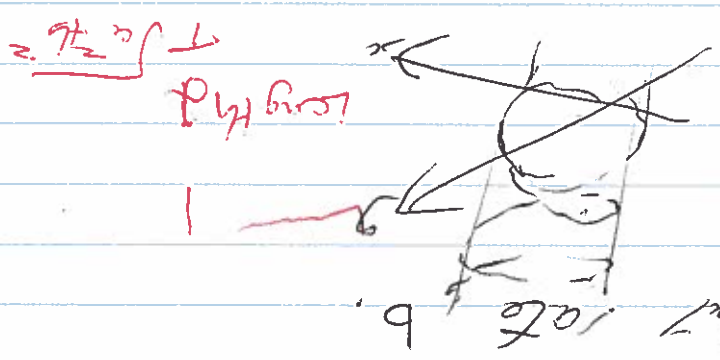
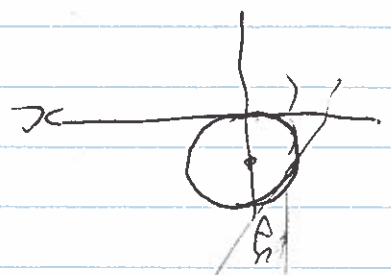
$$\frac{dx}{dt} = a \sin 2t, \quad \left(1 - \frac{2y}{a}\right) = \cos 2t, \quad z = at$$

$$\left(\frac{2x}{a}\right)^2 + \left(1 - \frac{2y}{a}\right)^2 = \sin^2 2t + \cos^2 2t = 1$$

It moves on the surface of the cylinder

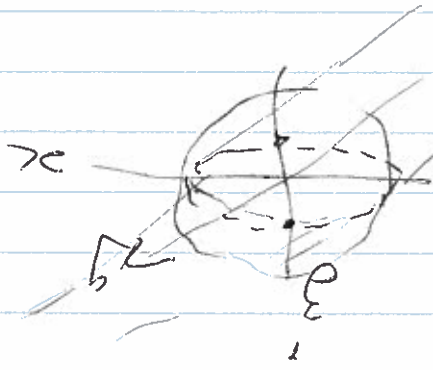
Cylinder centered at $(0, \frac{a}{2})$ of radius $\frac{a}{2}$

Climbing at a constant rate b .



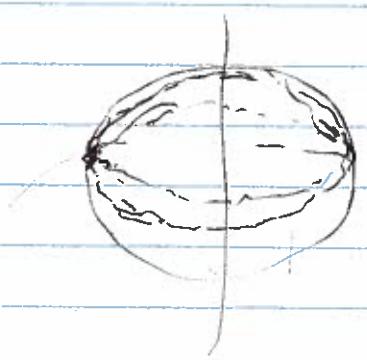
Spiral.

$$\begin{cases} x^2 + y^2 + z^2 = 1 \\ x^2 + y^2 + z^2 = 1 \end{cases}$$



Substituting gives $y^2 + z^2 = 0 \Rightarrow y = z = 0$

The curve traces out a path



forms on the sphere from

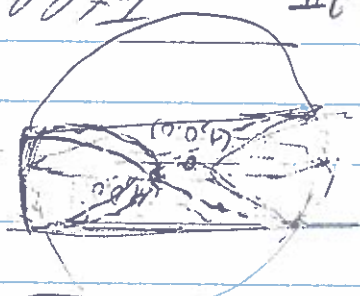
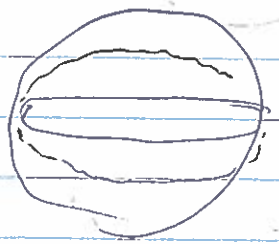
$(1, 0, 0)$ to $(-1, 0, 0)$, ~~through~~ and back

one on the positive side, one on the negative

side $y \geq 0, y \leq 0$.

$$r(\theta) = \left(\cos \theta, \sin \theta, \frac{\sqrt{2}}{2} \right)$$

$$\text{and } \left(\cos \theta, -\sin \theta, \frac{\sqrt{2}}{2} \right)$$



For one part, with $0 \leq \theta \leq 2\pi$

$$\frac{d\mathbf{r}}{d\theta} = \left(-\sin \theta, \cos \theta, \frac{\sqrt{2}}{2} \right)$$

$$\left| \frac{d\mathbf{r}}{d\theta} \right| = \sqrt{\sin^2 \theta + \cos^2 \theta + \frac{2}{4}} = 1$$

Total length is $\int_0^{2\pi} 1 d\theta = 2\pi$

1/4 Suppose $K(S) = K_0$ and $2(S) = 2_0$ are

both constants. Consider the circular helix

$$r(s) = a \cos s \mathbf{i} + a \sin s \mathbf{j} + b s \mathbf{k}$$

parameterized by $C = \frac{1}{\sqrt{a^2+b^2}}$

given in Example 3. Here it is shown that $K(s) = a^2 = \frac{1}{a^2+b^2}$

$$\frac{1}{a^2+b^2} = \frac{1}{a^2}$$

Method $Z(s) = -(-bc^2) = \frac{b}{a^2 + b^2}$ 0.5

Solving $\frac{a}{a^2 + b^2} = K_0$, $\frac{b}{a^2 + b^2} = Z_0$, $K_0 Z_0 \neq 0$

we can write $a^2 + b^2 = \frac{K_0}{a} = \frac{Z_0}{b}$

so $a^2 = bK_0$. Taking $a = K_0$, $b = Z_0$

$a = bK_0$, $b^2 K_0^2 + b^2 = b^2 \left(\frac{K_0^2 + Z_0^2}{Z_0^2} \right) = \frac{b^2}{Z_0^2}$

Giving $b = \frac{Z_0}{2}$, $a = \frac{K_0 Z_0}{2}$

With this choice of a, b the circuit looks like

the property that $Z(s) = K_0$ and $Z(s) = Z_0$

we can apply theorem 3. The given circuit is equivalent to a circuit like

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