



*University of Connecticut*  
*Department of Mathematics*

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Math 210Q

Exam I: Vectors and Vector Functions

V0 - FS - 2006

Name:

Section: 002

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**Read This First !**

- Use of a pocket calculator or graphing calculator is only allowed if the calculator cannot perform alpha numeric calculations. Storing of any formulas in memory is forbidden.
- There are no trick questions in this exam. Almost half of the questions have one line answers to accommodate the time constraint, not because there is some deeper hidden problem.
- If part of the solution is written outside the space provided for this solution clearly indicate this.
- The last page contains a few formulas. Look at it before you start!
- The answer to question four, part c is nine.
- There is 5% extra credit in here. Good Luck! ☺

**Grading - For Administrative Use Only**

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1. **Vectors***(15 points)*

(a) Calculate  $\langle 1, 1, 1 \rangle + \langle 2, -1, 3 \rangle$ .

(b) Find the unit vector in the direction of  $\langle 3, 2, 1 \rangle$ .

(c) Find the vector of length 4 in the direction of  $\langle 3, 2, 1 \rangle$ .

(d) Calculate the angle between  $\langle 3, 2, 1 \rangle$  and  $\langle 1, 2, -7 \rangle$ .

(e) Calculate  $\langle 3, 2, 1 \rangle \cdot (\langle 1, 2, -7 \rangle + \langle 1, 2, 3 \rangle)$ .

**2. Cross Product***(10 points)*

Simplify the following equations. Do not plug in numbers for  $\vec{a}$  and  $\vec{b}$ , derive these in general. Remember the correct notation:  $b$  is a number and  $\vec{b}$  is a vector.

(a)  $\vec{a} \times \vec{b} + \vec{b} \times \vec{a} =$

(b)  $\|\vec{a} \times \vec{b}\|^2 + (\vec{a} \cdot \vec{b})^2 =$

**3. Lines***(5 points)*

Give the equation (any form) of the line through the points  $(1, 2, 3)$  and  $(3, -2, 1)$ .

**4. Lines and Planes***(15 points)*

- (a) Find the point that is the intersection of the plane  $x - 2y + z + 1 = 0$  and the line  $\langle 0, 0, 7 \rangle + \langle 4, -1, 2 \rangle t$ .

(b) Find the line that is the intersection of the planes  $x + 5y + z = 0$  and  $3x + 2y + z = 0$ .

(c) Calculate the distance between the planes  $2x - y + 2z - 9 = 0$  and  $2x - y + 2z + 18 = 0$ .

5. **Quadric Surfaces***(15 points)*

(a) Use traces to determine the type of the quadric surface  $4x^2 + 3y^2 + 2z^2 = 1$ .

(b) Determine both possible values of  $K$  in  $\langle x, y, z \rangle = \langle 1, -1, K \rangle t$  such that this line is part of the cone  $z^2 = 2x^2 + 7y^2$ .

(c) Determine the center and the radius of the sphere with equation  $x^2 - 2x + y^2 + z^2 = 3$

## 6. Spherical and Cylindrical Coordinates

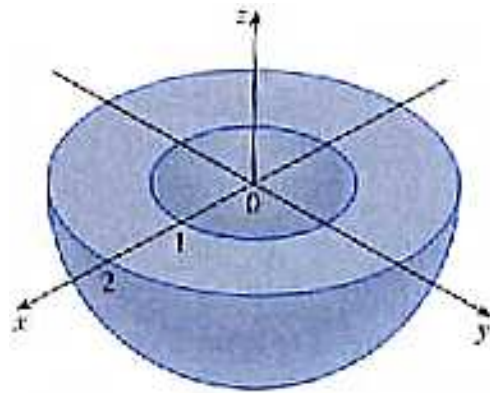
(15 points)

(a) Rewrite the One Sheet Hyperboloid  $x^2 + y^2 - 2z^2 = 1$  in cylindrical coordinates.

(b) Write the inequalities that represent the region consisting of the points  $P$  that satisfy all three of the following restrictions:

- $P$  is outside a sphere with radius 1.
- $P$  is inside a sphere with radius 2.
- $P$  is below the  $XY$  plane.

In other words, the southern hemisphere of a hollow ball. Use  $<$  or  $\leq$  for your inequalities, both will be considered correct.



(i) In Spherical Coordinates:

(ii) In Rectangular Coordinates:

(iii) In Cylindrical Coordinates:

## 7. Vector Functions

*(15 points)*

Consider the curve  $\vec{r} : \mathbb{R} \rightarrow \mathbb{R}^3 : t \mapsto \langle \cos(3t), \sin(3t), t^2 \rangle$

(a) Calculate the velocity  $\vec{v}$  and the acceleration  $\vec{a}$ .

(b) Calculate the following derivative.

$$\frac{d}{dt}[\langle t, 0, 0 \rangle \cdot \vec{r}(t)] =$$

(c) Calculate the following derivative. If you want, you can write the solution in terms of  $\vec{r}(t)$ ,  $\vec{v}(t)$  and  $\vec{a}(t)$ .

$$\frac{d}{dt}[t\vec{r}(t)] =$$

**8. Arc Length***(10 points)*

Calculate the arc length of the curve with function  $\vec{r}(t) = \langle \cos(3t), \sin(3t), \frac{2}{3}t\sqrt{t} \rangle$  from the point where  $t = -9$  to the point where  $t = 0$ .

**9. Tangent Vectors and Curvature***(5 points)*

Calculate the unit tangent vector  $\vec{T}$  of the curve with function  $\vec{r}(t) = \langle \ln(t), t^2, 1 \rangle$

## Formulas

Vectors and Norm	Cross Product
$\ \lambda \vec{a}\  =  \lambda  \ \vec{a}\ $ $\ \vec{a} + \vec{b}\  \leq \ \vec{a}\  + \ \vec{b}\ $ $\vec{a} \cdot \vec{b} = \ \vec{a}\  \ \vec{b}\  \cos(\vartheta)$ $\ \vec{a} \times \vec{b}\  = \ \vec{a}\  \ \vec{b}\  \sin(\vartheta)$	$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$ $= \langle a_2b_3 - a_3b_2, a_3b_1 - a_1b_3, a_1b_2 - a_2b_1 \rangle$
Cylindrical Coordinates	Spherical Coordinates
$\begin{cases} x = r \cos(\varphi) \\ y = r \sin(\varphi) \\ z = z \end{cases}$	$\begin{cases} x = \rho \sin(\varphi) \cos(\theta) \\ y = \rho \sin(\varphi) \sin(\theta) \\ z = \rho \cos(\varphi) \end{cases}$
Arc Length	Curvature and Tangent Vector
$L(\vec{r}; a, b) = \int_a^b \ \vec{r}'(t)\  dt$	$\kappa(t) = \frac{\ \vec{T}'(t)\ }{\ \vec{r}'(t)\ } \quad \text{where} \quad \vec{T}(t) = \frac{\vec{r}'(t)}{\ \vec{r}'(t)\ }$