## FIRST PRACTICE MIDTERM B MATH 18.02, MIT, AUTUMN 12

You have 50 minutes. This test is closed book, closed notes, no calculators.

There are 5 problems, and the total number of points is 100. Show all your work. *Please make your work as clear and easy to follow as possible.* 

Name:\_\_\_\_\_

Signature:\_\_\_\_\_\_Student ID #:\_\_\_\_\_\_ Recitation instructor:\_\_\_\_\_\_ Recitation Number+Time:\_\_\_\_\_

Problem	Points	Score
1	20	
2	20	
3	20	
4	20	
5	20	
Total	100	

1. (20pts) The unit cube lies in the first octant in  $\mathbb{R}^3$ , so that one vertex is at the origin. Let Q be the vertex diagonally opposite the origin and let R be the midpoint of a face not containing the origin. (i) Express  $\vec{Q}$  and  $\vec{R}$  in terms of  $\hat{i}$ ,  $\hat{j}$  and  $\hat{k}$  (there are three choices for R; pick one).

Solution:

$$\vec{Q} = \hat{\imath} + \hat{\jmath} + \hat{k}$$
 and  $\vec{R} = \hat{\imath} + 1/2\hat{\jmath} + 1/2\hat{k}$ .

(ii) Find the cosine of the angle between  $\vec{Q}$  and  $\vec{R}$ .

Solution:

$$\cos \theta = \frac{\langle 1, 1, 1 \rangle \cdot \langle 1, 1/2, 1/2 \rangle}{|\langle 1, 1, 1 \rangle || \langle 1, 1/2, 1/2 \rangle|} = \frac{2}{\sqrt{3}\sqrt{3/2}} = \frac{2\sqrt{2}}{3}.$$

2. (20pts) (i) Let

$$A = \begin{pmatrix} 1 & 1 & -3 \\ 1 & 2 & 0 \\ -1 & 0 & 4 \end{pmatrix}$$

then det(A) = -2 and

$$A^{-1} = \begin{pmatrix} -4 & a & b \\ 2 & -1/2 & 3/2 \\ -1 & 1/2 & -1/2 \end{pmatrix}.$$

Find a and b.

Solution:

We know that  $AA^{-1} = I_3$ . Comparing entries in the first row second column we get

$$a - 1/2 - 3/2 = 0$$
 so that  $a = 2$ .

Comparing entries in the first row third column we get

$$b + 3/2 + 3/2 = 0$$
 so that  $b = -3$ .

(ii) Solve the system  $A\vec{x} = \vec{b}$ , where

$$\vec{x} = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$
 and  $\vec{b} = \begin{pmatrix} 4 \\ 3 \\ -3 \end{pmatrix}$ .

Solution:

$$\vec{x} = A^{-1}\vec{b} = \begin{pmatrix} -4 & 2 & -3\\ 2 & -1/2 & 3/2\\ -1 & 1/2 & -1/2 \end{pmatrix} \begin{pmatrix} 4\\ 3\\ -3 \end{pmatrix} = \begin{pmatrix} -1\\ 2\\ -1 \end{pmatrix}$$

(iii) In the matrix A, replace the entry -3 in the upper-right corner by c. Find a value of c for which the resulting matrix M is not invertible. For this value of c the system  $M\vec{x} = \vec{0}$  has other solutions than the obvious one  $\vec{x} = \vec{0}$ : find such a solution by using vector operations. Solution: M invertible if and only if det  $M \neq 0$ ;

$$0 = \begin{vmatrix} 1 & 1 & c \\ 1 & 2 & 0 \\ -1 & 0 & 4 \end{vmatrix} = \begin{vmatrix} 2 & 0 \\ 0 & 4 \end{vmatrix} - \begin{vmatrix} 1 & 0 \\ -1 & 4 \end{vmatrix} + c \begin{vmatrix} 1 & 2 \\ -1 & 0 \end{vmatrix} = 8 - 4 + 2c.$$

c = -2. Cross product is a solution of homogeneous,

$$\begin{vmatrix} \hat{i} & \hat{j} & k \\ 1 & 2 & 0 \\ -1 & 0 & 4 \end{vmatrix} = \hat{i} \begin{vmatrix} 2 & 0 \\ 0 & 4 \end{vmatrix} - \hat{j} \begin{vmatrix} 1 & 0 \\ -1 & 4 \end{vmatrix} + \hat{k} \begin{vmatrix} 1 & 2 \\ -1 & 0 \end{vmatrix} = 8\hat{i} - 4\hat{j} + 2\hat{k}.$$

3. (20pts) Find the equation of the plane containing the point  $P_0 = (-1, 1, 1)$  and the line given as the intersection of the two planes

$$2x - y + z = -1$$
$$x + y + z = 3.$$

Solution:

Find two points on the line. Intersect the line with the plane x = 0and x = -2. If x = 0, we have

$$-y + z = -1$$
$$y + z = 3.$$

Adding we get 2z = 2, so that z = 1. But then y = 2.  $P_1 = (0, 2, 1)$  is a point on the line. If x = -2 we have

$$-y + z = 3$$
$$y + z = 5$$

Adding we get 2z = 8, so that z = 4. But then y = 1. Two points on the plane are  $P_1 = (0, 2, 1)$  and  $P_2 = (-2, 1, 4)$ .

$$\vec{v} = \overrightarrow{P_0P_1} = \langle 1, 1, 0 \rangle$$
 and  $\vec{w} = \overrightarrow{P_0P_2} = \langle -1, 0, 3 \rangle$ 

are two vectors parallel to the plane. The cross product  $\vec{v} \times \vec{w}$  is a normal vector to the plane,

$$\begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 1 & 0 \\ -1 & 0 & 3 \end{vmatrix} = \hat{i} \begin{vmatrix} 1 & 0 \\ 0 & 3 \end{vmatrix} - \hat{j} \begin{vmatrix} 1 & 0 \\ -1 & 3 \end{vmatrix} + \hat{k} \begin{vmatrix} 1 & 1 \\ -1 & 0 \end{vmatrix} = 3\hat{i} - 3\hat{j} + \hat{k}.$$

Hence  $\vec{n} = \langle 3, -3, 1 \rangle$  is a vector normal to the plane.

 $\langle x+1,y-1,z-1\rangle\cdot\langle 3,-3,1\rangle=0 \qquad \text{so that} \qquad 3(x+1)-3(y-1)+(z-1)=0. \\ \text{Rearranging, we get}$ 

$$3x - 3y + z = -5.$$

4. (20 pts)

(i) Find the area of the triangle with vertices  $P_0 = (1, -1, 2), P_1 = (2, 1, -3)$  and  $P_2 = (3, 1, -1)$ .

Solution:  
Let 
$$\vec{v} = \overrightarrow{P_0P_1} = \langle 1, 2, -5 \rangle$$
 and  $\vec{w} = \langle 2, 2, -3 \rangle$ . Then  
 $\vec{v} \times \vec{w} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 2 & -5 \\ 2 & 2 & -3 \end{vmatrix} = \hat{i} \begin{vmatrix} 2 & -5 \\ 2 & -3 \end{vmatrix} - \hat{j} \begin{vmatrix} 1 & -5 \\ 2 & -3 \end{vmatrix} + \hat{k} \begin{vmatrix} 1 & 2 \\ 2 & 2 \end{vmatrix} = 4\hat{i} - 7\hat{j} - 2\hat{k}.$ 

The area of the triangle is half the magnitude of the cross product

$$\frac{1}{2}(4^2 + 7^2 + 2^2)^{1/2} = \frac{1}{2}\sqrt{69}.$$

(ii) Find the equation of the plane containing these points.

Solution: Let  $P = \langle x, y, z \rangle$ . Then  $\overrightarrow{P_0P} = \langle x - 1, y + 1, z - 2 \rangle$  is orthogonal to  $\vec{n} = \vec{v} \times \vec{w} = 4\hat{\imath} - 7\hat{\jmath} - 2\hat{k}$ . Therefore  $0 = \overrightarrow{P_0P} \cdot \vec{n} = \langle x - 1, y + 1, z - 2 \rangle \cdot \langle 4, -7, -2 \rangle = 4(x-1) - 7(y+1) - 2(z-2)$ . Rearranging, we get 4x - 7y - 2z = 7.

(iii) What is the shortest distance between the plane and the point (1, 2, 3).

Solution:

The line through (1, 2, 3) and parallel to  $\vec{n} = \langle 4, -7, -2 \rangle$  intersects the plane at the closest point Q. This line is

$$\vec{r}(t) = \langle 1, 2, 3 \rangle + t \langle 4, -7, -2 \rangle = \langle 1 + 4t, 2 - 7t, 3 - 2t \rangle.$$

It lies on the plane when

4(1+4t) - 7(2-7t) - 2(3-2t) = 7 so that 69t - 16 = 7. Thus  $t = \frac{1}{3}$  and the point Q = (7/3, -1/3, 7/3). The distance is then

$$|\overrightarrow{PQ}| = |\langle 4/3, -7/3, -2/3 \rangle = \frac{1}{3}(4^2 + 7^2 + 2^2)^{1/2} = \frac{1}{3}\sqrt{69}.$$

5. (20pts) (i) Let  $\vec{r}(t)$  be the position vector of a particle in  $\mathbb{R}^3$ . Give a formula for

$$\frac{d(\vec{r}\cdot\vec{r})}{dt}$$

in vector coordinates.

Solution:

$$\frac{d(\vec{r}\cdot\vec{r})}{dt} = 2\vec{r}\cdot\frac{d\vec{r}}{dt} = 2\vec{r}\cdot\vec{v}.$$

(ii) Show that if  $\vec{r}$  has constant length, then  $\vec{r}$  and the velocity vector  $\vec{v}$  are orthogonal.

## Solution:

If  $\vec{r}$  has constant length, then  $\vec{r} \cdot \vec{r}$  is constant and the first derivative is zero. But then  $\vec{r} \cdot \vec{v} = 0$  and so  $\vec{r}$  and  $\vec{v}$  are orthogonal.

(iii) Let  $\vec{a}$  be the acceleration: still assuming that  $\vec{r}$  has constant length, and using vector differentiation, express the quantity  $\vec{r} \cdot \vec{a}$  in terms of the velocity vector only.

## Solution:

Let us differentiate both sides of the equation

 $\vec{r} \cdot \vec{v} = 0.$ 

We have

$$0 = \frac{d(\vec{r} \cdot \vec{v})}{dt} = \vec{r} \cdot \frac{d\vec{v}}{dt} + \frac{d\vec{r}}{dt} \cdot \vec{v} = \vec{v} \cdot \vec{v} + \vec{r} \cdot \vec{a}.$$

It follows that

$$\vec{r} \cdot \vec{a} = -\vec{v} \cdot \vec{v}.$$