

# Calculus 3 - EXAM 1

FALL 2010

90-100 A ; 31.5 %

80-89 B ; 28.7 %

65-79 C ; 25.5 %

55-64 D ; 8.7 %

0-54 F ; 5.6 %

# of SCORES = 286

Median Score = 84

TO RECEIVE CREDIT YOU MUST SHOW YOUR WORK

(25) 1. The points  $P(1,1,1)$ ,  $Q(2,0,3)$  and  $R(2,4,0)$  determine a triangle in 3-space.

a) find the angle at the vertex  $P$  in degrees

$$\begin{aligned} \vec{PQ} &= \langle 1, -1, 2 \rangle, \quad \vec{PR} = \langle 1, 3, -1 \rangle \quad \} \textcircled{2} \\ \cos(\angle P) &= \frac{\vec{PQ} \cdot \vec{PR}}{|\vec{PQ}| |\vec{PR}|} = \frac{1 - 3 - 2}{\sqrt{6} \sqrt{11}} = \frac{-4}{\sqrt{66}} \approx -0.49236 \quad \} \textcircled{6} \\ \angle P &\approx 119.496^\circ \quad \} \textcircled{2} \end{aligned}$$

b) find the area of the triangle

$$\begin{aligned} \vec{PQ} \times \vec{PR} &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & -1 & 2 \\ 1 & 3 & -1 \end{vmatrix} = -5\vec{i} - (-3)\vec{j} + 4\vec{k} \\ &= \langle -5, 3, 4 \rangle \quad \} \textcircled{4} \end{aligned}$$

$$\begin{aligned} \text{Area of triangle} &= \frac{1}{2} |\vec{PQ} \times \vec{PR}| = \frac{1}{2} \sqrt{25 + 9 + 16} \\ &= \frac{1}{2} \sqrt{50} = \frac{5\sqrt{2}}{2} \text{ units}^2 \quad \} \textcircled{4} \end{aligned}$$

c) find the equation of the plane which contains the triangle

$$\vec{PQ} \times \vec{PR} = \langle -5, 3, 4 \rangle \text{ is a perp. vector to the plane} \quad \} \textcircled{2}$$

Thus

$$\begin{cases} (-5)(x-1) + 3(y-1) + 4(z-1) = 0 \\ -5x + 3y + 4z = 2 \end{cases} \quad \} \textcircled{5}$$

- (15) 2. a) find parametric equations for the line which passes through  
 $(x, y, z) = (2, 1, 3)$  and is perpendicular to the plane  
 $4x - 2y + z = 51$

$\langle 4, -2, 1 \rangle$  is perp. to the plane  
and thus is parallel to the line } ⑥

so.  $\left\{ x = 2 + 4t, y = 1 - 2t, z = 3 + t \right\}$

- b) find the point where the line you found in part a) intersects the plane  
 $4x - 2y + z = 51$

$$\begin{aligned} 4(2 + 4t) - 2(1 - 2t) + (3 + t) &= 51 \\ 8 + 16t - 2 + 4t + 3 + t &= 51 \end{aligned} \quad \left. \right\} \textcircled{3}$$

$$21t + 9 = 51$$

$$21t = 42$$

so.  $t = 2 \quad \left. \right\} \textcircled{3}$

which gives

$$(x, y, z) = (10, -3, 5) \quad \left. \right\} \textcircled{3}$$

(30) 3. An object is moving in 3-space according to the parametric equations  
 $x = 2t$ ,  $y = \sin t$ ,  $z = t^2$  where  $t$  is the time.

Find, as functions of  $t$ ,

④ a) position vector  $\mathbf{r} = 2t\hat{i} + \sin t\hat{j} + t^2\hat{k}$

④ b) velocity vector  $\mathbf{v} = 2\hat{i} + \cos t\hat{j} + 2t\hat{k}$

④ c) acceleration vector  $\mathbf{a} = -\sin t\hat{j} + 2\hat{k}$

④ d) speed  $= |\mathbf{v}| = \sqrt{4 + 4t^2 + \cos^2 t}$

⑤ e)  $a_T = \frac{d}{dt}(|\mathbf{v}|) = \frac{4t - \sin t \cos t}{\sqrt{4 + 4t^2 + \cos^2 t}}$

f) curvature =

$$\hat{\mathbf{n}} \times \hat{\mathbf{a}} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & \cos t & 2t \\ 0 & -\sin t & 2 \end{vmatrix} = (2\cos t + 2t\sin t)\hat{i} - 4\hat{j} - 2\sin t\hat{k}$$

⑤ { so  
 Curvature  $= \frac{[(16 + 4\sin^2 t + (2\cos t + 2t\sin t)^2)]^{1/2}}{(4 + 4t^2 + \cos^2 t)^{3/2}}$

g)  $a_N = (\text{Curvature})|\mathbf{v}|^2$

④  $= \left[ \frac{16 + 4\sin^2 t + (2\cos t + 2t\sin t)^2}{4 + 4t^2 + \cos^2 t} \right]^{1/2}$

- (15) 4. An object is moving in 3-space in such a way that its acceleration vector as a function of the time  $t$  is  $\mathbf{a} = 2t\mathbf{i} + e^{-t}\mathbf{k}$ .

At time  $t = 0$  its velocity vector is  $\mathbf{v}(0) = \mathbf{i} + \mathbf{j}$   
and its position vector is  $\mathbf{r}(0) = \mathbf{j}$ .

- a) find the velocity vector as a function of  $t$

$$\vec{\mathbf{v}} = \int 2t\mathbf{i} + e^{-t}\mathbf{k} dt = t^2\mathbf{i} - e^{-t}\mathbf{k} + \vec{\mathbf{c}} \quad \} \textcircled{3}$$

$$t=0 \text{ gives } \vec{\mathbf{i}} + \vec{\mathbf{j}} = \vec{\mathbf{v}}(0) = -\mathbf{k} + \vec{\mathbf{c}} \text{ so } \vec{\mathbf{c}} = \vec{\mathbf{i}} + \vec{\mathbf{j}} + \mathbf{k}$$

$$\text{and } \boxed{\vec{\mathbf{v}} = (1+t^2)\vec{\mathbf{i}} + \vec{\mathbf{j}} + (1-e^{-t})\mathbf{k}} \text{ } \textcircled{3}$$

- b) find the position vector as a function of  $t$

$$\vec{\mathbf{r}} = \int \vec{\mathbf{v}}(t) = (t + \frac{t^3}{3})\vec{\mathbf{i}} + t\vec{\mathbf{j}} + (t + e^{-t})\mathbf{k} + \vec{\mathbf{c}} \quad \} \textcircled{3}$$

$$t=0 \text{ gives } \vec{\mathbf{j}} = \vec{\mathbf{r}}(0) = \mathbf{k} + \vec{\mathbf{c}} \text{ so } \vec{\mathbf{c}} = \vec{\mathbf{j}} - \mathbf{k}$$

$$\text{so } \boxed{\vec{\mathbf{r}} = (t + \frac{t^3}{3})\vec{\mathbf{i}} + (1+t)\vec{\mathbf{j}} + (-1+t+e^{-t})\mathbf{k}} \text{ } \textcircled{3}$$

- c) give the parametric equations for the motion

$$x = t + \frac{t^3}{3}$$

$$y = 1 + t$$

$$z = -1 + t + e^{-t}$$



- (15) 5. An object is moving in the xy-plane along the curve  $y = \frac{1}{4}x^4$  from left to right. It is moving at a constant speed of 2 ft/sec.

$$\frac{dy}{dx} = x^3$$

$$\frac{d^2y}{dx^2} = 3x^2$$

a) find  $a_T$  and  $a_N$  when the object is at the point  $(x, \frac{1}{4}x^4)$

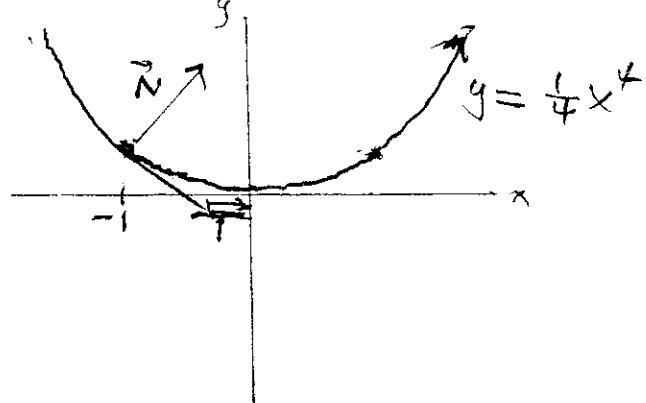
③  $a_T = \frac{1}{T} (\text{SPEED}) = 0$  [ Since speed is constant ]

$$a_N = (\text{Curvature})(\text{SPEED})^2 = 4 \text{ Curvature}$$

$$\text{Curvature} = \frac{\left| \frac{d^2y}{dx^2} \right|}{[1 + (\frac{dy}{dx})^2]^{3/2}} = \frac{3x^2}{[1 + x^6]^{3/2}}$$

$$\text{so } a_N = \frac{12x^2}{[1 + x^6]^{3/2}} \quad (4)$$

- b) find the velocity vector and the acceleration vector when the object is at the point  $(x, y) = (-1, \frac{1}{4})$



$$\vec{v} = (\text{SPEED}) \vec{T} = 2 \vec{T}$$

$$\text{slope } \vec{T} = \frac{dy}{dx} \Big|_{x=-1} = x^3 \Big|_{x=-1} = -1$$

$$\text{so } \vec{T} = \frac{1}{\sqrt{2}} \vec{i} - \frac{1}{\sqrt{2}} \vec{j}$$

$$\text{and } \vec{v} = \sqrt{2} \vec{i} - \sqrt{2} \vec{j} \quad \text{at } (-1, \frac{1}{4}) \quad (4)$$

$$\vec{a} = \cancel{a_T \vec{T}} + a_N \vec{N} = \frac{12x^2}{[1 + x^6]^{3/2}} \Big|_{x=-1} \vec{N} = \frac{12}{2\sqrt{2}} \vec{N}$$

From  $\vec{T}$  we see that

$$\vec{N} = \frac{1}{\sqrt{2}} \vec{i} + \frac{1}{\sqrt{2}} \vec{j}$$

so  $\vec{a} = \frac{6}{\sqrt{2}} \left( \frac{1}{\sqrt{2}} \vec{i} + \frac{1}{\sqrt{2}} \vec{j} \right) = 3\vec{i} + 3\vec{j} \quad \text{at } (-1, \frac{1}{4}) \quad (4)$

(4)