

HW

ch3

Note Title

9/25/2007

Sec 4

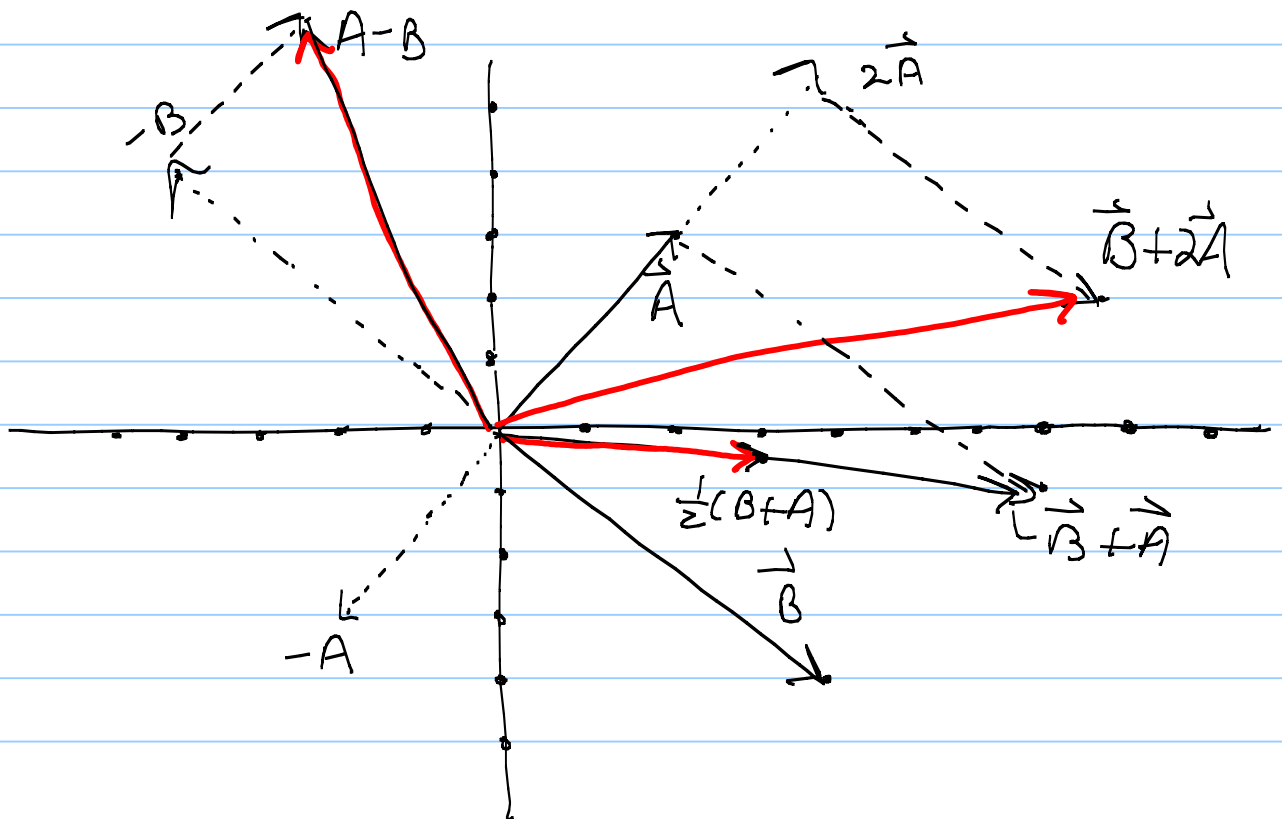
$$9 \quad \vec{A} = 2\hat{i} + 3\hat{j} \quad \vec{B} = 4\hat{i} - 4\hat{j}$$

$$-\vec{A} = -2\hat{i} - 3\hat{j} \quad \vec{A} - \vec{B} = -2\hat{i} + 7\hat{j}$$

$$3\vec{B} = 12\hat{i} - 12\hat{j}$$

$$\begin{aligned} \vec{B} + 2\vec{A} &= (4\hat{i} - 4\hat{j}) + (4\hat{i} + 6\hat{j}) \\ &= 8\hat{i} + 2\hat{j} \end{aligned}$$

$$\frac{1}{2}(\vec{A} + \vec{B}) = \frac{1}{2}(6\hat{i} - \hat{j}) = 3\hat{i} - \frac{1}{2}\hat{j}$$



$$20) \quad \vec{a}_1 = \hat{i} + \hat{j} \quad \vec{a}_2 = \hat{i} - 2\hat{k}$$

These are vectors in \mathbb{R}^3 i.e.,

$$\vec{a}_1 = 1 \cdot \hat{i} + 1 \cdot \hat{j} + 0 \cdot \hat{k}$$

$$\vec{a}_2 = 1 \cdot \hat{i} + 0 \cdot \hat{j} - 2 \cdot \hat{k}$$

$$\text{Let } \vec{u} = u_1 \hat{i} + u_2 \hat{j} + u_3 \hat{k}$$

$$\vec{u} \cdot \vec{a}_1 = u_1 + u_2 = 0 \Rightarrow u_1 = -u_2$$

$$\vec{u} \cdot \vec{a}_2 = u_1 - 2u_3 = 0 \Rightarrow u_1 = 2u_3$$

$$\text{So } \vec{u} = \begin{bmatrix} u_1 \\ -u_1 \\ u_1/2 \end{bmatrix} \text{ for any } u_1$$

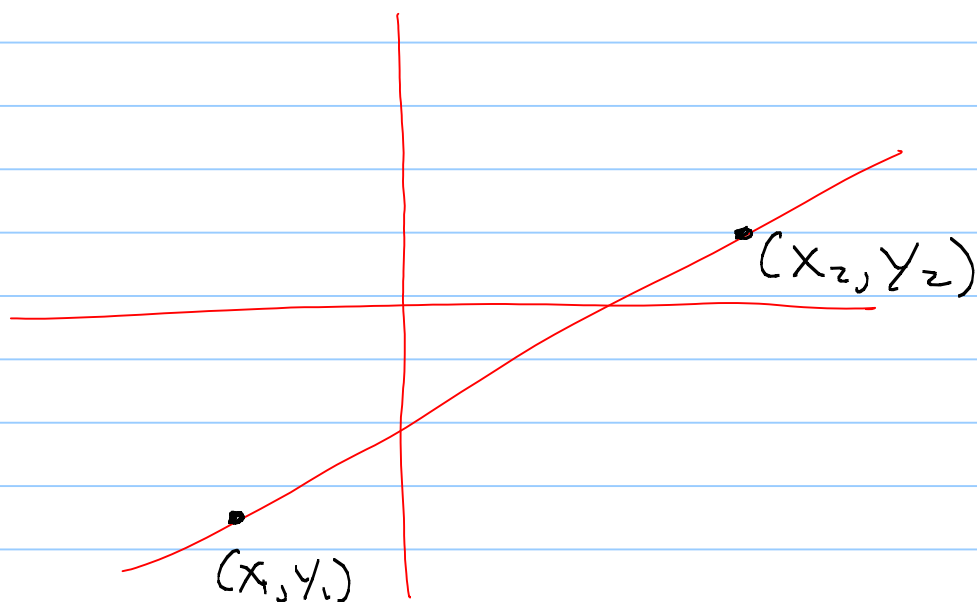
$$\text{i.e. } \vec{u} = \text{const.} \begin{bmatrix} 1 \\ -1 \\ 1/2 \end{bmatrix}$$

Note: we can also write

$$\vec{a}_1 = \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \quad \vec{a}_2 = \begin{bmatrix} 1 \\ 0 \\ -2 \end{bmatrix}$$

$$\vec{n} \cdot \vec{a}_1 = [1, -1, \frac{1}{2}] \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} = 1 - 1 = 0$$

$$\vec{n} \cdot \vec{a}_2 = [1, -1, \frac{1}{2}] \begin{bmatrix} 1 \\ 0 \\ -2 \end{bmatrix} = 1 - 1 = 0$$



A line can be specified by
any 2 points

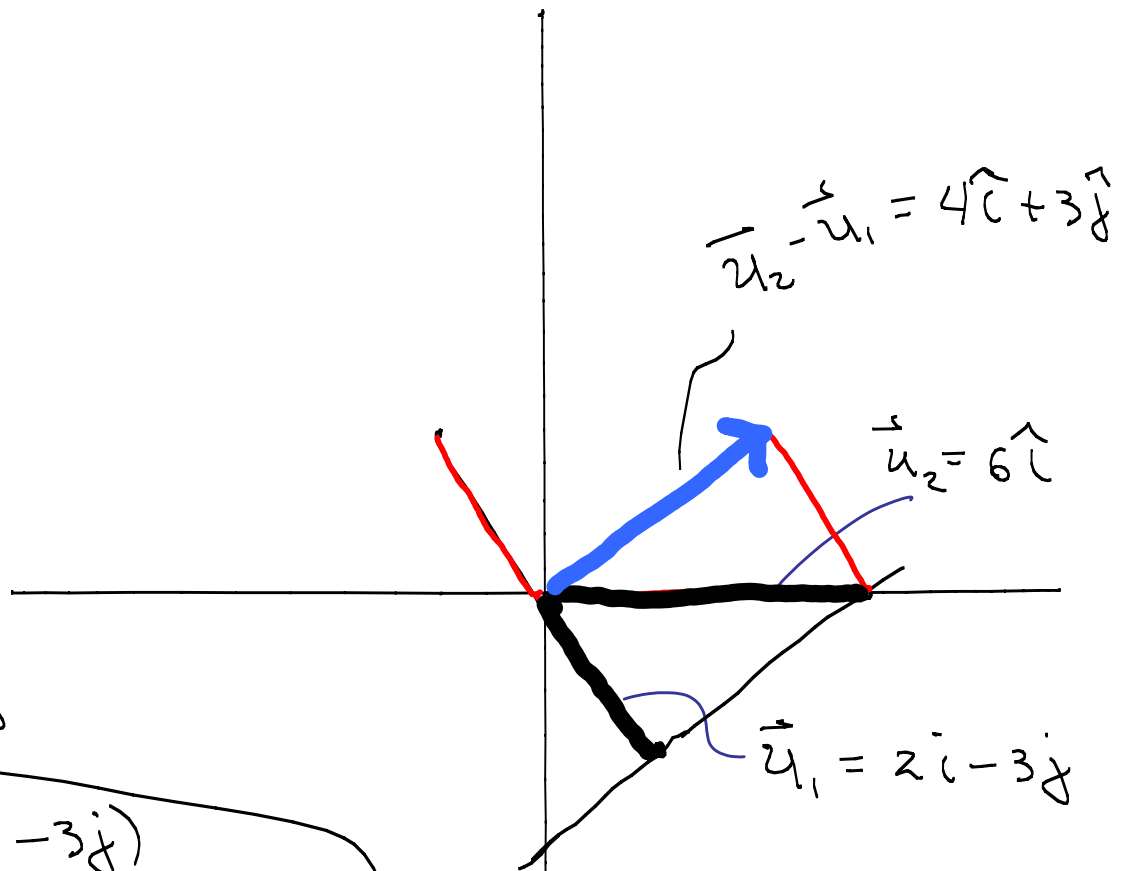
$$(x_2 - x_1) \hat{i} + (y_2 - y_1) \hat{j}$$

Parametrically

$$\vec{r}(t) = \vec{r}_0 + \vec{A}t$$

i.e

$$\begin{pmatrix} x(t) \\ y(t) \end{pmatrix} = \begin{pmatrix} x_0 \\ y_0 \end{pmatrix} + \begin{pmatrix} A_x \\ A_y \end{pmatrix} t$$



so, eq

$$\vec{r} = (2\hat{i} - 3\hat{j}) + (4\hat{i} + 3\hat{j})t$$

or

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 2 \\ -3 \end{bmatrix} + \begin{bmatrix} 4 \\ 3 \end{bmatrix} t$$

3:5-1 straight line through
(2, -3) with slope 3/4

$$\vec{u}_2 - \vec{u}_1 = 4\hat{i} + 3\hat{j}$$

must be the large
t behavior

so, eg

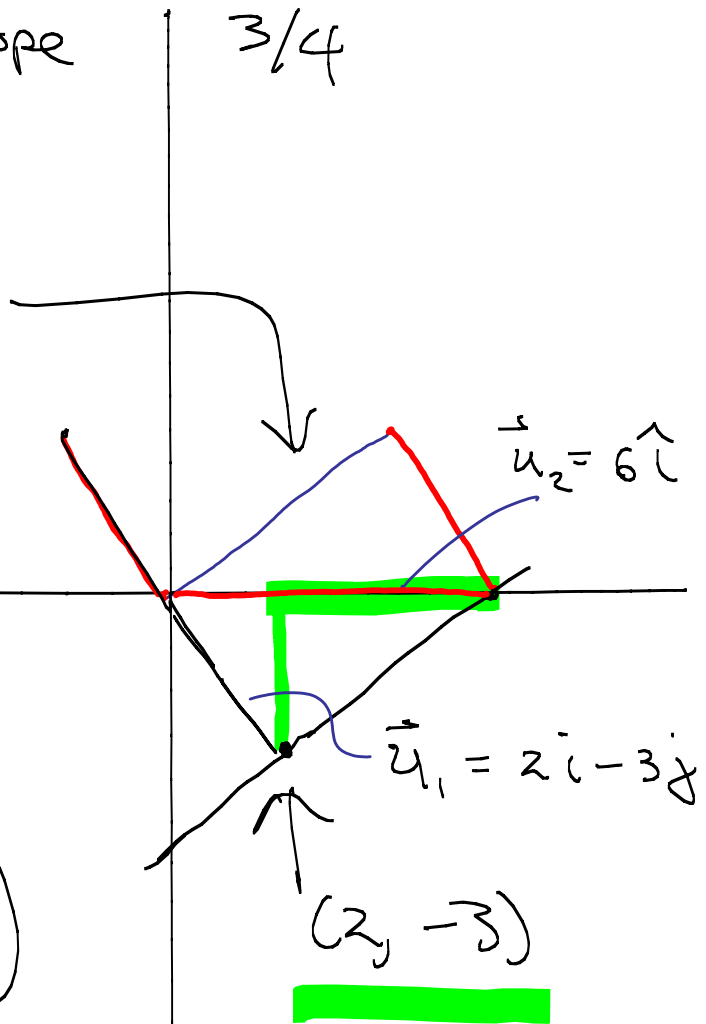
$$\vec{r} = (2\hat{i} - 3\hat{j}) + (4\hat{i} + 3\hat{j})t$$

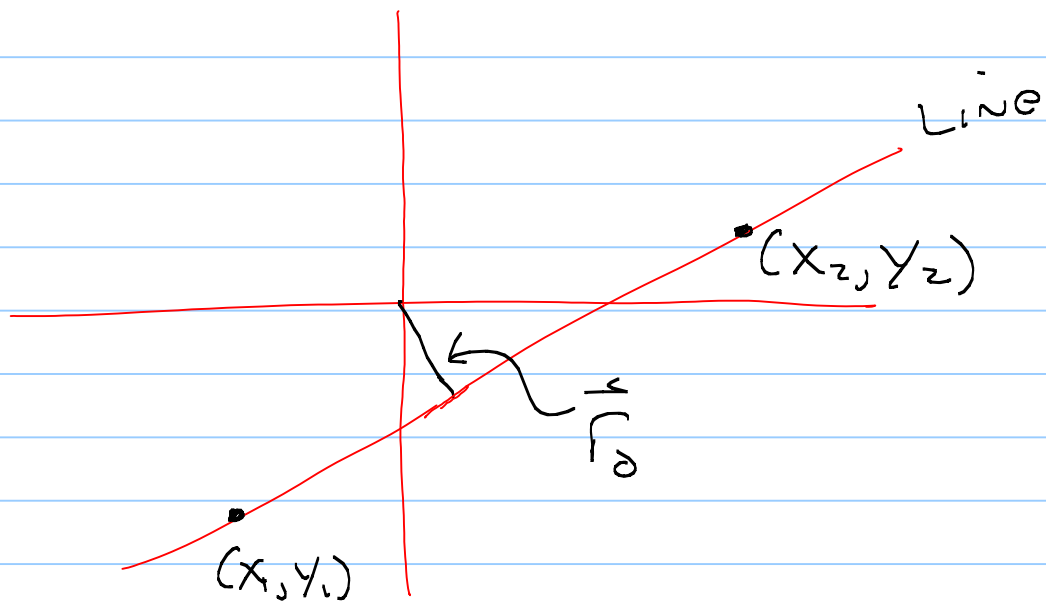
or

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 2 \\ -3 \end{bmatrix} + \begin{bmatrix} 4 \\ 3 \end{bmatrix} t$$

could also use

$$\vec{r} = 6\hat{i} + (4\hat{i} + 3\hat{j})t$$

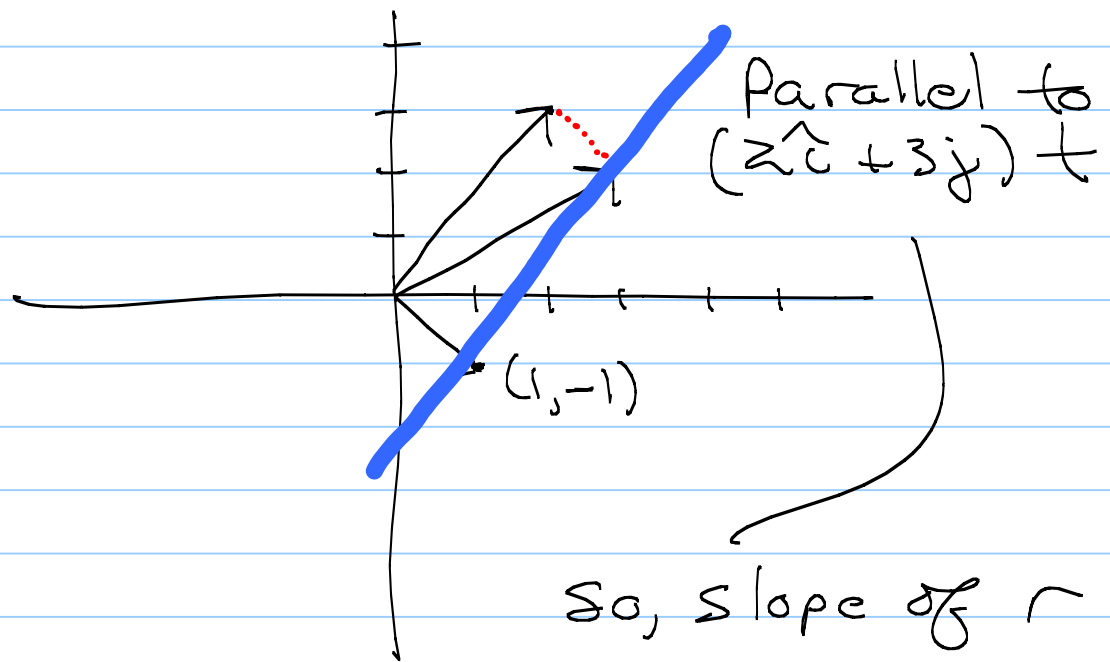




slope of $\vec{r}_0 = -\frac{1}{\text{slope of Line}}$

3.5-2

$$r = (\hat{i} - \hat{j}) + (2\hat{i} + 3\hat{j})t$$



is slope of $2\hat{i} + 3\hat{j} = \frac{3}{2}$

21 $2x + 6y - 3z = 10$

$5x + 2y - z = 12$

NB

RHS does not affect
slopes (angles)

for instance

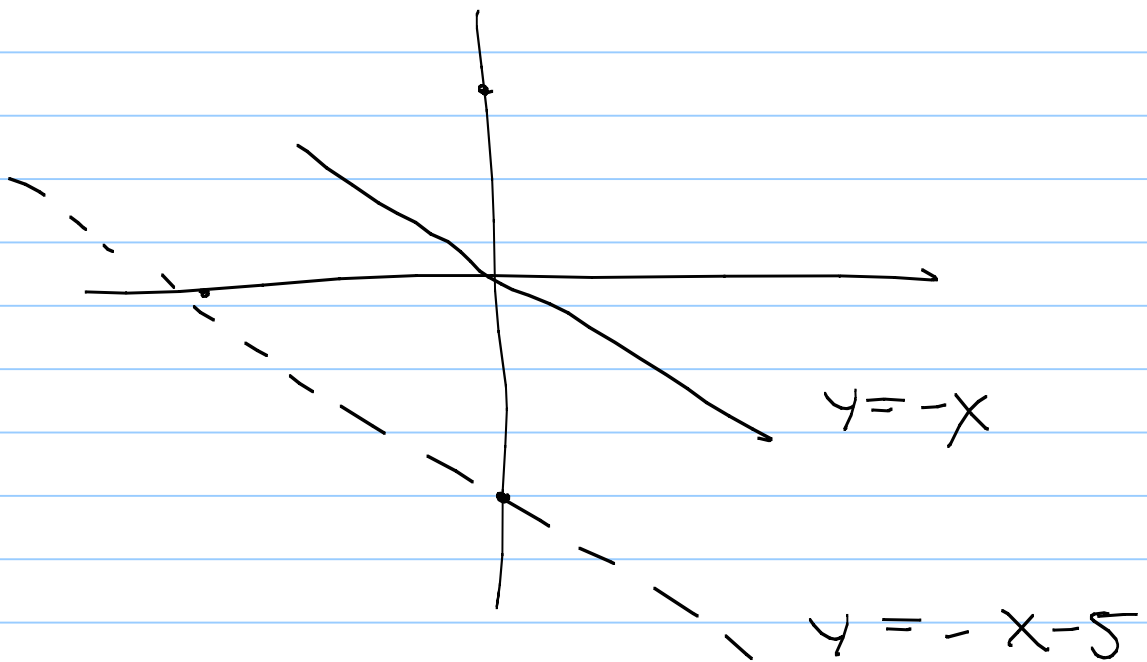
$$x + y = 0$$

vs

$$y = -x$$

$$x + y = 5$$

$$y = -x - 5$$



so it suffices to cons.

$$2x + 6y - 3z = 0$$

$$5x + 2y - z = 0$$

These vectors are in the planes:

$$\begin{bmatrix} 2 \\ 6 \\ -3 \end{bmatrix}$$

\vec{a}_1

$$\begin{bmatrix} 5 \\ 2 \\ -1 \end{bmatrix}$$

\vec{a}_2

$$\text{So } \cos \theta = \frac{\vec{a}_1 \cdot \vec{a}_2}{\|\vec{a}_1\| \|\vec{a}_2\|}$$

$$\Rightarrow \cos \theta = \frac{10 + 12 + 3}{\sqrt{4 + 36 + 9} \sqrt{25 + 4 + 1}}$$

$$\cos \theta = \frac{25}{7 \sqrt{30}}$$

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$$\frac{x-1}{2} = \frac{y+3}{1} = \frac{z-4}{-3}$$

This is equivalent to

$$\frac{x-1}{2} = y+3$$

$$\frac{x-1}{2} = \frac{z-4}{-3}$$

$$y+3 = \frac{z-4}{-3}$$

ie

$$x - 2y + 0z = 7$$

$$x + 0y + \frac{2}{3}z = \frac{8}{3} + 1 = \frac{11}{3}$$

$$0x + y + \frac{1}{3}z = \frac{4}{3} - 3 = -\frac{5}{3}$$

$$\begin{bmatrix} 1 & -2 & 0 \\ 1 & 0 & \frac{2}{3} \\ 0 & 1 & \frac{1}{3} \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 7 \\ \frac{11}{3} \\ -\frac{5}{3} \end{bmatrix}$$

in order that \mathcal{L} define a line,
the three equations cannot be
simultaneously true [that would
define a point.]

$Ax = y$ has a unique
solution $\Leftrightarrow \det A \neq 0$.

Hence for OSr Line $\det A = 0$
This means that there are
non zero vectors $\ni Ax = 0$

The set of all vectors such that

$Ax = 0$ is the
null space of A

To find $N(A)$ solve

$$Ax=0$$

For $A = \begin{bmatrix} 1 & -2 & 0 \\ 1 & 0 & 2/3 \\ 0 & 1 & 1/3 \end{bmatrix}$

Null space = $\left(-\frac{2}{3}, -\frac{1}{3}, 1\right) \equiv \vec{n}$

i.e. A dotted into this vector (or any multiple of it) is zero.

$$\vec{A} \cdot \alpha \vec{n} = \alpha \vec{A} \cdot \vec{n} = 0$$

So $\vec{r} = \vec{r}_0 + \vec{n}t$

$$\begin{bmatrix} 1 & -2 & 0 \\ 1 & 0 & 2/3 \\ 0 & 1 & 1/3 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 7 \\ 11/3 \\ -5/3 \end{bmatrix}$$

Since there is a null space
I can add $\alpha \vec{n}$ to any solution
and get another solution

E.g. $\frac{1}{3} \begin{bmatrix} 11 \\ 5 \\ 0 \end{bmatrix} \equiv \vec{p}$

$$\begin{array}{ccc} \vec{p} & + & \alpha \vec{n} \\ \uparrow & & \uparrow \\ \text{particular} & & \text{null} \end{array}$$

$$\vec{v}_1 = \frac{1}{3} \begin{bmatrix} 1 \\ -5 \\ 0 \end{bmatrix} + \begin{bmatrix} -2/3 \\ -1/3 \\ 1 \end{bmatrix} t$$

By the same argument

$$\frac{x+3}{4} = \frac{y+4}{1} = \frac{z-2}{4}$$

$$\Rightarrow \begin{bmatrix} 1 & -4 & 0 \\ 1 & 0 & 1 \\ 0 & 1 & 1/4 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 13 \\ 5 \\ -2 \end{bmatrix}$$

$$\vec{v}_2 = \begin{bmatrix} 0 \\ -2 \\ 0 \end{bmatrix} + \begin{bmatrix} 1 \\ -1/4 \\ 1 \end{bmatrix} t$$



part.



null space

For large t the two lines are charac. by the vectors

$$\begin{bmatrix} -1 \\ -1/4 \\ 1 \end{bmatrix} \quad \begin{bmatrix} -2/3 \\ -1/3 \\ 1 \end{bmatrix}$$

Dot prod.

$$\frac{2}{3} + \frac{1}{12} + 2 \neq 0$$

So they must intersect.

$$\vec{r}_1 = \begin{bmatrix} 5 \\ -2 \\ 0 \end{bmatrix} + \begin{bmatrix} 1 \\ -1/4 \\ 1 \end{bmatrix} t$$

$$\vec{r}_2 = \frac{1}{3} \begin{bmatrix} 11 \\ -5 \\ 0 \end{bmatrix} + \begin{bmatrix} -2/3 \\ -1/3 \\ 1 \end{bmatrix} t$$

$$0 = \begin{bmatrix} 11/3 - 5 \\ -5/3 + 2 \\ 0 \end{bmatrix} + \begin{bmatrix} -2/3 + 1 \\ -1/3 + 1/4 \\ 0 \end{bmatrix} t$$

$$0 = \begin{bmatrix} -4/3 \\ 1/3 \\ 0 \end{bmatrix} + \begin{bmatrix} 1/3 \\ -1/2 \\ 0 \end{bmatrix} t$$

$$\begin{pmatrix} 4 \\ 3 \\ -1/3 \\ 0 \end{pmatrix} = t \begin{pmatrix} 1/3 \\ -1/2 \\ 0 \end{pmatrix} \Rightarrow t = 4$$

