

- Let \vec{a} , \vec{b} , and \vec{c} be vectors in \mathbb{R}^3 .

$$(a) \quad (\vec{a} \cdot \vec{b}) \cdot \vec{c} = \vec{a} \cdot (\vec{b} \cdot \vec{c}).$$

False, $\vec{a} \cdot \vec{b}$ is a number + a number cannot be dotted with another vector \vec{c} .

Thus $(\vec{a} \cdot \vec{b}) \cdot \vec{c}$ makes no sense.

stated +.5
answer +.5

- (+) justification / context
- (+) sense / intuition

(b) $||\vec{a} \times \vec{b}|| = ||\vec{b} \times \vec{a}||.$

True, The length of the vector $\vec{a} \times \vec{b}$ is equal to the area of the parallelogram with sides \vec{a} and \vec{b} . That area is the same as the parallelogram with side lengths b and a .



- (c) If $f(x, y)$ is a continuous function, the first-order derivatives exist, and $f_x(0, 0) = 0 = f_y(0, 0)$, then f has a local minimum or maximum at the point $(0, 0)$.

False, f may have a saddle at $(0,0)$.

For example $f(x,y) = x^2y$ shown in problem 8.

- (d) If $f(x, y)$ is a continuous function, the first-order derivatives exist, and f has a local minimum or maximum at the point $(0, 0)$, then $f_x(0, 0) = 0 = f_y(0, 0)$.

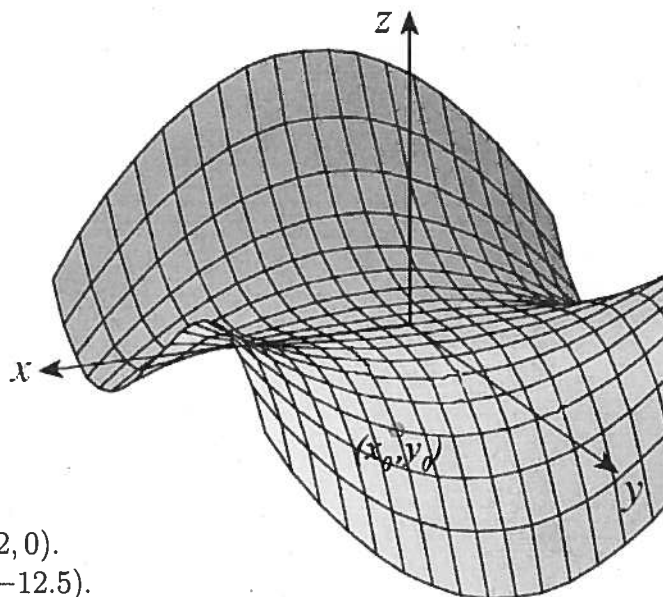
True, this is the 3D generalization of the 2D version.

The peaks (max) & valleys (min) will have level tangent planes $\Rightarrow f_x(0,0)=0$

and $g(0,0) = 0$

Show your work for the following problems. The correct answer with no supporting work will receive NO credit.

2. Consider the function g pictured to the right and answer the following multiple choice questions.



(a) [1] $g_x(x_0, y_0)$ is

i. > 0

ii. < 0

(b) [1] $\left. \frac{\partial g}{\partial y} \right|_{(x_0, y_0)}$ is

i. > 0

ii. < 0

3. Let $P(1, 3, 2)$, $Q(3, -1, 6)$, and $R(5, 2, 0)$.
Also let $S(3, 6, 1.5)$ and $T(-9, -14, -12.5)$.

(a) [3] Find the equation of the ~~line~~ ^{plane} that passes through P , R , and Q .

$$\begin{aligned} \vec{PQ} &= \langle 3-1, -1-3, 6-2 \rangle = \langle 2, -4, 4 \rangle \\ \vec{PR} &= \langle 5-1, 2-3, 0-2 \rangle = \langle 4, -1, -2 \rangle \end{aligned}$$

(+5) eq of line
so the following would work:
 $0 = \langle 12, 20, 14 \rangle \cdot (\langle x, y, z \rangle - \langle 1, 3, 2 \rangle)$
 $0 = \langle 12, 20, 14 \rangle \cdot (\langle x-1, y-3, z-2 \rangle)$

$$\begin{aligned} \begin{vmatrix} i & j & k \\ 2 & -4 & 4 \\ 4 & -1 & -2 \end{vmatrix} &= i \begin{vmatrix} -4 & 4 \\ -1 & -2 \end{vmatrix} - j \begin{vmatrix} 2 & 4 \\ 4 & -2 \end{vmatrix} + k \begin{vmatrix} 2 & -4 \\ 4 & -1 \end{vmatrix} \\ &= i(8 - -4) - j(-4 - 16) + k(-2 - 16) \\ &= 12\vec{i} + 20\vec{j} + 14\vec{k} \end{aligned}$$

(+5) plug in info given

$$0 = 12(x-1) + 20(y-3) + 14(z-2)$$

$$100 = 12x + 20y + 14z$$

thus $\vec{n} = \langle 12, 20, 14 \rangle$

(+5) stated

- (b) [2] Does the line that passes through S and T intersect the plane you found in part (a)? Justify your answer.

$$\begin{aligned} \text{note } \vec{TS} &= \langle 3-(-9), 6-(-14), 1.5-(-12.5) \rangle \\ &= \langle 12, 20, 14 \rangle \end{aligned}$$

thus $\vec{TS} \parallel \vec{n}$ and \vec{n} is \perp to the plane containing P, R and Q .

Thus \vec{TS} must intersect the plane.

reasoning (+1)

stated (+5)

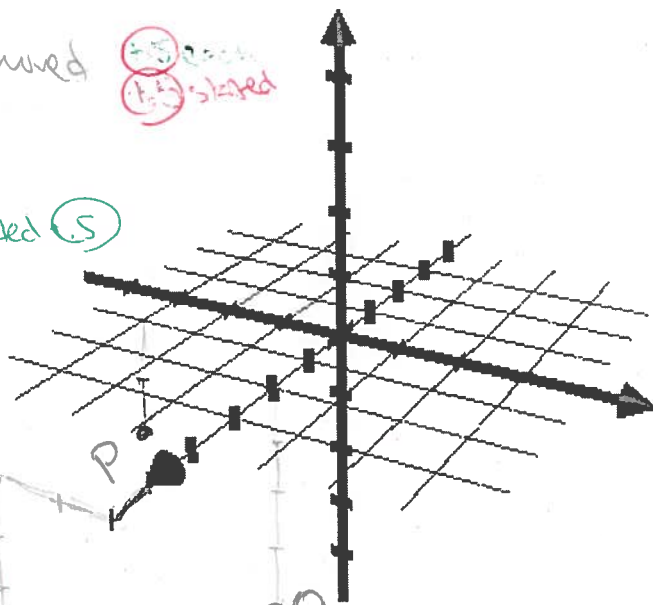
12
60
29

4. Consider the points: $P(1, -3, -2)$, $Q(2, 0, -4)$, and $R(6, -2, -5)$.

(a) [2] Plot the points P , Q , and R .

sorry, I should have moved the grid up higher.

stared (1.5)



(b) [3] Find the length of \overrightarrow{PR}

stared (1.5)

$$\overrightarrow{PR} = \langle 6-1, -2-(-3), -5-(-2) \rangle$$

$$= \langle 5, 1, -3 \rangle$$

$$\|\overrightarrow{PR}\| = \sqrt{5^2 + 1^2 + (-3)^2}$$

$$= \sqrt{25 + 1 + 9} = \sqrt{35}$$

get it / alg (1.5)

(c) [4] Use calculus methods to determine if $\triangle PQR$ is a right triangle or not.

We need to find the angles between the 3 pairs of vectors.

Recall $\vec{u} \cdot \vec{v} = \|\vec{u}\| \|\vec{v}\| \cos \theta$
where θ is the angle between \vec{u} and \vec{v}

If $\vec{u} \cdot \vec{v} = 0 \Rightarrow \cos \theta = 0 \Rightarrow \theta = 90^\circ$

$$\overrightarrow{PR} = \langle 5, 1, -3 \rangle$$

$$\overrightarrow{PQ} = \langle 1, 3, -2 \rangle$$

$$\overrightarrow{QR} = \langle 4, -2, -1 \rangle$$

stared (1.5)

(1.5)

$$\overrightarrow{PR} \cdot \overrightarrow{PQ} = 5 \cdot 1 + 1 \cdot 3 + (-3) \cdot (-2) \neq 0$$

$$\overrightarrow{PR} \cdot \overrightarrow{QR} = 5 \cdot 4 + 1 \cdot (-2) + (-3) \cdot (-1) \neq 0$$

$$\overrightarrow{PQ} \cdot \overrightarrow{QR} = 4 \cdot 1 + 3 \cdot (-2) + (-2) \cdot (-1) = 0$$

5. Consider the vector \vec{v} and \vec{u} shown to the right.

(a) [1] Draw the vector $2\vec{u}$.

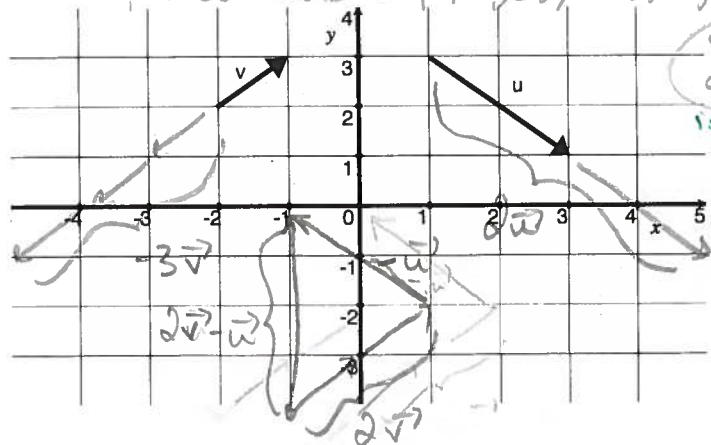
(b) [1] Draw the vector $-3\vec{v}$.

(c) [2] Draw the vector $2\vec{v} - \vec{u}$.

note

$$2\vec{v} - \vec{u}$$

added/sub (1.5)



right angle interpretation (1.5)

$$= 2\langle 1, 1 \rangle - \langle 2, -2 \rangle$$

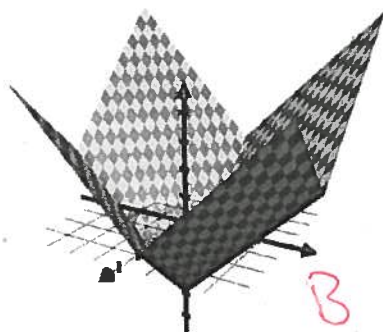
$$= \langle 2-2, 2+2 \rangle = \langle 0, 4 \rangle \text{ so consistent with picture.}$$

6. [3] Match the following equations to their respective graphs:

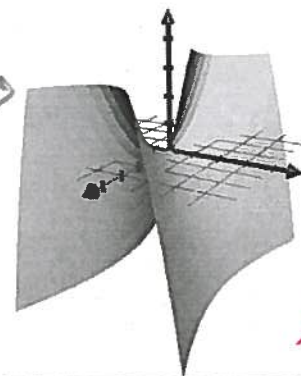
A. $z = \frac{x^2}{4} - y^2$

B. $z = |x| + |y| - 3$

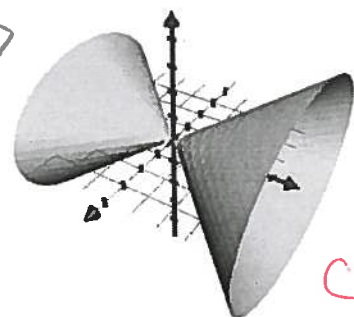
C. $y^2 = x^2 + 2z^2$



B



A



C

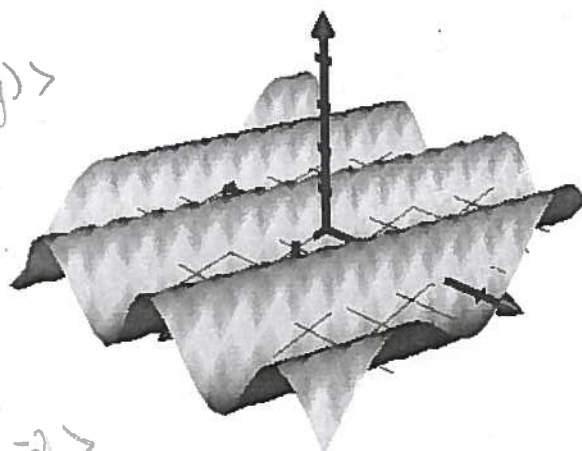
7. Consider the function $f(x, y) = -\sin(x + 2y)$ for the following questions.

(a) [3] Find the gradient of f .

$$\langle \underbrace{-\cos(x+2y)}_{+1}, \underbrace{-2\cos(x+2y)}_{+1} \rangle$$

step 1 (1.5)

notation (1.5)



(b) [1] Evaluate the gradient at the point $(0, 0)$.

$$\langle -\cos(0), -\cos(0) \rangle = \langle -1, -2 \rangle$$

notation (1.5) plug in (1.5)

(c) [2] Interpret your answer in (b) graphically and consider referencing the graph of f shown to the right.

+1.5 step 1.
+1 correct
1.5 sense.

The function f is increasing in the z coord. the fastest if you move in the direction of $\langle -1, -2 \rangle$. This is consistent with the picture since at $(0, 0)$, the fastest elevation change up, is moving back into the page to move up that ridge (in the $\langle -1, -2 \rangle$ direction).

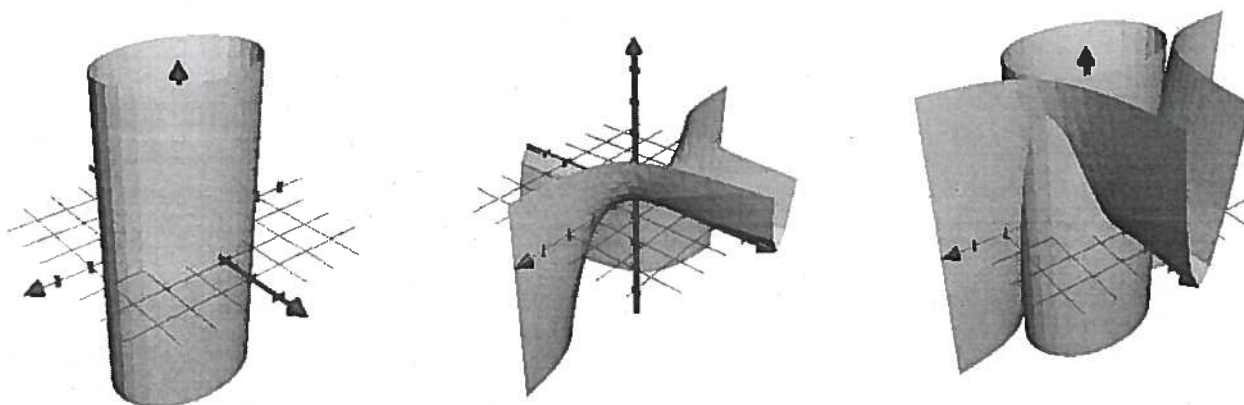
(d) [3] Find the linear approximation of f at the point $(0, 0)$.

ie find the plane (1.5) Thus we only need a point on the plane and $(0, 0, 0)$ works so

$$\begin{aligned} f_x(0, 0) &= -1 \\ f_y(0, 0) &= -2 \end{aligned} \quad \left. \begin{array}{l} \\ \end{array} \right\} (1.1)$$

$$\begin{aligned} -1(x-0) - 2(y-0) &= z-0 \\ \text{or } z &= -x-2y. \end{aligned} \quad \begin{array}{l} (1.5) \text{ eq of plane} \\ (1) \text{ plg in values} \end{array}$$

8. Both the cylinder described by $6 = x^2 + 2y^2$ and the surface described by $z = x^2y$, along with their intersections are shown below.



- (a) [6] Use Calculus methods to find the (x, y, z) coordinates in \mathbb{R}^3 to find the points on both surfaces with the maximum z value.

reduced to calc 1 method:

work with: $f(x, y) = x^2y$ where $6 = x^2 + 2y^2 \Rightarrow x^2 = 6 - 2y^2$ } sub (+1)

$\Rightarrow f(x, y) = f(y) = (6 - 2y^2)y = 6y - 2y^3$

Critical points: $f'(y) = 6 - 6y^2 \Rightarrow 0 = 6 - 6y^2 \Rightarrow y = 1 \text{ or } -1$ } (+1.5)

$\Rightarrow x^2 = 6 - 2(1)^2 \Rightarrow x = 2 \text{ or } -2$ so $(2, 1)$ $(-2, 1)$

$\& x^2 = 6 - 2(-1)^2 \Rightarrow x = 2 \text{ or } -2$ $(2, -1)$ $(-2, -1)$ are Cr

Determine is min/max: $6 - 6(1)^2$ $6 - 6(0)^2$ $6 - 6(1)^2$

some justification given (need not be this method) \searrow min \nearrow max \searrow

So max values at

$(-2, 1, (-2)^2 \cdot 1) = (-2, 1, 4)$ and $(2, 1, 2^2 \cdot 1) = (2, 1, 4)$

Lagrange multipliers: $f(x, y) = x^2y$ and $g(x, y) = x^2 + 2y^2 = 6$

$\nabla f(x, y) = \lambda \nabla g(x, y)$ } (+1.5)

$\langle 2xy, x^2 \rangle = \lambda \langle 2x, 4y \rangle$ } (+1)

$\Rightarrow \begin{cases} 2xy = 2\lambda x \\ x^2 = 4\lambda y \\ x^2 + 2y^2 = 6 \end{cases}$

if $x \neq 0$ } (+1.5)

$\begin{cases} y = \lambda \\ x^2 = 4\lambda y \\ x^2 + 2y^2 = 6 \end{cases} \Rightarrow \begin{cases} x^2 = 4\lambda^2 \\ x^2 + 2\lambda^2 = 6 \end{cases}$

$\Rightarrow \lambda = 1 \text{ or } -1$ } (+1)

$y = 1 \text{ or } -1$ } (+1)

$x = 2 \text{ or } -2$ } (+1)

looking at graph max at $(2, 1)$ & $(-2, 1)$ } (+1)

So $(2, 1, 4)$ & $(-2, 1, 4)$