

1. [12] TRUE/FALSE: Identify a statement as True in each of the following cases if the statement is *always* true and provide a brief justification. Otherwise, identify it as false and provide a counterexample.

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

Recall that \cdot refers to the dot product, and \times refers to the cross product.

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

Geometric argument: because $\vec{a} \cdot \vec{b} = \|\vec{a}\| \cdot \|\vec{b}\| \cos \theta$
 $= \|\vec{b}\| \cdot \|\vec{a}\| \cos \theta = \vec{b} \cdot \vec{a}$
 and the angle between \vec{a} & \vec{b} is the same as that between \vec{b} & \vec{a} .

sketch (+.5)
 reverse (+.5)
 looking for appropriate sense/direction (+.5)
 found one (+.5)

Algebraic argument: let $\vec{a} = \langle a_1, a_2, a_3 \rangle$ & $\vec{b} = \langle b_1, b_2, b_3 \rangle$.
 Then $\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3 = b_1 a_1 + b_2 a_2 + b_3 a_3 = \vec{b} \cdot \vec{a}$
 by commutativity of \mathbb{R}

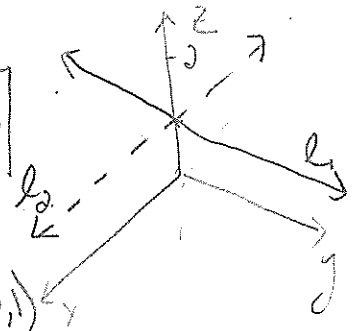
(b) $(\vec{a} \times \vec{b}) \cdot \vec{a} = 0$.

True $\vec{a} \times \vec{b}$ is a vector perpendicular to both \vec{b} and \vec{a} .
 Thus the angle between $\vec{a} \times \vec{b}$ and \vec{a} is $\frac{\pi}{2}$
 $\rightarrow 0 = \cos(\frac{\pi}{2}) \|\vec{a}\| \|\vec{a} \times \vec{b}\| = (\vec{a} \times \vec{b}) \cdot \vec{a}$

- (c) Two lines parallel to a plane are parallel.

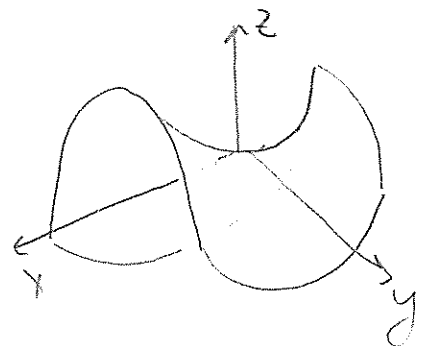
False the lines: $l_1 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} + t \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix}$ & $l_2 = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} + s \begin{bmatrix} 1 \\ 0 \\ 1 \end{bmatrix}$
 where $t, s \in \mathbb{R}$

are both // to the xy-plane but they intersect at $(0,0,1)$



- (d) 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 - there may be a saddle point which is neither a local max nor local min



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

2. The vectors $\vec{u} \in \mathbb{R}^2$ and shown below, answer the following:

(a) [1] What are the components of \vec{u} ?

$$\langle -2, -6 \rangle$$

(b) [1] Draw the vector $\vec{v} = \langle 1, -3 \rangle$

(c) [1] Find $\|\vec{u}\|$.

$$\sqrt{(-2)^2 + (-6)^2} = \sqrt{4 + 36} = \sqrt{40} = 2\sqrt{10}$$

(d) [2] Draw the vector $\vec{u} + 3\vec{i}$.

(e) [2] Find the angle between \vec{u} and \vec{v} . Recall $\cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|}$

$$\rightarrow \theta = \cos^{-1} \left(\frac{\langle -2, -6 \rangle \cdot \langle 1, -3 \rangle}{2\sqrt{10} \sqrt{1^2 + (-3)^2}} \right) = \cos^{-1} \left(\frac{-2 + 18}{2\sqrt{10} \sqrt{10}} \right) = \cos^{-1} \left(\frac{16}{20} \right) = \cos^{-1} \left(\frac{4}{5} \right)$$

(f) [4] Find the projection of \vec{v} onto \vec{u} .

Schubert's

$$\Rightarrow \cos \theta = \frac{\|\vec{u}\|}{\|\vec{v}\|}$$

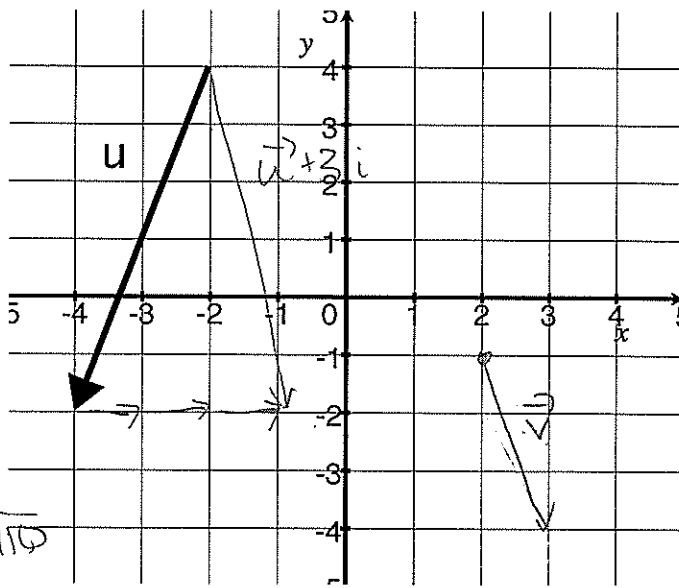
$$\Rightarrow \|\vec{u}\| = \|\vec{v}\| \cos \theta = \sqrt{10} \cos \theta$$

$$\Rightarrow \cos \theta = \frac{\vec{u} \cdot \vec{v}}{\|\vec{u}\| \|\vec{v}\|} = \frac{4}{5} \text{ from (e)}$$

Use (*) to sub into (**) and we know now we only need direction. $\|\vec{u}\| = \sqrt{10} \cdot \frac{4}{5}$

$$\|\vec{u}\| \cdot \frac{\vec{u}}{\|\vec{u}\|} = \frac{4\sqrt{10}}{5} \cdot \frac{1}{2\sqrt{10}} \langle -2, -6 \rangle = \frac{2}{5} \langle -2, -6 \rangle$$

$$\text{mag.} \cdot \text{dir.} = \left\langle \frac{-4}{5}, \frac{-12}{5} \right\rangle \text{ alg/math.}$$



typo

typo



+1 perfect if have formula written/used wrong

3. [3] Find the equation of the plane that passes through the points $(0, 1, 1)$, $(1, 0, 1)$, and $(1, 1, 0)$.
eg of line (1.5) *notation/sense (1.5)*

Note $\vec{PQ} = \langle 1, -1, 0 \rangle$ and $\vec{PR} = \langle 1, 0, -1 \rangle$,

(+1) $\left\{ \begin{array}{l} \vec{PQ} \times \vec{PR} \text{ will give us a normal line} \\ \begin{vmatrix} i & j & k \\ 1 & -1 & 0 \\ 1 & 0 & -1 \end{vmatrix} = \begin{array}{l} i(1-0) \\ -j(-1-0) \\ +k(0+1) \end{array} \end{array} \right.$

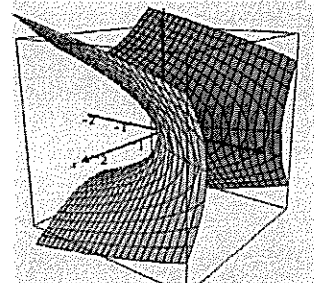
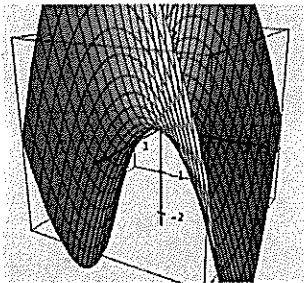
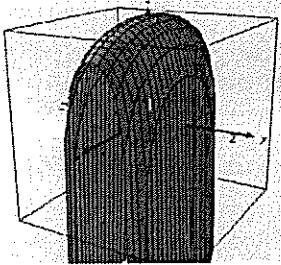
So $\vec{n} = \vec{i} + \vec{j} + \vec{k}$.

used eq. 5 correctly (1.5)

$\Rightarrow \langle 1, 1, 1 \rangle \cdot (\langle x, y, z \rangle - \langle 0, 1, 1 \rangle) = 0$ works.

i) or $\langle 1, 1, 1 \rangle \cdot (\langle x, y, z \rangle - \langle 1, 0, 1 \rangle) = 0$ iii)

or $x + y - 1 + z - 1 = 0$ or $x + y + z = 2$



4. [3] Consider the three graphs above for the following questions:

type

- (a) Match the following equations to their respective graphs:

A. $z = x^2 - y^2$

B. $y = x^2 - z^2$

C. $z = \ln(9 - x^2 - 9y^2)$

ii

iii

i)

- (b) [1] Identify which of the above are graphs of functions.

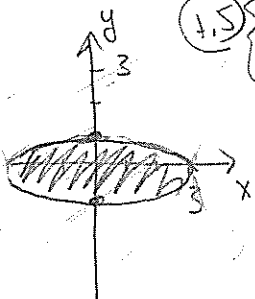
i (1.5) & ii (1.5)

- (c) [2] For each of the expressions above that are functions, identify the domain and the range.

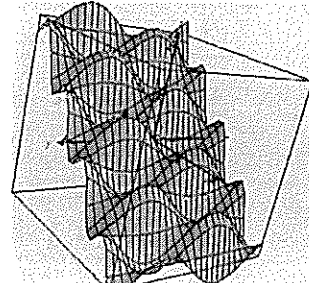
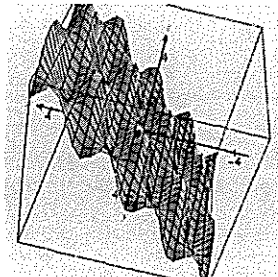
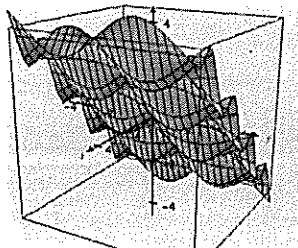
(1.5) { ii Domain: \mathbb{R}^2 Range: \mathbb{R}^2

(+1) { Domain $\{(x, y) \mid 9 - x^2 - 9y^2 > 0\} = \{(x, y) \mid 9 > x^2 + 9y^2\}$
 so a region bounded by an ellipse

(1.5) { Range: from the graph the max is at $(0, 0)$ so $(-\infty, \ln(9)]$



5. Three views of the function $f(x, y) = x + \cos(3x) \sin(y)$ are shown below and may be used for the following questions. The point $(0, \frac{\pi}{2}, f(0, \frac{\pi}{2}))$ is identified on the graph.



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

$$\nabla f = \langle f_x, f_y \rangle$$

$$f_x(x, y) = 1 - \sin(y) \sin(3x) \cdot 3$$

$$f_y(x, y) = \cos(3x) \cos(y)$$

y is const (+.5)
chain rule (+.5)

$$= \langle 1 - 3 \sin(3x) \sin(y), \cos(3x) \cos(y) \rangle$$

notation (+.5)

- (b) [1] Evaluate the gradient at the point $(0, \frac{\pi}{2})$.

eval everywhere (+.5)

$$= \langle 1 - 3 \sin(3 \cdot 0) \sin(\frac{\pi}{2}), \cos(3 \cdot 0) \cos(\frac{\pi}{2}) \rangle = \langle 1, 0 \rangle$$

- (c) [1] Interpret your answer in (b) graphically and consider referencing the graph of f shown to the right.

The direction of steepest ascent is in the direction parallel to the x -axis

connected to graph (+.5)

- (d) [3] Find the linear approximation of f at the point $(0, \frac{\pi}{2})$.

started (+.5)

We need to find the tangent plane - I'll use $z - z_1 = m_x(x - x_1) + m_y(y - y_1)$ where

og of line (+.5)

$$m_x = f_x(0, \frac{\pi}{2}) = 1$$

$$m_y = f_y(0, \frac{\pi}{2}) = 0$$

$$\Rightarrow z - 1 = 1(x - 0) + 0(y - \frac{\pi}{2}) \quad \text{plugging (+.5)}$$

or

$$z = 1 + x - 0$$

$$= 1 + x$$

$$f(0, \frac{\pi}{2}) = 0 + \cos(3 \cdot 0) \sin(\frac{\pi}{2}) = 1$$

- 1.1 - 1

connect to x + 1
interpret comp (+.5)

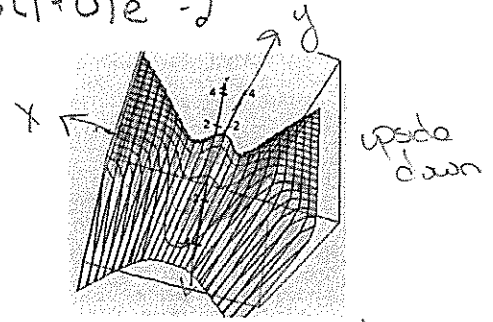
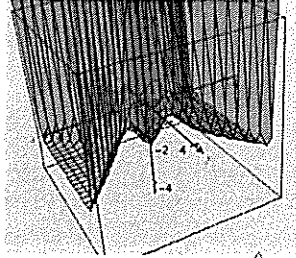
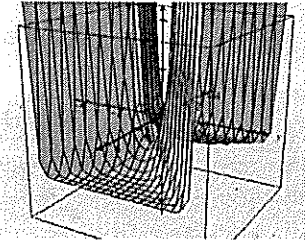
6) [3] a) $f_x(\frac{1}{3}, 1) < 0$ neg
 b) $f_y(\frac{1}{3}, 1) > 0$ pos

c) Explain how you know: explain connection between \hat{x} + graph (1)

6.7 [3] Consider the function $g(x, y) = 3(x^2 + y^2)e^{y^2 - x^2} - 2$. Three views of the function g are shown below. Identify all critical points and then classify them as local minimums, local maximums, or saddle points.

$g(-1, 0) = 3(1+0)e^{-1} - 2 = 3e^{-1} - 2$ $g(1, 0) = 3(1+0)e^{-1} - 2$

(+1) Pen/outline
 rotation (1.5)



we'll set the 1st derivative to zero + solve for the critical points.

(1.5) $g_x(x, y) = 3(x^2 + y^2)e^{y^2 - x^2}(-2x) + 3 \cdot 2x e^{y^2 - x^2}$
 (1.5) $g_y(x, y) = 3(x^2 + y^2)e^{y^2 - x^2}(2y) + 3 \cdot 2y e^{y^2 - x^2}$

(1.5) $g_x(x, y) = 0 = g_y(x, y)$

$\Rightarrow 3(x^2 + y^2)e^{y^2 - x^2}(-2x) + 6x e^{y^2 - x^2} = 0$

$e^{y^2 - x^2}[-6x(x^2 + y^2) + 6x] = 0$

factoring (1) + distribute (1.5) at (1.5)

$e^{y^2 - x^2} = 0$ or $6x[-(x^2 + y^2) + 1] = 0$
 never happens \Downarrow \Downarrow
 $1 - x^2 - y^2 = 0$ or $6x = 0$
 $1 = x^2 + y^2$ (U) $x = 0$
 we're on the unit circle

$3(x^2 + y^2)e^{y^2 - x^2}2y + 6y e^{y^2 - x^2} = 0$
 $e^{y^2 - x^2}[6y(x^2 + y^2) + 6y] = 0$
 $e^{y^2 - x^2} = 0$ or $6y[(x^2 + y^2) + 1] = 0$
 never happens \Downarrow \Downarrow
 $x^2 + y^2 + 1 = 0$ $y = 0$
 never happens
 if $y = 0$ then (U)
 $\Rightarrow x^2 = 1 \Rightarrow x = \pm 1$

1.5 with 2.5 points

\therefore our (x, y) values for critical points: $(0, 0)$, $(-1, 0)$, $(1, 0)$

Now we can either use the 2nd derivative test or inspect the graphs provided.

- (+1) The points $(-1, 0, \frac{3}{e} - 2)$ + $(1, 0, \frac{3}{e} - 2)$ are saddle points
- (1.5) The (x, y) input $(0, 0)$ gives a local min. on the graph of g