

# Vectors

## Dot Product:

For any two vectors,  $\vec{u}, \vec{v}$  that are dimension  $n$ , the dot product of the two vectors is defined:

$$\vec{u} \cdot \vec{v} = u_1v_1 + u_2v_2 + \cdots + u_nv_n$$

This is further related to the angle between the two vectors by the formula:

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

*Note: Any vector dotted with a perpendicular vector yields a result of 0.*

## Cross Product:

For any two vectors,  $\vec{u}, \vec{v}$  that are dimension 3, the cross product of the two vectors is defined:

$$\vec{u} \times \vec{v} = \det \begin{pmatrix} \vec{i} & \vec{j} & \vec{k} \\ u_1 & u_2 & u_3 \\ v_1 & v_2 & v_3 \end{pmatrix} = \langle u_2v_3 - u_3v_2, u_3v_1 - u_1v_3, u_1v_2 - u_2v_1 \rangle$$

The resultant of a cross product is orthogonal to both original vectors.

The magnitude of the resultant of the cross product is given by the formula:

$$|\vec{u} \times \vec{v}| = |\vec{u}||\vec{v}| \sin \theta$$

*Note: Any vector crossed with a parallel vector yields a result of  $\vec{0}$ .*

## Parametric Representations:

For a given function  $f(x, y)$  or  $f(x, y, z)$ , the curve can be parameterized by setting one variable equal to the parameter  $t$  and resolving the remaining terms as a function of the parameter.

*Example:* Parametrize the equation of a line  $3x + 5y = 3$ .

$$3x + 5y = 3 \rightarrow y(x) = \frac{3 - 3x}{5}$$

$$\text{Let } x = t \rightarrow y(t) = \frac{3 - 3t}{5}$$

$$\boxed{\langle x, y \rangle = \left\langle t, \frac{3 - 3t}{5} \right\rangle = \left\langle 0, \frac{3}{5} \right\rangle + t \left\langle 1, -\frac{3}{5} \right\rangle$$

*Note: For circles and ellipses, a common parameterization is  $x = a \cos t, y = b \sin t$ .*

## Planes:

### Forms of Equations for Planes:

Planes can be represented in several ways:

$$\text{Vector Form: } \vec{n} \cdot \langle x, y, z \rangle = \vec{n} \cdot P$$

$$\text{Scalar Form: } ax + by + cz = d$$

$$\text{Scalar Form: } a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

For these equations,  $P = \langle x_0, y_0, z_0 \rangle$  where  $P$  is a point on the plane and  $\vec{n} = \langle a, b, c \rangle$  where  $\vec{n}$  is orthogonal to the plane.

*Example:*

Find the equation of a plane through the following three points:

$$P = (1, 0, -1), Q = (2, 2, 1), R = (4, 1, 2)$$

First, two co-planar vectors must be obtained from the three points:

$$\vec{PQ} = \langle 2, 2, 1 \rangle - \langle 1, 0, -1 \rangle = \langle 1, 2, 2 \rangle$$

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

The cross product of the two vectors yields the normal vector:

$$\vec{PQ} \times \vec{QR} = \det \begin{pmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 2 & 2 \\ 2 & -1 & 1 \end{pmatrix} = \langle 4, 3, -5 \rangle$$

Therefore the plane is:

$$\vec{n} \cdot \langle x, y, z \rangle = \vec{n} \cdot P$$

$$\boxed{4x + 3y - 5z = 9}$$

## Partial Derivatives:

### General Comments:

For a function  $f(x, y, z)$  the partial derivatives are defined formally as:

$$f_x(x, y, z) = \lim_{h \rightarrow 0} \frac{f(x+h, y, z) - f(x, y, z)}{h}$$

$$f_y(x, y, z) = \lim_{h \rightarrow 0} \frac{f(x, y+h, z) - f(x, y, z)}{h}$$

$$f_z(x, y, z) = \lim_{h \rightarrow 0} \frac{f(x, y, z+h) - f(x, y, z)}{h}$$

Informally, they can be considered the rate of change in a single direction while holding the remainder of the variables constant.

### Gradients:

The gradient of a function is defined for a two and three dimensional function as:

$$\nabla f(x, y) = \langle f_x(x, y), f_y(x, y) \rangle$$

$$\nabla f(x, y, z) = \langle f_x(x, y, z), f_y(x, y, z), f_z(x, y, z) \rangle$$

The gradient has a chain rule property defined:

$$\frac{d}{dt} f(r(t)) = \nabla f(r(t)) \cdot r'(t)$$

# Multivariate Optimization:

## General Comments:

Much like Calc I optimization, minimums and maximums of functions lie along boundary conditions or at critical points. Whereas Calc I only had one variable (and thus one derivative set equal to zero), multivariate optimization is done on functions with multiple variables with multiple derivatives.

They are solved then, by solving:

$$\nabla f(x, y, z) = \vec{0}$$

An equation similar to the second derivative test can be used to test for minimums, maximums, and saddle points in  $\mathbb{R}^3$ .

$$D = f_{xx}(x_0, y_0)f_{yy}(x_0, y_0) - f_{xy}(x_0, y_0)^2$$

The possible results are tabulated below:

| <b>Result</b>            | <b>Classification</b> |
|--------------------------|-----------------------|
| $D > 0$ and $f_{xx} < 0$ | Relative Maximum      |
| $D > 0$ and $f_{xx} > 0$ | Relative Minimum      |
| $D < 0$                  | Saddle Point          |

## Lagrange Multiplier:

When optimizing one function along the curve of another, a common method of solution is the Lagrange Multiplier.

Given  $f(x,y,z)$  and  $g(x,y,z) = 0$

$$\nabla f(x, y, z) = \lambda \nabla g(x, y, z)$$

where  $\lambda$  is an unknown constant.

Solving all partial derivatives for  $\lambda$  yields:

$$\lambda = \frac{\partial f / \partial x}{\partial g / \partial x} = \frac{\partial f / \partial y}{\partial g / \partial y} = \frac{\partial f / \partial z}{\partial g / \partial z}$$

This allows for substitutions to be solved for which can be inserted into  $g(x,y,z)$  to obtain solution points.

A final value is obtained by plugging the solution points (and any boundary conditions) into  $f(x,y,z)$ .

## Multivariate Integration:

### General Comments:

Double and triple integrals are used to obtain the area and volume respectively as bounded by a set of conditions. They are expressed:

$$A = \iint f(x, y) dA$$

$$V = \iiint f(x, y, z) dV$$

### Application:

Similar to Calc II, double and triple integrals can be used to determine the centroid or center of mass of a region. Such coordinates are given by:

$$\bar{c} = (\bar{x}, \bar{y}) = \left( \frac{\iint x dA}{\iint dA}, \frac{\iint y dA}{\iint dA} \right)$$

$$\bar{c}_m = (\bar{x}, \bar{y}, \bar{z}) = \left( \frac{\iiint x dV}{\iiint dV}, \frac{\iiint y dV}{\iiint dV}, \frac{\iiint z dV}{\iiint dV} \right)$$

*Note: Some areas/volumes are easily obtained through geometry (e.g.  $A_{circle} = \pi r^2$ )*

### Coordinate Systems:

When converting between rectangular and cylindrical or spherical coordinates, the following conversions are made:

| Rectangular       | Cylindrical     | Spherical                    |
|-------------------|-----------------|------------------------------|
| x                 | $r \cos \theta$ | $\rho \sin \theta \sin \Phi$ |
| y                 | $r \sin \theta$ | $\rho \sin \theta \cos \Phi$ |
| z                 | z               | $\rho \cos \Phi$             |
| $x^2 + y^2$       | $r^2$           | $\rho^2 \sin^2 \Phi$         |
| $x^2 + y^2 + z^2$ | $r^2 + z^2$     | $\rho^2$                     |
| $y/x$             | $\tan \theta$   | $\tan \theta$                |

| Coordinates | dA             | dV                                 |
|-------------|----------------|------------------------------------|
| Rectangular | $dx dy$        | $dx dy dz$                         |
| Cylindrical | $r dr d\theta$ | $r dr d\theta dz$                  |
| Spherical   | —              | $(\rho^2 \sin \Phi) d\theta d\Phi$ |