

Exercise Sheet 2 - Solution

Exercise 1

a)

$$(1) \quad 2 \cdot \vec{a} = 2 \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} = \begin{pmatrix} 2 \\ 2 \\ 2 \end{pmatrix} \qquad (2) \quad 3 \cdot \vec{b} = 3 \cdot \begin{pmatrix} 2 \\ -1 \\ -1 \end{pmatrix} = \begin{pmatrix} 6 \\ -3 \\ -3 \end{pmatrix}$$

$$(3) \quad 4 \cdot \vec{a} + 3 \cdot \vec{b} = 4 \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} + 3 \cdot \begin{pmatrix} 2 \\ -1 \\ -1 \end{pmatrix} = \begin{pmatrix} 4 \\ 4 \\ 4 \end{pmatrix} + \begin{pmatrix} 6 \\ -3 \\ -3 \end{pmatrix} = \begin{pmatrix} 10 \\ 1 \\ 1 \end{pmatrix}$$

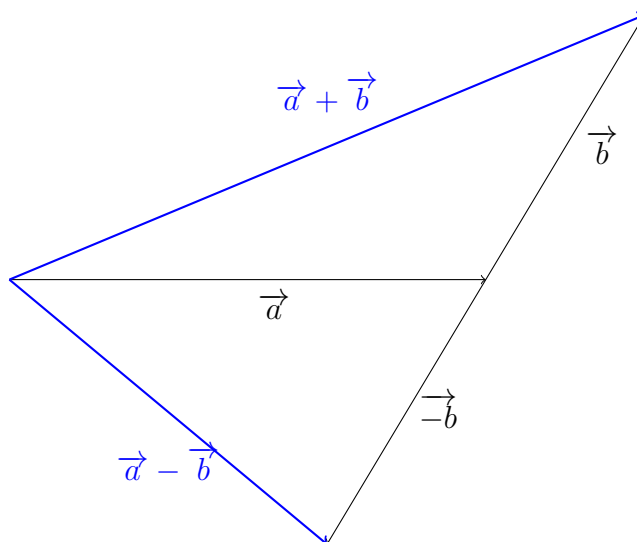
$$(4) \quad 3 \cdot \vec{a} - 2 \cdot \vec{b} = 3 \cdot \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} - 2 \cdot \begin{pmatrix} 2 \\ -1 \\ -1 \end{pmatrix} = \begin{pmatrix} 3 \\ 3 \\ 3 \end{pmatrix} - \begin{pmatrix} 4 \\ -2 \\ -2 \end{pmatrix} = \begin{pmatrix} -1 \\ 5 \\ 5 \end{pmatrix}$$

$$(5) \quad |\vec{a}| = \sqrt{1^2 + 1^2 + 1^2} = \sqrt{3}$$

$$(6) \quad |\vec{b}| = \sqrt{2^2 + (-1)^2 + (-1)^2} = \sqrt{4 + 1 + 1} = \sqrt{6}$$

$$(7) \quad \vec{a} \cdot \vec{b} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 2 \\ -1 \\ -1 \end{pmatrix} = 2 - 1 - 1 = 0$$

$$(8) \quad \vec{a} \times \vec{b} = \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \times \begin{pmatrix} 2 \\ -1 \\ -1 \end{pmatrix} = \begin{pmatrix} -1 - (-1) \\ 2 - (-1) \\ -1 - 2 \end{pmatrix} = \begin{pmatrix} 0 \\ 3 \\ -3 \end{pmatrix}$$

b) Hint: $\vec{a} - \vec{b} = \vec{a} + (-\vec{b})$ 

Exercise 2 (6 points)

a) (1 point) The parametric equation of the plane ADE is given by $\vec{r} = \vec{OA} + u \cdot \vec{AD} + v \cdot \vec{AE}$. We get:

$$\vec{OA} + \vec{AD} = \vec{OD} \Rightarrow \vec{AD} = \vec{OD} - \vec{OA} = \begin{pmatrix} 7 \\ 8 \\ 0 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 0 \end{pmatrix} = \begin{pmatrix} 6 \\ 6 \\ 0 \end{pmatrix} \parallel \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix}$$

$$\vec{OA} + \vec{AE} = \vec{OE} \Rightarrow \vec{AE} = \vec{OE} - \vec{OA} = \begin{pmatrix} 5 \\ 4 \\ 8 \end{pmatrix} - \begin{pmatrix} 1 \\ 2 \\ 0 \end{pmatrix} = \begin{pmatrix} 4 \\ 2 \\ 8 \end{pmatrix} \parallel \begin{pmatrix} 2 \\ 1 \\ 4 \end{pmatrix}$$

$$\vec{r} = \begin{pmatrix} 1 \\ 2 \\ 0 \end{pmatrix} + u \cdot \begin{pmatrix} 1 \\ 1 \\ 0 \end{pmatrix} + v \cdot \begin{pmatrix} 2 \\ 1 \\ 4 \end{pmatrix}$$

b) (2 points) The coordinate equation is determined by the system of equations

$$\begin{cases} x = 1 + u + 2v \\ y = 2 + u + v \\ z = 4v \end{cases}$$

The variable u can be eliminated from the x - and y -component:

$$x - y = -1 + v$$

(1 point)

$$\begin{cases} 4x - 4y = -4 + 4v \\ z = 4v \end{cases}$$

$$\text{Thus: } 4x - 4y - z = -4$$

(1 point)

Hint: Another approach is to compute $\vec{n} \cdot (\vec{r} - \vec{r}_P)$ (Hesse normal form).

c) (1 point)

$$\begin{aligned} \vec{OM} &= \vec{OC} + \frac{1}{2}\vec{CE} \quad \text{with } \vec{OC} \quad \text{and } \vec{CE} \quad \text{as} \\ \Rightarrow \vec{OC} &= \vec{OA} + \vec{AB} + \vec{BC} = \vec{OA} + \vec{AB} + \vec{AD} \\ &= \vec{OA} + (\vec{OB} - \vec{OA}) + (\vec{OD} - \vec{OA}) \\ &= \vec{OA} + \vec{OB} - \vec{OA} + \vec{OD} - \vec{OA} = -\vec{OA} + \vec{OB} + \vec{OD} \\ \Rightarrow \vec{CE} &= \vec{OE} - \vec{OC} = \vec{OE} + \vec{OA} - \vec{OB} - \vec{OD} \end{aligned}$$

From this we compute \overrightarrow{OM} :

$$\begin{aligned}\overrightarrow{OM} &= \overrightarrow{OC} + \frac{1}{2}\overrightarrow{CE} \\ &= -\overrightarrow{OA} + \overrightarrow{OB} + \overrightarrow{OD} + \frac{1}{2}(\overrightarrow{OE} + \overrightarrow{OA} - \overrightarrow{OB} - \overrightarrow{OD}) \\ &= -\frac{1}{2}\overrightarrow{OA} + \frac{1}{2}\overrightarrow{OB} + \frac{1}{2}\overrightarrow{OD} + \frac{1}{2}\overrightarrow{OE} \\ &= \frac{1}{2}(-\overrightarrow{OA} + \overrightarrow{OB} + \overrightarrow{OD} + \overrightarrow{OE})\end{aligned}$$

Plugging in numbers we get

$$\overrightarrow{OM} = \frac{1}{2} \left[-\begin{pmatrix} 1 \\ 2 \\ 0 \end{pmatrix} + \begin{pmatrix} 3 \\ 0 \\ 0 \end{pmatrix} + \begin{pmatrix} 7 \\ 8 \\ 0 \end{pmatrix} + \begin{pmatrix} 5 \\ 4 \\ 8 \end{pmatrix} \right] = \frac{1}{2} \begin{pmatrix} 14 \\ 10 \\ 8 \end{pmatrix} = \begin{pmatrix} 7 \\ 5 \\ 4 \end{pmatrix}$$

d) (1 point)

$$\begin{aligned}\overrightarrow{BM} &= \overrightarrow{OM} - \overrightarrow{OB} = \begin{pmatrix} 7 \\ 5 \\ 4 \end{pmatrix} - \begin{pmatrix} 3 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 4 \\ 5 \\ 4 \end{pmatrix} \\ \vec{r} &= \overrightarrow{OB} + t \cdot \overrightarrow{BM} = \begin{pmatrix} 3 \\ 0 \\ 0 \end{pmatrix} + t \cdot \begin{pmatrix} 4 \\ 5 \\ 4 \end{pmatrix}\end{aligned}$$

e) (1 point) From the parametric equation $\vec{r} = \overrightarrow{OB} + t \cdot \overrightarrow{BM}$ we get $x = 3 + 4t$, $y = 5t$ and $z = 4t$. Plugging this into the coordinate equation of the plane ADE , $4x - 4y - z = -4$, we get

$$\begin{aligned}4(3 + 4t) - 4(5t) - 4t &= -4 \\ 12 + 16t - 20t - 4t &= -4 \\ 12 - 8t &= -4 \\ 16 &= 8t \\ t &= 2\end{aligned}$$

This yields the point of intersection $(11/10/8)$.

Exercise 3 (4 points)

a) (1 point) The area computes according to $F = \frac{1}{2}|\overrightarrow{AB} \times \overrightarrow{AE}|$.

$$F = \frac{1}{2} \cdot \left| \begin{pmatrix} 2 \\ -2 \\ 0 \end{pmatrix} \times \begin{pmatrix} 4 \\ 2 \\ 8 \end{pmatrix} \right| = \frac{1}{2} \cdot \left| \begin{pmatrix} -16 \\ -16 \\ 12 \end{pmatrix} \right| = \frac{1}{2} \cdot \left| 4 \begin{pmatrix} -4 \\ -4 \\ 3 \end{pmatrix} \right| = 2 \cdot \sqrt{41}$$

b) (1 point) The angle φ can be computed applying the scalar product.

$$\begin{pmatrix} 1 \\ -1 \\ 0 \end{pmatrix} \cdot \begin{pmatrix} 2 \\ 1 \\ 4 \end{pmatrix} = \sqrt{2} \cdot \sqrt{21} \cdot \cos(\varphi) \Leftrightarrow 1 = \sqrt{42} \cdot \cos(\varphi) \Leftrightarrow \cos(\varphi) = \frac{1}{\sqrt{42}}$$

We get $\varphi = 81.1^\circ$.

c) (2 points) It holds $\overrightarrow{RP} \cdot \overrightarrow{RQ} = 0$.

$$\overrightarrow{RP} = \overrightarrow{OP} - \overrightarrow{OR} = \begin{pmatrix} 3-x \\ 2 \\ -2 \end{pmatrix} \quad \overrightarrow{RQ} = \overrightarrow{OQ} - \overrightarrow{OR} = \begin{pmatrix} 4-x \\ 1 \\ 2 \end{pmatrix}$$

$$\begin{aligned} \begin{pmatrix} 3-x \\ 2 \\ -2 \end{pmatrix} \cdot \begin{pmatrix} 4-x \\ 1 \\ 2 \end{pmatrix} &= 0 \\ (3-x)(4-x) + 2 - 4 &= 0 \\ 12 - 3x - 4x + x^2 - 2 &= 0 \\ x^2 - 7x + 10 &= 0 \\ (x-5)(x-2) &= 0 \end{aligned}$$

We find the points $R_1(5/0/0)$ and $R_2(2/0/0)$.

Exercise 4 (3 points)

a) (2 points) We find a simple counterexample. Assuming $(\vec{a} \times \vec{b}) \times \vec{c} = \vec{a} \times (\vec{b} \times \vec{c})$ were true, we plug in $\vec{c} = \vec{b}$. Then we get $(\vec{a} \times \vec{b}) \times \vec{b} \neq \vec{a} \times (\vec{b} \times \vec{b})$,

(1 point)

since

- $(\vec{a} \times \vec{b}) \times \vec{b}$ is a vector in the plane determined by \vec{a} and \vec{b}
- $\vec{a} \times (\vec{b} \times \vec{b}) = \vec{0}$ since $\vec{b} \times \vec{b} = \vec{0}$ and thus $\vec{a} \times \vec{0} = \vec{0}$! (1 point)

b) (1 point) Reformulating we get:

$$(\vec{a} \times \vec{b}) \times \vec{a} = -\vec{a} \times (\vec{a} \times \vec{b}) = -\vec{a} \times (-\vec{b} \times \vec{a}) = \vec{a} \times (\vec{b} \times \vec{a}) \quad \checkmark$$

Exercise 5 (2 points)

To prove this identity we use the following rules.

- $\cos(3x) = \cos(2x + x) = \cos(2x)\cos(x) - \sin(2x)\sin(x)$
- $\cos(2x) = 2\cos^2(x) - 1$
- $\sin(2x) = 2\sin(x)\cos(x)$
- $\sin^2(x) + \cos^2(x) = 1$

$$\begin{aligned}\frac{3}{4}\cos(x) + \frac{1}{4}\cos(3x) &= \frac{3}{4}\cos(x) + \frac{1}{4}\cos(2x + x) \\ &= \frac{3}{4}\cos(x) + \frac{1}{4}\left[\cos(2x)\cos(x) - \sin(2x)\sin(x)\right] \\ &= \frac{3}{4}\cos(x) + \frac{1}{4}\left[\left(2\cos^2(x) - 1\right)\cos(x) - 2\sin(x)\cos(x)\sin(x)\right] \\ &= \frac{3}{4}\cos(x) + \frac{1}{4}\left[2\cos^3(x) - \cos(x) - 2\sin^2(x)\cos(x)\right] \\ &= \frac{3}{4}\cos(x) + \frac{1}{4}\left[2\cos^3(x) - \cos(x) - 2\left(1 - \cos^2(x)\right)\cos(x)\right] \\ &= \frac{3}{4}\cos(x) + \frac{1}{4}\left[2\cos^3(x) - \cos(x) - 2\cos(x) + 2\cos^3(x)\right] \\ &= \frac{3}{4}\cos(x) + \frac{1}{4}\left[4\cos^3(x) - 3\cos(x)\right] \\ &= \frac{3}{4}\cos(x) + \cos^3(x) - \frac{3}{4}\cos(x) \stackrel{QED}{=} \cos^3(x) \quad (2 \text{ points})\end{aligned}$$