

1. Consider the parametrized path:

$$\vec{r}(t) = (x(t), y(t)) = (t^2 - 1, t^3 - t)$$

(a) Compute the velocity and speed:

$$\begin{aligned}\vec{r}'(t) &= (x'(t), y'(t)) \\ &= (2t, 3t^2 - 1)\end{aligned}$$

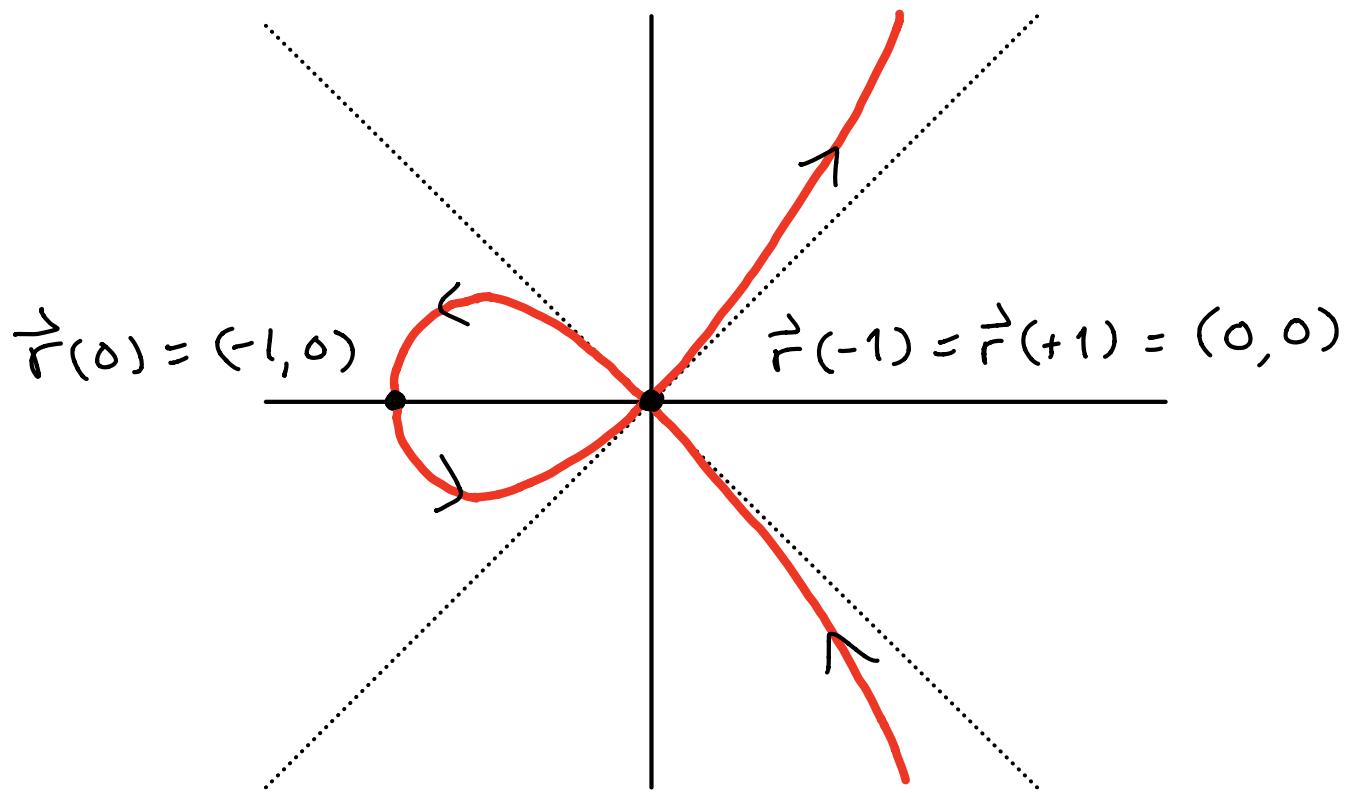
$$\|\vec{r}'(t)\| = \sqrt{(2t)^2 + (3t^2 - 1)^2}$$

(b) Arc length between $t = -1, +1$:

$$\begin{aligned}\text{Arc length} &= \int \text{speed } dt \\ &= \int_{-1}^1 \sqrt{(2t)^2 + (3t^2 - 1)^2} dt\end{aligned}$$

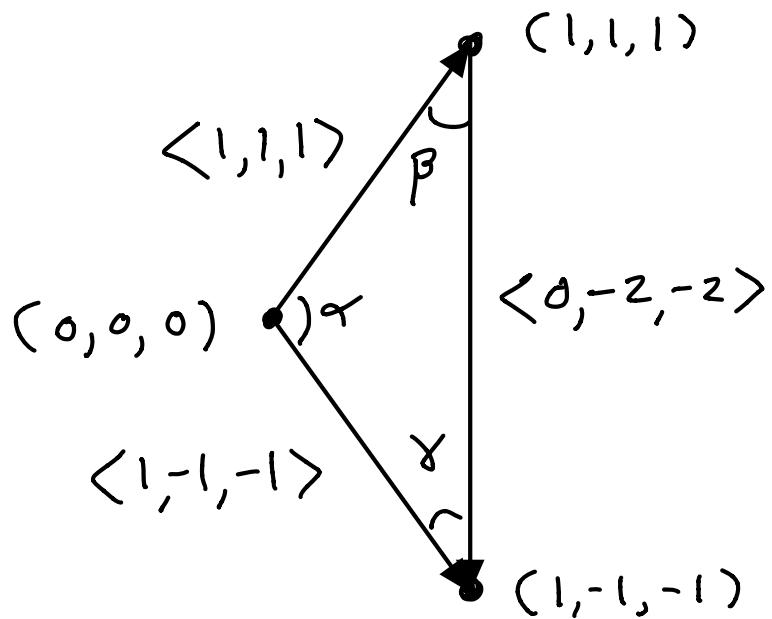
$$\approx 2.72 \quad [\text{via computer}]$$

Bonus Content: The picture of
this curve is interesting



2. Consider the triangle in \mathbb{R}^3 with vertices

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



(a) Compute the side lengths :

$$\|\vec{PQ}\| = \sqrt{\langle 1, 1, 1 \rangle \cdot \langle 1, 1, 1 \rangle} \\ = \sqrt{1^2 + 1^2 + 1^2} = \sqrt{3}$$

$$\|\vec{PR}\| = \sqrt{\langle 1, -1, -1 \rangle \cdot \langle 1, -1, -1 \rangle} \\ = \sqrt{1^2 + 1^2 + 1^2} = \sqrt{3}$$

$$\|\vec{QR}\| = \sqrt{\langle 0, -2, -2 \rangle \cdot \langle 0, -2, -2 \rangle} \\ = \sqrt{0^2 + (-2)^2 + (-2)^2} = \sqrt{8}$$

(b) Compute the cosines of the angles :

$$\vec{PQ} \cdot \vec{PR} = \langle 1, 1, 1 \rangle \cdot \langle 1, -1, -1 \rangle \\ = 1 \cdot 1 + 1(-1) + 1(-1) = -1$$

$$\cos \alpha = \frac{\vec{PQ} \cdot \vec{PR}}{\|\vec{PQ}\| \|\vec{PR}\|} = \frac{-1}{\sqrt{3} \sqrt{3}} = -\frac{1}{3}$$

[Remark : $\alpha \approx 109.47^\circ$]

$$\begin{aligned}\vec{QP} \cdot \vec{QR} &= \langle -1, -1, -1 \rangle \cdot \langle 0, -2, -2 \rangle \\ &= (-1) \cdot 0 + (-1)(-2) + (-1)(-2) = 4\end{aligned}$$

$$\cos \beta = \frac{\vec{QP} \cdot \vec{QR}}{\|\vec{QP}\| \|\vec{QR}\|} = \frac{4}{\sqrt{3} \sqrt{8}} = \sqrt{2/3}$$

$$\begin{aligned}\vec{RP} \cdot \vec{RQ} &= \langle -1, 1, 1 \rangle \cdot \langle 0, 2, 2 \rangle \\ &= (-1) \cdot 0 + 1 \cdot 2 + 1 \cdot 2 = 4\end{aligned}$$

$$\cos \gamma = \frac{\vec{RP} \cdot \vec{RQ}}{\|\vec{RP}\| \|\vec{RQ}\|} = \frac{4}{\sqrt{3} \sqrt{8}} = \sqrt{2/3}$$

[Remark : $\beta = \gamma \approx 35.26^\circ$]

(c) Find the equation of the plane that contains P, Q, R. There are many possible ways to do this.

Let $(x_0, y_0, z_0) = P = (0, 0, 0)$.

Let $\vec{n} = \langle a, b, c \rangle = \vec{PQ} \times \vec{PR}$

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

$$= \langle 1(-1) - 1(-1), 1 \cdot 1 - 1(-1), 1(-1) - 1 \cdot 1 \rangle$$

$$= \langle 0, 2, -2 \rangle.$$

The equation of the plane is

$$a(x - x_0) + b(y - y_0) + c(z - z_0) = 0$$

$$0(x - 0) + 2(y - 0) - 2(z - 0) = 0$$

$$2y - 2z = 0$$

$$y - z = 0$$

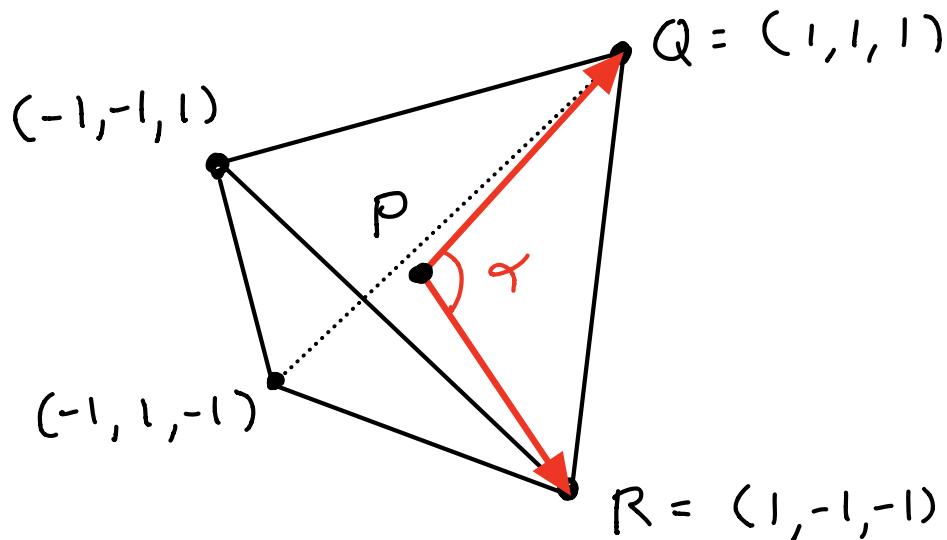
or $y = z$.

[Indeed, all three points $(0, 0, 0)$,
 $(1, 1, 1)$, $(1, -1, -1)$ satisfy $y = z$. ✓]

Bonus Content : This triangle fits
inside a very interesting picture.

The 4 points $(1, 1, 1)$, $(-1, -1, 1)$,
 $(1, -1, -1)$, $(-1, 1, -1)$

are the vertices of a "regular tetrahedron" living in \mathbb{R}^3 , centered at the origin $(0, 0, 0)$:



The angle $\alpha \approx 109.47^\circ$ with

$$\cos \alpha = -\frac{1}{3}$$

is called the "tetrahedral angle".

Example : The angle between two Hydrogen atoms in a molecule of methane.