## SPRING - 2017 - CALCULUS 3 - TEST #1A

Vectors are in boldface. In particular,  $\mathbf{r}(t)$  is a vector describing a smooth non-self-intersecting curve.  $\|\mathbf{A}\|$  is the length of vector  $\mathbf{A}$  True or false:

Make sure your name is on the scantron sheet and you mark where you started (answer #1).

- 1) Every directed line segment in  $\mathbb{R}^3$  corresponds to a vector
- 2) A vector is uniquely determined by its components relative to a basis
- 3) Vectors may always be written as integer multiples of basis vectors could be any real
- 4) Vectors may be added or subtracted
- 5) The dot product of two vectors is a vector scalar
- 6) The norm of a vector is its length squared not squared
- 7) The vector triple product is A × B · C scalar triple product
- 8) There is a vector perpendicular to itself 0
- 9) A × B is perpendicular to A
- 10)  $\|\mathbf{A} \times \mathbf{B}\| = \|\mathbf{A}\| \|\mathbf{B}\| \cos \theta$   $\sim$   $\sim$   $\sim$
- 11) Vectors obey the triangle inequality
- 12) A triangle with sides A and B has area  $\frac{1}{2}(A \times B)$   $\sim \|A \times B\|$
- 13) Parallel vectors have zero dot product perpendicular
- 14) A · A is the area of a square with side |A|
- 15) A plane is determined by a vector perpendicular to the plane need point on plane
- 16) The equation of a plane thru the point  $\mathbf{r}_0$  parallel to  $\mathbf{v}$  is  $(\mathbf{r} \mathbf{r}_0) \cdot \mathbf{v} = 0$
- 17) The volume of a parallelepiped with adjacent sides A, B and C is  $A \cdot B \times C$
- 18) The dot product distributes over vector addition
- 19)  $\mathbf{A} \times (\mathbf{B} \times \mathbf{A}) = -(\mathbf{A} \times \mathbf{A}) \times \mathbf{B}$
- 20) Lines can be nonparallel and nonintersecting in  $\ensuremath{\mathbb{R}}^2$
- 21)  $\mathbf{r}'(t)$  is a vector tangent to the path vector  $\mathbf{r}(t)$
- 22) The unit tangent vector  $\mathbf{T}(t) = \mathbf{r}'(t)/\|\mathbf{r}(t)\|$  —
- 23) The unit binormal vector  $\mathbf{B}(t) = \mathbf{N}(t) \times \mathbf{T}(t)$ , where  $\mathbf{N}(t)$  is the unit normal vector  $\mathbf{T} \times \mathbf{N}$
- 24) The unit normal vector  $\mathbf{N}(t) = \mathbf{r}''(t)/\|\mathbf{r}''(t)\|$  no, but close
- 25) The product of curvature and radius of curvature is constant at any point of  $\mathbf{r}(t)$
- 26)  $\frac{x^2}{4} + \frac{y^2}{9} + \frac{z^2}{25} = 2$  is the equation of an ellipsoid
- 27) The graph of  $\frac{x^2}{4} \frac{y^2}{9} \frac{z^2}{25} = 1$  consists of two disjoint sheets
- 28)  $-z + x^2 + y^2 = 0$  describes a circular paraboloid
- 30) Differential arc length  $ds = ||\mathbf{r}(t)|| dt$
- 31) Arc length is given by  $\int_{a}^{b} ||\mathbf{r}(t)|| ds dt$
- 32) If  $\kappa(t) = 2$  for all t, then  $\mathbf{r}(t)$  describes a circle of radius  $2 \kappa \lambda \cos \frac{1}{2}$
- 33) The derivative of a cross product is the cross product of derivatives meed product rule

- 34) The cross product is commutative anti-
- 35)  $\mathbf{r}(t) = \langle \cos t, \sin t, 1 \rangle$  describes a helix of constant pitch reed t
- 36)  $\mathbf{r}(t) = \langle t, t^2, t^3 \rangle$  describes the "twisted cubic"
- 37) The general equation for a plane can be written  $ax^2 + by^2 + cz^2 = d$  linear, not quadratic
- 38) Three planes can intersect in a point
- 39) Three points determine a unique plane non collinear
- 40) An acceleration vector is always parallel to its corresponding position vector sometimes
- 11 (t) 11 = 0 41) For a vector of constant length,  $\mathbf{r}(t) \cdot \mathbf{r}'(t) = 0$
- 42)  $\mathbf{r}'(t)$  is the speed vector no vector
- 43) The osculating plane contains B(t) T and N
- 44) The normal plane is perpendicular to T(t) N and  $\beta$
- 45) Orthogonal means the same as normal
- 46)  $\langle a,b,c \rangle \cdot \langle d,e,f \rangle = \langle ad,be,cf \rangle 00$  vector
- 47)  $\langle 2\cos 3t, 3\sin 3t, 3 \rangle = \mathbf{r}(t)$  describes an ellipse in  $\mathbb{R}^3$ 48)  $\frac{d}{dt} \langle e^{2t}, e^{3t}, e^4 \rangle = \langle 2e^{2t}, 3e^{3t}, 4e^4 \rangle$
- 49) The unit normal vector always points at the center of curvature
- 50) Direction cosines are the angles a vector makes with the three coordinate axes

of those angles