

Math 255 - Winter 2013

Group Work 1

Friday, January 17

1. *Collinearity Test*

- (a) Given three points P, Q, R , can you use vectors to determine whether all these points lie on one line?
- (b) Stewart 12.1.9
- (c) On a related note : Three non-collinear points P, Q, R determine a unique plane. Given the points, how can you find the normal vector \mathbf{n} ?
This suggests another way to test collinearity. Which test is computationally easier?
- (d) Stewart 12.5.33

2. *Coplanarity Test*

- (a) Given four points P, Q, R, S , can you use vectors to determine whether all these points lie on one plane?
(Hint : You can use vectors \overrightarrow{PQ} , \overrightarrow{PR} and \overrightarrow{PS} .)
- (b) Stewart 12.4.37

3. Let \mathbf{a}, \mathbf{b} be the position vectors of two fixed points A, B . Consider the vector equation $(\mathbf{r} - \mathbf{a}) \cdot (\mathbf{r} - \mathbf{b}) = 0$.

- (a) If the position vector \mathbf{r} of a point P satisfies this equation, what does that say about $\angle APB$?
- (b) In \mathbb{R}^2 , what is the set of all points P that satisfies this condition? Can you guess what curve/surface would satisfy the same condition in \mathbb{R}^3 ?
- (c) The given vector equation can be rewritten in the form $\mathbf{r} \cdot \mathbf{r} - 2\mathbf{c} \cdot \mathbf{r} + \mathbf{c} \cdot \mathbf{c} = \mathbf{d} \cdot \mathbf{d}$. Find vectors \mathbf{c} and \mathbf{d} . Use this to justify your guess in part (b) and to describe that curve/surface.

4. Stewart 12.3.55

5. Stewart 12.4.44(b)

6. In \mathbb{R}^3 , two planes are either parallel or intersecting. Given two planes, let \mathbf{n}_1 and \mathbf{n}_2 be their normal vectors.

- (a) If the two planes are parallel, what is the relationship between their normal vectors?
- (b) If the planes are not parallel, they must intersect in a line. Let \mathbf{v} be the direction vector of this line of intersection. What is the relationship between \mathbf{v} and \mathbf{n}_1 , between \mathbf{v} and \mathbf{n}_2 ? If you know the normal vectors, can you find the direction of the line?
- (c) Stewart 12.5 Example 7