

Reading Assignment Debrief

- Discuss your answer to Task 1 with your group.
- Are there any questions from Sections 9.1.1 - 9.1.5 that your group wants to address?

Questions to Address:

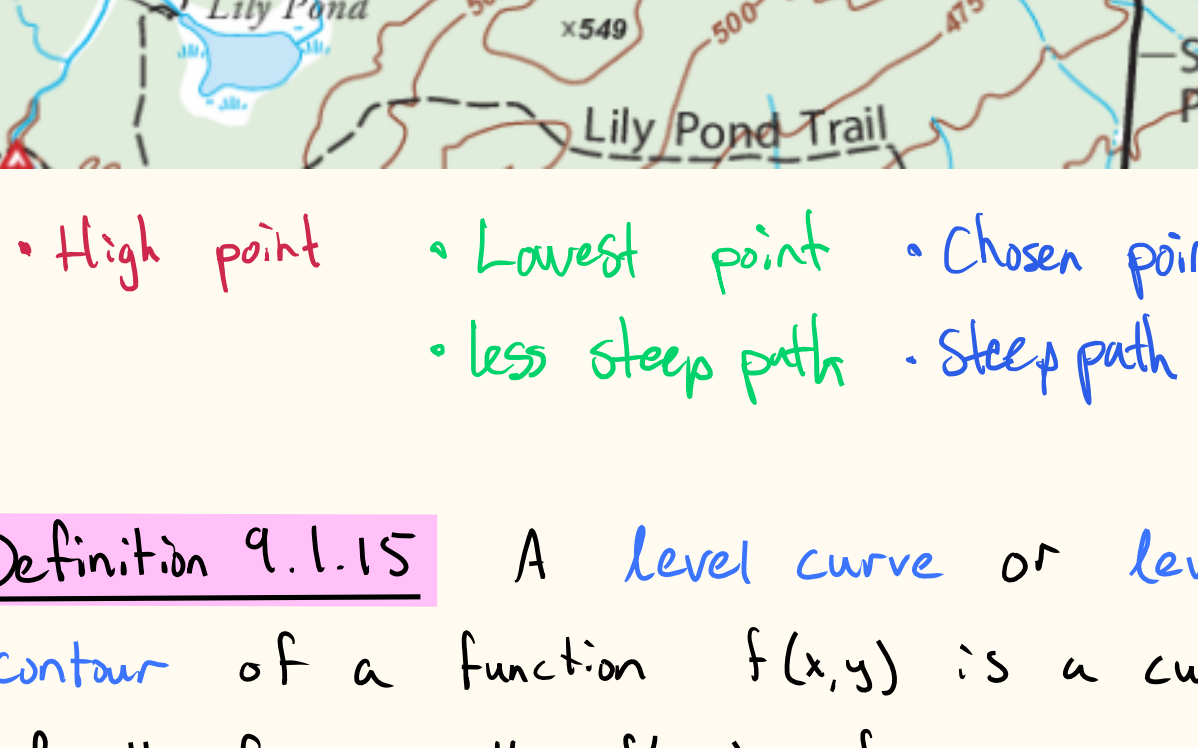
- Level curves of $f(x,y) = \sqrt{x^2 + y^2}$. ✓
- When are 2 vectors equal? ✓
- Ed finity Q? ✓
- Contour maps? ✓

Section 9.1.4 Traces

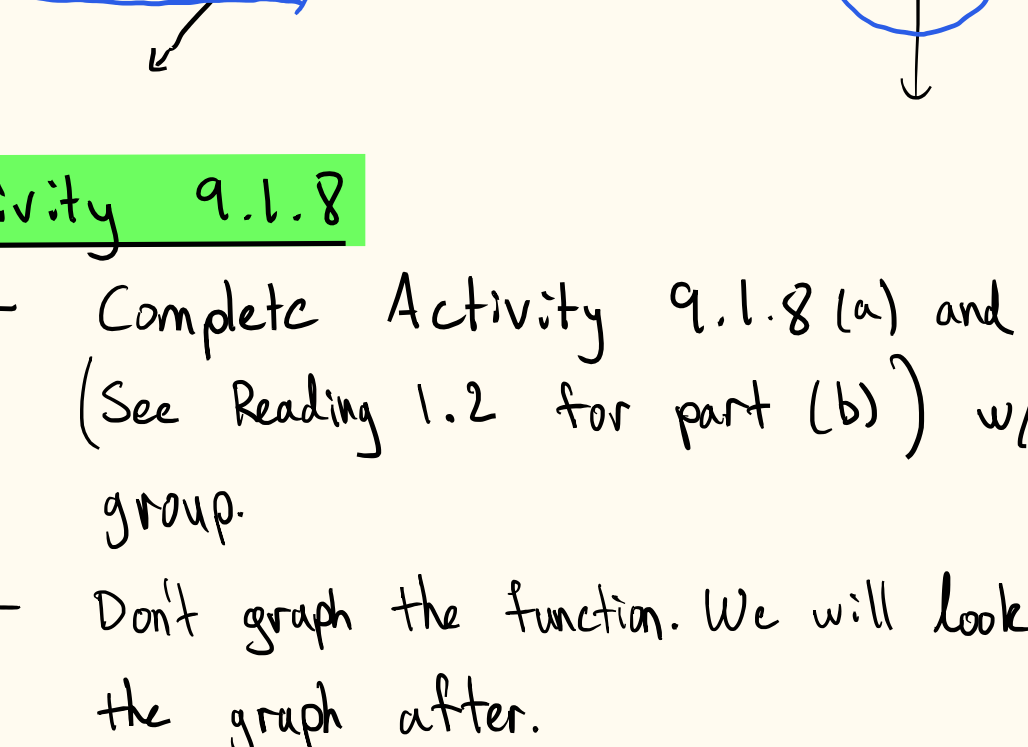
Definition 9.1.12 A trace of a function $f(x,y)$ in the x -direction is a curve defined by the equation $z = f(x,c)$.

for some constant $c \in \mathbb{R}$. Similarly, a trace of f in the y -direction is a curve of the form $z = f(c,y)$

Traces in x -direction:
 • intersect graph of f w/ $y=c$.
 • drawn in xz -plane



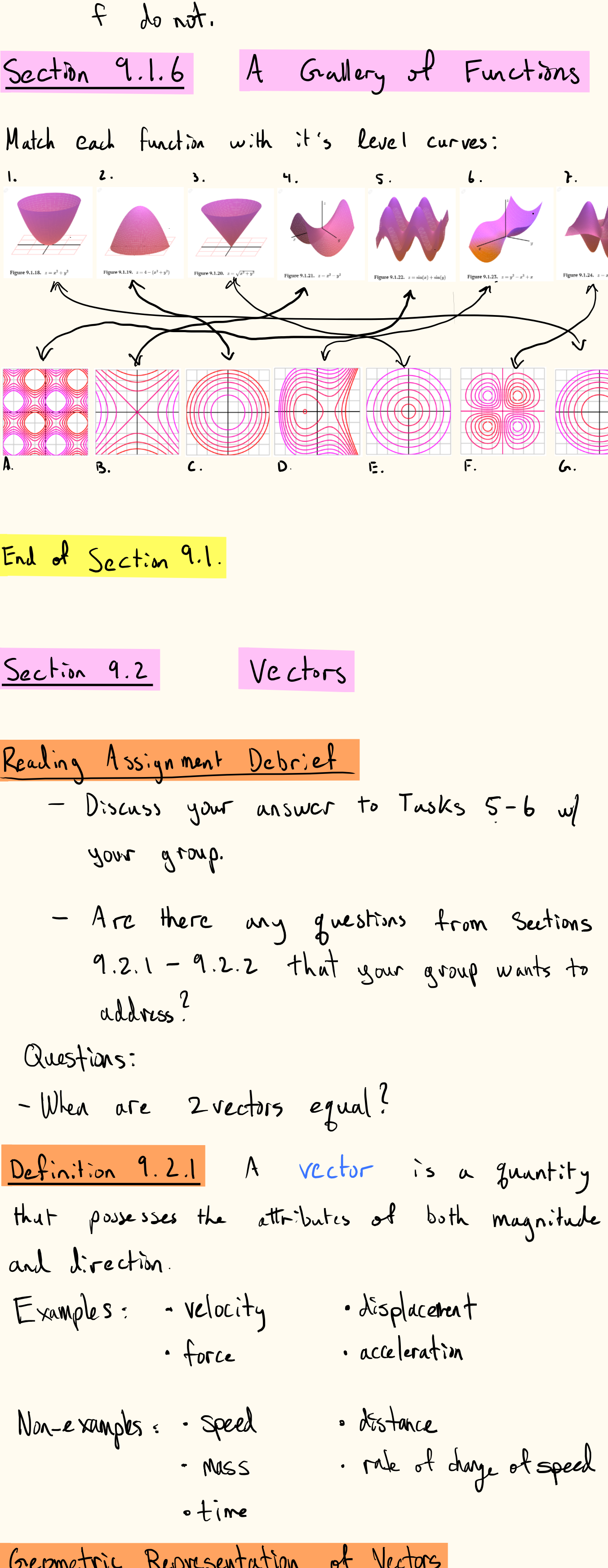
Traces in y -direction: intersect graph of f w/ $x=c$
 • drawn in yz -plane



Section 9.1.5 Contour Maps and Level Curves

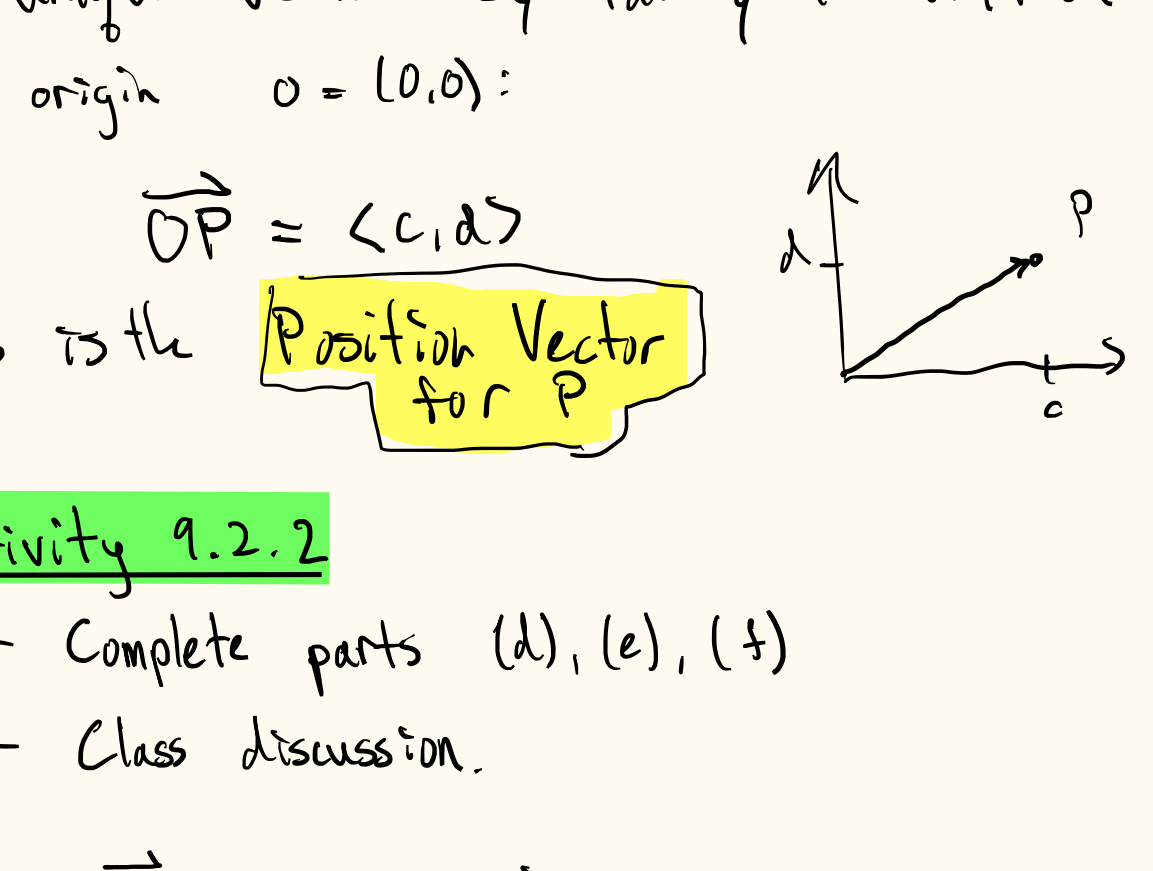
Activity 9.1.7

- Complete as a class.



Definition 9.1.15 A level curve or level contour of a function $f(x,y)$ is a curve of the form $k = f(x,y)$ for some constant $k \in \mathbb{R}$.

level curves:
 • Similar to traces, but no "direction"
 • intersect graph w/ the plane $z=k$
 • plot in the xy -plane.



Activity 9.1.8

- Complete Activity 9.1.8 (a) and (c) (See Reading 1.2 for part (b)) w/ your group.
- Don't graph the function. We will look at the graph after.
- Class discussion.

$f(x,y) = x^2 + y^2$ $k = 1, 2, 3, 4$ $g(x,y) = \sqrt{x^2 + y^2}$

$k = x^2 + y^2$ circles w/ $r = \sqrt{k}$ $k = \sqrt{x^2 + y^2}$ circles with $r = k$

- (a) looks like a bowl, see above.
- (b) a cone
- (c) The level curves for g and f are both concentric circles. However, the radii for g grow linearly as a function of k . The radii for f do not.

Section 9.1.6 A Gallery of Functions

Match each function with its level curves:

End of Section 9.1.

Section 9.2 Vectors

Reading Assignment Debrief

- Discuss your answer to Tasks 5-6 w/ your group.
- Are there any questions from Sections 9.2.1 - 9.2.2 that your group wants to address?

Questions:

- When are 2 vectors equal?

Definition 9.2.1 A vector is a quantity that possesses the attributes of both magnitude and direction.

- Examples:
 - velocity • displacement
 • force • acceleration
- Non-examples:
 - speed • distance
 - mass • rate of change of speed
 • time

Geometric Representation of Vectors

Arrows!



All these vectors are equal: they have same magnitude and direction.

Displacement Vectors Let $P = (c,d)$, $Q = (a,b)$

$\vec{QP} = \langle c-a, d-b \rangle$

You can do the same thing in 3 or more dim.

Position Vectors Any point $P = (c,d)$ determines a unique vector by taking the initial point the origin $O = (0,0)$:

$\vec{OP} = \langle c,d \rangle$

This is the **Position Vector for P**

Activity 9.2.2

- Complete parts (d), (e), (f)
 - Class discussion.
- (d) $\vec{AB} = \langle -9, 7, 4.5 \rangle$
 displ. between students A and projector B
- (e) $\vec{AC} = \langle -11, 26, -2.5 \rangle$
 displ. from student A to teacher
- (f) $\vec{BC} = \langle -2, 19, -7 \rangle$
 displ. from projector to teacher.

Section 9.2.3 Operations on Vectors

Activity 9.2.3

- Complete the activity and discuss w/ group.
- Class discussion.

(a) $u+v = \langle 2,3 \rangle + \langle -1,4 \rangle = \langle 1,7 \rangle$

(b) **Definition:** For all $a,b \in \mathbb{R}^2$, $a+b = \langle a_1, a_2 \rangle + \langle b_1, b_2 \rangle = \langle a_1+b_1, a_2+b_2 \rangle$

(c) **Definition:** For all $a,b \in \mathbb{R}^3$, $a+b = \langle a_1, a_2, a_3 \rangle + \langle b_1, b_2, b_3 \rangle = \langle a_1+b_1, a_2+b_2, a_3+b_3 \rangle$

(d) $\frac{1}{2}v = \langle \frac{1}{2}(-1), \frac{1}{2}(4) \rangle = \langle -\frac{1}{2}, 2 \rangle$

(e) **Definition:** For all $c \in \mathbb{R}$, $a \in \mathbb{R}^3$, $c \cdot a = c \langle a_1, a_2, a_3 \rangle = \langle ca_1, ca_2, ca_3 \rangle$

vector addition

scalar mult.

Vector Subtraction Let $u,v \in \mathbb{R}^n$. Then

$v-u = v + (-1)u$

Standard Unit Vectors Three special vectors in \mathbb{R}^3 $i = \langle 1,0,0 \rangle$ $j = \langle 0,1,0 \rangle$ $k = \langle 0,0,1 \rangle$

- They all have length 1
- Every vector $\langle a,b,c \rangle$ can be written as a **linear combination** of i, j, k :

$\langle a,b,c \rangle = c \langle a,0,0 \rangle + b \langle 0,b,0 \rangle + c \langle 0,0,c \rangle$
 $= a \langle 1,0,0 \rangle + b \langle 0,1,0 \rangle + c \langle 0,0,1 \rangle$
 $= ai + bj + ck$

Section 9.2.4 Properties of Vector Operations

Vector addition and scalar mult. have properties similar to addition and mult. of number.

Ex $u+v = \langle a,b \rangle + \langle c,d \rangle = \langle a+c, b+d \rangle = \langle c+a, d+b \rangle = \langle c,a \rangle + \langle a,b \rangle = v+u.$

Properties of Vector Operations Let $u,v,w \in \mathbb{R}^n$. $a,b \in \mathbb{R}$

- $u+v = v+u$
- $(u+v)+w = u+(v+w)$
- The **zero vector** $0 = \langle 0, \dots, 0 \rangle$ satisfies $0+v = v = v+0$
- $v + (-1)v = 0 = (-1)v + v$. We write $-v = (-1)v$ and call $-v$ the **additive inverse** of v .
- $(a+b)v = av + bv$
- $a(u+v) = au + av$
- $(ab)v = a(bv)$
- $1 \cdot v = v$

Section 9.2.5 Geometric Interpretation of Vector Operations

Let $u = \langle a,b \rangle$ and $v = \langle c,d \rangle$. Let $k \in \mathbb{R}$

Addition $u+v = \langle a+c, b+d \rangle$

Subtraction $v-u = v + (-1)u$

$v-u$ is the arrow which points from the terminal point of u to the terminal point of v .

Scalar Multiplication

Activity 9.2.4

- Complete Activity 9.2.4 and discuss with your group
- Class discussion.

- (b) $0v = \langle 0,0 \rangle$
- (c) All terminal points of vectors of the form tv lie on the line through the origin which is parallel to v .