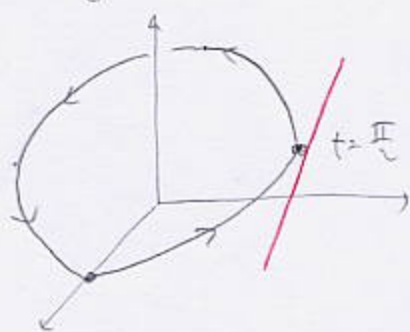
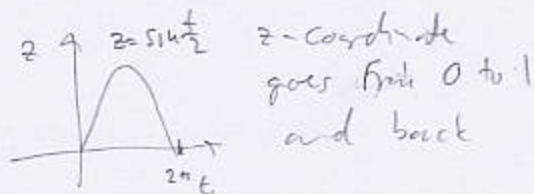


1. (14pts) A curve is given by $\mathbf{r}(t) = \langle \cos t, \sin t, \sin \frac{t}{2} \rangle$, $t \in [0, 2\pi]$.

a) Sketch this curve.

b) Find the parametric equation of the tangent line to the curve at time $t = \frac{\pi}{2}$ and draw this tangent line on your sketch.

a) In the xy plane, there is rotation.



$$b) \mathbf{r}\left(\frac{\pi}{2}\right) = \left\langle \cos \frac{\pi}{2}, \sin \frac{\pi}{2}, \sin \frac{\pi}{4} \right\rangle = \left\langle 0, 1, \frac{\sqrt{2}}{2} \right\rangle$$

$$\mathbf{r}'(t) = \left\langle -\sin t, \cos t, \frac{1}{2} \cos \frac{t}{2} \right\rangle$$

$$\mathbf{r}'\left(\frac{\pi}{2}\right) = \left\langle -\sin \frac{\pi}{2}, \cos \frac{\pi}{2}, \frac{1}{2} \cos \frac{\pi}{4} \right\rangle = \left\langle -1, 0, \frac{\sqrt{2}}{4} \right\rangle$$

Param. equations of tangent line:

$$x(t) = -t$$

$$y(t) = 1$$

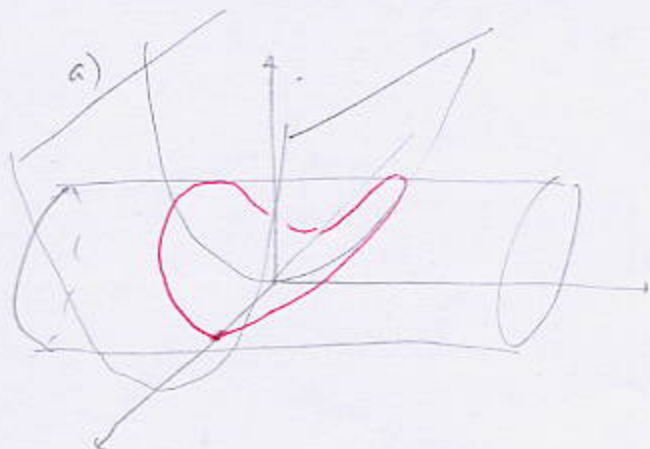
$$z(t) = \frac{\sqrt{2}}{2} + \frac{\sqrt{2}}{4}t$$

2. (16pts) Consider the curve C that is the intersection of the cylinder $x^2 + z^2 = 4$ with the parabolic cylinder $z = y^2$.

a) Sketch a picture.

b) Parametrize each of the two parts of the curve corresponding to $x \geq 0$ and $x \leq 0$, taking y as the parameter.

c) What interval does the parameter run through to get each of the two parts?



$$b) x^2 + z^2 = 4$$

$$z = y^2$$

$$x^2 = 4 - z^2 = 4 - y^4$$

$$x = \pm \sqrt{4 - y^4}$$

Thus

$$x = \sqrt{4 - t^4} \quad x = -\sqrt{4 - t^4}$$

$$y = t \quad y = t$$

$$z = t^2 \quad z = t^2$$

c) Must have $4 - t^4 \geq 0$

$$t^4 \leq 4$$

$$|t| \leq \sqrt[4]{4} \quad \sqrt{2} \leq t \leq \sqrt{2}$$

$$|t| \leq \sqrt{2}$$

③ 5. (22pts) Consider the function $f(x, y) = \frac{y}{x^2}$ for $x > 0, y$ any.

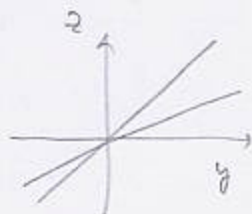
a) Identify and draw vertical traces for this function.

b) Using a), draw the graph of the function.

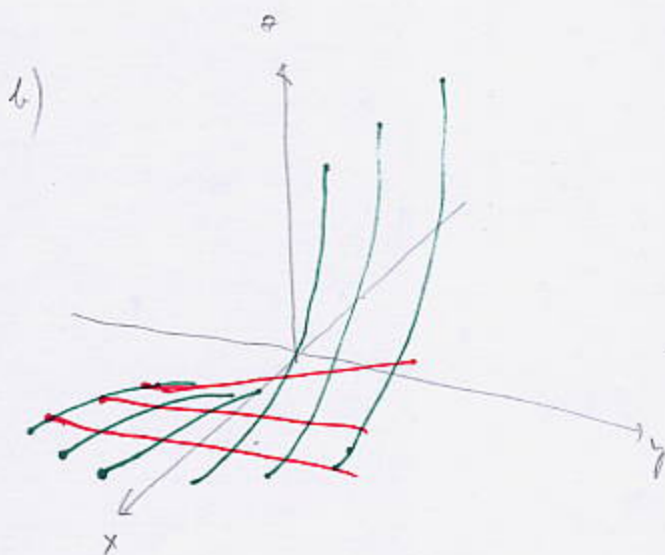
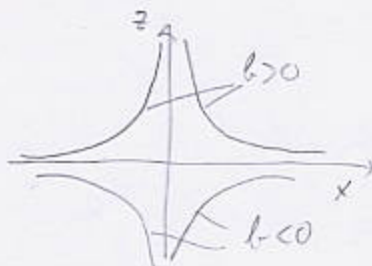
c) Draw a rough contour map for the function, with contour interval $\frac{1}{2}$, going from $c = -\frac{3}{2}$ to $c = \frac{3}{2}$.

d) By looking at the contour map, indicate a path on which we could move from $(\sqrt{2}, 1)$ in order to increase the value of the function to 1.

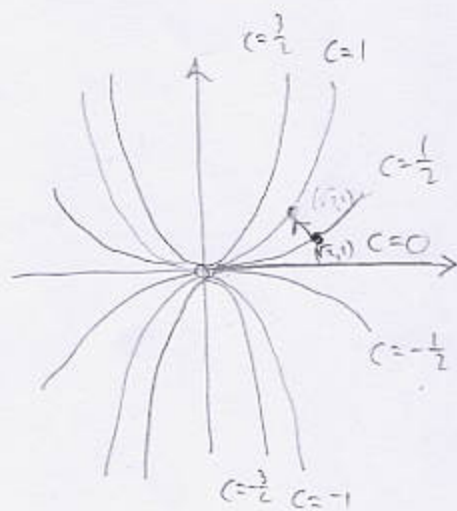
Fix
a) $x=a$ $z = \frac{y}{a^2} = \frac{1}{a^2} y$ lines with positive slope



$y=b$ $z = \frac{b}{x^2} = b \cdot \frac{1}{x^2}$



c) $\frac{y}{x^2} = c$
 $y = cx^2$
parabolas



d) $f(\sqrt{2}, 1) = \frac{1}{2}$ see picture

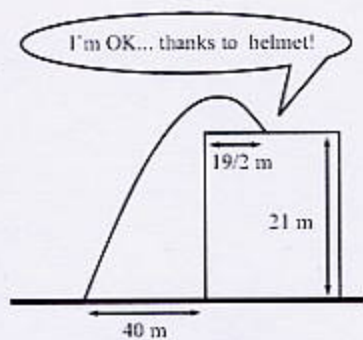
4. (16pts) Find the length of the curve with the parametrization $\mathbf{r}(t) = \langle t^{\frac{3}{2}}, 5 \sin t, 5 \cos t \rangle$, $t \in [0, 4\pi]$.

$$\vec{r}'(t) = \left\langle \frac{3}{2} t^{\frac{1}{2}}, 5 \cos t, -5 \sin t \right\rangle$$

$$\|\vec{r}'(t)\| = \sqrt{\frac{9}{4}t + 25 \cos^2 t + 25 \sin^2 t} = \sqrt{\frac{9}{4}t + 25}$$

$$\int_0^{4\pi} \|\vec{r}'(t)\| dt = \int_0^{4\pi} \left(\frac{9}{4}t + 25\right)^{\frac{1}{2}} dt = \left. \frac{\left(\frac{9}{4}t + 25\right)^{\frac{3}{2}}}{\frac{3}{2} \cdot \frac{9}{4}} \right|_0^{4\pi} = \frac{27}{8} \left((9\pi + 25)^{\frac{3}{2}} - 125 \right)$$

5. (20pts) Acting on a dare, your favorite physics professor Dr. _____ (insert name) launches himself from 40 meters away from base of Faculty Hall (height 21 meters) and lands on its roof $\frac{19}{2}$ meters away from the edge. (See picture.) The angle α of launch was such that $\cos \alpha = \frac{3}{5}$. Assume $g = 10$ for simplicity.
- a) Find his position at time t . The expression will have an unknown initial speed v_0 in it.
- b) Now find v_0 and insert it in the position function.



a) $\vec{a}(t) = \langle 0, -10 \rangle$

$$\vec{v}(t) = \langle 0, -10t \rangle + \vec{C}$$

$$\left\langle v_0 \frac{3}{5}, v_0 \frac{4}{5} \right\rangle = \vec{v}(0) = \vec{C}$$

$$\vec{v}(t) = \left\langle v_0 \frac{3}{5}, v_0 \frac{4}{5} - 10t \right\rangle$$

$$\vec{r}(t) = \left\langle v_0 \frac{3}{5} t, v_0 \frac{4}{5} t - 5t^2 \right\rangle + \vec{D}$$

$$\vec{0} = \vec{r}(0) = \vec{0} + \vec{D} \quad \text{so } \vec{D} = \vec{0}$$

b) For some t , $\vec{r}(t) = \left\langle \frac{99}{2}, 21 \right\rangle$

$$v_0 \frac{3}{5} t = \frac{99}{2} \Rightarrow v_0 t = \frac{5 \cdot 99}{3 \cdot 2} = \frac{165}{2}$$

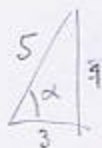
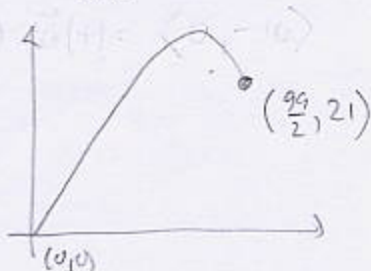
$$v_0 \frac{4}{5} t - 5t^2 = 21 \Rightarrow \frac{4}{5} \cdot \frac{165}{2} - 5t^2 = 21$$

$$66 - 5t^2 = 21 \quad v_0 \cdot 3 = \frac{165}{2}$$

$$5t^2 = 45 \quad \text{so } v_0 = \frac{165}{3 \cdot 2} = \frac{55}{2} \text{ m/s}$$

$$t = 3$$

$$t = 3, -3 \quad \vec{r}(t) = \left\langle \frac{33}{2} t, 22t - 5t^2 \right\rangle$$



$$\vec{r}(0) = \vec{0}, \quad \vec{v}(0) = \langle v_0 \cos \alpha, v_0 \sin \alpha \rangle = \left\langle v_0 \frac{3}{5}, v_0 \frac{4}{5} \right\rangle$$

6. (12pts) Determine and sketch the domain of the function $f(x, y) = \frac{\sqrt{x-y-5}}{x+y}$.

Must have

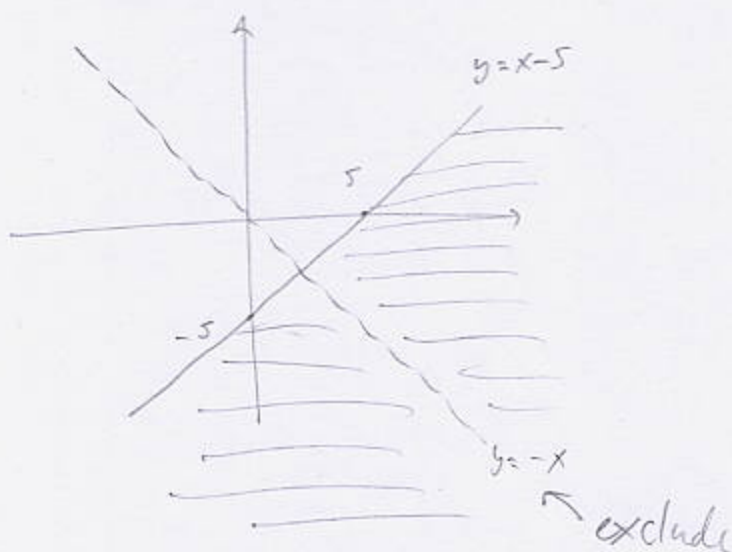
$$x-y-5 \geq 0$$

$$y \leq x-5$$

Can't have

$$x+y=0$$

$$y=-x$$



Bonus (10pts) Use coordinates to prove the formula $(\mathbf{u}(t) \times \mathbf{v}(t))' = \mathbf{u}'(t) \times \mathbf{v}(t) + \mathbf{u}(t) \times \mathbf{v}'(t)$ for any two vector functions $\mathbf{u}(t)$ and $\mathbf{v}(t)$.

$$\text{Let } \vec{u}(t) = \langle x_1(t), y_1(t), z_1(t) \rangle, \vec{v}(t) = \langle x_2(t), y_2(t), z_2(t) \rangle$$

$$\vec{u} \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ x_1 & y_1 & z_1 \\ x_2 & y_2 & z_2 \end{vmatrix} = \langle y_1 z_2 - y_2 z_1, x_2 z_1 - x_1 z_2, x_1 y_2 - x_2 y_1 \rangle$$

$$(\vec{u} \times \vec{v})' = \langle y_1' z_2 + y_1 z_2' - y_2' z_1 - y_2 z_1', x_2' z_1 + x_2 z_1' - x_1' z_2 - x_1 z_2', x_1' y_2 + x_1 y_2' - x_2' y_1 - x_2 y_1' \rangle$$

$$\vec{u}' \times \vec{v} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ x_1' & y_1' & z_1' \\ x_2 & y_2 & z_2 \end{vmatrix} = \langle y_1' z_2 - y_2 z_2', x_2 z_2' - x_1' z_2, x_1' y_2 - x_2 y_1' \rangle$$

$$\vec{u} \times \vec{v}' = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ x_1 & y_1 & z_1 \\ x_2' & y_2' & z_2' \end{vmatrix} = \langle y_1 z_2' - y_2' z_1, x_2' z_1 - x_1 z_2', x_1 y_2' - x_2' y_1 \rangle$$

are equal

$$\vec{u}' \times \vec{v} + \vec{u} \times \vec{v}' = \langle y_1' z_2 + y_1 z_2' - y_2' z_1 - y_2 z_1', x_2' z_1 + x_2 z_1' - x_1' z_2 - x_1 z_2', x_1' y_2 + x_1 y_2' - x_2' y_1 - x_2 y_1' \rangle$$