



The Grainger College of Engineering

Center for Academic Resources in Engineering

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# MATH 241

## Midterm 1 Review

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DISCLAIMER:

Keep in mind that this presentation was created by CARE tutors, and while it is thorough, it is not comprehensive.

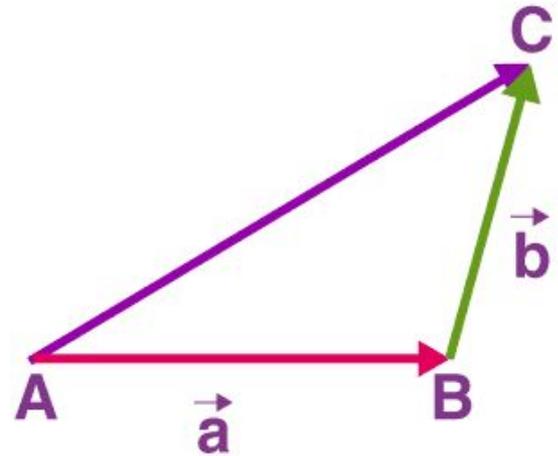
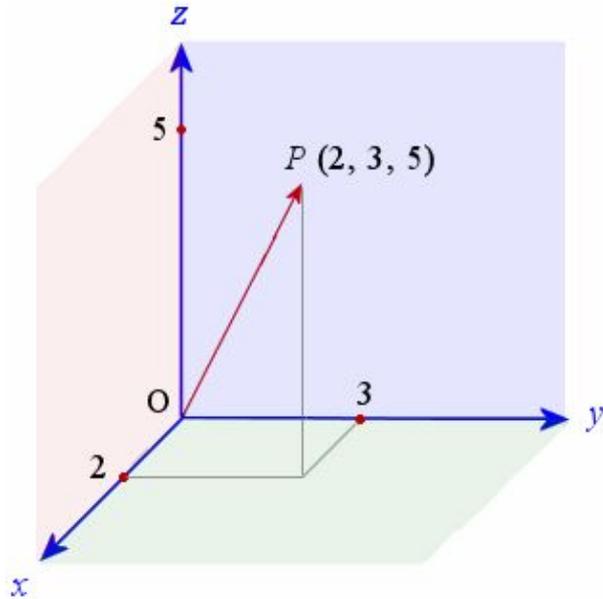
## QR Code to the Queue



The queue contains the worksheet and the solution to this review session

# Vectors

- Has both magnitude and direction
- Vectors are added “tip to tail”

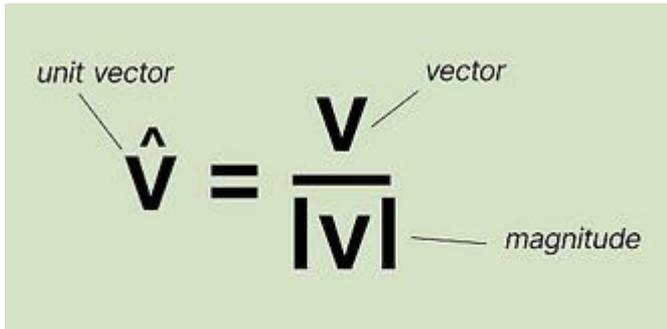


# Magnitude of a Vector

- Magnitude/Length of Vector:  $|v|$

$$\text{Magnitude} = \sqrt{x^2 + y^2 + z^2} \quad (\text{for 3D vectors})$$

- Unit Vector


$$\hat{v} = \frac{v}{|v|}$$

The diagram shows the formula for a unit vector. The left side is labeled "unit vector" with an arrow pointing to  $\hat{v}$ . The right side is a fraction where the numerator is labeled "vector" with an arrow pointing to  $v$ , and the denominator is labeled "magnitude" with an arrow pointing to  $|v|$ .

# Dot Product

Dot product from components. #rvv-es

$$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$$

Dot product from length/angle. #rvv-ed

$$\vec{a} \cdot \vec{b} = ab \cos \theta$$

Length and angle from dot product. #rvv-el

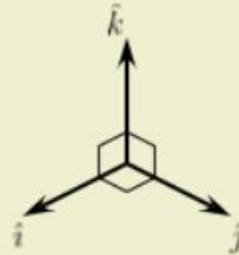
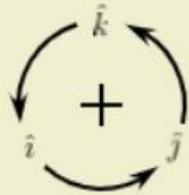
$$a = \sqrt{\vec{a} \cdot \vec{a}}$$
$$\cos \theta = \frac{\vec{b} \cdot \vec{a}}{ba}$$

# Cross Product

Cross product in components. #rvv-ex

$$\vec{a} \times \vec{b} = (a_2b_3 - a_3b_2) \hat{i} + (a_3b_1 - a_1b_3) \hat{j} + (a_1b_2 - a_2b_1) \hat{k}$$

Cross products of basis vectors. #rvv-eo



$$\begin{aligned}\hat{i} \times \hat{j} &= \hat{k} \\ \hat{j} \times \hat{i} &= -\hat{k}\end{aligned}$$

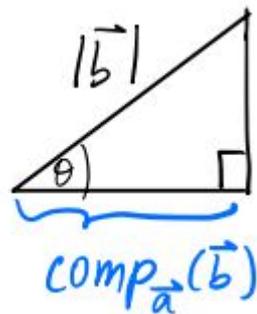
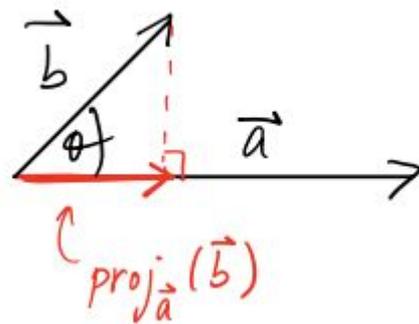
$$\begin{aligned}\hat{j} \times \hat{k} &= \hat{i} \\ \hat{k} \times \hat{j} &= -\hat{i}\end{aligned}$$

$$\begin{aligned}\hat{k} \times \hat{i} &= \hat{j} \\ \hat{i} \times \hat{k} &= -\hat{j}\end{aligned}$$

# Projection and Components

$$\text{proj}_{\vec{a}}(\vec{b}) = \left( \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|} \right) \frac{\vec{a}}{|\vec{a}|}$$

$$\text{Comp}_{\vec{a}}(\vec{b}) = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|}$$

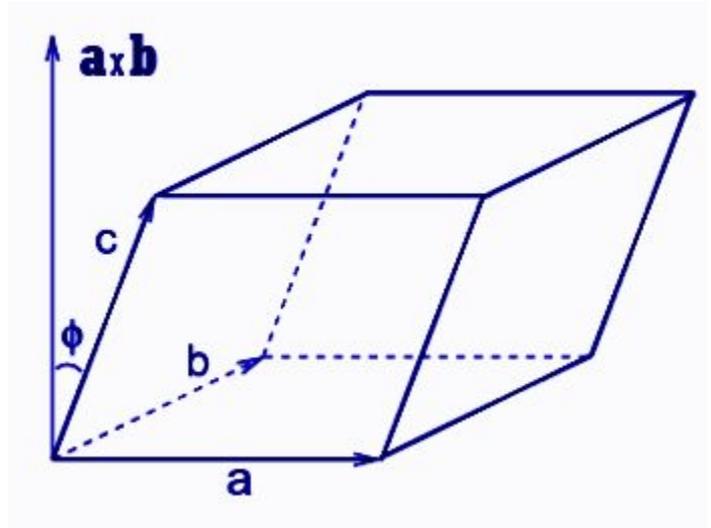


# Scalar Triple Product

- $\vec{A} \cdot (\vec{B} \times \vec{C})$
- Represents the parallelepiped volume enclosed by the three vectors

$$\vec{A} = \langle a_1, a_2, a_3 \rangle, \quad \vec{B} = \langle b_1, b_2, b_3 \rangle, \quad \vec{C} = \langle c_1, c_2, c_3 \rangle$$

$$\vec{A} \cdot (\vec{B} \times \vec{C}) = \det \begin{bmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{bmatrix}$$



# Equations for Lines and Planes

- The equation for a line  $L$  on a plane can be parametrized:
  - Here,  $r_0$  is a vector between the origin and a point on the plane
  - And  $v$  is a line on the plane

$$\begin{aligned} L &= \vec{r}_0 + t\vec{v} \\ \vec{r}_0 &= \langle x_0, y_0, z_0 \rangle \\ \vec{v} &= \langle v_1, v_2, v_3 \rangle \end{aligned} \left\{ \begin{array}{l} x(t) = x_0 + tv_1 \\ y(t) = y_0 + tv_2 \\ z(t) = z_0 + tv_3 \end{array} \right\}$$

# Equation of Plane

$$\vec{n} \cdot (Q - P) = 0$$

where  $Q = (x, y, z)$ ,

$$P = (x_0, y_0, z_0)$$

$\vec{n}$  is the normal vector of the plane.

$$Ax + By + Cz = D$$

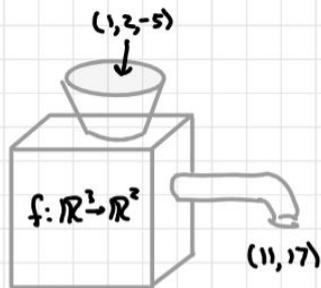
- Describes a plane in which  $A$ ,  $B$ , and  $C$  are the components of the normal vector
- To find  $D$ , you need a point on the plane:

$$\langle x_0, y_0, z_0 \rangle$$

$$D = Ax_0 + By_0 + Cz_0$$

# Functions of several variables

In general, consider  
 $f: \mathbb{R}^n \rightarrow \mathbb{R}^m$



Examples:

1) Temperature at a point  
 $(x, y, z)$  in this room

$$T: \mathbb{R}^3 \rightarrow \mathbb{R}$$

(Chapter 14)

2) Position of moon  
at time  $t$  (relative to sun)

$$r: \mathbb{R} \rightarrow \mathbb{R}^3 \quad (\text{parametric curve})$$

$$r(t) = (x(t), y(t), z(t))$$

(Chapter 13)

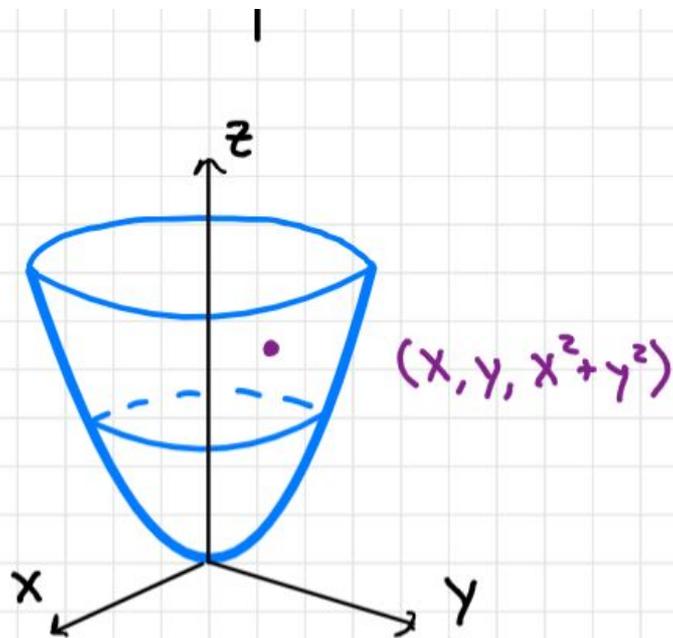


# Functions of several variables

$$f: \mathbb{R}^2 \rightarrow \mathbb{R}$$

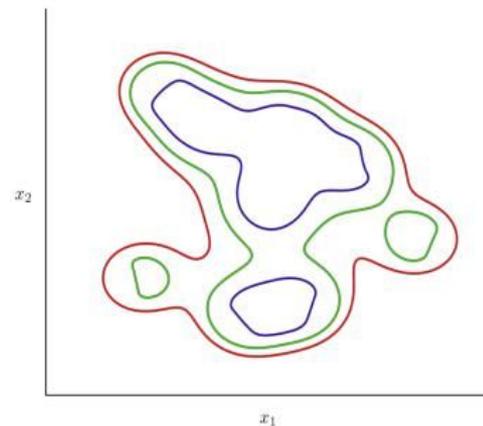
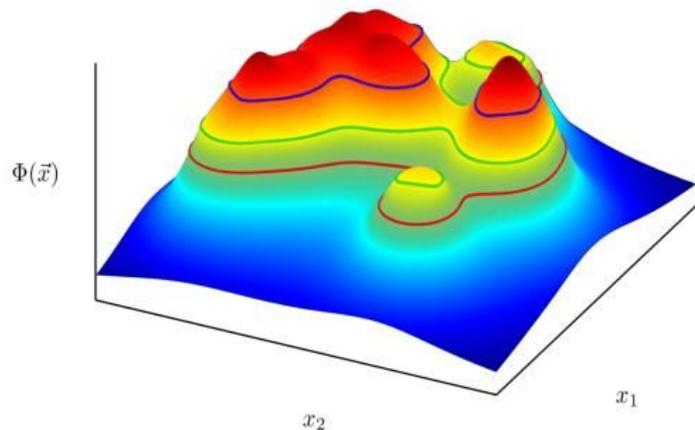
$$\text{e.g. } f(x,y) = x^2 + y^2$$

Graph of  $f$  is set of  
points  $(x, y, f(x, y)) \in \mathbb{R}^3$



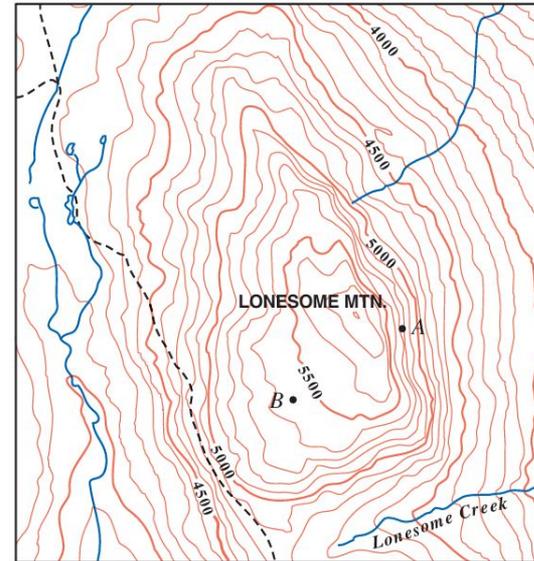
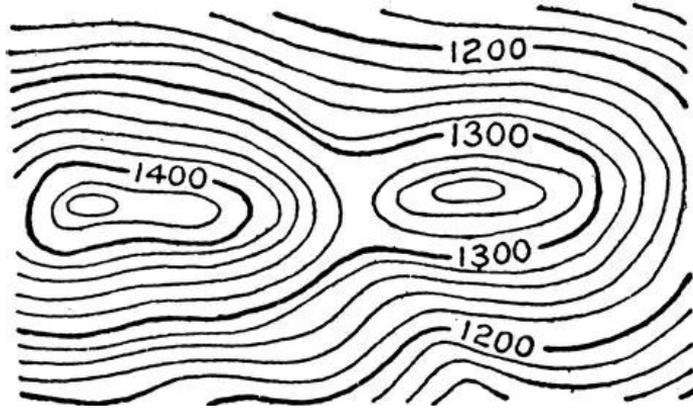
# Level Sets

- Curve generated by “slicing” a multivariable function at a constant function value (height)

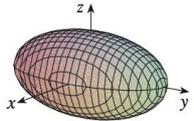
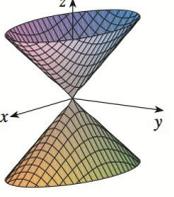
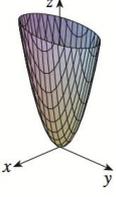
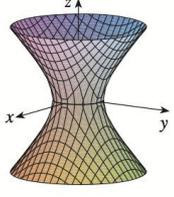
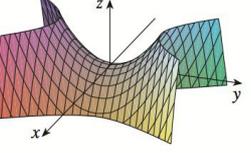
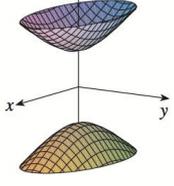


# Contour Map

- Map of many level sets at different function values (heights)



# Quadric Surface

Surface	Equation	Surface	Equation
<p>Ellipsoid</p> 	$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$ <p>All traces are ellipses. If <math>a = b = c</math>, the ellipsoid is a sphere.</p>	<p>Cone</p> 	$\frac{z^2}{c^2} = \frac{x^2}{a^2} + \frac{y^2}{b^2}$ <p>Horizontal traces are ellipses. Vertical traces in the planes <math>x = k</math> and <math>y = k</math> are hyperbolas if <math>k \neq 0</math> but are pairs of lines if <math>k = 0</math>.</p>
<p>Elliptic Paraboloid</p> 	$\frac{z}{c} = \frac{x^2}{a^2} + \frac{y^2}{b^2}$ <p>Horizontal traces are ellipses. Vertical traces are parabolas. The variable raised to the first power indicates the axis of the paraboloid.</p>	<p>Hyperboloid of One Sheet</p> 	$\frac{x^2}{a^2} + \frac{y^2}{b^2} - \frac{z^2}{c^2} = 1$ <p>Horizontal traces are ellipses. Vertical traces are hyperbolas. The axis of symmetry corresponds to the variable whose coefficient is negative.</p>
<p>Hyperbolic Paraboloid</p> 	$\frac{z}{c} = \frac{x^2}{a^2} - \frac{y^2}{b^2}$ <p>Horizontal traces are hyperbolas. Vertical traces are parabolas. The case where <math>c &lt; 0</math> is illustrated.</p>	<p>Hyperboloid of Two Sheets</p> 	$-\frac{x^2}{a^2} - \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$ <p>Horizontal traces in <math>z = k</math> are ellipses if <math>k &gt; c</math> or <math>k &lt; -c</math>. Vertical traces are hyperbolas. The two minus signs indicate two sheets.</p>

## Example Question #1

Let  $\mathbf{P}$  be the plane with equation  $x + 2z = 0$ . Find the distance from the point  $(-1, 3, 0)$  to the plane  $\mathbf{P}$ .

# Example Solution #1

*The plane passes through  $(0, 0, 0)$  and the normal vector  $\vec{N}$  is  $\langle 1, 0, 2 \rangle$*

*Create a vector  $\vec{V}$  from  $(0, 0, 0)$  to the point  $(-1, 3, 0) \rightarrow \langle -1, 3, 0 \rangle$*

The magnitude of the projection of  $\vec{V}$  onto  $\vec{N}$  will be the distance from the point to the plane

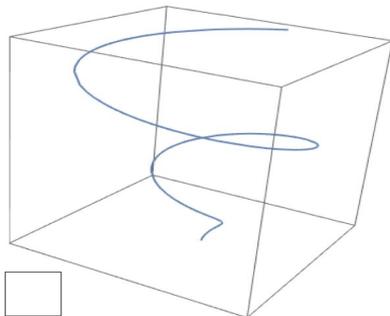
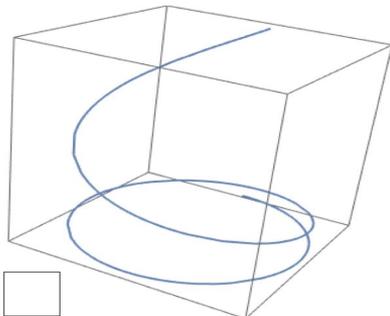
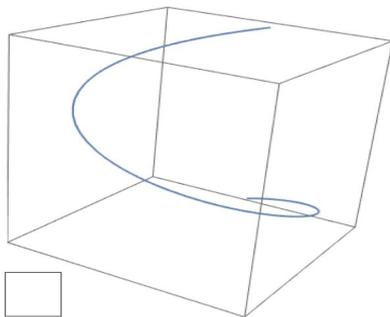
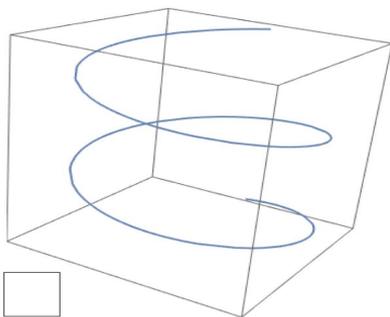
$$\text{proj}_{\vec{N}} \vec{V} = \frac{\vec{V} \cdot \vec{N}}{|\vec{N}|^2} \vec{N} = \langle -1/5, 0, -2/5 \rangle$$

$$|\text{proj}_{\vec{N}} \vec{V}| = \sqrt{\left(-1/5\right)^2 + \left(-2/5\right)^2} = 1/\sqrt{5}$$

*The distance is  $1/\sqrt{5}$*

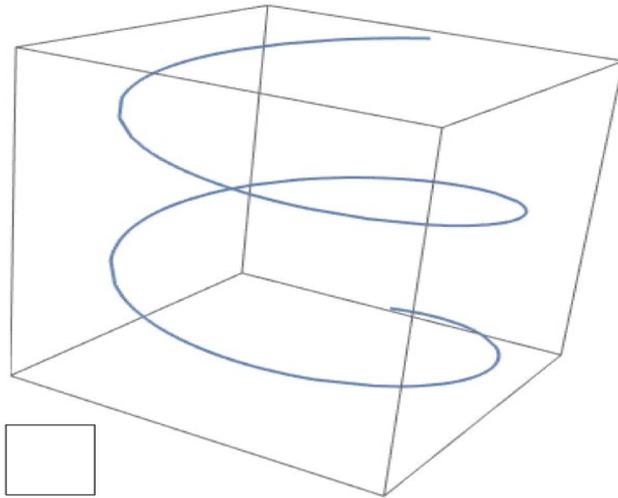
## Example Question #2

Let  $C$  be the curve parameterized by  $\mathbf{r}(t) = \langle \sin(t^2), \cos(t^2), t^2 \rangle$  for  $0 \leq t \leq 2\sqrt{\pi}$ . Check the corresponding picture of  $C$ .



## Example Solution #2

$$\mathbf{r}(t) = \langle \sin(t^2), \cos(t^2), t^2 \rangle \text{ for } 0 \leq t \leq 2\sqrt{\pi}$$



## Example Question #3

Find the vector function representing the curve of intersection between the circular cylinder of radius 4 centered on the z-axis and the surface  $z = xy$ .

## Example Solution #3

Find the vector function representing the curve of intersection between the circular cylinder of radius 4 centered on the z-axis and the surface  $z = xy$ .

$$\overrightarrow{r}_{\text{cyl}} = \langle 4\cos t, 4\sin t \rangle$$

$$z = xy = 16\cos t \cdot \sin t$$

$$\vec{r}(t) = \langle 4\cos t, 4\sin t, 16\cos t \cdot \sin t \rangle$$

# Limits

- When computing multivariable limits,
  - Check **multiple paths** (lines and power functions) to see if there are conflicting values. If so, limits DNE
  - **Factor** (difference of squares)
  - Use **polar coordinates**
  - Try **squeeze theorem**

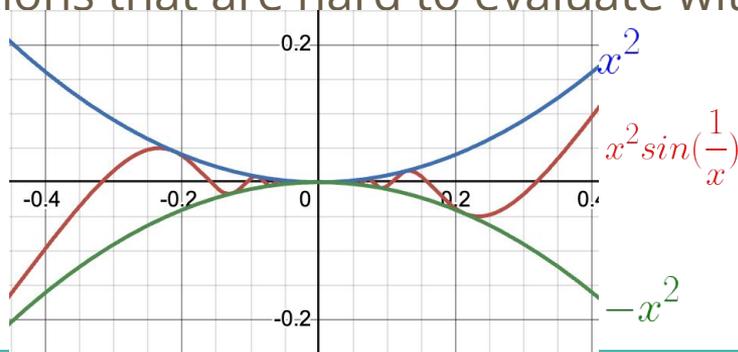
$$r = \sqrt{x^2 + y^2}$$

$$x = r \cdot \cos\theta$$

$$y = r \cdot \sin\theta$$

# Squeeze Theorem

- We have three functions such that near  $x$ :  $f(x) \leq g(x) \leq h(x)$
- If  $\lim_{x \rightarrow a} f(x) = \lim_{x \rightarrow a} h(x) = L$ , then  $\lim_{x \rightarrow a} g(x) = L$
- Great to use for functions that are hard to evaluate with limit laws



# Limit Laws

## Sum Law

## Difference Law

## Constant Multiple Law

## Product Law

## Quotient Law

1. The limit of a sum is the sum of the limits.
2. The limit of a difference is the difference of the limits.
3. The limit of a constant times a function is the constant times the limit of the function.
4. The limit of a product is the product of the limits.
5. The limit of a quotient is the quotient of the limits (provided that the limit of the denominator is not 0).

# Continuity

- A function  $f(x,y)$  is continuous at point  $(x,y)$  if

$$\lim_{(x,y) \rightarrow (a,b)} f(x,y) = f(a,b)$$

- If this holds for all points  $(a,b)$ , then the function is continuous over the 2D plane.

# Partial Derivatives

$$f_x(x, y) = \lim_{h \rightarrow 0} \frac{f(x+h, y) - f(x, y)}{h}$$

$$f_y(x, y) = \lim_{h \rightarrow 0} \frac{f(x, y+h) - f(x, y)}{h}$$

$$f(x, y) \quad \Rightarrow \quad f_x(x, y) = \frac{\partial f}{\partial x} \quad \& \quad f_y(x, y) = \frac{\partial f}{\partial y}$$

$$\frac{\partial^2 f}{\partial x^2} = \frac{\partial}{\partial x} \left( \frac{\partial f}{\partial x} \right) = \frac{\partial}{\partial x} (f_x) = (f_x)_x = f_{xx}$$

$$\frac{\partial^2 f}{\partial y \partial x} = \frac{\partial}{\partial y} \left( \frac{\partial f}{\partial x} \right) = \frac{\partial}{\partial y} (f_x) = (f_x)_y = f_{xy}$$

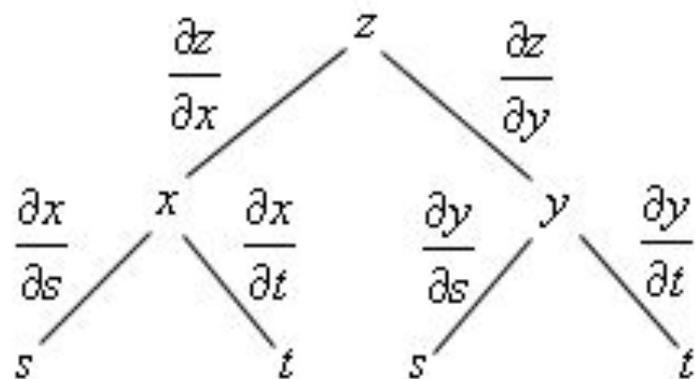
$$\frac{\partial^2 f}{\partial y^2} = \frac{\partial}{\partial y} \left( \frac{\partial f}{\partial y} \right) = \frac{\partial}{\partial y} (f_y) = (f_y)_y = f_{yy}$$

$$\frac{\partial^2 f}{\partial x \partial y} = \frac{\partial}{\partial x} \left( \frac{\partial f}{\partial y} \right) = \frac{\partial}{\partial x} (f_y) = (f_y)_x = f_{yx}$$

## Arc Length Formula

$$\int_a^b \sqrt{\left(\frac{dx}{dt}\right)^2 + \left(\frac{dy}{dt}\right)^2} dt$$

# Chain Rule



$$\frac{dz}{dt} = \frac{\partial z}{\partial x} \frac{dx}{dt} + \frac{\partial z}{\partial y} \frac{dy}{dt}$$

change in  $z$  with respect to  $t$  =  $z_x$  change in  $x$  with respect to  $t$  +  $z_y$  change in  $y$  with respect to  $t$

# Linear Approximation & Tangent planes

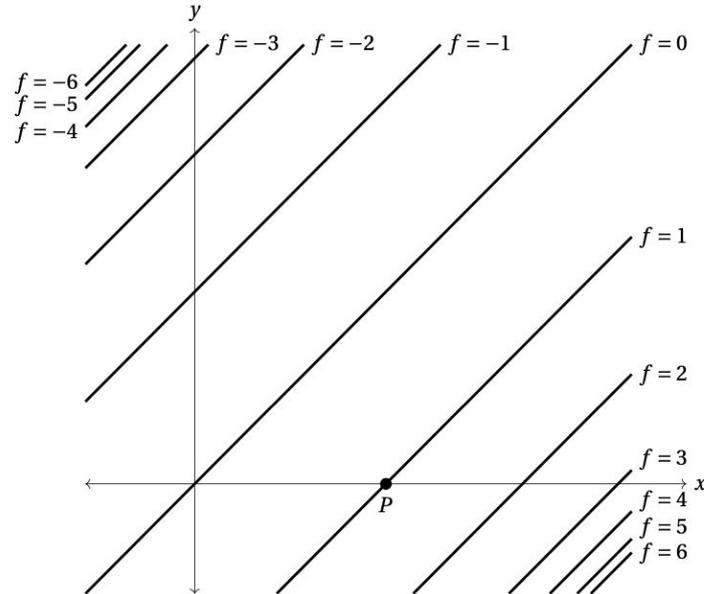
- If  $z = f(x, y)$  and  $f$  is **differentiable** at  $(a, b)$ , then the value of  $f(m, n)$  can be approximated by

$$f(m, n) \approx L(m, n)$$

$$L(m, n) = f(a, b) + f_x(a, b) \cdot (m - a) + f_y(a, b) \cdot (n - b)$$

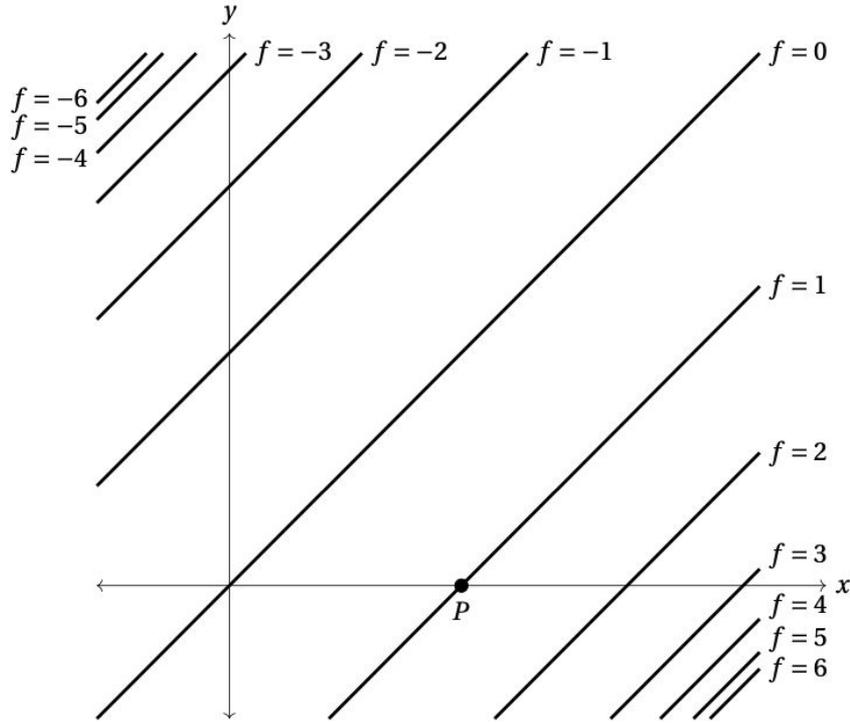
# Example Question #4

- A contour map for a function  $f$  of  $x, y$ , and a point  $P$  in the plane are given below. Determine if the following quantities are negative, zero, or positive:  $f_x(P)$ ,  $f_{xx}(P)$ ,  $f_{xy}(P)$



# Example Solution #4

- $f_x(P)$ : positive
- $f_{xx}(P)$ : positive
- $f_{xy}(P)$ : negative



## Example Question #5

- Compute the following limits

$$\lim_{(x,y) \rightarrow (0,0)} \frac{x^3}{x^2 + y^2}$$

$$\lim_{(x,y) \rightarrow (0,0)} \frac{xy^4}{x^2 + y^8}$$

$$\lim_{x \rightarrow 0} x^3 \cos\left(\frac{2}{x}\right)$$

$$\lim_{(x,y) \rightarrow (-1,0)} \frac{x^2 + xy + 3}{x^2y - 5xy + y^2 + 1}$$

- Determine whether the following function is continuous at  $(0, 0)$

$$f(x, y) = \begin{cases} \frac{xy}{x^2 + xy + y^2}, & (x, y) \neq (0, 0) \\ 0 & , (x, y) = (0, 0) \end{cases}$$

## Example Solution #5

- Compute the following limits

$$\lim_{(x,y) \rightarrow (0,0)} \frac{x^3}{x^2 + y^2} = 0 \quad (\text{Use polar coordinates})$$

$$\lim_{(x,y) \rightarrow (0,0)} \frac{xy^4}{x^2 + y^8} = \text{DNE} \quad (\text{Check } x = y^4 \text{ and } x = -y^4)$$

$$\lim_{x \rightarrow 0} x^3 \cos\left(\frac{2}{x}\right) = 0 \quad (\text{Squeeze Theorem})$$

$$\lim_{(x,y) \rightarrow (-1,0)} \frac{x^2 + xy + 3}{x^2y - 5xy + y^2 + 1} = 4 \quad (\text{Plug in } (-1, 0) \text{ directly})$$

## Example Solution #5

- Determine whether the following function is continuous at  $(0, 0)$

$$f(x, y) = \begin{cases} \frac{xy}{x^2 + xy + y^2}, & (x, y) \neq (0, 0) \\ 0 & , (x, y) = (0, 0) \end{cases}$$

**On line  $y = x$ ,  $f(x, y) = 1/3$  at any point except  $(0, 0)$ . Since there is a discontinuity at  $(0, 0)$ , the function is not continuous.**

# Velocity and Acceleration

$$\vec{r}'(t) = \vec{v}(t) \rightarrow \vec{r}(t) = \int \vec{v}(t) dt$$

$$\vec{v}'(t) = \vec{a}(t) \rightarrow \vec{v}(t) = \int \vec{a}(t) dt$$