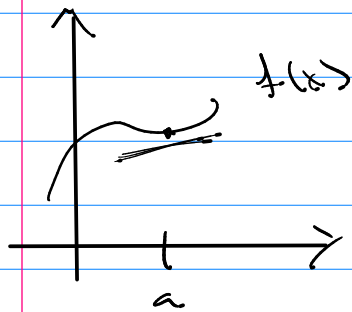


# Math 344

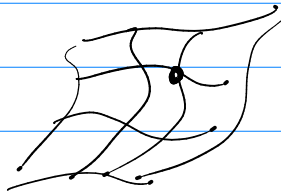
Blackboard  $\rightarrow$  syllabus + calendar

Backups for lectures  $\rightarrow$  chaos.math.wichita.edu



how does  $f(x)$  "change" @  $x=a$

Derivative.



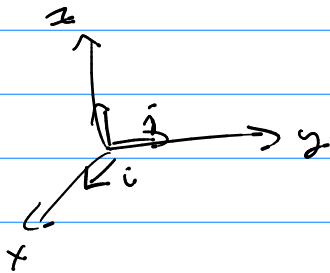
12.1	Coord.
12.2	Vectors
12.3	
12.4	

$\mathbb{V} \rightarrow$

representations

$$\mathbb{V} = \langle a_1, a_2, a_3 \rangle$$

$$\mathbb{V} = a_1 \vec{i} + a_2 \vec{j} + a_3 \vec{k}$$



ops

$$\mathbb{V}_1 + \mathbb{V}_2, c\mathbb{V}$$

Products

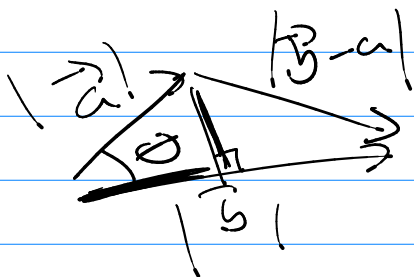
dot product  $\vec{a} \cdot \vec{b} = \text{scalar}$

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

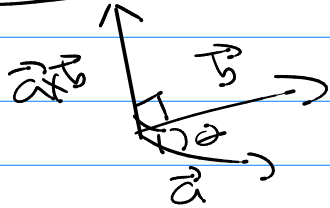


$$\vec{a} \cdot \vec{b} = 0 \quad \text{says } \perp$$

$$\theta = 0 \quad \vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}|$$



**Cross product**



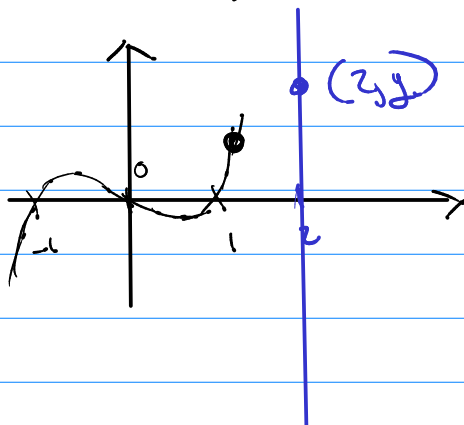
$$\vec{a} \times \vec{b} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

**Graphs** ← **Solution** to an equation

2D  $\mathbb{R}^2$

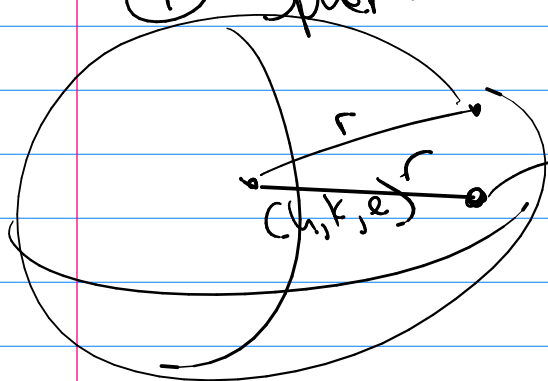
$$y = x^3 - x$$

$$x = z$$



3D  $\mathbb{R}^3$  Some graphs we should **know**.

① Sphere

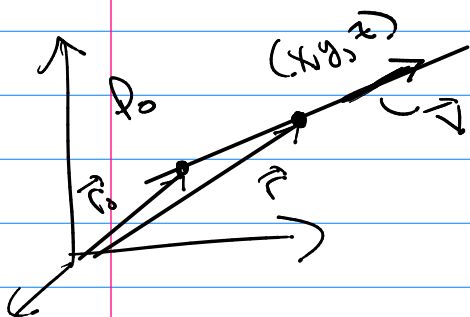
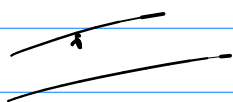


$$(x-h)^2 + (y-k)^2 + (z-l)^2 = r^2$$

$(x, y, z)$   
on sphere

$$r \geq 0$$

② Lines



$$\vec{r} = \langle x, y, z \rangle \quad \vec{r}_0 = \langle x_0, y_0, z_0 \rangle$$

$$\vec{v} = \langle a, b, c \rangle$$

$$\vec{r} = \vec{r}_0 + t\vec{v}$$

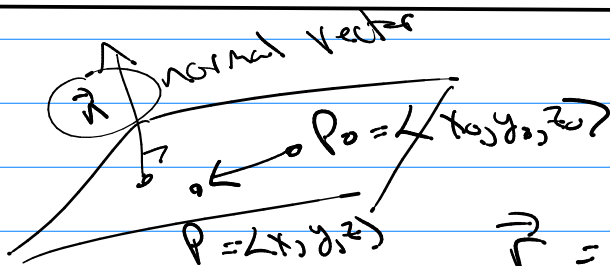
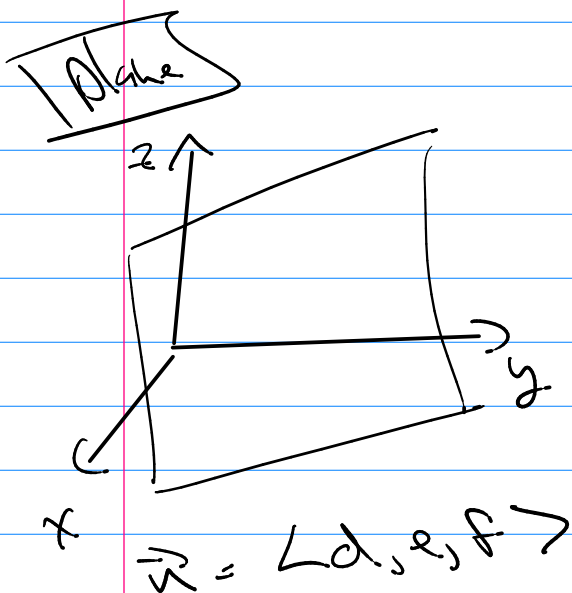
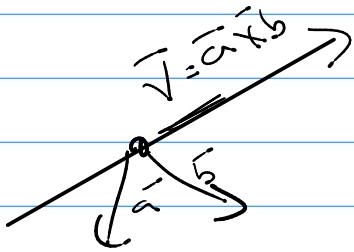
$$\langle x, y, z \rangle = \langle x_0, y_0, z_0 \rangle + \langle ta, tb, tc \rangle$$

$$\begin{cases} x = x_0 + at \\ y = y_0 + bt \\ z = z_0 + ct \end{cases} \rightarrow \frac{x-x_0}{a} = \frac{y-y_0}{b} = \frac{z-z_0}{c}$$

to do:

① eqn  $\rightarrow$  make a graph

② given a graph  $\rightarrow$  eqn  
(or info about it)



$$\vec{n} = \langle d, e, f \rangle$$

$$\vec{r} = \langle x, y, z \rangle$$

$$\vec{r}_0 = \langle x_0, y_0, z_0 \rangle$$

$$\vec{n} \cdot (\vec{r} - \vec{r}_0) = 0$$

$$\boxed{\vec{n} \cdot (\vec{r} - \vec{r}_0) = 0}$$

$$d(x-x_0) + e(y-y_0) + f(z-z_0) = 0$$

$$\boxed{dx + ey + fz + g = 0}$$

linear eqn  
of 3 variables