

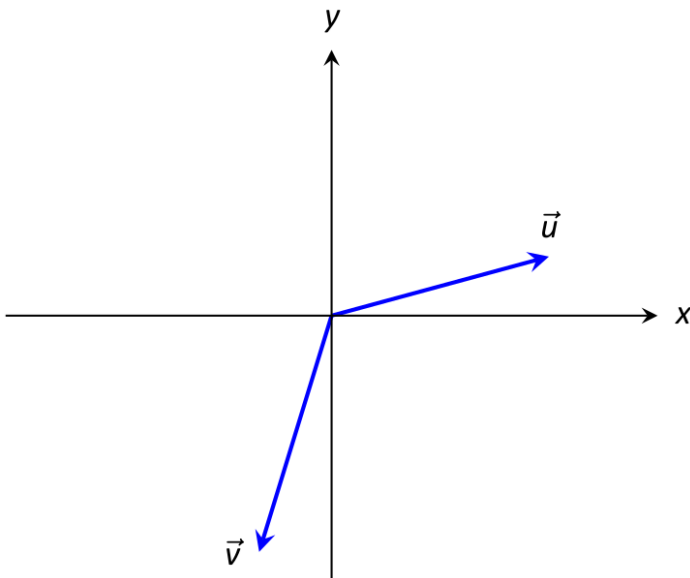
# Math 253 HW1 2017 T1

You can draw some of these figures on the HW sheet itself. If you need more space, attach any additional written work.

**Q1 Parallelograms in  $\mathbb{R}^3$ .** (a) APEX 10.1 #8. (b) Also sketch and carefully label this object on a “cavalier oblique axis” (like the ones we use in lectures).

(c) Where is the center of the shape?

**Q2 Vector arithmetic.** [From APEX 10.2 #12.] Sketch the vectors  $\vec{u}$ ,  $\vec{v}$ ,  $\vec{u} + \vec{v}$ ,  $\vec{u} - \vec{v}$  and  $2\vec{u} - \vec{v}$  on the same axes.



**Q3 Romanticizing rejection.** “There’s nothing romantic about rejection. It’s horrible.” – Marlon James

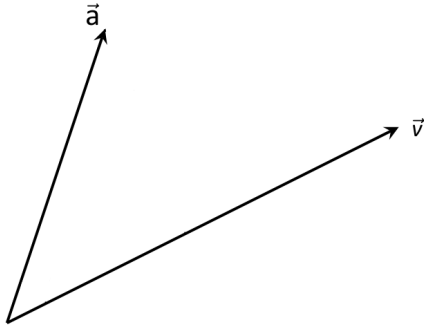
- (a) In terms of the dot product, what is the vector projection of a vector  $\vec{a}$  onto a vector  $\vec{v}$ ?

$$\text{proj}_{\vec{v}}\vec{a} =$$

Now define the “*vector rejection*” of  $\vec{a}$  onto  $\vec{v}$  by

$$\vec{w} = \vec{a} - \text{proj}_{\vec{v}}\vec{a} =$$

- (b) Sketch and label  $\text{proj}_{\vec{v}}\vec{a}$  and  $\vec{w}$  on the following figure:



- (c) Show (prove) that  $\vec{w}$  is orthogonal to  $\vec{v}$ .

- (c) In two dimensions, now suppose  $\vec{v} = \begin{pmatrix} 1 \\ 3 \end{pmatrix}$ . Consider a triangle formed by the points  $A = (10, 20)$ ,  $B = (20, 10)$  and  $C = (0, 10)$ . By considering each point as a vector  $a$  from the origin, compute the vector rejection onto  $v$ . Plot the resulting three points.

Fig for (c):

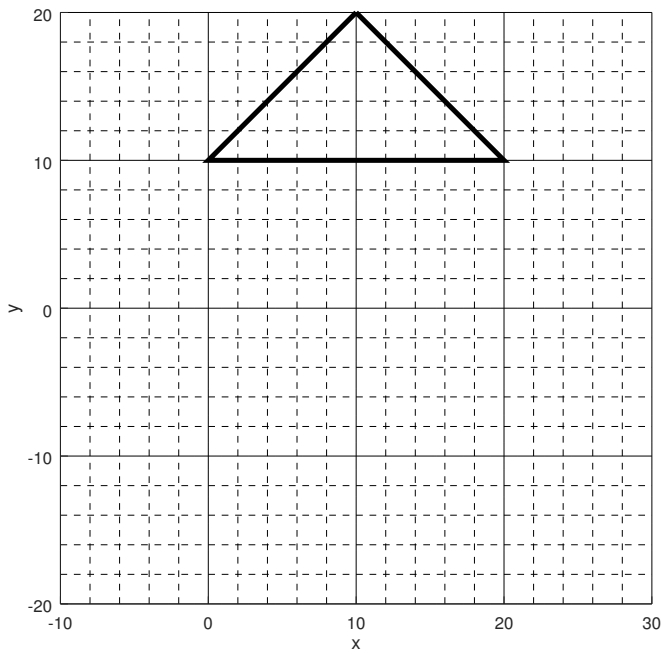
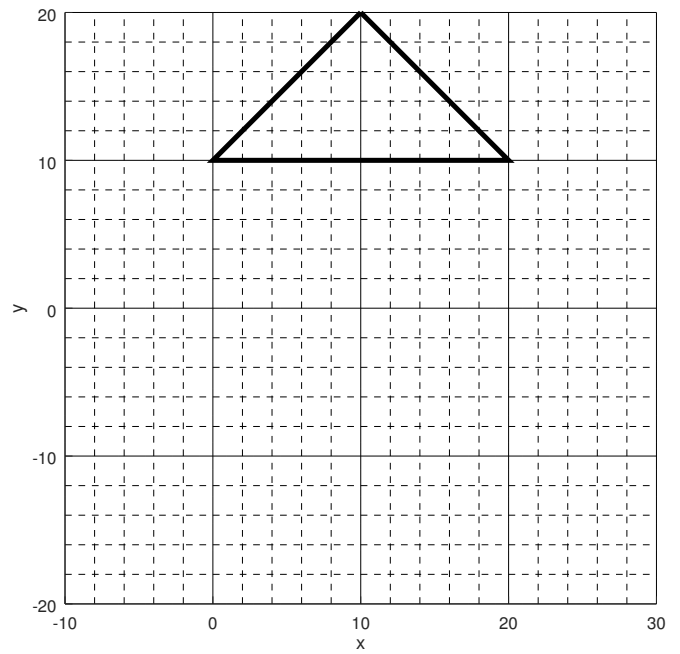


Fig for (e):



(d) Can you make a conjecture about what the vector rejection onto  $v$  does to *any* point in  $\mathbb{R}^2$ ?

(e) Try computing  $\vec{z} = \vec{a} - 2\text{proj}_{\vec{v}}\vec{a}$  for each of the vertices of the triangle (again, taking these as  $\vec{a}$ ). Plot those points. What does this new operation do to the triangle? Can you think of a good name for it?

**Q4 Naughts and Crosses.** [Adapted from the Stewart textbook.]

(a) Let  $\vec{u} = \langle 1, 2, 1 \rangle$ . Find all vectors  $\vec{v}$  such that

$$\vec{u} \times \vec{v} = \langle 3, 1, -5 \rangle.$$

(b) Of all the answers to (a), which one has no component in the  $\mathbf{i}$  direction?

(c) Are there any vectors  $\vec{w}$  such that  $\vec{u} \times \vec{w} = \langle 3, 1, 5 \rangle$ ? Justify your answer.