

Hw #5  
Selected Solutions

12.6 25)

21-28 III Match the equation with its graph (labeled I-VIII). Give reasons for your choices.

21.  $x^2 + 4y^2 + 9z^2 = 1$

23.  $x^2 - y^2 + z^2 = 1$

25.  $y = 2x^2 + z^2$

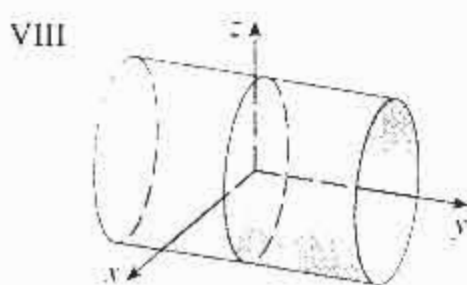
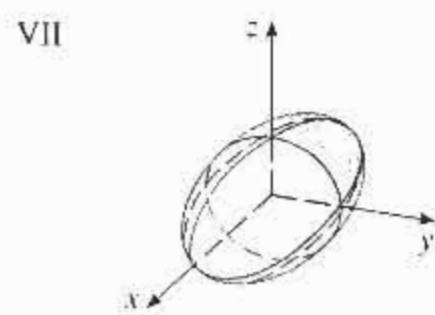
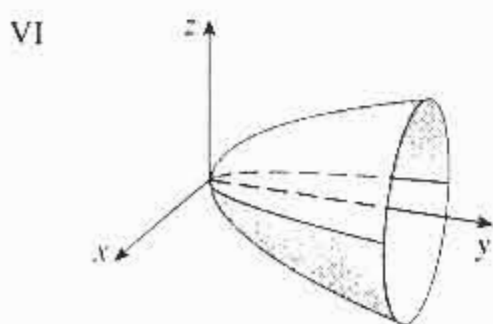
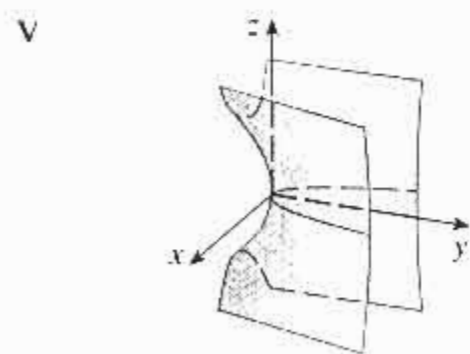
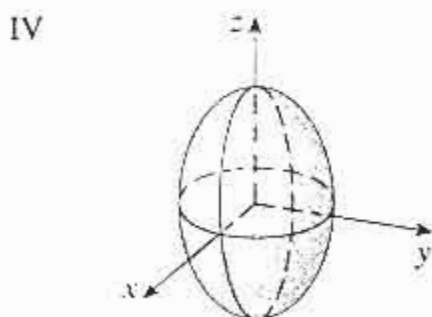
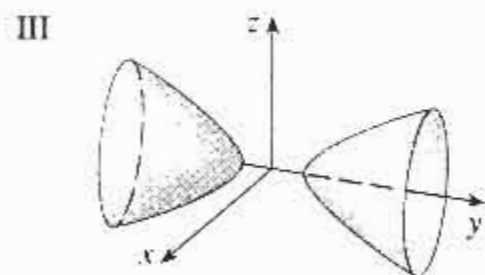
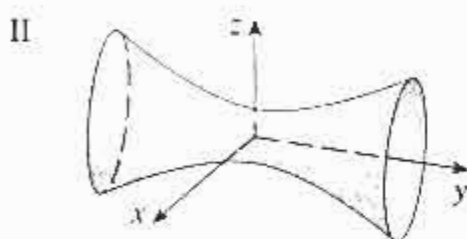
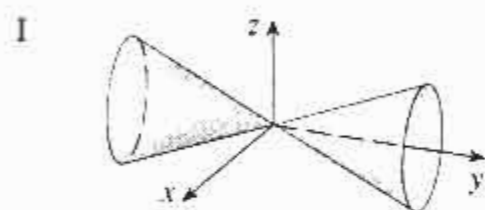
27.  $x^2 + 2z^2 = 1$

22.  $9x^2 + 4y^2 + z^2 = 1$

24.  $-x^2 + y^2 - z^2 = 1$

26.  $y^2 = x^2 + 2z^2$

28.  $y = x^2 - z^2$



Note that there are no values of  $x, z$  that can make  $y < 0$ . So the graph must lie entirely to the right of the  $x-z$  plane (where  $y=0$ ). This narrows our choices down to **V** and **VI**. So consider slices in planes  $\parallel$  to  $xz$  plane, eg  $y=1$ .  $1 = 2x^2 + z^2$  is an ellipse, not a hyperbola, so 25 must have graph **VI**.

13.4

19) The position of a particle is given by  $r(t) = \langle t^2, 5t, t^2 - 16t \rangle$ . When is the speed a minimum? \_\_\_\_\_

We need to find the speed,  $s(t) = |r'(t)|$  and then minimize it in the usual way setting  $s'(t) = 0$  and solving.

$$s(t) = |r'(t)| = |\langle 2t, 5, 2t - 16 \rangle|$$

$$= \sqrt{(2t)^2 + 5^2 + (2t - 16)^2} = \sqrt{4t^2 + 25 + 4t^2 - 32t + 256}$$

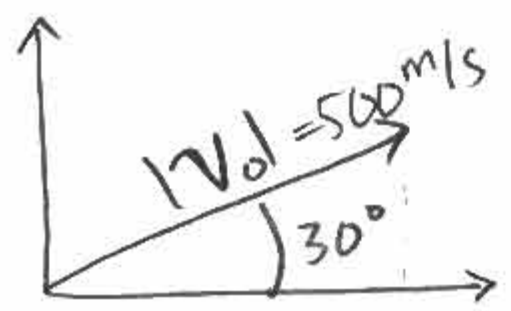
$$= \sqrt{8t^2 - 32t + 281}$$

$s'(t) = \frac{1}{2}(8t^2 - 32t + 281)^{-\frac{1}{2}} \cdot (16t - 32) = 0$

When the numerator,  $16t - 32 = 0$ , at  $t = 2$ .

If  $t < 2$ , eg  $t = 0$ ,  $s'(0) < 0$  and if  $t > 2$ , eg  $t = 3$  then  $s'(3) > 0$  so  $t = 2$  does in fact give a minimum by the 1<sup>st</sup> derivative test.

23) A projectile is fired with initial speed 500 m/s and an angle of elevation 30°. Find a) range of projectile b) max height, c) speed at impact.



$$\vec{V}_0 = \langle 500 \cos 30^\circ, 500 \sin 30^\circ \rangle$$

$$= \langle 250\sqrt{3}, 250 \rangle$$

$$\vec{a} = \langle 0, -9.8 \text{ m/s}^2 \rangle$$

So integrating,  $\vec{v} = \int_0^t \vec{a}(t) dt + \vec{V}_0$

(3)

$$\vec{v}(t) = \langle 250\sqrt{3}, 250 - 9.8t \rangle$$

$$\vec{r}(t) = \int_0^t \vec{v}(t) dt + \vec{r}_0$$

$$= \langle 250\sqrt{3}t, 250t - 4.9t^2 \rangle \quad \text{is the position}$$

vector at time  $t$ . So now we can answer the questions.

a) Range is  $x$  value when  $y=0$ .

$$y(t) = 250t - 4.9t^2 = 0 \quad \text{when} \quad 250 = 4.9t, \quad t = \frac{250}{4.9} \approx 51 \text{ sec}$$

$$\text{so } x(51) = 250\sqrt{3} \cdot 51 \approx 22,400 \text{ meters}$$

b) Max height is reached when  $y' = 0$ . This is when  $y' = 250 - 9.8t = 0$ , i.e.  $t = \frac{250}{9.8} \approx 25.5 \text{ sec}$ .

The height then is

$$y(25.5) \approx 3900 \text{ meters}$$

c) The speed at impact is  $|\vec{v}(t_{\text{impact}})|$ . We found  $t_{\text{impact}} = 51 \text{ sec}$  in (a), so

$$|\vec{v}(51)| = \sqrt{(250\sqrt{3})^2 + (250 - 9.8 \cdot 51)^2} \approx 504 \text{ m/s}.$$

(note: we had some rounding errors. In fact, speed on impact will be exactly speed fired if we discount air resistance and if height on impact = height initially).