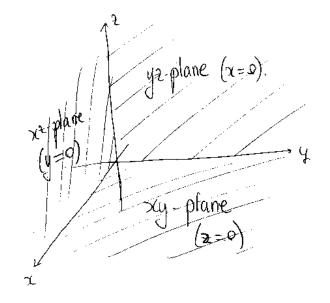
MATH 16C: MULTIVARIATE CALCULUS

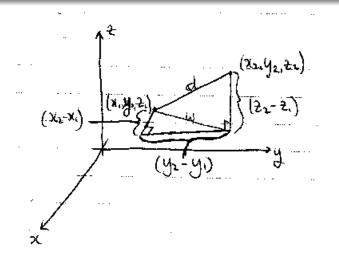
Jesús De Loera, UC Davis

April 12, 2010

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7.1: The 3-dimensional coordinate system





Thus, $d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$. **EXAMPLE:** Find the distance between (-3, 2, 5) and (4, -1, 2).

$$d = \sqrt{((-3) - 4)^2 + (2 - (-1))^2 + (5 - 2)^2} = \sqrt{49 + 9 + 9} = \sqrt{67}$$

Mid-point between two points

- What is the mid-point between two points (x_1, y_1, z_1) and (x_2, y_2, z_2) ?
- Let (x_m, y_m, z_m) be the mid-point. Then x_m must be half-way bewteen x_1 and x_2 , so $x_m = \frac{x_1 + x_1}{2}$.
- Also, y_m must be half-way between y_1 and y_2 , so $y_m = \frac{y_1 + y_2}{2}$
- Similarly, z_m must be half-way between z_1 and z_2 , so $z_m = \frac{z_1+z_2}{2}$.
- Thus,

$$(x_m, y_m, z_m) = \left(\frac{x_1 + x_1}{2}, \frac{y_1 + y_2}{2}, \frac{z_1 + z_2}{2}\right).$$

• E.g. What is the midpoint bewteen (-3, 2, 5) and (4, 1, 2)?

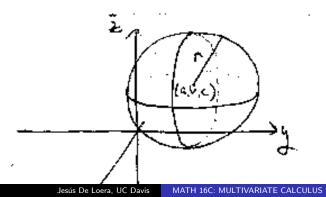
$$(x_m, y_m, z_m) = \left(\frac{(-3)+4}{2}, \frac{2+1}{2}, \frac{5+2}{2}\right) = \left(\frac{1}{2}, \frac{3}{2}, \frac{1}{2}\right).$$

Question:

If we fix a point (a, b, c), what is the set of all points at a distance r from (a, b, c) called?

Answer: A SPHERE centered at (a, b, c).

$$\sqrt{(x-a)^2+(y-b)^2+(z-c)^2}=r\Leftrightarrow (x-a)^2+(y-b)^2+(z-c)^2=r^2.$$



QUIZ: What is the equation of the sphere with center (2, -3, 8) and radius 5?

$$(A)(x-2)^{2}+(y+3)^{2}+(z-8)^{2}=25 \text{ or } (B)(x+2)^{2}+(x-3)^{2}+(x+8)^{2}=5$$

PROBLEM: Let $x^2 - 2x + y^2 + 4y + z^2 - 8z - 15 = 0$, find the center and radius of this sphere.

Rewrite the equation by **completing the square**:

$$x^{2} - 2x = (x^{2} - 2x + 1) - 1 = (x - 1)^{2} - 1$$

$$y^{2} + 4y = (y^{2} + 4y + 4) - 4 = (y + 2)^{2} - 4$$

$$z^{2} - 8z = (z^{2} - 8z + 16) - 16 = (z - 4)^{2} - 16$$

So,

$$x^{2} - 2x + y^{2} + 4y + z^{2} - 8z - 15 = (x - 1)^{2} - 1 + (y + 2)^{2} - 4 + (z - 2z - 1)^{2} + (y - 2)^{2} + (z - 4)^{2} - 36$$

The equation of the sphere is $(x - 1)^2 + (y + 2)^2 + (z - 4)^2 = 36$. Jesús De Loera, UC Davis MATH 16C: MULTIVARIATE CALCULUS

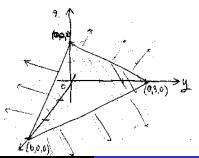
Theorem:

The equation of a plane in 3-dimensions is Ax + By + Cz = Dwhere A, B, C, D are constants.

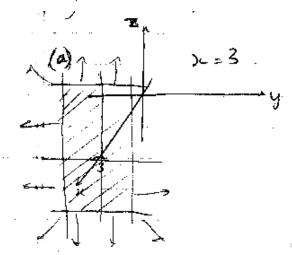
How do you draw a plane?

We use x, y, z-axis intercepts to find 3 points on the plane. **EXAMPLE:** Draw x + 2y + 3z = 6

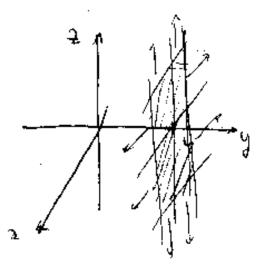
- x-intercept is $y = 0, z = 0 \Rightarrow x = 6$.
- y-intercept is $x = 0, z = 0 \Rightarrow y = 3$.
- *z*-intercept is $y = 0, x = 0 \Rightarrow z = 2$.



But, there aren't always x-axis or y-axis or z-axis intercepts!! **EXAMPLE:** Draw the planes (a) x = 3, (b) y = 4. (a) x = 3. The plane is parallel to the yz-plane. There are no y-axis or z-axis intercepts.



(b) y = 4. The plane is parallel to the *xz*-plane. There are no *x*-axis or *z*-axis intercepts.



Section 7.2: Surfaces

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LAST EPISODE...

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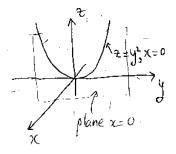
• Theorem Every quadric surface has an equation of the form:

$$Ax^2 + By^2 + Cz^2 + Dx + Ey + Fz + G = 0$$

where A, B, C, D, E, F, G are constants.

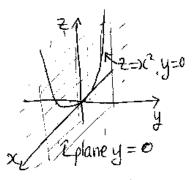
- CHALLENGE: Recognize the shape of the surface from Equation!!!!
- **Strategy:** Find and graph the intersection of the surface with the planes x = c, y = c, or z = c where c is some constant. We SLICE the surface!! We do a CT-scan!!!
- The intersection of a surface with a plane x = c, y = c, or z = c is called a TRACE.
- <u>Idea</u>: As we sweep the planes of intersections we get an idea of volume, we then join all slices to reconstruct a 3-D figure.
- **EXAMPLE:** Graph the quadric surface $z = x^2 + y^2$.

The intersection of the surface with the plane x = 0 is the parabola $z = y^2$ lying on the *yz*-plane. Graph it



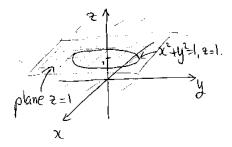
What happens if we slice with x=1? Result is $z = 1 + y^2$, another parabola.

Next Graph the intersection of the surface with the plane y = 0 is the parabola $z = x^2$ lying on the *xz*-plane.

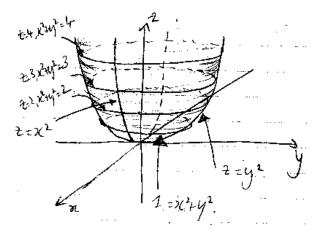


What happens if we slice with y=2?, another parabolar $z = x^2 + 4$.

Graph the intersection of the surface with the plane z = 0 is the point (x, y, z) = (0, 0, 0) since z = 0 implies $0 = x^2 + y^2$. SUPER EASY, a point is Trace!! Graph the intersection of the surface with the plane z = 1 is the circle or radius one centered at (0, 0, 1), which lies on the plane z = 1.



Similarly, graph the intersection of the surface with the planes z = 2, 3, 4, ... each one gives a circle of radius $\sqrt{2}, \sqrt{3}, \sqrt{4}, ...$ with center (0, 0, 2), (0, 0, 3), (0, 0, 4), ... respectively.



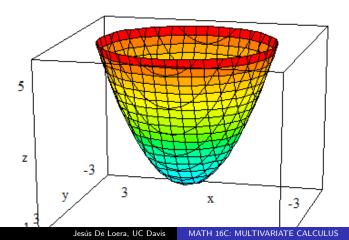
The surface $z = x^2 + y^2$ has a bowl shape. It is called an **elliptic** paraboloid.

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tada! A BOWL (the Elliptic Paraboloid)

Elliptic Paraboloid

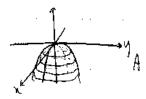
$$z = x^2 + y^2$$



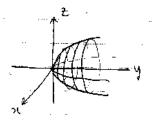
The general equation of the surface is

$$\pm(z-z_0) = \frac{(x-x_0)^2}{a^2} + \frac{(y-y_0)^2}{b^2}$$

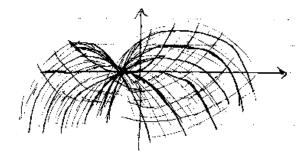
- a and b are non-zero constants that stretch or contract the graph in the x and y directions respectively, and where (x₀, y₀, z₀) is the point at the base of the bowl.
- Note: the coefficient of $(z z_0)$ may be negative, in which case, the bowl is upside-down. The surface $-z = x^2 + y^2$ is an upside-down bowl shape.



- It is possible to change the roles of the x, y and z variables giving the an elliptic paraboloid, which is orientated differently in 3-dimensional space.
- We distinguish amongst the different orientations by noting which axis (*x*-axis, *y*-axis, or *z*-axis) goes through the center of the paraboloid.
- The axis of the elliptic paraboloid $z = x^2 + y^2$ is the z-axis. Also, $x = y^2 + z^2$ is an elliptic paraboloid with axis the x-axis.
- The surface $y = x^2 + z^2$ is an elliptic paraboloid with axis the y-axis



EXAMPLE graph the quadric surface $z = x^2 - y^2$. The surface looks like a horse saddle. It is called a **hyperbolic paraboloid**.



The following table lists the traces given by intersecting the hyperbolic paraboloid $z = x^2 - y^2$ with a plane (*c* is a constant).

Plane	Trace
x = c	parabola : $z = c^2 - y^2$
y = c	parabola : $z = x^2 - c^2$
z = c	hyperbola: $x^2 - y^2 = c$

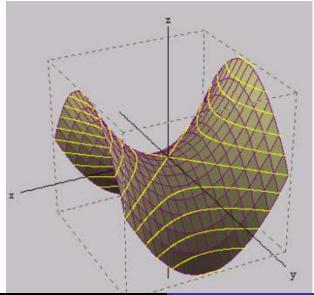
• The general equation of the hyperbolic paraboloid is

$$\pm (z-z_0) = \frac{(x-x_0)^2}{a^2} - \frac{(y-y_0)^2}{b^2}$$

where *a* and *b* are scaling factors, and where (x_0, y_0, z_0) is the point at the center of the saddle.

 The main axis of the hyperbolic paraboloid is given by the non-quadratic variable.

tada! A HORSE SADDLE (the Hyperbolic Paraboloid)



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The simplest form of an **Ellipsoid** is

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} + \frac{z^2}{c^2} = 1$$

. An ellipsoid, a sphere that has been stretched or squeezed in some axis directions.

The traces given by intersecting an with a plane (c is a constant).

Plane Trace

$$x = d$$
 ellipse: $\frac{z^2}{c^2} + \frac{y^2}{b^2} = 1 - \frac{d^2}{a^2}$
 $y = d$ ellipse: $\frac{z^2}{c^2} + \frac{x^2}{a^2} = 1 - \frac{d^2}{b^2}$
 $z = d$ ellipse: $\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1 - \frac{d^2}{c^2}$
EXAMPLE: $\frac{x^2}{2^2} + y^2 + \frac{z^2}{(\frac{1}{2})^2} = 1$



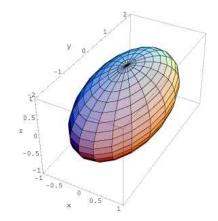
The general equation of an ellipsoid is

$$\frac{(x-x_0)^2}{a^2} + \frac{(y-y_0)^2}{b^2} + \frac{(z-z_0)^2}{c^2} = 1$$

where a, b and c are scaling factors, and where (x_0, y_0, z_0) is the point at the center of the ellipsoid.

- Note that if a > 1, b > 1 or c > 1, then the ellipsoid looks like sphere that has been stretched in the x-axis, y-axis or z-axis direction respectively.
- Similarly, if a < 1, b < 1 or c < 1, then the ellipsoid looks like a sphere that has been squeezed in the x-axis, y-axis or z-axis direction respectively.

tada! A FOOTBALL (Ellipsoid)



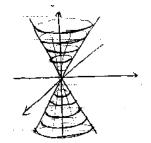
A basic **HYPERBOLOID** has the basic form $x^2 + y^2 - z^2 = c$ where *c* is some constant.

There are three hyperboloids depending on the value of *c*:

- **()** If c = 0, Elliptic cone;
- **2** c = 1, Hyperboloid of one sheet;
- **(a)** c = -1 Hyperboloid of 2 sheets

Elliptic Cone

The basic form of an elliptic cone is $x^2 + y^2 - z^2 = 0$.



Traces given by intersecting with a plane (*c* is a constant).

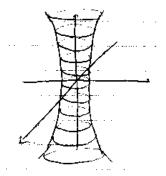
Plane	Trace
x = c	hyperbola : $y^2 - z^2 = -c^2$
y = c	hyperbola : $x^2 - z^2 = -c^2$
z = c	ellipse : $x^2 + y^2 = c^2$

- The axis of the elliptic cone $x^2 + y^2 z^2 = 0$ is the z-axis, which goes through the center of the cone.
- Note that for $x^2 + z^2 y^2 = 0$ is an elliptic cone with axis the y-axis, and $y^2 + z^2 x^2 = 0$ is an elliptic cone with axis the x-axis.
- The general form of an elliptic cone is

$$\frac{(x-x_0)^2}{a^2} + \frac{(y-y_0)^2}{b^2} - \frac{(z-z_0)^2}{c^2} = 0.$$

Hyperboloid of one sheet

The basic form of a hyperboloid of one sheet is $x^2 + y^2 - z^2 = 1$.



Traces given by intersecting with a plane (*c* is a constant).

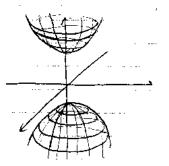
PlaneTrace
$$x = c$$
hyperbola : $y^2 - z^2 = 1 - c^2$ $y = c$ hyperbola : $x^2 - z^2 = 1 - c^2$ $z = c$ ellipse : $x^2 + y^2 = c^2 + 1$ Jesús De Loera, UC Davis

- The axis of the hyperboloid $x^2 + y^2 z^2 = 1$ is the z-axis, which goes through the center of the cone.
- Note that for $x^2 + z^2 y^2 = 1$ is hyperboloid with axis the y-axis, and $y^2 + z^2 x^2 = 1$ is a hyperboloid with axis the x-axis.
- The general form of a hyperboloid of one sheet is

$$\frac{(x-x_0)^2}{a^2} + \frac{(y-y_0)^2}{b^2} - \frac{(z-z_0)^2}{c^2} = 1.$$

Hyperboloid of two sheets

The basic form of a hyperboloid of two sheets is $x^2 + y^2 - z^2 = -1$.



Traces given by intersecting the some plane (c is a constant).

PlaneTrace
$$x = c$$
hyperbola : $y^2 - z^2 = -1 - c^2$ $y = c$ hyperbola : $x^2 - z^2 = -1 - c^2$ Jesús De Loera, UC DavisMATH 16C: MULTIVARIATE CALCULUS

- The axis of the hyperboloid $x^2 + y^2 z^2 = -1$ is the *z*-axis, which goes through the center of the cone.
- Note that for $x^2 + z^2 y^2 = -1$ is a hyperboloid with axis the y-axis, and $y^2 + z^2 x^2 = -1$ is a hyperboloid with axis the x-axis.
- The general form of a hyperboloid of one sheet is

$$\frac{(x-x_0)^2}{a^2} + \frac{(y-y_0)^2}{b^2} - \frac{(z-z_0)^2}{c^2} = -1.$$

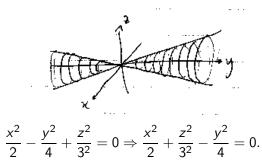
Surface	Туре	Basic Equation
Ellipsoid		$x^2 + y^2 + z^2 = 1$
Paraboloid	Elliptic	$z = x^2 + y^2$
	Hyperbolic	$z = x^2 - y^2$
Hyperboloid	Elliptic Cone	$x^2 + y^2 - z^2 = 0$
	one sheet	$x^2 + y^2 - z^2 = 1$
	two sheets	$x^2 + y^2 - z^2 = -1$

Summary of types of quadric surfaces.

When classifying a quadric surface:

- learn to compute TRACES and to reconstruct the 3-D figure from looking at the traces.
- Memorize the Summary table and names (Pages: 468-469).
- decide whether it is an ellipsoid, paraboloid, or hyperboloid. How? From traces and degrees of variables present!!!
- Then decide what type it is (e.g., elliptic paraboloid?). How? From Traces and signs of non-zero coefficients.
- what the axis of the surface is (i.e., x-axis, y-axis, or z-axis) (note that an ellipsoid has no axis). How? From traces, signs or degree determine the main axis and orientation.

• Classify the surface $\frac{x^2}{2} - \frac{y^2}{4} + \frac{z^2}{3^2} = 0.$

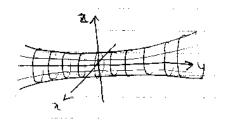


This surface is an elliptic cone with axis the *y*-axis. Recall that the axis of the elliptic cone is the axis that goes through its middle and is the variable with a negative sign.

Oblassify the surface $\frac{x^2}{2^2} + \frac{y^2}{3^2} + \frac{z^2}{2^2} = 1$. This surface is an ellipsoid.

PROBLEM:

Classify the surface $4x^2 - y^2 + z^2 - 4z = 0$.



$$4x^{2} - y^{2} + z^{2} - 4z = 0$$

$$\Leftrightarrow 4x^{2} - y^{2} + (z - 2)^{2} - 4 = 0$$

$$\Leftrightarrow x^{2} - \frac{y^{2}}{2^{2}} + \frac{(z - 2)^{2}}{2^{2}} - 1 = 0$$

$$\Leftrightarrow x^{2} + \frac{(z - 2)^{2}}{2^{2}} - \frac{y^{2}}{2^{2}} = 1$$

Surface is a hyperboloid of one sheet with axis the y axis. The axis