

- ① Normal vectors to the plane are  $\langle 1, 1, 1 \rangle - \langle 0, 2, 0 \rangle = \langle 1, -1, 1 \rangle$  and  $\langle 1, 1, 1 \rangle - \langle 0, 0, 3 \rangle = \langle 1, 1, -2 \rangle$ . A normal vector is thus
- $$\vec{n} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & -1 & 1 \\ 1 & 1 & -2 \end{vmatrix} = \vec{i} \begin{vmatrix} -1 & 1 \\ 1 & -2 \end{vmatrix} - \vec{j} \begin{vmatrix} 1 & 1 \\ 1 & -2 \end{vmatrix} + \vec{k} \begin{vmatrix} 1 & -1 \\ 1 & 1 \end{vmatrix}$$
- $$= \vec{i} + 3\vec{j} + 2\vec{k}$$
- An equation for the plane is thus:
- $$\langle 1, 3, 2 \rangle \cdot (\langle x, y, z \rangle - \langle 1, 1, 1 \rangle) = 0, \text{ or } \boxed{x + 3y + 2z = 6}.$$

- ② ①  $\vec{w} = \frac{\vec{b} \cdot \vec{v}}{\|\vec{b}\|^2} \vec{b}$ .  $\vec{b} \cdot \vec{v} = -1 + 0 + 2 = 1$ ,  $\|\vec{b}\|^2 = \vec{b} \cdot \vec{b} = 1 + 4 = 5$ ,  
 so  $\vec{w} = \frac{1}{5} \langle -1, 0, 2 \rangle = \boxed{\langle -\frac{1}{5}, 0, \frac{2}{5} \rangle}$

- ② Set  $\vec{w}^\perp$  be the component of  $\vec{v}$  orthogonal to  $\vec{b}$ .  
 Then  $\vec{w}^\perp = \langle 1, 1, 1 \rangle - \langle -\frac{1}{5}, 0, \frac{2}{5} \rangle = \boxed{\langle \frac{6}{5}, 1, \frac{3}{5} \rangle}$

- ③ The volume is  $|\vec{u} \cdot (\vec{v} \times \vec{w})| = |\langle 1, 0, 0 \rangle \cdot \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 1 & 1 \\ 1 & 0 & 1 \end{vmatrix}|$   
 $= |\langle 1, 0, 0 \rangle \cdot \begin{vmatrix} 1 & 0 \\ 1 & 1 \end{vmatrix}| = 1$

- ④ A point on both lines, and hence in the plane, is where  $\begin{cases} t = -u \\ t = 2u - 1 \end{cases} \Rightarrow -u = 2u - 1 \Rightarrow u = \frac{1}{3}, t = -\frac{1}{3}$ . That point is  $\langle -\frac{1}{3}, \frac{1}{3}, -\frac{1}{3} \rangle$ . Directions in the plane are  $\langle 1, 1, 1 \rangle$  and  $\langle 2, -1, -1 \rangle$ , so a normal is  $\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 1 & 1 \\ 2 & -1 & -1 \end{vmatrix} = \vec{i} \begin{vmatrix} 1 & 1 \\ -1 & -1 \end{vmatrix} - \vec{j} \begin{vmatrix} 1 & 1 \\ 2 & -1 \end{vmatrix} + \vec{k} \begin{vmatrix} 1 & 1 \\ 2 & -1 \end{vmatrix}$   
 $= 0\vec{i} + 3\vec{j} - 3\vec{k} = \langle 0, +3, -3 \rangle$   
 An equation for the plane is thus:  
 $\langle 0, +3, -3 \rangle \cdot \langle x + \frac{1}{3}, y + \frac{1}{3}, z + \frac{1}{3} \rangle = 0$ ,  
 that is,  ~~$y + \frac{1}{3} = -\frac{z}{3}$~~   $\boxed{y - z = 0}$

(5) The intersection is where

$$2(t-1) - (t) + (2t+1) = 3$$

$$2t - 2 + t + 2t + 1 = 3 \Leftrightarrow 5t = 4 \Rightarrow \boxed{t = \frac{4}{5}}$$

The point of intersection is thus:

$$\left\langle \frac{4}{5} - 1, -\frac{4}{5}, 2\left(\frac{4}{5}\right) + 1 \right\rangle = \boxed{\left\langle -\frac{1}{5}, -\frac{4}{5}, \frac{13}{5} \right\rangle}$$

(6) (a)  $\rho^2 = \rho \sin \phi \cos \theta + \rho \sin \phi \sin \theta + \rho \cos \phi$

$$\text{or } \rho = \sin \phi (\cos \theta + \sin \theta) + \cos \phi$$

(b)  $x^2 - x + y^2 - y + z^2 - z = 0$

$$\left(x - \frac{1}{2}\right)^2 + \left(y - \frac{1}{2}\right)^2 + \left(z - \frac{1}{2}\right)^2 = \frac{3}{4}$$

The graph is a sphere of radius  $\frac{\sqrt{3}}{2}$   
centered at  $\left(\frac{1}{2}, \frac{1}{2}, \frac{1}{2}\right)$

