

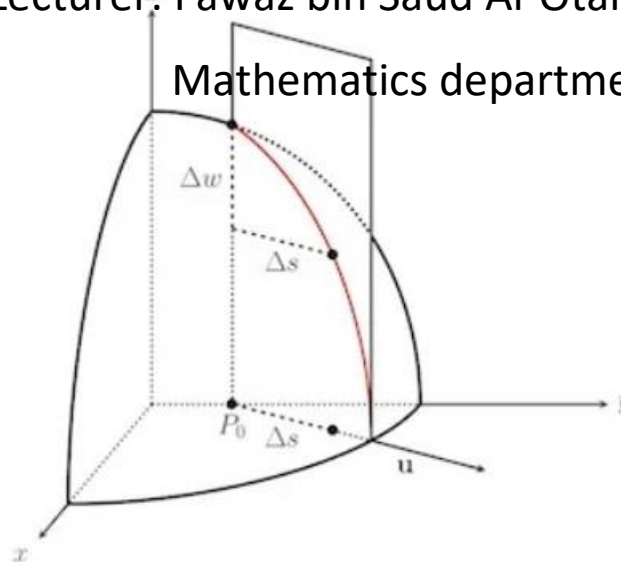
Summary of Math-107

(All material only in 12 pages)

Prepared by:

Lecturer: Fawaz bin Saud Al-Otaibi

Mathematics department-KSU



Directional derivatives for functions of two variables.

System of Linear equations

Augmented matrix, Row Echelon, Reduced Row Echelon

Gauss-Jordan Elimination: فوره وقتنا بقدر امكننا

Gauss Elimination: تحت القدر امكننا

trivial solution \rightarrow كل المجاهد تطلع
تفقط

تعريف: A homogeneous linear system with more unknowns than equations has infinitely many solutions.

جاوس - جوردان \rightarrow 1 \rightarrow 2 \rightarrow ...
جاوس \rightarrow 1 \rightarrow 2 \rightarrow ...

طريق عمل جاوس
وجاوس - جوردان

$$\left[\begin{array}{ccc|ccc} 1 & & & & & \\ & 1 & & & & \\ & & \ddots & & & \\ & & & & & \\ & & & & & \\ & & & & & \end{array} \right], \left[\begin{array}{ccc|ccc} 1 & 0 & 0 & & & \\ & 1 & 0 & & & \\ & 0 & 1 & & & \\ & 0 & 0 & & & \\ & 0 & 0 & & & \\ & 0 & 0 & & & \end{array} \right]$$

- العمليات الصغية
الاولية:
- (i) $R_i \leftrightarrow R_j$
 - (ii) $aR_i + R_j$
 - (iii) aR_i
- تستخدم في system و
المصفوفات والمحددات

تم تناقش طبيعة من خلال آخر صف
المتغير الذي ليس في محوره "واحد متقدم" يكون هو اخر
t or s, t, s $\in \mathbb{R}$

- Consistent system \rightarrow النظام له حل سواءً وحيد
أو عدد لا نهائي من الحلول
- inconsistent system \rightarrow النظام ليس له حل
- Homogenous system \rightarrow فقط له الكلا التامة الصغري
له عدد لا نهائي من الحلول

Matrices :

$$AB$$

$$m \times r \quad r \times n$$

الضرب ممكن \Rightarrow

الناتج من درجه $m \times n$

$\text{tr}(A) =$ مجموع عناصر قطر A

للمربوعه

$$I_{2 \times 2} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}, \quad I_{3 \times 3} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}, \dots$$

$$A \cdot I = A, \quad I \cdot A = A$$

If $A \cdot B = I$ or $B \cdot A = I \Rightarrow A$ is invertible (nonsingular) and $A^{-1} = B$

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \Rightarrow A^{-1} = \frac{1}{ad-bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

$$(AB)^{-1} = B^{-1}A^{-1}$$

$$A^n = \underbrace{A \cdot A \cdot \dots \cdot A}_n, \quad A^{-n} = (A^{-1})^n = \underbrace{A^{-1} \cdot A^{-1} \cdot \dots \cdot A^{-1}}_n$$

$$(kA)^{-1} = \frac{1}{k} A^{-1}$$

للمقدور
صفي
مغزلي

$$(A \pm B)^t = A^t \pm B^t, \quad (AB)^t = B^t A^t, \quad (kA)^t = kA^t$$

$$p(x) = x^2 + 3x + 4 \Rightarrow p(A) = A^2 + 3A + 4I$$

$$(A^t)^{-1} = (A^{-1})^t$$

Row operations to find $A^{-1} = [A|I] \xrightarrow{\text{row operations}} [I|A^{-1}]$

Solution of system $Ax = b$ by A^{-1} : $x = A^{-1}b$

(المصفوفه المعاملات
في النظام
طعمود الثابت في
النظام)

If $A = A^t \Rightarrow A$ is symmetric (مثال: $\begin{bmatrix} 1 & 5 & -7 \\ 5 & 0 & 3 \\ -7 & 3 & -1 \end{bmatrix}$)

المحدد Determinant: (|A| or det(A))

عدد حقيقي
مصنوفة مربعة A

طرق إيجاد المحدد

Arrows (دوائر الزخم)

Direct multiplication

$$A = \begin{bmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{bmatrix}$$

$$|A| = a_{11} \begin{vmatrix} a_{22} & a_{23} \\ a_{32} & a_{33} \end{vmatrix} - a_{12} \begin{vmatrix} a_{21} & a_{23} \\ a_{31} & a_{23} \end{vmatrix} + a_{13} \begin{vmatrix} a_{21} & a_{22} \\ a_{31} & a_{32} \end{vmatrix}$$

Note:

$$\begin{vmatrix} a & 0 & 0 \\ 0 & b & 0 \\ 0 & 0 & c \end{vmatrix} = abc$$

$$\begin{vmatrix} a_{11} & 0 & 0 \\ a_{21} & a_{22} & 0 \\ a_{31} & a_{32} & a_{33} \end{vmatrix} = a_{11} \cdot a_{22} \cdot a_{33}$$

$$\begin{vmatrix} a_{11} & a_{12} & a_{13} \\ 0 & a_{22} & a_{23} \\ 0 & 0 & a_{33} \end{vmatrix} = a_{11} \cdot a_{22} \cdot a_{33}$$

Cofactors

$$|A| = a_{11}C_{11} + a_{12}C_{12} + a_{13}C_{13}$$

$$C_{ij} = (-1)^{i+j} M_{ij} \quad 1 \leq i, j \leq n$$

$$M_{ij} = \begin{vmatrix} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{vmatrix} = \text{عدد}$$

minor

الإشارات

+	-	+
-	+	-
+	-	+

Cofactors: لـ

Row operations (row reduction)

Row operations (row echelon form)

(i) $R_i \leftrightarrow R_j \Rightarrow$ تقرب المحدد لـ $\frac{1}{a}$

(ii) $aR_i \Rightarrow$ تقرب المحدد لـ $\frac{1}{a}$

(iii) $aR_i + pR_j \Rightarrow$ لا يتغير شئ

الهدف تحويلها لمثلثية عليا
(أي ما تحته القطر صفر)
(لـ ضرورة تحويل القطر إلى واحد)

Properties of determinant:

- $|KA| = K^n |A|$ \Rightarrow k عدد ثابت n is degree of A
- $|A \pm B| \neq |A| \pm |B|$
- $|AB| = |A| \cdot |B|$
- $|\bar{A}| = \frac{1}{|A|}$
- A is invertible $\Leftrightarrow |A| \neq 0$
- $|A^t| = |A|$

- 7) وإذا فيه صف أو عمود كله أ صفر
- 8) وإذا فيه صفان أو عمودان متساويان أو أحدهما مضاعف للآخر، فإن المحدد = صفر
- 9) $A \cdot \text{adj}(A) = \text{adj}(A) \cdot A = |A| \cdot I_n$

~~(KA)~~

$$|A^n| = |A|^n$$

Finding A^{-1} by cofactors:

$$A^{-1} = \frac{1}{|A|} \text{adj}(A)$$

$$\text{adj}(A) = \begin{bmatrix} c_{11} & c_{12} & c_{13} \\ c_{21} & c_{22} & c_{23} \\ c_{31} & c_{32} & c_{33} \end{bmatrix}^t$$

Cramer's Rule (طريقة كل الزخم)

$$x = \frac{|A_1|}{|A|}, y = \frac{|A_2|}{|A|}, z = \frac{|A_3|}{|A|}$$

A \rightarrow مصنوفة المعاملات

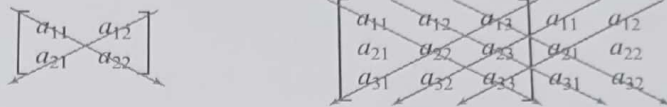
- $A_1 \rightarrow$ استبدال العمود الاول في A بالثوابت
 $A_2 \rightarrow$ " الثاني في A
 $A_3 \rightarrow$ " الثالث في A

The method illustrated in Example 6 can be easily adapted to prove the following general result.

THEOREM 2.1.2 *If A is an $n \times n$ triangular matrix (upper triangular, lower triangular, or diagonal), then $\det(A)$ is the product of the entries on the main diagonal of the matrix; that is, $\det(A) = a_{11}a_{22} \cdots a_{nn}$.*

A Useful Technique for Evaluating 2×2 and 3×3 Determinants

Determinants of 2×2 and 3×3 matrices can be evaluated very efficiently using the pattern suggested in Figure 2.1.1.



► Figure 2.1.1

In the 2×2 case, the determinant can be computed by forming the product of the entries on the rightward arrow and subtracting the product of the entries on the leftward arrow. In the 3×3 case we first recopy the first and second columns as shown in the figure, after which we can compute the determinant by summing the products of the entries on the rightward arrows and subtracting the products on the leftward arrows. These procedures execute the computations

$$\begin{vmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{vmatrix} = a_{11}a_{22} - a_{12}a_{21}$$

$$\begin{vmatrix} a_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{vmatrix} = a_{11} \begin{vmatrix} a_{22} & a_{23} \\ a_{32} & a_{33} \end{vmatrix} - a_{12} \begin{vmatrix} a_{21} & a_{23} \\ a_{31} & a_{33} \end{vmatrix} + a_{13} \begin{vmatrix} a_{21} & a_{22} \\ a_{31} & a_{32} \end{vmatrix}$$

$$= a_{11}(a_{22}a_{33} - a_{23}a_{32}) - a_{12}(a_{21}a_{33} - a_{23}a_{31}) + a_{13}(a_{21}a_{32} - a_{22}a_{31})$$

$$= a_{11}a_{22}a_{33} + a_{12}a_{23}a_{31} + a_{13}a_{21}a_{32} - a_{13}a_{22}a_{31} - a_{12}a_{21}a_{33} - a_{11}a_{23}a_{32}$$

which agrees with the cofactor expansions along the first row.

► **EXAMPLE 7 A Technique for Evaluating 2×2 and 3×3 Determinants**

$$\begin{vmatrix} 3 & 1 \\ 4 & -2 \end{vmatrix} = \begin{vmatrix} 3 & 1 \\ 4 & -2 \end{vmatrix} = (3)(-2) - (1)(4) = -10$$

$$\begin{vmatrix} 1 & 2 & 3 \\ -4 & 5 & 6 \\ 7 & -8 & 9 \end{vmatrix} = \begin{vmatrix} 1 & 2 & 3 & 1 & 2 \\ -4 & 5 & 6 & -4 & 5 \\ 7 & -8 & 9 & 7 & -8 \end{vmatrix}$$

$$= [45 + 84 + 96] - [105 - 48 - 72] = 240$$

مخدر

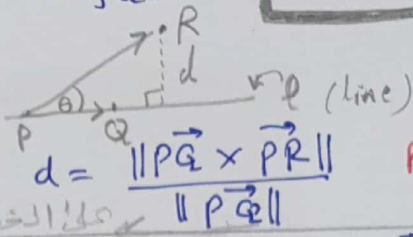
WARNING The arrow technique works only for determinants of 2×2 and 3×3 matrices. It *does not* work for matrices of size 4×4 or higher.

Vectors and Surfaces

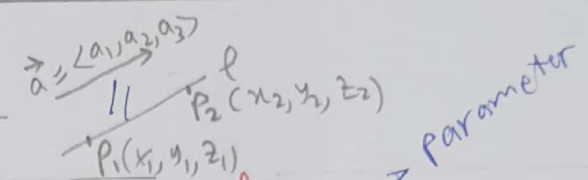
$\vec{P_1P_2} = P_2 - P_1$, P_1, P_2 Points

Unit vector: $\vec{a} / \|\vec{a}\|$

$\vec{a} = c\vec{b}$
 $c > 0 \Rightarrow \vec{a} \text{ \& } \vec{b}$ in same direction
 $c < 0 \Rightarrow \vec{a} \text{ \& } \vec{b}$ in opposite direction

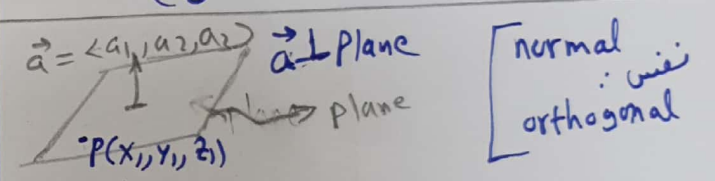


$d = \frac{\|\vec{PQ} \times \vec{PR}\|}{\|\vec{PQ}\|}$
 Volume of box: $|(\vec{a} \times \vec{b}) \cdot \vec{c}|$
 (max volume of \vec{c} w \vec{b} \& \vec{a})



eq of line $l =$
 $x = x_1 + a_1 t, y = y_1 + a_2 t, z = z_1 + a_3 t, t \in \mathbb{R}$
 (Parametric equations)

Angles between two lines l_1 \& l_2 :
 is the angle between \vec{a} \& \vec{b} , where $\vec{a} \parallel l_1$ \& $\vec{b} \parallel l_2$
 (θ and $\pi - \theta$)



eq of Plane:
 $a_1(x-x_1) + a_2(y-y_1) + a_3(z-z_1) = 0$

Plane: $ax + by + cz + d = 0 \Rightarrow \langle a, b, c \rangle \perp$ Plane

Plane 1 \& Plane 2
 $\vec{a} \perp$ Plane 1
 $\vec{b} \perp$ Plane 2
 Parallel if $\vec{a} \parallel \vec{b}$
 Orthogonal if $\vec{a} \perp \vec{b}$

Symmetric eq's of line:
 $\frac{x-x_0}{a_1} = \frac{y-y_0}{a_2} = \frac{z-z_0}{a_3}$

distance from Point $P_0(x_0, y_0, z_0)$ to Plane $ax + by + cz + d = 0$ is d :
 $d = \frac{|ax_0 + by_0 + cz_0 + d|}{(a^2 + b^2 + c^2)^{1/2}}$

Distance between two lines l_1 \& l_2 :
 $d = \frac{|(\vec{P_1Q_1} \times \vec{P_2Q_2}) \cdot \vec{P_1P_2}|}{\|\vec{P_1Q_1} \times \vec{P_2Q_2}\|}$

P_1, P_2 Points:

$d(P_1, P_2) = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$

midpoint: $(\frac{x_1 + x_2}{2}, \frac{y_1 + y_2}{2}, \frac{z_1 + z_2}{2})$

$\vec{a} = \langle a_1, a_2, a_3 \rangle$ \& $\vec{b} = \langle b_1, b_2, b_3 \rangle$

$\vec{a} \cdot \vec{b} = a_1 b_1 + a_2 b_2 + a_3 b_3 \rightarrow$ dot

$\|\vec{a}\| = \sqrt{\vec{a} \cdot \vec{a}}$

$\vec{a} \cdot \vec{b} = \|\vec{a}\| \|\vec{b}\| \cos(\theta)$, θ الزاوية بين \vec{b} \& \vec{a}

\vec{a} \& \vec{b} are orthogonal $\Leftrightarrow \vec{a} \cdot \vec{b} = 0$

Comp \vec{a} = $\vec{a} \cdot \frac{\vec{b}}{\|\vec{b}\|}$ (Component of \vec{a} along \vec{b})

Work = $\vec{PQ} \cdot \vec{PR}$
 القوة (ثابتة) \leftarrow \vec{PQ} \leftarrow \vec{PR}

direction angles: (α, β, γ)

$\cos \alpha = \frac{a_1}{\|\vec{a}\|}, \cos \beta = \frac{a_2}{\|\vec{a}\|}, \cos \gamma = \frac{a_3}{\|\vec{a}\|}$

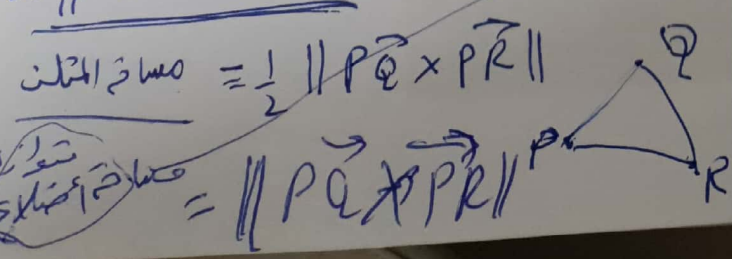
Vector Product (Cross Product): \rightarrow Vector

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

$(\vec{a} \times \vec{b}) \perp \vec{a}$ and $(\vec{a} \times \vec{b}) \perp \vec{b}$

$\|\vec{a} \times \vec{b}\| = \|\vec{a}\| \|\vec{b}\| \sin(\theta)$

$\vec{a} \parallel \vec{b} \Leftrightarrow \vec{a} \times \vec{b} = \langle 0, 0, 0 \rangle \rightarrow$ Parallelogram



إضافات من مذكرة د. خواجه

- Ex If $a = \langle -6, -3, 6 \rangle$, find the vector that has
- the same direction as a ^{and} twice the magnitude of a ,
 - the opposite direction of a and one-third magnitude of a ,
 - the same direction of a and magnitude 2.

Soln.

(i) $b = 2a = 2 \langle -6, -3, 6 \rangle$

(ii) $b = -\frac{1}{3}a = -\frac{1}{3} \langle -6, -3, 6 \rangle$

(iii) $u = \frac{a}{\|a\|} = \frac{1}{\sqrt{36+9+36}} \langle -6, -3, 6 \rangle = \frac{1}{9} \langle -6, -3, 6 \rangle$

$b = 2u = \frac{2}{9} \langle -6, -3, 6 \rangle$

Note: 1 If $b = ka$, where k is scalar, then a and b are parallel.

Note: 2. Three points lie on same line, if

two vectors from three points have

- Same initial point
- and are parallel.

Exercise. Use vectors to determine whether the points lie on a straight line, points are $(1, -1, 5)$, $(0, -1, 6)$, $(3, -1, 3)$

Note: 2. If $a = \langle a_1, a_2, a_3 \rangle$ and $b = \langle b_1, b_2, b_3 \rangle$ are parallel,

then $\frac{a_1}{b_1} = \frac{a_2}{b_2} = \frac{a_3}{b_3}$

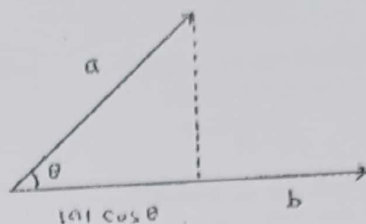


Component of a along b

Let a and b vectors in V_3
with $b \neq 0$.

The component of a along b

$$= \text{Comp}_b^a = \frac{a \cdot b}{\|b\|^2} = a \cdot \frac{b}{\|b\|^2}$$

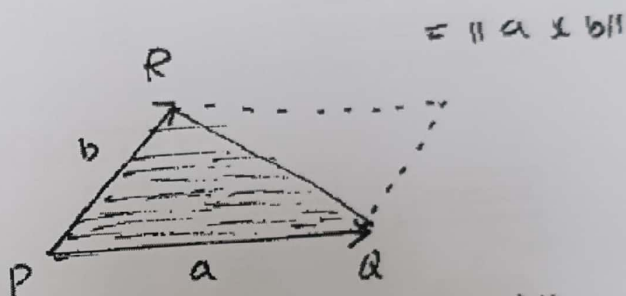


Projection of a on b

Vector projection of a onto b

$$= \left(\text{Comp}_b^a \right) \frac{b}{\|b\|} = \left(\frac{a \cdot b}{\|b\|^2} \right) \left(\frac{b}{\|b\|} \right)$$

Note.5.



$$\text{Area of triangle PQR} = \frac{\|a \times b\|}{2}$$

100

Scalar Triple Product

$$(a \times b) \cdot c = a \cdot (b \times c) = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

ALGEBRA

Arithmetic

$$\frac{a+b}{c} = \frac{a}{c} + \frac{b}{c}$$

$$\frac{a}{b} + \frac{c}{d} = \frac{ad+bc}{bd}$$

$$\left(\frac{a}{b}\right) \left(\frac{c}{d}\right) = \left(\frac{a}{b}\right) \left(\frac{c}{d}\right) = \frac{ac}{bd}$$

Factoring

$$x^2 - y^2 = (x - y)(x + y)$$

$$x^3 - y^3 = (x - y)(x^2 + xy + y^2)$$

$$x^3 + y^3 = (x + y)(x^2 - xy + y^2)$$

$$x^4 - y^4 = (x - y)(x + y)(x^2 + y^2)$$

Binomial

$$(x + y)^2 = x^2 + 2xy + y^2$$

$$(x + y)^3 = x^3 + 3x^2y + 3xy^2 + y^3$$

Exponents

$$x^n x^m = x^{n+m}$$

$$\frac{x^n}{x^m} = x^{n-m}$$

$$(x^n)^m = x^{nm}$$

$$x^{-n} = \frac{1}{x^n}$$

$$(xy)^n = x^n y^n$$

$$\left(\frac{x}{y}\right)^n = \frac{x^n}{y^n}$$

$$x^{n/m} = \sqrt[m]{x^n}$$

$$\sqrt{xy} = \sqrt{x} \sqrt{y}$$

$$\sqrt[n]{\frac{x}{y}} = \frac{\sqrt[n]{x}}{\sqrt[n]{y}}$$

Lines

Slope m of line through (x_0, y_0) and (x_1, y_1)

$$m = \frac{y_1 - y_0}{x_1 - x_0}$$

Through (x_0, y_0) , slope m

$$y - y_0 = m(x - x_0)$$

Slope m , y -intercept b

$$y = mx + b$$

Quadratic Formula

If $ax^2 + bx + c = 0$

$$\text{then } x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Distance

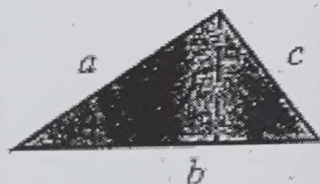
Distance d between

(x_1, y_1) and (x_2, y_2)

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

GEOMETRY

Triangle



$$\text{Area} = \frac{1}{2}bh$$

$$c^2 = a^2 + b^2 - 2ab \cos \theta$$

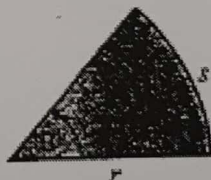
Circle



$$\text{Area} = \pi r^2$$

$$C = 2\pi r$$

Sector of a Circle

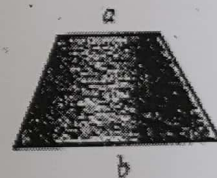


$$\text{Area} = \frac{1}{2}r^2\theta$$

$$s = r\theta$$

(for θ in radians only)

Trapezoid



$$\text{Area} = \frac{1}{2}(a + b)h$$

Sphere



$$\text{Volume} = \frac{4}{3}\pi r^3$$

$$\text{Surface Area} = 4\pi r^2$$

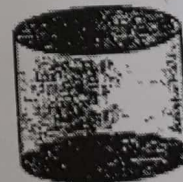
Cone



$$\text{Volume} = \frac{1}{3}\pi r^2 h$$

$$\text{Surface Area} = \pi r \sqrt{r^2 + h^2}$$

Cylinder



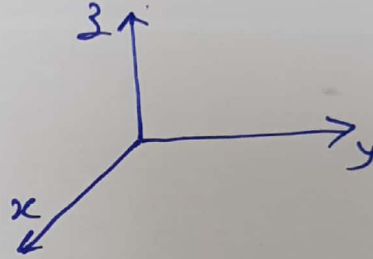
$$\text{Volume} = \pi r^2 h$$

$$\text{Surface Area} = 2\pi r h$$

10.6 SURFACES :

Trace	eq of trace	Kind	Sketch of trace	identify (المساحة في 3D)
2D xy-trace (z=0)	z=0	—	—	Name of surface.
2D yz-trace (x=0)	x=0	—	—	
2D xz-trace (y=0)	y=0	—	—	
trace in one of the following plane: x=k y=k z=k	x=k y=k z=k	—	—	

بعد الانتهاء من الجدول أعلاه نذهب لطبي **الرسم في 3D :**



مطلوب = $F = 1$ (مطلوب في 2D) \rightarrow بقية \rightarrow بقية \rightarrow بقية
 $\left. \begin{matrix} x=k \\ y=k \\ z=k \end{matrix} \right\} \rightarrow$ line

$y-k = 4p(x-h)^2$, parabola \updownarrow
 vertex (h, k)

$x-h = 4p(y-k)^2$, parabola $\leftarrow \rightarrow$
 vertex (h, k)

$\frac{(x-h)^2}{a^2} + \frac{(y-k)^2}{b^2} = 1$ ellipse

$a > b \Rightarrow$ center (h, k) , vertices $(h+a, k)$ and $(h-a, k)$

$\frac{(y-k)^2}{a^2} + \frac{(x-h)^2}{b^2} = 1$ ellipse

$a > b \Rightarrow$ center (h, k) , vertices $(h, k+a)$ and $(h, k-a)$

$\frac{(x-h)^2}{a^2} - \frac{(y-k)^2}{b^2} = 1$

hyperbola
 center (h, k) , vertices $(h+a, k)$ and $(h-a, k)$

$\frac{(y-k)^2}{a^2} - \frac{(x-h)^2}{b^2} = 1$

hyperbola
 center (h, k) , vertices $(h, k+a)$ and $(h, k-a)$

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

circle center (h, k) , radius = r

$x^2 + y^2 = 0$

origin point

$x^2 + y^2 = 0$ عدد y البنية

no trace

Ch 11 :

Curve C: $x=f(t), y=g(t), z=h(t)$
 $a \leq t \leq b$

Length of C: $L = \int_a^b \sqrt{[x'(t)]^2 + [y'(t)]^2 + [z'(t)]^2} dt$

Velocity: $v(t) = \dot{r}(t)$ $\dot{r}(t)$ is position vector

Speed: $v(t) = \|\dot{r}(t)\|$

acceleration: $a(t) = \dot{v}(t) = \ddot{r}(t)$

Force: $F = m \cdot a$
mass \rightarrow acceleration

Unit tangent vector: $T(t) = \frac{\dot{r}(t)}{\|\dot{r}(t)\|}$

Principal Unit normal vector: $N(t) = \frac{\dot{T}(t)}{\|\dot{T}(t)\|}$

Curvature: $K = \frac{|y''|}{[1+(y')^2]^{3/2}}$
 if $y=f(x)$ ويعني $x=?$

Curvature: $K = \frac{|f' \cdot g'' - g' \cdot f''|}{[(f')^2 + (g')^2]^{3/2}}$
 $C: x=f(t), y=g(t)$ ويعني $t=?$
 ~~$z=h(t)$~~ in (2D)

$C: x=f(t), y=g(t), z=h(t)$ (in 3D)
 $K = \|\dot{T}(t)\|$

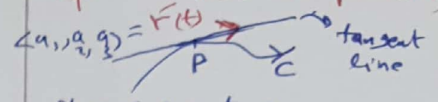
Tangential Component of acceleration: $a_T = \frac{\dot{r}(t) \cdot \ddot{r}(t)}{\|\dot{r}(t)\|}$

Normal component of acceleration: $a_N = \frac{\|\dot{r}(t) \times \ddot{r}(t)\|}{\|\dot{r}(t)\|^2}$

Curvature: $K = \frac{\|\dot{r}(t) \times \ddot{r}(t)\|}{\|\dot{r}(t)\|^3}$
 $C: x=f(t), y=g(t), z=h(t)$

parametric

eq of tangent line of C: $r(t)$ at $P(x_0, y_0, z_0)$



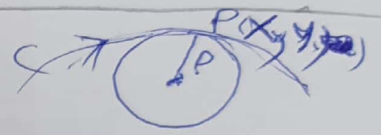
$$\left. \begin{aligned} x &= x_0 + a_1 t \\ y &= y_0 + a_2 t \\ z &= z_0 + a_3 t \end{aligned} \right\}, t \in \mathbb{R}$$

$(x_0, y_0, z_0) \rightarrow t = ?$

eq of normal Plane of C: $r(t)$ at $P(x_0, y_0, z_0)$
 $a_1(x-x_0) + a_2(y-y_0) + a_3(z-z_0) = 0$

$\langle a_1, a_2, a_3 \rangle = \dot{r}(t) \perp$ Plane

$(x_0, y_0, z_0) \rightarrow t = ?$



radius of curvature:

$$\rho = \frac{1}{K}$$

Center of curvature:

(h, k)

$$h = x - \frac{y'(1+(y')^2)}{y''}$$

$$k = y + \frac{1+(y')^2}{y''}$$

ملوحة مركز جبر

$P(x_0, y_0, z_0)$ on C

كيف نوجد المماس في نقطة
 نأخذ واحدة من احداثها ونعوضها في المعادلات
 ونسأل عما يتبقى لانها في المعادلات
 ونوجد

ch 12 :

limit = $\lim_{(x,y) \rightarrow (a,b)} f(x,y)$

لا يجب أن يكون وجود النهاية بالنهاية (a,b) (ii) نختار مساراً غيراً بالنهاية (a,b) على مسارات مختلفة (ii) نختار مساراً بـ m والنهاية بـ m أو (ii) بالإحداثيات القطبية

لا يجب أن يكون وجود النهاية (ii) بغير المسار (ii) أو تعرف النهاية

إذا كانت $\lim_{(x,y) \rightarrow (a,b)} f(x,y) = f(a,b)$ (a,b) نقطة داخلية لـ f

Partial derivatives

$f_x = \frac{\partial f}{\partial x}, f_y = \frac{\partial f}{\partial y}$
 $f_{xx} = \frac{\partial^2 f}{\partial x^2}, f_{yy} = \frac{\partial^2 f}{\partial y^2}$
 $f_{yx} = (f_y)_x, f_{xy} = (f_x)_y$

Increment of w :
 $\Delta w = f(x+\Delta x, y+\Delta y) - f(x,y)$
 $= f_x(x,y)\Delta x + f_y(x,y)\Delta y + \epsilon_1\Delta x + \epsilon_2\Delta y$
 $\epsilon_1 \rightarrow 0, \epsilon_2 \rightarrow 0$

Differential:
 $dw = f_x(x,y)dx + f_y(x,y)dy$

chain rule:

$w = f(u,v), u = g(x,y), v = h(x,y)$
 $\frac{\partial w}{\partial x} = \frac{\partial w}{\partial u} \cdot \frac{\partial u}{\partial x} + \frac{\partial w}{\partial v} \cdot \frac{\partial v}{\partial x}$
 $\frac{\partial w}{\partial y} = \frac{\partial w}{\partial u} \cdot \frac{\partial u}{\partial y} + \frac{\partial w}{\partial v} \cdot \frac{\partial v}{\partial y}$

$F(x,y) = 0$
 $\frac{dy}{dx} = -\frac{F_x}{F_y}$

$F(x,y,z) = 0$
 $\frac{\partial z}{\partial x} = -\frac{F_x}{F_z}$
 $\frac{\partial z}{\partial y} = -\frac{F_y}{F_z}$

Directional derivative of f at $p(x,y)$ in the direction of u
 $u = u_1 i + u_2 j$ (unit vector)
 $D_u f(x,y) = f_x(x,y)u_1 + f_y(x,y)u_2$

Gradient of f:
 $\nabla f(x,y) = f_x i + f_y j + f_z k$

max value of $D_u f$ is: $\|\nabla f\|$
 max rate of increase of f in direction of ∇f
 min value of $D_u f$ is: $-\|\nabla f\|$
 min rate of increase of f in direction of $-\nabla f$.

Equation of tangent plane: $z = f(x,y)$
 $z - z_0 = f_x(x_0,y_0)(x - x_0) + f_y(x_0,y_0)(y - y_0)$

Local extrema of f:
 1- Find Critical point: $f_x = 0$ and $f_y = 0$
 2- Find $D(x,y) = f_{xx}f_{yy} - (f_{xy})^2$
 3- $D(x,y) < 0 \Rightarrow$ saddle points
 $D(x,y) = 0 \Rightarrow$ need to check
 $f_{xx} > 0 \Rightarrow$ local min
 $f_{xx} < 0 \Rightarrow$ local max

ch 12 (المعاد)

Lagrange multipliers:

Local extrema of $f(x,y)$ subject to constraint $g(x,y)=0$ ^{قيد}

$$\nabla f = \lambda \nabla g \Rightarrow \begin{cases} f_x = \lambda g_x \\ f_y = \lambda g_y \\ g(x,y) = 0 \end{cases} \Rightarrow \begin{matrix} \text{تقاطع} \\ \text{معنا} \\ \text{نقطة} \end{matrix} \begin{matrix} \text{نقوض} \\ \text{بالمعنى} \\ \text{في الجدول} \end{matrix} \begin{matrix} (x,y) \\ f(x,y) \\ f(x,y) \end{matrix} \begin{matrix} | \\ | \\ | \end{matrix} \begin{matrix} \dots \\ \dots \\ \dots \end{matrix}$$

وتقاربه بين قيم $f(x,y)$

تعويض ما سبق ذكره في (3D):

$$\begin{cases} f_x = \lambda g_x \\ f_y = \lambda g_y \\ f_z = \lambda g_z \\ g(x,y,z) = 0 \end{cases} \Rightarrow \begin{matrix} \text{تقاطع} \\ \text{معنا} \\ \text{نقطة} \end{matrix} \begin{matrix} \text{نقوض} \\ \text{بالمعنى} \\ \text{الجدول} \end{matrix} \begin{matrix} (x,y,z) \\ f(x,y,z) \\ f(x,y,z) \end{matrix} \begin{matrix} | \\ | \\ | \end{matrix} \begin{matrix} \dots \\ \dots \\ \dots \end{matrix}$$

وتقاربه بين قيم $f(x,y,z)$

﴿ والله لله الذي ينعمه تتم الصالحات ﴾