

Year 12 Mathematics Specialist 3,4
Test 2 2021

Section 1 Calculator Free
Vectors in 3D

STUDENT'S NAME Solutions (PRESSER)

DATE: Wednesday 12 May

TIME: 20 minutes

MARKS: 20

INSTRUCTIONS:

Standard Items: Pens, pencils, drawing templates, eraser

Questions or parts of questions worth more than 2 marks require working to be shown to receive full marks.

1. (3 marks)

Solve the system of equations

$$\begin{aligned} x + y + z &= 4 \\ 2x - y + z &= 0 \\ 3x + y + z &= 8 \end{aligned}$$

✓ eliminate 1 variable
 ✓ eliminate 2 variable
 ✓ correct solns

$$\sim \left[\begin{array}{ccc|c} 1 & 1 & 1 & 4 \\ 2 & -1 & 1 & 0 \\ 3 & 1 & 1 & 8 \end{array} \right]$$

$\therefore y = 3$

Now $3y + z = 8$

$$\sim \left[\begin{array}{ccc|c} 1 & 1 & 1 & 4 \\ 0 & 3 & 1 & 8 \\ 0 & 2 & 2 & 4 \end{array} \right] \begin{array}{l} 2R_1 - R_2 \\ 3R_1 - R_3 \end{array}$$

$\Rightarrow z = -1$

Now $x + y + z = 4$

$$\sim \left[\begin{array}{ccc|c} 1 & 1 & 1 & 4 \\ 0 & 3 & 1 & 8 \\ 0 & 1 & 1 & 2 \end{array} \right] \frac{1}{2}R_3$$

$\Rightarrow x = 2$

$$\sim \left[\begin{array}{ccc|c} 1 & 1 & 1 & 4 \\ 0 & 3 & 1 & 8 \\ 0 & 2 & 0 & 6 \end{array} \right] R_2 - R_3$$

2. (8 marks)

Consider the following three planes:

$$2x - y + 2z = 4 \quad -1$$

$$x + y - 2z = 3 \quad -2$$

$$x - 2y + kz = m \quad -3$$

$$\left[\begin{array}{ccc|c} 2 & -1 & 2 & 4 \\ 1 & 1 & -2 & 3 \\ 1 & -2 & k & m \end{array} \right]$$

The system of equation has infinite solutions.

(a) Determine the values of k and m

✓ reason Infinite solns \rightarrow plane is a
 ✓ k linear combination

✓ m $\Rightarrow (3) = (1) - (2)$

$\Rightarrow k = 4 \quad m = 1$

[3]

$$\sim \left[\begin{array}{ccc|c} 2 & -1 & 2 & 4 \\ 0 & -3 & 6 & -2 \\ 0 & 3 & 2-2k & 4-2m \end{array} \right] \begin{array}{l} R_1 - 2R_2 \\ R_1 - 2R_3 \end{array}$$

or Infinite solns if

$$2 - 2k = -6 \quad k = 4$$

$$4 - 2m = 2 \quad m = 1$$

(b) Give a geometric interpretation of the solution for this system of equations for different values of m .

✓ $m = 1$

If $m = 1$, planes intersect along a line

✓ $m \neq 1$

If $m \neq 1$, planes intersect one another forming a triangular prism

(c) Determine the vector equation of the line where the three planes intersect.

let $z = \lambda$

✓ y

Now $-3y + 6\lambda = -2$

$\Rightarrow y = \frac{2}{3} - 2\lambda$

\therefore eqn of line is

$$\underline{r} = \begin{pmatrix} 7/3 \\ 2/3 \\ 0 \end{pmatrix} + \lambda \begin{pmatrix} 0 \\ -2 \\ 1 \end{pmatrix}$$

✓ x

Now $2x - y + 2z = 4$

$2x = 4 - 2\lambda + \frac{2}{3} + 2\lambda$

$x = \frac{14}{6}$

✓ vector eqn

3. (9 marks)

Consider a particle whose position as a function of time is given by

$$\underline{r}(t) = \begin{pmatrix} 4 \sin(2t) \\ 4 \cos(2t) \end{pmatrix}$$

(a) Prove the velocity of the particle is always tangential to its position vector. [3]

$$\underline{v}(t) = \begin{pmatrix} 4 \cos 2t \\ -4 \sin 2t \end{pmatrix}$$

✓ $\underline{v}(t)$

✓ dot

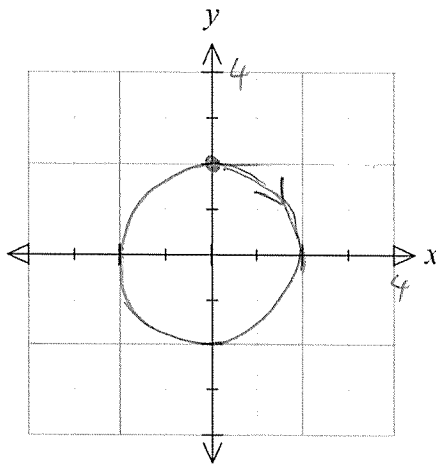
$$\text{So } \underline{r}(t) \cdot \underline{v}(t) = \begin{pmatrix} 4 \sin 2t \\ 4 \cos 2t \end{pmatrix} \cdot \begin{pmatrix} 4 \cos 2t \\ -4 \sin 2t \end{pmatrix}$$

✓ expands

$$= 8 \sin 2t \cos 2t - 8 \sin 2t \cos 2t$$

$$= 0$$

(b) Draw a sketch of the path of the particle and indicate the direction of motion. [3]



✓ scale

✓ circle

✓ direction

(c) Determine an expression for the total distance travelled by the particle between time a and time b . [3]

$$\text{dist} = \int_a^b |\underline{v}(t)| dt$$

✓ expression

$$= \int_a^b \sqrt{(4 \cos 2t)^2 + (-4 \sin 2t)^2} dt$$

✓ magnitude

$$= \int_a^b 4 dt$$

✓ simplified

$$= 4b - 4a$$



**Year 12 Mathematics Specialist 3,4
Test 2, 2021**

**Section 2 Calculator Assumed
Vectors in 3D**

STUDENT'S NAME _____

DATE: Wednesday 12 May

TIME: 30 minutes

MARKS: 31

INSTRUCTIONS:

Standard Items: Pens, pencils, drawing templates, eraser

Special Items: Three calculators, notes on one side of a single A4 page (these notes to be handed in with this assessment)

Questions or parts of questions worth more than 2 marks require working to be shown to receive full marks.

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4. ⁸
(10 marks)

Two radio-controlled model planes take off at the same time from two different positions and with constant velocities. Model A leaves from the point with position vector $(-3\mathbf{i} - 7\mathbf{j})$ metres and has velocity $(5\mathbf{i} - \mathbf{j} + 2\mathbf{k})$ m/s; model B leaves from the point with position vector $(7\mathbf{i} - \mathbf{j} - 8\mathbf{k})$ metres and has velocity $(3\mathbf{i} - 4\mathbf{j} + 6\mathbf{k})$ m/s.

(a) Determine the distance between the two model planes after 1 second of flight. [3]

$$\begin{aligned} \underline{r}_A(1) &= \begin{pmatrix} -3 \\ -7 \\ 0 \end{pmatrix} + \begin{pmatrix} 5 \\ -1 \\ 2 \end{pmatrix} \\ &= \begin{pmatrix} 2 \\ -8 \\ 2 \end{pmatrix} \end{aligned}$$

✓ $\underline{r}_A(1)$

$$\begin{aligned} \underline{r}_B(1) &= \begin{pmatrix} 7 \\ -1 \\ -8 \end{pmatrix} + \begin{pmatrix} 3 \\ -4 \\ 6 \end{pmatrix} \\ &= \begin{pmatrix} 10 \\ -5 \\ 2 \end{pmatrix} \end{aligned}$$

✓ $\underline{r}_B(1)$

$$\text{dist} = \left| \underline{r}_A(1) - \underline{r}_B(1) \right|$$

$$= \left| \begin{pmatrix} -8 \\ -3 \\ 4 \end{pmatrix} \right|$$

$$= \sqrt{89} \quad \text{or} \quad 9.43 \text{ m}$$

✓ distance

(b) Determine:

- (i) an expression, in term of t , for the displacement between model plane A and model plane b. [1]

$$\begin{aligned} & \vec{r}_A(t) - \vec{r}_B(t) \\ &= \begin{pmatrix} -10 \\ -6 \\ 8 \end{pmatrix} + t \begin{pmatrix} 2 \\ 3 \\ -4 \end{pmatrix} \end{aligned}$$

- (ii) the shortest distance between the two model planes. [3]

$$\text{dist} = \sqrt{(-10 + 2t)^2 + (-6 + 3t)^2 + (8 - 4t)^2} \quad \checkmark$$

Using CAS and f-min ✓

$$\text{min value} = \frac{30\sqrt{29}}{29} \quad \text{or} \quad 5.57 \quad \checkmark$$

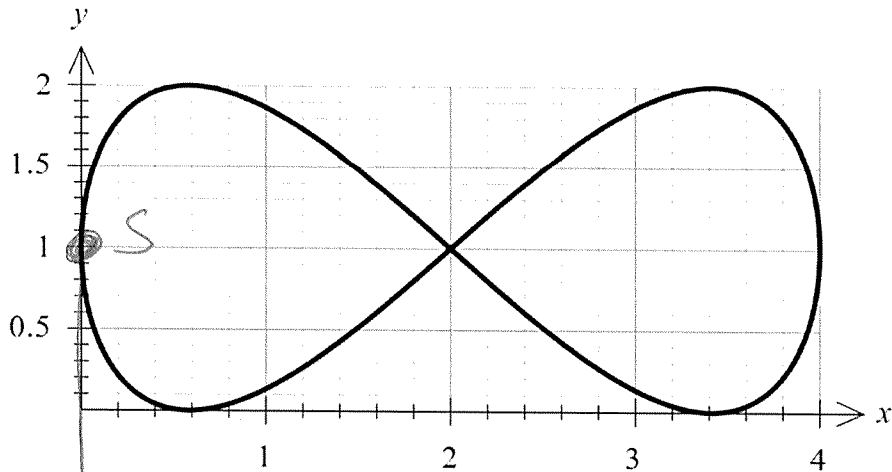
$$t = \frac{70}{29} \quad \text{or} \quad 2.41$$

- (iii) the time when this occurs. [1]

After 2.41 seconds ✓

5. (10 marks)

The path of a toy race car on a racetrack is shown below. The race car moves so that its position vector $\underline{r}(t)$ is given by $\underline{r}(t) = \begin{pmatrix} 2 - 2\cos(t) \\ 1 - \sin(2t) \end{pmatrix}$ metres, where t is the number of seconds the particle has been in motion.



- (a) Determine the starting position of the race car and mark this as point S in the diagram above. [1]

$$\underline{r}(0) = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

✓ S on diagram

- (b) Determine the initial velocity of the race car and indicate this on the diagram above. [3]

$$\underline{v}(t) = \begin{pmatrix} 2 \sin t \\ -2 \cos 2t \end{pmatrix}$$

✓ $\underline{v}(t)$

$$\underline{v}(0) = \begin{pmatrix} 0 \\ -2 \end{pmatrix}$$

✓ $\underline{v}(0)$

✓ on graph

(c) Determine the Cartesian equation for the path of the race car.

[3]

$$x = 2 - 2 \cos t$$

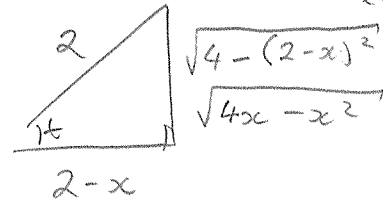
$$\Rightarrow \frac{x-2}{-2} = \cos t$$

$$\Rightarrow \frac{2-x}{2} = \cos t$$

✓ express in $\cos t$

✓ sub for $\sin t$

✓ express in y^2



$$y = 1 - \sin 2t$$

$$= 1 - 2 \sin t \cos t$$

But, this is only the top half ✓

$$= 1 - \frac{\sqrt{4x-x^2}}{2} \cdot \frac{(2-x)}{2}$$

$$\therefore y^2 = \left(1 - \frac{1}{2} \sqrt{4x-x^2} (2-x)\right)^2$$

$$= 1 - \frac{1}{2} \sqrt{4x-x^2} (2-x)$$

(d) Determine the distance the race car travels in completing one circuit of the racetrack.

[3]

Back at start when $x = 0$

$$\Rightarrow 0 = 2 - 2 \cos t$$

$$\checkmark t = 2\pi$$

$$\Rightarrow 1 = \cos t$$

$$\Rightarrow t = 0, 2\pi, 4\pi, \dots$$

$$\therefore \text{dist} = \int_0^{2\pi} |\underline{v}(t)| dt$$

✓ exp

$$= 12.19 \text{ m}$$

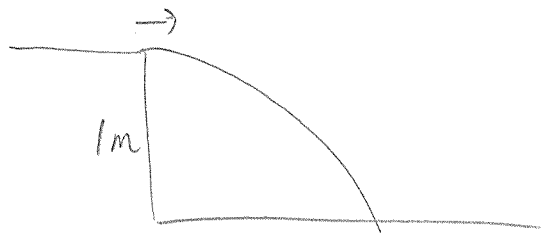
✓ answer

6. (11 marks)

A ball rolls off a table with a speed of 60 cm/s. The table is 1 m high. The ball undergoes acceleration due to gravity of $\underline{a}(t) = \begin{pmatrix} 0 \\ -9.8 \end{pmatrix} m/s^2$

(a) Determine the point at which the ball hits the floor and determine the speed at the instant.

[5]



$$\underline{v}(0) = \begin{pmatrix} 0.6 \\ 0 \end{pmatrix} \text{ cm/s}$$

- ✓ $\underline{v}(t)$
- ✓ $\underline{r}(t)$
- ✓ t values
- ✓ $\underline{r}(\frac{\sqrt{10}}{7})$
- ✓ speed

$$\underline{a}(t) = \begin{pmatrix} 0 \\ -9.8 \end{pmatrix}$$

$$\underline{v}(t) = \begin{pmatrix} 0 \\ -9.8t \end{pmatrix} + \underline{c}$$

$$\text{but } \underline{v}(0) = \begin{pmatrix} 0.6 \\ 0 \end{pmatrix}$$

$$\therefore \underline{v}(t) = \begin{pmatrix} 0.6 \\ -9.8t \end{pmatrix}$$

$$\underline{r}(t) = \begin{pmatrix} 0.6t \\ -4.9t^2 \end{pmatrix} + \underline{d}$$

$$\text{but } \underline{r}(0) = \begin{pmatrix} 0 \\ 1 \end{pmatrix}$$

$$\therefore \underline{r}(t) = \begin{pmatrix} 0.6t \\ -4.9t^2 + 1 \end{pmatrix}$$

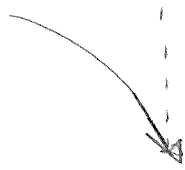
Hit ground when $-4.9t^2 + 1 = 0$

$$\Rightarrow t = \pm \frac{\sqrt{10}}{7}, \text{ so } \frac{\sqrt{10}}{7}$$

$$\begin{aligned} \underline{r}\left(\frac{\sqrt{10}}{7}\right) &= \begin{pmatrix} \frac{3\sqrt{10}}{35} \\ 0 \end{pmatrix} \\ &= \begin{pmatrix} 0.271 \\ 0 \end{pmatrix} \text{ m} \end{aligned}$$

$$\begin{aligned} \text{speed impact } \left| \underline{v}\left(\frac{\sqrt{10}}{7}\right) \right| &= \frac{\sqrt{499}}{5} \\ &= 4.47 \text{ cm/s} \end{aligned}$$

- (b) Determine the angle θ between the path of the ball and a vertical line drawn through the point of impact. [3]



$$\text{angle} \left(\sqrt{\frac{\sqrt{10}}{7}}, \begin{pmatrix} 0 \\ 1 \end{pmatrix} \right) \quad \checkmark \sqrt{\frac{\sqrt{10}}{7}}$$

$$= \text{angle} \left(\begin{pmatrix} 3/5 \\ -7\sqrt{10}/5 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \end{pmatrix} \right) \quad \checkmark 172.3^\circ$$

$$= 172.28^\circ$$

$$\therefore \text{angle is } 7.72^\circ$$

- (c) Suppose the ball rebounds from the floor at the same angle with which it hits the floor but loses 20% of its speed due to energy absorbed by the ball on impact. Where does the ball strike the floor on the second bounce? [3]

$$\text{new speed } 80\% \text{ of } \frac{\sqrt{499}}{5} = \frac{4\sqrt{499}}{25}$$

assuming new coordinate system yields

$$\vec{r}(t) = \begin{pmatrix} \frac{4\sqrt{499}}{25} \sin(7.72^\circ) t \\ \frac{4\sqrt{499}}{25} \cos(7.72^\circ) t - 4.9 t^2 \end{pmatrix} \quad \checkmark \vec{r}(t)$$

solving when y-comp is 0 gives

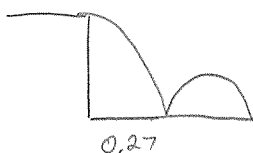
$$t = 0, 0.7228 \quad \checkmark \text{time}$$

$$\therefore \text{range} = \frac{4\sqrt{499}}{25} \sin(7.72^\circ) \times 0.7228$$

$$= 0.347 \text{ m} \quad \checkmark \text{location}$$

$$\therefore 0.271 + 0.347 = 0.618 \text{ m left of table}$$

0.27



If lose 20% \rightarrow keep 80%
but 80% in 20

$$\therefore 2^{\text{nd}} \text{ bounce} = 0.27 + 0.8^2 \times 0.27 \times 2 \quad \text{Page 7 of 7}$$