## Exam 2015

# Mathematics for Multimedia Applications Medialogy

#### 2 June 2015

### **Formalities**

This exam set consists of 4 pages, in which there are 8 problems. You are allowed to use books, notes etc. You are *not* allowed to use electronic devices such as calculators, computers or cell phones.

A number of points is indicated for every sub-problem. The sum of these points equals 100.

Date and time for the exam: 2 June, 9:00 - 13:00.

You must indicate the following on each page:

- Full name
- Study number
- Page number

On the first page, you must indicate

• The total number of pages.

Good luck!

## **Problems**

#### Problem 1.

1.a. (4 points) Differentiate the function  $f(x) = \cos(5x) + e^x$ .

1.b. (4 points) Differentiate the function  $g(x) = \ln(3x^2 + 5)$ .

1.c. (3 points) The graph of the function g(x) has a horizontal tangent at a point. Find the x-coordinate of that point.

#### Problem 2.

2.a. (3 points) Prove that the following identity holds:

$$\sin(3x) = \sin(2x)\cos(x) + \cos(2x)\sin(x)$$

Hint: Write 3x as 2x + x and use a trigonometric addition formula.

2.b. (4 points) Prove the following trigonometric identity:

$$\sin(3x) = 3\cos^2(x)\sin(x) - \sin^3(x)$$

Hint: Use the double angle formulas.

2.c. (3 points) Describe all solutions of the equation

$$\sin^3(x) = 3\cos^2(x)\sin(x)$$

#### Problem 3.

3.a. (3 points) Calculate the sum

$$\sum_{i=1}^{5} (i^2 - 3i)$$

3.b. (4 points) Calculate the sum

$$\sum_{i=1}^{100} (4i - 2)$$

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**Problem 4.** Evaluate the following integrals:

4.a. (5 points)  $\int_{1}^{2} (\frac{1}{x} + 2x) dx$ 

4.b. (5 points)  $\int_0^{\pi/6} \cos(3x) dx$ 

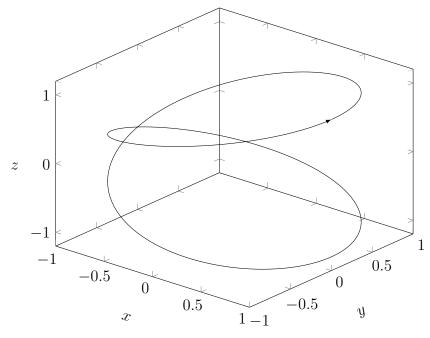
**Problem 5.** Let P, Q and R be points in 3D-space with coordinates (1, 1, 3), (3, 1, 1) and (1, 2, 2) respectively.

- 5.a. (4 points) Find the coordinates of the vectors  $\overrightarrow{PQ}$  and  $\overrightarrow{PR}$ . Show that the dot product  $\overrightarrow{PQ} \bullet \overrightarrow{PR}$  is equal to 2.
- 5.b. (2 points) Find parametric equations of the line  $\mathcal{L}$  through P and Q.
- 5.c. (3 points) Find the angle between the vectors  $\overrightarrow{PQ}$  and  $\overrightarrow{PR}$ .
- 5.d. (3 points) Compute the cross product  $\overrightarrow{PQ} \times \overrightarrow{PR}$ .
- 5.e. (3 points) Find the area of the triangle with vertices P, Q and R.
- 5.f. (3 points) Find an equation of the plane through P, Q and R.
- 5.g. (3 points) Find the shortest distance from the point R to the line  $\mathcal{L}$ .

**Problem 6.** The position vector of a moving particle in 3D-space is given by

$$\vec{r}(t) = (\cos(2t), \sin(2t), \cos(t))$$

Here is a plot of the motion curve when the time t runs from 0 to  $2\pi$ :



- 6.a. (3 points) Compute the velocity vector  $\vec{v}(t)$ .
- 6.b. (2 points) Compute the speed  $\nu(t)$ .
- 6.c. (3 points) Compute the acceleration vector  $\vec{a}(t)$ .
- 6.d. (3 points) Find a unit vector which points in the direction that the particle is moving at time t = 0.

**Problem 7.** Consider the following system of linear equations:

$$x_1 + x_2 + 5x_3 + x_4 = 2$$
$$x_1 + 2x_2 + 8x_3 + x_4 = 4$$
$$-x_1 + x_2 + x_3 = 1$$

- 7.a. (3 points) Find the augmented matrix of the system.
- 7.b. (6 points) Find the reduced row echelon form of the augmented matrix.
- 7.c. (4 points) Write down the general solution of the system.
- 7.d. (3 points) Find a solution of the system which has  $x_3 = 1$ .

**Problem 8.** Define four matrices as follows:

$$A = \begin{bmatrix} 1 & -1 & 0 \\ 2 & 0 & 1 \end{bmatrix}, \quad B = \begin{bmatrix} 2 & 1 \\ 1 & 0 \\ 3 & 3 \end{bmatrix}, \quad C = \begin{bmatrix} -1 & 1 \\ 3 & -2 \end{bmatrix}, \quad D = \begin{bmatrix} 1 & 2 \\ 2 & -2 \end{bmatrix}$$

- 8.a. (4 points) Compute the matrix product AB.
- 8.b. (3 points) Compute  $(C+D)^T$ .
- 8.c. (4 points) Determine whether C is invertible. If so, find its inverse.
- 8.d. (3 points) The unit cube in  $\mathbb{R}^2$  has vertices (0,0), (1,0), (0,1) and (1,1). Sketch the image of this unit cube under the linear transformation

$$T: \mathcal{R}^2 \to \mathcal{R}^2; \quad T(\vec{x}) = D\vec{x}.$$

## **Appendix**

Exact values for trigonometric functions of various angles.

	0°	$30^{\circ}$	45°	60°	90°
	0	$\frac{\pi}{6}$	$\frac{\pi}{4}$	$\frac{\pi}{3}$	$\frac{\pi}{2}$
sin	0	$\frac{1}{2}$	$\frac{\sqrt{2}}{2}$	$\frac{\sqrt{3}}{2}$	1
cos	1	$\frac{\sqrt{3}}{2}$	$\frac{\sqrt{2}}{2}$	$\frac{1}{2}$	0

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