

PRIIMEK	IME	VPISNA ŠTEVILKA	SMER

NALOGA	TOČKE
1.	
2.	
3.	
4.	
SKUPAJ	

MATEMATIČNA ANALIZA 3

računski del

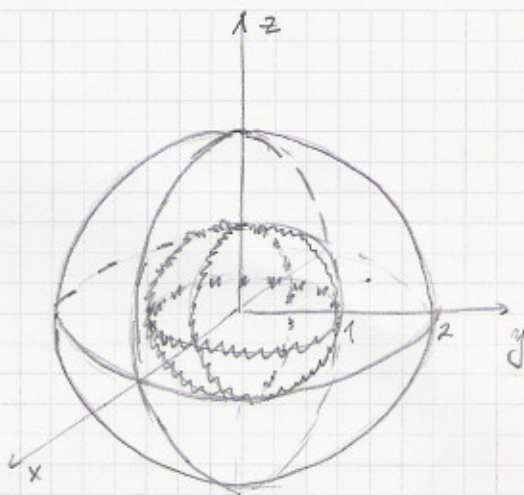
15.4.2005

Točkovanje: 20+20+35+25=100

1. Narišite skico telesa

$$G = \{(x, y, z) \in \mathbb{R}^3; 1 \leq x^2 + y^2 + z^2 \leq 4\}$$

in izračunajte njegovo maso, če je gostota sorazmerna kvadratu oddaljenosti od izhodišča.



UVEDEHO SFERICNE KOORD.

$$x = r \cos \varphi \cos \psi$$

$$y = r \sin \varphi \cos \psi$$

$$z = r \sin \psi$$

$$\rho = r^2 \cos \psi$$

$$\rho = C(x^2 + y^2 + z^2) = Cr^2$$

$$\begin{aligned}
 m &= \iiint_G \rho(x, y, z) dx dy dz = \int_0^{2\pi} d\varphi \int_{-\frac{\pi}{2}}^{\frac{\pi}{2}} d\psi \int_1^2 \underbrace{Cr^2}_{\rho} \underbrace{r^2 \cos \psi}_{\rho} dr \\
 &= \int_0^{2\pi} d\varphi \int_{-\frac{\pi}{2}}^{\frac{\pi}{2}} \cos \psi d\psi \int_1^2 r^4 dr = 2\pi \left[\sin \psi \right]_{-\frac{\pi}{2}}^{\frac{\pi}{2}} \left[\frac{r^5}{5} \right]_1^2 \\
 &= 2\pi (1 - (-1)) \frac{32 - 1}{5} = \underline{\underline{\frac{124\pi}{5}}}
 \end{aligned}$$

2. Pokażite, da je krivulja $\vec{r}(\varphi) = (\cos \varphi, 2 + \sin \varphi, 2 \sin \varphi + 1)$, $\varphi \in [0, 2\pi]$, ravninska.

Poiščite točki na krivulji, v katerih je fleksija največja.

$$\left. \begin{aligned} \dot{\vec{r}}(\varphi) &= (-\sin \varphi, \cos \varphi, 2 \cos \varphi) \\ \ddot{\vec{r}}(\varphi) &= (-\cos \varphi, -\sin \varphi, -2 \sin \varphi) \\ \ddot{\vec{r}}(\varphi) &= (\sin \varphi, -\cos \varphi, -2 \cos \varphi) = -\dot{\vec{r}}(\varphi) \end{aligned} \right\} \Rightarrow [\dot{\vec{r}}, \ddot{\vec{r}}, \ddot{\vec{r}}] = 0 \Rightarrow \tau = 0$$

FLEKSIJA:
$$\kappa(\varphi) = \frac{\|\dot{\vec{r}}(\varphi) \times \ddot{\vec{r}}(\varphi)\|}{\|\dot{\vec{r}}(\varphi)\|^3}$$

$$\begin{aligned} \dot{\vec{r}}(\varphi) \times \ddot{\vec{r}}(\varphi) &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -\sin \varphi & \cos \varphi & 2 \cos \varphi \\ -\cos \varphi & -\sin \varphi & -2 \sin \varphi \end{vmatrix} = \begin{vmatrix} \vec{i} & \vec{j} \\ -\sin \varphi & \cos \varphi \\ -\cos \varphi & -\sin \varphi \end{vmatrix} \\ &= (-2 \cos \varphi \sin \varphi + 2 \cos \varphi \sin \varphi, -2 \cos^2 \varphi - 2 \sin^2 \varphi, \sin^2 \varphi + \cos^2 \varphi) \\ &= (0, -2, 1) \end{aligned}$$

$$\Rightarrow \|\dot{\vec{r}}(\varphi) \times \ddot{\vec{r}}(\varphi)\| = \sqrt{0^2 + (-2)^2 + 1^2} = \sqrt{0 + 4 + 1} = \sqrt{5}$$

$$\|\dot{\vec{r}}(\varphi)\| = \sqrt{(-\sin \varphi)^2 + \cos^2 \varphi + (2 \cos \varphi)^2} = \sqrt{1 + 4 \cos^2 \varphi}$$

Torej
$$\kappa(\varphi) = \frac{\sqrt{5}}{(1 + 4 \cos^2 \varphi)^{3/2}} \Rightarrow$$

\Rightarrow FLEKSIJA JE NAJVEČJA, KO JE $\cos \varphi = 0$

$$\Rightarrow \varphi_1 = \frac{\pi}{2} \quad \text{in} \quad \varphi_2 = \frac{3\pi}{2}$$

$$\Rightarrow T_1(\cos \frac{\pi}{2}, 2 + \sin \frac{\pi}{2}, 2 \sin \frac{\pi}{2} + 1) = T_1(0, 3, 3)$$

$$T_2(\cos \frac{3\pi}{2}, 2 + \sin \frac{3\pi}{2}, 2 \sin \frac{3\pi}{2} + 1) = T_2(0, 1, -1)$$

FLEKSIJA JE NAJVEČJA V TOČKAH $T_1(0, 3, 3)$ IN $T_2(0, 1, -1)$

3. Skicirajte krivuljo \vec{K} , ki je presek ploskev $x^2 + y^2 = z$ in $z = 4$ in je orientirana v smeri urinega kazalca, če jo gledamo iz $T(0,0,10)$. Izračunajte

$$\oint_{\vec{K}} xz \, dy + y \, dz$$

(a) direktno,

(b) z uporabo Stokesovega izreka.



$$\vec{F}(x,y,z) = (0, xz, y)$$

$$\begin{cases} x^2 + y^2 = z \\ z = 4 \end{cases} \Rightarrow \begin{cases} x^2 + y^2 = 4 \\ z = 4 \end{cases}$$

→ KRIVULJA \vec{K} LEŽI V RAVNINI $z=4$, SREDIŠČE IMA V $(0,0,4)$ IN POLMER 2

(a) DIREKTNO

PARAMETRIZACIJA \vec{K}

$$-\vec{K}: (2\cos t, 2\sin t, 4) \quad t \in [0, 2\pi]$$

$$\begin{aligned} \oint_{\vec{K}} \vec{F} d\vec{t} &= - \oint_{-\vec{K}} \vec{F} d\vec{t} = - \int_0^{2\pi} (0, 2\cos t \cdot 4, 2\sin t) \cdot (-2\sin t, 2\cos t, 0) dt \\ &= -16 \int_0^{2\pi} \cos^2 t \, dt = -16 \cdot 4 \int_0^{2\pi} \cos^2 t \, dt = -64 \int_0^{2\pi} \cos^2 t \, dt \\ &= -64 \int_0^{2\pi} \frac{1 + \cos 2t}{2} dt = -32 \int_0^{2\pi} (1 + \cos 2t) dt \\ &= -32 \left[t + \frac{\sin 2t}{2} \right]_0^{2\pi} = -32 \cdot 2\pi = -64\pi \end{aligned}$$

$$(b) \operatorname{rot} \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ 0 & xz & y \end{vmatrix} = \begin{vmatrix} \hat{i} & \hat{j} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} \end{vmatrix} = (1-x, 0, z)$$

$$\iint_D \operatorname{rot} \vec{F} \cdot d\vec{s} = \iint_D (1-x, 0, z) \cdot (0, 0, -1) \, dx \, dy = - \iint_D z \, dx \, dy$$

D: KROG S POLMEROM 2 IN SREDIŠČEM V (0,0)

$$= -4 \iint_D dx \, dy = -4 (\pi \cdot 2^2) = -16\pi$$

→ (D)
PLOSČINA

4. Rešite začetni problem

$$y' - y = 1 - x \quad y(0) = 3$$

IMAMO LINEARNO DIFERENCIALNO ENAČBO 1. REDA
NAJPREJ REŠIMO PRIREJENO HOMOGENO ENAČBO:

$$y' - y = 0$$

$$\frac{dy}{dx} = y \quad | : y \quad y=0 \text{ JE TUDI REŠITEV DE}$$

$$\frac{dy}{y} = dx$$

$$\int \frac{dy}{y} = \int dx$$

$$\ln|y| = x + \ln c \quad c > 0$$

$$\cdot e^{\ln|y|} = e^{x + \ln c}$$

$$|y| = ce^x$$

$$y = \pm ce^x$$

$$y = 0 \text{ JE TUDI REŠITEV } \left. \vphantom{\int} \right\} y_H = De^x \quad D \in \mathbb{R}$$

METODA VARIACIJA KONSTANTE

$$y_H = D(x) e^x$$

$$y' = D' e^x + D e^x$$

VSTAVIMO V D.E.

$$y' - y = 1 - x$$

$$D' e^x + D e^x - D e^x = 1 - x$$

$$D' = (1-x)e^{-x}$$

$$\Rightarrow D = \int (1-x)e^{-x} dx = (1-x)(-e^{-x}) - \int (-e^{-x})(-dx)$$

$$1-x = u \quad e^{-x} dx = dv$$

$$-dx = du \quad -e^{-x} = v$$

$$= (x-1)e^{-x} + e^{-x} = xe^{-x}$$

$$\Rightarrow y_H = D(x) e^x = (xe^{-x})e^x = x$$

$$\Rightarrow y = y_H + y_H = De^x + x \quad D \in \mathbb{R}$$

UPOŠTEVAMO ZAČETNI POGOJ:

$$y(0) = De^0 + 0 = D \Rightarrow D = 3 \Rightarrow \underline{\underline{y = 3e^x + x}}$$

$$y(0) = 3$$