

## Conic Sections and Quadric Surfaces

**Text Reference: Section 7.2, p. 462**

The purpose of this set of exercises is to show how quadratic forms and the Principal Axes Theorem may be used to classify conic sections and quadric surfaces.

Consider the **general quadratic equation in two variables**  $x_1$  and  $x_2$ :

$$ax_1^2 + 2bx_1x_2 + cx_2^2 + dx_1 + ex_2 + f = 0 \tag{1}$$

The graph of this equation is called a **conic section**: the most interesting examples of conic sections are circles, ellipses, hyperbolas, and parabolas. These are called the **nondegenerate conic sections**. Each conic section has two axes; if these axes are identical to the coordinate axes, then the conic section is said to be in **standard position**. A conic section in standard position has a particularly simple equation; examples of the equations of nondegenerate conic sections in standard position are given in Table 1.

Name	Equation
Circle	$(x_1 - h)^2 + (x_2 - k)^2 = r^2$
Ellipse	$\frac{(x_1 - h)^2}{a^2} + \frac{(x_2 - k)^2}{b^2} = 1, a, b > 0$
Parabola	$(x_1 - h)^2 = 4p(x_2 - k)$ or $(x_2 - k)^2 = 4p(x_1 - h)$
Hyperbola	$\frac{(x_1 - h)^2}{a^2} - \frac{(x_2 - k)^2}{b^2} = 1, a, b > 0$ or $\frac{(x_2 - k)^2}{a^2} - \frac{(x_1 - h)^2}{b^2} = 1, a, b > 0$

Table 1: The Conic Sections in Standard Position

Other **degenerate conic sections** include single points and pairs of lines; this exercise set is only concerned with nondegenerate conic sections. The first goal of this exercise set is to classify and graph a general quadratic equation in two variables.

Begin by noting that Equation 1 may be written as

$$\mathbf{x}^T A \mathbf{x} + B \mathbf{x} + f = 0$$

where

$$A = \begin{bmatrix} a & b \\ b & c \end{bmatrix}, B = [d \ e], \text{ and } \mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \end{bmatrix}$$

The quadratic form  $\mathbf{x}^T A \mathbf{x}$  is called the quadratic form associated with the quadratic equation.

**Example 1:** Consider the quadratic equation

$$8x_1^2 - 4x_1x_2 + 5x_2^2 - 24x_1 + 24x_2 = 0$$

This may be written as

$$\begin{bmatrix} x_1 & x_2 \end{bmatrix} \begin{bmatrix} 8 & -2 \\ -2 & 5 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} + \begin{bmatrix} -24 & 24 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \end{bmatrix} = 0$$

The quadratic form associated with this equation is thus  $\mathbf{x}^T A \mathbf{x}$  with

$$A = \begin{bmatrix} 8 & -2 \\ -2 & 5 \end{bmatrix}$$

The Principal Axes Theorem says that there is an orthogonal change of variable  $\mathbf{x} = P\mathbf{y}$  that transforms the quadratic form  $\mathbf{x}^T A \mathbf{x}$  into a quadratic form  $\mathbf{y}^T D \mathbf{y}$ , where  $D$  is a diagonal matrix with the eigenvalues of  $A$  (with multiplicities) as its diagonal entries. Geometrically, since  $P$  is an orthogonal matrix, the change of variable  $\mathbf{x} = P\mathbf{y}$  transforms the  $x_1$  and  $x_2$  axes into a new set of orthogonal axes (determined by the columns of  $P$ ), which are denoted by  $y_1$  and  $y_2$ . Performing this substitution gives the equation

$$(P\mathbf{y})^T A (P\mathbf{y}) + B(P\mathbf{y}) + f = 0$$

which may be rewritten as

$$\mathbf{y}^T (P^T A P) \mathbf{y} + (B P) \mathbf{y} + f = 0$$

or

$$\mathbf{y}^T D \mathbf{y} + (B P) \mathbf{y} + f = 0$$

**Example 1(cont.):** The eigenvalues of  $A$  are 4 and 9; one may show that the associated unit eigenvectors are

$$\lambda_1 = 4 : \begin{bmatrix} \frac{1}{\sqrt{5}} \\ \frac{2}{\sqrt{5}} \end{bmatrix} \qquad \lambda_2 = 9 : \begin{bmatrix} \frac{2}{\sqrt{5}} \\ -\frac{1}{\sqrt{5}} \end{bmatrix}$$

Thus

$$P = \begin{bmatrix} \frac{1}{\sqrt{5}} & \frac{2}{\sqrt{5}} \\ \frac{2}{\sqrt{5}} & -\frac{1}{\sqrt{5}} \end{bmatrix}$$

Thus

$$D = P^T A P = \begin{bmatrix} 4 & 0 \\ 0 & 9 \end{bmatrix} \text{ and } B P = \begin{bmatrix} -24 & 24 \end{bmatrix} P = \begin{bmatrix} \frac{24}{\sqrt{5}} & -\frac{72}{\sqrt{5}} \end{bmatrix}$$

so the equation may be written in terms of the new variables  $y_1$  and  $y_2$  as

$$\mathbf{y}^T D \mathbf{y} + (B P) \mathbf{y} = 4y_1^2 + 9y_2^2 + \frac{24}{\sqrt{5}}y_1 - \frac{72}{\sqrt{5}}y_2 = 0$$

Notice that the change of coordinates has eliminated the term containing  $x_1 x_2$ ; it is now much easier to see which type of conic section the graph of this equation is. Complete the square to find that the equation may be written

$$4 \left( y_1 + \frac{3}{\sqrt{5}} \right)^2 + 9 \left( y_2 - \frac{4}{\sqrt{5}} \right)^2 = 36$$

or

$$\frac{\left( y_1 + \frac{3}{\sqrt{5}} \right)^2}{9} + \frac{\left( y_2 - \frac{4}{\sqrt{5}} \right)^2}{4} = 1$$

so the graph of this equation is an ellipse. A graph of this ellipse showing both  $x_1$  and  $x_2$  axes and  $y_1$  and  $y_2$  axes is given in Figure 1.

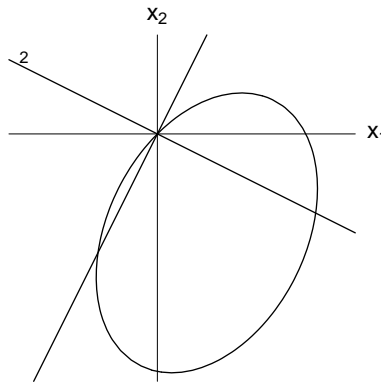


Figure 1: The ellipse of Example 1

The same analysis which has been done for the quadratic equation in two variables may be done to the **general quadratic equation in three variables**  $x_1, x_2,$  and  $x_3$ :

$$ax_1^2 + bx_2^2 + cx_3^2 + 2dx_1x_2 + 2ex_1x_3 + 2fx_2x_3 + gx_1 + hx_2 + ix_3 + j = 0 \quad (2)$$

The graph of this equation is called a **quadric surface**. There are quite a few types of nondegenerate quadric surfaces: ellipsoids, hyperboloids of one and two sheets, elliptic cones, elliptic paraboloids, and hyperbolic paraboloids. A quadric surface has three axes; when these axes coincide with the coordinate axes, the surface is in **standard position**, and has a straightforward equation. Examples

Name	Equation
Ellipsoid	$\frac{(x_1 - h)^2}{a^2} + \frac{(x_2 - k)^2}{b^2} + \frac{(x_3 - l)^2}{c^2} = 1, a, b, c > 0$
Hyperboloid of One Sheet	$\frac{(x_1 - h)^2}{a^2} + \frac{(x_2 - k)^2}{b^2} - \frac{(x_3 - l)^2}{c^2} = 1, a, b, c > 0$
Hyperboloid of Two Sheets	$\frac{(x_3 - l)^2}{c^2} - \frac{(x_1 - h)^2}{a^2} - \frac{(x_2 - k)^2}{b^2} = 1, a, b, c > 0$
Elliptic Cone	$\frac{(x_1 - h)^2}{a^2} + \frac{(x_2 - k)^2}{b^2} - \frac{(x_3 - l)^2}{c^2} = 0, a, b, c > 0$
Elliptic Paraboloid	$\frac{(x_1 - h)^2}{a^2} + \frac{(x_2 - k)^2}{b^2} = x_3 - l, a, b > 0$
Hyperbolic Paraboloid	$\frac{(x_2 - k)^2}{b^2} - \frac{(x_1 - h)^2}{a^2} = x_3 - l, a, b > 0$

Table 2: The Quadric Surfaces in Standard Position

of the equations of quadric surfaces in standard position are provided in Table 2. Other equations are possible by interchanging the positions of  $x_1$ ,  $x_2$ , and  $x_3$ . The goal as before is to classify and graph a general quadratic equation in three variables.

Most of the analysis is identical to that done for conic sections; to begin, Equation 2 may be written as

$$\mathbf{x}^T A \mathbf{x} + B \mathbf{x} + j = 0$$

where

$$A = \begin{bmatrix} a & d & e \\ d & b & f \\ e & f & c \end{bmatrix}, B = [g \quad h \quad i], \text{ and } \mathbf{x} = \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix}$$

The quadratic form  $\mathbf{x}^T A \mathbf{x}$  is again called the quadratic form associated with the quadratic equation.

**Example 2:** Consider the quadratic equation

$$4x_1^2 + 4x_2^2 + 4x_3^2 + 2x_1x_2 + 2x_1x_3 + 2x_2x_3 - x_1 - x_2 - x_3 = 0$$

This may be written as

$$\begin{bmatrix} x_1 & x_2 & x_3 \end{bmatrix} \begin{bmatrix} 4 & 1 & 1 \\ 1 & 4 & 1 \\ 1 & 1 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} + \begin{bmatrix} -1 & -1 & -1 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = 0$$

The quadratic form associated with this equation is thus  $\mathbf{x}^T A \mathbf{x}$  with

$$A = \begin{bmatrix} 4 & 1 & 1 \\ 1 & 4 & 1 \\ 1 & 1 & 4 \end{bmatrix}$$

As before the Principal Axes Theorem guarantees an orthogonal change of variable  $\mathbf{x} = P\mathbf{y}$  that transforms the quadratic form  $\mathbf{x}^T A \mathbf{x}$  into a quadratic form  $\mathbf{y}^T D \mathbf{y}$ , where  $D$  is a diagonal matrix with the eigenvalues of  $A$  (with multiplicities) as its diagonal entries. The matrix  $P$  exchanges the old  $x_1, x_2$ , and  $x_3$  axes for a new set of  $y_1, y_2$ , and  $y_3$  axes. The result of the change of variables is

$$\mathbf{y}^T D \mathbf{y} + (BP)\mathbf{y} + j = 0$$

**Example 2(cont.):** The eigenvalues of  $A$  are 3 and 6; one may show that an orthonormal set of associated unit eigenvectors is

$$\lambda_1 = 3 : \begin{bmatrix} \frac{2}{\sqrt{6}} \\ -\frac{1}{\sqrt{6}} \\ -\frac{1}{\sqrt{6}} \end{bmatrix}, \begin{bmatrix} 0 \\ \frac{1}{\sqrt{2}} \\ -\frac{1}{\sqrt{2}} \end{bmatrix} \quad \lambda_2 = 6 : \begin{bmatrix} \frac{1}{\sqrt{3}} \\ \frac{1}{\sqrt{3}} \\ \frac{1}{\sqrt{3}} \end{bmatrix}$$

So

$$P = \begin{bmatrix} \frac{2}{\sqrt{6}} & 0 & \frac{1}{\sqrt{3}} \\ -\frac{1}{\sqrt{6}} & \frac{1}{\sqrt{2}} & \frac{1}{\sqrt{3}} \\ -\frac{1}{\sqrt{6}} & -\frac{1}{\sqrt{2}} & \frac{1}{\sqrt{3}} \end{bmatrix}$$

$$D = P^T A P = \begin{bmatrix} 3 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 6 \end{bmatrix} \text{ and } BP = \begin{bmatrix} -1 & -1 & -1 \end{bmatrix} P = \begin{bmatrix} \frac{4}{\sqrt{6}} & 0 & -\sqrt{3} \end{bmatrix}$$

The equation may be written in terms of the new variables  $y_1, y_2$  and  $y_3$ :

$$\mathbf{y}^T D \mathbf{y} + (BP)\mathbf{y} = 3y_1^2 + 3y_2^2 + 6y_3^2 + \frac{4}{\sqrt{6}}y_1 - \sqrt{3}y_3 = 0$$

The change of coordinates has eliminated the cross-product terms; the graph using these new axes is in standard position. This graph is an ellipsoid, and completing the square produces an equation in graphable form. A graph of this ellipsoid using both  $x_1, x_2$  and  $x_3$  axes and the  $y_1, y_2$  and  $y_3$  axes is given in Figure 2.

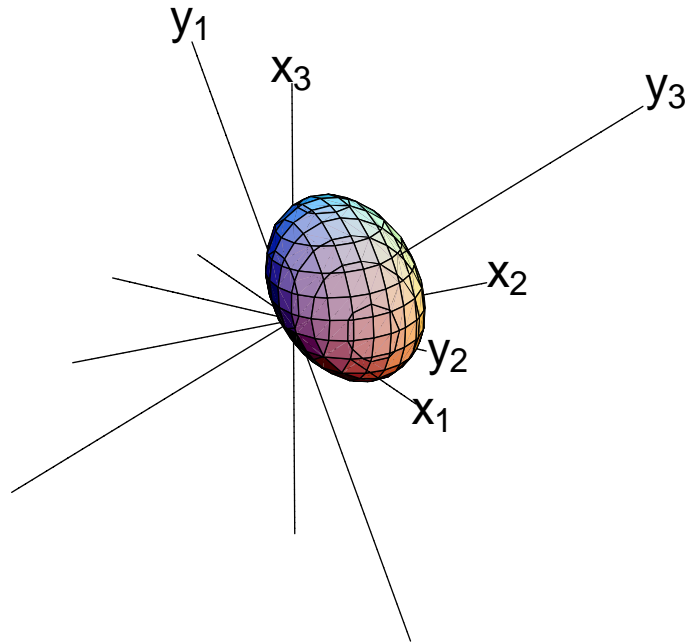


Figure 2: The ellipsoid of Example 2

**Questions:**

1. Perform an appropriate orthogonal change of variables  $y = Px$  to remove the  $x_1x_2$  term. Classify the conic section and give its equation in the new coordinate system.

a)  $x_1^2 + 4x_1x_2 - 2x_2^2 - 8 = 0$

b)  $x_1^2 + 2x_1x_2 + x_2^2 + x_1 + 8x_2 = 0$

c)  $5x_1^2 + 4x_1x_2 + 5x_2^2 - 9 = 0$

2. Perform an appropriate orthogonal change of variables  $y = Px$  to remove the cross-product terms. Classify the quadric surface and give its equation in the new coordinate system.

a)  $4x_1x_2 + 4x_1x_3 + 4x_2x_3 - 12x_1 - 8x_2 - 12x_3 + 18 = 0$

b)  $2x_2x_3 + x_1 + 10x_2 - 6x_3 - 31 = 0$

c)  $5x_1^2 + 2x_2^2 + 2x_3^2 - 2x_1x_2 + 2x_1x_3 - 4x_2x_3 - 2x_1 + 10x_2 - 26x_3 = 0$